The Seeker's
Guide to
TWISTED TAVERNS
Eldermancy
5th
Edition Fantasy

FORGED WITH GHOSTFIRE

Introduction

Greetings, and welcome to The Seeker's Guide to Twisted Taverns! This book is a collection of fantastical locations that can be used in any 5th Edition setting. Each tavern features its own story, cast of characters, a collection of side quests, unique areas, and a number of secrets. You may use any or all of the contents to provide players a place to rest and recoup from their grand adventures, or explore the taverns as their own adventures!

The total of 17 taverns range from levels 1-20, in no particular order, and have suggestions as to where they might be located. They are intended to serve as starting points, rest stops, or anomalies to use at times when writer's block or schedule conflicts are ever-present.

Running the Taverns

"To run these taverns, you need the *5e System Reference Document* or similar material, as many of the monsters and items contained therein are referenced throughout this book.There are also several mentions of creatures found in the first of Eldermancy's books, *Stibbles Codex of Companions*. All other necessary stat blocks are included at the end of each tavern's entry.

When a creature's name or type appears in bold, it implies that you may find their abilities in the related stat block section, *Stibbles Codex* or the *System Reference Document*. The rest of the mentioned items, including spells, magic items and equipment may be found in the in the *System Reference Document* or similar material as well."

World Travelers

In addition to the taverns, this book also contains a group of enigmatic NPCs called "World Travelers." These figures can appear at any of the taverns, be met on the road, or be played as characters in some of the more challenging taverns. For further direction on role-playing as the world travelers, read their descriptions in Chapter 18.

Consider the following notes when using the contents of this book:

- These taverns are designed to be added to any world and any cosmos, which leads to a lot of optional diversity. Because of this, the book accounts for the GM's authority when deciding certain event outcomes, locations, and options for involvement in the existing adventure. The contents of this book are meant to be creatively inspiring, and are built with the intent of letting players and creators mix their own ideas with the stories.
- It is highly recommended that the GM read through the tavern they wish to include before involving it in their game, as certain rooms feature secrets and mechanics in their descriptions.
- Due to the size of the book, numerous items and characters involve stat blocks that are available in the 5e Systems Reference Document.

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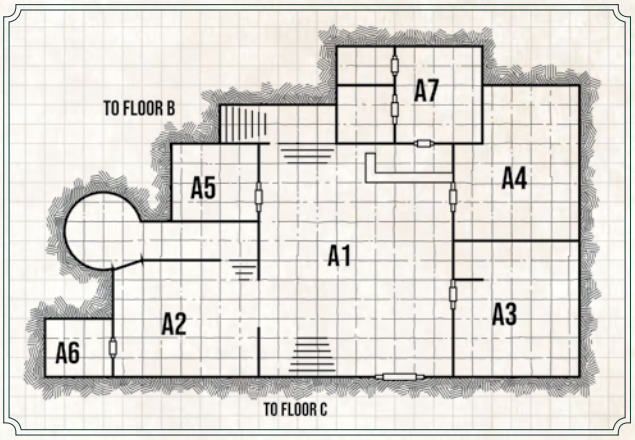
The Wizard's Watering Hole

Standing three stories tall and surrounded by dancing lights and illusory spectacles, The Wizard's Watering Hole beckons any and all outsiders to visit. This widely renowned tavern has established a reputation for excitement and arcane strangeness. The tavern seemingly runs itself, conjuring all its goods and services from powerful and permanent magics.

Player characters of any level can visit the tavern, but it is optimised for players level 5-10. This taven works best in a high magic setting, and is best placed either in a large town, in a city, or at a frequently used crossroads. The Wizard's Watering Hole should be presented to the characters as a place of unrealistic enjoyment, suspiciously low prices, and visual spectacle.

Areas of the Tavern

This tavern has four stories, three of which are above ground. The ground level and basement are designated for guests to enjoy the atmosphere. The second above-ground story is for housing guests, and the uppermost story is sealed off.



A1. The Main Hall

When the players enter, they will notice several key features:

- There are tables and booths scattered around the main hall, all of which are animated. Any creature sitting in a chair can use their action to direct the chair's movement, with a flying speed of 20 feet. The chairs and tables are unable to leave the tavern, and will lose their magic if forcibly taken.
- Sitting at various tables are the other patrons, listed in the Tavern's Guests section.

- The bar against the back wall is stocked with an array of strange bottles, keg faces, and other barware. Looking across shelves and tables, the players will quickly notice dozens of **awakened mugs** dashing around, helping serve guests and mix drinks. When the players enter, several mugs will approach them and attempt to lead them to the bar.
- The bar is run by a modified suit of armor called "The Tender." It has two additional arms that protrude from its back, and it wears a top hat **(animated headwear)** that allows it to speak, an ability it uses to take orders and conduct small talk. The Tender operates the bar, mixes drinks, and will leave briefly to gather ingredients in order to create meals at the counter. It works best as a listener, and is capable of answering follow-up questions on a topic, but otherwise has very little information to offer outside of the menu. It has an intelligence of 10 and can attack four times on its turn, but it otherwise has the same statistics as **animated armor**.
- A thin layer of fog looms overhead, seeming to ebb and flow at random intervals. This fog is actually sentient, and works to keep the peace within the tavern. It will intervene when a fight threatens to become lethal, or when it notices petty crimes being committed. It does so by forming a large, featureless humanoid from the fog, or by using telepathy to defuse situations. When manifesting the fog, use the **Ethereal Guardian** stat block.
- *Dancing lights* and *minor illusions* drift through the fog, illuminating sections of it with different colors. The lights appear as colorful glowing orbs, occasionally crossing over each other to briefly form dancing humanoid figures. The *minor illusions* constantly reshape to take the form of various small creatures, cartoonish faces that resemble guests, and arcane symbols.

A2. The Showroom

This room is attached to the main hall by an open doorway. Inside is more seating, and a large segmented stage. The main platform is designated for guest performances, and a circular section of the stage is full of self-playing instruments. Among them are drums, a flute, a lute, a horn, and a viol.

If anyone plays alongside them, their song changes as the instruments attempt to create a shared melody with the performer. Trying to steal the self-playing instruments risks invoking the attention of the **ethereal guardian**, as the instruments will create loud noises in panic. If a creature manages to successfully steal one, the instrument can be attuned to. Each of the instruments is secretly imbued with the soul of a dead bard, whose personality and helpfulness are determined by the GM.

A3. Potion Room

The Potion Room is open to all guests for both study and recreational purposes, but can only be operated by up to four creatures at a time. This room is heavily stocked with potion ingredients, all placed in various containers on the shelves that line the walls. Below the shelves are tables covered with empty bottles, vials, burners, and other tools for potion creation. A creature who is proficient with *brewers supplies* may use these tools with a cauldron.

Potion Grab Bag. Potions made in this room can be consumed on the property, but are confiscated by the **Ethereal Guardian** by guests leaving the tavern. As a variant rule, players can purchase their own concoctions for half the normal price of the potion.

Cauldrons. There is a stream flowing into this room from the garden, ending in a pool of water in the center of the room. A circle of four cauldrons surrounds this pool, and a book lies on a pedestal facing the doorway. Guests can use buckets found around the room to fill the cauldrons, which will magically begin to boil. The book is an enchanted catalogue of the ingredients in this room, and when the name of an ingredient is read from the book, the ingredient is magically summoned from the shelves.

The Tender

The Tavern Operators

Admindium

This alien creature resembles a spindly purple humanoid with six boney appendages that protrude from its back. These appendages resemble the limbs of a spider, and end in pointed tips. Its head is featureless, save for a large grinning mouth. It wears a white three-piece suit, and carries nothing other than a *wand of wonders*.

It will greet the party as if they were old friends, and welcome them to what it calls "the tavern's greatest secret, its hidden administrator." Admindium tells the party that it is a unique creature that feeds on emotions which come from revelry and enjoyment. This statement is actually true, but the rest of the creature's story is a clever lie. It claims that The Wizard's Watering Hole is not entirely independent, but is an extension of Admindium itself. After congratulating the adventurers, it will offer a trade: if they leave the tavern and never mention their discovery, they will be given 1,000 gold pieces and an **awakened mug** as a companion.

If the party has discovered the wizards in D3 prior to their meeting, and questions Admindium about them, the creature will firmly suggest they leave the tavern and summon the **Ethereal Guardian** to escort them out. If the party asks about the contraption in D5, Admindium will try to explain that the machine powers the tavern's operations, in spite of it being dormant. Unless the wizards are set free, Admindium has very little interest in fighting. It will instead try to defuse arguments, or make fraudulent threats that make it appear unkillable. However, if forced into combat, it will summon all of the tavern's constructs to help it fight.

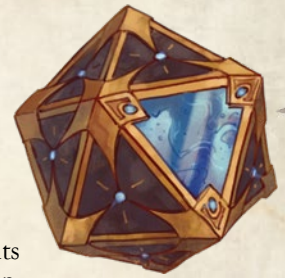
The Dealers

The Dealers are detailed in the Casino (C2) section. Similarly to The Tender, if they are destroyed, new constructs will replace them 1d4 hours later.

Ethereal Guardian

The **Ethereal Guardian** was created by Admindium solely to keep the peace inside the tavern. It prefers to stay on the main floor, but will occasionally visit the Parlor (C1) or the Casino (C2) to check on guests. When settling disputes, it will communicate telepathically with a calm and soothing voice, urging guests to deal with their issues outside. If forced into combat, it will only act to remove hostile creatures from the tavern.

The spirit that governs the fog's actions is tied to the Ethereal Plane. If a creature enters the ethereal plane, they will clearly see the spirit as a large, pale man with a muscular build and a forlorn expression. Communicating with the spirit will reveal that it loathes violence and petty disputes, and it expresses great pain when dealing with aggressive guests. It has no intention of leaving the tavern or its responsibilities, regardless of its pain.



The Wizards

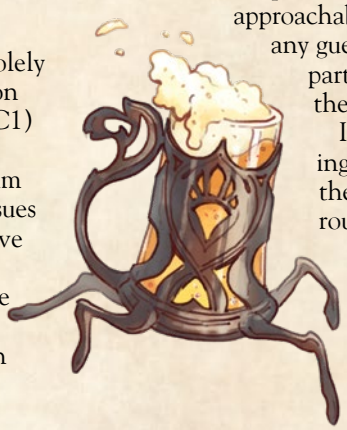
Resting eternally in their chambers (D3) are six humanoid figures, four of which are female and two of which are male. All of the wizards lie dormant inside their crystal prisons, dimly lit by the magical glow that the crystals emit. They each wear *robes of the archmagi* and have their faces obscured by magical darkness.

They will only speak once they have all been freed, and any threats have been dealt with. One of them will then ask the party about the time, location, and current chapter of reality they are in. The rest of them will spread through the tavern and clean out the changes brought on by Admindium. Once this is accomplished, they will escort the party out of the tavern before vanishing in the blink of an eye.

If the party is respectful and informative, the wizard will offer them additional *robes of the archmagi* as thanks. If asked about their history, they will explain the true purpose of the tavern as stated in the Tavern History section. If asked what they mean by "chapter," they will describe reality as a series of books that are separate but intertwined. The tavern is a vessel meant to traverse these "chapters" of reality and uncover the truth about their existence.

The Tender

The Tender was created by Admindium to deal with the tavern's day-to-day operations. It is equipped with refined culinary skills, a catalogue of cocktail recipes, and the ability to recall anything a guest tells it. This construct's personality was meticulously designed to be approachable and respectful, as not to insult any guest. It will never ask anything of the party, outside of its riddles detailed in the Quest Board section.



If a guest orders a meal that includes ingredients not readily available at the bar, The Tender will leave for 1d6 rounds to quickly collect what it needs from other rooms. If The Tender is destroyed, a new construct emerges from the top floor 1d4 hours later to replace it.

Ulrich Magnes

Creatures can create potions using the materials found in this room. To do so, they must spend 10 minutes and expend a spell slot of the required level. They must also succeed on an Intelligence (Arcana) check whose difficulty is 12 + the level of the desired spell. On a success, the creature creates one potion of a known spell that they choose. On a failure, the GM may cause one of the following effects to occur:

1d10	Result
1	The contents of the cauldron suddenly explode, dealing 1d6 fire damage and burning away the eyebrows of any creature within 5 feet of it.
2	The contents of the cauldron suddenly turn into snow.
3	The contents of the cauldron become thick like cement. After 10 seconds, the mixture becomes a **grey ooze**.
4	The cauldron erupts in a flash of light. Every creature inside the room becomes blinded and deafened for 1 minute.
5	1d8 **cats** pour out of the cauldron and race around the room for 1 minute, frantically knocking over glass containers. The cats then explode into small puffs of smoke.
6	The contents of the cauldron rapidly evaporate until only 6 ounces of fluid are left. If a creature consumes this, their movement speed and jump distance are doubled for 10 minutes.
7	The contents of the cauldron explode into a foamy mixture, sending a cloud of bubbles into the air. If a creature pops one of these bubbles, they become invisible for 1 round.
8	The contents of the cauldron thicken, and chunks of what looks like fish meat begin to appear in the mixture. If consumed by a creature, this soupy potion causes patches of fish-like scales to appear on the creature's body. This effect grants them +1 to their Natural AC, and lasts for 1 hour.
9	The contents of the cauldron becomes a multicolored fluid. If consumed by a creature, the creature's speech and actions are enhanced by *minor illusions*. For example, gold coins circle the head of a creature talking about gold, or a creature throwing a punch is accompanied by a cartoonish "WHAM!" sound. This effect lasts for 1 hour.
10	The contents of the cauldron pour out a thick fog that covers the floor, before turning bright red. If a creature consumes the red liquid, it gains 1d8 temporary hit points for 8 hours.

A4. Garden

The Garden provides guests a peaceful location to lounge, enjoy the fresh greenery, and gather herbal ingredients for personal endeavors. This room contains a never-ending waterfall, which waters a large garden of herbs, fruits, and vegetables. The water comes from several spouts on the wall in the back, which function as *decanters of endless water*. The plants in this garden are unnaturally healthy, and are used to create the dishes offered by The Wizard's Watering Hole.

Outlets. The water from this room flows into several other rooms in the tavern, through grate-covered magical portals in the corners of the garden. Players can remove the grates with a DC 14 Strength (Athletics) or Dexterity (Sleight of Hand) check. These outlets lead to the Potion Room (A3), Storage (A7), the Casino (C2), and the Restroom (A6).

A5. Private Parlor

This room is designated for private conversations, but because of its enigmatic nature it can be used for a variety of activities. The door handle has a dial surrounding it, marked with the numbers 1 through 8. When turned, the dial summons a pocket dimension behind the door, using the number as a power word tied to it. If the room is occupied, the handle glows red and acts as an **immovable rod keeping the door shut**. Otherwise, the door can be opened to reveal a 30-square-foot room obscured by magical darkness. While inside the room, creatures cannot be located or spied upon by divination magic, and they can communicate with each other telepathically.

A6. Restroom

This Restroom consists of a washroom and seven stalls. The toilets are flushed by pressurized water from the garden, which sends waste into a 1-foot-wide portal connected to the elemental chaos.

A7. Storage

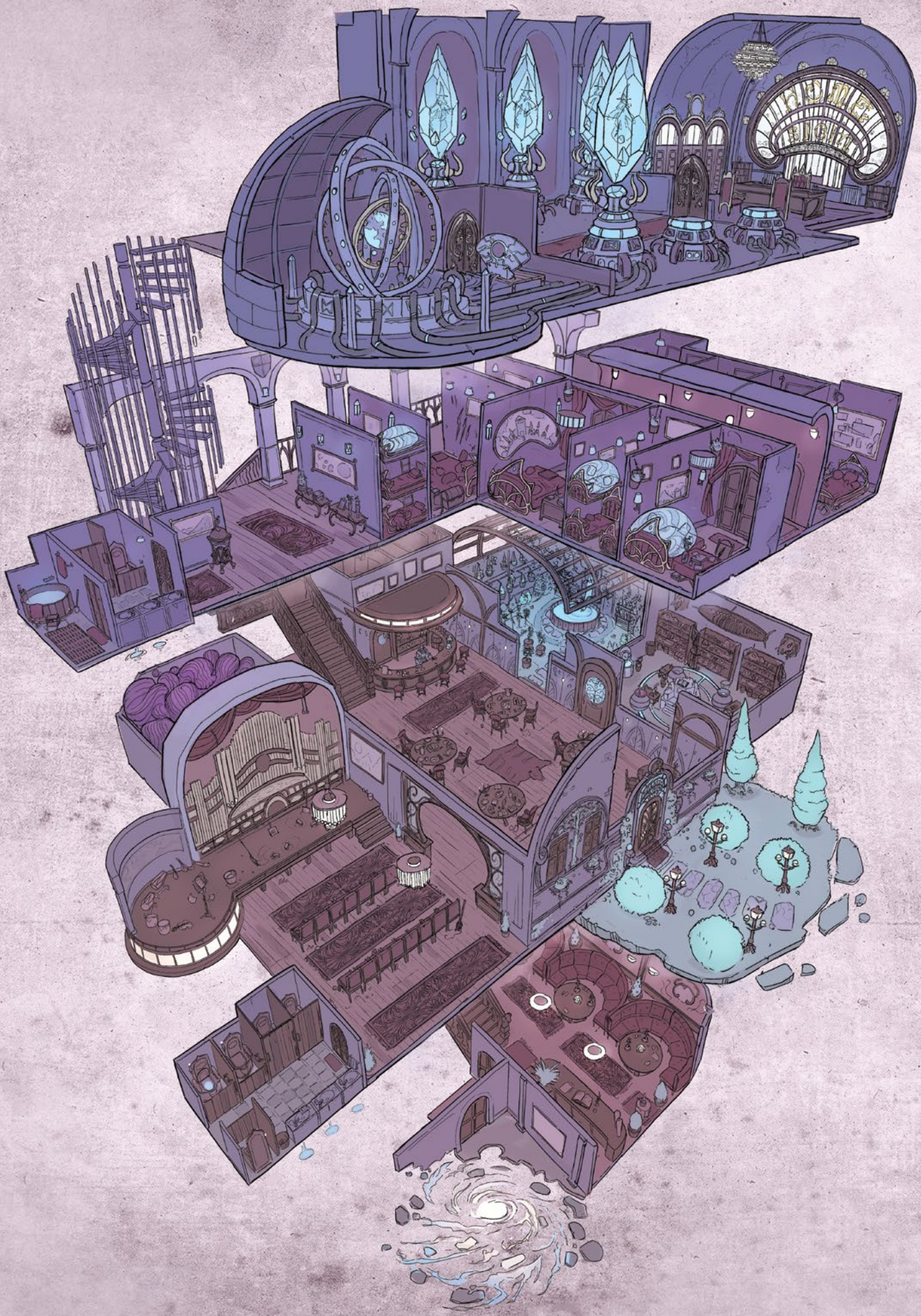
This backroom lies behind the bar, and is kept behind a locked metal door. The Tender has the key on its waist, but the door can be unlocked with a successful DC 15 Dexterity (Thieves Tools) check. If guests are caught trespassing by any of the operators, the **Ethereal Guardian** will be alerted to remove them from the tavern for the evening, accompanied with a strongly worded warning. Repeated entry can lead to banishment from the tavern.

Crates and Barrels. The main storage room is piled high with various crates and barrels. These containers each house an extradimensional space capable of holding up to 100 gallons per barrel, and 5 cubic feet per cubic foot of each crate. They contain various goods like flour, potatoes, oil, and other ingredients.

Coop. There is a small room on the left side of the storage room labeled "Fibbona." The room is roughly 10 feet by 10 feet, with a 15-foot-high ceiling. Inside is a red-feathered, two-headed creature that resembles a giant chicken, and a recently laid egg. The creature is a **Fibbona Chicken**, which creates infinite eggs through the following process:

1. The Fibbona Chicken lays an egg.
   1a. The egg can be broken and eaten normally at this stage.
2. The egg grows to three times its original size over the course of an hour.
   2a. The large egg can be broken; it contains 2 new eggs.
3. The egg grows wings and legs, becoming a **fibb**.
   3a. If the fibb is killed, it cracks open and releases 2 new eggs.
4. The fibb slowly grows feathers and skin over the course of a week, becoming an adult fibbona chicken.
   4a. If the fibbona chicken is killed, 4 new eggs fall out of its chest.

The Fibbona Chicken lays one new egg every week. If a creature attempts to steal an egg, and is unaware of

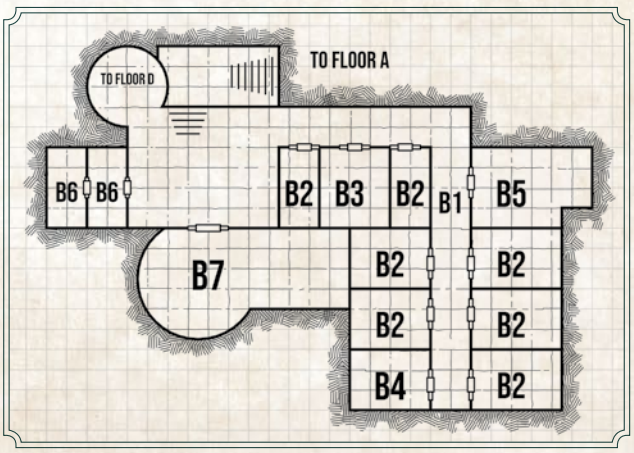


this process, they risk introducing an impossibly invasive species into the local environment. Their reproduction can only be stopped by destroying every egg from every Fibbona Chicken within the hour that it is laid.

Meat Locker. A larger room in the back of the storage is labeled "Meat Locker." Inside this room is a water trough, a bin filled with grain, and **"The Cow."** The Cow is cursed with immortality, and has been alive for far longer than it can remember. It is incapable of feeling physical pain, and regenerates from its wounds moments after being cut. The Wizard's Watering Hole gets most of its meat from various parts of The Cow. The cow has developed intelligence over time, and can be communicated with using magical means.

If a creature successfully communicates with The Cow, they will learn that it has named itself Beafy. It is tired of being eaten, and simply wishes for a change of pace. The players have several options for changing the cow's life. It can be carried out inside of a crate, given to another patron, killed using fire, etc.

The Cow was originally a fearsome **troll** named Buefo, who was captured by wizards during their adventuring days. As punishment for the destruction it caused, Buefo was transformed into a cow through *true polymorph*. If the players dispel this effect using *dispel magic*, it will either attack them or exit the tavern peacefully, depending on whether or not the players communicated with The Cow first.



B1. Hallway

This L-shaped Hallway leads from the Main Hall into the guest rooms. There is an additional spiral stairway that leads to the top floor. The Hallway is lit by illusory candles and ribbons of light that float through the air.

Portal Mirror. At the end of the Hallway is a magical mirror. While staring into the mirror, a creature can speak the name of a room they have previously visited in the tavern. The mirror will show a reflection of the named room, teleporting the creature into the reflection before appearing to "shatter" in front of them. This effect should be described as jarring.

Animated Paintings. Lining the Hallway's walls are a series of animated paintings that tell repeating short stories. Some of them are comic, others tragic, and a few adapt to show recent historic events.

B2. Guest Rooms

These guest rooms vary in size, with larger rooms accommodating up to four additional guests. The rooms' purple wooden doors can only be opened with a command word chosen by the guest. Inside each room is an empty desk, two chairs, a chest, and a Stasis Chamber in place of a bed. Most rooms have one or two windows that allow guests to enjoy the outside view, or shut them with leathery drapes.

Stasis Chamber. This floating, oval-shaped object appears to be made of a light blue gelatin. Each stasis chamber can fit up to one large creature, two medium creatures, or four small creatures. Creatures that enter the stasis chamber feel a sense of peace and restfulness. Sleeping inside of the chamber allows creatures to shape their dreams, and awaken fully rested at the time they choose.

Chest. The chest's mouth is 3 feet wide and 2 feet long. Inside the chest is an extradimensional space capable of holding 20 cubic feet of material no heavier than 800 pounds. A magical, invisible barrier prevents other dimensions from disrupting the extradimensional space.

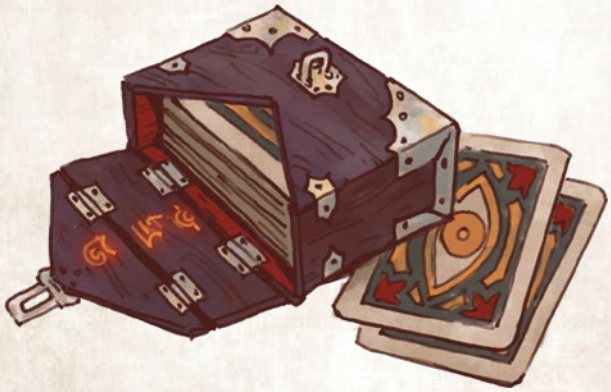
B3. "Empty" Guest Room

This guest room appears identical to other guest rooms (B2) upon entry. However, there is an invisible humanoid living in this room. It is harmless; it has 10 AC, 5 hit points, and immunity to force damage and damage done by nonmagical weapon attacks. A creature that tries to sleep in the stasis chamber here will suddenly be embraced by the invisible humanoid.

King's Clothes. The only belongings the invisible humanoid has are a set of invisible clothing at the bottom of the room's chest. A creature that steals them can choose to wear the clothes. Wearing these clothes grants unarmored creatures +1 to their Armor Class, and resistance to cold environments.

B4. Olin's Room

This guest room is occupied by Olin Wiscard, a human commoner. Its doors command word is "open." The walls are covered with papers and string. Player characters can make a DC 12 Intelligence (Investigation) check to



The Tavern Guests

The Wizard's Watering Hole is a large tavern, and should be popular in the area that you place it. The number of guests can fluctuate at the GM's discretion, but listed below are a number of sample NPCs that can be included during the player's visit.

Olin Wiscard

A male human **commoner**, Olin is an aspiring wizard. He is a regular at The Wizard's Watering Hole, and spends most of his time researching the inner workings of the tavern. He carries a cluster of loose papers with unreadable notes scribbled on them, and constantly mumbles to himself.

When interacting with the players, Olin heavily implies that he's on the verge of a breakthrough, but is unable to fully explain what he's after. Olin expresses a strong interest in the top floor, but will only mention it in a hushed tone. If the players accept his quest to explore upstairs, he will join them until they unlock the door. Once the area is open, he will head toward the Cosmovect (D5) and spend the rest of his time inside that chamber.

Ulrich Magnes

A female half-elf **cult fanatic**, Ulrich can be found several drinks under in the Main Hall (A1). Ulrich made a pact with an outsider in her youth, but has long since given up on fulfilling her end of the deal. The terms of the pact demanded that Ulrich sacrifice her first child, Torrel, or lose her own wealth and soul. Unable to face her child, Ulrich spends her mortal days in a drunken stupor.

Thrag the Devourer

A male half-orc **berserker**, Thrag the Devourer can be found eating in either the Showroom (A2) or the Parlor (C1). Thrag is passionate about well-made meals, and has an incredibly keen sense of taste. Thrag visits The Wizard's Watering Hole because he loves the meat they serve, but is happy to discuss his life with anyone who buys him food. An otherwise simple-minded man, he earned his title in a meat pie eating contest.

Hrogar Spellgut

A male dwarf traveler (use the **bandit captain** stat block), Hrogar can be found gambling in the Casino (C2). Hrogar is a large-bellied, jovial man who believes luck is always on his side. He will challenge player characters to win a gamble three times in a row, rewarding them 25 gold pieces if they succeed.

Cothadius Barethamule

A **flesh golem**, Cothadius believes itself to be a great wizard. It wears long blue robes and a large hat, both of which are covered with star patterns. This delusional construct spends its time smoking in the Parlor (C1), deepening its confused state. Discussions with Cothadius are difficult to follow, as it will stop abruptly before changing the topic at random. In its pockets are a steel key that resembles a tiny wizard, and a wooden stick that it believes is a wand. If Cothadius becomes sober, it will leave the area and stand guard at the Locked Vestibule (D1).

interpret the notes, which imply the tavern isn't actually a tavern, but instead some sort of "vessel." The chest in this room contains 2d8 gold coins and Olin's spare clothes.

Desk. Olin's desk is covered in loose papers and notes. Searching through them, players will find several denied applications to various wizard colleges. The only thing of value is a *scroll of identify* buried under the papers.

B5. Ulrich's Room

This guest room is occupied by Ulrich Magnes, a half-elf woman. Its command word is "damn." The room is a wreck, with the floor covered in bottles and unfinished meals. The chest has been moved under the desk, and the two chairs appear to have been thrown at the back wall.

Shrine. The desk is the only part of the room that appears intact, decorated with used candles and a large 20-sided die. In place of the die's "20" face is a glass panel. If the die is rolled and lands on a 20, a fortune appears behind the glass. The specifics of the fortune are up to the GM, but what it describes will eventually come to pass.

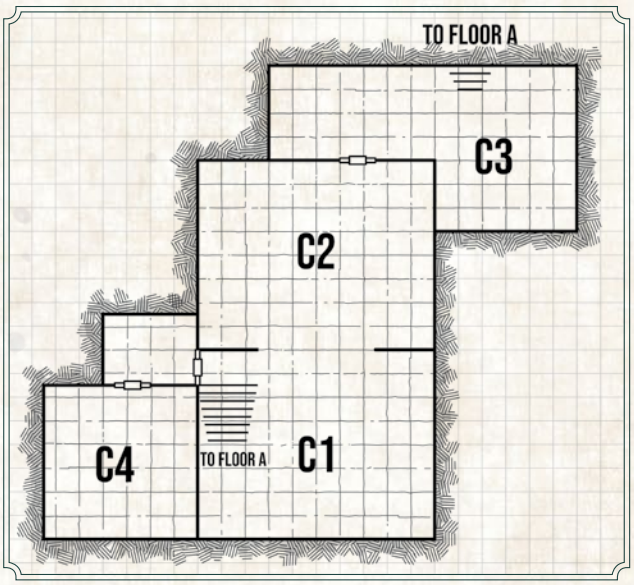
Chest. Under the desk is Ulrich's chest, which contains the terms of her contract and a painting of her son, Torrel. Pinned to the back of the painting is a *scroll of sending*.

B6. Bathroom

This sectioned room features a pair of toilets, a sink, and a large bath. The water that fills the bath is prepared with a mixture of herbs and salts, and is enchanted to constantly emit illusory bubbles.

B7. Balcony

This simple balcony provides guests a place to watch the surroundings and have discussions with other visitors.



C1. Parlor

This underground Parlor offers guests a place to lounge in peace, with wide round tables accompanied by C-shaped booth seating. The floor is covered by a red velvet rug, and the walls are decorated with various replicas of magic items, dimly lit by ever-burning torches.

Wizard's Smoke. A number of the tables have a cluster of magic pipes displayed in circular cases. A creature can use these pipes to cause mind-altering effects. Drawing wizard's smoke from a pipe forces the subject to make a DC 14 Constitution saving throw. On a failure, the creature gains 2d8 + 4 temporary hit points, but is unable to focus on concentration spells and loses any skill proficiencies. These effects last for 10 minutes.

C2. Casino

The area just beyond the Parlor is better lit, with glowing orbs that accompany the wall-mounted torches. Here, guests can gamble against constructs called "Dealers." There are 6 dealers that run different tables, all stocked with various dice sets and card games.

Dealers. The dealers resemble men in tailored suits, with oversized dice in place of their heads. They use the statistics of **animated armor** with the following changes: they have 12 AC, 7 (2d4 + 2) hit points, a passive perception of 14, and a CR of 1/2. If a Dealer catches a creature cheating at one of the games, it will alert the **Ethereal Guardian** to move a portion of itself downstairs and deal with the cheater. The Dealers are unable to speak consciously, but will respond to inquiries with predefined explanations using magic similar to *magic mouth*. These responses include game rules, comments on outcomes, and warnings.

Dice Duel. One game the Dealers run is called Dice Duel. To play the game, have a player bet any amount of gold. The player chooses one die to roll, from the table below. The Dealer will then add to the pot, with an amount corresponding to the player's choice, as detailed in the Dice Duel Table. After the player rolls their chosen die, the Dealer will roll a d20. If the Dealer's outcome is less than the player's, the player wins the pot.

A player can attempt to increase their odds of winning by making a Dexterity (Sleight of Hand) check against the Dealer's passive perception. On a success, the player rolls their die with advantage.

Dice Duel Table

Die Type	d20	d12	d10	d8	d6	d4
Payout	1:1	1:1.5	1:2	1:2.5	1:4	1:6

Variant Game. In addition to standard games and Dice Duel, the party can also gamble by playing Trail Seeker, a card game detailed at the end of this book.

C3. Cellar

This stone cellar is stocked with several small kegs and a wide variety of different taps. Each of the kegs is enchanted, and converts any liquid placed inside to a variety of ales. A set of six circular vats rest one foot above the floor on one-foot radius wooden rings. These vats appear to be filled with wine, but are actually open portals that lead to a dimension composed entirely of fermented fluids.

Ladle. Sticking out of one of these vats is an oversized steel ladle. A creature wielding the ladle can use it as a magical improvised weapon that deals 1d6 bludgeoning damage plus 1d4 acid damage. In addition, using the ladle to stir up to 5 gallons of a liquid causes the liquid to boil (if possible).

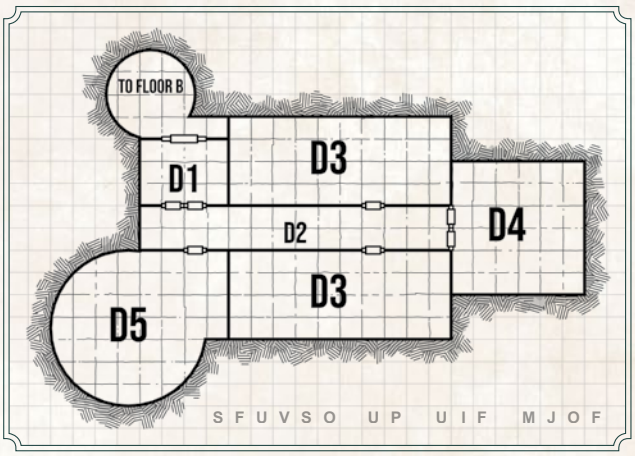
C4. The Rifting

The tavern's surplus of interdimensional magic has made it unstable. As a result, a dangerous tear in reality has opened below the tavern's location. This room's entrance has a 50% chance of being replaced with a wall at any given time. The wizards built this room to contain any monsters that leak through, and stationed four paradox guardians here to deal with them. These guardians use the statistics of a **shield guardian**, with the following changes:

- The guardians are bound to the rifting instead of an amulet.
- Instead of spell storing, the guardians can cast *banishment* once per day.

At irregular intervals, one or more monsters leak into the room to fight. These monsters are most often celestial, fey, fiends, or undead, but it is ultimately up to the GM to determine what is assailing the tavern. If players enter and help the guardians, there is a 50% chance that one of the guardians will become bound to a random player instead of the rift. After 1d6 days, the guardian spontaneously ceases to exist.

True Paradox. As a variant rule, the GM can roll percentage die before players enter the room. On a 50 or below, the guardians have been killed by a currently present monster. If the players exit the room and enter again, reroll to potentially change the outcome.



D1. Locked Vestibule

The stairway leading up to the top floor ends at a large, wrought iron door. The door is engraved with images of six wizards, all connected by threads that lead to a large orb in the center of the engraving. The door is protected by the *arcane lock* spell, as well as a steel lock. The steel lock can be opened with a successful DC 20 Dexterity (Thieves' Tools) check, or a key carried by Cothadius.

The Vestibule. Beyond the locked door is a completely empty room with another steel door on the other side. The walls of this room are covered in an immaculate mural, depicting the six wizards building a massive tower. Further along the mural, the same wizards are seen opening a portal that resembles the open pages of a book. Finally, around the door on the far side, the wizards are depicted fighting a giant creature whose name is written in Celestial as "Darene Wreth, Angel of Lies."

D2. Upper Hallway

Beyond the second door is a wide hallway, with symmetrical doors on both sides (D3). At the end of the hallway is an ornate wooden door (D4) that stands out among the otherwise metallic features in this chamber. The entirety of this floor seems much more advanced and alien than the rest of the tavern.

Player characters who enter this hallway will be greeted by the wooden door at the end of the hallway flying open, and a deep voice from beyond the door saying, "Welcome, dear guests. Come speak with me for a moment."

D3. The Wizard's Chambers

These two parallel rooms are the best kept secret by the tavern. Inside each of them are three giant crystals, each crystal housing an ancient wizard kept in stasis by the *imprisonment* spell. The two rooms contain six imprisoned wizards in all. Their combined arcane power acts as a battery for the rest of the tavern's functions. The wizards have the stat blocks of **archmagi**, with the spells *dispel magic* and *plane shift* added to their prepared spell list.

If one wizard is set free, the following events occur:

- Admindium will notice and enter the chamber to fight.
- After being set free, each wizard will take their first action to set another one free before fighting.
- The **Ethereal Guardian** will arrive to help Admindium fight in 1d4 rounds. If all the wizards are freed, the **Ethereal Guardian** dissipates.

If the player characters manage to free all of the wizards, refer to the text under the Tavern's Operators section. If more than half of the wizards are slain, the surviving wizards will teleport the party out of the tavern and relocate it. If all the wizards are slain, everyone inside takes 4d8 force damage and the tavern loses its ties to the material world, launching into the Astral Plane along with everyone inside it. If the party is inside, they can use The Cosmovect (D5) to return to the Material Plane. If they cannot understand the controls, Olin can operate them after studying the controls for 8 hours.

D4. The Administrative Chamber

This chamber resembles a luxurious office space, with a large, C-shaped desk against the back wall. Sitting in a large chair behind the desk is Admindium, the current owner of the tavern. It will greet the characters kindly, and may discuss whatever they wish with them. Refer to the Tavern's Operators section.

The Desk. The desk has seven drawers, all of them locked with unique locks that Admindium has the keys to on it's keyring. Each drawer can be opened with a successful DC 15 Dexterity (Thieves' Tools) check, or with the keyring. Inside them are thousands of papers that describe every guest that has ever visited the tavern, including what they enjoyed most about the visit. The party can find their own names among the papers, including remarkably accurate details about their visit. Aside from these papers, the following items can be found:

- 6 golden figurines depicting robed figures, with moonstones in the place of their heads (worth 250 gp each)
- 1d10 *potions of greater healing*
- An *amulet of proof against detection and location*
- A steel box containing a large, glowing sphere. See The Cosmovect for its use.

D5. The Cosmovect

The door directly across from the player characters when they enter bears a label written in Celestial, which reads "Extra Storage." Inside the room is a massive contraption that defies logic. It resembles a giant combustion engine with hundreds of chambers laced throughout its workings. It currently lies dormant, but there is an empty slot for a large sphere near what appears to be a control panel. The missing sphere is kept by Admindium.

The Control Panel. This ornate control panel confounds even the brightest of individuals. Player characters can make a DC 25 Intelligence (Investigation) check to understand The Cosmovect's function and how to operate it. A creature that understands how to operate this control panel can spend 1 hour to input a specific location on any plane of existence. If The Cosmovect is powered, the entire tavern, along with anyone inside, instantly teleports to the designated location as if affected by the *gate* spell.

The Wizard's Watering Hole
MENU

Food

Forever Steak – 4 sp

This crowd favorite dish features a bottomless steak entree, grilled to your preference, and a side of hearty seasoned potatoes.

3d6 Cheese Omelette – 3 sp

This towering omelette stack comes with enough eggs to feed a young hill giant. This delicious meal is packed with a magical cheese that changes flavor every few seconds!

Evergreen Salad – 3 sp

This meal is served as a bowl of dirt, which quickly grows into a number of crunchy greens, hearty tubers and fruiting vines. Server will provide a sauce filled-boat enchanted with flavor changing through prestidigitation.

Everything Sandwich – 5 sp

This sandwich isn't for the faint of heart. Its massive girth is prepared with 40 different cuts of monster meat, 10 types of secret sauces, a medley of the fabled two dozen master herbs, and 20 different vegetables.

Mystery Chicken and Eggs – 4 sp

This breaded and grilled meat is served under a blanket of soft-boiled eggs. Topped with various spices, each bite will be a confusing mix of a flavor you've never tasted, and just chicken.

Jellyfruit Medley – 3 sp

This deep bowl of sugared and candied fruits rests under a large jellyfruit. Popping the fruit causes its unimaginably sweet insides to coat the rest of the dish. Enjoy losing your teeth!

Curdled Night hag

Evergreen Salad

Cocktails

Wizard's Wine – 2 sp

This sparkling red wine is mixed with warm milk, cocoa shavings, sugar cane, and finally a hint of mint. You'll find the rich flavor, sparkling fizz, and cold biting mint battling to dominate each sip.

Curdled Night Hag – 1 sp

To say this cocktail's texture is an "acquired taste" might be an understatement to some. Layering blue liquor under a layer of lime juice, and topping the mixture with a creamy liquor leads to a rather off putting appearance. Finish off with an injection of cherry syrup and take with closed eyes. Be sure not to let it sit too long…

Variant: Sea Hag Hair

Instead of blue liquor use green liquor, and pour in the cream using the cap for more stringy curdles.

Seasonal Shift – 4 sp

This cocktail begins with sweet green liquor, layered under strong clear spirits and chilled tea, peach syrup, finally disturbed by frozen cubes of grape juice. As the drink sits, the seasons slowly change.

Smoking Citrus – 2 sp

The smoking citrus is a mixture of spiced rum, pineapple juice, orange juice, lemon, and lime, finished with smoking ice to bubble. Avoid actually eating the ice, but enjoy everything else!

Dark Spirit Calling – 4 sp

Combining a tall stout with a dose of dark red wine and dark molasses spirits leads to overwhelming richness. That or a blackout.

The Quest Board

Next to the entrance of the tavern in the Main Hall (A1) is a quest board made of purple wood. There are several listings that stand out to the party.

A Mysterious Request

Quest Giver: ???

Description: Take this message off the board, and wait outside for 5 minutes. I need help with something that may be dangerous.

If the party follows the instructions, **Olin Wiscard** will exit the tavern to meet them. He explains that he has been doing research on the secret nature of The Wizard's Watering Hole. Having stayed here for over a week, he has noticed that the locked door upstairs has gone completely unvisited. He believes that the magic in the tavern is unexplainable, and the answer has to be behind the door. He offers the party 25 gold up front, and a small crystal worth 75 gold once he has his answers.

"Meat Too Good"

Quest Giver: Thrag the Devourer

Description: Thrag want to know how tavern keep meat fresh always. See Thrag for details.

If his quest is taken, Thrag will explain that he's eaten here every few days for the past year. He always gets the same cut of beef, and is confused by how consistently delicious it is. If the party demands payment up front, Thrag will offer a filthy sack that contains 15 copper, 8 silver, and 20 gold coins.

Characters who investigate will eventually find The Cow in Storage (A7). If Thrag is given The Cow, he will give the party their reward and offer to help them in their next fight. If The Cow is killed or freed, Thrag will attack the party once they leave the tavern. He will fight them to the death, believing he cannot live without the meals they took from him.

Need Backup

Quest Giver: A temporal rift

Description: Head downstairs quickly, while the door can still be opened.

The guardians in The Rifting (C4) are currently fighting two **ghosts** that appear identical to two of the party members (or two of the tavern's other guests). Anyone possessed by the ghosts during the fight will continue to attack, but will frantically ask how they died. Once the fight is over, one of the guardians will offer the living form of their foe a lotus flower before becoming bound to them (as described in C4).

The Tender's Riddles

Quest Giver: The Tender

Description: The Tender has a few riddles for new guests. See if you can win some drinks!

The party can mention this listing to The Tender, who will give them the following three riddles. If they answer incorrectly three times overall, The Tender will give them a shot glass with the words "Clever I am not" etched into it.

What lives for but a moment,
From birth knows how to fly?
By breath it's given life,
By earth it soon shall die.
The answer: A bubble

I come from cloven parent,
Then worked for ages yet.
I'm known by brick and wheel,
My scent you shan't forget.
The answer: Cheese

The best among me is not known by you.
I choose a life of freedom, my digits out of view.
The answer: A thief

After the third riddle is answered correctly, all four of the Tender's arms clap in approval. It will then give the party a free round of drinks, and a *potion of healing* to whoever answered the last riddle.

Tavern History

The Wizard's Watering Hole was originally designed as a travel vessel for a team of scholars to visit other chapters of reality. The vessel was fitted with self-sustaining magic, so that the team would be able to survive any complications during travel, and the spacious compartments were meant to store information and treasures.

The main aspect of the project, and the most powerful device in the vessel, was The Cosmovect. It was designed to be capable of sinking and rising through chapters like a bubble in an ocean, guided by a gravity-like force that it could manipulate. Eventually, the project failed and the wizards were captured by Admindium. Floating in a state of entropy, The Seeker was eventually drawn to the high concentration of magic, and met with Admindium. The Seeker coaxed Admindium into repurposing the structure and creating a tavern for adventurers to enjoy. Admindium agreed, reforming itself to become the Administrator, and harnessing the wizard's magic to reshape the tavern.

If the Administrator is asked about the history of the tavern he will lie, simply saying it was created to provide everyone with a good time. If he is killed or banished, the tavern will teleport into the Astral Plane along with everyone inside. If The Seeker is asked about the history of the tavern, they will act as though they never thought about it. If the Administrator is killed while The Seeker is inside, The Seeker will offer to assist the party in finding a way back, and pretend to stumble upon The Cosmovect. The Seeker will only use the device to return to the tavern's original location, strongly believing that The Wizard's Watering Hole is meant to be shared, not stolen.

Stat Blocks

Admindium

This alien creature resembles a spindly purple humanoid with six boney appendages that protrude from its back. These appendages resemble the limbs of a spider, and end in pointed tips. Its head is featureless, save for a large grinning mouth. It wears a white three-piece suit, and carries nothing other than a *wand of wonders*.

Admindium

Large aberration, lawful evil
Armor Class: 18 (natural armor)
Hit Points: 228 (24d10 + 96)
Speed: 30 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	19 (+4)	14 (+2)	23 (+6)

Skills: Deception +11, Perception +7, Persuasion +11
Damage Resistances: bludgeoning, necrotic; piercing and slashing from nonmagical attacks
Damage Immunities: psychic
Condition Immunities: charmed, frightened
Senses: darkvision 60 ft., passive Perception 17
Languages: Common, Deep Speech, telepathy 60 ft.
Challenge: 14 (11,500 XP)
Legendary Resistance (3/Day). If Admindium fails a saving throw, it can choose to succeed instead.
Special Equipment. Admindium carries a *wand of wonders*, which it uses in combat.
Magic Resistance. Admindium has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Admindium uses its Frightful Presence, expends one charge of its *wand of wonders*, then makes three attacks with its Impaling Arms.
Impaling Arms. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 24 (4d8 + 3) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. Admindium can use a bonus action to move an impaled creature up to 30 feet to another location within range.
Frightful Presence. Each creature of Admindium's choice that is within 120 feet of Admindium and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Admindium's Frightful Presence for the next 24 hours.
Read Thoughts. Admindium magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, Admindium can continue reading its thoughts as long as Admindium's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, Admindium has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Legendary Actions

Admindium can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Admindium regains spent legendary actions at the start of its turn.
Climb. Admindium moves up to half its climbing speed.
Fling. Admindium targets one creature it has grappled, and flings them up to 20 feet away from itself. If the target hits an object, it takes 9 (2d8) bludgeoning damage.
Impale. Admindium makes one attack with its Impaling Arms.

Ethereal Guardian

Huge elemental, lawful neutral

Armor Class: 10
Hit Points: 85 (10d12 + 20)
Speed: 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	6 (-2)	10 (+0)	10 (+0)

Skills: Perception +3
Damage Resistances: acid; bludgeoning and slashing from nonmagical attacks
Damage Immunities: cold, lightning, piercing, psychic
Condition Immunities: charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Damage Vulnerabilities: fire, thunder
Senses: passive Perception 13
Languages: Telepathy 120 ft.
Challenge: 6 (2,300 XP)

Ethereal Sight. The ethereal guardian can see 60 ft. into the Ethereal Plane.
Incorporeal Movement. The Ethereal Guardian can move through other creatures and objects as if they were difficult terrain.

Actions

Multiattack. The Ethereal Guardian makes two crush attacks.
Crush. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 9 (1d12 + 3) force damage and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained. The Ethereal Guardian can have up to 8 creatures grappled at a time.

Fibbona Chicken

Large monstrosity, unaligned
Armor Class: 9
Hit Points: 42 (5d10 + 15)
Speed: 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	2 (-5)	12 (+1)	7 (-2)

Skills: Perception +3
Damage Vulnerabilities: bludgeoning
Senses: passive Perception 13
Languages: --
Challenge: 1 (200 XP)

Actions

Multiattack. The Fibbona Chicken makes two attacks; one with its beak and one with its talons.
Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.
Talon. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

Fibb

Small monstrosity, unaligned

Armor Class: 10
Hit Points: 13 (2d8 + 4)
Speed: 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	11 (+0)	12 (+1)	2 (-5)	12 (+1)	8 (-1)

Damage Vulnerabilities: bludgeoning
Senses: blindsight 40 ft. (blind beyond this radius) passive Perception 11
Languages: --
Challenge: 1/8 (25 XP)

Actions

Talon. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) slashing damage.

The Cow

Large beast, neutral

Armor Class: 10
Hit Points: 152 (16d10 + 64)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	18 (+4)	10 (+0)	8 (-1)	8 (-1)

Damage Immunities: poison
Damage Resistances: bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities: exhaustion, frightened, petrified, poisoned
Damage Vulnerabilities: fire, radiant
Senses: passive Perception 9
Languages: understands Common and Giant but can't speak
Challenge: 3 (700 XP)

Magic Resistance. The Cow has advantage on saving throws against spells and other magical effects.
Regeneration. The Cow regains 15 hit points at the start of its turn. If The Cow takes acid or fire damage, it regains only 5 hit points at the start of its next turn. The Cow dies only if it is hit by an attack that deals 10 or more acid or fire damage while The Cow has 0 hit points.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.
Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

Rail-Away

RAIL-AWAY

Is it the destination or the journey that's more important? On the Rail-Away, the industrial crew have decided to offer both! This traveling tavern's tracks can run through any number of locations to suit your campaign—above ground and below, between cities and towns, through the countryside, over the mountains, or along the coast. The track can be circular for an infinite loop to bring you back to where you started, or an end-to-end journey with adventure along the way. As a variant way to play using this book, the Rail-Away can serve as a cruise vessel that visits all the other taverns in order.

The adventures found on the Rail-Away are intended for characters level 5 to 10. The tavern can be played as a temporary location, serving as a respite from dangerous adventures. Alternatively, you can play through its combination of quests and a murder mystery event using the NPCs provided.

While how frequently the Rail-Away stops at stations is at the GM's discretion, some quests require at least a day of travel time between stops to allow player characters time to adventure. Stops can also be instigated by refueling, passenger transitions, or the addition of cargo carts.

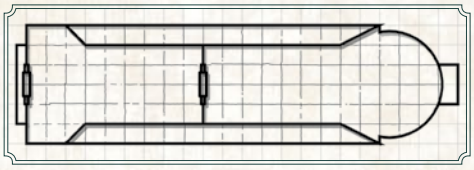
Areas of the Tavern

The Rail-Away carriages are connected in the order listed, but additional cars can be added as necessary at the GM's discretion. Unless otherwise noted, each train carriage has a small platform on either end to facilitate moving between the cars while the train is in motion, as well as a ladder to provide access to the top of the train.

The party can board the Rail-Away from their departing station onto any sleeper or amenities car, with or without a ticket, as Prim the Ticketmaster will be moving through the cars after departure. Anyone who has traveled the train before knows not to be caught out without buying a ticket. If the party attempts to do so, they will quickly learn Prim's nickname (see the Tavern's Operators), and be kicked off the train.

> **Note.** *squares are actually 2.5' not 5'. GMs using minis are recommended to treat the squares as if they were 5', and ignore any combat restrictions this size would impose.*

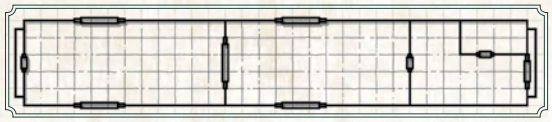
1. The Steam Engine



The Rail-Away's engine is a technological marvel for the ages, with two towering smokestacks that never seem to stop puffing away. Both the interior and exterior are a mixture of gleaming black iron, silver pipes, and brass fixtures with some painted accents of red and gold. A cow-catcher grille on the front has saved the train more than once from derailing, though only once was the creature it pushed out of the way an actual cow.

Only the back half of the engine room is accessible by normal humanoids. The round hatch inset in the middle leads to the engine itself, which is powered by a fire elemental and a number of steam mephits, all controlled by the engineer, Brandr Fintan.

2. Cargo / Livestock Car

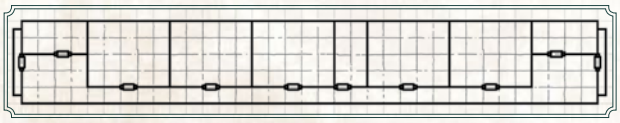


This multi-purpose carriage is one of the smaller of the Rail-Away's cars but serves three purposes: an area for livestock such as guest's mounts, a cargo bay for supplies and larger guest items that won't fit into their room, and a small bedroom with a private washroom for the engineer. While the outside of the carriage is of the same standard as the rest of the train, the inside is bare bones and undecorated. The floors are all plain wood, and some areas are noticeably damaged by the livestock's "proceedings." There are no windows, except on the door to the engineer's room that leads to the engine. There are working lights in the livestock area, but the cargo bay has no built-in lighting.

The engineer's room is spartan, containing only a double bed, a locked chest, a wardrobe, and a writing desk. A small stack of books and ledgers are piled on the desk, but they are covered in a fine layer of dust. The only concession to comfort is that the bathroom includes a claw foot bathtub and an extensive collection of scented soaps, quick-foaming bubble bath, and essential oils.

If Lord Gammon is aboard, a large locked chest belonging to him will be located in the cargo bay. It contains 2,000 gold, five diamonds (worth 75 gold each), a supply of fine clothing, and a **coded ledger** that details Lord Gammon's illegal business dealings. It is a simple "Caesar Shift" code utilising Undercommon and Thieves' Cant, and can be cracked with a DC 16 Intelligence (Investigation) check. Anyone with knowledge of Thieves' Cant has advantage on the check. The most repeated code in the ledgers is "Bpm Svqnm."

3. Staff Sleeper Car



The Staff Sleeper Car outwardly appears the same as the rest of the Rail-Away's carriages, but the interior has significantly simpler (though still comfortable) decorations and furnishings. Rather than keeping with the opulent tones of the other interiors, the colors here are more muted and earthy to save on upkeep expenses.

There are two bathrooms on either end of the carriage, with a toilet, sink, and shower for staff use. There are five bedrooms, each containing four twin-size beds (stacked like bunk beds), a chair, a chest, and two small closets to hang uniforms so they don't get wrinkled. A storage closet is located near the center of the carriage and is where staff know to go looking for Prim the Ticketmaster if she's had a hard day, as that is where she keeps her hanging punching bag. Hidden inside of this worn-out sandbag is a broken pickaxe and a pair of shackles.

4. The Saphire, Emerald, and Ruby

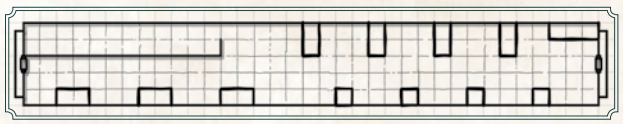
There are three standard sleeper cars, which each contain:

- Four shared bathrooms with toilet, sink, and shower: two on one end and two in the middle of the carriage
- Two large rooms with a double bed, a chest, small

armchair, and a small wooden desk with a straight-backed chair
- Five small rooms with a twin bed, a chest, and a chair
- Two large rooms with a double bed, chest, small armchair, and a small wooden desk with a straight-backed chair, plus a private washroom with toilet, sink, and shower

While not spacious, the rooms are all comfortable and more than generous for a train. The Rail-Away prides itself on being more accommodating than many stationary inns, a title that in many ways has been rightfully earned. The only way to tell the sleeper cars apart is by color and name, with each being decorated in a different color: royal blue (The Sapphire), deep green (The Emerald), and dark red (The Ruby).

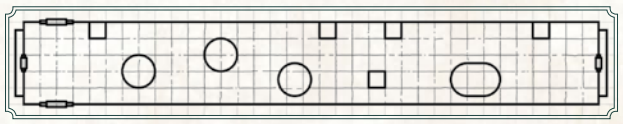
5. The Silver Piece



The dining car, also known as The Silver Piece, is a comfortable space full of inviting smells and sights, with the grand red velvet window curtains always pulled back so guests can enjoy the passing scenery as they dine. The galley-like kitchen is located within the car, allowing the guests to enjoy watching Somen Gilrona, the halfling chef, prepare their food. Somen's fast-paced proficiency with her knives (and her cute little stool) are a means of entertainment in their own right.

Meals are served throughout the day and can also be ordered directly to a room or a table in the other entertainment cars. There are seven tables that seat up to four, and four tables that seat two. The far right corner holds a table for condiments and utensils as well as pitchers of water and juice. Each table holds a small brass bell that can be rung for service. The tables are always set with crisp linen tablecloths, fine silverware, and a lit candle for atmosphere.

6. The Gold Coin

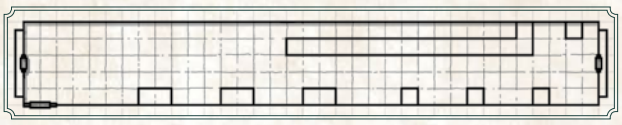


The gaming car is called The Gold Coin, and aptly so; many a coin is lost and won here on any given day on both the card and dice tables. However, games of chance are not the only ones on offer here. You can also find guests playing games of Chess, Trail Seeker, Go, Nine Men's Morris, Knucklebones, Checkers, and Fox and Geese.

The entire carriage has an open plan, with tables of various sizes scattered around. Plush carpets layer the floor. Like its name, the color scheme is garishly gold and practically glitters when the sun comes in the windows in the late afternoon. A cupboard holds a supply of games and cards, though guests can also bring their own. However, any playing cards used for gambling tables where coin is on the line must be staff-provided due to cheating issues in the past.

The Gambler is known to frequent this tavern the most, either lounging here or in the Copper Penny. He'll always be somewhere near a bottle of whiskey, and takes to smoking out of a small pipe when the room's less populated. He'll be unusually interested in the party's intentions, and give them advice regarding how to play the games.

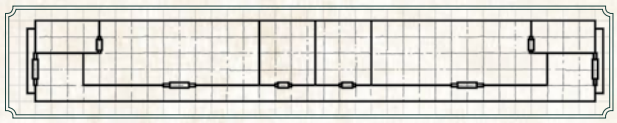
7. The Copper Penny



The bar car, known as The Copper Penny, is the heart of the Rail-Away. It features a long wooden bar with a rich, smooth patina that comes only with age and the constant mopping up of spilled drinks. Comfortable leather bar stools line the counter, which is where most regular guests prefer to sit, as they are the best seats if you want to talk Raivo the bartender into free or special drinks. Raivo behind the bar is, in fact, what immediately draws anyone's eye the first time they enter The Copper Penny, as his flaming hair is impossible to ignore.

This car is by far the most popular carriage on the Rail-Away and a good place to meet any of the tavern's guests. There are three four-seater tables and four two-seater tables, one being located in the corner for privacy. Alongside the same side of the carriage as the bar is an open area used for entertainment or dancing. For boarding purposes, and to accommodate the loading and unloading of supplies, an additional door is located across from the stage area.

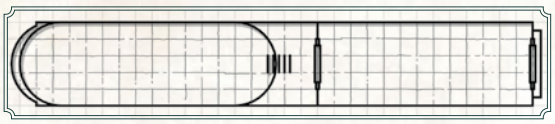
8. The Platinum and the Mithril



There are two luxury accommodation sleeper cars for wealthy passengers to take advantage of: The Platinum and The Mithril. There are two suites in each carriage, which each include a private washroom (toilet, sink, and shower with brass fittings), a large bedroom (king size bed, wardrobe, desk and chair, two armchairs, and a small table), and an additional small bedroom (double bed and a chest). The small bedroom is most often used by children, retainers, or servants. Many wealthy visitors to the Rail-Away will rent an entire carriage so their important staff are near them, while others have their underlings stay in one of the normal sleeper cars.

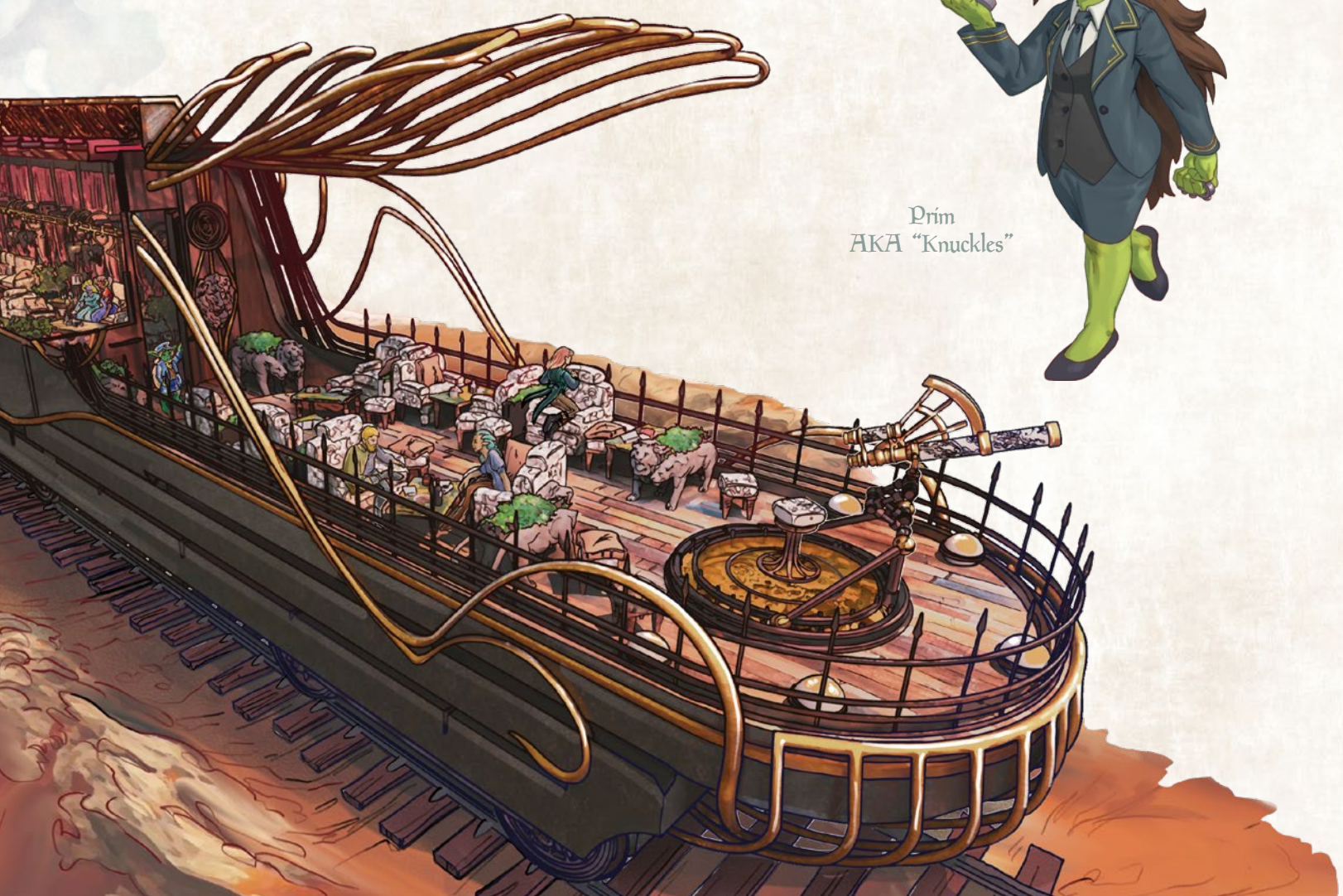
In keeping with the guests, these cars are sumptuously appointed with comfortable furnishings and many small touches that showcase the Rail-Away's attention to detail: fresh flowers, a turndown service, and complimentary chocolates. Upon first check-in, guests are treated to a complimentary beverage.

9. The Mercury Observatory

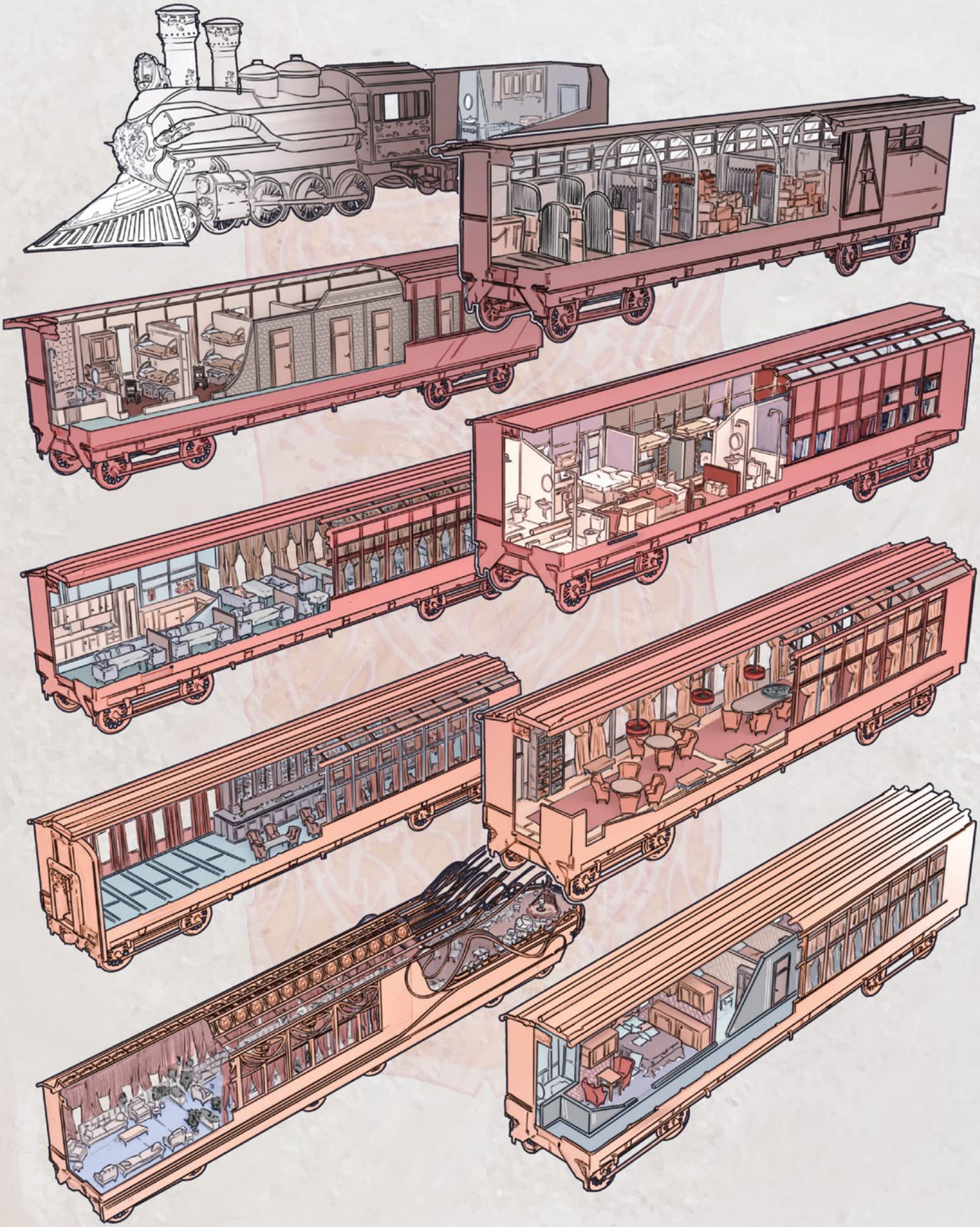


The Mercury Observatory car is one of the highlights of the Rail-Away. A raised open-air oval platform takes up the entire back end of the carriage, surrounded by iron railings with spear-shaped finials. A large brass telescope is affixed to the platform, providing guests with an opportunity to see the stars—or simply take a closer look at any towns or scenery the train is passing. A number of comfortable deck chairs and small tables are scattered around. Drinks can be ordered directly from any passing staff, or through a communication pipe in the wall.

The other half of the carriage is enclosed, but it still offers excellent visibility as it resembles a glass greenhouse with a tri-peaked roof. This way, guests can enjoy the view even in inclement weather. Couches and chairs with plump cushions are available, as well as some potted plants, which adds to the greenhouse atmosphere and lends a sense of privacy for late-night assignations.



Prim
AKA "Knuckles"



THE TAVERN OPERATORS

The staff of the Rail-Away come from across the land but have managed to form the close-knit bonds of a found family.

Tarmo Warberry

Tarmo is a male high elf, and serves as the Rail-Away's conductor. Tarmo very much enjoys his job, though everyone knows that Prim is the one that really gets things done on the Rail-Away. Tarmo is more of a scholarly figurehead, opting to spend his time chatting amiably with the tavern's guests or studying history and languages. He is always particularly excited when someone speaks a rare language, and enjoys learning new words and phrases. (He endeavors to know how to say "hello" and "thank you" in every known language, and has a large collection of swear words written down in a leather-bound journal.) He wears spectacles and has never been seen dressed in anything other than his conductor's suit: a buttoned-up formal waistcoat with stiff lapels and gold braiding on the shoulders.

Tarmo uses the **mage** statistics but also knows the spells ***alarm*** and ***unseen servant***. As an elf, he doesn't require sleep and often chooses to spend his time in trance in a quiet corner of the bar car, though he has a room of his own in the staff sleeper car. A student of languages, he can comfortably speak Common, Elvish, Dwarven, Giant, Halfling, Gnomish, and even a smattering of Infernal. He has a *wand of magic missiles* but will only use it as a last resort.

Secrets: He knows Verity's true form but has kept it secret, partly because she is the best entertainer the Rail-Away has ever had. He also trusts her to use her hidden abilities as crowd-control in unruly situations. She is teaching him how to speak Sylvan, but only the more vulgar terms.

Bartender Insights: Tarmo knows that Raivo hates bats due to an unfortunate incident where one flew into his hair and burned to a crisp. He has also learned that the bartender loves cinnamon-based sugar sweets.

Prim, a.k.a. "Knuckles"

Prim is a young goblin woman who serves both as the authority figure on the Rail-Away and as its ticketmaster. Anyone who underestimates "Knuckles" does so to their detriment. Prim is on the smaller side, and coupled with the Rail-Away's standard starched and pressed uniform, she somewhat resembles a child's doll one would buy from the tavern's gift shop. However, besides her iron will, she carries with her a set of magic brass knuckles that she likes to refer to as "One-Two Punch." Prim can be found on any carriage of the Rail-Away, as she makes continuous rounds. Her sudden appearance may surprise some guests due to her remarkably silent stride.

Secrets: Long before she was known as Knuckles, Prim was a slave in a goblin mine owned by Lord Gammon. While digging one day, she uncovered a small treasure box containing a set of magical brass knuckles and a small bag of gems, all of which she carries to this day. They enabled her to escape and have served her well.

The items hidden in her punching bag help fuel the force behind her punches. If questioned about them, she may cave and explain a small portion of her history.

Bartender Insights: Prim knows that Raivo finds people trying to touch his hair annoying, but he falls victim to almost any form of flattery.

Brandr Fintan

Brandr Fintan is a human male nearing the end of his middle age, and is the engineer for the Rail-Away. A large, solid man, Brandr has a full beard and a wild mane of redhair. He wears thick, protective gear even in the sweltering heat of the engine room and does not appear to be affected by the temperature at all. A man of few words, he spends most of his time in the engine room or the bar car. He has a hearty laugh and a certain magnetism about him that seems to attract women of all races and types. Once a proud soldier of fortune, he found work on the Rail-Away after he grew tired of mercenary work. Brandr uses the **veteran** statistics, but has a *flame tongue sword*.

Secrets: Brandr has a *ring of fire elemental command* which allows him to control the fire elemental that powers the engine. In addition, he can speak Ignan while wearing the ring. In the most dangerous situations, he will use this in combat.

He has a weakness for fancy bath products and his room has the only tub on the train.

Bartender Insights: Brandr knows that Raivo is annoyed by boring conversation about the weather, but he enjoys talking about Verity's lovely singing voice.

Kogan Hamfist

Kogan Hamfist is an old hill dwarf who works as both the head porter and lead attendant. Kogan is an unusual dwarf who keeps a clean face (requiring shaving twice a day to keep up with his beard growth) and has unusually high charisma. Approaching old age, he is wise even beyond his years and knows how to keep his own counsel, an ideal trait for his job. He is in charge of all the standard sleeper cars and also manages the Copper Penny bar car and the Golden Coin gaming carriage.

If questioned about his pride as a dwarf, he will calmly say,"I am myself, not what you expect me to be." He only ever acts courteously, even in tense situations, and is quick to provide any service he and the other porters are capable of. He uses the **commoner** stat block.

Bartender Insights: Kogan knows that Raivo hates it when someone insinuates he looks sloppy, but that he has a soft spot for drinking songs and will give free drinks to those who sing well or sing new songs.

Porters

A porter is assigned to each sleeper car. They are responsible for making sure everything is in order, keeping the area clean, and seeing to the needs of the guests. They generally endeavor to keep out of sight but will converse with the guests in a friendly fashion if engaged. The porters are a mix of halflings, gnomes, and humans. Any interactions with them should be short and uneventful.

Verity Billett

Verity is a gorgeous elven musician, and is the stationary bard for the Rail-Away. Tall and shapely, with long black hair all the way down her back, Verity commonly wears form-fitting dresses that can best be described as evening wear (even to drink her morning coffee). She has been the Rail-Away's resident performer for a number of years, resulting in many repeat guests who stay simply to appreciate her singing… and perhaps her features. She has a low, husky voice even when conversing normally, and people find themselves leaning in to catch every word she says. Verity stays in one of the double rooms in the Ruby sleeper car rather than the staff car.

Secrets: Verity is actually a chaotic neutral **night hag** in disguise. Verity worked for Lord Gammon many years ago, during his openly criminal dealings. She reveled in captivating crowds en masse, while Tav and his subordinates robbed them blind. While initially happy to earn her coin in this way, she was completely discarded by Gammon once he purchased his way into false nobility.

Verity has all the normal skills and proficiencies of a night hag, in addition to the following ability:

Enchanting Song. As an action, Verity can begin singing a haunting melody. Every humanoid within 300 feet that can hear the song must succeed on a DC 18 Wisdom saving throw or be charmed until the song ends.

While charmed this way, targets are entirely entranced by the performance, gaining the Blind and Deafened conditions. Verity can continue this song on each of her turns as a bonus action. The song ends either after 1 minute or if she takes more than 10 damage from a single attack, she cannot use this ability until the next nightfall.

Bartender Insights: Verity knows that Raivo doesn't like pipe smoke, but he greatly appreciates a generous tip.

Raivo Sevara

Raivo is a handsome young half-elf with outstanding features, and is the Rail-Away's bartender. A particularly hot-headed youth with an anger problem, Raivo was cursed by an ancient and powerful efreeti during an argument (one that he has forgotten the cause of, so frequent and inconsequential were his disagreements). The most prevalent effect of this curse is Raivo's hair, which acts like opaque fire. When his mood is good, the "flames" are low lying, barely flickering, but as his anger grows the flames grow stronger and gain real heat. Touching his hair when he is noticeably angry deals 1d8 fire damage.

As an attractive and confident bar host, the flaming hair has done nothing to curtail his popularity (and, in fact, has likely increased it among a certain crowd). Still, those who know him well take cover if he's looking particularly fiery.

Raivo uses the **gladiator** statistics, with a few additional abilities. He uses empty bottles and glasses in the place of spears, and a steel serving tray instead of a shield. Raivo also knows the cantrips *mage hand* and *minor illusion*, which he learned from his elven mother. He has proficiency in Herbalism, Brewing, and Alchemy, all of which assist him in creating his sometimes magical cocktails.

The curse placed on him by the efreeti is so powerful that it cannot be removed by a normal *remove curse* spell. Casting remove curse on him will instead have a rebound effect where Raivo and the caster both feel sweltering heat for the next 24 hours, suffering from a level of exhaustion that cannot be removed by magical means. There are rumors that a *greater restoration* spell would work, but Raivo—concerned about possible counter-curse effects—has not tried it.

Depending on his anger level, Raivo can create different special cocktails (see the Cocktail Menu). However, there is a danger that, if provoked enough, he will vault over the bar and attack. He avoids outright killing people, but some bar-goers need to be taught a lesson.

Secrets: Raivo and Verity are romantically involved. He knows her secrets and her past, but doesn't care. They met at a tavern after Verity saved him from a 20-to-1 brawl by charming the crowd with her Enchanting Song. He's the one that got her the job on the Rail-Away.

Alen Trismys

Alen Trismys is a pretentious high elf who serves as a butler for the most esteemed guests. Alen is in charge of the luxury carriages, and rarely leaves them unless by request. Considering his job to be "above" the rest of the employees of the Rail-Away (other than Tarmo as the conductor), he chooses not to associate with anyone he considers beneath him. He embodies the epitome of the "high elf" with a long, aquiline nose, high cheekbones, and piercing eyes. He looks down upon guests who stay in the standard sleeper cars and isn't all that fond of non-elves in general, regardless of stature. Alen uses the **noble** stat block, but lacks a breastplate and instead has an AC of 11.

Secrets: Alen is actually not a pureblooded high elf, as his father was half human. Lord Almanor knows this tidbit of potential blackmail, and uses it to stay for free in the luxury carriage whenever he travels on the Rail-Away. Alen would very much like to be rid of this troublesome guest, but has never made a move on his own.

Bartender Insights: Alen knows that Raivo is annoyed when someone doesn't finish a drink, but loves it when someone orders a full round.

Somen Gilrona

Somen Gilrona is a middle-aged lightfoot halfling, and is the lead chef on the Rail-Away. She has brown hair, a number of freckles, and is decently plump ("Never trust a skinny cook," she likes to say). While Somen is average height for a halfling, it makes cooking in a standard kitchen a bit of a challenge. She uses a stool on a track operated by a lever to move back and forth along the counter, and somehow manages to keep everything fully operational. Somen is an expert with knives and carries them with her at all times on a special belt she had made for the purpose. She uses the **thug** stat block, but instead attacks with daggers (dealing 1d4 + 2 damage each).

Secrets: Somen, having no children of her own, feels protective of all of the staff of the Rail-Away, but very motherly towards Prim in particular, as she knows the little goblin's entire history. If Prim is threatened or accused, Somen will be the first to defend her.

Bartender Insights: Somen knows that Raivo can't stand the smell of mushrooms, but he loves freshly cut fruit.

Restaurant and Bar Staff

There are two kitchen assistants, one of whom doubles as a backup bartender. An additional six staff are engaged as servers and work in all of the entertainment cars of the Rail-Away, including the gambling car. They all wear a standard uniform with white button-up shirts, brocade vests, and tailored trousers.

THE TAVERN GUESTS

Not everyone is what they seem on the Rail-Away, in more ways than one. The number of guests on the Rail-Away can fluctuate after every stop and at the GM's discretion, but listed below are a number of sample NPCs that can be included during the player's visit, many with accompanying quests. A number of guests and tavern operators are also an integral part of the murder mystery event: Accusations Fly. GMs who include that event should make sure everyone listed under the event is on board once the event begins.

Hammond Axman

Hammond Axman is a cunning human man, who spends his time gambling and cheating other guests. Hammond has light, sandy blonde hair and watery blue eyes. His most pronounced feature is a scar that runs across his forehead. The unfortunate angle of the cut gives Hammond a comical look of surprise, instead of granting a rakish charm. A habitual liar and cheat, only his silver tongue has allowed him to survive this long. His games of choice are Knucklebones and Poker. He has a *stone of good luck* (luckstone). Hammond is a **commoner**, with a base Charisma score of 17.

Secrets: Hammond has worked in the past for Lord Almanor, but has not seen him in some years. After he skipped out on his last job, he is not keen on bringing attention to himself, though he is primed to earn back what he has lost on the tables before he leaves the Rail-Away.

If Lord Almanor is on the train and the events of Accusations Fly are underway, it is important to note that Hammond knows very little about the situation. He is, however, fully aware that Lord Almanor is not a nobleman. If pressed for information, he will try to talk his way out of the situation by making up lies and trying to sound like he knows more than he does. Unless persuaded through magical means, he will either say he does not know Lord Almanor or bluntly state that he's a "well-respected nobleman." If his ties are ever revealed, Hammond will beg the party for their silence on the matter.

Dretin Dalmura

Dretin Dalmura is a female drow, an avid black market fence. Dretin wears a hooded cloak, possibly to conceal her heritage from prying eyes, or to protect herself from the sun. Her build is slim and wiry, accented by leather armor dyed black underneath her cloak. Her hair falls in two braids. She has a small scar at the corner of her mouth, but smiles pleasantly if spoken to. She mostly stays in her room in the Ruby Sleeper Car and takes her meals there as well.

If Dretin is brought out for questioning, she is sure to keep her room locked. Her answers are brief but honest, and it should be clear that she wants nothing to do with the ordeal. Her business relationship with Gammon is so distant that she isn't aware of his identity. The exact contents of her room are determined by the GM, but should not exceed a value of 150 gold.

Lord Tavarious Gammon

Lord Tavarious Gammon is an obese human **noble**, whose form hides experienced muscles. Lord Gammon dresses extravagantly even by noble standards: silks, satins, brocades, and the like. He wears his hair slicked back and tucked behind his ears, giving him a slightly oily appearance. While his expression is haughty, there is something rough around the edges about him, notable due to a few scars on his hands and face. He fancies himself a ladies man and, if the players' party includes a woman, he will likely flirt with her if his wife and mistress are not around. He spends most of his time in the bar car, or in his luxury room.

Secrets: Lord Gammon was not born a noble and purchased patents of nobility from Lord Darus Almanor some years back. Before then, he was a massively successful criminal, running a number of scams and utilizing blackmail to manipulate victims. Over the course of his career, he expanded from theft to greater gambits. He was known as Tav "The Knife" Gammon in those early days.

After purchasing his title he "went straight", which is to say he only operates lucrative and distant schemes, some of which include black market dealings, bootlegging, seeding slave markets, and financing crooked merchants. He has amassed himself a dragon's fortune.

Important Note. *Lord Gammon does not board the train until a point after the party has boarded, unless the GM avoids the events of Accusations Fly.*

Lady Ulume Gammon

Lady Ulume is a half-elf **noble** woman, and Lord Gammon's wife. She dresses conservatively but richly, preferring dark colored gowns. She always wears a wrap, even when it is warm, and keeps her arms covered. Her hair is silver-blonde and she wears it in an elegant up-do. For a nobleman's wife, she does not wear a lot of obvious jewelry, though anyone paying attention might hear a distinct jingle of coins when she walks by. Lady Gammon boards the Rail-Away at the same time as Lord Gammon.

Secrets: Lady Gammon met Lord Gammon only after he had taken on his title. However, it wasn't long before she discovered the extent of his depravity, wealth... and cruelty. They have been married for seven years, but he's stayed promiscuous. She recently overheard him mention he was ready to "rid himself of the hassle" so he could properly enjoy his tendencies. Determined to survive and escape with some wealth, she contacted her half-sister Esthene (who Lord Gammon had never met) and devised a plan to get rid of him.

Uneasy about her husband, Lady Gammon always carries a good deal of wealth on her person: 2d6 bags of gold and assorted gems worth 1,500 gold, including a diamond worth 300 gold.

Esthene Moonshadow

Esthene is quite the beautiful half-elf, always dressed in shimmering, form-fitting clothes. She giggles excessively and seems to be unaware of personal space, often putting her hand on her conversation partner's arm or shoulder. She has silvery-blonde hair that she wears loose. Her features are delicate and her skin is the color of ashy porcelain. She wears a fine silver chain with a black gem about her neck.

Esthene can board the train either before, during, or soon after Lord Gammon. Anyone seeing them together should quickly assume that they are well acquainted friends (See Events: Accusations Fly for more).

Secrets: Esthene is Ulume's younger half-sister and quickly became Lord Gammon's mistress, though she does not love Lord Gammon in any sense. She and her sister are manipulating Gammon's habits with a plan to kill him using poison, before Gammon can kill Ulume. For the specific details, refer to the event Accusations Fly.

The necklace she wears is a *periapt of proof against poison*, which can be discovered with an *identify* spell. *Detect magic* will only reveal an aura of Divination.

Lord Darus Almanor

If the idea of peacocking were to become personified, it would be Lord Almanor. While only average height, this human noble manages to appear taller, perhaps because of the long, flowing, fur-trimmed silk capes that he wears. He wears a number of ornate gloves, and has a pair to match every outfit. Lord Almanor's neck is wreathed in multiple bejeweled golden chains and his ears are studded with gems. His manner is high-handed and there is a cruel cut to his face, even when he is smiling, as his smile never reaches his eyes.

The great Lord Almanor is always looking for ways to fleece his fellow man, and openly makes grandiose offers to guests aboard the Rail-Away. In most contracts, he requests suspiciously personal information… almost as if he's searching for means to blackmail everyone he deals with.

Secrets: Darus Almanor is actually a **rakshasa** in disguise. Darus originally sold Lord Gammon the forged patents of nobility. (His own lordship is also fake, as is everything about him other than his haughty attitude.) He has made a fortune through forgery, dishonest contracts, and embezzlement.

Trackle

Trackle is a noticeably unfortunate **goblin** girl who serves Lord and Lady Gammon. Trackle walks with a limp, and does not speak unless spoken to. She carries her dark wispy hair in a ponytail and wears a simple but clean linen shift in the Gammon's livery colors. Her face generally betrays no emotion, though a Wisdom (Insight) check of 14 or higher reveals glimmers of resentment and despair in her eyes.

Secret: Trackle is cousin to Prim, who escaped their ore mine after Lady Gammon had requested a servant. While Lady Gammon's treatment is much better than what she experienced working in the mine, she holds no love for either of her "employers." Trackle harbors a strongly negative opinion of Lady Gammon's intellect. As Lady Gammon often speaks freely in front of her, Trackle knows vague details about the women's plan to escape Lord Gammon's intentions. She chooses to stay silent, knowing that if Lady Gammon fails all three of them will suffer.

She is astounded to find that Prim is aboard, believing Prim to have perished in a mine collapse that occurred shortly after her escape.

Bishel Voss

Bishel Voss is an unremarkably bland woman (human **commoner**), and the direct underling of Lord Almanor. Where Lord Almanor always wears colorful and exuberant clothes, his closest servant fades into the background in comparison. Bishel's wardrobe consists entirely of muted gray and brown clothing, with no jewelry or adornment save for a simple leather choker. Characters with a Passive Perception of 17 or higher will notice there is a strange symbol burned into the leather.

She has the kind of face that you forget the moment she's turned away, accented by her habit of keeping her eyes downcast. Those who pay any attention to her will notice that she does not speak, but seems to know what her employer wants without him even asking.

Secret: The choker she wears around her neck is, in fact, a *collar of domination* (Very Rare Wondrous Item, requires attunement. When worn by a humanoid of CR 1 or less, it acts as a permanent casting of *dominate person*. In addition, it grants a telepathic communication between the target and the attuned creature). Bishel is a former street urchin who was kidnapped by Lord Almanor over fifteen years ago after a failed pocket-swipe. Bishel knows everything about his business dealings, as he does not hesitate to speak in front of someone who can't object.

If a player character uses a *detect magic* spell in her vicinity or notices its symbol, they will become aware of it. However, it will take the casting of *identify* or an Intelligence (Arcana) check (DC 18) to puzzle out its properties.

If the player characters free her from the collar by casting *remove curse*, destroying it, or killing Lord Almanor, she will declare herself eternally grateful, telling the player characters everything she knows about Lord Almanor (and/or his dealings with Lord Gammon), and offer to serve them as repayment.

Ryman Thorn

Ryman is a fleetfoot halfling gentleman (**commoner**). Ryman lives life with a jaunty smile on his face. Older than he looks, people tend to underestimate him. He keeps his dark, curly hair short and his face clean shaven. He has been mistaken on more than one occasion for a human child. Born in a small town, Ryman decided at a young age that he wanted to travel the world.

Secrets: Ryman is an overexcited eavesdropper. Having a talent for moving around unseen, he recently overheard an interesting conversation between Lord Almanor and Lord Gammon. The details are fuzzy, but he heard the details "goblins" and "another cave-in." Since then, he has tried to learn more, but with little luck.

Preston Hillmore

Preston Hillmore is a rough but honest half-orc (**commoner** with a strength of 16). Preston is not the sharpest nor most charismatic tool in the shed, but he is earnest and hard-working. He keeps his black hair in a tidy man-bun and wears clean, well-worn leathers. Preston is a metalwork salesman who specializes in supplies like anvils. He takes the Rail-Away whenever he can, as he enjoys both the gaming car and the bar. He does not take kindly to cheats (and, if Hammond Axman is on board, there is a good chance he will have lost to him in cards). If engaged in conversation, at some point he will attempt to sell an anvil.

RAIL-AWAY MENU

The Rail-Away does not skimp on comfort or luxury, providing guests with tasty meals and drinks fit for the finest of inns. The menu is often seasonal, with fresh ingredients picked up from different stops along the way. The following is a sample menu, but other dishes related to the locations the train is passing through could be added for extra flair and flavor.

Appetizers

Oysters on Ice – 5 sp

Fresh oysters on the half-shell with lemon verbena ice, chopped shallots, and a dash of hot pepper sauce.

Devils on Horseback – 5 sp

Crispy bacon wrapped around baked dates stuffed with a butter and almond mixture.

Toad in the Hole – 5 sp

Bite-size sausages baked in a black pepper batter and served with caramelised red onion marmalade and apple sauce for dipping.

Roast Beast

Entrees

Roast Beast – 5 gp

A succulent and generous portion of roasted red meat of the day served with a gravy boat full of piping hot drippings and a heaping platter of roasted vegetables. Usually beef, but if the Rail-Away's cow catcher has caught any game of a more interesting variety, Chef Somen will work her magic.

Glazed Duck Breast – 3 gp

Pan-fried duck breasts drizzled in molasses, served with roasted figs and spiced rice.

Jugged Hare – 3 gp

A savory stew cooked in a clay pot of freshly caught hare, red wine, vegetables, and flavored with juniper berries and garlic.

Farmhouse Tart – 1 gp

Layers of slow-roasted seasonal vegetables baked in a butter pastry crust and sprinkled with grated cheese. Includes a small side salad of fresh greens.

Special Brunch Menu

Afternoon Tea – 4 gp

A chef's selection of finger sandwiches, tea cakes, and petite desserts served with your choice of elven tea or a cocktail from the bar.

Cocktails

While the Rail-Away serves all of the standard ales, wines, and meads you would find at any tavern, there's also a special menu with drinks only available based on Raivo's current anger level. Roll 1d4 to determine Raivo's starting attitude.

It is important to note that, while you may wish to increase Raivo's anger level (using any information you may have learned about him from other staff) to get the drink you want, it is equally important that you not make him angry at you or else a fight may ensue when he can't control his anger. In other words: don't make it personal.

The Misty Morning – 6 sp

Attitude: Calm (1)

A tranquil blue and only lightly alcoholic cocktail, the misty morning works well as a palate cleanser, leaving a refreshing minty taste behind.

Any character who drinks this cocktail will feel a general sense of well-being and will lose 1 level of exhaustion.

The Smoking Gargoyle – 8 sp

Attitude: Slightly Annoyed (2)

Wisps of steam waft off the top of this swirling, murky cocktail, and specks of gold dust float inside it. After drinking, some will find that steam escapes their ears and nose.

The Bugbear – 1 gp

Attitude: Annoyed (3)

Barrel-aged malt grain spirits provide the base for this stout cocktail, mixed with a splash of orange juice and bitters. A cherry stabbed through the center with a toothpick is the only decoration.

The Steam Engine – 3 gp

Attitude: Agitated (4)

A bubbling, burbling drink served hot in a rounded glass, perfect for warming your hands on a cold day. Tarmo Warberry's favorite cocktail.

The Executioner's Axe – 5 gp

Attitude: Angry (5)

A drink with a bite, this cocktail contains no fewer than six different flavored alcohols that somehow combine to make something that tastes of nothing more than the sharp tang of steel.

Any character who drinks the axe will be filled with confidence and receive +4 to any Charisma checks made within the next 8 hours.

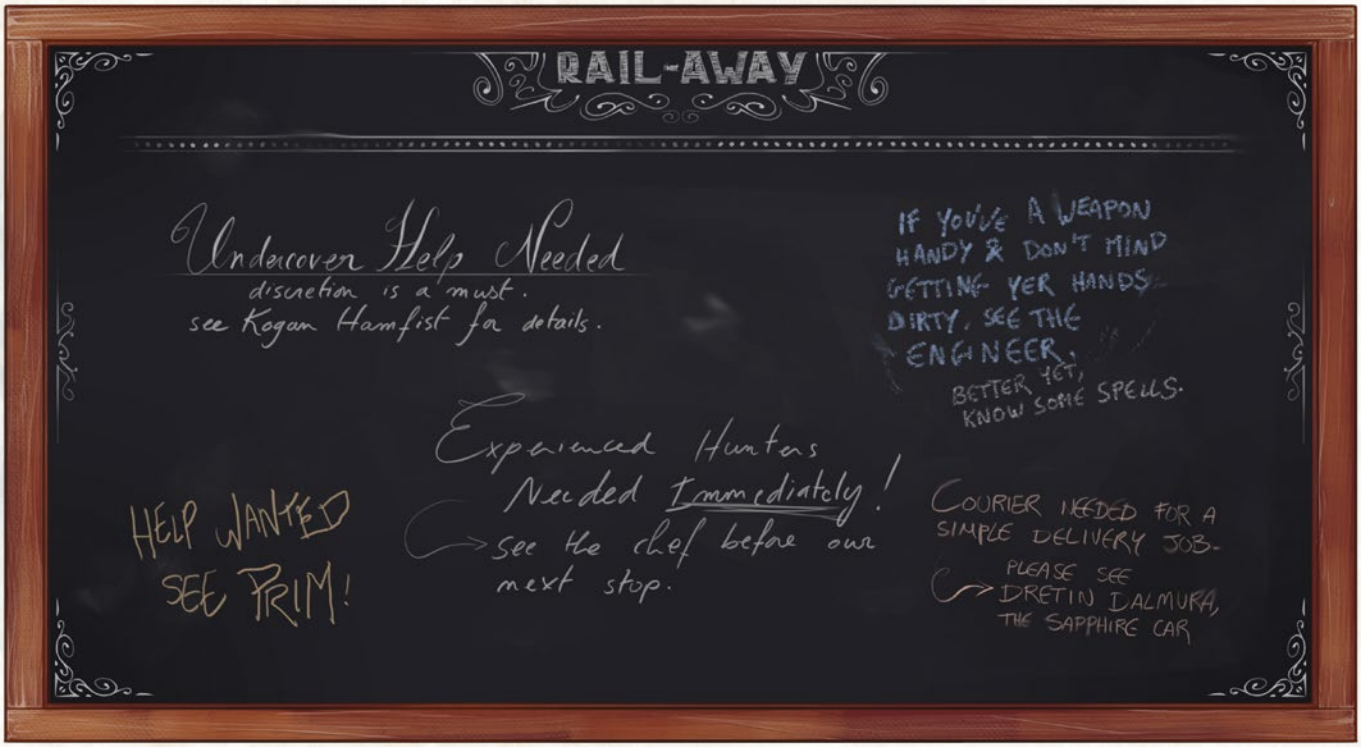
The Flaming Hairy Eyeball – 10 gp

Attitude: Incandescently Angry (6)

Served in a highball glass, this cocktail actually has an illusory, unblinking and flaming eyeball hovering over it which seems to stare straight into the soul of the drinker. Hot and spicy, it contains clear spirits, red pepper syrup, and Raivo's special touch.

Any character who successfully drinks (and keeps down, with a DC 12 Constitution check) this concoction will be filled with a surge of strength and receive +3 AC. This effect lasts 1d8 + 1 hours.

The Flaming Hairy Eyeball



THE QUEST BOARD

A chalkboard is located in the dining car and bears some scrawled requests for help from either tavern operators or guests. Some handwriting is very fine and cultured, while some is barely legible.

The Cheat

Undercover help wanted. Discretion is a must.
See Kogan Hamfist for details.

Quest Giver: Kogan Hamfist, Head Porter

Kogan Hamfist has been receiving troubling reports of possible cheating in the gaming car, mostly in certain Poker games. While cheating is definitely not allowed on the Rail-Away, he also doesn't want to accuse anyone falsely. He asks that you investigate and report back to him. He offers a reward of 100 gold, so long as the problem is taken care of quietly and with no disruption to the guests.

If the party investigates the card tables and plays a few games, they will soon find that Hammond Axman seems to win a disproportionate amount of the time, though he doesn't seem to be counting cards or working with anyone else. If they discover that he carries a Luckstone, that will be sufficient evidence for Kogan Hamfist to throw Hammond off the train. If the Gambler is on board, he'll bet against the party to potentially inform them of Hammond's treasure. Alternatively, they can interrogate Hammond or otherwise get him to admit his wrongdoing, or set a trap for him with a rigged game of their own. If confronted, Hammond will try to talk his way out of trouble.

The Delivery

Courier needed for a simple delivery job.
Please see Dretin Dalmura, the Sapphire car.

Quest Giver: Dretin Dalmura

Note: *This quest is intended to be used if the Rail-Away travels underground for any distance but can also be used in general with no restrictions. If the train does not have any underground destinations, it will just be that much stranger to see a drow traveling on it.*

If the party meets with Dretin Dalmura, the drow will explain that she is uncomfortable going out in the sunlight, but needs an important package delivered at the next stop. She tells the party that the shop it needs to be delivered to is quite close to the station. They are to take payment of 250 gold from the merchant, of which Dretin will offer 50 to the party as payment for the job. If they take the job, she cautions the party against opening the package, saying the contents are fragile.

If the player characters take the quest, they can simply deliver the package and return to the train as requested and be paid for their trouble. The merchant they are delivering to, a certain Nebble Grimmfolk, seems rather slimy, but he will promptly pay up, as will Dretin upon their return.

However, if the player characters open the box, it will first appear to be full of squirming centipedes, but the centipedes transform into 2d**4+2 quasits**. As quasits prefer to be invisible and are not fond of daylight, they will likely vanish and attempt to scatter. Depending on

where the box was opened, this could mean that a small horde of quasits have been unleashed upon the Rail-Away or on an unsuspecting town. The players must then clean up their mess by either re-capturing or killing the quasits. If the quasits are killed and Dretin finds out, she will attack unless convinced otherwise (e.g., by the players paying her the 250 gold owed or through a DC 16 Intimidation check).

Rusted!

If you've a weapon handy & don't mind getting your hands dirty, see the engineer. Better yet, know some spells.

Quest Giver: Brandr Fintan

If the PCs visit the engineer, he will explain that he's been warned of a **rust monster** infestation on the tracks ahead and he'd like some assistance dealing with it. He warns them, that while rust monsters aren't particularly tough individually, they'd best be prepared when dealing with them without magical weapons.

If the party takes the job, soon an alarm klaxon will sound and the train will slow to a stop. Ahead, about to attack the tracks, are 2d4 + 2 **rust monsters**. The party has 1d4+1 rounds to dispose of the pests before they destroy the track, leading to repairs and a delay. If the party manages to save the tracks in time, Brandr will add 2d8 supply of +1 ammunition to his reward. Completing this quest successfully will also provide a relationship boost with Brandr and give advantage in any interactions with him.

Once the problem is resolved, Brandr offers his *flame tongue sword* as thanks.

The Stowaway

Help Wanted. See Prim.

Quest Giver: Prim, a.k.a. "Knuckles," the ticketmaster

Prim prides herself on a tight ship, and successful stowaways on the Rail-Away are quite the rarity—the more common case being a brutal beating and expulsion. But recently, Knuckles has heard rumors of disappearing food and moving items. She's searched the train repeatedly but is at her wit's end. Where is the stowaway? She needs them found and *now* before word gets out that she's lost her touch—she can't punch someone she can't find. She offers 200 gold if the party can solve the mystery and help her oust the stowaway, if there is one.

If the players investigate, they may catch glimpses of someone who appears to be a child in places no child should be (as there are likely no families aboard the Rail-Away). While moving between cars, they may notice (with a Passive Perception of 14) a noise from above or the smell of food where there shouldn't be any. If they use one of the ladders to climb to the top of the train, they will find that someone has made what appears to be a small camp on top of one of the sleeper cars, which includes a bedroll and baggage. If they manage to locate Ryman, or wait at his camp, he will surrender.

Ryman will beg that the party allow him to stay, pledging to share interesting information with them and that he will stop stealing food if they bring him meals. He says that he just wants to travel and means no one any harm. If Lord Gammon and Lord Almanor are on the train, he will indicate that he knows something very juicy is going on and he doesn't want to leave because he wants to find out what happens.

If the player characters turn him in to "Knuckles" and take the reward, Ryman will be "apprehended" and kicked off the train at the next stop. Or they can choose to help Ryman, in which case he will share information with them. At the GM's discretion, Ryman may learn additional details to help them during Accusations Fly. However, they will need to come up with a reasonable story for "Knuckles" explaining why they didn't find a stowaway (DC 16 Persuasion or Deception check).

Dinner's On You

Experienced Hunters Needed Immediately!
See the Chef before our next stop.

Quest Giver: Somen Gilrona, the Chef

Important Note: *This quest should only appear on the Quest Board once both Lord Almanor and Lord Gammon are aboard, preferably the second day after they board. Player characters might witness the halfling chef post it on the Quest Board after speaking with Lord Almanor. However, it can be used as a quest even if the GM is not running the event Accusations Fly, with Lord Almanor being replaced by any generic nobleman with a demanding appetite. Under this variant, this quest can be played any number of times.*

Somen is in a panic, explaining that Lord Darus Almanor has demanded an extravagant feast with an unusual main course as the center attraction.

Roll on or choose from the table below to determine which environment the Rail-Away will visit next. Then, roll or choose a monster that you feel is appropriate for the encounter either from those listed or another large, potentially edible creature of the GM's choice.

Forest	Lake/River	Underground
Wyvern	Giant Crocodile	Hellhound
Unicorn	Giant Scorpion	Purple Worm
Dire Wolf	2d4+1 Giant Toads	Minotaur

Plains	Hills/Mountains	Seashore
1d4 Bullette	Abominable Yeti	Giant Shark
2d4 Cockatrices	Young Dragon (any type)	Giant Octopus
1d4 Giant Bore	1D4 Giant Goat	1d4 Giant Crab

If the party accepts the quest, at the next stop Somen will give directions to where the prey can be found nearby. Time is of the essence as the train will be leaving again in 1 hour and she must start cooking the meal. If the party is successful in bringing back the game, they will be rewarded with 300 gold and an invitation to the feast, where they will be seated at Lord Almanor's table along with Lord and Lady Gammon.

EVENTS

Certain events can occur at the GM's discretion that are either time- or NPC-dependent.

Elementally Unsound

This optional event can occur at any time and is unrelated to the Accusations Fly event.

The player characters are awakened by the train coming to an abrupt halt, accompanied by the ear-numbing sound of the brake being applied with full force. The jol is enough for the player characters to fall out of bed and be knocked prone unless they make a DC 14 Athletics check. On a fail, they will take falling damage.

Confused and panicked shouting is heard from the front of the train. If the player characters make their way forward, they will see staff fleeing away from the engine and one of them will scream, "Brandr's lost control!"

If players investigate the Steam Engine, they will find the hatch door to the engine flung open and a **fire elemental** and 1d4 **steam mephits** laying waste to the room. Brandr, the engineer, lies on the floor unconscious. Anyone with a Passive Perception of 14 or higher will notice that a golden ring set with a ruby (a *ring of fire elemental command*) lies on the floor.

If the party successfully contains or destroys the menace, they should be able to revive Brandr, who will ask for his ring back so he can get the train running again. Grateful for saving his life (and the train), he confers with Tarmo Warberry and Prim for a suitable reward. They offer the party free travel on the Rail-Away for life and a *ring of cold resistance*. The entire party will enjoy advantage on any Charisma- or Intelligence-based interactions with the train staff after this event.

Accusations Fly

The following lays out a potential murder mystery that can be launched at the GM's discretion. The tavern operators and guests that are key to the plot (including red herrings) are:

Guests
Lord Tavarious Gammon, Lady Ulume Gammon, Esthene, Moonshadow, Lord Darus Almanor, Somen Gilrona, Bishel Voss, Trackle, Hammond Axman & Ryman Thorn

Operators
Prim, aka "Knuckles", Verity Billett & Raivo Sevara

What Happens...

At the GM's discretion, *at least* one day after the player characters have boarded the Rail-Away, the following occurs:

The Rail-Away stops at a normally scheduled station. While passengers are getting off and on, the player characters will be alerted to an unusual commotion outside:

A well-dressed nobleman, his wife, and their goblin servant are struggling with their mount, who is refusing to board the livestock carriage. Several Rail-Away staff including Kogan, Brandr, and Prim, rush to help calm and load the horse. Any character with a Passive Perception of 12 or more will note that the two goblins (Prim and Trackle) appear shocked to see each other, but quickly continue their business. A large chest, also belonging to the Gammons, is loaded into the cargo area, with Lord Gammon making a fuss about it.

Those observing the couple will learn that their names are Lord and Lady Gammon. Lord Gammon seems very bossy, while his wife seems quiet. Additional new passengers also embark, including another nobleman (Lord Almanor) and his servant (Bishel Voss).

The second nobleman is heard to remark "Why, my dear Lord Gammon, fancy meeting you here! I've been hearing all kinds of news of your… latest dealings… and have been meaning to look in on you. Perhaps we can discuss some business while we travel?" Lord Gammon, with a look of distaste, responds, "This is purely a pleasure trip, Lord Almanor."

At the last minute before the train is due to leave, one additional passenger shows up: a beautiful half-elf woman (Esthene Moonshadow). Lord Gammon hungrily eyes the new passenger as Lady Gammon is looking the other way.

Once the train leaves the station, the player characters may interact with any of the passengers or staff on board as normal, take quests, etc. A number of things happen that first day, which may or may not be directly observed by the player characters, but can be learned by speaking with a witness:

Time	Event	Witnesses
Morning	Prim and Trackle are seen together exchanging hugs and tears.	Somen Gilrona, Ryman Thorn, and Kogan Hamfist
	Lord Almanor approaches Lord Gammon in the bar car and has a brief conversation. The words "You'll regret it if you don't" are heard.	Raivo Sevara, Trackle, and Bishel Voss
Afternoon	Prim asks Tarmo Warberry if there is room for another staff member.	Somen Gilrona and Alen Trismys
Evening	Verity Billett takes up her stage, noticeably flinching after seeing Lord Gammon in the audience.	Raivo Sevara, Bishel Voss, Lord Almanor, Ryman Thorn, and Hammond Axman
	Lord Almanor sends Bishel Voss to Verity with a note. Verity crumples the note and throws it away. *Ryman Thorn later on picks up the discarded note and keeps it. It reads: I know what you are.*	Raivo Sevara, Tarmo Warberry, and Ryman Thorn;
Night	Lord Gammon meets Esthene Moonshadow in the Observation Car for a romantic tryst.	Alen Trismys, Ryman Thorn, and Verity Billett
	Raivo Sevara is seen going into Verity Billett's room.	Kogan Hamfist and Dretin Dalmura

On the second day, a number of things occur:

Time	Event	Witnesses
Morning	Lord Almanor asks Lord Gammon to join him for breakfast, but Lord Gammon refuses.	Hammond Axman, Ryman Thorn and Bishel Voss
	Lord Almanor places a pricey request with Somen Gilrona. Soon thereafter, she posts a notice on the Quest board (See **Dinner's On You** quest; it is optional, and will be removed if ignored.)	Bishel Voss, Hammond Axman and all Dining Car Staff
	The Rail-Away stops to retrieve Almanor's requested ingredients.	
Afternoon	Lord Almanor sends dinner invitations to Lord and Lady Gammon, and the party if they completed his request. The invitation reads "A treat for the senses that only the privileged can enjoy!"	Bishel Voss
	Lady Gammon and Esthene meet in the Observation Car. Lady Gammon gives something to her.	Ryman Thorn, Alen Trismys
Early Evening	Esthene informs Lord Gammon that she will be departing soon. She coyly mentions she will be retiring to her room until then.	Alen Trismys, Ryman Thorn, Raivo Sevara, and Kogan Hamfist
Dinner	Lord Almanor has a hushed conversation with Lord Gammon, which Gammon seems to laugh off. If the player characters are present, they will hear the phrases "Don't think your secrets are mine" and "a small price to pay".	Lady Gammon, Somen Gilrona, and Bishel Voss
	Lord Almanor sends a note to Verity. Verity reads the note, adds to it and returns it via Bishel to Raivo, who throws it away. *If found later in the bar trash, it reads "I need you to work your magic during dessert. Don't deny me." and "Raivo, can you help? I have to sing."*	Hammond Axman, Dretin Dalmura, Bishel Voss, Ryman Thorn, Lord & Lady Gammon and Somen Gilrona
	Just before dessert, Raivo and the staff deliver a special cocktail to everyone at Lord Almanor's table, save for Bishel. "A special drink to go with your dessert course," says Raivo.	Lord Almanor, Bishel Voss, Lord Gammon & Lady Gammon
	After dessert is served, Lord Almanor makes a toast: "To old friends and new!" drinking the cocktail, and encourages everyone to join him in the toast. ***IMPORTANT NOTE:*** *The glasses are protected with Abjuration magic to prevent detection. Everyone drinking suffers disadvantage on Wisdom saving throws.*	Lord Almanor, Bishel Voss, Lord Gammon, Lady Gammon
	Verity sings. Everyone must make a DC 18 Wisdom saving throw. If they fail, they greatly enjoy the song.	
	During the song, Lord Almanor removes his glove and pokes the entranced Lord Gammon in the neck. Player characters with a Passive perception of 16 or higher will notice this (DC 15 if they are seated at the table). *Anyone with a Passive Perception of 20 will notice the odd shape of his hand.*	Bishel Voss
	After the song, Lord Almanor tells Lord Gammon, "Perhaps you will reconsider my proposal... after you get a good night's sleep." Though polite, it somehow sounds like a threat.	Bishel Voss, Lord & Lady Gammon
After Dinner	Lord Gammon suffers aches and a fever. Lady Gammon requests a remedy of warm honey milk from Trackle.	Bishel Voss and Lord Almanor
	Trackle leaves to retrieve it, interacting briefly with Prim, who hands her something.	Somen Gilrona, the Dining Car Staff and Ryman Thorn
	Lady Gammon leaves to sleep in the small room of their car. *She says she did so to avoid Lord Gammon's feverish complaining*	Alen Trismys
	Lord Gammon leaves to visit the Observation Car, inviting the party to join his walk. He takes the warm milk with him, and discusses a potential job for the adventurers.	Bishel Voss, Lord Almanor, Dining Car Staff and Somen Gilrona
Late Evening	Esthene climbs a ladder from her room to the roof, and makes her way to the Observation Car.	Ryman Thorn
	If Lord Gammon brings company into the Observation Car, they will find Esthene waiting in a lacey nightgown. Seeing the company, she will flatly state "I changed my mind, let's talk in the morning." After a brief but messy kiss, she leaves.	
	Flustered, Lord Gammon will ask the party if he can trust them (DC 14 Persuasion check). If convinced, he will plan to discuss details over breakfast. If unconvinced, he states he wishes to be left alone to enjoy the remnants of his kiss, along with his honey milk.	Ryman Thorn
The Next Morning	Lord Gammon is found dead in the Mercury Observation car. The cause of death is clearly poison.	

What to Do…

To get out of being accused and carted off to jail for the murder of Lord Gammon, the player characters must develop and lay out a credible theory of how Lord Gammon died, who did it, and a reason why. They will have until the next stop on the Rail-Away's journey to complete this and will be allowed to question or talk to anyone on the train, though train staff, including Knuckles, will keep a close eye on them.

As Lord Gammon was actually attacked by different people and has many enemies, there are a number of theories the players can lay out in order to save themselves from arrest. Additionally, so long as they lay out a *convincing theory* with the evidence they have been able to gather *even if it is not wholly correct*, they can succeed at the GM's discretion.

If they are unable to piece enough clues together, they will be arrested at the next stop.

The party can also choose to fight their way to freedom as a "nuclear" option. This choice will prompt Prim, Brandr Fintan, and Tarmo Warberry to fight against them. As a variant, at the GM's discretion, other passengers or staff may choose to join the fight depending on their current relationship with the party members.

If the party members previously freed Bishel Voss from Lord Almanor's Collar of Domination, she will come forward and tell what she knows, which is enough to place suspicion on Lord Almanor and free the party.

What Really Happened…

The following is what really happened on the Rail-Away:

Plot One (Cause of Death)

Lady Ulume Gammon and her half-sister Esthene Moonshadow have been plotting to get rid of Lord Gammon for some time. Rather than murdering him at home, they had decided it would be best to carry out the plot in public, making sure they both had an alibi. They sourced some poison and a *periapt of proof against poison* and bided their time. Esthene made sure that everyone saw her "break up" with Lord Gammon, while Ulume created her own alibi by snoring loudly in her bedroom. Esthene made her way to the Observation Car that night to poison him via the Rail-Away's roof. If the player characters went with Lord Gammon, she will be surprised to see them there and will quickly kiss him (depositing the poison via her lipstick, which contains a slow acting Oil of Taggit poison mixed with wax and cochineal dye from crushed fire beetle shells). She then returned to her room via the same route she took before (again witnessed by Ryman Thorn). This is what actually kills Lord Gammon.

Plot Two

Prim and Trackle are overjoyed to be reunited, as both had thought the other dead. Prim, for her part, is also anxious to release Trackle from her servitude and even speaks to Tarmo Warberry about finding her cousin a job on the Rail-Away. Trackle knows that Ulume and Esthene are planning something, so she wants to get out as soon as possible before things get bad. When Trackle goes to get the honey milk, Prim gives her something: a gem from her stash, just in case Trackle needs some escape funds. This trade acts as a red herring that reveals Gammon's history.

Plot Three

Verity is understandably stressed to see her former unsavory boss Lord Gammon aboard the Rail-Away. She doesn't want her past revealed, nor does she want to get pulled into any further schemes. She likes her life with Raivo aboard the train.

Lord Almanor, meanwhile, is very happy to see Lord Gammon. He'd heard much about the fortune that his former client had amassed and was very interested in doing business with him again. If Gammon wasn't interested in a partnership, Almanor was not above blackmailing him. He attempts multiple times to get Lord Gammon to talk to him—unsuccessfully—and uses the elaborate dinner party as an excuse, knowing that Lord Gammon would not be able to turn it down.

The day before, Lord Almanor had noted with interest the interaction between Verity and Gammon and, with his *true seeing*, had easily penetrated her disguise. When Gammon once again turns him down, Almanor decides to threaten him. He requests that Verity sing her Enchanting Song. Verity does, but not before enlisting the help of Raivo Sevara, who uses his skills to create a cocktail (*the Foggy Mind*, whose effects are detailed during day 2's dinner) to hopefully ensure that no one at the table is able to resist her song.

While she is singing, Lord Almanor uses his Rakshasa claw attack discreetly on Lord Gammon, cursing him and causing a small trickle of blood on his neck. The magical curse was meant to take effect when Gammon slept, filling his thoughts with horrible images and dreams. His plan is to force Gammon to capitulate to his demands with the curse. However, Gammon dies before he is able to threaten him again.

Tavern History

The Rail-Away started small: just an engine and a single cargo car with a few bunk beds inside. Over the years, it grew larger and larger, and more and more grandiose. Under Tarmo Warberry, new destinations have been added and new track laid in his quest to cover more territory (and learn about the languages and people who live there). He has invested all of his considerable (inherited) fortune into the train and considers the staff to be the family he never had, as he has never married. Nearly all of the staff on the Rail-Away were rescued from the life of a vagabond, urchin, or refugee.

He enjoys it immensely any time The Seeker visits the Rail-Away and does what he can to get the tiefling to stay and visit for as long as possible. Their incredible stories of otherworldly drama do more than enough to captivate Tarmo, as well attract passengers. To his trivial frustration, The Seeker never "teaches" Tarmo anything, saying that "Learning is a waste of time—why not live instead?" When approached together, Tarmo says that The Seeker is "an old family friend" who was one of the Rail-Away's very first passengers.

STAT BLOCKS

Dretin Dalmura

Dretin Dalmura is a female drow, an avid black market fence. Dretin wears a hooded cloak, possibly to conceal her heritage from prying eyes, or to protect herself from the sun. Her build is slim and wiry, accented by leather armor dyed black underneath her cloak. Her hair falls in two braids. She has a small scar at the corner of her mouth, but smiles pleasantly if spoken to. She mostly stays to her room.

Dretin Dalmura

Medium humanoid (drow), neutral evil

Armor Class: 15 (chain shirt)
Hit Points: 19
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	11 (+0)	11 (+0)	14 (+2)

Skills: Perception +2, Stealth +4, Insight +4, Persuasion +4
Senses: darkvision 120 ft., passive Perception 12
Languages: Common, Undercommon, Elvish
Challenge: 1 (200 XP)

Fey Ancestry. Dretin Dalmura has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Innate Spellcasting. Dretin Dalmura's spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:
At will: dancing lights
1/day each: darkness, faerie fire

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Gray Bag of Tricks. Dretin carries a gray bag of tricks, which she will pull from at the start of combat.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Sneak Attack (1/Turn). Deals an extra 7 (2d6) damage when Dretin hits a target with a weapon attack and has advantage on the attack roll.

Prim, a.k.a. "Knuckles"

Prim is a young goblin woman, and serves both as the authority figure on the Rail-Away as well as its ticketmaster. Anyone who underestimates "Knuckles" does so to their detriment. Prim is on the smaller side, and coupled with the Rail-Away's standard starched and pressed ticketmaster uniform, she somewhat resembles a child's doll one would buy from the tavern's gift shop. However, besides her iron will, she carries with her a set of magic brass knuckles that she likes to refer to as "One-Two Punch". Prim can be found on any carriage of the Rail-Away, as she makes continuous rounds. Her sudden appearance may surprise some guests due to her remarkably silent stride.

Prim, a.k.a. "Knuckles"

Small humanoid (goblinoid), lawful neutral

Armor Class: 13
Hit Points: 84 (14d8 + 28)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills: Stealth +6
Senses: darkvision 60 ft., passive Perception 16
Languages: Common, Goblin, some Elvish
Challenge: 6 (2,300 XP)

Nimble Escape. Prim can take the Disengage or Hide action as a bonus action on each of her turns.

Multiattack. Prim can attack once with a Poisoned Dart and then twice with "One-Two Punch".

Poisoned Dart. *Ranged Weapon Attack*: +5 to hit, range 30/120 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

One-Two Punch. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 16 Constitution save or fall prone.

This set of brass knuckles has 6 charges and regains all expended charges at dawn. While holding and attuned to these items, Prim can expend 1 charge to activate one of the following properties:

- On a hit with a natural roll of 19-20, Prim can expend 1 charge to knock the target unconscious for 1 minute.
- Prim can expend 1 charge after a hit, forcing the target to succeed on a DC 18 Constitution save or be knocked unconscious for 1d4 rounds.

Wildaback Tavern

The Tavern and the rest of the buildings on this beast are elegant geometric structures with sharp, uniform angles with ancient inlay patterns. Strangely, the natural formations on the surface of the beast are almost identical in substance to the buildings. The material seems to be a soft, burned red marble in some areas and polished limestone in others. Guests can make a DC 16 Intelligence (Investigation) check to deduce that the buildings are made of the same material as the protrusions from the creature's back. The loose structures have either been fastened with rope, or are held in place by the overgrowth of these bones.

When The Wildaback is ready to continue traveling, either on its own whim or as directed by Kem Kasik, it raises its massive head and steps forward. Patrons and guests will soon find the world below them breeze by, almost in a blur.

Areas of the Tavern

The Main Hall is the most prominent building on the back of the beast, and takes the form of a large ziggurat with a half-domed roof. A similar, smaller structure with a level roof sits atop the crown of the beast. Strong anchor posts secure a stone bridge that runs along the back of the neck, leading from the Main Hall to the crown. Along either side of the beast, newer structures have been added to hang like saddlebags.

The crown, the saddlebags, and the rooftop terrace with the Cosmotarius are all well maintained. The rest of the structures on the Wildaback are in a state of semi-decay, crumbling over the tops of ornate humanoid statues. Once serving as columns supporting structures several stories high, now only a few of these indistinguishable figures hold anything at all.

The Lift

The Lift is the primary transport between the back of the beast and the ground below. Approaching close enough, especially during a grazing period, the party should find the lift currently lowered. A *magic mouth* has been placed inside this lift, which recites the following phrase in different languages whenever a humanoid comes within 60 feet of it: "Welcome to The Wildaback Tavern, inn and transport. Board at your leisure."

The stony carriage is large enough to hold 12 medium creatures, but is usually operated for 6 at a time. A large pulley is attached to the neck of the beast, so that when it lowers its head, the lift is also lowered. A massive enchanted rope connects the two systems, and is nearly impossible to break accidentally.

The Wildaback, King of Travel

At first glance The Wildaback appears to be a gigantic, horned beast standing at the height of the horizon—until you realize the horizon is much further away than it appears. This truly colossal creature lumbers gracefully across vast terrains, supported by six towering legs. It consumes entire trees as it walks, grazing as if it were a bison on fields of wheat. While one might expect the very world to shake with each of its steps, the mysterious nature of this beast leaves little evidence of its passage—aside from its ability to nearly block out the sun.

Resting snugly on the back of this monster is a collection of structures, which could be mistaken for a carapace of sorts. Upon a closer inspection, observers will see the ruins of an ancient city covering its hide. The Wildaback's stoney face always appears to be at peace, and creatures who claim to have made eye contact say they felt a profound kindness cast down to them. Its antlers, as well as other areas of its body, seem to be unnaturally uniform, as if grown to resemble architecture.

Before introducing The Wildaback, it is suggested that the GM hint at its existence beforehand. Perhaps nearby villages have a legend about it, or maybe the party was given a compass that leads to the beast. Player characters of any level can visit the tavern, but it is optimized for characters level 13-16.

Variant Rule. The Wildaback is an incredibly magical creature, and has a degree of authority over its immediate surroundings. With this variant rule, The Wildaback can choose to expand the face of the globe as it walks, creating new horizons in front of it. This way, it always creates new forests for itself to eat while waiting for old ones to regrow.

Balcony

A balcony-like walkway with a waist-high railing connects the structures on The Wildaback. Ever-burning torches are spaced at 10-foot intervals so that the walkway is well-lit, even at night. A few potted ferns in stone planters are scattered around.

Shoulder Patio

This is a rectangular patio with bench seating and ever-burning torches, often used by guests to enjoy the night air.

A1. Guest Check-In

Qinlar Ravengleam is always posted in this small entry room to the main tavern, and is the first face most guests will see. He will ask them simple questions, figure out their room placement, and prohibit any weapons from entry without good reason, though he explains that weapons can be "checked out" under certain circumstances, such as taking on a quest for tavern staff. The check-in alcove seems to have been carved out of a single piece of giant bone or limestone, and is attached to the tavern by mortar. It lacks the ornate carvings that seem to naturally form in other rooms.

Attached to the check-in desk is a not-very-well-hidden scrap of parchment paper that any character with passive perception of 14 or more will notice. It says, in Dwarvish, "Don't forget! Barakor!"

In this reception area are a set of lockers enchanted with *arcane lock* (lockpick DC 20), which contain the majority of the guests' weapons. Qinlar keeps track of each weapon's place, and has a master keyword (*barakor*) he can shout to unlock everything in case of an emergency.

A2. Main Hall

According to Kem, the main tavern hall was once a throne room for a long-gone civilization, and anyone who enters can feel the weight of years. A large staircase leads up to the rooftop garden terrace. A floor-to-ceiling stone doorway leads out to the balcony and shoulder patio, flanked by vaguely humanoid stone statues. The intricate carving around the doorway depicts a long-forgotten creature with multiple heads, but portions of it are worn away.

There is a small alcove built into the wall for the guest check-in (A1). Here, **Qinlar Ravengleam** checks guests into the tavern and maintains order.

The main stage (A3) is on the side of the room, with the grand staircase leading up to it. Large stone statues flank either side, holding up the curtain. In front of the stage are a collection of small tables and comfortably padded chairs, as well as groupings of floor cushions in a multitude of colors. Each table has an irregularly shaped bowl-like candle which casts a flickering glow.

Opposite the stage is the bar (A5), flanked by the kitchen (A4) and the storage room (A6).

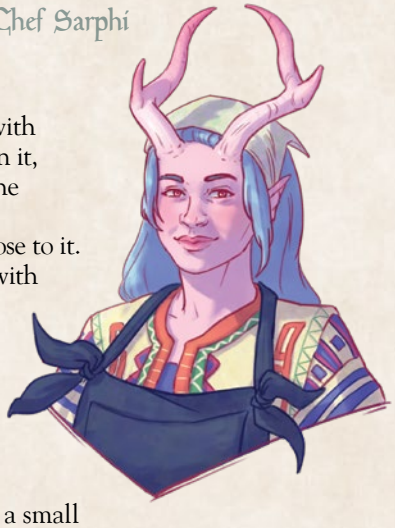
Ever-burning torch sconces are spaced regularly around the room, providing additional illumination, the flickering flames adding to the ambience.

A3. Main Stage

The raised stage is arguably the focal point of the Main Hall, though the entire area has such ancient grandeur that it is hard to tell which part is the most impressive. The stage is big enough for substantial productions but intimate enough that anyone watching almost feels like they are part of the action.

Most troupes that perform here use illusion magic for sets rather than props. The stage floor is made of wood and has three trapdoors set in it, though the space beneath is only enough for a gnome to stand comfortably in; anyone larger would have to kneel. A heavy silk curtain, held on either side by large humanoid statues, is rigged to drop to mark the opening and closing of performances. The curtain is usually left closed when the stage is not being used.

Chef Sarphi



A4. Kitchen

The Kitchen has a fireplace with a small fire elemental living in it, affectionately called Rapa. The elemental cooks meals—and anything else that gets too close to it. The chef, **Sarphi**, rewards it with any leftovers from the day, which it burns to ash.

A marble-topped table sits in the center of the room and is cool to touch, making it perfect for tempering chocolate dishes. One corner of the room has a small amount of supplies in baskets, enough for the current day, but the bulk of perishable items are kept in the store room (A6) nearby.

A5. The Bar

The Bar faces the stage and is sandwiched between the Kitchen (A4) and the Storage Room (A6). It is accessible only via doors in those two rooms. It consists of an impressive carved stone slab held up by two detailed statues of bird-like creatures. Lending to the imposing aura of the bar is **Amaru**, the muscular dragonborn bartender. Five stools sit in front of The Bar, though drink service is available throughout the Main Hall (A2).

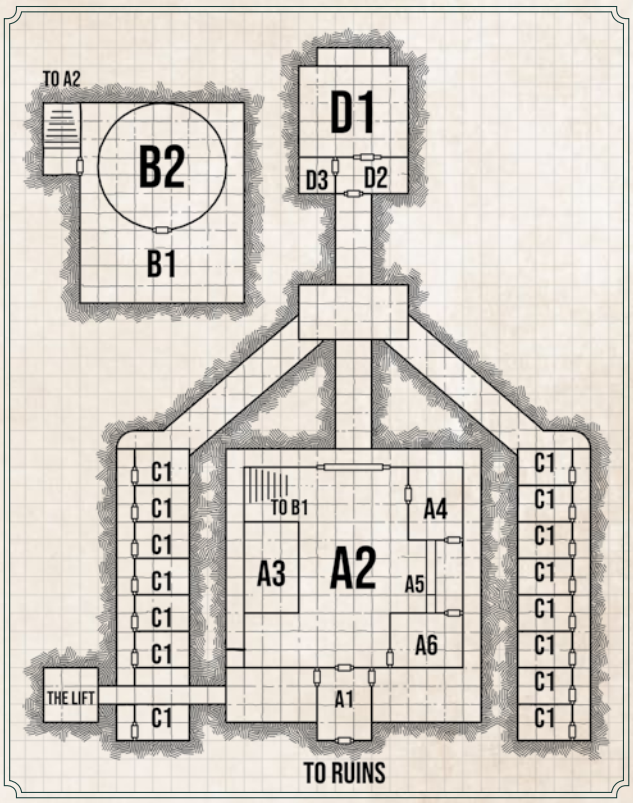
A few bowls of exotic fruits and other garnishments sit on the bartop, along with complimentary nuts—both salted and caramelized.

A6. The Store Room

This backroom is large. It houses the most commonly used supplies for the hall and the stage, as well as kitchen and drink perishables. The walls are lined with shelves. Two large stone tables, piled high with a wide assortment of items, are in the center of the room. Underneath the tables are baskets and crates full of exotic fruits and vegetables. There are two doors to The Store Room: one near the Guest Check-In alcove (A1) and the other leading to The Bar (A5).

A large glass amphora sits on the corner of one of the tables. It appears to contain a constantly swirling ice storm and is cold to the touch. It is an *everlasting cold bottle* (Wondrous Item, very rare. When unstoppered, 1d4+1 Ice Mephits appear every other round of combat until the bottle is re-capped. After 3 waves of Ice Mephits have been released, the next creature summoned will instead be 1 Ice Devil).

See the event: Who Let the Cold Out for a related happening. Normally, the bottle is uncapped just long enough to let out a couple of Ice Mephits to lower the temperature and help preserve the perishable food.



UPPER LEVEL

B1. Rooftop Terraced Garden

The garden is where much of the food used in the Kitchen is grown. It wraps around the upper level terrace of the Main Hall and is a feast for the senses. There are plant species growing that would make any druid green with envy. Bees constantly buzz from flower to flower. The abundant plants grow in large rectangular planter beds made of carved stone, including some square planters containing fruit trees such as pomegranate and breadfruit.

Nora Treeforge, the gardener, keeps everything healthy and pruned and is always looking for new seeds to add to her magnificent garden. She doesn't mind if the plants are edible or simply beautiful. Treeforge hopes to eventually expand the vegetable garden out into the ruins if she can figure out a way to secure a non-moving plot and a way to easily return to the location.

The terrace is accessible via a large staircase from the Main Hall (A2).

The lush greenscape makes the roof terrace a spot of particular interest to the flying residents of the ruins and there is a chance that the player characters may encounter such creatures snacking on the produce. (Roll 1d6, and on a 3 select a flying creature from the encounter table in the ruins.) Any such visitors will not attack unless provoked, as they are too busy enjoying their feast, though Nora may enlist help in driving them away if they are consuming too much.

The Tavern Operators

Kem Kasik

Kem Kasik is a young-looking human man with shoulder-length dark hair, dark eyes, and golden toned skin. He wears simple, light clothes, sandals, and a tabard bearing a depiction of The Wildaback's face. On his head sits an ornate circlet made of what looks like either ivory or stone, a symbol of his authority over The Wildaback, and at his side sits a hooked rope he uses for quick travel around his old friend. He occasionally uses a +3 longbow and a *defender* (shortsword).

Kem shares deep relationships with both his ancient friend The Wildaback, and his romantic partner Sami. He spends most of his time on the Crown (area D), hunting for food during pauses, or venturing into The Ruins. On rare occasions he will settle into the tavern, drinking quietly and asking visitors about their experiences.

Once an avid spiritual wanderer, Kem became the immortal caretaker of The Wildaback ages ago. After his years of isolation, Sami's arrival brought him new life, but with the success of the tavern keeping Sami busy, he sometimes feels alone again.

Use the **cult fanatic** stat block for Kem, with the following changes:

- He has 88 (16d8 + 16) hit points
- His spell save DC is 16, and his spell attack bonus is +8
- His CR is effectively 5 (1,800 XP)

Sami Yanay

Sami is a jolly middle-aged man using the **noble** statistics but with a base HP of 33. He has salt-and-pepper hair, vibrant green eyes, and an even brighter smile. Sami wears relatively wealthy clothing, and a small array of modest jewelry and piercings. He is an avid businessman by experience, and loves nothing more than running such a successful and fascinating operation. Although, you could note that this is a lie he tells himself—in his heart, Sami's bond to the tavern stems from his love for Kem.

Sami spends all of his time running the tavern, checking up on guests, helping the other staff members, and doing loads of paperwork. He can be found anywhere in the tavern, though he almost never ventures into The Ruins. He is also in charge of informing Kem where The Wildaback must go in order to reach the next settlement. He sees most of the staff as his family, which he's been able to grow thanks to Kem's support.

The Wildaback

Only Kem truly knows the inner ponderings of The Wildaback, though he has let a few things slip over the years. According to him, The Wildaback's overarching goal is to simply travel and witness all that the world(s) have to offer. It is bonded only with Kem and with five other mysterious travelers who visit only rarely. Being truly one of a kind, The Wildaback is a lonely creature at heart and finds it hard to communicate with others, but looks upon those that visit with benevolence and tolerance. If one is able to attract the attention of the gargantuan beast, they will feel as if they have looked into the eyes of a god, suddenly benefiting from the effects of the spell *bless*.

Chef Sarphi

Currently on a tour here from the Spring of Peace, Sarphi is the daughter of a noble in the Fadel family. Sarphi is a young pink-skinned, blue haired, tiefling female **commoner.** As a chef, she wears her hair pulled back under a kerchief. She favors a many-pocketed apron over her multi-colored dresses. She is thrilled to be working here, learning and experimenting with all the cuisines that are brought on to The Wildaback.

She spends the bulk of her time in the Kitchen (A4), but also ventures into both the Store Room (A6) and the Rooftop Terrace (B1) for supplies. Sarphi has grown fond of her life on The Wildaback, and quietly wishes not to return home. If the party is able to convince Sami he should stay, Sarphi will be grateful and give them 2d8 platinum pieces as thanks.

B2. Cosmotarius

Part of the terrace is taken up with a large raised dome that holds the Cosmotarius. A single door provides access to the space, which feels larger inside than out. Powerful divination magic continually projects images of the cosmology of the universe on the inside of the dome. Even Kem is not sure how or why the images appear, but they change without warning, showing different areas of the night sky, including constellation maps that are completely unknown. Some theorize, they give a hint about the ponderings of The Wildaback itself.

Guests often visit the space to contemplate their own place in the universe, or just to get away. The air inside is cool and lightly perfumed and, with the only light coming from the constantly moving stars projected on the dome, many compare it to entering a dream world.

If a player character visits the Cosmotarius for longer than an hour, they will experience a feeling of great tranquility (same effect as that of a *sanctuary* spell that lasts until the start of your next long rest).

THE SADDLEBAGS

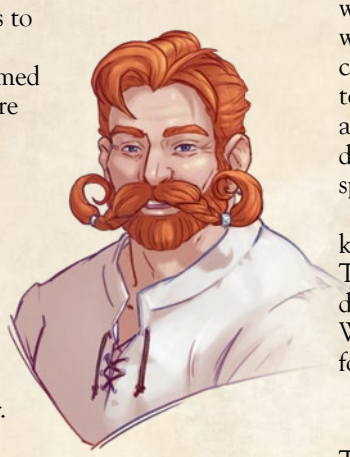
The Saddlebags look like someone took two buildings and draped them off the edges of the ruins and down both sides of The Wildaback. They are attached to the structure with great stone chains. There are two levels of guest rooms, containing a total of 22 rooms.

Nora Treeforge

Nora Treeforge is a halfling **druid**. Treeforge is stout, with brown hair, hazel eyes, and well tanned skin from working outside. She wears comfortable but sturdy leathers and quite often has vines or leaves stuck in her hair. She can be found at nearly any time of night or day in the Rooftop Terraced Garden (B1), though she periodically takes cat naps with her pseudodragon in the Cosmotarius (B2).

She is always looking for new plants to cultivate and will pay for seeds. Sadly, Treeforge is cursed with chronic pain, and is searching for methods to alleviate her daily battle with it.

She has a pet **pseudodragon** named Wiyula that follows her everywhere and assists her as it can.



Qinlar Ravengleam

Qinlar Ravengleam is a stout male dwarf (**veteran**, but with a Wisdom of 16), with remarkably chiseled features, a glorious orange-red mustache and short, curled beard, and jaunty demeanor. He wears a clean white shirt and splints on his arms and legs for protection. He serves as the receptionist and bouncer for the tavern checking in new entrants and their belongings. He makes regular rounds, but he can usually be found at the guest check-in (A1).

Qinlar is oddly observant and occasionally blunt, able to pick up on incredibly minor details about visitors, such as their relationships or injuries. He was the first hire on The Wildaback, and helped assemble some of its current structure.

Amaru

Amaru is a male white dragonborn mixologist/bartender **commoner** (with a base strength of 16 and charisma of 14) who knows his craft very well. He wears a rapier that he also uses to perform bar tricks and remove corks with flair. He might flirt for a tip, especially if he finds the guest particularly interesting; Amaru takes all kinds. He has worked for Kem and Sami for a couple of years now. Amaru is always looking for a new drink to put his own spin on. He often tries to make something described by the patrons who sit at the bar. He created most of the drinks on the tavern menu, and enjoys when patrons know this.

Buphagus

When not in flight, these bird-like humanoids keep their wings against their back, so they look like they are always wearing a feathery cloak. They have light brown body and chest feathers and darker feathers on their limbs and the tops of their heads. Their beaks are yellow with red tips, and feature a curve that resembles a slight frown. They don't speak, but they are able to roughly understand all spoken languages.

The **Buphagus** are the servers in the tavern hall, and keep everything clean in functional parts of the tavern. They are employees—paid and treated well. Qinlar defends them fiercely, not taking insults to them lightly. When not performing their duties, the Buphagus can be found in The Ruins, where they live.

The Statues

These **stone golems** are bouncers, guards, and protectors of The Wildaback. At the first sign of any fight between guests they activate, end the fight, and hold the fighters to be questioned by Kem, Qinlar, or Sami. Any of those three are also able to call off the golems from attacking.

The intact and active stone golems are located in the following locations:

- One on either side of the Main Stage (A3)
- One on either side of the main stone arch in the Main Hall (A2)
- One inside the Guidehouse (D1) on the left side of the balcony
- One on either side of the external door leading to the Lounge/Bedroom (D2)
- If the missing stone golem is freed from The Ruins, it will take position on the right side of the balcony.

C1. Guest Rooms

The Guest Rooms are all very similar in shape and contents, with the main difference between rooms being the size and number of beds. Some have a single twin, others a double bed, and some two twin beds. They all contain a small desk with a chair and a lockable trunk for guests to store their items in. While the rooms aren't large, they are comfortable and clean, and all feature unmatched views. The slight rocking motion of The Wildaback's stride gives guests the impression that they are riding the waves, and this is most present in the Saddlebags. Many say they have never slept better than when traveling on The Wildaback.

For convenience, each room is equipped with a *sending stone* connected to the front desk.

Every room contains a small private bathroom with a toilet, shower, and sink. All the toilets on the beast have *create water* gems installed with a pull cord. Pipes from the lavatories have *control water* cast on them to keep the waste moving along through pipes that exit the Wildaback.

THE CROWN

The Crown sits atop the head of the Wildaback and contains both the area that Kem uses to best communicate with the enigmatic beast and the private rooms of Kem and Sami.

D1. Guidehouse

This room shares the same architecture as the Main Hall, and perhaps came from the same ancient civilization. It is only accessible via a locked door (*arcane lock* - DC 20 Thieves' Tools) from Kem and Sami's private bedroom. The walls are lined with shelves that contain Sami's favorite relics and other artifacts the two of them have collected during their years together. Many are priceless and belong to long-lost civilizations.

The side of the room directly above The Wildaback's head is an open balcony providing a clear view of what lies ahead. A single loveseat with plump cushions is in front of the window and Kem and Sami were often found cuddling there in the early, easy days of their travels. A statue stands at attention on the left side of the open balcony.

D2. Lounge/Bedroom

The private lounge and bedroom of Kem and Sami is a cozy, dimly lit space of deep, vivid colors and woven fabrics. A painted wooden screen separates a large plush bed from the rest of the room. Intricately woven carpets layer the floor and are so plush that it would be impossible to hear a footstep. Piles of ancient books are stacked between two armchairs, one of old leather and the other covered in the finest silk. A copper tea set sits on a small table. There are two large closets filled with outfits from vastly different cultures.

Two carved stone statues stand outside on either side of the entrance door as if they are guarding the rooms.

D3. Sami's Office

Sami's office, where he conducts much of the business of the tavern, lies off the bedroom. A magical fireplace, more for the flickering ambience than the small amount of heat it provides, sits in a corner. The rest of the walls are covered in bookshelves which, in turn, are full of books both rare and mundane. They look as if one more book would topple them, yet Sami somehow always finds room for just one more. An ornately carved wooden desk, however, is the focal point in the center of the room. Scattered papers dealing with the day-to-day running of the tavern are scattered on the desk.

A small, magically locked secret door (DC 18 Perception check to locate, DC 20 Thieves' Tools to unlock) is built into one of the bookshelves. Inside is a *bag of holding* that contains the once small but now massive fortune that Kem and Sami have accumulated over the years.

The bag contains: 10,000 gp, 2,000 pp, bracers of archery, an aquamarine (500 gp), 3blue spinels (500 gp), 4 peridots (500 gp), a topaz (500 gp), a leopard fur vest set with spinel (750 gp), and an ebony idol (of a goddess of drama) (750 gp).

THE WILDABACK

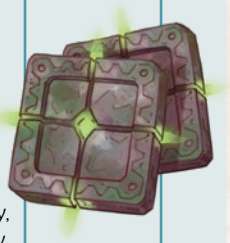
First time visitors do not know what to expect when stepping onto the surface of The Wildaback, but no matter what they imagine it might be like, it does not compare to the actual experience. The ground—The Wildaback itself—feels both solid and soft at the same time. Anyone touching it will find it warm to the touch and very obviously alive, though it resembles stone or bone more than anything else.

The Ruins

Descending the stairs off the walkway on either side of the Guest Check-In (A1)to the south leads to The Ruins. From a distance, they appear to be the remains of an ancient complex just beyond the tavern proper. A successful 18 Intelligence (Nature) check reveals that these structures seem to be growing from the creature's back, and any time spent in them will lead to the discovery that they are constantly changing and reforming.

The Ruins have never been mapped as they are never the same, though the creatures that live in them seem to have adapted well to the unstable nature of their home. Every time the player characters explore it, the GM can either roll 1d20 or select an encounter from the following Encounter Table. If the player characters have taken on the All You Can Eat quest for Chef Sarphi, it is at the GM's discretion whether they immediately come upon the remorhaz burrow (Roll 6) or if they must first explore The Ruins and come upon it randomly.

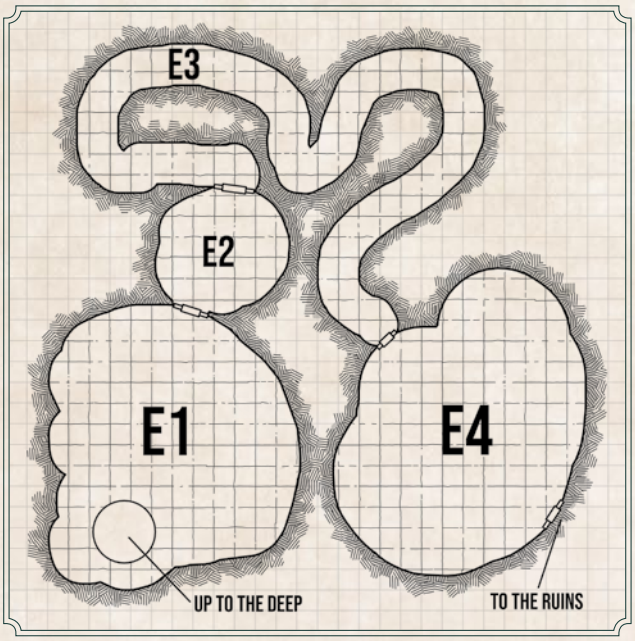
Roll	Encounter Text	Creatures	CR
1	This area of The Ruins seems strangely green, with vines and other vegetation growing amongst the stone. There is a slight smell of rot.	1d4 Shambling Mounds	5
2	The light becomes dim as you enter a cave-like structure in The Ruins. You can hear the dripping of water. There is a pervasive, rusty, ammonia-like smell.	4d6 Stirges 3d4 Swarms of Bats	⅛ ¼
3	Strangely, after walking for some time, you appear to be back where you started, at the base of the tavern.	None	N/A
4	Oddly shaped trees grow here among small rock outcroppings, their roots twining about the rocks rather than going into The Wildaback's hide. Suddenly, you hear a screech and something swoops down upon you.	1d4 Vrocks	6
5	You seem to have stumbled upon a small but dense, jungle-like forest. While the greenery is beautiful, the area is neither serene nor lovely; the perimeter is marked by what appears to be brown smears of feces. You can hear the screeching of monkeys. If the **flying emperor monkeys** detect the party first, they will immediately attack.	2d8 Flying Emperor Monkeys	⅛

6	You find yourself in a large, roughly circular clearing with a burrow of some kind. It feels strangely cold; colder than anywhere else you have been on The Wildaback. You can see the head of a large, icy blue creature with dagger-like teeth.	1 Remorhaz	11
7	You find yourself in a narrow canyon and face to face with an adult brass dragon happily sunning itself on a rock. **Note:** As with all brass dragons (Nahas, known in some circles as the Eater of Sheep) is particularly talkative. He is especially interested in learning about The Wildaback and any artifacts found on it. He also enjoys playing board games, but any player caught cheating will regret the impulse.	1 Adult Brass Dragon	13
8	You find yourself in a small clearing. A very large nest sits atop a 40-foot-tall outcropping of the strange stone-like substance that makes up the surface of The Wildaback. There is a scattering of bushes around.	1 Roc	11
9	You come upon the incongruous sight of a small, serene pond. A flock of ducks float upon it and you see fish darting to and fro. As you watch, a family of otters breaks the surface, splashing each other as they play. A successful *detect magic* spell or a DC 15 Investigation check will reveal that the water of the pond has a curative nature. Further investigation will reveal a *periapt of health* caught in the reeds on the pond's edge. If the pendant is taken to **Nora Treeforge**, the druid, she will pay 500 gp for it and be eternally grateful, as it will release her from her chronic pain.	1d8 Ducks 1d4 Toads 1d4 Otter	0 0 0
10	A half-buried stone statue similar to the ones in the Main Hall of the tavern lies in the center of a small clearing. The face of the statue is locked in a permanent grimace. **Note:** A DC 12 Intelligence (Investigation) check will reveal that the statue is a **stone golem**. If the players free it, the golem will return to the tavern and take up position inside the Guidehouse (D1). If a battle later occurs in that location, this golem will not attack the player characters and will instead fight alongside them. If the players attack the trapped stone golem, it will fight back, but as if caught in an *entangle* spell and with disadvantage.	1 Stone Golem (trapped)	16
11	As you enter this roughly square open area, a flock of flying beasts land and squawk a challenge, but do not immediately attack. They seem wary, and one is carrying a half-dead cow, presumably captured from a nearby farm, in its claws.	1d10+1 Griffons	2
12	You enter a large open area within The Ruins. A random assortment of rocks and, strangely, furniture (chairs, tables, etc.) appear to be strewn around haphazardly. Anyone with a Passive Perception of 12 or higher will note that the constant sounds of birds and other small wildlife is absent. If a character attempts to sit or otherwise use a piece of the furniture, the mimic will attempt to grapple them. **Note:** Once the **mimics** have been discovered, if a character has eaten from or viewed Chef Sarphi's menu, they may recall that mimic is one of the dishes offered. If they kill the mimics and bring them to the chef, she will pay 50 gp for each one.	1d10+1 Mimics	2
13	Hearing some scraping noises ahead, you turn a corner and see some **bandits** attempting, without much success, to dig a hole in the hide of The Wildaback. They are obviously searching for something. **Note:** The **bandit captain** has 20 gp, and 2 garnets (100gp). He is carrying a parchment with a scribbled set of four circular objects drawn on them. The word "Omasum?" is written near one. If a bandit is alive to question, they will say that they are looking for the gem hoard they have heard is buried somewhere on The Wildaback. Each of the bandits has 1d10 gp.	1 Bandit Captain 1d8+1 Bandits	2 ⅛
14	You find yourself in a small "field" with gently rolling hills. A couple of **cloud giants** are picnicking nearby and have an entire feast laid out upon a very large blanket.	2 Cloud Giants	9
15	You come upon an area with very large rocky formations erupting out of The Wildaback's hide. One large one seems to have dislodged something that had perhaps been buried. It looks almost like a sarcophagus.	1 Mummy Lord	15
16	It is strangely quiet as you come upon this roughly oval-shaped area. The sun has come out from behind the clouds and the air is pleasantly warm. Sunning themselves amongst the rocks is a pride of **chimeras**, who will not attack unless provoked.	2d4 Chimeras	6
17	A single large outcropping of rock juts across your path. As you approach, some **wyverns** land.	2d4 Wyverns	6
18	A mostly eaten corpse of an indeterminate creature lies upon the ground, covered in **yetlings**.	2d8+1 Yetlings	½
19	You come upon what looks like the ruins of a very small village; just a few huts, though in a similar architectural style to the Main Hall of the tavern. If the players explore what remains, they can discover (DC 15 Investigation check) a small, mysterious square tablet divided into four equal parts with a diamond shape in the middle. There is a vague green glow along the edges. Casting *identify* will reveal that it is one of a pair and, if the center is depressed, it can be used to verbally communicate with whoever holds the other tablet, no matter how far apart they are. If the artifact is shown to Urma Oogleback, she will exclaim in surprise and pull a matching tablet out of her pocket. Sami had given it to her when Kem had lost his from the set many years before. They are called t*okens of affection* (Wondrous Item, uncommon, requires attunement). She will offer to buy the one you found for 100 gp; alternatively, you can convince her to sell hers to you for 200 gp. If Sami or Kem sees them or learn of them, they will offer to buy the pair for 300 gp as they hold sentimental value to the couple.	None 	
20	An anachronistically cozy thatched roof cottage sits in the middle of a small clearing. Puffs of smoke come out of the chimney. A rocking chair and a small pot of cheerful flowers sit on the small porch. If the player characters approach, the door opens and a dapper gnome pokes his head out. "Oh, well you're not spending your time very wisely," he says cheerfully. "But, since you're obviously off on an adventure, I'll help you out." He smiles mischievously. "Go that way!" He points off vaguely to the right. As the players look in that direction, they experience a sudden surge of unfamiliar memories (they each gain proficiency in a skill they did not have proficiency in before), but when they turn back the clearing is empty. **Note:** The cottage and Emit W. Saps will only appear once. Any further visits to this space will reveal an empty clearing with what looks like a faint outline where a cottage might once have stood.	Emit W. Saps	N/A

Additionally, at the GM's discretion, roll 1d10 to determine what non-creature items may be found with either a DC 15 Investigation, Nature, or Perception check in an area. Plants and seeds can be sold to Nora Treeforge. Artifacts can be sold to Urma Oogleback.

Roll	Encounter Text	Items
1	You notice a strange and unusual plant in bloom. Harvestable seed pods hang from it.	1d8 Rare Seeds
2	A half-buried chest peeks out from a crevice in The Wildaback's hide.	4d6 x 100 sp 1d6 x 100 gp
3	You spy something wrapped in a thick blanket and secured with leather straps.	1d4 Artifacts (500 gp)
4	Some interesting blooming vines grow out of a naturally occurring rock formation in the shape of a pot. It looks easily transportable.	1d4 Rare Plants
5	The hilt of a weapon protrudes from the ground and can be easily pulled free. It is unclear how long it has been there, but the edge of metal that can be seen below the hilt is still gleaming and rust-free. -After this has been encountered more than once, reroll on a 5.	Roll 1d4 to determine type: 1 +2 Dagger 2 +2 Longsword 3 +2 Rapier 4 +2 Shortsword
6	An ornately carved artifact looks like it has erupted out of the hide of The Wildaback, almost as though it were desperate to be found.	1 Very Rare Artifact (1,000gp)
7	An abandoned rucksack, which still looks to have something in it.	1d4 Common Artifacts (50gp)
8	A small hole with an abandoned shovel sits off to the edge of the clearing. You can see the edge of something glittering in the hole.	1d4 Uncommon Artifacts (150 gp)
9	It looks like someone had fought through this location earlier, though they left in a hurry. A number of arrows, mostly undamaged, can be seen scattered around.	1d10+1 +2 Arrows
10	A leather pouch lies off the path, as if someone dropped it while fleeing.	1d10 Tourmaline Gems (100gp)

The Deep



There are occasional tunnels that dip down below the ruins, into the magically expanding hide as well as the actual insides of The Wildaback. One entrance into The Deep is located just yards to the left of the stairs down from either side of the Guest Check-In Area (A1). A carved stone hatch covers the entrance and can be easily opened with a DC 15 Strength (Athletics) check. However, once the party steps through, the hatch closes behind them and they feel an almost imperceptible push as they are propelled forward and dropped into The Rumen (E1).

None of the rooms within The Deep have any natural lighting, though there are some fungal outgrowths on the "walls" that glow faintly. The environment is considered to be in complete darkness.

The "goop" within E1 to E4 is The Wildaback's digestive fluids. Creatures in contact with the material slowly burn, taking 2d4 acid damage every hour they spend inside.

E1. The Rumen

This large, irregularly shaped room is knee-deep to waist-deep in mysterious goop, making traversing it difficult. Chunks of things float in the goop, including leaves, branches, nests, and many other unrecognizable bits both large and small. Anyone with proficiency in brewing will recognise a slight smell of fermentation. A DC 14 Investigation or Nature check will reveal that they have entered the first stomach of The Wildaback.

Every 3d6 minutes, or as determined by the GM, a 10 foot opening will appear in the center of the ceiling and an amount of vegetation will fall into the room with a splash. Characters underneath the opening will be affected as follows: **Roll 1d4**

Roll	Effect	Save	Result on Fail
1	A blast of air blows through the room	DC 12 Strength	Knocked Prone
2	A well-chewed amount of leaves and thorny branches falls into the room	DC 12 Dexterity	2d6 Damage
3	Half-chewed treetops fall into the room	DC 14 Dexterity	6d6 Damage
4	Large, barely chewed trees fall into the room	DC 16 Dexterity	10d6 Damage

The walls of the room seem to pulse slightly in a regular pattern, and there is a general current in the goop that pushes gently toward what appears to be a membrane on the opposite side of the room, which leads to the Reticulum (E2). The hatch through which the players entered can no longer be seen.

A recently swallowed family of 3 (1d6) very confused **owlbears** are splashing around in the room.

E2. The Reticulum

Beyond the membrane is the Reticulum. It is much smaller than the Rumen (E1) and feels quite claustrophobic. The air is heavy and damp, though the goop pushed through from the Rumen is only ankle- to knee-deep. If the characters attempt to make their way back through the membrane to the Rumen (E1), they will find that they are unable to move in that direction. If touched, the walls give slightly to the touch but are impervious to damage.

As the players walk (or are pushed with the current) through the room, they will stub their toes on a random collection of metal objects lying in the goop. A DC 15 Nature check will reveal that this part of The Wildaback's stomach collects any swallowed metal objects so they don't damage other parts of the beast's internal workings. While most of the detritus is nearly unidentifiable after so much time in the goop, a DC 15 Investigation or Perception check will reveal a rusty iron sphere still enclosed in a leather pouch. (*iron bands of binding*, Wondrous Item, Rare).

A large, valve-like opening on the opposite side of the circular room is the only exit. It opens and closes regularly and is large enough to walk through. It leads to the Omasum (E3).

E3. The Omasum

The Omasum is like a very twisty tunnel that connects the Reticulum (E2) to the Abomasum (E4). The walls here appear striated and papery, but attempting to push through more than a few inches is impossible. The ever-present goop seems drier and any organic materials in it are more decomposed. Scattered rock-like structures are everywhere, as well as piles of gems and diamonds which are well-polished from the constant rubbing and friction, making it difficult terrain throughout. Another valve-like opening leading to the Abomasum (E4) is located at the end of the pathway.

Attracted by the gems, 1d4 **xorn** are located at various locations within the area, sorting through stacks of diamonds, seemingly unperturbed by their location. If the players attack first or attempt to collect any of the gems, the xorn will attack. If the last remaining xorn is bloodied, it will attempt to flee by diving into a wall and tunnelling out using Earth Glide. The tunnel will close behind it if it escapes.

The following intact gemstones can be gathered from the room:

- 2d10 50 gp stones
- 3d8 100 gp stones
- 2d10 500 gp stones
- 1d20 1,000 gp stones

E4. The Abomasum

The Abomasum is roughly the same size as the Omasum(E3). Besides the entrance that the players came through, a number of small waste pipes near the top of the room empty into this chamber from the tavern. The smell is a combination of a lot of things, none of them pleasant.

This chamber is filled with 2d20+1 **gelatinous cubes** that are happily devouring what the pipes are dropping in, as well as anything coming in from the Omasum. The gelatinous cubes are too busy at their job to attack without being provoked, but will react if touched. An exit lies on the opposite side of the room from where the players enter, which, if taken, will dump the player characters out into a random area of The Ruins.

Kem Kasik

The Tavern Guests

Rimak Chaska

Rimak is a male high elf bard currently posing as a wealthy noble. He wears very well-made clothing and silk gloves. He has cuttingly high cheekbones and long blonde hair tied back in a ponytail. If engaged in conversation, Rimak will talk about himself and talk over other people. He spends most of his time in the Main Hall (A2) and is always there when a show is being performed.

In reality, Rimak is the leader of the Adventure Belles, a bardic troupe that seeks revenge against the Half'n'Halfs, as the two troupes had both been up for the posting at The Wildaback. When the Belles disbanded shortly after failing to get the job, Rimak swore to destroy the Half'n'Halfs. The rest of the Belles are waiting for him to accomplish the task so they can take the place as runners up.

Rimak uses the **assassin** stat block, with the following changes:
Rimak has a Charisma score of 16
Rimak is CR 8 (3,900 XP)

Rimak can cast the following bard spells, using Charisma as his spellcasting ability (spell save DC 14, spell attack bonus +6).

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*
1st level (4 slots): *disguise self, sleep, hideous laughter, dissonant whispers*
2nd level (3 slots): *enhance ability, knock, suggestion*
3rd level (3 slots): *sending, tongues, major image*
4th level (2 slots): *polymorph, confusion*

The Half'n'Halfs

The Half'n'Halfs are a bardic troupe made up of members that all share a common theme: they are all half-breeds (or halflings). They are booked to perform on The Wildaback for the coming year and have only recently taken up residence. The competition for the job was stiff and the first long-term posting the troupe has ever been awarded. They are determined not to mess up this chance, as a good stint aboard The Wildaback can guarantee them long-term success once they disembark.

Poma Llulla

Poma Llulla is a male high elf **archmage** of advanced years who has come to the tavern in the guise of a merchant. His clothing is of the highest quality and the latest styles. He is short for an elf, but not unduly so. He keeps his dark black hair short on the sides but longer in the back, where it is pulled into a short ponytail tied back with a silk ribbon.

If engaged in conversation by someone or asked about what wares he has for sale, he will murmur vaguely about "not having much stock on hand" and being too busy to chat. However, if Sami is in the room, he will be all smiles, though he seems to avoid Urma. He can usually be found lounging in the Main Hall (A2), where he likes to sit near the Kitchen (A4).

Emed

Emed is a shy young male human **acolyte**. He wears very simple clothing and will only speak if spoken to, never volunteering to start a conversation. He has reddish-brown hair and a thin face. He only recently left his small village in order to find himself and has been wandering without direction. He has not been staying on The Wildaback for long and seems to be in awe of everything. Emed never seems to sit still and can be found walking the balcony and shoulder patio, in the Rooftop Terrace (B1), and pacing in the Main Hall (A2), though he also retires promptly to his room every night not long after he has taken his evening meal.

Sinchi

Sinchi is a male red dragonborn traveling **knight** who recently arrived at the tavern. He had heard rumors that great treasure can be found aboard. When not wearing his armor, he wears a long silk robe over leathers. He keeps himself in good condition, waking up early every morning to exercise on the shoulder patio. If engaged in conversation, he speaks in a friendly and boisterous manner and will regale listeners with hard-to-believe stories of his exploits in battle. He can usually be found chatting with Amaru at The Bar (A5) or relaxing in the Main Hall (A2). He sometimes explores The Ruins on his own.

Chance & Choice Whisperbeam

Chance and Choice are identical lightfoot halfling female twins that both use the **commoner** statistics. It is impossible to tell them apart, from their matching wildly curly brown hair to their petite feet clad in pointed shoes. They even wear similar clothing—silken vests over billowy white blouses—and small diamond stud earrings. They founded the Half'n'Halfs and are sometimes referred to as the "dynamic duo" by their fellow members as they seem endlessly energetic. They can often be found puttering around at the Main Stage (A3).

Urma Oogleback

Urma is a middle-aged female rock gnome historian, using the **commoner** statistics with a base Wisdom of 15 and Charisma of 12. She knows the *identify* spell. She frequently visits The Wildaback to explore the exotic locales it travels to and to catalogue the creature itself (or the things found on it). Over the years, she has developed a good friendship with Sami and Kem both, but particularly with Sami over their shared love of antiquities.

Urma likes to dress appropriately for whatever area The Wildback is currently traveling in, so her clothing can range from very elaborate and ornate ceremonial garb to everyday wear. She has a wide, friendly face usually wreathed in smiles, and wears her hair in a long braid that wraps around her head like a crown. If engaged in conversation, she will be happy to regale anyone listening (or not) with detailed descriptions of her favorite finds.

She can usually be found hanging out near The Bar (A5) or with Sami in his office (D3).

Druch

Druch is a male half-orc actor and musician. While as powerfully built as any half-orc and a veritable powerhouse while performing, he is timid and shy offstage. When not performing, he can often be found on the Rooftop Terraced Garden (B1) practicing. He uses the **bandit** statistics but with a base strength of 16 and charisma of 12. He is proficient in both the lute and the pan flute.

Elyerin Moonflower

Elyerin is a female half-elf **commoner** with short-cropped silver hair, making it easy to don wigs for quick costume changes. She dresses in loose, flowing clothing when not on stage and sweeps into any room with great panache. Like her partner, Jamrauth, she would rather the Half'n'Halfs only worked on "worthy" productions such as sweeping melodramas or classic tragedies. She looks down her (very pointed) nose at low-brow comedies or bawdy shows. She can usually be found in her room or dramatically walking about in the Main Hall (A2) or Rooftop Terrace (B1) while reciting florid monologues.

Jamrauth Moonflower

Jamrauth is the husband of Elyerin; a male half-elf bard using the **acolyte** statistics with a base Charisma of 14. He knows the cantrips *dancing lights* and *minor illusion*, and the spell *disguise self* (3/day). Tall and very confident when spoken to, he is a coward at heart and will buckle under pressure. He has blonde hair streaked with light green so subtle that you're not sure it is there. He wears form-fitting clothes, borrowing many items from the Half'n'Half's costume collection. He can usually be found wherever Elyerin is, or at The Bar (A5).

Hook

Hook is the newest member of the troupe. He is a chaotic good **goblin**, though he applied to the troupe as a half-goblin, half-dwarf. Short and stout, he has a suspiciously limp and scraggly beard. He wears clothes of Dwarven make, complete with a small silver tankard he wears attached to his belt. He left his clan at a young age, as his greatest dream was to be an actor. Hook speaks Common, Dwarvish, Sylvan, and Goblin. He spends most of his free time apart from the rest of the troupe, either off in a corner of the Main Hall (A2) or at a corner of The Bar (A5).

If the party contains a dwarf, the first time Hook comes in contact with them (if he's not on stage), he will rush forward yelling "My dear cousin!" in Dwarvish. He will then hug the character and whisper in their ear, "Please go along, I beg you." If the character does not play along, he will claim it was a case of mistaken identity and no more will be said of the matter. If the character goes along with his ruse, he will later explain his situation and that he thinks Elyerin and Jamrauth are suspicious of him. If the character continues to pretend to be his cousin during their stay on The Wildaback, Hook will assist them in any way he can, buy them rounds of drinks (Dwarven ale), and even join them in a fight if necessary.

Wildaback Tavern MENU

Mimic Meat - 1 gp

This dish is made of a strange, active material. Every few seconds it changes its form, including various pastas, salads, meats, soups and sandwiches. It changes into a delicious passive state once a creature begins consuming it, and regardless of the form, it always tastes the same.

Seared Roc - 2 gp

Ruins-caught roc steak is lightly seared and served rare with roasted corn on the cob and potatoes.The entire dish is drizzled with a pesto aioli.

Dry-Roasted Grand Tendriblob - 1 gp

A favorite dish at the tavern, it looks like a large jellyfish with long tentacles, roasted with apple and pomegranate and served with an oil/vinaigrette salad. Most people expect it to taste like seafood, but it is not a sea creature at all. Chef Sarphi refuses to explain where she gets the meat, calling it a "trade secret." Its flavor profile is closer to chicken, with an airy lightness to it.

Marinated Remorhaz Pasta - 3 gp

This pasta dish has a light, earthy flavor with a nutty aftertaste. It features pieces of grilled remorhaz over beetroot pasta with spinach, parmesan, and a dash of black pepper.

Red Root Curry - 1 gp

This vegetarian dish is a coconut milk red curry with red-root over short-grain rice that Sarphi learned when she apprenticed for an old gnome chef.

The Wildaback Sour

Dry-Roasted Grand Tendriblob

Cocktails

Wiyula's Rage - 5 sp

Named for Nora Treeforge's pet pseudodragon, this layered drink is served in a shot glass and features stripes of red grenadine, tequila, and orange juice.

Spiced Hot Chocolate - 3 sp

A steaming mug of hot chocolate flavored with cinnamon and chili peppers. This non-alcoholic drink will warm you from the inside out.

The Wildaback Sour - 6 sp

This frothy concoction features a mellow brandy shaken with lime juice, simple syrup, and egg white, then topped with a dash of peach-flavored bitters. A slice of lemon and a sprig of wild mint finish it off.

Purple Chicha - 3 sp

A fermented drink made from a variety of purple corn, this easy-to-drink beverage is not overly sweet and is perfect for washing away the taste of a long day.

The Midnight Clear - 6 sp

This delicious cocktail combines agave spirits, lemon juice, ginger syrup, and hoppy ale into an unforgettable experience. Topped off with a shaving of ginger, mild spices, and a trio of cucumber slices, The Midnight Clear features grassy notes and malty flavors that are perfect to share with close friends.

THE QUEST BOARD

A section of wall near the Guest Check-In Area (A1) is lined with square slate tablets hanging on nails. A piece of chalk lies on a shelf nearby. Job postings and possible quests are posted here by staff and guests alike.

All You Can Eat

Explore The Ruins & Help the Chef!

Quest Giver: Sarphi

The reason Sarphi is able to make the marinated remorhaz pasta is because, much to her delight and fascination, there is a **remorhaz** nest in The Ruins.

She only hunts what is needed—one creature when it is in season. Essentially Sarphi has become the remorhaz's natural predator, keeping their population from exploding. She wants the party to hunt one of them down, both for population control and food.

If players take the quest and enter The Ruins, they will need to track down and kill a remorhaz. It is up to the GM's discretion on how many remorhaz are discovered or attack.

To Be or Not To Be

Emergency entertainers needed!

Quest Givers: Jamrauth and Elyerin

If the player characters are in the Main Hall (A2) not long before one of the nightly performances, anyone with a Passive Perception of 12 or higher will hear a few *thuds* and a commotion from behind the stage curtain. Soon thereafter, Jamrauth and Elyerin Moonflower rush out and post a notice to the Quest Board stating "Emergency Entertainers Needed!"

If the player characters respond to the plea for help, Jamrauth explains that other than himself and Elyerin, all of the performers suddenly fell into a deep sleep. Jamrauth and Elyerin desperately want to put on a performance, especially since the Main Hall (A2) is full of guests. The audience includes all listed tavern guests and a number of local commoners from whatever area The Wildaback is currently grazing in. Suddenly, while Jamrauth is explaining things, Elyerin inexplicably bursts into uncontrollable laughter.

The player characters can assist the troupe in a number of ways, including:

- Performing alongside the last remaining member, Jamrauth, who is clearly on the edge of a nervous breakdown, and/or
- Investigating what happened to cause the other members to fall asleep and Elyerin to become incapacitated with laughter (sleep and *hideous laughter* spells, cast by Rimak).

If they are able to save the day, the Half'n'Halfs will be incredibly grateful (once they are awake) and will lend any assistance they can to the players in the future. If Rimak's role is uncovered (and he is still alive), he will be kicked out of the tavern by Qinlar. Sami, in the audience, will thank the player characters for their assistance and give them 5d20 gold.

Running the Gauntlet

Adventurous party needed! Only the brave need apply!

Quest Giver: Sinchi

If the players ask Sinchi what he has in mind, he takes them outside to the start of The Ruins and points out a mysterious stone hatch (the entrance to the Rumen (E1)). He explains that he's heard story after story of the riches beneath The Ruins, but that collecting them is definitely not a one-man job. He asks the players to accompany him on a foray into The Deep and promises to split any treasure found below. He has already secured the necessary permissions from Qinlar, who encouraged him to go with a smile.

If the players accept, they can enter the Rumen (E1) with Sinchi any time after collecting their weapons. Right before they go in, Sinchi will hand out 1d4+1 torches. If the quest is successfully completed, upon exiting the Abomasum (E4) Sinchi will declare it, "The best adventure I ever had, worth more than any gold!" He will ask only for a couple of gems as his share.

The Neverending Ruins

Help Wanted in Cataloguing The Ruins. Please see Urma.

Quest Giver: Urma Oogleback

If the players speak to Urma about the quest, she will greet them with great enthusiasm and explain that she would love their help in documenting The Ruins and collecting any artifacts found there. She tells the players that The Wildaback has been traveling for so long and has picked up so many things that its hide is practically an archaeological record in itself.

She says she will pay the following for any artifacts found:

- Common 50 gp
- Uncommon 150 gp
- Rare 500 gp
- Very Rare 1,000 gp

Additionally, if the players will tell her about everything they discover in The Ruins, such as what the area looked like and what creatures they found there, she will be happy to exchange the information for something valuable as follows:

- 1 - 5 Unique Encounters: Wind Fan
- 6 - 10 Unique Encounters: Goggles of Night
- 11 - 15 Unique Encounters: Cloak of Protection
- 16 - 20 Unique Encounters: Brooch of Shielding

All the Beautiful Things

Wanted: Unusual Plants or Seeds.

Quest Giver: Nora Treeforge

If you visit Nora to ask about this quest or run into her while wandering the B1 Rooftop Terraced Garden, she will ask you to bring her any unusual plants or seeds you find, either from The Ruins or your own travels. She will pay 50 gp or a potion of healing per rare seed and 200 gp or a potion of greater healing per live plant.

EVENTS

Who Let the Cold Out?

This event can occur any time after check-in as the player characters are passing through the Main Hall (A2).

A lone **buphagus** exits The Store Room (A6) and goes about its business. Anyone with a Passive Perception of 14 or higher may hear the thud of something falling over inside the room. A few moments later, the store room door bursts open and a blast of cold air whistles through the Main Hall. 1d4 +1 **Ice Mephits** spill into the room (from the first wave after the e*verlasting cold bottle* is accidentally unstoppered).

Qinlar shouts for everyone to take up arms and then calls out the arcane lock's passcode ("barakor") to open the weapons cupboard, tossing out weapons to any player characters nearby. Two additional waves of **Ice Mephits** and then one **ice devil** will emerge from the Store room every other round of combat until the bottle is restoppered or broken. It is up to the GM's discretion whether Qinlar joins in the fight or works to move any other guests in the area to safety.

If the player characters successfully contain the menace, Qinlar will proclaim them "Protectors of The Wildaback," give them a permanent pass to carry their weapons with them while aboard, and refund any money they have paid to stay in the tavern.

An Attempted Coup

It is recommended that the following event take place after the player characters have been traveling on The Wildaback for some time and not immediately after boarding, as this could be an exit quest depending upon the outcome.

One day, during lunchtime in the Main Hall (A2), Poma Llulla approaches Sami Yanay. "Ah, I've been looking for you," he says with a wide smile. "Here's that antique ring I was telling you about. I think it's just the thing you need for your collection." He pulls out a small silk pouch and hands it to Sami, who opens it to reveal a golden ring with two shining carnelian gems set to either side of an intricately carved figure.

Sami exclaims over the beauty of the ring and puts it on. It is a *ring of subjugation* (Wondrous Item, Very Rare, instant attunement. A creature attuned to the ring must succeed on a DC 24 Wisdom save or permanently fall under the effects of the spell *dominate person*, dominated by the giver of the ring). Players with a Passive Perception of 16 or higher (or anyone actively using a skill to watch the interaction) will notice that his eyes go a bit glassy once the ring is on. "Now," says Poma, "bring me the crown." Sami, moving rather robotically, goes over to Kem, who was chatting with Sarphi at the door to the A4 Kitchen. He snatches the circlet from Kem's head. Immediately, the following things happen:

The Wildaback stumbles to a halt with a lurch, forcing every passenger to succeed on a DC 12 Athletics or Acrobatics check, falling prone on a failure.

The two stone golem statues at the entrance to the Main Hall (A2) come to life. One grabs Kem and immediately carries him away towards the Guidehouse (D1). The other stands in front of the entrance on guard.

The two stone golem statues holding the Main Stage (A3) curtains drop the curtain and step down off the stage, though they seem unsure about what to do.

Poma has been plotting for some time to take over control of The Wildaback. However, he was unaware that Kem is spiritually bound to The Wildaback: not bound by a symbolic trinket. For Poma to take control of the beast entirely, Kem must die. Poma quickly makes this his new objective, racing to the Guidehouse (D1), aided by his controlled servant Sami. Kem is guarded in the Guidehouse by the stone golems (two outside, and two or three inside, depending on whether the missing stone golem was released in The Ruins previously).

The three stone golems remaining in the Main Hall (A2) will still respond to Sami's commands (i.e., Poma's commands via Sami). Poma will leave Sami in the Main Hall with the golems to stop any resistance. To save Kem and The Wildaback, the player characters will need to accomplish the following:

- Stop Poma from killing Kem
- Break Poma's hold over Sami
- Regain the circlet
- Release Kem from the Guidehouse (D1)

Kem, not knowing from whom the threat is coming, will attack anyone who attempts to enter the Guidehouse (D1). Complicating matters is that The Wildaback, without any active guidance from Kem and confused by what is happening, is moving unexpectedly and may accidentally crush a nearby village located 5 units of distance away.

At the start of every round of combat, roll 1d4:

Roll	Effect
1	The Wildaback does not move.
2	The Wildaback shudders with indecision. DC 12 Athletics or Acrobatics check or be knocked prone.
3	The Wildaback moves 1 unit toward the village.
4	The Wildaback moves 1 unit away from the village.

At the GM's discretion, any other NPCs may join in the fight to save The Wildaback based on their current relationship with the players or their personalities. If the player characters succeed in freeing Sami and Kem and returning the circlet to Kem, they will be rewarded with everything in the bag of holding kept in Sami's office (D3) as well as free room and board at The Wildaback for the rest of their lives. However, if Sami dies during the quest, Kem will be heartbroken and only give the coin contained within the bag. He will then ask everyone, including the staff, to disembark the Wildaback while he ponders what to do next.

No matter the outcome, Kem will halt The Wildaback near the location of the village. If the village was not destroyed, the villagers will hold a celebratory feast for all involved. If it was destroyed, Kem will pledge to help rebuild the village.

Tavern History

The Wildaback is an enigmatic titan, whose history far predates anything written or spoken. Profound questions about its nature arise when observing the structures on its body: if it is older than humans and similar races, why do its growths resemble their architecture? Was an ancient race inspired by its passing, or has it somehow adapted its bone structure based on humanoid settlements? Many of these questions have no absolute answer, and no one to give them.

The more recent history begins with the man named Kem Kasik, an outlander and wildman who discovered the beast devouring trees nearby while on a journey. He climbed the monstrous titan alone, and as Kem tells the story, heard the voice of a god he had never met. It asked Kem to travel with The Wildaback, acting forever as its host and guide. Kem agreed, accepting The Wildaback as his newfound lot in life.

Many years later, Sami Yanay became known in his hometown as a failed salesman on his last legs. During a bout of self-evaluation in a local tavern, Sami was approached by Emit W. Saps, who suggested he take a walk into the woods the following dawn. With nothing left to lose, Sami agreed, and discovered the great titan grazing. He stumbled upon the lift, which was one of the many fascinating improvements Kem had created. They met atop The Wildaback, and quickly became infatuated with each other.

Stat Block

Buphagus

These bird-like humanoids look like they are always wearing a feathery cloak, as when not in flight they keep their wings against their back. They have a light brown body and chest feathers and darker feathers on their limbs and the top of their head. Their beaks are yellow with red tips, and feature a curve that resembles a slight frown. They don't speak, but they are able to roughly understand all spoken languages.

Buphagus

Medium humanoid, neutral

Armor class: 13
Hit Points: 17 (3d8)
Speed: 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills: Perception +3, Stealth +5
Condition Immunities: charmed, paralyzed
Senses: darkvision 60 ft.,passive Perception 13
Languages: understands Common, Dwarvish, Gnomish, and Elvish but does not speak
Challenge: ¼ (50 xp)

Keen Sight. The Buphagus has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 + 3) piercing damage

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

get
porked

The Bloated Bounty

The Bloated Bounty is the epitome of shady back-alley taverns, and serves as the perfect place for a mix of skullduggery and criminal planning. The subtle nuances of the transactions that take place here are nearly impossible to decipher for anyone but a hyperattentive rogue. Visitors here would be wise to watch their backs, not linger for long, and be careful not to eavesdrop. The draw of the Bloated Bounty lies in its name; all jobs found here are high-risk, high-reward.

This tavern is designed for level 11-16 characters, and is intended to be deadly for a curious fool. This tavern works well in campaigns with evil characters, or ones who frequently seek out risky situations. The players should feel the gravity of the transactions that take place here, feel as though the jobs here are "too good to be true," and understand that what they say to people is very important. The biggest mistake any character could make inside the Bloated Bounty is trusting the words of a patron.

The Bloated Bounty is a large, inconspicuous building in a relatively nice part of town—most likely impersonating a noble mansion with an enclosed courtyard. The easiest way to learn about the Bloated Bounty is through the corrupt nobles or powerful criminals who frequent the place. The party could be invited to the place for a clandestine meeting, track a rival to the building, or stumble upon it as a cruel eventuality. The dull exterior and thick walls completely hide the corruption and wickedness within…

Magical Defenses

The Bloated Bounty is under the effect of a permanent *hallow* spell (as well as parts of nearby buildings that fall within a 60-foot radius). Celestials, elementals, fey, and undead cannot enter the area, nor can they charm, frighten, or possess creatures within the tavern's walls. Fiends that aren't contractually bound to Ozemnos are also affected by the spell. Additionally, creatures cannot move or travel into, within, or out of the area using teleportation or by extradimensional or interplanar means. For example, if a creature tried to *misty step* from the guard post in A2 to the spy room in B2, the spell would fail.

Areas of the Tavern

A1. Facade Barricade

The former owner of the Bloated Bounty was a private person, as heavily attested by the building's high walls, with false windows for decoration. The most obvious differences between this building and its neighbors are the hostile architecture and strange graffiti around the entrance.

Doors. The narrow double-doors of the Bloated Bounty are shut and barred at all times, but there is a different-sized knocker on each door. If a creature performs a special series of knocks (a soft knock on the left, two hard knocks on the right, and a hard knock on the left), the guards in A2 will open a slit in the door and convey the following points in Thieves' Cant:

- "Buzz off, no visitors allowed." The party needs to name-drop someone they know on the inside to get in.
- "You got tickets?" The "ticket" is an entry fee of 10 gp, but the guards hike up the prices for newcomers.

Graffiti. The graffito is a symbol in Thieves' Cant meaning "Safehouse." Anyone who understands Thieves' Cant picks up on this immediately.

Spikes. The rooftop has tiny spikes elegantly installed in the gutters. Creatures with a Passive Perception of 15 or higher notice them immediately. A creature that attempts to climb the building must roll a DC 16 Dexterity saving throw when it reaches the rooftop. On a failure, it takes 5 (2d4) piercing damage and then falls 30 feet, taking an additional 10 (3d6) bludgeoning damage.

Watchers. After sunset, two **assassins** and three **spies** hired by Rajiv loiter near the building. As a first line of defense, they will question anyone wandering around the area. Creatures that linger too long outside or look like easy marks are frequently attacked by this team. The spies favor ranged attacks, and always avoid melee range. If the assassins are killed, the spies will flee and report to Rajiv.

A2. Guard Vestibule

The very first chamber is a vestibule with a bench for the guards. A locked donation box is set into a shelf on the wall behind the bench, which is used when collecting "tickets." A narrow hallway leads deep into the building before abruptly turning right, into the reception area (A3). If the party is entering the Bloated Bounty

peacefully, the guards gesture to the box before letting the party travel any further.

The Donation Box. The chest is locked (lockpicking DC 20), but contains 3d20 x 10 gold pieces.

The Guards. There are four guards in the room (use the **gladiator** stat block, using shortswords instead of spears). They station themselves between the entryway and the hall leading further into the tavern. Their armor has a red sash around the waist, and their faces are obscured by sneering imp masks made of red-painted wood.

A3. Reception Area

The corridor from the entrance ends with the reception area, an open room between the main room and the kitchen. Zamina, the hostess, can usually be found waiting behind an ornate podium stationed in this room. Hanging from the wall in an iron cage is Squawk the Raven, who loudly greets incoming guests.

Smells of searing meat and potent seasonings waft from here to the entrance, and servers are constantly coming and going behind the podium. The walls are smooth stone, with deep cracks. The furniture is all made from dark, reddish-black wood. A sparse few iron lanterns hang from the walls, filling the room with flickering firelight and dark shadows.

Zamina, Hostess. The hostess of the Bloated Bounty is a **succubus** disguised as a bubbly tiefling with subtle horns and a wiry tail—hardly different from her actual form. Unlike many of the fiends in the tavern, Zamina thinks the Bloated Bounty is a wonderful idea, and is committed to her part.

Squawk the Raven. Squawk loudly welcomes people to the Bloated Bounty, and lists off the house rules:

- *"Obey staff!"*
- *"Ignore rats!"*
- *"Pay tab! Not free!"*
- *"No eavesdrop!"*
- *"Violators kicked out! Stabbed! Stabbed!"*

If the party has questions, Zamina cheerfully explains some of the nuances, fully aware of the veiled threats and implications of her well-rehearsed answers.

- "It doesn't matter who you are outside the Bloated Bounty. While you're on the premises, even the floor scrubbers are your equals, so please behave!"
- "The rats have permission to be here, and we assure you, their presence is not indicative of our establishment's quality. Watch your step, for more reasons than one."
- "The guards at the front door will not allow guests to leave while they still owe money to the establishment. If you can't afford to pay your tab, then you shouldn't have made one."
- "Please respect the privacy of your fellow patrons, entirely for your own safety."
- "Legally speaking, the Bloated Bounty is not liable for anything that happens to you. Your safety is your own lot, we're just here to serve drinks behind high walls."

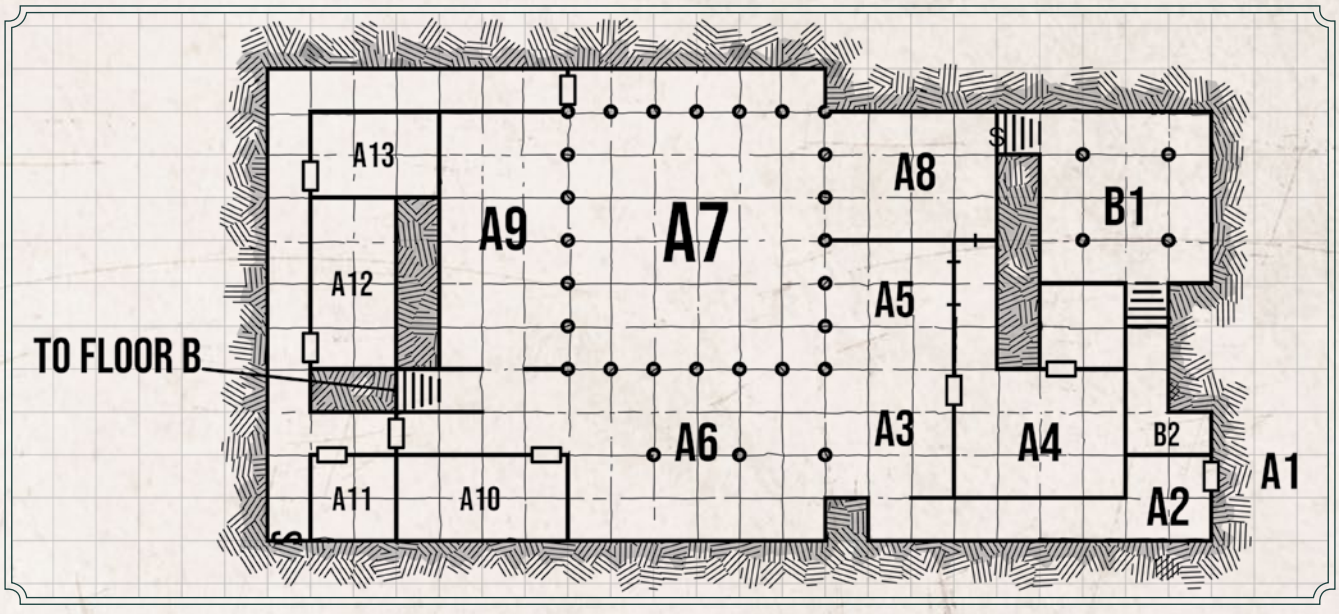
A4. Kitchen

The kitchen is cramped, but operated with ant-like organization and efficiency. Calcitas, a **bone devil,** rules the kitchen as her own personal kingdom. Her shrill, grating voice can be heard in the adjacent rooms if a cook's measurements are even slightly off. "The recipe calls for *one* cup of flour! *Exactly* one cup! And *you* thought you could *eyeball it!?*"

Calcitas. As a fiend with no need to eat or drink, the bone devil is repulsed by the idea of food and has no clue how to cook. Well aware of this glaring weakness, she never touches the food herself, so that she can dodge any culpability for mistakes. However, she insists that her kitchen staff of five terrified **commoners** follow recipes to the letter.

The Cooks. Each of the cooks that work in the Bloated Bounty is bound to the building by massive debt or blackmail. Many of them owe over a hundred gold pieces, having lost them to the house in a game of Devil's Hand, and work to pay off their debts. Occasionally, one cook will be replaced by another without a word.

Vinchenzo



A5. The Bar

The bar of the Bloated Bounty is staffed by a gossipy half-elf named Vinchenzo, and an array of less friendly, less scrupulous patrons. The smooth stone walls here once had sprawling murals of nature scenes and dancers. However, the flaking, peeling paint has made them almost unrecognizable.

Rats. There are a surprising amount of rats (3d6) scurrying about the floor in this room. The rats are **imps** in disguise, though some imps instead choose to invisibly eavesdrop under the patrons' tables.

A6. Seating Area

The northern wall of this area is exposed to the courtyard, but this room is protected from rain by an arched ceiling. Several small, round tables with four or five seats each are positioned around the room. Servers frantically move from table to table, ensuring all of the guests are treated with unrivaled speed and politeness.

Rats. This area is also bustling with "rats" (**imps**), similar in number to the bar. Ironically, the food scraps that get dropped below the table attract the occasional actual **rat**. These rare few are more interested in food than rumors, but quickly vanish once an imp notices them eating.

Other Patrons. On any given night, 2d6+1 **nobles** and **bandit captains** can be found enjoying the tavern's amenities. Among them might be important lords or ladies, crime lords, wealthy fences, or dangerous adventurers.

A7. Courtyard

Once, this courtyard had splendid gardens with lush, fruiting trees. They've since been torn up, and a crude wooden stage was built in their place. Dead vines still cling to corners of the murals, and small patches of grass have begun to regrow. Lanterns hang from chains spanning the entire courtyard. At night, their glow casts long shadows into the adjacent rooms.

Performers. The music at the Bloated Bounty is mellow and melancholy. Most nights, Greshka (**veteran**), a half-orc singer with a low, smoky voice, sings slow ballads about betrayals, murders, and treachery. Her music is just loud enough to be background noise—perfect for drowning out quiet conversation. Other nights, guest singers or instrumental performers fill the tavern with passive tunes.

A8. Private Seating

North of the bar, there is a sectioned-off area with a long table and eight seats, set aside for large parties. The walls here have peeling murals of dancing figures in a garden. Most every night a unique group of hooded figures gather here to discuss various criminal operations, which may be explored if the GM wishes to involve them more heavily in a story-related way.

- The Critic occasionally visits this tavern. When he does, he purchases this seating for an entire evening, observing the bustle of the tavern with an inscrutable expression. If the party approaches him, the Critic will calmly offer to share their table with the adventurers. You can use the following bullet points to guide that conversation:
- The Critic introduces himself as "a critic."
- The food and drink is surprisingly good, but the presentation needs work.
- The building is in terrible condition. It's quite a shame. The courtyard isn't being used to its full potential.
- He wishes they kept more of the original murals, or at least had written down what they used to depict. They added some interest to the barren walls.
- The place has plenty of surprises—the Critic would prefer more pleasant ones.
- Some of the rooms seem a little sparse.
- The staff are much more interesting than the other guests, aside from the player characters, who he's more than excited to have met.

Rats. The rats here are especially agitated by the presence of the Critic. They're quiet when others are around, but sometimes the imps in disguise whisper threats to the Critic. "You better give this place a

THE TAVERN OPERATORS

Rajiv the Ragged

Rajiv the Ragged

The owner of the Bloated Bounty is **Rajiv** the Ragged, a notorious human crime lord. His stats are included at the end of this section. Rajiv's reputation comes from his famously disheveled appearance. He wears fine but ill-fitting clothes covered in signs of wear. His dark, curly hair reaches his shoulders in a messy mop. He has a nice face hidden behind a thin, scraggly beard. Rajiv delights in his unassuming appearance, particularly the revulsion it inspires in nobles. He's not really that filthy, either, he's just a slob.

His unexpectedly disarming personality is as striking as his garb. Rajiv is a smiling, wise-cracking scoundrel who doesn't seem to take anything too seriously. People are never sure when he's serious and when he's joking. He'll slip a veiled threat in between anecdotes, then laugh it off as if he'd told a joke.

Rajiv was born an urchin and clawed his way into criminal organizations through pickpocketing and banditry. After climbing into a leadership role, Rajiv found a talent for networking. His own organization is pitifully small, hardly extending beyond the Bloated Bounty. Through the tavern, however, he has a far-reaching network of contacts and alliances. Rajiv mainly serves as a fixer—connecting assassins, mercenaries, and thugs to potential employers. Although he'll take any job that pays well, he has a particular animus for nobles, and will often prioritize opportunities to humiliate or swindle them. At the same time, Rajiv's weakness is his employees, who he sees much of himself in, and goes out of his way to protect.

Ozemnos the Overseer

Disguised as a towering, muscular tiefling noble in fine, tight-fitting clothing, Ozemnos the Overseer is a **pit fiend** with the ability to change its shape and size at will. Years ago, Rajiv freed him from an *iron flask*, and Ozemnos decided to repay the favor with a short century of service. Ozemnos knows he could cut his service short at any time, and Rajiv couldn't stop him, but Ozemnos has grown fond of the rogue and works with him willingly.

Lifetimes ago, Ozemnos the Overseer led an over-ambitious invasion of the mortal plane. He was defeated by adventurers, who trapped him in an *iron flask*. After centuries of humiliating imprisonment, Ozemnos came to the conclusion that his ambitions were overzealous. During his contemplation, he imagined ways to corrupt mortals through subtler means, "to bleed the righteousness from them, rather than amputate it." When Rajiv freed him, he had a chance to put his scheme to the test. The pair opened the Bloated Bounty together. Through Rajiv's criminal contacts and Ozemnos's devilish influence, they were able to catalyze a nexus of corruption, advancing the devil's interests while turning a profit for Rajiv.

Ozemnos is patient to the point of seeming lazy, due to his newfound immortal patience. However, traumatized by his lengthy imprisonment, he insists on leaving an open door or window in any room he enters. He prefers to stay in the more open rooms of the tavern—particularly the courtyard (A7) and upper atrium (C1)—when he chooses to visit.

He spends the majority of his time visiting nobles and kings, both in the city and in surrounding settlements, perpetuating sinister schemes. When he retires, which occurs often, his courtyard visits are spent in a partial slumber. Interacting with him may lead to interesting offers or conversations, but he will seem disinterested in anything but schemes and rumors.

Calcitas and the Cooks

Calcitas the **bone devil** and several **commoners are** in charge of the kitchens. More information about them can be found in the details of the kitchen (A4). Interacting with Calcitas can be difficult unless accompanied by another staff member. Regardless of the topic, Calcitas seems impatient and anxious that the cooks will make mistakes in her absence.

Squawk the Raven

Of all the devils Ozemnos has summoned to help in the Bloated Bounty, the **imp** calling herself "Squawk" is the most troublesome. The imp is one of Ozemnos's most loyal and ambitious followers—a dangerous combination among devils. Squawk is eager to impress her boss, and often does so by crafting elaborate, overly complicated schemes for herself and the other imps in the tavern. Most of these

include slander, framing, or other troublesome jobs that can be done at a distance.

Squawk spends most of her time disguised as a raven, and sits in an unlocked cage in the reception area (A3). She starts and ends every sentence with a loud, obnoxious squawk, as if this somehow makes a talking bird less conspicuous. She has learned to recite a variety of phrases in simple "bird-brain" deliveries, but struggles to keep up the facade when questioned.

Chanda and Demir

Chanda and Demir are a pair of **chain devils** in Ozemnos's service. Centuries ago, they were captains of elite shock troops in the pit fiend's army. Ozemnos has granted them the ability to change shape, so that they can help manage the Bloated Bounty. Both devils are embarrassed that they have to masquerade as humanoids, and have a dreadful habit of using their *unnerving mask* ability on unruly customers. They spend their time roaming various rooms in the tavern, dispassionately checking in on guests with no real intention of meeting their needs.

They are conspiring to kill Rajiv, as they think that Ozemnos's fondness for the mortal is a vulnerability. It's also their hope that the pit fiend will "come to his senses" after Rajiv is eliminated—otherwise, the devils may have to face an overwhelming and sudden wrath. They keep their conversations away from the rats, but at the GM's discretion they may have been recently overheard.

Greshka

Most nights, Greshka, a half-orc singer with a low, smoky voice, sings slow ballads about betrayals, murders, and treachery.

Greshka is a relatively new bard. Although she's a mellow person, she's excited and humbled to get to perform at a place like the Bloated Bounty. If the party earns her trust, she'll add that she's a little intimidated by all the killers and actual devils. Still, she confidently insists, "What kind of adventurer would I be if I let a little danger scare me?"

You can represent Greshka using the stats of a **cult fanatic** with the following adjustments: Charisma is her spellcasting ability (Spell save DC 12, +4 to hit with spell attacks), and she has the following spells prepared: Cantrips: *dancing lights*, *prestidigitation*, *vicious mockery*; 1st level: *bane*, *command*, *heroism*; 2nd level: *hold person*, *suggestion*.

The Guards

The **gladiators** who protect the Bloated Bounty were hired by Rajiv through underworld contacts. They are stoic and uncomplaining; Rajiv treats them kindly and pays them well. They're unnerved by all the devils in the place, but try very hard to get along with them. The **spies** and **assassins** who loiter around the Bloated Bounty at night are also on Rajiv's payroll.

Zamina

The **succubus** hostess in charge of the reception area (A3). Sample interactions, can be found in the reception area's description.

The "Rats"

The Bloated Bounty is crawling with rats. However, in truth, (almost) all of these rats are **imps** in disguise. A paladin's *divine sense* and similar divining abilities can immediately notice their true nature. In total there are 30 of them on the main floor, with a handful that travel the city as scouts. The rats are trying their best to seem inconspicuous. They'll skitter around, eavesdrop on patrons, and bring reports back to Squawk or one of the more powerful devils. The imps are one of the most valuable parts of Rajiv's intelligence network—he promises privacy within the tavern but, through the imps, he secretly hears everything.

Creatures who attack or otherwise try to catch the rats may be surprised by their elusiveness or cleverness. The imps will skitter out of sight, turn invisible, then sneak back to their targets. If no one else is around, they might break character to heckle and taunt the intrusive patron.

Vinchenzo

Vincheso is an **incubus** disguised as a well-dressed half-elf with wavy dark hair and a handlebar moustache. He prepares drinks with risky flourishes. Despite the rules of the establishment, Vinchenzo can't keep his mouth shut. He's all too happy to say who has and hasn't been seen in the tavern recently, share rumors "the rats told him," and tell the party as much as they care to hear about the Bloated Bounty's history.

His only reservations are in regards to the true nature of other employees, and certain touchy topics regarding very influential guests.

Chanda

five-star review or we'll—uh, I dunno… hit you 'til you're seeing five stars!" "Yeah! Say something nice or we'll really make you yelp!" The Critic finds them more amusing than menacing, with his only comments critiquing their sense of humor.

Secret Door. A creature that studies the murals can roll a DC 20 Wisdom (Perception) check. On a success, they notice a faded figure in the mural gesturing to a painted archway, making a shushing motion. Feeling the archway on the mural uncovers a hidden keyhole, centered on a tiny doorway. The keyhole is protected by an *arcane lock*, effectively making its lockpick DC 30. The key is located in the office on the upper floor.

A9. Gaming Room

West of the courtyard is a large, open room with several gaming tables. The chipped murals in this room depict a rainforest, though the faded colors and peeling paint give it a bit of an ominous edge.

Devil's Hand. The main game played at the tavern is Devil's Hand, a card game about deception and cunning. The cards you're dealt aren't as important as your ability to bluff, intimidate opponents, or strategize. Randomly determine which creature goes first. Each one must wager at least 15 gold, then roll Charisma (Deception), Charisma (Intimidation), Wisdom (Insight), or Intelligence using their proficiency with card games. The player with the highest roll at the table wins the pot that round. Generally, games go until a creature wins two rounds. In the case of a tie, the pot is split evenly between the players that tied, but neither of them wins the round. Each round, the minimum bet doubles, which can quickly get out of hand. A player that can't meet the minimum bet (or doesn't want to pay it), can fold their hand, forfeiting the round but not the game. Strategically folding can draw out the game, raising the bets.

Patrons. Most nights, **Rajiv** can be found dealing here, while Chanda stands guard. Usually a small number of the typical patrons can be found playing here. Rajiv will happily converse with other players at the table, telling his mostly-true version of the tavern's history. If challenged to the game, Rajiv and two other NPCs will join in.

A10. Restroom

The Bloated Bounty's restroom includes a few simple stalls, and a trough of running water for handwashing. Nice (but somewhat dirty and frayed) hand towels hang from a rack on the east wall.

A11. Broom Closet/Imp Court

A spacious walk-in closet, with various tools for cleaning, dusting, and washing clothes. However, the imps favor this place as their hideaway from the other devils—a place to meet and commiserate unobserved by their masters. Eavesdropping can discover a wellspring of dangerous information regarding other patrons.

Secret Door. A creature that examines the dead end here can roll a DC 20 Intelligence (Investigation) check. On a success, they find a secret door leading into a narrow alley. The door only opens from the inside, and simple mechanisms close and lock it behind anyone who leaves. When the building served as a noble's villa, this doorway was designed as a secret escape route. The tavern staff knows about the secret door, but don't mention it to patrons.

A12. Guardroom

This room is a barracks of sorts for Rajiv's paid guards. It also serves as a breakroom of sorts. There's an austere table where guards can get some peace and quiet during their shift. Rajiv ensures there's always a pitcher of refreshing drinks and an appetizer here.

Equipment. Against the east wall are racks and stands for the guards' shortswords, shields, armor, and sneering red masks. There are currently 1d4 loose sets of armor, and 2 shortswords on the racks.

Guards. There are two guard shifts: from sunset to midnight, and from midnight to sunrise. Rajiv's guards are more of a novelty than a requirement. Hardly anyone can get in or out of the tavern without the imps noticing, and when the tavern is closed, the devils don't have to disguise their true forms.

A13. Chanda's Office

This spacious office contains a luxurious desk covered in parchment. Chanda the **chain devil**, a senior captain of Ozemnos the Overseer, uses this room to take care of the logistical aspects of running the tavern, mainly its finances. She's decorated it to her liking with stark red paint and criss-crossing chains hanging from the ceiling.

Chanda. Chanda can be found here when she's not guarding Rajiv. She is especially bothered by unwelcome intruders, furiously lashing out with her *horrifying visage* if anyone enters without knocking or being invited. Chanda's humanoid disguise resembles a mercenary in a chain shirt, wearing her hooked chain weapon like a sash.

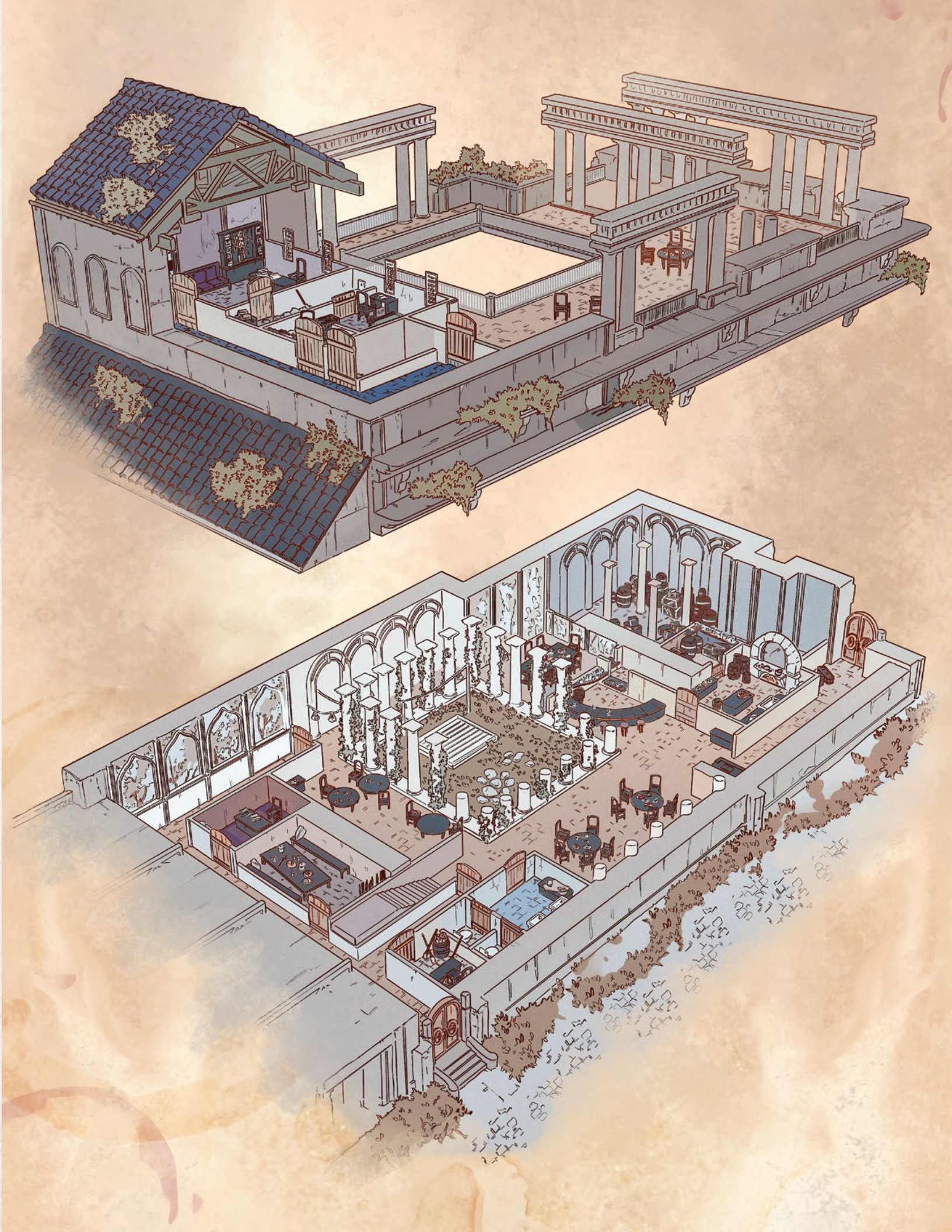
HIDDEN VAULT

B1. Smuggler's Vault

Arching columns support this spacious cellar's 8-foot-high ceiling. Various crates and barrels of stolen goods are in here, but the Bloated Bounty's employees take great care not to use the space for regular supplies. The room is unlit and enshrouded in a magical darkness. The space is primarily used by devils, who don't need any light.

The smuggler's vault is under the effects of an *alarm* spell. If a creature enters that isn't a member of the tavern's staff, the alarm sends Ozemnos a telepathic warning. The pit fiend is far too busy to deal with intruders himself, but immediately sends Demir to investigate.

Stolen Goods. The crates and boxes here contain a significant fortune in stolen or cheated goods and treasures. Chests are filled with platinum bars and various coins worth 16,000 gp total. Crates full of straw contain a golden idol, a magnificent painting, an ornate gold jewelry box, a

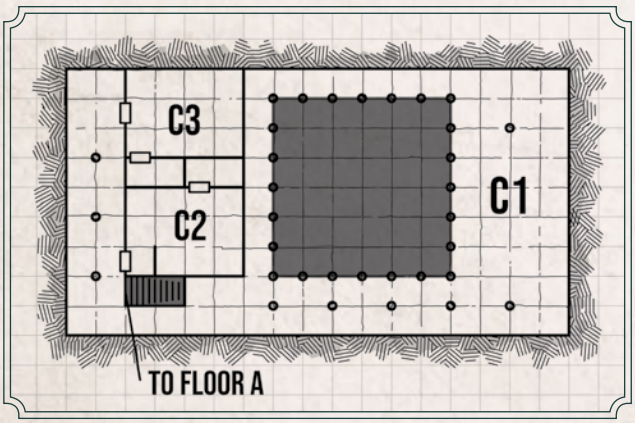


golden mask, and 1d4 other art objects, each worth 750 gold pieces. A dusty stone tablet sits behind one of the crates, written in an unfamiliar language. *Comprehend languages* reveals that the text describes a human noble named Theek Ritick, who commissioned the villa to be built.

B2. Spy Room

The stairs and this short corridor lead to a cramped spy room. An observer here can see into A4 and A2 through tiny, barely noticeable peepholes. Two **spies** are stationed here during the day, and one **assassin** takes their place during night hours. Noticing a peephole requires a DC 25 Wisdom (Perception) check. Creatures that can fit through passages as narrow as 1 inch can travel through these holes.

UPPER LEVEL



C1. Upper Atrium

The stairs lead up to a wide hallway. The eastern door leads to an open balcony encircling the courtyard (A7). The southern and eastern edges have gently sloping roofs offering shade to parts of the path. Demir prowls the balcony, keeping an eye on everything below.

Chains. The chains hanging over the courtyard are accessible from here, hanging 15 feet above the courtyard below.

C2. Rajiv's Room

A short wall here offers a bit of privacy as people enter. Beyond that, this room is essentially a bedroom and office for **Rajiv**. Tall windows provide some natural lighting, but are too narrow for most creatures to squeeze through.

Wanted Posters. Hanging from the walls are wanted posters with Rajiv's bounty on them, listing his crimes (mainly involving cheating and theft). A date is scrawled on each one. The bounties start as a reasonable 500 gold, then rapidly increase to 3,000,000 gold pieces. Rajiv is proud and flattered by the price on his head, but admits it would be far scarier if whoever created the bounty actually had enough gold to pay it. Because of this, it holds little to no actual weight.

Rajiv. A chronic over-sleeper, Rajiv can be found here from the time the Bloated Bounty closes until after noon.

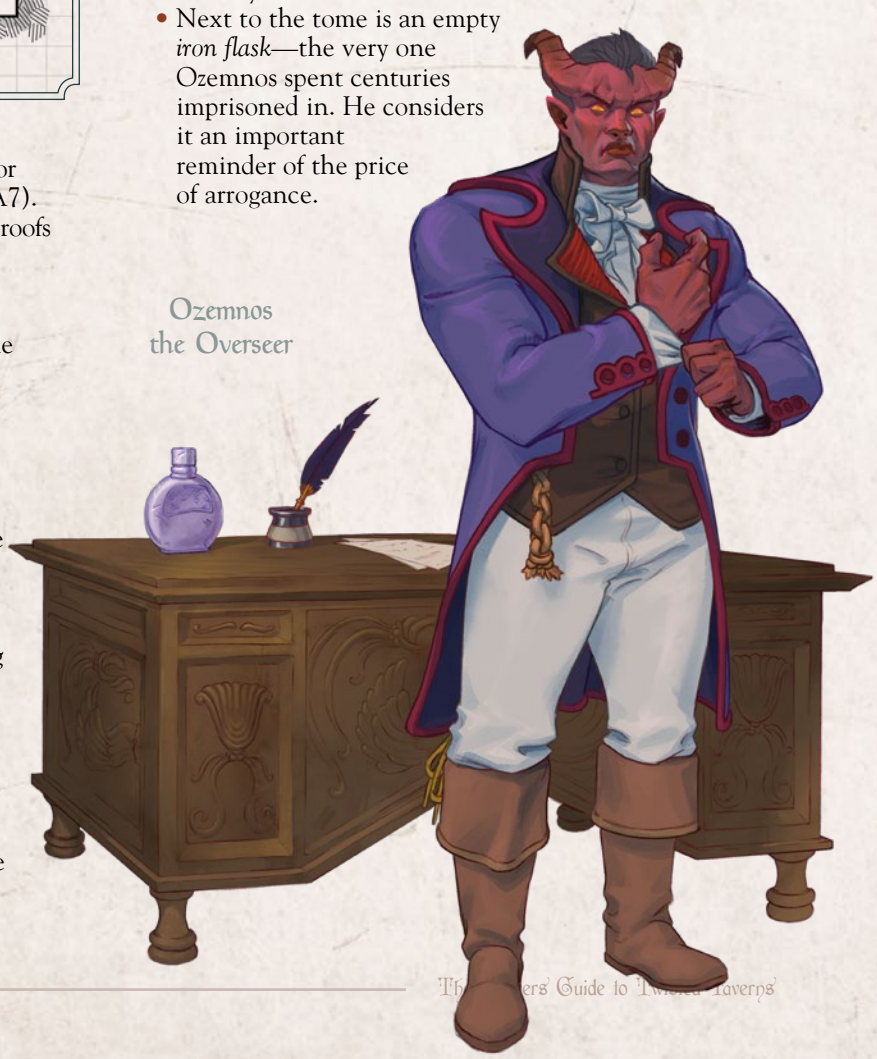
C3. Ozemnos's Chamber

This chamber is the office of Ozemnos the Overseer, co-owner of the Bloated Bounty. It was originally the master bedroom, but the furniture has been replaced with a desk sized for a large creature, and stands bearing trophies of Ozemnos's many campaigns.

Ozemnos the Overseer. The **pit fiend** and part-time owner of the Bloated Bounty rarely visits the tavern, but when he does, everyone is on their best behavior. If the party earns the pit fiend's favor, he may invite them to his chamber to discuss future opportunities.

Ozemnos's Trophies. All around the room are trophies Ozemnos has claimed in his early campaigns. These include several magic items:

- A suit of *demon armor*.
- A *nine lives stealer* sized for a large creature. A medium creature can use it as a greatsword. It has 5 charges remaining.
- *Wings of flying* that look like they were made from real angel wings.
- Sitting open on Ozemnos's desk is a *tome of leadership and influence*. The pit fiend hasn't finished reading it, so the book's magic can still be used by another creature.
- Next to the tome is an empty *iron flask*—the very one Ozemnos spent centuries imprisoned in. He considers it an important reminder of the price of arrogance.



Ozemnos the Overseer

THE TAVERN GUESTS

The Bloated Bounty is never really crowded, but has a predictable clientele of scoundrels. Note that if the party is too investigative, they may end up facing one of the assassins listed here.

Brother Bladd

Brother Bladd (cult fanatic) is a religious leader whose skill in twisting written words is almost unrivaled. He doesn't work for cash outright, but instead has drained his followers dry in the way of tithing. Bladd has caused several communal lynchings in response to anyone questioning his authority.

Kazarack

This towering woman is a bluish tiefling with a broken horn. She wears dark leather armor with a fearsome glaive slung over one shoulder. Kazarack hires herself out as an assassin, but in truth, she's an **oni**. She knows about the devils in the Bloated Bounty, and has an affable relationship with them—after all, she's not what she looks like either. She'll happily talk with the party if it seems like they want to hire her, but quickly gets bored if they're just asking her about the tavern.

Hiring Kazarack. If the party needs someone killed, Kazarack will happily do the deed for 2,500 gold, or a rare magic item. Her oni powers—magical disguises and invisibility—mean she's almost impossible to catch, but she tends to leave gruesome messes in her wake. If your players don't want everyone in town horrified by the assassination, she will refer them to the Twins

Keelhook

Keelhook is a stout, muscular man with a balding head and orcish features. Loud, thuggish, and crude, he's one of the least-liked patrons. However, well aware of the tavern's rules, he tenuously follows rule 1: obey the staff. He's very short-tempered with anyone he thinks is wasting his time.

Hiring Keelhook. Keelhook is a **wereboar** and performs assassinations in hybrid form, which makes him more or less unrecognizable. Definitely on the cheaper end of assassins, Keelhook is even less subtle than Kazarack when it comes to finishing jobs. "What, you'll pay to have someone murdered but you're worried about a little property damage?" His services cost a flat 1,200 gold pieces.

Lady Truff

Lady Truff is a notorious silvertongue halfling **noble**, whose expertise in defamation has led countless families into exile. Using forged documents, a network of town criers, and gossip leads, Lady Truff can take anyone off the social map for a fee of 4,000 gold pieces.

Lord Emberfire

Lord Emberfire is a half-elf **noble** whose passions are inciting wars between distant nations, and selling his fleet of 5,000 bandits to aid the predetermined winner. His wealth has slowly grown to over 100,000 gold, excluding the service of his militia.

Mortigan the Mysterious

A sharply dressed half-elf man in fine clothes, Mortigan calls himself a "wizard-thief," and claims to be able to find anything and break into anywhere… for the right price, of course. He doesn't need the money—in truth, he just likes the challenge. Mortigan is an **archmage**. He can cast *shield* and *invisibility* at will and has the following wizard spells prepared:

Cantrips (at-will): *dancing lights*, *mage hand*, *prestidigitation*, *minor illusion*, *ray of frost*.
1st level (4 slots): *charm person*, *detect magic*, *identify*, *silent image*
2nd level (3 slots): *detect thoughts*, *hold person*, *knock*, *suggestion*
3rd level (3 slots): *clairvoyance*, *dispel magic*, *gaseous form*
4th level (3 slots): *charm monster*, *faithful hound*, *greater invisibility*
5th level (3 slots): *legend lore*, *passwall*, *scrying*
6th level (1 slot): *arcane gate*
7th level (1 slot): *etherealness*
8th level (1 slot): *mind blank*
9th level (1 slot): *foresight*

Hiring Mortigan. Mortigan can find and retrieve almost anything. He has no interest in gold, but will accept magic items or high-level spell scrolls as payment—the rarity he demands is proportionate to the challenge of the job. Mortigan is especially interested in accessing new magic.

The Twins (Zahri and Kahzir)

This pair of fraternal twins are a notorious pair of **assassins** in hooded, dark green armor**.** Both are experts with poisons, and would be delighted to meet others who share their passion and expertise.

Hiring the Twins. The twins are prestigious and expensive assassins. They can be hired for 5,000 to 7,500 gold pieces, depending on how well-known the target is.

THE BLOATED BOUNTY

MENU

Appetizers

Flatbread – 1 sp

Greens – 4 sp

A salad of basil, parsley, and radishes.

Pickled Vegetables – 6 sp

Cauliflower, red pepper, carrots, and celery, which are seasoned, boiled, then pickled.

Entrees

Skewered Meat – 1 gp

Seasoned chicken, lamb, or beef with parsley and onion. Served with rice or flatbread on the side.

Sour Cherry Rice – 8 sp

Seasoned rice topped with slices of grilled meat and sour cherries.

Raisin Rice – 8 sp

Seasoned rice with raisins, shredded carrot, and beef or lamb.

Spinach Omelette – 1 gp

Sauteed spinach, onion, and garlic with an egg added towards the end, cooked sunny-side up. Served with flatbread.

Cocktails

Devil's Cup – 2 gp

A shot containing three parts sweet fruit liquor and one part overproof molasses spirits, ignited, then dropped into half a glass of ale or beer to extinguish the flames.

Rogue's Refresher – 1 gp

Lemon juice, lime juice, honey syrup, agave spirits, and torn mint leaves shaken then poured over ice.

Rajiv's Rosé – 6 sp

Rajiv has nothing to do with the making of this pink wine, but it pairs nicely with the tavern's entrees, and remains a popular choice for conversational drinkers.

Pomegranate Juice – 4 sp

Oceanflower Tea – 8 SP

This tea made from "legally" imported exotic oceanflowers takes on a vibrant blue color. Mixed with juniper berry spirits and topped with a petrified lemon.

Oceanflower Tea

Skewered Meat

THE QUEST BOARD

Nosebleed Stakes

Every few nights, Rajiv hosts a high stakes Devil's Hand tournament in the gaming room (A9). On these nights, three extra **gladiator** guards prowl the first floor in case of emergencies, and there are performers such as acrobats, dancers, and fire breathers instead of Greshka singing.

The starting bets of the high-stakes tournament are 100 gold pieces per player, and they double each round. The game starts with three tables—divide the players between them and add guests until each table has at least three players. Rajiv, Greska, Chanda, and even Ozemnos himself may fill seats if necessary. The rules for playing Devil's Hand are in the description for the gaming room. Each table plays until a player wins two rounds. Then the winners of each table play together, with starting bets of 500 gold pieces.

Unlike in normal games, a certain level of intrigue is allowed in the tournament. Bystanders can use their action to help one of the players at the table. Mortigan uses *foresight* to give himself advantage on all his rolls. Zahri and Kahzir will slip doses of *truth serum* into their opponents' drinks while they aren't looking (poisoned creatures have disadvantage on ability checks, which includes the checks rolled as part of the minigame).

Winning the tournament will seriously impress Rajiv and Ozemnos, while earning the respect (and jealousy) of the other patrons—*especially* if the party cheated to win. If the party particularly humiliates any of the patrons during the tournament, they may hold a lasting grudge. On the other hand, losing gracefully also earns the respect of the tavern patrons, even if the party will never live it down.

The Rats' Rat Problem

Questgiver: Squawk the Raven

On a slow night, Squawk invites the party over. She has a problem. She's checked with several of the other imps in the tavern, and one of the rats isn't reporting to her. The rat in question has a distinctive scar over its left eye, and is missing its right ear. She suspects it could be a spy from another group of devils, or a scout from a wererat enclave, or something similarly disastrous. She needs the adventurers to fix this security breach by finding the rogue rat, capturing it alive, and bringing it to her so that she can discover who sent it.

Searching for the rat requires a bit of a wild goose chase around the tavern. Rats are primarily located in the kitchen, the privy, and the private rooms. No matter which site the party investigates first, the rat is in the third one. Naturally, it will try to evade capture. If it manages to escape, it will flee to another room and try to hide there.

Once the rat is successfully captured, Squawk demands a series of tests requiring powerful magic. The party doesn't need to complete every task, just three, to convince the imp that the rat is not a threat.

- Cast *detect thoughts* on it, to make sure it's not intelligent.
- Cast *speak with animals*, so they can interrogate the rat about its masters. Naturally, the rat is just a rat, and will testify that it came here because it was hungry. Even if this works, Squawk will insist on doing it again inside a *zone of truth*. Doing so counts as a second completed task.
- Place the rat inside a *magic circle*, or have a paladin use *divine sense* on it, or have a ranger use *primeval awareness*, to make sure it's not a celestial or fiend. Anyone who's noticed the permanent *hallow* spell on the tavern can mention it and roll a DC 15 Charisma (Persuasion) check. On a success, Squawk realizes it couldn't be a celestial or fiend. On a failure, she rambles that the rat must've found a way to trick the spell.
- Cast *dispel magic* on it to ensure it's not an illusion, a druid in disguise, or the victim of a *polymorph* spell.
- Poke it with a silver coin to make sure it's not a wererat. The rat tries to bite the creature that does this.
- As an absolute last resort, kill the rat to see if it reverts to its true form when it dies. Just to be absolutely sure, they can continue the interrogation using *speak with dead*, which counts as a second completed task.

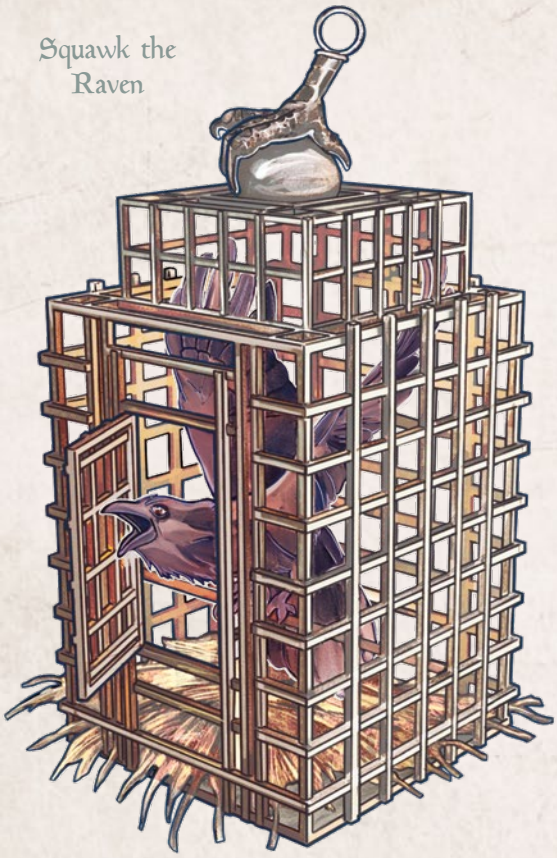
After the party decisively proves that the rat is just a rat, Squawk gives them *dimensional shackles* as a reward. She was saving them for whatever the rat turned out to be, but the party could probably get more use out of them.

Steal the Red Dragon Brew

Questgiver: Rajiv

After the party has sufficiently impressed Rajiv or Ozemnos, they are invited to the Bloated Bounty to discuss a particularly lucrative job. A fresh shipment of Dragon's Breath Ale is going through the city on its way to the famed Red Dragon Inn, and Rajiv wants the party to steal it. He knows the inn's competitors would pay a fortune for a sample. His scheme is simple: charge the Red Dragon Inn a modest ransom, and if they fail to pay, sell the casks to their adversaries.

The wagon moving the ale is protected by a party of adventurers—an **assassin**, a **druid**, a **knight**, a **mage**, and a **priest**. They're vigilant for threats, and eager for the pay and prestige of the job. They'll take the wagon through the safest parts of the city they can, and use every trick in the book to keep track of it. For example, the mage



might have put a *glyph of warding* on the wagon that casts *hypnotic pattern* if anyone else tampers with the wagon. The priest could have *locate object* prepared, so that they can track the ale even after it's stolen.

The party's approach to this situation is entirely up to their ability to plan. If the party fails, they will fall to nonlethal damage and be sent to prison. If they succeed and kill the adventurers, retribution may follow. If they grab the goods and run, a chase could ensue. As long as the party can bring at least one cask back to the Bloated Bounty, the job is a success. The retribution may be carried out by a surviving adventurer, or the Inn itself. They should hire extra help—two **knights**, plus an additional two for every adventurer the party defeated.

Under New Management

Questgiver: Chanda

If the party doesn't get along with Rajiv or Ozemnos especially well, then Chanda sees an opportunity. She invites the party to her office, and explains the position she and Demir are in. The chain devils think that Ozemnos' friendship with Rajiv and his interest in the tavern are weaknesses. They want to kill Rajiv so that Ozemnos gives up on the tavern and returns his interest to the lower planes. Chanda and Demir insist that while Ozemnos will certainly be angry, they're sure they won't be punished too harshly for killing "one mortal."

Chanda tells the party to sneak in around midday. The tavern won't be open yet, but Rajiv will be taking inventory of the stolen goods in the smuggler's vault (B1). With only one way out, it's the perfect ambush site. From here, the party has a couple of options. They could go along with the scheme, or warn Rajiv.

If the party warns Rajiv, he asks them to hide in the tavern and keep watch through the next day—for all they know, some of the rats are in on it. Chanda will most likely find out about the party's treachery, and hire others. If the party manages to hide until sunrise, then Zahri and Kahzir attack Rajiv in his room at sunrise. If the party is found, Chanda, Demir, and four imps attack the party. Once the two **chain devils** are defeated, the imps scatter, and the **assassins** don't appear the next morning.

Conversely, if the party does decide to ambush Rajiv, he's forewarned. Ozemnos is waiting for the party in the vault. When the party arrives, he berates them for believing anything in the tavern happens without his knowledge. He defends Rajiv, but Chanda and Demir come to the party's aid. The chain devils are right, though—if Rajiv dies, Ozemnos abandons his scheme, but still vows to punish the pair for their insubordination. The fate of the Bloated Bounty is left uncertain—perhaps it falls into the party's hands?

Tavern History

There are two different accounts of the Bloated Bounty's story that the party may uncover: Vinchenzo's version and Rajiv's version.

According to Vinchenzo, the tavern once belonged to "some noble" who held high stakes games of Devil's Hand. Rajiv, an orphan, scavenged and stole enough gold for the buy-in. He won the tournament, and the owner of the house challenged him to one last all-or-nothing round. Rajiv won, and the noble lost everything—his wealth, his villa, and his title. Accusing Rajiv of cheating, the noble put a price on Rajiv's head, but didn't have the money to pay it. When nobody took the job, he raised the bounty higher and higher, inflating it to a wildly unreasonable amount of wealth. As Rajiv would call it, a "Bloated Bounty."

Rajiv's version of the story is similar, but downplays his skill at Devil's Hand. In his version, he adds that after he won the house, he discovered a powerful being imprisoned in a secret room. This being, Ozemnos, was promptly released from his bindings. They spent an hour negotiating how Rajiv would be rewarded for freeing the devil. Rajiv mentioned he had recently claimed the villa, but claims that starting the tavern was Ozemnos's idea. Ozemnos will speak very little about the history of the villa, as his prison was inherited even before the structure was built. He will say he met with a young fiendish character who inspired the idea of bringing criminals together to drink instead of seeking them out.

STAT BLOCKS

Rajiv

Medium humanoid, neutral evil

Armor Class: 16 (studded leather armor)
Hit Points: 97 (18d8 + 36)
Speed: 40 feet

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	16 (+3)	12 (+1)

Proficiency bonus: +4
Saving Throws: Dexterity +8, Intelligence +6, Wisdom +7
Skills: Acrobatics +8, Deception +5, Insight +11, Perception +11, Persuasion +5, Sleight of Hand +12, Stealth +8
Tools: Rajiv is proficient with card games, disguise kits, and thieves tools.
Senses: passive Perception 21
Languages: Common, Infernal
Challenge: 10 (5,900 XP)

Cunning Action. Rajiv can dash, disengage, or hide as a bonus action on each of his turns.

Evasion. If Rajiv is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Rajiv instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Reliable Talent. When Rajiv makes an ability check and adds his proficiency bonus, he can treat any roll of 9 or less as if it were a 10.

Tactician. As a bonus action, Rajiv can give an ally within 30 feet (other than himself) advantage on an attack roll against a hostile creature that's also within 30 feet of him. If the attack hits, that creature deals an extra 28 (8d6) damage.

Sneak Attack. Once per turn, Rajiv deals an extra 28 (8d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Rajiv doesn't have disadvantage on the attack roll.

Actions

Multiattack. Rajiv makes two dagger attacks.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much on a successful one.

Reactions

Misdirection. When Rajiv is missed by an attack, he can use his reaction to cause the attack to hit another creature within 5 feet of him.

Uncanny Dodge. When Rajiv is hit by an attack, he can use his reaction to halve the damage.

DANCING
HORSE
DANCING
HORSE

The Dancing Horse

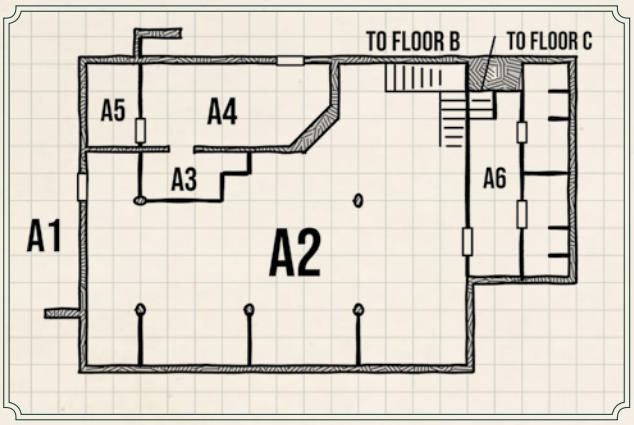
The Dancing Horse rests in the center of its home town, surrounded by merchant stalls and stables to meet a traveler's every need. The townsfolk refer to this social hub as "a second home," reveling in the festive drunken energy that prevails every sundown. Having first opened to welcome travelers, this generous location has room and board for members of all races.

The Dancing Horse is what all taverns and inns strive to be. With all the magic and nuance of fantasy aside, this is a respite from everything but traveler's intrigues. Most guests visiting the Dancing Horse have business elsewhere, and in an almost unnatural way their tasks always hold great importance, even if they are not aware of it. Player characters who choose to eavesdrop will find themselves embroiled in situations of varying gravity, as many quests here are external to the tavern, and can require the party to be anywhere from level 1-6.

The Dancing Horse is the classic small-town tavern archetype, and can easily be dropped into an existing setting. Because of the range of its quests, it makes an ideal "home base" area: a safe resting place for the party to visit between adventures.

Areas of the Tavern

Ground Level



A1. Street and Park

Although the Dancing Horse lacks a patio, the scenic street view means that people often loiter outside the entrance. Across the street from the Dancing Horse is a spacious, square green park with a few sparse trees. On sunny days, patrons and townsfolk can be found holding picnics on the green.

Firework Shows. Every two weeks, Vandleth puts on a show of magical fireworks. True to the wizard's unreliability, there's no predicting when or how long the shows will be. Still, the spectacular performances quickly gather a crowd from all over town. The enchanted fireworks create displays such as dancing figures, blooming flowers, prancing beasts, and frightening monsters, all shaped out of illusory lights and explosive powders.

Outdoor Tables. There are a few tables set just outside the tavern. If it's particularly sunny, Burton will stick some large umbrellas into the dirt for shade. On slow days, Griffin and Kerry will wave and shout at the street corner, inviting people to come into the tavern for refreshments.

The Old Tree. One of the trees in the park is actually an **awakened tree** that calls itself Oakley. Oakley speaks in a low, slow voice. Sometimes, much to the frustration of those conversing with it, the tree gets lost in thought and drifts off mid-sentence. The tree is all too happy to talk about itself, explaining how it is older than the Dancing Horse and the town around it. There used to be a forest here, and though Oakley misses it, the tree can't be bothered to leave. Oakley's grown to enjoy the bustle of the town as if it were a fast-paced forest. Oakley sleeps for days at a time, but keeps a lazy eye on people coming and going from the Dancing Horse. If asked about a guest, Oakley will gladly assist the party—but there's a 50% chance it goes off on a tangent instead of offering any useful information.

A2. Common Room

The first thing one notices when entering the Dancing Horse is a smoky smell and warm atmosphere. The common room is split into two sections: small-sized accommodations for halflings and goblins along the western wall, with medium-sized tables and chairs in the rest of the common room. Until sunset, the room is filled with natural light from its many windows. In the evening, Burton lights hanging chandeliers, filling the room with warm light.

Paintings. On the north and west walls by the stairs, there are framed paintings of gorgeous, faraway landscapes, as well as portraits of a few adventuring parties.

The party can get the story behind a picture or object from Burton, who answers nostalgically. Alternatively, a character can roll a DC 12 Intelligence (History) check to recognize the location or story on their own.

- *Painting of a Snowy Mountain*. According to Burton, it is an eyrie of giant eagles. "Mighty clever creatures—they have a knack for being right where they need to be."
- *Painting of a Dreary Marsh*. Burton explains it's the site of a terrible battle. It's said the dead there don't stay that way. In case the party ever ventures there, he advises them to stay out of the water, and not to follow the lights.
- *Painting of a White Tree*. "Oh, lots of history about that one." Burton claims the seed came from a tree in the Feywild. It was planted in a human kingdom, and a prince stole a seed and replanted it after the kingdom had been destroyed.
- *Painting of a Broody Ranger*. "Tragic story, that one." Burton says somberly. The human ranger was cursed, and disaster followed him wherever he went. He wielded a magic sword with a black blade. Supposedly, he died fighting a **behir** that breathed poison gas instead of lightning.
- *Painting of a Goblin Town*. Rows and rows of ramshackle buildings in a cave lit by dozens of torches. All Burton has to say about this painting is that goblins have terrible music.
- *Painting of Nine Adventurers*. This painting depicts a younger Vandleth in a party of eight other adventurers: a dwarf, an elf, two humans, and four halflings. Rather than telling the story himself, Burton suggests getting it from Vandleth. If asked, the elf mage laughs, saying, "Nine people was far too many. It was supposed to be a simple delivery but everyone got sidetracked. Some of them got captured, some of them got lost in the mountains for a while, and the rest wound up saving some kingdoms from all kinds of trouble."
- *Painting of an Adventuring Couple*. There's a painting of an outdoorsy human man with one hand, an elf noblewoman with a black cloak, and an excited hound. "Oh, don't get me started on them." Burton says dismissively. "Those two lovebirds claimed to have snuck into some impenetrable fortress all by themselves. And they said the dog could talk—though I never heard a word out of him." Burton admits the elf woman was quite the bard, and had a habit of tweaking parts of the story each time she told it.

The Dwarves. Most nights Nithi, Dithi, and Glatha can be found at a table near the center of the tavern. They'll perform on and off for the entire night. During their long, frequent breaks, they're happy to trade stories and talk with other patrons.

Burton Barleyman

THE TAVERN OPERATORS

Burton Barleyman, Owner and Barkeep

The innkeeper is an older human veteran, nearing his late 50s. Sprouting from his jawline is a lively pair of mutton chops that connect with his moustache, whose curls point toward a pair of rosey cheeks. Having once been an avid adventurer himself, he has his fair share of battle scars—none affecting his welcoming face, but the most noticeable being his left arm, which was severed from the elbow down. A prosthetic has been fitted to make his job easier, with modules for things like mugs, knives, shakers, and other tools of the trade.

Burton owns the tavern, and runs it with a hands-on approach. He can almost always be found behind the bar, waiting tables, or helping out in the kitchens. A humble and genuine person, Burton has the absolute respect of his employees. Many of his stories rival those of adventuring patrons, including the story of how he lost his arm. Burton will tell a story involving a battle with his father on the rim of a volcano, ending with his arm cascading into the molten earth—along with his father, who he describes as "a man who lost sight of himself."

Ulguk

A tall, stocky orc woman who serves as the Dancing Horse's head chef. Loud, blunt, and incredibly efficient, she treats the kitchen as her own kingdom, where her authority supersedes even Burton's. (Use the berserker stat block.) Most days, she can be seen in a stained leather apron, the sleeves of her shirt rolled up over her massive arms. She is a passionate and knowledgeable chef—in fact, asking her for cooking advice is the only way into any sort of prolonged conversation with her.

The other orcs in the kitchen are from her tribe. They're clever and hardworking. They can seem a little rough, but Burton trusts them, and their culinary skill speaks for itself. Four of them work open flames and countertops tirelessly, and have a bond with Ulguk that's stronger than steel.

Griffin and Kerry

The two most prominent servers of the Dancing Horse are two young halfling commoners from local families, Griffin and Kerry. They're both recognizable by their wild hair and rolled-up sleeves. They are swift and playful, using their halfling nimbleness to dart between guests without spilling a drop of ale. The pair are cousins, and always up to some mischief. Often, they'll make a show of bumping into each other, juggling mugs and tossing plates back and forth without dropping anything—which makes quite a spectacle for the guests. Burton doesn't approve of these displays, but tolerates them since the guests enjoy them so much.

A3. Bar

Along the north edge of the common room is an elegant wooden bar, still in excellent condition despite obvious signs of age. In addition to human-sized stools, there are stools with higher seats and smaller steps for smaller guests. Burton Barleyman can almost always be found serving drinks from tapped barrels. Most evenings, Vandleth can also be seen sitting at the bar, asking him about recent events and local rumors.

Rumors. Burton can refer characters to several of the other plot hooks and mysteries in the tavern. Alternatively, you can use Burton to introduce rumors and adventure hooks for your campaign. Some of the rumors he can share about the tavern include:

- Vandleth lost a *potion of growth*. Let her know if you find it, will you?
- Every few nights, Milo Undermound holds a game night with riddles. Perhaps the party is willing to test their wits?
- Have you spoken to the three dwarves over there? It's just terrible, what happened to their home.
- If you see any black-cloaked warriors wandering about, be careful. They're said to work for an evil sorcerer lurking somewhere in the woods.
- The halfling in the corner? He's one of those rangers. Around these parts he's known as Treader.

Vandleth. If the party approaches her with an intriguing enough quest, Vandleth will happily agree to help the party for a time, asking only that they share their supplies with her. However, whenever the party finishes a long rest, there's a 1-in-6 chance that the elf is rushing off, claiming, "something of dire importance has come to her attention." If the party finds themselves in deep trouble, she returns just in time to help.

A4. Kitchen

Strong smells of roasting meat and vegetables waft out of the smoky kitchen. The staff here are constantly bustling. Even when the tavern is slow, they're hard at work preparing stews for the busy hours.

Ulguk and Company. The main chef is an orc woman named Ulguk. With Burton's permission, she has brought four other orcs to help her work the kitchen. The orcs are rowdy, with a dark sense of humor, but work diligently. They occasionally grumble about eating unruly guests, but Ulguk assures anyone who overhears that they are joking.

Working for Ulguk. It's difficult to make Burton upset, but adventurers who find a way may be sent to help Ulguk in the kitchens. Creatures sentenced to the kitchens roll a single Strength, Dexterity, or Intelligence check (DC 10), adding their proficiency with cook's utensils. On a success, they escape at the end of the day with a level of exhaustion. On a failure, they gain two levels of exhaustion instead, as they had to work faster and harder to fix all the mistakes and messes they made.

A5. Pantry

A well-organized storeroom filled to the brim with sacks of flour, salt, and sugar. Barrels of ale, jars of jam, and meticulously sorted tins of seasonings pack the shelves. Cuts of meat and fresh fish are kept cool in ice boxes at knee-height.

Treasure. Griffin has stashed a *potion of growth* behind one of the boxes. A character who searches the larder can roll a DC 15 Intelligence (Investigation) check, finding it on a success. The halfling "borrowed" it for Kerry, one of the other servers. Kerry was crushing on a human cavalry rider who sometimes visits the tavern, and Griffin thought the potion could help. In truth, he has no idea how the potion functions—he's expecting it to last an entire day, not 1d4 hours, and thinks it will make his friend proportionately resemble a human, rather than double his size in every dimension. If the party returns the potion to Vandleth, she's surprised, having completely forgotten she lost the potion in the first place.

Vandleth
The Wandering
Wizard

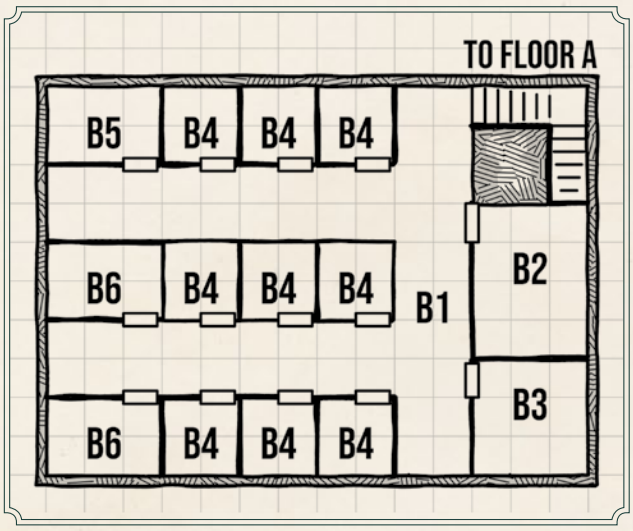
A6. Back Corridor

A door by the stairs leads to this short corridor, which has a few paintings of sites around town hung on the western wall.

Restrooms. There are two doors on the west wall leading to cramped restrooms with two sinks and two stalls each. The stalls empty into a trench behind the tavern. Although Griffin and Kerry are supposed to take turns cleaning it out, Griffin usually gets stuck with the job as a punishment for his mischief. Burton hangs some aromatic herbs (acquired by Treader) above the doors to hide the smell.

Cellar. At the north end of the corridor are stairs leading down to the cellar. The sturdy door is generally locked, but easy to pick—a DC 10 Dexterity check with thieves' tools. Burton and Ulguk have their own keys, while Griffin and Kerry have one they share. Breaking the door down will obviously cause a commotion—Griffin or Kerry will be sent to investigate. If Burton finds out the party broke in, he won't be pleased. He'll insist that the party either pays for the damages (15 gold pieces) or spend a day helping Ulguk in the kitchens.

Upper Level



B1. Corridors

The stairs in the back corner of the tavern lead up to these corridors. Hanging on the walls by the stairs are portraits of Burton's family—mainly nieces and nephews. Each corridor ends in a nightstand containing extra sheets, and a wall-mounted lamp that illuminates the hall.

Stairs Up. The stairs up lead to Burton's Room (B7).

B2. Party Room

The first and largest room on the second floor is set aside for large parties or celebrations. A sign on the door says "*NO ENTRANCE FOR MATTERS OTHER THAN LEISURE*" in a fine, swirling script. Inside are several round tables, their chairs stacked on top of them, and a cabinet with enough fine plates and silverware for a

party of 30. One end of the room has a small elevated stage. The high ceiling has visible rafters supporting the diagonal roof. Two chandeliers hang over the room, unlit while it isn't occupied.

Renting the Room. If the party needs a place for a celebration, they can rent the party room from Burton. Doing so costs 1 gold piece per guest, to a maximum of 30 guests. If the party would like the Dancing Horse to cater the event, it costs 5 gold per guest instead, but a delicious buffet and nigh endless drinks are provided.

B3. Milo Undermound's Room

Milo Undermound, a halfling thief, has rented out a room in the tavern using the profits of his adventures. The room is a spacious and lavish suite by halfling standards, with a king-sized (for a halfling) bed, thick blankets, and plush pillows. The halfling has several sets of fine clothing strewn about, and souvenirs from his adventures hung on the walls.

Milo. The halfling thief prefers to socialize in the common area (A2), and explore the town during the day, but can be found in his room in the evenings. Milo never leaves his *ring of invisibility* out of reach. He clutches it close even when he's sleeping.

Treasure. A shield, a shortsword, and a goblin-craft scimitar are displayed on the wall. There is also a small locked chest (DC 20 to pick the lock; Milo has the key) containing about 200 gold pieces, and 2d4 miscellaneous treasures—items such as a gem-studded golden chalice, or a necklace of silvery-white gemstones, worth 50 gold pieces each.

B4. Guest Rooms

The tavern features several rooms that can be rented out for guests. The middle row of rooms each have small-sized furniture for up to four occupants. The others have medium-sized furniture, with space for two. The furnishings are handmade and homely, but not of especially fine quality. The furniture is comfortable, but creaky and well-used.

Renting Rooms. Burton rents out rooms for 5 silver per night. He'll offer a full week of food and lodging for 4 gold pieces, a slight discount.

B5. Treader's Room

This room has been set aside for Treader, the halfling ranger who keeps an eye on the place. Although he prefers to live austerely, a bit of clutter has accumulated here: crinkled maps, herbalist's tools, and racks of drying herbs. The curtains are pulled tight over the windows, keeping the room dim.

Treasure. The drying herbs include 1d4+1 doses of healing herbs. Chewing a pinch of the herbs is equivalent to drinking a *potion of healing*, with the added effects of an antitoxin. Treader also has the hilt of an ornate sword stashed in a low drawer, the blade of which seems to have been broken in half.

Treader. Most nights, the halfling ranger can be found here. He stays up late, and has a habit of surreptitiously peeking out the window, keeping a vigilant eye on the street below.

B6. Large Guest Rooms

The rooms at the end of each hallway are specially furnished for guests who desire more space. Each one features a king-sized bed, a large wardrobe, and a small table with comfortable chairs, in case the guests prefer to dine in their rooms. Fine rugs are strewn across the floor, and Burton has put a few less impressive landscape paintings in these rooms for decoration.

Renting Rooms. Renting one of these rooms costs 8 silver pieces, or 5 gold to rent one for an entire week.

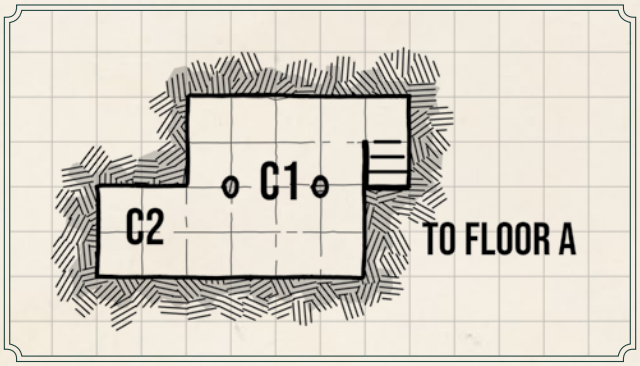
Treader

B7. Burton's Room

At the very top of the building, in a small tower, is Burton's room: a small, modest apartment. Unlike the rest of the tavern, which is homely and comfortable, Burton's room has received little attention. The bed isn't made, and old clothes are strewn about.

Desk. Scattered across the surface of Burton's desk are notes and records for the Dancing Horse's finances. There's also a case of tinkerer's tools, which Burton uses to maintain his prosthetic arm. He has a wooden spare, but it's far less dextrous and functional than the one he can usually be seen wearing.

CELLAR



C1. Buttery

The cellar has a vaulted ceiling with deep insets in the walls. Burton keeps a healthy stockpile of ale and wine down here. As part of the tavern's regular routine, Griffin and Kerry will bring fresh barrels to the bar just before it opens each evening.

"Special Occasion" Casks. Several barrels have the words "special occasion" painted on the side in sloppy handwriting. If asked, Griffin or Kerry will explain that these are for celebrations and holidays only—Burton had to mark them after the pair kept bringing them up by accident. Each one bears the mark of a famous brewery or vineyard nearby.

Milo Undermound

C2. Distillery

Against the far wall of the cellar is a mechanical contraption of orcish design, along with a table of brewer's supplies. These are Ulguk's, and she uses them to brew rum for the grog that's served in the Dancing Horse.

Tinkering with the Recipe. Anyone proficient with brewer's supplies can tell from Ulguk's setup that she knows what she's doing. By studying the setup, it's possible to learn her recipe, or even tinker with it. A DC 15 Intelligence check with brewer's supplies comes up with an improvement on her recipe that promises to be rather tasty. If she is convinced of the improvement, the party will be rewarded with free drinks and a 2-gallon gourd of grog for the road.

Volatile Brews. It's possible to sample an unfinished brew from the distillery here, but the orcish rum is dizzyingly potent. It is also highly flammable—if a creature fills a container such as a flask with it, the volatile brew can be used as if it were a flask of oil.

THE DANCING HORSE

MENU

Appetizers

Boiled, Buttered Taters – 2 sp

Small, tender, almost bite-sized potatoes boiled with garlic and seasonings, then covered in butter, with rock salt and more seasonings drizzled on top.

Potato Onion Soup – 2 sp

A creamy soup with potato chunks, diced onion, minced garlic, thyme, and other seasonings.

Cabbage, Sausage, and Potato Soup – 2 sp

Sauteed cabbage, carrots, celery, potatoes, and sausage in a hearty broth.

Elven Bread – 3 sp

Dense wafers with almond meal and citrus flavors added to the dough. Goes excellently with tea.

Entrees

Cottage Pie – 4 sp

Ground beef, celery, and carrots with a layer of mashed potatoes on top, baked until the surface becomes slightly crispy.

Peppered Steak with Roast Vegetables and Potatoes – 5 sp

Deliciously seasoned ribeye steak roasted on top of tender asparagus, tomato, and red onion.

Fish and Chips – 4 sp

Fresh fish fried in batter and served with fried potato wedges.

Sausage and Tomatoes with Bacon – 4 sp

A skillet dish of sauteed sausage, with onion, mushroom, bacon, tomatoes, and an egg added incrementally to ensure they are all cooked to perfection. Typically served with fresh bread (but not elven bread).

Cocktails

Elven Cordial – 4 sp

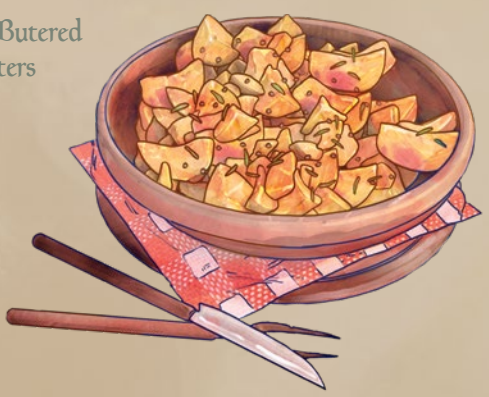
Warm mead with orange and lemon peels, edible flowers, honey, and half a stick of cinnamon.

Green Dragon Ale – 2 sp

"You'll never find a beer so brown!" Served in pints. Very popular locally, but widely considered inferior to Dragon's Breath Ale.

"Grog" – 2 sp

A bit of a misnomer—a supposedly orcish recipe that mixes strong black coffee and amber sugarcane spirits, seasoned with nutmeg and cardamom. Served hot.



Boiled Butered Taters

Elven Cordial

THE TAVERN GUESTS

Milo Undermound, Halfling Thief

Every now and then, Milo Undermound, a notorious halfling burglar, appears in the tavern. Milo Undermound recently snuck into a tower not far from the tavern and stole a great deal of treasure (including his ring) from a wicked sorcerer named Baradur. He will happily tell the story (greatly exaggerated, and with no mention of the magic ring) to anyone who asks, raving about the many perils and precious treasures he allegedly nicked from under the sorcerer's nose. He's used some of his ill-gotten gains to buy a room in the tavern, which he usually retreats to after sunset. Milo is also responsible for running Riddles After Dark, a recurring trivia night-like event at the tavern.

Milo's Ring. The *ring of invisibility* Milo carries is actually a cursed item. Each time a creature attunes to the ring, it must roll a DC 20 Charisma saving throw. On a failure, it gains the following flaw: "I treasure this ring above all my other possessions." The curse persists even if the owner loses the ring, or ends their attunement to it. Milo and Baradur both failed their saving throws against the ring's curse, which is why Milo won't part with it, and why Baradur longs to have it returned. A *remove curse* spell can end the effect, but the curse is subtle enough that the creature may not consciously be aware of it.

Nithi, Dithi, and Glatha, Dwarven Refugees

A family of dwarven musicians—Nithi and her two nieces arrived at the tavern only a few days ago. They are refugees from Khaz Durun, a small dwarven stronghold that has been overrun by Scorcher, a young red dragon and his goblin minions.

Nithi has long, dark hair that she wears in braids inlaid with golden bands. She plays a magnificent golden harp that she rescued from Khaz Durun. Her nieces have similar appearances, but Dithi is more restrained and deliberate, while Glatha is boisterous and hot-blooded. Dithi has a soft, sweet singing voice, while Glatha plays the horn.

Impressed by their talents and fascinated by their story, Burton offered to let them stay for free if they played music for the tavern. The dwarves agreed to play, but stubbornly insisted on paying Burton out of the tips they earn each night. Their songs are proud, but melancholy—lengthy ballads describing the splendor of their home, and the deeds of dwarven heroes.

Treader, Halfling Ranger

Sitting in a dark corner of the first floor is a halfling wrapped in a dark green cloak, smoking a pipe whose glowing embers reveal watchful eyes. There are many stories about Treader. Some say he's a fey in disguise, and descended from a royal line. Others say he's the adventurous uncle of the place's halfling servers.

Treader is a regular, well-known to Barleyman. He keeps an eye on the place, swiftly escorting out troublemakers. In exchange, he gets a free room (B5).

Treader is a neutral good halfing **veteran** with the following modifications: he carries a shortbow instead of a heavy crossbow, he has 14 (+2) Dexterity, and wears a chain shirt under his faded traveler's clothes (AC 15). He is tall and lean for a halfling—almost as tall as a dwarf! Treader is instantly recognizable by his oily, shoulder-length hair, short stubble, and twinkling blue eyes. In battle, he prefers to use his longsword two-handed.

Vandleth, Wandering Wizard

Vandelth is a tall elven woman with blue-gray robes, a tall wooden staff, and a wide-brimmed pointy hat. Old even by elven standards, her hair is silvery-white, with crow's feet and laugh lines etched into her face. Vandleth is usually sitting at the bar, asking the innkeeper about local news.

Vandleth is aloof and easily distracted. She's chronically late, forgetful, and has a tendency to vanish for months at a time, only to come back with stories of some great adventure. Her reputation is that of a nosy meddler—well intentioned, but wanting to be everywhere at once, and involved in everything. She'll often butt into conversations if she overhears something interesting.

Vandleth is a high elf **mage** with the following spells prepared:

Cantrips: *fire bolt*, *light*, *message*, *minor illusion*, *prestidigitation*
1st level: *mage armor*, *shield*, *thunderwave*
2nd level: *darkness*, *gust of wind*
3rd level: *haste*, *sending*
4th level: *banishment*, *wall of fire*
5th level: *legend lore*.

Pamwell Cottonwool, Humble Halfling

Pamwell is a distant cousin of Griffin and Kerry, who frequently visits the tavern. He's short and stocky, with sandy brown hair. Quieter and better-behaved than his younger relatives, Pamwell frequents the Dancing Horse because of its quality food and exciting company. Although Pam doesn't consider himself much of an adventurer, he loves being around them and hearing their stories. He'll happily listen if any of the party members want to share.

Pam's Services. Pamwell is a gardener by trade, and has a gift for herbalism. If the party discovers any unusual herbs during their adventures (such as the ones drying in Treader's room), Pamwell will happily identify them for the party, excited to be able to contribute.

Telinok Ruel, Half-Elf Writer

A soft, friendly half-elf **commoner** smokes a pipe in the best-lit corner of the tavern, flipping through pages of hand-written notes with an exasperated expression. Telinok is a writer and a storyteller, working on his masterpiece. Although he's initially not thrilled about distractions, he quickly opens up to anyone who shows interest in his work, gushing about the characters, legends, and fictional languages of his made-up world.

Telinok's Services. The half-elf writer is a linguist and a scholar, who is always under the effects of the spell *comprehend languages*. If the party ever needs anything translated, Telinok can assist them for a humble fee (a silver piece per page). Additionally, if the party needs information about cultures, history, or places in the world, Telinok almost certainly has the answer—and if he doesn't, he can tell the party where to look.

No entry (Except on Party Business)

Fresh Meat

Questgiver: Ulguk

If the party arrives early one day, Ulguk approaches the party with a slight problem. The orcs in the kitchen got hungry, and now the tavern is out of meat. She doesn't want to leave the kitchen unsupervised, and asks if the party can make a quick errand to the local butcher, and bring back some extra meat. She readily agrees to pay the party back for the meat (3 to 6 haunches of meat, which only costs 1 or 2 gold pieces, is plenty).

The trip to and from the butcher's shop is a great chance to add some social encounters in and around town, to introduce NPCs, and to set up storylines in your campaign. When the party returns to Ulguk with the meat, the orc chef loudly proclaims, "Meat's back on the menu, boys!" The other orcs in the kitchen raucously cheer. In addition to paying the party back for the meat, Ulguk sets the party up with unlimited grog the next night they spend in the Dancing Horse.

An Unexpected Party

Questgiver: Burton Barleyman

One evening, another dozen refugees arrive from the dwarven fortress of Khaz Durum. Overjoyed, Nithi and her nieces rent out the party room on the upper level for the night. A few hours later, the mood in the tavern is annoyed. Pounding, stomping noise and raucous singing from upstairs drown out all other noise in the tavern. Many guests have complained, but Burton has been reluctant to ruin the festivities.

When the noise becomes too loud to bear, Burton moves to the party's table and asks if they'd be able to "politely ask the fine dwarves to quiet down a hair." If the party makes their way up to the party room (B2), they are immediately welcomed and invited to join the feast.

The dwarves will trade stories of their escape from Khaz Durum and the dangers they faced along the way, and ask the party to share stories in turn. You can use this to foreshadow some of the dangers the party will face in the Quest for Khaz Durun later. If they haven't already, this is a great chance for a low-level party to share a bit of their backstories with each other.

As the feast draws to a close, the dwarves begin stomping their feet in a slow, somber rhythm, and Nithi begins to sing. The party is expected to join in—you can quickly handle this with a DC 12 group Charisma (Performance) roll. On a success, the party's singing is passable. Alternatively, you can play it out as a roleplaying exercise, with Nithi using the following lines. Stomp your feet or bang on the table to create a rhythm, but you don't have to worry about actual singing—it's more about the rhythm and rhyme. All the party has to do is guess the last word of each line, noted in brackets.

The mountain king sat in his hall, under the mountain dark and [tall].
A crown of gold sat on his head, then came the dragon fierce and [red].
No one sits on the empty throne, in smoking, silent halls of [stone].
Through travels hard and journeys long, we rest at last and share this [song].

Riddles After Dark

Questgiver: Milo Undermound

Once a week, Milo Undermound runs an event called Riddles After Dark. The event is played like a sort of trivia night. Milo reads riddles to an audience in the common area. Every participant writes down their answers on a scrap of parchment, then Griffin and Kerry collect them. Players can try to answer the riddles themselves (by giving you scraps of paper with the answers written down), or roll a DC 15 Intelligence check for it. On a success, their character knows the answer, even if the player doesn't.

Milo has promised a prize—a piece of treasure from his hoard worth 25 gold—the individual who answers the most riddles correctly. The other patrons in the tavern only answer 1d4 riddles correctly, so a player character who gets all five wins. In the event of a tie between characters, Milo announces, "Well, I suppose nobody wins! Better luck next week!" He disappears with his *ring of invisibility* as the crowd groans in disappointment. His riddles are:

- *What has legs, but cannot walk?* Answer: a table.
- *The more you take, the more you leave behind. What am I?* **Answer:** footsteps.
- *I have mountains and forests, roads and empires, and yet, you can fit me in your bag. What am I?* Answer: a map.
- *I have a head and a tail with little in between. I can jingle but not dance, flip, but not walk. I've had many owners, but I'm not a pet. What am I?* Answer: a coin.
- *I am found in rocks, stone, and canyons, but not valleys. Forests, oceans, and coves all have me, but rivers and caves must go without.* What am I? Answer: the letter O.

Dark Visitors

Questgiver: Burton Barleyman

A night or two after Riddles in the Dark, some strangers appear in the tavern: two **wights**, wearing tattered black robes over their armor to hide their undead nature. One of them stalks up to the bar and demands in a deathly whisper: "Milo… Undermound…" Understandably, none of the usual tavern patrons want to confront the wights.

The party can confront them immediately, but if they do nothing, Burton will point to the stairs. As soon as the wights are out of sight, he waves the party over. Exasperated, Burton explains that Treader is out gathering herbs—he can't help with the situation. However, if the party deals with Milo's "unwelcome guests," he's sure the halfling will reward them.

Unless the party stops them, the wights break into Milo's room and tear the place apart searching for the halfling. The window is open, and Milo, of course, is nowhere to be found thanks to his *ring of invisibility*. After raiding the halfling's room, the wights will barge into other rooms, searching tenaciously. If the party tries to stop them, the wights attack mercilessly. They mainly use their longswords, preferring two-handed attacks over their life drain attack. When a wight is reduced to 0 hit points, it vanishes into smoke, recalled to its master.

When the wights are gone or defeated, Milo appears nearby by removing his ring. He apologizes to the party for the trouble. While he doesn't offer to pay them, he will give them a quarter of his treasure if the party demands some kind of payment.

The Quest for Khaz Durun

Questgiver: Nithi

Nithi doesn't propose this quest until some time after the Unexpected Party, when the party is at least 5th level. The dwarf approaches the group one evening, excited. She explains that Vandleth found a map showing a secret door into Khaz Durun, which may allow them to sneak up on Scorcher, the dragon that conquered her home. However, the secret door can only be seen in moonlight—and a full moon is only a few days away! She offers the party a large share of the dragon's hoard if they agree to help her retake Khaz Durun.

The journey to Khaz Durun can be as long or short as you want it to be, with plenty of random encounters along the way. You can use the coming of the full moon to make the journey an urgent race against time, or allow the party to arrive well in advance. If the party arrives early, then servants of the dragon—6 **goblins** riding **wargs—**could attack the party as they're resting and waiting.

Sneaking into Khaz Durun can be done as a series of three DC 12 group Dexterity (Stealth) checks, with a failure resulting in a random encounter with more of the dragon's minions. On a success, they reach Scorcher's lair unnoticed. Scorcher is a **young red dragon** - a challenging fight for a 5th-level party, but the dragon will attempt to flee through fissures in the ceiling if he is reduced below half his hit point maximum. If Scorcher escapes, he will obviously bear a grudge against the party, possibly reappearing as a random encounter later. Slaying the dragon would be quite the accomplishment, and earn the eternal gratitude of the dwarves of Khaz Durun. The share of the treasure they give the party is a small treasure hoard: a chest of coins worth a total of 3,000 gold, and 2d4 ancient dwarven art objects worth 250 gold pieces each.

The Tower of Sorcery

Questgiver: Vandleth

After the wight attack, Vandleth approaches the party at the earliest opportunity. She explains that Milo stole from a sorcerer named Baradur, who's made a lair out of a ruined tower in a nearby forest. Although the wights are among his more powerful servants, he's been gathering other minions as well. Vandleth doesn't know what the sorcerer's plans are, but doesn't want to wait and find out. She asks the party to accompany her to Baradur's tower, to find out what he's after and disperse his wicked followers.

The journey to the sorcerer's tower can involve some simple encounters of your design. Vandleth is an unreliable navigator, and may accidentally lead the party into trouble along the way—a nest full of 1d4 + 1 **giant spiders**, for example. Alternatively, the party may be ambushed by Baradur's scouts: a band of 2d4 + 4 **orcs**.

The sorcerer's tower is a crumbled ruin, with bone-filled cages hanging from iron spikes. An eerie green haze covers the place in dim light, whether it's night or day.

Baradur himself is a charismatic and unusually tall high elf, wearing splint mail armor and carrying a mace. Baradur promises the party they will be generously rewarded if they bring him back his ring, but these promises are empty. Baradur was also affected by the ring's curse, and wants it back more than anything. Whatever his original plans were, he's abandoned them since Milo stole the ring from him. If asked what's so important about it, he exclaims, "Because it's mine! And it is precious to me!"

Tavern History

The Dancing Horse has been around for an improbably long time, in one form or another. When Burton Barleyman served in the local cavalry, the town was attacked. When Burton lost his arm, he and other injured soldiers were brought to the Dancing Horse for medical care.

A few years later, through sheer misfortune, the original Dancing Horse burned to the ground. The original owners abandoned the property, with no interest in rebuilding the inn.

Dismayed, Burton Barleyman used his savings to buy the lot and rebuild the place. He tried to keep the new version as close to the original as possible, but couldn't help making a few tweaks here and there.

STAT BLOCKS

Baradur

Medium humanoid (elf), lawful evil

Armor Class: 17 (splint mail)
Hit Points: 49 (9d8+9)
Speed: 40 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	(+1)	(+0)	(+3)

Proficiency bonus: +3
Saving Throws: Con +4, Cha +6
Skills: Deception +6, Insight +6, Perception +6, Persuasion +7
Senses: darkvision 60ft, passive Perception 16
Languages: Common, Infernal
Challenge: 6 (2,300 XP)

Fey Ancestry. Baradur has advantage on saving throws against being charmed, and magic can't put him to sleep.

Sorcery Points. Baradur has 9 sorcery points. He can spend 1 or more sorcery points as a bonus action to gain one of the following benefits:

Heightened Spell. When Baradur casts a spell that forces a creature to roll a saving throw to resist its effects, he can spend 3 sorcery points to give one target of the spell disadvantage on its saving throw.

Quickened Spell. When Baradur casts a spell with a casting time of 1 action, he can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Spellcasting. Baradur is a 9th-level spellcaster. His spellcasting ability is Charisma (Spell save DC 14, +6 to hit with spell attacks). Baradur has the following spells prepared:

Cantrips: *fire bolt, friends, minor illusion, prestidigitation*
1st level (4 slots): *burning hands, shield, thunderwave*
2nd level (3 slots): *darkness, flaming sphere*
3rd level (3 slots): *fear, fireball*
4th level (3 slots): *blight, wall of fire*
5th level (1 slot): *dominate person*

Actions

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Milo Undermound, Halfling Spy

Medium humanoid (halfling), chaotic neutral

Armor Class: 16 (*elven chain*)
Hit Points: 27 (6d8)
Speed: 25 feet

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Proficiency bonus: +2
Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses: passive Perception 16
Languages: Common, Halfling
Challenge: 1 (200 XP)

Brave. Milo has advantage on saving throws against being frightened.

Cunning Action. On each of his turns, Milo can use a bonus action to take the Dash, Disengage, or Hide action.

Halfling Nimbleness. Milo can move through the space of any creature that is larger than him.

Naturally Stealthy. Milo can attempt to hide when he is obscured only by a creature that is larger than him.

Sneak Attack (1/turn). Milo deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 fet of an ally of his that isn't incapacitated and Milo doesn't have disadvantage on the attack roll.

Actions

Multiattack. Milo makes two shortsword attacks.

Ring of Invisibility. Milo puts on his magic ring. He and anything he's wearing or carrying become invisible until the ring is removed, he attacks, or he uses a bonus action to remove it.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

LARRY'S

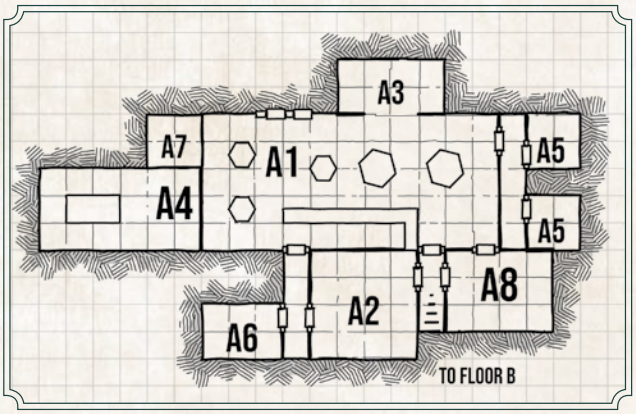
Poor Larry's

Sitting on the border between a row of boisterous pubs and struggling slums, Poor Larry's taproom seems to embody both sides of the area. Inside, newcomers and cheap drunkards alike will find one man struggling to survive in the corpse of his former business. The walls are peeling, mold festers in plain sight, and the floorboards are deeply stained with years of spilled ale. Larry Baker, the owner of this sorry location, has been at the end of his rope for what looks like a lifetime.

Any guest with a keen eye or a lot of time to spare will find a story that tells itself in subtle details: it didn't used to be like this. The sign outside once read "Lucky Larry & Son's," but has since been dismantled and overgrown. Guest rooms and side rooms once offered much more than a laughably pitiful view. A pair of the "guest" rooms are off-limits, and perhaps contain deeper scars than simple disrepair.

This tavern can be visited by characters of any level, and is meant to serve more as a museum of Larry's failure than a dangerous adventure. However, if the party chooses to help Larry out of his troubles, they will find that nothing is as it seems. If Poor Larry receives enough assistance, the party will face a threat deadly enough for characters level 17-20.

Areas of the Tavern



Poor Larry's is a simple, two-story building. The bottom floor serves as a quick pit stop at the start or end of a pub crawl, and the top floor has been refurbished for guest accommodation.

A1. Dining Area

The dining area is the largest section of the tavern, and the first room that guests enter. The center area is filled with sparse tables, an uneven number of chairs, and a handful of empty mugs left by past patrons. Some areas of the walls are thick with cobwebs, while others seem recently cleaned. There are two sets of windows on either side of the stage (A3), one of which is broken.

2d6 guests can typically be found nursing their drinks, some quietly washing away sorrows and others energetically laughing at Larry. Most interactions with them should involve complaints about service speed and the blandness of the food or drinks. Larry Baker spends all of his open hours in this room or the kitchen, frantically trying to keep up with several tasks at once.

The bar is set in front of a row of bottles, most of which are empty, sitting on a large shelf. Next to the walk-in point of the bar are three barrels of different brews, which Larry draws from regularly when serving guests. Behind the counter is a little over a dozen mugs, a handful of plates, cutlery, and serving tools.

On the walls are a number of wanted posters:

- **The Seeker:** Wanted for (this part of the poster is cut out). Scribbled below reads, "Their amazing performances!" with a signature. Bounty: 100,000 GP.
- **Joe Crud:** Wanted for aggravated assault and speaking too quickly. Bounty: 25 GP.
- **Runeman:** Wanted for document forgery and impersonation. Bounty: 1,650,341 GP.
- **Mycroft:** Wanted for countless criminal charges. Bounty: 250,000 GP.
- **Jay "EXP" Cob:** Wanted for organized crime operations and impersonation. Bounty: 5 GP.
- **Filthy Lebb:** Wanted for impersonation. Bounty: 10 CP.
- **One-Eye'd Dan:** Wanted for impersonation. Bounty: 5 SP.

Larry Baker's Comments

- **Tables:** "Well, I had a few of them stolen a while back. But that's okay, I'm getting really into woodworking!" He will then display a childish attempt at a chair.
- **Mess:** "Oh, the spills are just from the last big group that came in here. It's not like I left that stuff there to remember them… oh the cobwebs! Yeah I'll get right on that!" He will not clean for longer than a minute before he makes the mess worse.
- **Rude Guests:** "No no it's fine, us service people are here to put on a show! As long as some of them are happy, so am I!" The only happy people are displeased to hear this, as they do not like Larry.
- **Posters:** "Most of those are a little old, but they make good decoration. That one red person came in here before I got that poster, so I have no idea how they changed it. Not a fan of 'em, no sir!"

"Poor, Sweet Larry" Changes

If the room is fully cleaned and refurbished, a character should feel a drop of water on their head before noticing the slow shifts:

- The ceiling begins to ooze a viscous black liquid, which slowly covers the floor. If it leaves the tavern, it evaporates.
- The view out of the windows slowly darkens until an inky void takes the place of the outside. The window frames serve as portals to tiny, empty demiplanes where slow breathing can be heard.
- The room falls cold, until not even the heat of a roaring fire can be felt. Every creature in the room becomes immune to fire damage.

A2. Kitchen

This large kitchen features several countertops, dozens of cupboards, a deep twin sink, and a few stacked crates. Covering the countertops is a mass of cluttered dishes, dried vegetable cuttings, jelly globs (or "ant beacons"), empty containers, and sparse silverware. The cupboards all hang open, one of which is missing a door and two of which have broken hinges. Inside the crates are ingredients of varying freshness, most of which Larry uses to make the dishes seen on the menu.

Larry Baker's Comments

- **Kitchen:** "Ah, I remember when little Jakey was our cook. One of my sons, a bright little kid, really knew how to pack a punch of flavor. He's gone now though… guess his ambitions grew too big for his old man's place. Wonder where he is now." He will either continue on or pause once his memory gets to be too much. Refer to Jacob Baker in the Tavern's Operators section for more details.
- **Mess:** "All good chefs have a little bit of disorder. I consider myself a great chef, with a lot of disorder!" He will then notice a burning pot of gruel behind him.
- **Cupboards:** "Why do we need doors on those? I need to know what I'm working with when I cook!"

"Poor, Sweet Larry" Changes

If the room is fully cleaned and restocked, the following changes will occur:

- The room instantly drops to a complete silence. Dishes, water, knife slices, and cutlery clangs cease to be audible. Visitors' voices are the only thing audible in the room.
- Any food made in the kitchen, whether done professionally or poorly, is completely devoid of taste and nutrients.

The Tavern Operators

Larry Baker

Larry Baker is an exhausted looking human man in his mid 40s. (Use the **commoner** stat block, with the following change: Larry cannot be killed by any means other than a *wish* or divine intervention. When he drops to 0 hit points, he falls unconscious instead of dying and wakes up 1d4 hours later.) His bald head is covered by a worn blue coif, which nearly matches his dirty flower-patterned shirt. He is lean and stands a little over 6 feet. His eyebrows are the only tense muscles on his face, displaying nothing but profound worry over his lifeless eyes. When talking to patrons and other guests, he puts on a service-grade smile and tries to meet their every need. He will write off any concerns about the tavern or his own wellbeing with an "upside" to the issue. Examples are written in the room descriptions.

Larry runs his tavern alone, which is part of the reason it has fallen into such a disparaged state. He treats every new guest as if they were his own child, devoting nearly all of his attention and care to their wellbeing. Always happy to lend an ear or a helping hand, Larry should come off as someone who would be happy to join the party. However, when you describe his actions, always have the outcome be a tragicomic failure.

Most guests enjoy the tavern solely for the schadenfreude that invariably ensues. Even actions as simple as carrying bags upstairs will end with Larry tumbling from the top step, landing covered in a guest's belongings. Larry doesn't complain, and accepts everything that happens to him. If asked about the mockery, he explains that he is happy to bring people joy, no matter the cause.

Players who get to know Larry will eventually witness him break down and ask for help. He doesn't know exactly what to do, but he is aware that his life and tavern are in shambles. This should lead the party to help clean up the rooms, and begin the event Poor, Sweet Larry.

Frederick Baker

Frederick F. Baker is a young human male in his mid 20s. Larry's firstborn son was raised on the early success of Lucky Larry's, and was heavily encouraged to explore his interests. Freddy became fascinated with music, practicing with various instruments in all of his free time. Larry and Nova took out a loan to add a stage for him to perform.

Freddy's over-encouragement would be his downfall, and he began to fear a failed career after losing to a bard during a weekly contest held by Larry. Instead of continuing to pursue a music career near home, he accepted an apprenticeship under a travelling troupe of musicians. His fate is currently unknown to Larry, and is up to the GM. He might be found begging outside another tavern, be mentioned in the tale of a sole survivors' adventure, or be found on the road far from Poor Larry's.

Jacob Baker

Jacob is a pudgy young man approaching his 20s, with bright red hair and a splatter of freckles. He was Larry's middle child, and the incredibly talented chef for the tavern up until six years ago. An artistic and attentive soul, he perfected several recipes of his own design before age 10.

At first Jacob planned on staying to help support his growing family, but the pain of losing his mother drove him to leave.

Outshone by Freddy's showier talent, Jacob felt his abilities went underappreciated. With more confidence than his older brother had, he quickly found himself with several job opportunities. As with Larry's other sons, Jacob's current fate is up to the GM. He may be working at a rival tavern on the same road, he may be in a distant town working for a well-known noble, or he may have a tavern of his own in the coming years.

Jericho Baker

Jericho is a young, dark-haired man in his early teens. Having overworked and over-encouraged his other sons, Larry took a more respectful approach to raising Jericho. His youngest son took on many hobbies attempting to impress his father, and they formed a strong bond. One of these hobbies included art, which Larry used to decorate the guest lounge (A8). With his mother gone and his older brothers exploring their own lives, Jericho saw how difficult it was for his father to afford running the tavern.

Five years ago, at the age of 7, Jericho ran with some of his urchin friends and attempted to burgle a rival tavern to help Larry. Inexperienced and innocent, he ended up caught and bearing all the blame for the crime. Jericho was given a five-year prison sentence. It has been five and a half years since the incident, and it is up to the GM to decide why. Perhaps his sentence was extended after an escape attempt, he was transferred to work elsewhere, or he has completely changed from who he used to be.

Nova Baker

Nova Baker is Larry's late wife. She was a tan-skinned woman with light freckles and a warm smile, who spent most of her time tending to the life around her—caring for Larry, her sons, and her lush garden outside the tavern, she was the center of the old tavern's world. People who remember her might admit they would visit the tavern for a tall ale and an eyeful of her summer dresses, which only accentuated her vibrant beauty.

She married Larry while they were still young, as they were both excited to begin a long life with a large family. Hoping for a daughter, they continued their pursuit until their fourth child was conceived. However, Nova died shortly after the birth of her first daughter, losing the fleeting chance to see her own wish granted.

Luna Baker

Luna is Larry's youngest child and only daughter. She has pale, almost ashen skin, and vibrant blond hair. Born from tragedy, Luna quickly became the brightest light in Larry's quickly darkening world. For a year and a half, Larry raised her alone as his tavern fell apart from neglect. Due to the rapid decline of his business, the terms of Larry's deal (Pg. 99) soon caught up with him.

One morning Larry woke to find his daughter's crib empty, with a note in her place that read, "Your business cannot fail, Larry. Until you can take care of your family, the task will fall to me." Unable to refuse, and unable to leave his tavern in search of Luna, Larry continued to operate Poor Larry's in hopes of someday earning his daughter back.

Luna is currently under the effects of a *sequester spell*, in a hidden compartment in her room behind the painting.

A3. Stage

This section in the front area of the tavern is elevated slightly above the rest of the floor. Upon inspection (Investigation DC 14), one sees that this room was added as an expansion after the tavern was built. The cobwebs have completely taken over the open room, and dust thickly coats a lone stool in the center.

Larry Baker's Comments

- **Stage:** "Oh! Well, that's the old stage where guests from all over the place would get up and sing. Hey, have you heard of Frederick Baker? He's gotta be famous by now, that crazy kid, and he's mine! I wish I could hear him sing one more time, had a voice like nothing else. I don't think he likes me enough for that though, he left on a rough note. Ha! Note, ironic." Refer to Frederick Baker in the Tavern's Operators section for more details.

"Poor, Sweet Larry" Changes

If the stage is fully cleaned and refurbished, the following changes will occur:

- The stage falls dark, and emits a single droning flute note. Creatures can make a hearing Perception check (DC 18) to hear "Lladd Ye'oth" chanted in a constant whisper, but it sounds almost as if it's growing louder.

Once every room in the tavern has been tended to, a shadowy figure appears on stage to bellow a haunting song. This figure is a **nyart**, a messenger aberration from Stibbles' Codex. It will vanish after it finishes.

Bound by blood, by sweat, by tears.
Poor Larry shall live ten thousand years.
Those who seek to set him free,
They shall answer soon to she.
Lladd Ye'oth, body of decay.
As with her body, so rot shall they.
Sister of the walking behemoth,
Lladd Ye'oth.
Lladd Ye'oth.

Luna

A4. Party Room

It's clear that this door hasn't been opened for a long time. Inside the windowless room is a sizable space with the remains of a large dining table as its centerpiece. The table lies broken down the middle, covered in half a decade's worth of dust. Mounts for decoration are built into various areas of the wall, all of which are empty, save for a deteriorated mop by the table's head.

Larry Baker's Comments

- **Party Room:** "I do kinda miss that space, we came up with parties for everything. Birth anniversaries, wedding receptions, weekly gambling, it was great!" Larry's composure will break for a moment.
- **Table:** "Oh yeah, a big barbarian dude got married to a princess after fighting a dragon. He fell into the table and I couldn't afford to replace it. Must have been a great time!"
- Mounts. "We had the best stuff on those! Weird tools, monster heads, paintings, you name it! Had to sell it all a while back to help Jakey get his start up."
- **Mop:** "That's where I put that? I've been looking for four years! I thought it'd be funny to put up there, but now I actually need it." Please don't let Larry try to use the mop.

"Poor, Sweet Larry" Changes

If the room is fully cleaned and refurbished, the following changes will occur:

- A ring of candles floats above the new table, the number of which matches the number of years it has been since **Nova** died (which should be six upon introduction, but may increase if enough time passes without resolving the curse). Children's laughter echoes from the party room, only when it is uninhabited.

As a variant, if it is the anniversary of his daughter's birth, the children sing a birthday song in Luna's honor. Refer to the Tavern's Operators for more information on Nova and Luna.

A5. Restrooms

These twin restrooms once featured separate signs which have since been replaced with the painted word "Pooper" on either door. Inside the first is a filled pit latrine, with a honey bucket placed next to it. Inside the second is a functional pit latrine, defaced walls with insulting writing, and a broken hand mirror.

Larry Baker's Comments

- **Sign:** "New kinds of people in this world, and Larry takes all kinds! Oh, you meant the word 'pooper.'" Larry will giggle and not address it further.
- **Filled Latrine:** "Oh yeah I wrote a few letters to the guys that come and clean those out, but they never wrote back. For now I just sealed the smell off, but take this if you see one of those poop guys." Larry will hand a party member a piece of paper that just says "Pooper's Clogged."

"Poor, Sweet Larry" Changes

If the room is fully cleaned, the following changes will occur:

- The toilet pits are filled with a magical darkness, and emit the odor of rotting bodies.
- Attempting to use one causes the frightened condition for 1 round.

A6. Food Storage

This room serves as storage for food and spices. It contains very basic staples like flour, potatoes, rice, beans, and corn. The spice racks and herb hangers are mostly empty, holding only dried stems.

Larry Baker's Comments

- **Food:** "Only the very best for my guests! Or, that would be the case if I knew how to use any of this stuff well. My son knew the names of all the spices, so when he left I tried making a soup with all of them. Turns out I don't like spices?"

"Poor, Sweet Larry" Changes

If the room is restocked with spices and meats, the following changes will occur:

- All the contents of the room suddenly become incorporeal, bound partly to an ethereal plane. Traveling to the ethereal plane in this room does not alleviate the effect, as the food will then appear to be in the material plane.
- People standing in the room appear gaunt, as if suffering from starvation.

A7. Brew Storage

This small side room has a small broken lock on the handle. Inside are four stacks of barrels, the lower of which have begun to warp and leak. All the barrels in this room are teeming with bacteria and mold.

Larry Baker's Comments

- **Brew Storage:** "Oh yeah! Stopped using that room when I took wine off the menu. Now I got the barrels I need right here in the main room! Wait… do people take from here when I'm in the kitchen?"

"Poor, Sweet Larry" Changes

If the room is fully cleaned and restocked, the following changes will occur:

- All the barrels begin to boil. After three hours, the barrels stop boiling, but are devoid of alcohol.
- The room becomes incredibly humid and unbearable to breathe in.

A8. Guest Lounge

This oddly comfortable lounge features more lax furniture, albeit a bit damaged. There is a fireplace on the far end of the building, with a large family portrait overhead. Two dusty side tables have vases on them, one of which is broken. A small crate with a deck of cards, two simple reading books, and childrens toys sits in the corner. Above it is a collage of children's drawings, mostly depicting Larry with a young boy going on adventures.

Larry Baker's Comments

- **Guest Lounge:** "I still like to spend some nights in that room. Reminds me of the earlier days. Back when I was thinner!" Larry is noticeably thinner now than the portrait depicts him being.
- **Portrait:** Larry will provide details about each of his family members in the picture, detailed in the Tavern's Operators section.
- **Drawings:** "Oh! Jericho has always been such a creative little guy. He should be coming back someday soon!" More details about Jericho are in the Tavern's Operators section.

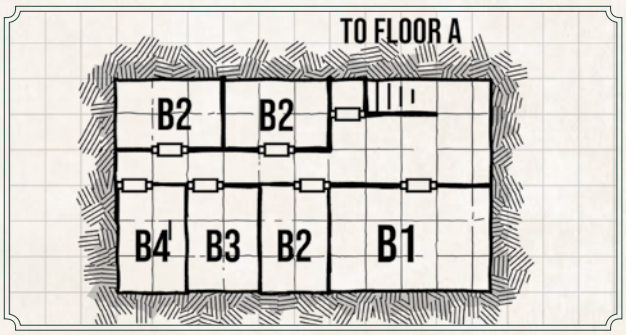
"Poor, Sweet Larry" Changes

If the room is fully cleaned and restocked, the following changes will occur:

- All the paintings in the room change, erasing everything in them but Larry.
- The children's art pieces all fall from the walls and lose their color. They cannot be secured to the wall by any means.

Poor Larry

SECOND FLOOR



Hallway

This hallway is one of the cleanest areas in Poor Larry's, albeit a bit sparse. The chipping wooden walls carry nothing beyond empty sconces, and a small empty side table stands between two of the guest rooms. A tiny broom closet sits just behind the stairway leading down, but is empty.

B1. Large "Guest" Room

The largest guest room is available for 5 silver a night, or 3 gold pieces for a full week. Inside is a large double bed, a footlocker containing nothing but a wine bottle opener, an old wardrobe with one extra set of Larry's clothes, and a wide window with an alleyway view.

A medium-sized terracotta pot contains a small dead tree, placed in the corner of the room. On top of the foot locker is a tall glass bowl that contains water, sand, and a small bamboo plant. Any guest here can make a DC 12 Intelligence (Investigation) check to realize this is where Larry sleeps when there are no guests. Searching for Larry while this room is occupied reveals that he sleeps on the couch in the guest lounge (A8).

Larry Baker's Comments

- **Room:** "Yeah! It's the best room in the building. Bed's stuffed with extra homegrown straw! I heard some other places are using wool and cotton—how do they afford that?"
- **Larry Sleeping:** "Oh, well… guess I don't have an answer there, haha. I clean the bed after every time I sleep in it, so no need to worry! The room downstairs isn't that bad, and it's worth the rental fee for sure."
- **Plants:** "My wife used to garden, so I grabbed a couple plants from a merchant to see how I'd handle it. Seems I can only remember to water things that live in water."

B2. Guest Rooms

These guest rooms are all furnished with straw beds, held together by wooden planks nailed into the floor. Each one has a lidless crate to store personal belongings, a crude desk, and unevenly balanced chairs.

Larry Baker's Comments

- **Furnishings:** "It's not that bad. Less than a dozen years ago this was the norm! I'd add blankets if I could afford it… either that, or buy some actual chairs. Made these ones myself!" If Larry touches any of the chairs, they will crumble.

"Poor, Sweet Larry" Changes

If the room is upgraded with new supplies like blankets and craftsman chairs, the following changes occur:

- Creatures attempting to sleep here deal with temperatures alternating between sweltering and bone-chilling every hour.
- Creatures that don't require sleep will hear constant whispering voices during their downtime, plaguing their minds with inhumane thoughts and images.
- Any creature that takes a short or long rest here does not remove any points of exhaustion.
- While sleeping in the rooms, creatures must succeed on a DC 18 Constitution saving throw or take psychic damage equal to half of their maximum health.

B3. Jericho's Room

This bedroom is not offered to guests. Inside appears to be a young boy's room, with nicer furnishings and art posted on the walls similar to the lounge (A8). Inside the footlocker is a set of thieves tools, painters supplies, and clothing for a very young boy.

Larry Baker's Comments

- **The Bedroom:** "Oh! I'm keeping that room just like my boy Jericho left it. He had a bit of a bad run-in, had to leave for a while. But he should be back this year, any day now! Wouldn't want to rent it out in case he comes around!"
- **Tools.** "Weird that you… checked. Jericho had a lot of hobbies. I was happy to let him do what he wanted. Although I much preferred the painting…"

B4. Luna's Room

This is the most furnished room in Poor Larry's tavern, and the cleanest. It contains the following features:

- A pink wooden crib.
- Starry wallpaper.
- Two rocking chairs facing the crib.
- One window, with pink drapes.
- A pair of footlockers, containing various children's toys.
- A painting of Larry and his wife, which seems to have been moved slightly.

Behind the painting is a hidden compartment with a strange lock (DC 20). Inside is a second, smaller portrait. It appears to be either a halfling couple or a gnome couple, holding the hand of a younger figure. The image is time-worn, and the paint faded. If *mending* is cast on the smaller painting, it is revealed to be the Old Lady and Emit W. Saps, and though the younger figure is still blurred, it appears to be a human child. Emit appears aloof, while his counterpart seems to be staring at the viewer.

Larry Baker's Comments

- **Luna:** "Oh… I thought the door was locked. Please… don't go in there." Larry will then become distant and leave the room for a few minutes.

THE TAVERN GUESTS

Engog

Engog is a young half-orc (use the **bandit** stat block) who occasionally visits Poor Larrys because of the cheap grog. He wears an open waistcoat and simple pants, the same clothes he wears while working in the fields. Engog is biding his time in life, waiting for a message from his god that will send him on an epic quest. Until that happens, he either drinks or works his time away.

Engog would visit Lucky Larry's when he first came into town, exiled by his orc tribe for being a halfblood. He fell in love with Nova, but didn't get the chance to speak his feelings. He now tips when he can, as a subtle apology to Larry.

Kai Brownsmith

Kai is a red-haired human woman (**commoner**) in her late 20s, and the daughter of a coppersmith in town. She wears common clothes covered in patches from burns during casting. Kai drops by Poor Larry's to avoid familiar faces in the other taverns, and in fleeting hopes that Frederick will return. As an old childhood friend of Fred, she's happy to support Larry with patronage while they wait. She wishes to be a bladesmith, but those types of metals aren't easy to come by in her forge.

Donk Grimeslink

Donk is a pseudonym that several yellow **kobolds** use when visiting taverns in the city. They are well known as thieves and pickpockets, but they tip the bars enough to allow their presence. They visit Poor Larrys looking for newcomers to steal from, and to collect basic foods for cheap.

Gastroe Oakenclub

Gastroe is a dwarven drunkard and **veteran** who regularly drinks beyond his limits and makes a mess in Poor Larry's. He occasionally brings in old drinking buddies to overturn the entire dining area (A1). Due to his ties and history with a nearby militia, none of the other patrons can safely object to his actions.

The Old Lady

This strange character visits most other locations in the book but tends to pop up here the most. She deeply enjoys watching Larry's antics, conversing with other guests, and collecting mold growths from around the rooms. She speaks to Larry as if they were once old friends, but Larry tends to be very short with her. Note that once the event Poor, Sweet Larry begins, she will leave the tavern. For more information on her, see the World Travelers section.

Poor Larry's Menu

Bread and butter - 2 cp

Warm, fresh baked wheat bread served with a side of churned, soft butter.

Rice Gruel - 4 cp

Sweet grain boiled in water, finished off with a pinch of salt.

Boiled Cabbage - 3 cp

A head of cabbage boiled in saltwater.

3 Bean Soup - 3 cp

Soup prepared with black, pinto and kidney beans. Boiled with half an onion, corn, and carrot slices.

Corn and Oat Porridge - 4 cp

A thick porridge made with corn, oats, and fresh milk from farmer Todd's cows. Larry's personal favorite!

Chef's special - daily soup - 4 sp

Bread and Butter

Poor Lemon Tree

Cocktails

Wet Ale - 2 cp

A tall glass filled mostly with sweet ale, topped off with simple syrup and a spritz of water.

Grog - 4 cp

Made in-house! Larry will mix molasses spirits and water for you.

Green Mead - 6 cp

A unique cocktail designed by our old chef Jacob!
A warm mix of mead and green tea.

Poor Lemon Tree - 3 cp

A shot of lemon juice mixed with a shot of rum, with salt on the rim.

The Quest Board

Help Wanted – Garden Starter

Looking to grow fresh greens for our tavern! Inquire across the street.

Quest Giver: The owners of a rival tavern

This posting would be torn down in a normal tavern, but from Larry's perspective, "It's always better to have more gardens in town, and why would I stop another tavern from getting help?" Taking up the quest will lead the party to another location, to meet with the chef of a different tavern. She will explain that they need a patch of land tilled, and seeds collected. Working the soil takes 4 total hours and a DC 10 Strength (Athletics) check. Failing the check causes a level of exhaustion. The party can collect seeds however they like, but it should require a DC 12 Wisdom (Survival) check. Completing the garden starter will reward the party with 4 days of rations per person, and 3d8 gold pieces.

Lost Dog

My puP wEnt Nissinq. Help find PUp, reword: my coin

Quest Giver: Little Timmy down the street

If the party asks around, they will be directed to an urchin boy about 10 years old. He introduces himself as Timmy, and explains the last place he saw the dog was about 20 days ago near the butchers. He says he and the dog were digging for scraps when it darted off. It is a grey and white mutt with long shaggy hair.

The party can search around the butcher's shop, finding tracks with a DC 16 Wisdom (Perception) check. Following them with a DC 14 Wisdom (Survival) check leads to a fallen animal body and a **renine** (undead spirit of a pet animal from Stibbles' Codex). A DC 12 Intelligence (Medicine) check reveals the dog died over 10 days ago from internal failure. Attempting to move the body will anger the renine, but it can be led away from the site with meat. Bringing the spirit to the boy reunites the pair, and Timmy will reward the party with 1 copper piece.

Loose Chickens

My damn chickens got out

Quest Giver: Farmer Todd

The party can ask Larry about this inquiry, and he will direct them to a nearby farm. The owner of the farm, Todd, will explain that several of his chickens escaped two days ago. Searching for the chickens will lead the party around town, finding them in strange places like rooftops and inside barrels. There should be a total of 5 chickens.

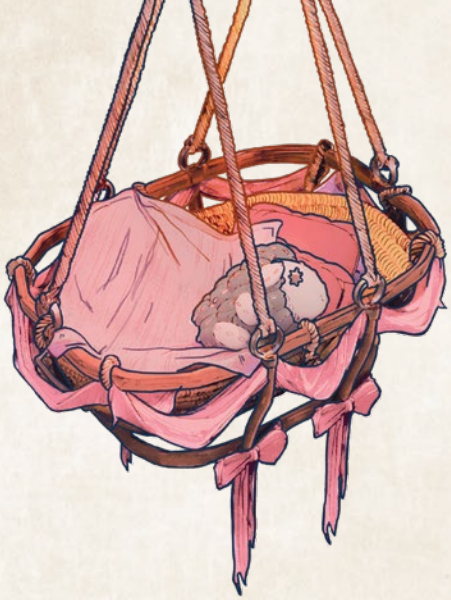
Returning to farmer Todd with the chickens causes him some frustration, as his prize-winning chicken Gertrude is still missing. He will further direct the party to another farmer, who he suspects has stolen her. This farmer, Dale, is keeping the hen locked up (lockpick DC 10) in his barn, which is guarded by two attack **mastiffs**. He will not admit to having stolen the chicken, but is noticeably defensive and short with the party. Returning Gertrude to her owner will earn the party a *potion of healing* and a scroll of animal friendship.

Performers Wanted!

We want to see what you've got! Get on stage and earn a free drink!

Quest Giver: Larry

Larry has had this listing on the board for as long as the stage has existed, but due to its state of disrepair, he will wave the posting off if addressed. If a party member chooses to perform and succeeds on a DC 14 Charisma (Performance) check, they will draw in 1d6 + 1 new guests. Larry will reward them with a tall, frothy ale… that's a bit watered down.



Events

Old Friends and New Romances

Larry's too hung up on old relationships, he just needs a new one!

Quest Givers: The Seeker and the Old Lady

If the Seeker and the Old Lady are visiting the tavern at the same time, The Seeker will quickly approach the party. They will explain that their old friend, the little lady in the corner, said Larry's only sad because he's stuck in the past. The Seeker wants to fix that, and make a game of it: if the party finds Larry a girlfriend, they'll get a magical reward. If the Seeker finds him a girlfriend first, one of the party members has to go on a date with the Old Lady. Accepting the challenge will lead the party to a number of potential suitors.

Below is a list of example NPCs, as well as suggestions for how the date should go. It is important that any other potential "suitors" have dangerous catches to them—it's impossible to actually find Larry a real partner. The party may find it difficult to arrange a date, due to the fact (as they may quickly discover) that Larry cannot physically leave the tavern. The Seeker will pick either Rita or Gretchen, both of whom will fail on their dates. If the party manages to find a suitor and manages to host a non-disastrous date, the Seeker will reward them with a unique magic item: *the ring of heart shattering*. If they fail, one of them must suffer a date with the Old Lady.

Gretchen

Gretchen is an elderly human woman in her mid 70s. She is more than happy to explore a relationship with Larry—almost to an alarming degree. If the party chooses to investigate her further, they find that she has been stalking Larry: inside her house are strange drawings of him, a written record of every task Larry undertakes, and a stolen picture drawn by Jericho.

The Date: They will enjoy the conversation to begin with, but Larry is noticeably uncomfortable. Gretchen will reveal that she knows a lot more about Larry than she should—but unless the party intervenes, the night will eventually be a success: Gretchen is surprisingly convincing, and incredible at deflecting arguments.

Rita

Rita is a seemingly sweet-hearted young woman in her late 20s, with bright red hair and a cluster of freckles around her nose. She will appear apprehensive of the offer at first, but soon become interested in Larry. If the party decides to ask around about her, they will find she works at an active rival tavern of Poor Larry's.

The Date: Rita deeply enjoys Larry's comments, and proves to be a fantastic listener. Anyone with a DC 14 Wisdom (Insight) checke quickly realizes she has an ulterior motive. If the date continues, Larry will be more than happy to have found someone—however, she will soon ask Larry to sell his tavern and move on with his life. The relationship will end quickly, revealing that she only spoke to him on behalf of her family's business.

Judith

Judith is a conventionally attractive woman with blonde hair, who appears young for her age (mid 30s). She seems dismissive at first, but accepts the offer at the mention of food. Judith is the daughter of a noble or elected official, either in town or nearby.

The Date: Judith reveals her personality very quickly after the date starts. She eats loudly, makes several demands for the party to serve her, and insults Larry during their conversation. Unless the party instructs her to leave, she will overstay her welcome for as long as food and drink are available. Once the eating ends, she will leave without a word.

Diane

Diane is a sweet woman in her late 40s, and a recent widow. She has long black hair and seems a bit disheveled, not unlike Larry. She works as a tailor to support her son Trent. After a bit of convincing, she is open to give Larry a shot.

The Date: Larry and Diane are tongue tied by their nerves, but after a mug of ale or a glass of wine they come to discuss their pasts. As the night goes on, they end up more as friends than potential lovers. Larry will be grateful, thanking the party for their kindness. But due to Larry's curse, Diane mysteriously vanishes from town the next day.

Farmer Todd

Todd is a farmer the party may have recently visited in the "loose chickens" quest. He lives alone, is only a few years older than Larry, and is an honest man. Discussions with Todd may reveal that he fancies Larry, but needs help working the farm to make time for the date.

The Date: Larry is surprised by the party's choice, but he tries to keep an open mind. Todd actively flirts with Larry, using several euphemisms when discussing the work he does. They grow to enjoy each other's company, but Todd eventually states he isn't looking for something long-term. Larry thanks him for his time, but isn't interested in Todd's way of living.

The Ring of Heart Shattering

Rare wondrous item, requires attunement

While wearing and attuned to the ring, creatures have advantage on Persuasion and Deception checks when interacting with new creatures. 8 hours after interacting with a new creature, any Persuasion or Deception checks made while interacting with the same creature have disadvantage.

Date with The Old Lady. Whichever party member is selected to date the Old Lady is in for an interesting experience. For the GM, it is suggested that you play the date as a coy, raspy woman who's more interested in messing with the player than actually dating them. At the end of the event, she will kiss them, causing the party member to age 1d4 years, gain a level of exhaustion, and become poisoned for 1d4 days.

Poor, Sweet Larry

Poor Larry could use some help, don't you think?

This major event begins whenever the party is inspired to help repair Poor Larry's tavern. If the idea of helping does not come from the players, Larry may ask for help if they linger in or return to the tavern. They may start in any room, with both the problems and the solutions mentioned in each room. Once a single room has been fully serviced, the wrath of Llad Ye-oth will warp the reality of the room (described in each room under Poor, Sweet Larry Changes).

Halfway through the renovations, or if convinced to explain his situation (Persuasion DC 18), Larry will explain his pact. He will mention that they do not need to continue to help, as they may be in incredible danger if they do. If the party persists, and fixes every room on the main floor, the entire tavern shifts into a demiplane. Llad Ye'oth will manifest as a giant, dark force and attempt to destroy the party for reversing the tavern's decay. As a seemingly godlike entity, the risk it poses may be too deadly for even the strongest adventurers.

If this manifestation is defeated, it will completely recede as the tavern is returned to its normal resting place. The curses in every room are lifted, and the **nyart** will once again appear on the stage, singing a parting song.

Saved by tears, by blood, by sweat.
Sweet Larry is relieved of his debt.
Those who sought to set him free,
They won the game and let him see.
Lladd Ye'oth, release control.
And make sweet Larry Baker whole.
Llad Ye'oth, Lladd Ye'oth, Release the child wrapped in cloth.

The tavern is then filled with the cry of a baby, clearly resonating from upstairs. Larry will rush with newfound fervor, and surprising dexterity, to Luna's room. After an overwhelming expression of relief, with Luna in his arms, Larry will thank the party. They are rewarded with all of Larry's savings, which he insists on giving, a flower that never wilts, the *robe of stars* that Luna was wrapped in, and a **nyart** if the GM allows.

Tavern History

Poor Larry's was once known as "Lucky Larry's," which he founded after marrying Nova Baker. The tavern was the light of the town during its early years, and the success allowed them to support their future endeavors. Nova had a knack for growing fresh fruits and vegetables, eventually starting a garden behind the tavern. Running low on help, the duo decided to start a family. His firstborn, Frederick, was a passionate musician who helped operate the tavern with Larry. Larry redesigned the sign to read "Lucky Larry and Son's" as a symbol of his pride. Second to enter the family was Jacob, who took great interest in expanding the menu. In hopes of having a daughter, Larry and Nova conceived a third son, Jericho.

With three sons, a bustling business, and a beautiful wife, Larry saw every day of his life as perfect. One day, a short duo that seemed like an eldery gnome couple visited the tavern. Along with them came a red-skinned tiefling, and the trio spent a healthy amount of time enjoying Larry's company. The old gnome man eventually asked if Larry wanted to live like this forever. Being honest with his desires, Larry said yes. The discussion revealed that the gnome's partner was a warlock, whose patron controlled the forces of entropy. If he were to make a pact, they could keep the tavern alive for as long as Larry was.

The discussion led to the following terms: Larry cannot abandon the tavern, and he must always serve customers during hours of operation. In return his business would never run out of food, drink, or water, and the building would survive any natural phenomena. Larry would never run out of money, and would never see a day without customers. For the sake of his children's futures, Larry agreed to the pact with the being known as Llad Ye-oth.

Events outside the contract eventually led to the tavern's current state. First, Frederick decided to leave the tavern to pursue a career in music. Second, Jacob left to explore the life of a travelling chef, and find a new meaning for his life. Then tragedy struck after the conception of their fourth child, which was Nova's last attempt at having a daughter. Nova died in childbirth, leaving a newborn girl in her wake. Larry named her Luna, and cared for her as strongly as he cared for Nova. The tavern never went bankrupt, but its funding slowly reduced to little more than survival and operation costs. Jericho attempted to steal from a rival tavern, and was put in prison.

Alone with his daughter, shattered by loss, Larry continued operation for two years, waiting for his son to return. Due to the terms of his pact, as specified below, his attention dedicated to caring for Luna left the tavern in a state of disrepair. He began to neglect customers, which conflicted with his promise, so the entity that he served took the child away—in the middle of the night, his daughter vanished without a trace. Now, completely alone, Larry has made peace with his cursed reality, and runs Poor Larry's without fail. He removed the addition to his sign, and the word "Lucky" was eventually consumed by the ever-growing potato vines from Nova's garden.

The Terms and Complications of Larry's Pact

Larry cannot abandon the tavern. Larry cannot be taken outside of its doors, he cannot die and pass on to another world, and he cannot change the type of business it is.

Larry must always serve the customers. If Larry places a higher priority on anything else in his life during business hours, it is considered a distraction, and must be taken away.

The tavern will never run out of food. A shipment of goods is provided every week, placed just outside the back door. The quality of these goods slowly lessened as the years went by, shifting from vibrant fruits to bulks of potatoes and oats. The ale went from fine craftsmanship to a simple, passionless brew.

The building will survive. No matter what weather the outside buildings face, or any amount of rot infesting the walls, they will never fall. If a tornado were to wipe the city from the earth, Poor Larry's would endure, and see customers the next day.

Larry will never run out of money. Larry was given a large sum of money upon agreeing, after which a small trickle of copper and silver continued to flow to the tavern through customers. Larry now has a small hoard of 250 gold pieces stored under his bed, which he cannot spend, as he cannot leave the tavern.

Lladd Ye'oth (L-lad ye auth)

Gargantuan celestial, lawful evil

Armor Class: 23 (natural armor)
Hit Points: 496 (32d20 + 160)
Speed: 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	30 (+10)	30 (+10)	28 (+9)

Saving Throws: Dex +11, Con +14, Cha+18
Skills: Arcana +18, Perception +18, Deception +18
Damage Immunities: acid, cold, fire, poison; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities: blinded, charmed, deafened, frightened, poisoned, stunned, prone
Senses: darkvision 300 ft., truesight 60 ft., passive Perception 28
Languages: Silence
Challenge: 30 (155,000 XP)

Entropic Anger. If Llad Ye'oth missed an attack on her last turn, her first attack at the start of her next turn has advantage.

Immortal Relenting. When Llad Ye'oth drops to 0 hit points, she recedes back into stillness and is banished for a time.

Innate Spellcasting. Llad Ye'oth's spellcasting ability is Charisma (spell save DC 26). Her can innately cast the following spells, requiring no material components:
At will: *bestow curse, ray of enfeeblement, scrying*
3/day each: *insect plague, mirage arcane, reverse gravity*
1/day each: *harm, sequester*

Legendary Resistance (5/Day). If Llad Ye'oth fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless she wishes to be affected, Llad Ye'oth is immune to spells of 5th level or lower. She has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Llad Ye'oth's weapon attacks are magical.

Regeneration. If Llad Ye'oth has at least 1 hit point, she regains 30 hit points at the start of her turn.

Surreal Movement. Llad Ye'oth cannot exist in a single space at a single time, and insteads uses doorways or windows as outlets for her limbs. For combat's sake, she takes up to four large spaces at a time.

Actions

Multiattack. Llad Ye'oth can use her Frightful Presence. She then makes four attacks, chosen from the attack types below.

Age Blade. *Melee Weapon Attack:* +14 to hit, reach 25 ft., one creature. Hit: 25 (3d12 + 5) piercing damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or rapidly age 2d6 years. A creature that ages 30 years from this ability turns to dust and dies.

Infesting Intrusion. *Melee Weapon Attack:* +14 to hit, reach 25 ft., one target. Hit: 20 (6d4 + 5) poison damage as the target is filled with bacteria and spores. If the target is a creature, it must succeed on a DC 26 Constitution save or become poisoned for 1 round.

1d4 hours after the attack, the creature must reroll the save or take an additional 14 (4d6) poison damage.

Withering Whip. *Melee Weapon Attack:* +14 to hit, reach 25 ft., one target. Hit: 20 (4d8 + 2) necrotic damage. If the target is a creature, it must succeed on a DC 26 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if its hit point maximum is reduced to 0.

Frightful Presence. Each creature of Llad Ye'oth's choice within 120 feet of her and aware of her must succeed on a DC 26 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Llad Ye'oth's Frightful Presence for the next 24 hours.

Legendary Actions

Llad Ye'oth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Llad Ye'oth regains spent legendary actions at the start of its turn.

Attack. Llad Ye'oth makes one attack using her blade, whip or infesting intrusion.

Surreal Movement. Llad Ye'oth moves up to half her speed.

Degrading Magic. Llad Ye'oth casts *bestow curse* or *ray of enfeeblement,* targeting a creature within range.

TREETOP TAVERN

To avoid being invaded, and to keep a close eye on those who pass through the sacred woods, the inhabitants created the Treetop Tavern! This tavern is owned and operated by a community of wood elves and forest gnomes, who cultivated a rich, sky-scraping forest to live in. A network of bridges, rope swings, and zip lines connect a variety of buildings high up in the trees, though none are easily visible from below, in keeping with their goal of protecting and preserving the forest. A number of platforms rest on the ground, ready to pull up any guest who sets foot on them.

Player characters of any level can enjoy respite in these woods, as long as they respect their surroundings. The greatest threats here are minimal, and it is optimized for characters leveled 1-3. This tavern should be placed in a large forest but can also be a fantastical section of smaller woods, and can be close to or far away from other settlements. It should be presented to the party as vibrant, full of life, and set at seemingly perilous heights (it's not—they have birds to catch you… unless you were pitched off on purpose).

Areas of the Tavern

The tavern spans the tops of a multitude of trees, though the main tavern welcome/bar area is perched among the branches of the largest tree, roughly in the center of the overarching structure. Much of the tavern is alive: tables and chairs and the bar itself have been grown into useful shapes by the artistry of the wood elves over the years. Even many of the bridges that connect the areas of the tavern are made from branches and vines that have grown together. Any damage to the living tavern is severely frowned upon and may result in being suddenly and unceremoniously dropped over the edge of a platform by Greeba, the resident security.

COMMON AREAS

A1 The Forest Floor

When characters enter the area directly under the tavern, they may not notice anything at first other than the forest appearing particularly healthy and well-tended. The bounty of the forest is on display here with berry bushes and useful plants, especially to druids or others interested in herbalism. Player characters with a passive Perception of 11 or higher will immediately notice the stables, but only those with a passive Perception of 14 or higher will see the lift platforms without a bit of searching.

There are a total of four lift platforms:

A1A Large Platform (to A3)

The largest of the platforms will comfortably hold up to seven guests (and their baggage), and is located next to the largest tree trunk in the area. It is the main lift used for guests and connects directly to the main hall/bar area. Once all guests have stepped onto the platform, they will hear the call of a bird (often a magpie) and the platform will begin to rise using a system of well-hidden gears and pulleys constructed by the gnomes.

When players ascend using this platform, they cannot help but notice passing by the windows of the owner's quarters (B5) on the way up to the main hall (A3).

A1B Medium Platform (to C3)

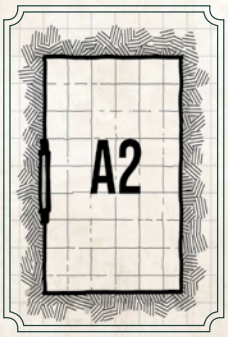
This platform is located behind the stables (A2) and will hold up to five guests. It connects directly to the mid-range guest rooms: the Owlery (C3).

A1C Griffin's Nest Platform (to C5)

The smallest of the platform lifts provides a secure and private ascent directly to the Griffin's Nest suite (C5). A watch of nightingales provide their song on the way up. Guests not booked into the suite will not be able to activate this platform.

A1D Tamm's Whirylygig (to B7)

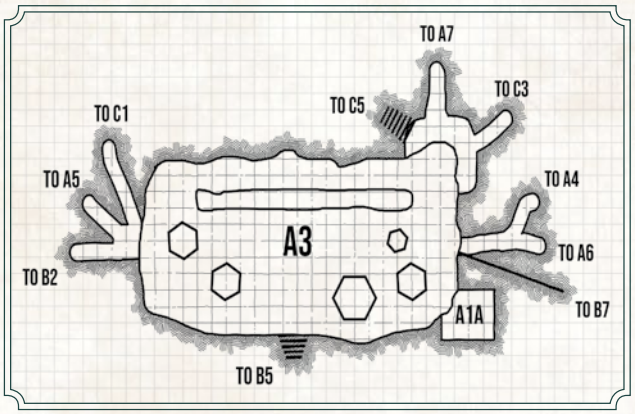
A single-seat bicycle-like wheeled lift provides direct access to Tamm's workshop (B4).



A2. The Stables

The stables are the only building associated with the Treetop Tavern that is located at ground level, purely for practical reasons. Guests can house their non-flying mounts here. While typical in shape and size (housing up to eight mounts), the building itself was woven together from purposely planted saplings and blends in well with its surroundings.

A3 Main Hall



The main hall is the primary hub of the tavern and provides easy access to nearly every area. When the players enter, they will notice several key features:

The "room" is a roughly oval-shaped space surrounded by the living branches of a very old oak tree. Additional branches, some as large as a good-sized tree themselves, grow through the floor. But the focal point is the living bar that stretches along the back of the area. Shaped from still-growing branches, it is a living thing as well as an impressive bit of furniture. Shelves behind the bar are stocked with a dizzying variety of colorful bottles, many with mysterious bits of herbs or fruits floating in them. Squirrels and other small tree-dwelling animals run and fly around, some obviously on errands or jobs.

Sturdy, immovable tables, also grown from the host tree, are placed around the room seemingly without care for positioning. Some are too close together, making it easy to overhear conversations, while one particular table

sits by itself in a dimly lit corner. A number of regular patrons and tavern guests gather in the room, listed in the Tavern's Guests section.

First-time visitors or guests will be greeted promptly by Altin Oakenlock, the proprietor, or his wife, Gwynyn. They will be welcomed, informed of the rooms available, and told the Rules of the Tavern:

- Living parts of the tavern must not be harmed. The forest and the tavern are all part of nature and must be respected as such.
- Guests are welcome to enjoy all common areas, but are asked to not explore the private areas such as the apiary (B6) or workshop (B4) without prior permission.
- The Hanging Pond (A6) is only open to visitors from cock's crow to nightfall for safety reasons.

In closing, Oakenlock will draw the party's attention to a small but brilliantly shining golden statue in an alcove to the left of the bar away from any tables. It resembles nothing more than a happy chestnut peeking out of its husk, and sits on a small wooden pedestal. It is approximately the size of an apple.

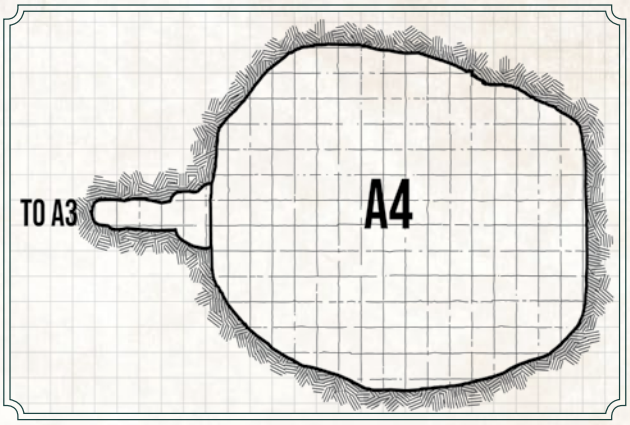
"And this, this is the precious treasure of the Treetop Tavern, the Heart of the Forest. It has been passed down for generations and is very dear to me. As you can see, it is made of solid gold and kept in pristine condition." He wags a long finger at the party. "It is very important that you not touch it."

He then smiles and goes on to give directions to the various amenities of the tavern and hand out any keys for rooms rented. The keys are carved from polished ebony, one of the hardest woods known to exist.

If examined, it is easy to see that the Heart of the Forest is not guarded in any fashion and is easily worth upwards of 500 gold pieces.

See Events: the Heart of the Forest for additional details on what happens if a guest touches the seed.

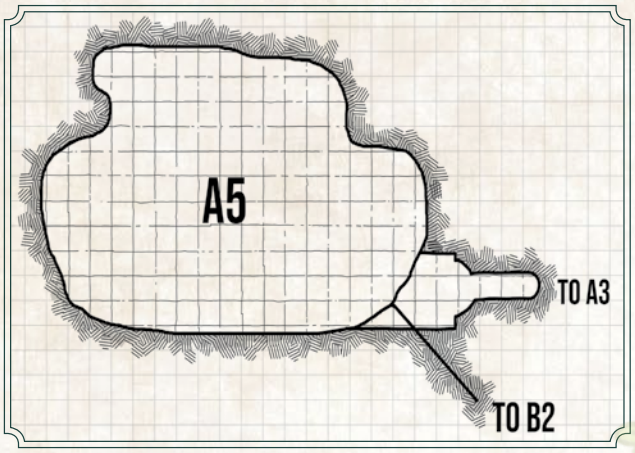
A4. The Bower



The entertainment stage at the Treetop Tavern has few equals in beauty. Constructed to resemble a bowerbird's nest, the dramatic entrance sweeps up and welcomes visitors to enter. Once inside the cozy space, guests will see a raised stage surrounded by small, round tables. Every seat includes a hand-embroidered cushion decorated with tranquil wildlife scenes. A flickering globe floats in the center of the room providing illumination, dimming or brightening as the situation calls for. The Bower is only accessible via walkway/bridge from the main hall (A3).

The only other light emanates from small wooden bowls holding what looks like some kind of ever-burning *faerie fire*. Attempting to steal/remove one of the bowls from the room will cause the thief to be outlined in violet light for six hours, giving attackers (if any) advantage on attacks. Additionally, the thief will not be able to extract any benefit from invisibility. Tavern employees will know why the character is glowing and any ability checks to interact with them will have disadvantage for the duration of the effect.

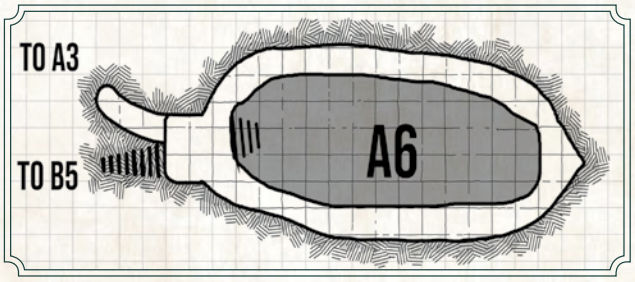
A5. The Greenhouse



The arboreal greenhouse is full of plants and even small potted trees. All of the vegetables and herbs used in the meals are grown here, and guests are welcome to stroll through at any time of the day or night. In fact, some rare flowers only bloom at night. The lean-to shaped space is always full of the rich smells of good dirt and flowers. Small woodland creatures are constantly in and out, working on odd jobs such as weeding, killing insects, or picking ingredients for the kitchen.

The greenhouse is connected by rope bridge to A3 the main hall (A3), and by zip line to the kitchen (B2).

A6. The Hanging Pond



Suspended from the branches of several trees is a very large, boat-shaped structure constructed of sustainably harvested wood, and filled with water. The pond is fed by a heated spring via a system of gnome-designed pipes (which are also used to heat some of the tavern rooms). The water contains a special blend of trace minerals and essential oils perfect for relaxing in.

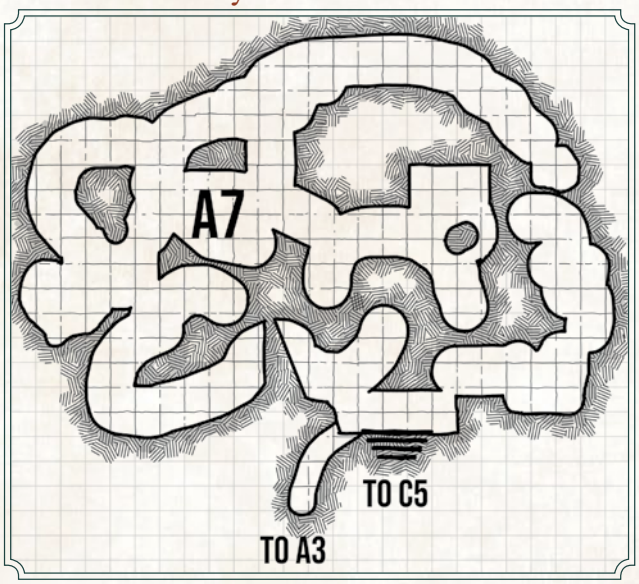
If players visit the pond for a soak, they will find that they lose one level of exhaustion for each hour spent in the bath, and when they leave they will benefit from the effects of the sanctuary spell for one hour.

If visiting the pond while polymorphed on the night of a full moon, a character will be restored to their normal self after one minute of immersion in the purifying waters.

Any visit after nightfall means players may encounter 1d4+1 **giant frogs** that like to bathe there at night and do not appreciate being disturbed.

The pond is connected by walkway to the main hall (A3) and via stairs to the Oakenlocks' quarters (B5).

A7. The Rookery



The rookery is both a stable for flying mounts and the home for a multitude of winged animals and birds of all shapes and sizes. It is located near the crown of the main tree that houses the Treetop Tavern and is accessible via an inclined walkway from the main hall (A3) or stairs from the Griffin's Nest suite (C5).

The area can't properly be called a stable or a room; rather it is a collection of nests and roosts of all shapes and sizes. Some small wooden platforms are placed here and there for footing and rope handholds dot the area.

At the upper end of the rookery, investigating players can find a hippogriff nest with a freshly laid egg (see the Quest Board: The Egg). The hippogriff may or may not be at the nest, depending on whether or not it is currently hunting. Players can simply try to take the egg—a DC 17 Athletics check if the hippogriff is not there. If the hippogriff is there, they have a number of options such as killing the hippogriff and stealing the egg, or using subterfuge to distract the hippogriff and get it out of the way.

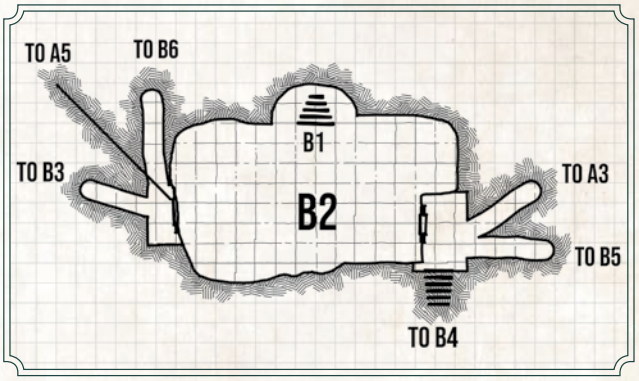
However, the rookery is full of flying creatures going in and out at all times of the day and night, so other creatures (basically, any flying creature one can imagine, including **entomodrakes**, **bennu**, **cockatrices**, **griffons**, **pseudodragons**, **stirges**, or **wyverns**) may take an interest in what is going on.

SERVANT & PRIVATE AREAS

B1. Hidden Staircase

A hidden door at the base of the tree that holds the kitchen (B2) leads to a stairway inside the tree that goes directly to the kitchen. The door can be opened by locating and pressing the "lock" burl with a DC 12 Investigation or Perception check. The staircase is primarily used by the gnomes who work in the kitchen and is only dimly lit by a few small openings left on the tree by woodpeckers. It is not particularly spacious, so larger characters may encounter difficulty traversing it.

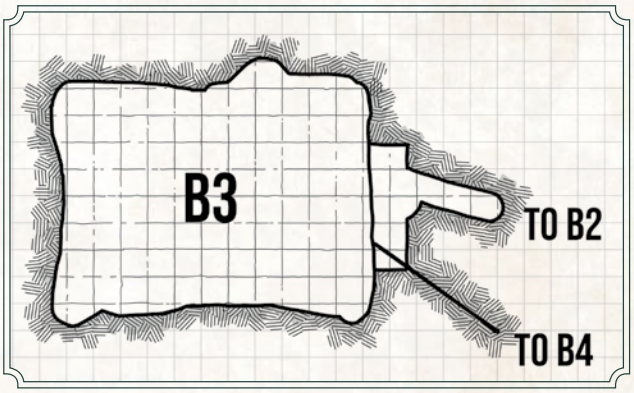
B2. Kitchen



Though relatively small, this room contains everything a well-stocked kitchen requires, including a large fireplace with a roasting spit, a warming oven built of brick, and multiple cauldrons bubbling over the fire. The kitchen is a bustling location during the day and evening but staffed by only one (usually sleepy) gnome worker at night, on call for any late-night orders.

A hand cranked wheel-operated dumbwaiter goes directly from the kitchen to the Griffin's Nest (C5). The kitchen is connected by a covered walkway to the Oakenlocks' quarters (B5), by rope bridge to the main hall (A3), by rope walkway to pantry (B3), by zip line to the greenhouse (A5), by stairs to the brewery (B4), and by rope and vine ladder to the apiary (B6).

B3. Pantry

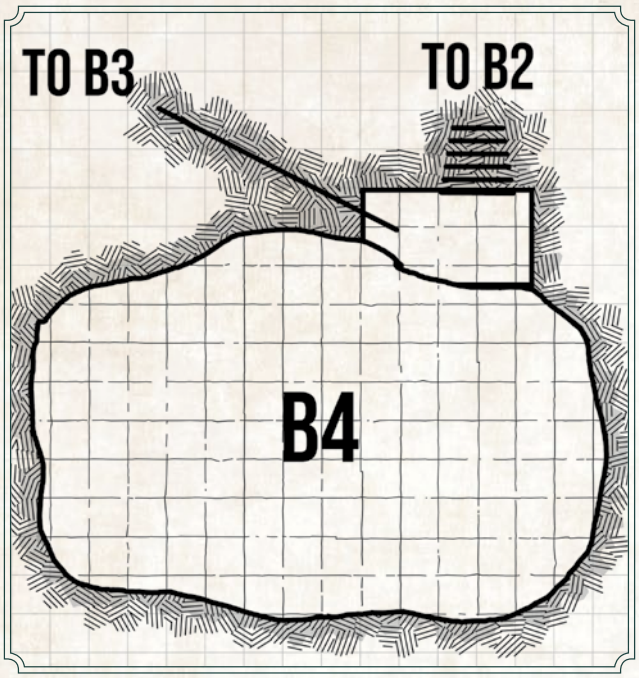


Larger than the kitchen it serves, the pantry is full of precariously stacked supplies, including:

- A larder of wooden shelves full of root vegetables, dry goods, preserves, eggs, and meats
- Barrels of finished ale, wine, and the tavern's own special blend of honey mead, Gwynyn's Blend
- Hanging racks of drying herbs
- Freshly harvested vegetables and herbs from the greenhouse (A5) intended for that day's use

This storage area is only accessible by a rope walkway from the kitchen (B2) or by zip line from the brewery (B4). The door is locked at night but open during the day as workers are constantly going back and forth between the rooms. The key is held by Gwynyn Oakenlock, but the door can be unlocked with a successful DC 15 Dexterity (Thieves Tools) check.

B4. The Brewery

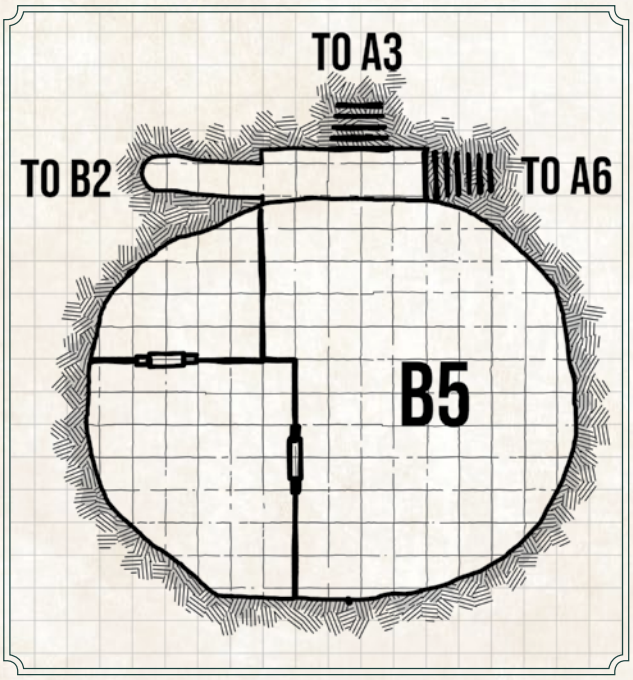


The brewery contains two large copper stills and a multitude of wooden vessels and clay jars full of mead and wine in various stages of fermentation. The air is thick and heavy with the smell of yeast and alcohol, but kept magically cool by Gwynyn Oakenlock. Slight wisps of fog periodically waft through the room. The walls are tacked full of scraps of parchment containing recipes and lists of ingredients.

The room is kept locked, with a key held by Gwynyn, but can be unlocked with a successful DC 16 Dexterity (Thieves Tools) check. The brewery is connected by zip line to the pantry (B3) and by stairs to the kitchen (B2).

The recipe of Gwynyn's Blend is written on a particularly old and tattered piece of parchment on the wall farthest from the door. The recipe is a very simple listing of ingredients: spring water, honey, yeast, and lemon balm.

B5. The Oakenlocks' Quarters

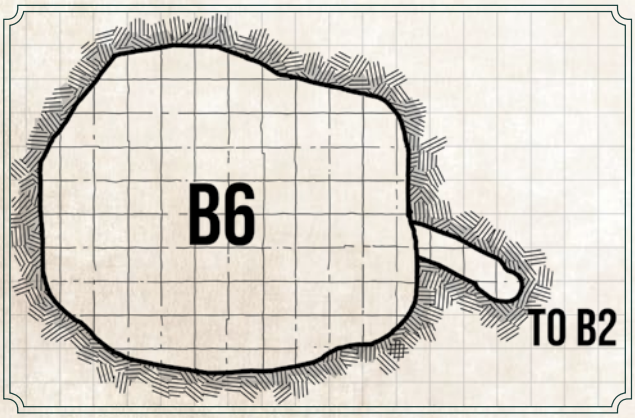


The Oakenlocks live in a suite of rooms inside the very large main tree, directly underneath the main hall (A3). The rooms are small but richly furnished, with most of the furnishings being purpose-grown by the Oakenlocks, as both are accomplished druids with a particular interest in the growth and manipulation of plants. The floors are covered with soft rugs in warm tones. There are no curtains on the windows, even though the A1A platform goes right by one side, as the Oakenlocks like to be able to see the stars and trees.

All of the rooms, including the washroom, are full of stacks of books. Altin Oakenlock has an extensive library of books containing all manner of druidic knowledge and an impressive amount of spell scrolls for druid spells up to level six.

The Oakenlocks' quarters are connected by a covered walkway to the kitchen (B2), by stairs to the main hall (A3), and by another set of stairs to the hanging pond (A6).

B6. The Apiary

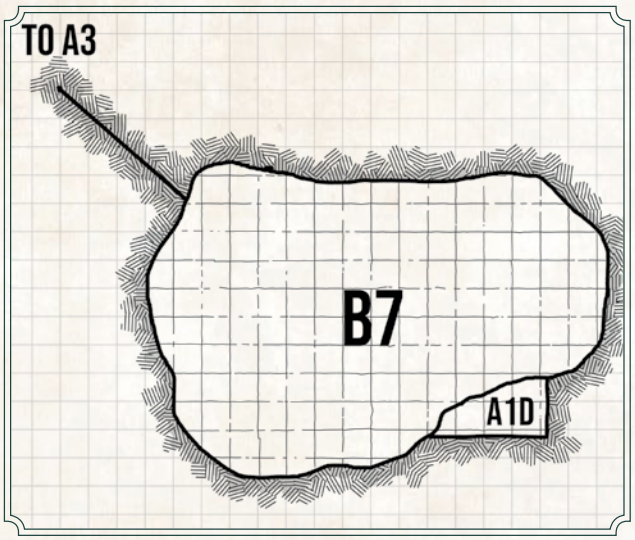


The apiary isn't really a room, but a platform built around an unusually large, constantly buzzing bee hive located near the top of the main tree. It is connected via rope and vine ladder to the kitchen (B2). The bees are abnormally large, approximately the size of very plump bats, and produce the special honey used by Gwynyn Oakenlock to make Gwynyn's Blend mead. The hive is least active during mid-day when most of the bees are out collecting pollen, with all returning by sunset. The bees are sluggish during times of rain or lower temperatures (less than 50 degrees F) and almost entirely dormant in the winter months.

If a character attempts to take any honey or honeycomb without taking precautionary measures (which can be discovered while conversing with Poziver Dench), 1d4+1 **swarms of bees** will attack.

Raw honey placed on wounds will act like a topically applied potion of healing.

B7. Tamm's Workshop



The Treetop Tavern is full of inventive gnome-crafted solutions such as the lift platforms, the heated hanging pond, dumbwaiters, and surprisingly comfortable restrooms. Tamm Torgin's workshop is where all of these creations were designed and made. The workshop is more of an open-air platform than a room (conveniently allowing unintended explosions to cause as little damage as possible). Tables are piled high with bits and bobs of metal and wood and half-completed inventions. The floor is marked by scorch marks and strange scratches.

A hanging bed that resembles a very large swallow's nest is located in the center of the room and Tamm often sleeps over, even though he has a home and a long-suffering wife nearby. A **clockwork magpie** is perched on the bed and serves as both an intruder alarm and a wake-up call.

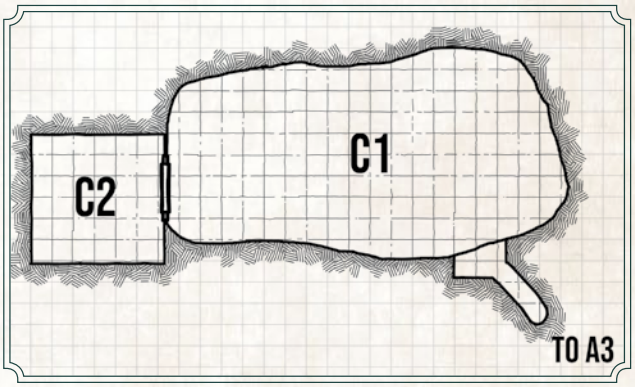
If the clockwork magpie is triggered, 1d6+1 animated **terrible teakettles** come bubbling out of a cupboard and attack alongside the clockwork magpie unless called off by Tamm.

The workshop is connected by zip line to the main hall (A3) and is also directly accessible by Tamm's Whirlygig (A1d).

GUEST ROOMS & NECESSARY FACILITIES

There are three classes of rooms available at the Treetop Tavern: Poor, Comfortable, and a single Aristocratic suite.

C1. The Swallows



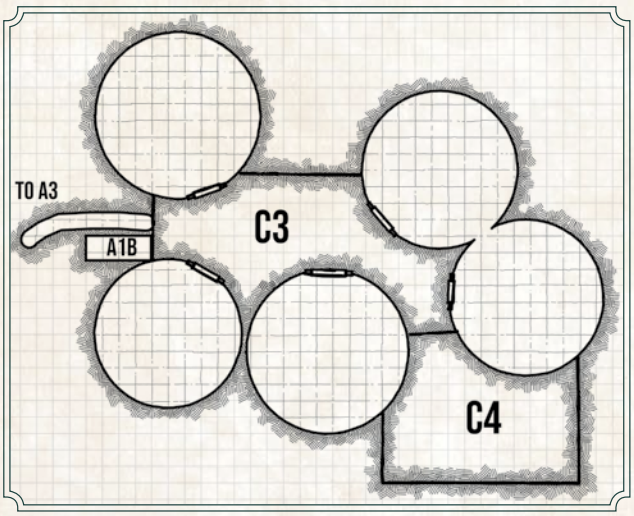
Intended for price-conscious guests, the Swallows provides a poor but clean level of accommodation for guests who do not mind sharing space with their fellows. The large, mostly open-air platform has sturdy rope hammocks for sleeping. Blankets and pillows are provided to guests at check-in, or guests may use their own. Backpacks and other belongings can be hung on hooks, or a lockable chest can be requested. A few folding room screens are placed around the platform and can be moved to provide a scant amount of privacy.

Though the Treetop Tavern's common areas are primarily at what would be considered a "comfortable" level, the Oakenlocks keep the Swallows affordable so that anyone can afford to stay and enjoy all the amenities. The Swallows can be reached by walkway from the main hall (A3).

C2. Washrooms: The Titmouse

The Swallows all share a single common washroom with very basic (but clean) facilities. However, there are only two toilets, so a line often forms in the mornings and evenings if the inn is particularly busy. There are four showers. All water is recycled using a complex system of gnome-built pipes and filters, most of it being used to water the plants in the greenhouse (A5).

C3. The Owlery



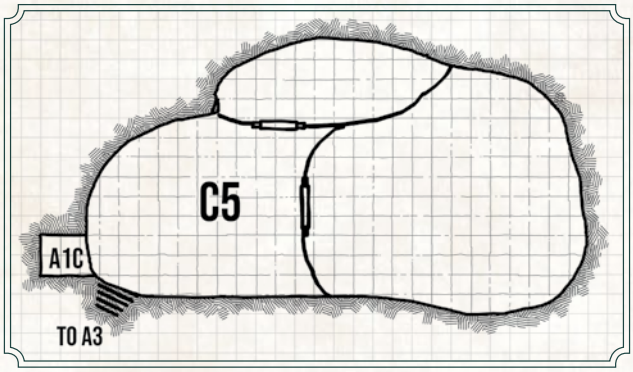
There are five rooms at this level, individually labeled: The Spotted Owl, The Barn Owl, The Boreal Owl, The Tawny Owl and The Snowy Owl. Each room contains a double-sized bed fitted with a plump, feather-ticking mattress and a quilt handmade by the owner's wife, Gwynyn. A small table and chairs are also included so that guests may choose to sup in their own room. Other items include a pewter wash basin, freshly laundered towels smelling of lavender, and a lockable wardrobe for storing clothing and other personal items. Removable cots or hammocks are available if necessary.

The Owlery rooms can be reached by walkway from the main hall (A3) or directly via the A1B lift platform.

C4. Washroom: The Shrike

The Owlery rooms also share a common washroom, but of a higher quality than The Titmouse. There are four toilets and four showers, plus sinks with running hot and cold water. Bars of honey and goat milk soap, made by Gwynyn, are provided.

C5. The Griffin's Nest



A single sumptuous suite divided into three rooms is available at the Treetop Tavern, but only by pre-arrangement as the suite is often occupied by the Critic and/or the Seeker, either of whom may arrive without much (or any) notice. If the Critic and the Seeker are in residence, they will often be found discussing how the Critic's "investments" are going, either in the Griffin's Nest or while enjoying the nightly entertainments at the Bower (A4). If the Seeker is there, they may bring out Brassbox in the Bower if they feel the place needs livening up.

If the suite is empty upon arrival, guests can book it, though the price is at the aristocratic level. Called the Griffon's Nest, it even has its own private lift platform for direct access. The bedroom contains an exceedingly comfortable woven bed-nest large enough to comfortably sleep six people, provided they are very close. The sitting room includes a living wood dining table that can change shape and size to suit the guests (with help from Altin Oakenlock), a dumbwaiter direct to the kitchen for service, and cozy overstuffed chairs. The suite also has a private restroom including a tub with running hot and cold water.

Besides the private platform, the suite can be accessed by stairs from the main hall (A3).

THE TAVERN GUESTS

The Treetop Tavern is a large, well-known inn that is popular with locals and travelers in whichever area you place it. The number of guests can fluctuate (and the C1 shared accommodation can hold as many guests as necessary by adding additional hammocks), but listed below are a number of sample NPCs that can be included during the player's visit, many with accompanying quests.

Kark Anklebone

A splendid example of both a barbarian and a half-orc, Kark is an overly muscular regular at the Treetop Tavern (using the **bandit captain** statistics with a Strength of 17 and Constitution of 16). He commonly wears a wolf-fur cape over leather armor. He usually keeps any weapons he finds while adventuring and thus has an extensive collection. While he usually just comes to drink and stare soulfully at Greeba if she is nearby, he sometimes stays in the Swallows (C1) if he's had a few too many to stumble home. While he has had a crush on the half-orc-half-elf Greeba for some time, he has not yet worked up the courage to confess.

Eamon the Silent

Eamon is an average-sized human man with piercing icy blue eyes and sandy hair. He is a monk and uses the **acolyte** statistics. He wears a very simple brown homespun robe tied about with hemp twine. Though he does not drink alcohol, he frequents the main hall (A3) and can be found there nearly every afternoon at a table in a darkened corner, separate from all the rest. He favors a lemon verbena, hyssop, and scented geranium blend for his herbal tea. No one has ever heard him speak and there is a standing bar bet among all the staff and regulars to see if anyone can get him to speak even one word. The pot is currently up to 75 gold and is held by Greeba for safekeeping.

Dunstan Forgehand

Dunstan, a male dwarf **commoner**, has been a regular at the Treetop Tavern for years, even though he runs his own brewery in a nearby village. An average-size dwarf with an unruly red beard, he can usually be found in the main hall (A3) nursing a mug of Gwynyn's Blend or watching the entertainment in the Bower (A4). He is particularly fond of dancing nights and has a large appetite.

Elda Doggett

Elda, a female lightfoot halfling **druid**, is a newly arrived guest staying in the Swallows (C1). She is quite young and naive, though friendly if spoken to. She wears leather armor so new that it still creaks a bit as she walks. This is her first time staying at the tavern. When interacting with the player characters, Elda will speak enthusiastically about both the Oakenlocks and the preservation of nature in general, as well as her desire to grow into a mighty druid some day.

Yarius Kevril

Yarius is a male half-elf warlock (use **cult fanatic**) and a regular guest in the Snowy Owl room (C3), where he stays whenever he passes through the area. He is often seen with his **sprite** familiar flying around his head. They whisper together frequently. Yarius has long hair that flows past his shoulders and appears to be a different color every day. He wears brightly colored robes cut of fine cloth. He can usually be found in the main hall (A3) or the Bower (A4), but wanders all over the inn and visits the hanging pond (A6) almost daily. If Yarius and Tamm Torgin wind up in the same room for any reason, it is obvious that Tamm is avoiding him.

Borin Firheart

Borin, a male half-elf (**commoner**) woodcutter, is a regular at the tavern. He lives nearby and can often be found in the main hall (A3) or the Bower (A4). A muscular man with a large nose and somewhat close-set eyes, he smells of pine sap. If the party contains a bard, there is a good chance that Borin will try to pick a fight, as his parent's marriage fell apart after one of them ran off with a traveling bard. Borin carries a hand axe and a hunting knife, and never has more than 10 gold on him at any given time.

Mirabelle Mistle

Mirabelle is a female human bard (**commoner**) currently performing at the tavern. Her hair is an unnatural shade of pink and she has delicate features. She wears a fitted leather bodice adorned with ribbons of many colors. Her favorite instrument is the lute, but she also is a big practitioner of prestidigitation and illusion. She normally travels with a companion/assistant named Gavin. She visits the Treetop every few months and stays in the Tawny Owl room (C3). When not performing, she can be found in either the main hall (A3) or the hanging pond (A6).

THE TAVERN OPERATORS

Altin Oakenlock

Altin Oakenlock is an accomplished male wood elf Circle of the Land **druid** and proprietor of the Treetop Tavern. He takes his duties as a protector of the forest very seriously. Very tall, even for a wood elf, he is slender and tends to wear tailored, formal clothing rather than robes or leathers. He always carries a handkerchief and usually has a book. While slow to anger, there are a few things that spark Altin's ire: damage to the living tavern, lying, and stealing. Altin knows the cantrips *druidcraft* and *thorn whip* and the spells *speak with animals*, *animal friendship*, *faerie fire*, *gust of wind*, *moonbeam*, *speak with plants*, and *plant growth*. He has +6 in Animal Handling and +4 in both History and Investigation.

Altin is most often found in the main hall (A3), where he tries to personally greet every guest (and make sure they understand the rules of the tavern), or in the Oakenlocks' quarters (B5), where he spends a lot of time reading. At night, he likes to see whatever entertainment is going on in the Bower (A4).

Gwynyn Oakenlock

Altin's wife, Gwynyn Oakenlock, is a female Wood Elf, and an accomplished Circle of the Land **druid**, but rather than immersing herself in books and research like her husband she prefers to be hands-on. She crafts everything from soap to quilts and healing potions, and is primarily responsible for the cozy and comfortable feel of the inn. Tall and shapely, she usually wears long flowing dresses or robes. Her long brown hair is kept in a tidy plait down her back. Gwynyn knows the cantrips *druidcraft* and *mending* and the spells *speak with animals*, *cure wounds*, *entangle*, *spike growth*, and *speak with plants*. She is proficient in Herbalism and has +6 in Nature and Medicine.

She is most often found in the main hall (A3) or experimenting in the kitchen (B2) and brewery (B4). She is currently trying to craft a new mead recipe to rival her original Gwynyn's Blend mead.

Greeba the Green

Greeba is a female half-orc/half-wood elf **berserker** with a base Strength score of 18 and a base Charisma score of 15. Being both orc and wood elf makes for a complicated background, and it wasn't until Greeba found a home at the Treetop Tavern that she felt she truly belonged anywhere. As she towers over most guests, few seek to cross her. With her green coloring and brown leathers, she finds it easy to blend in anywhere in the environs of the tavern, which often makes it seem that she has appeared out of nowhere. She has reddish-brown hair and pointed ears. Being half elf and half orc, Greeba has advantage against being charmed, proficiency in Intimidation and Grappling, and knows the languages Elvish, Orc, Common, and Dwarvish. She cannot be put to sleep by magic.

Greeba
The Green

Greeba can be found anywhere at any time within the tavern as she is constantly patrolling. She has a fondness for strong ale. She takes her job very seriously and has been known to pitch offenders out of the tavern when she catches them doing something that breaks the rules. If she has had any positive interactions with the offender, then she might whistle for a flying beast from the rookery to catch them before they hit the ground.

Poziver Dench

Poziver is a male forest gnome **commoner** and the Keeper of the Bees, with a base Charisma score of 14 and Wisdom of 15. Small in stature but large in personality, Poziver is well-known throughout the entire forest for his way with insects of all kinds. Extremely nearsighted, he wears a pair of round goggles created for him by Tamm Torgin, which makes his eyes appear about twice their actual size. He was hired by Gwynyn Oakenlock to keep the bees, but only agreed to the job after tasting her honey mead, as he prefers to live away from others.

If player characters engage Poziver in friendly conversation (he particularly loves talking about his hobbies and love of insects over a pint), they may discover one or more of these helpful facts, especially if he is drunk. Roll 1d6:

1. Bees can be made calm enough to work with by spraying the area with a 1:1 mixture of water and dissolved sugar
2. Smoking a hive can confuse the bees long enough to collect what you need
3. Crushing a bee causes it to release an alarm pheromone, alerting the rest of the hive to danger
4. Bees do not like strong vibrations, so banging on a hive is a bad idea
5. Sunrise and sunset are the worst times to open a hive
6. Keeping a calm state of mind is essential to working with bees

He is most often found in the apiary (B6) or in the main hall (A3) for his daily ration of mead.

Nomis Copperbottom

Nomis is a sturdy, bespectacled male forest gnome in charge of both the stables (A2) (taking care of guest's horses) and the rookery (A7) (looking after any flying mounts, as well as all the other flying creatures that live there. More comfortable with animals (flying or land-bound) than with his fellows, his main goal in life is to breed a smaller hippogriff that can be comfortably ridden by a gnome. Nomis is a **commoner** with a base Wisdom score of 15.

Tamm Torgin

Tamm Torgin, a male rock gnome, is a **mage** and inventor with a base Intelligence score of 18. He moved to the forest specifically to work at the Treetop Tavern after he heard about the gnome inventions that made it work. He convinced the Oakenlocks to hire him by suggesting solutions to their inconsistent hot water problems. Tamm is bald but bearded, and there are rumors that his hair was lost in one of his experiments. He wears a leather apron and various tools hang from his belt.

He is usually found in his workshop (B4) during the day and sometimes also at night, if his experiments did not finish in time. He regularly takes his meals in the main hall (A3). He lives nearby with his wife (Drusilla), but sometimes cannot tear himself away from his work. He is currently working on a new type of waste disposal system for the washroom plumbing. He loves riddles and puzzles and will happily converse for hours about such things.

Poziver Dench

Sylla

Sylla, a female **dryad**, was a part of the forest long before the tavern was opened. At first resistant to the idea, she has grown to love her job as bartender, as well as the inn and the people who work there and visit—provided they follow the rules. Her bark-like skin immediately marks her for what she is in her natural form. However, she normally uses an illusion spell to mask her appearance somewhat so that she looks, at first glance, like a wood elf that just happens to have long, flowing green hair. A DC 14 Insight or Nature check will reveal her true nature in spite of the illusion. Regulars to the tavern already know her secret, and she has a following among locals for her amazing drink concoctions.

When on duty, Sylla is found in the main hall (A3). Once the bar is closed, she usually melds into the tree to rest.

If a player character is particularly kind to her or does something beneficial for the tavern or nature in general, she may cast *goodberry* and give the healing berries to them.

As a dryad, Sylla is capable of charming up to three creatures or humanoids at a time. With enough goodwill, she can potentially be enlisted to help Kark in the Dear Cyrano quest.

Kitchen & Garden Staff

The staff of six that keeps the kitchens running and tends to the greenhouse are a mix of wood elf, forest gnome, and human **commoners**. For the most part, they work behind the scenes at the tavern and stick to the servant areas B1 to B6. They are allowed to visit the evening entertainments in the Bower (A4) when they are off duty, but most prefer to return to their respective homes nearby. The kitchen is overseen by Gwynyn Oakenlock, who also develops all of the recipes. If the players choose to interact with the staff, their attitude will be generally cheerful and friendly. They have little information to offer, though they all know the "secret" of Gwynyn's Blend mead.

Service Staff: Mimsy, Whimsy & Tansy Tallhand

Three female forest gnome **commoners**, all sisters, comprise the bar staff responsible for delivering food and drinks in the main hall (A3), to the guest rooms (C1, C3, and C5), and to the Bower (A4). Their names are Mimsy, Whimsy, and Tansy Tallhand, and they look almost identical even though they are not triplets. All have light brown hair worn in a loose bun and rosy cheeked faces, and they wear a uniform consisting of a light green dress under a many-pocketed brown apron. Mimsy has a freckle on her neck, while Whimsy has one on her bosom, and Tansy has no freckles at all.

If a guest is able to consistently tell them apart and call them by name after being introduced, they will be grateful and potentially help in any of the available quests with advice or hints.

TREETOP TAVERN MENU

The Treetop Tavern prides itself on using locally sourced or homegrown ingredients. Indeed, the tavern is almost self-sufficient.

Appetizers

Cheese & Fruit Platter – 2 sp

An abundance of succulent and juicy berries from the forest, all locally harvested, served alongside soft cheeses made at the tavern.

Leek & Onion Pancakes – 3 sp

Freshly harvested leeks and onions are finely chopped, battered, and fried. Accompanied by small clay tubs of raspberry chutney, onion marmalade, and a tomato relish.

Tamm's Smashed Garlic Bread – 4 sp

Piping hot bread straight from the oven and dripping in butter and garlic smashed to smithereens by Tamm Torgin's steam-powered garlic smasher.

Dipping Sausages – 4 sp

Small link sausages with a special ten-spice blend, served with your choice of a thick, cheesy dipping sauce or gravy.

Entrees

Acorn Stew – 4 sp

Surprisingly hearty and filling, this vegetarian stew is sure to please even dedicated meat-eaters. Packed full of root vegetables from the Treetop's own garden and only the best squirrel-selected acorns, it is a warming dish sure to fill your belly.

Venison Roast – 6 sp

Venison haunch seasoned with juniper berries and rosemary, accompanied by buttered carrots and roasted potatoes.

Pigeon Pie – 5 sp

Wine braised pigeon and cabbage pie in a hand-raised crust, served with a bramble gravy.

Stuffed Pheasant – 3 sp

Roasted pheasant with chestnut stuffing, served with mushrooms and pan-fried potatoes in a rich gravy.

Desserts

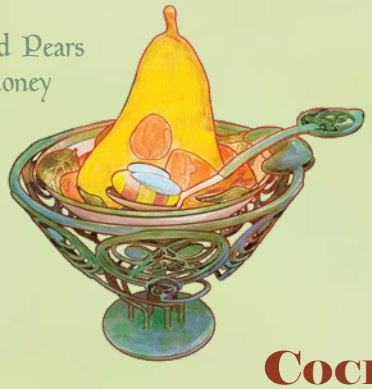
Honey Cakes – 1 sp

Moist and delicious malted barley honey cakes in a honeycomb shape, sprinkled with sugar and a honey glaze.

Poached Pears in Honey – 8 cp

Perfectly poached pears served in a warm honey sauce. Garnished with fresh mint leaves and a bit of honeycomb.

Special Note: Any character who eats the honey cakes or poached pears in honey will be suffused with a feeling of great wellbeing and peace, and will gain 4 temporary hit points. This effect lasts for 2 hours.



Poached Pears in Honey

Sylla's Special

Cocktails

The Treetop Tavern specialises in infused liqueurs and the bar is packed full of jars and jugs with various fresh and dried ingredients floating in them. If you can imagine it, they probably have it. In addition, Sylla the Bartender has a standard menu of special drinks.

Gwynyn's Blend – 3 sp

A special honey mead blend created by Gwynyn Oakenlock and brewed in the Treetop's own brewery. Served straight from the barrel at room temperature.

Special Note: Any character who drinks the mead will be suffused with a feeling of great wellbeing and peace and will gain 4 temporary hit points. This effect lasts 2 hours for each mug consumed, up to 8 hours. However, after the second mug is consumed (and again on every mug thereafter) the drinker must succeed on a DC 14 Constitution saving throw or lose all skill proficiencies in Deception, Intimidation, Persuasion, or Perception for as long as the temporary hit points last.

Birchbark Beer – 2 sp

A spicy, tangy brew blended from birch bark and birch sap. It has a foamy head and lots of bite.

Sweet Woodruff Wine – 2 sp

A special cocktail only available when sweet woodruff blooms, this sweet white wine is infused with the delicate blooms of sweet woodruff for a full day and night. Served chilled and garnished with a sprig of sweet woodruff and a strawberry.

Sylla's Special – 4 sp

This special concoction changes for every order and is never the same. Using her special dryad skills, Sylla the bartender creates a cocktail especially suited for the drinker.

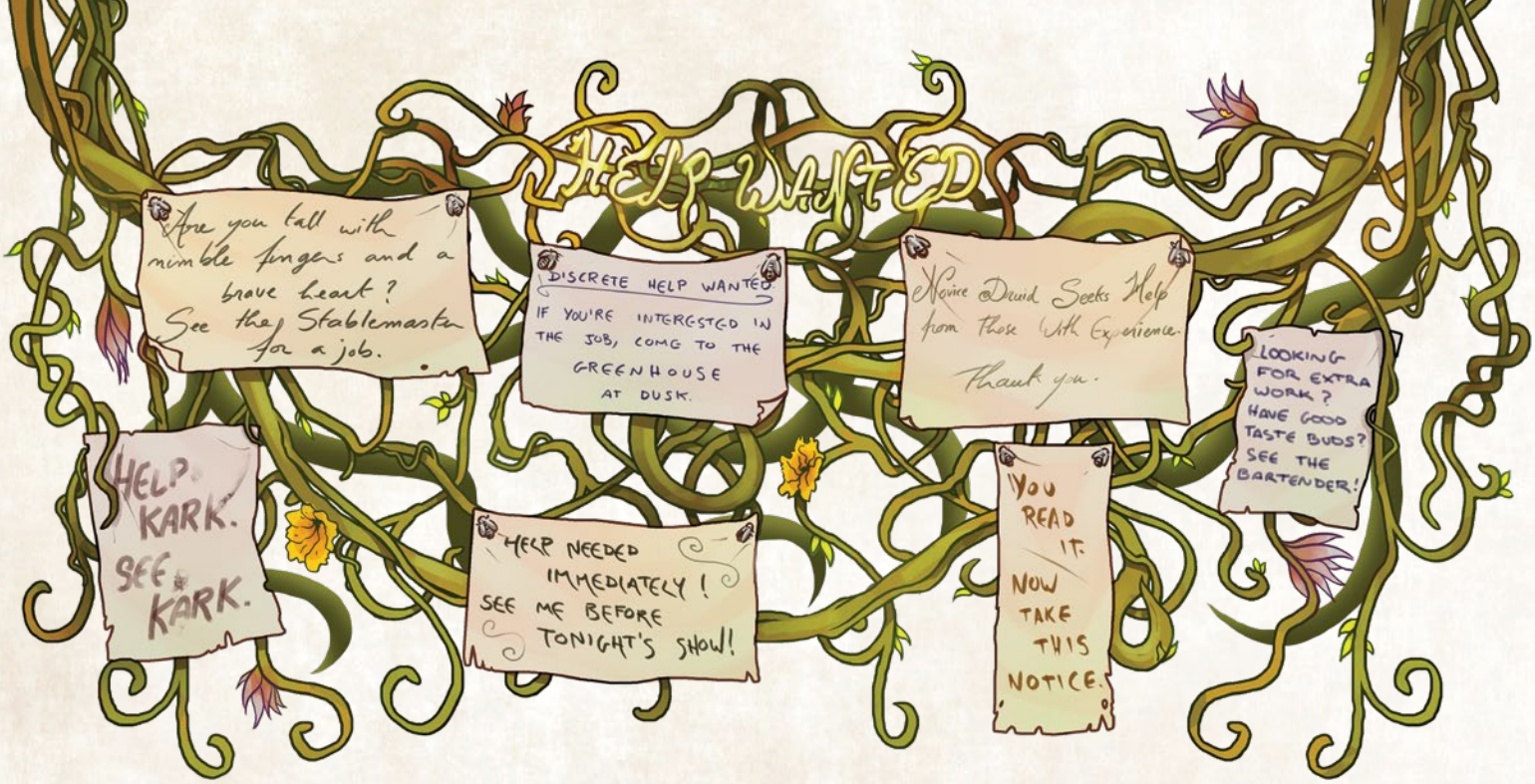
While no two are the same, they all contain at least one ingredient from the tavern's gardens.

Roll 4d6 and select an ingredient from each column:

Roll	Base	Ingredient	Ingredient	Garnish
1	Elderflower Cordial	Raspberry Juice	Lime Juice	Mint Sprig
2	White Wine	Lemon Juice	Blackberry Juice	Rosemary Sprig
3	Sparkling Wine	Essence of Fog	Cream	Cinnamon Bark
4	Moonshine	Smashed Strawberries	Orange Juice	Lemon Peel
5	Oak Barrel Aged Spirit	Apple Cider	Runny Honey	Apple Slice
6	Juniper Spirit	Whipped Egg White	Maple Syrup	Candied Cherry

Treetop's Three-Herb Tisane – 1 sp

A light but full-bodied tea is made by steeping sprigs of fresh lemon verbena, spearmint, and rosemary in gently boiling water. Served in a warmed mug.



THE QUEST BOARD

A Help Wanted noticeboard hangs in the Main Hall and contains a number of pieces of parchment stuck on with small silver pins, some older than others.

The Clockwork Magpie

You read it. Now take this notice.

Quest Giver: Yarius Kevril

If player characters take the mysterious notice as requested, Yarius Kevril will approach the holder of the note at some point during their stay. He spins a long story about how he has been trying to buy Tamm Torgin's **clockwork magpie** from him, but the gnome has steadfastly refused to sell. He asks the party to either talk Tamm into selling it or steal it for him from Tamm's Workshop. He offers 150 gold for the magpie in working condition (and will pay Tamm up to 200 gold for it, if the party can negotiate the sale).

The Quest for Knowledge

Novice Druid Seeks Help from Those With Experience. Thank You.

Quest Giver: Elda Doggett

If players take this quest and talk to Elda, they will learn that she came to the Treetop Tavern in the hopes of learning from the Oakenlocks. Elda is very young and inexperienced, and is looking for a mentor and training.

There are a number of ways the player characters could help Elda, including, but not limited to:

- Convince one of the Oakenlocks to take her on as an apprentice
- Have Elda accompany the player characters to gain experience on simple quests, such as hunting in the forest or dealing with a small bandit problem
- Take Kark's quest and successfully resolve it; have him train Elda in a druid-suitable weapon
- Borrow or steal a tome of knowledge or spell scroll from the Oakenlocks' quarters (B5) and give it to Elda

Elda has little coin, but does have proficiency in Herbalism and will give the party 1d4 *potions of healing*, and is happy to sell more at normal cost.

Assistant Wanted

Help needed immediately! See me before tonight's show!

Quest Giver: Mirabelle Mistle

Mirabelle the bard is in a bind. Her normal assistant, Gavin, quit the day before and is nowhere to be found. She has a magic act using *prestidigitation* that requires an assistant. She offers to pay 25 gold to anyone who will successfully help her wow the audience (DC 16 Performance check) at tonight's show.

If the player character passes a DC 20 on the performance check, all social interactions with tavern staff, regulars, and Mirabelle will have advantage for the duration of their stay afterwards.

Sweet, Sweet Mead of Mine

Discrete help wanted. If you're interested in the job, come to the greenhouse at dusk.

Quest Giver: Dunstan Forgehand

If the player characters take the notice and go to the greenhouse (A5) at dusk, they will be met by Dunstan Forgehand. He explains that he's been coming to the Treetop Tavern for years now trying to figure out the recipe to **Gwynyn's Blend** but has not been able to discover its secret. He makes a honey mead of his own, but it just isn't as good. He wants someone to discover the secret and offers 25 gold upfront, with an additional 25 gold upon completion of the job *and* a further 50 gold if they can secure the necessary ingredients for him so he can get started making his copycat mead right away.

If players find the handwritten recipe for Gwynyn's Blend in the brewery (B4) and bring it to Dunstan, he will read it in confusion, stating that it's the same recipe he uses. He will refuse to pay more than the 25 gold he paid upfront (and may request that back if argued with).

The real secret to Gwynyn's Blend is in the magical honey from the tavern's own apiary (B6). The player characters may discover this by talking with Sylla (DC 16 Persuasion), Poziver (DC 18 Persuasion when sober, DC 14 Persuasion when drunk) or Gwynyn (DC 17 Persuasion) herself, though it is no secret among any of the staff who work at the tavern.

Dunstan will pay the additional gold if a supply of the honey is given to him. However, if Gwynyn or Poziver discovers the theft of honey, there may be trouble.

The Missing Ingredient

Looking for extra work? Have good taste buds? See the bartender!

Quest Giver: Sylla

If player characters talk to Sylla regarding her note, she will explain that she has been working on a new cocktail recipe to add to the menu but isn't happy with what she's come up with so far. She asks if anyone would like to assist her in sourcing new ingredients and volunteer to be a taste tester for her. While there will be no pay, anyone who does so will be getting free drinks for the duration of their stay. If one or more of the player characters agree, they can receive as many free drinks as they want at any time during their entire stay, provided they first provide Sylla with a new ingredient (i.e., one they have not given her before) and tell her their honest feedback after drinking what she makes with it.

Potential ingredients can be found by visiting the greenhouse (A5) or the forest floor (A1) and succeeding on a DC 10 Nature check. Ingredients can be any fruit, vegetable, herb, or plant (or anything else, at the GM's discretion).

After each drink, the subject will feel one of the following effects (Roll 1d8):

1. No effect other than a pleasant taste
2. Confused (same effect as the spell *confusion*, lasts 1 hour)
3. Blessed (same effect as the spell *bless*, lasts 1 hour)
4. Sleepy (same effect as the spell *sleep*, but only affecting the drinker)
5. Tough (same effect as the spell *barkskin*, lasts 1 hour)
6. Enhanced (same effect as the spell *enhance ability*, roll to choose which ability was enhanced, lasts 1 hour)
7. Protected (same effect as the spell *aid*, lasts 8 hours)
8. Swayed (same effect as the spell *suggestion;* in this case, the creature will be overly amenable to any suggestions for 8 hours. Each suggestion made forces the creature to make a DC 14 Wisdom check, either ending the effect on a success or taking the action on a failure)

Dear Cyrano

Help Kark. See Kark.

Quest Giver: Kark Anklebone

If players seek out Kark after seeing his notice, he will haltingly explain that he thinks it is time to take his relationship with Greeba to the next step. As he has never actually said more than two words to her at a time, any step at all is potentially progress. He does not have much gold, but offers up a weapon from his extensive collection and training in using it proficiently.

Players can accomplish this in any number of ways including, but not limited to: talking Greeba into eating dinner with Kark, manipulating Greeba and Kark into a hot tub date in the hanging pond, influencing Sylla to use her charm ability to bring the two together, or helping Kark write a love letter to Greeba and delivering it. However, if things go very badly wrong, there is the possibility of Greeba throwing someone out of the tavern—literally.

The Egg

Are you tall with nimble fingers and a brave heart? See the stablemaster for a job.

Quest Giver: Nomis Copperbottom

Nomis Copperbottom will explain that he has been trying to breed a smaller hippogriff, and that one of the hippogriffs that sometimes visits the rookery (A7) has recently laid an egg. However, it laid the egg in a very precarious spot at the very top of the rookery (which is, in turn, located near the very top of the Treetop Tavern). He wants someone to get the egg and bring it to him in the stables (A2), where he plans to hatch it. He offers 50 gold for the intact egg.

If the hippogriff is killed during the quest, Nomis will be heartbroken. He will still provide payment as agreed (provided the egg survived), but any further interactions with Nomis will be at a disadvantage.

EVENTS

The Heart of the Forest

If any members of the party attempt to touch the golden statue at any point, they will find that they are unable to remove it from the alcove. No alarms will go off, but they will feel a prick on their finger. The following morning, anyone who touched the Heart of the Forest will awake to find they have been polymorphed into a woodland creature.

Roll 1d6	1	2	3	4	5	6
Creature	Owl	Lizard	Squirrel	Raven	Frog	Bat

If ALL members of the party have been transformed, they will be discovered by a maid who will inform them that they have been cursed for their greed and will have to work at the tavern in their polymorphed state until the forest deems them worthy of the bodies they've lost, OR they can beg forgiveness from the proprietor and complete a task to have the curse removed sooner.

If only SOME members of the party touched the statue, this information can be discovered by a still-humanoid party member by talking to Greeba or Sylla or to either of the Oakenlocks (both of which are druids who can *speak with animals*).

If they beg forgiveness from Altin Oakenlock, and pass a successful DC 10 Charisma (Persuasion) check, they will be restored after completing their task:

- Persuasion check of [10-13] - Clear a blockage in one of the the Titmouse (C2) shower drains left behind by a particularly hairy dwarf guest
- Persuasion check of [14-16] - Weed the entire herb garden in the Greenhouse (A5)
- Persuasion check of [17 or higher] - Collect two bushels of only the best acorns for acorn stew

An unsuccessful check will mean that the character is expected to work at the tavern in their polymorphed state for one hour.

Unsuccessfully attempting to Intimidate (DC 17) or use Deception (DC 15) on Oakenlock will anger the druid, in which case roll 1d6: on a 1, 2, or 3 he will make the curse permanent, and on a 4 or above he will attack the player characters.

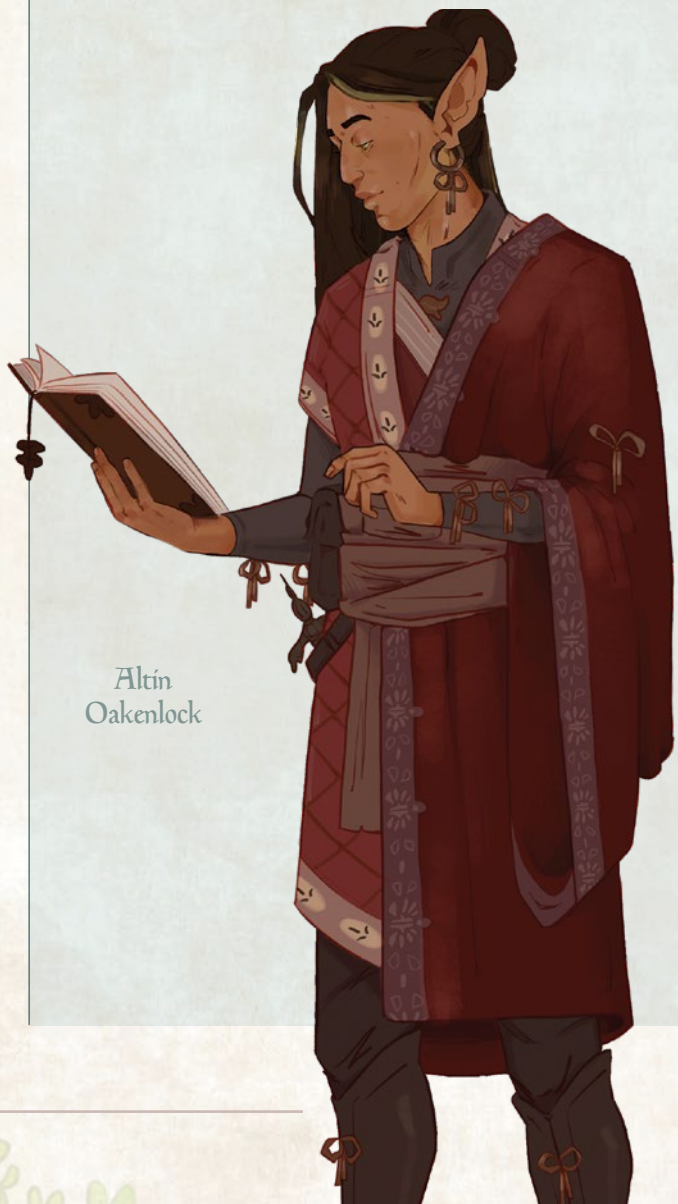
If they talk to a drunk Poziver Dench, the party can discover a rumored possible third option to remove the curse: bathing in the hanging pond (A6) at midnight under direct moonlight may reverse the curse. The full moon is the night Gwynyn refreshes the curative nature of the waters and they are at their strongest. Of course, there are potential dangers with bathing in the pond that late at night...

Tavern History

After a section of the local woods was destroyed during a particularly bloody period of time due to banditry and a feud between orc tribes, a group of forest gnomes and wood elves banded together to prevent such occurrences in the future. The Oakenlock family, already a leader in the local wood elf clan, oversaw the plan. After much debate, the decision to open a tavern was made as a way to easily keep track of anyone in the area.

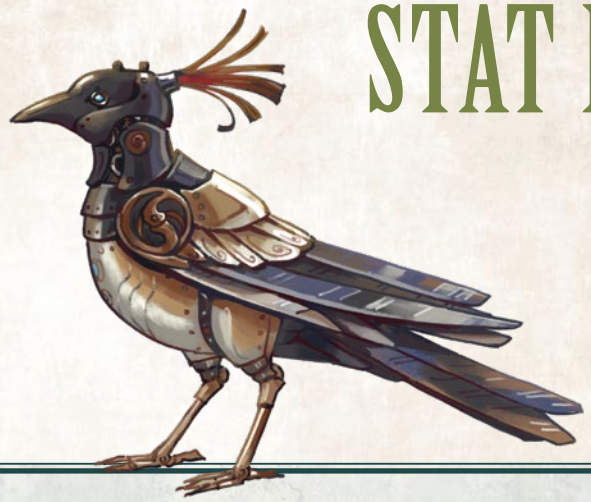
The construction of the tavern itself was mostly handled by the forest gnomes and has been much modified over time as new inventions have been developed. Both the gnomes and wood elves pride themselves on making the forest a better, safer place and protecting nature. Everything in the tavern is sustainably harvested and the needs of the local animals (even those that wind up on the dining table) are also met.

Over the years, the tavern has developed a reputation as not only a great place to grab a drink and eat good food, but a cozy and safe place to stay… as long as you follow the rules.



Altin Oakenlock

STAT BLOCKS



The Clockwork Magpie

Small construct, unaligned

Armor Class: 16 (natural armor)
Hit Points: 13 (3d6 + 3)
Speed: 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

Senses: darkvision 60 ft., passive Perception 11
Languages: --
Challenge: 1/4 (50 XP)

Keen Sight. The clockwork magpie has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

The Terrible Teakettle

Small construct, unaligned

Armor Class: 13 (natural armor)
Hit Points: 10 (3d6)
Speed: 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4
Condition Immunities: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages: --
Challenge: 1/4 (50 XP)

Antimagic Susceptibility. The teakettle is incapacitated while in the area of an *antimagic* field. If targeted by dispel magic, the teakettle must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the teakettle remains motionless and isn't flying, it is indistinguishable from a normal teakettle.

Actions

Steam Blast (Recharge 4-6). The teakettle spouts out a 10 foot cone of scalding steam. Each creature in the area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

Stab. Melee Weapon Attack. The teakettle leaps forward to stab with its spout, which has been sharpened to a point. +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Swarm of Bees

Medium swarm of tiny beasts, unaligned

Armor Class: 12
Hit Points 13 (3d8)
Speed: 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	4 (+2)	8 (-1)	3 (-4)	12 (+1)	6 (-2)

Skills: Perception +5
Damage Resistances: bludgeoning, piercing, slashing
Condition Immunities: charmed, frightened, grappled, prone, restrained
Senses: passive Perception 15
Languages: --
Challenge: 1/2 (100 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening larger than 1 inch. The swarm can't regain hit points or gain temporary hit points.

Actions

Bite. *Melee Weapon Attack*: +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 5 (2d4) piercing damage, or 2 (1d4) piercing damage if the swarm has half of its hit points or fewer.

Sting. *Melee Weapon Attack*: +4 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 1 piercing damage, and the target must make a DC 9 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

The Spring of Peace

Every desert needs an oasis, and the Spring of Peace Tavern offers one of the finest ever to grace the sands of any world. Built around a lush, shimmering oasis, the Spring of Peace Tavern offers all the respite one needs after a long journey in a hostile land. In addition to the brutal elements, travelers have likely needed to pass through the territories of warring locals, so coming to this tavern—where peace is paramount—is a great relief. But as much as the proprietors and guests seem to leave existing disagreements at the doorstep, there can be tension that undercuts the perfect peace. Travelers should be on their guard, lest they get swept up in local disputes.

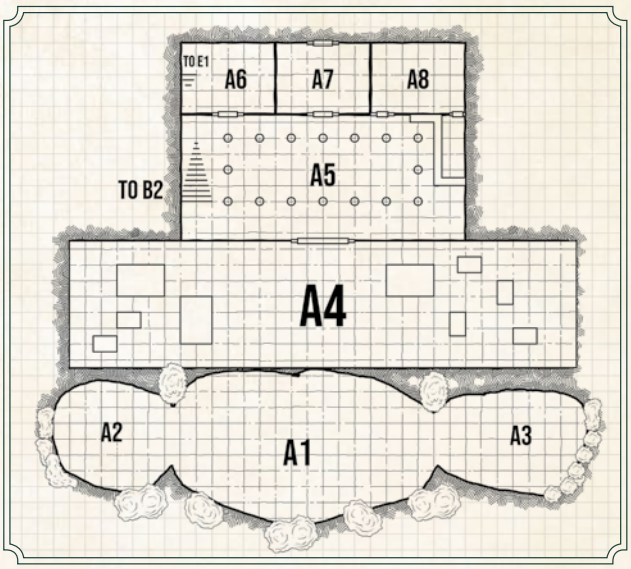
This tavern hosts a diverse marketplace, as it is a frequent stop for merchants from many different areas. There is always a bustling trade taking place here, with goods ranging from the mundane to the extremely exotic and rare.

While the main structure is fairly small by tavern standards, there is plentiful space available with the surrounding area. The actual boundaries of the tavern grounds are always in flux as people are constantly arriving, setting up camp, and leaving. The quality of lodging ranges from people just throwing a bedroll down on the sand to elaborate, luxurious tents that one can rent from the proprietors, including set-up!

This tavern can be enjoyed by characters of any level, but for those who wish to explore its secrets to the fullest, level 7-10 is recommended.

Areas of the Tavern

Level A: Oasis and Ground Floor



A1. Main Oasis

A large pool that shimmers in the sun, the oasis is ringed with lush palm trees and all sorts of plants. Birds are plentiful, as are fish that swim in the oasis. While some varieties of fish may look familiar to local travelers, there are a few species that only exist in this oasis. The source of the oasis is unseen, and is subject to much debate. The depth of the oasis is unknown, despite all efforts to determine it. Because of this, entry into the main oasis is strictly forbidden and enforced. There are roped-enclosed public sections to both the east and west side of the oasis. A variety of human, dragonborn, and Amin guards patrol the shoreline. The pool itself is also patrolled by the dweller turtles, intelligent turtles that have evolved to live in this water over thousands of years.

A2. Recreational Oasis

The western section of the oasis is roped off for swimming and recreation. The water ranges from wading depth to a deep area for more actual swimming. There is an outdoor bar on this side of the oasis, as well as many chairs and blankets for relaxation. Rafts are available for rental, and many of them drift about in the sun.

A3. Healing Oasis

The eastern section of the oasis is also roped off, but it is much less rowdy and noisy than the recreational oasis. Many people believe that the oasis contains healing properties. Whether the water is actually medicinal or not is subject to much debate (and many guests do debate it, loudly, on this spot), but it is a fact that there is a higher concentration of plants with medicinal properties here than one would usually find. Many people come here to "take the cure" of the magical waters, or to research and barter for cuttings of the medicinal plants. The minerals under this particular section of the oasis are rich and diverse, further adding to the regenerative feeling one gets while relaxing in the pool

.

A4. Market Area

In an open area between the oasis and the Spring of Peace Tavern, visiting merchants may display their wares, shop, and trade. There are many colorful tents, wagons, or sometimes merely blankets spread on the ground, showing goods of all types. Lack of coin is not always a problem, as there are many opportunities to arrange for trades, as well as to earn coin in one of the many games of chance played in and around the tavern.

The center area is kept open for performers. The Spring of Peace Players in particular need the room for their acts involving acrobatics, fire dancing, and aerial stunts.

The outer edge of the market area is for guest tents. Most traveling merchants staying at the Spring of Peace prefer to set up camp near their wares for convenience, but guests not staying in the main building are encouraged to set up around the perimeter. Guests may bring their own sleeping arrangements—anything is welcome from a simple bedroll to an elaborate caravan wagon. Tents may also be rented from the tavern, which offers three levels of tent and accompanying accessories:

- ***Agate:*** A simple canvas structure, tall enough to comfortably sleep, but not really big enough to spend waking hours in. Includes a ground cover and bedroll. Available in single, double, or party sizes (sleeps six medium-sized creatures comfortably).
- ***Jade:*** Larger canvas structure with some simple decoration, tall enough to stand in. Includes ground cover, bedroll, and sitting cushion. Available in single, double, or party sizes. Can include set-up for additional price.
- ***Lapis:*** Very roomy structure with better quality canvas and includes awning, all elaborately woven and decorated. Includes a raised cot, bedroll, sitting cushion, and small table per person. Set-up is included in the price. Available in single, double, or party sizes.

For those wishing to cook in their tent, fire elementals are also available to rent.

A5. Pax and Pints

One may not realize one has entered the Spring of Peace Tavern at first, without a clear boundary other than passing through a large stone archway. The main bar area, Pax and Pints, is laid out very openly to take advantage of breezes. Most of the bar area is open to the sky, with only the perimeter of the room having an actual ceiling. Awnings can be extended during the hottest parts of the day, but most of the time the room offers an unobstructed view of the sky. Even with the openness, the rich smells of spices and smokes permeate the bar area. Most of the seating is on the floor, on comfortable cushions.

The bar is usually tended by **Asiri**, who always keeps an eye on everyone to make sure the tranquility of the Spring of Peace is kept, no matter the complexity of the drink requested. This bar is easily as noisy as any tavern, but the quality of the sound is different: joyous and good natured. Laughter is with people, not at them, and aggression is rare. When threats do emerge, either against patrons or the tavern itself, Asiri is masterful at both diffusing situations and escalating things physically when absolutely necessary.

The bar itself is a long stone countertop. Part of it pokes into the kitchen, and is lined with pots and baskets of various foods that customers may use when building their own entrees and appetizers. The countertop continues into the main room, providing a generous workspace for Asiri. The shelves behind it have a vast array of liquors, mixers, syrups, wines, and spirits. People trade at the Spring of Peace from all over the world, so there are many unexpected finds here.

A6. Office and Tent Rental

While **Asiri** has a desk in here, she is so rarely seated that Abbad adopted it and spends most of his time here, when he isn't setting up tents. People wishing to stay on the grounds of the tavern must visit Abbad. One wall is lined with books and scrolls, a mix of literature and nonfiction texts from the three clans. This wall is one reason the Spring of Peace is so dedicated to tranquility: the clans realized that their very history and culture was in danger of disappearing in constant warfare, so one way to preserve it was to store things at the tavern.

A Wisdom (Perception) check of 16 or higher reveals that the stones in the floor do not quite line up as expected. Attempts to find out more are fruitless unless on the Secret Tombs or Case of the Missing Lamp quest. In either scenario, a DC Intelligence (Investigation) check of 15 determines that moving a certain book in the bookcase pops up a loose stone in the floor, revealing stairs that lead deep underground.

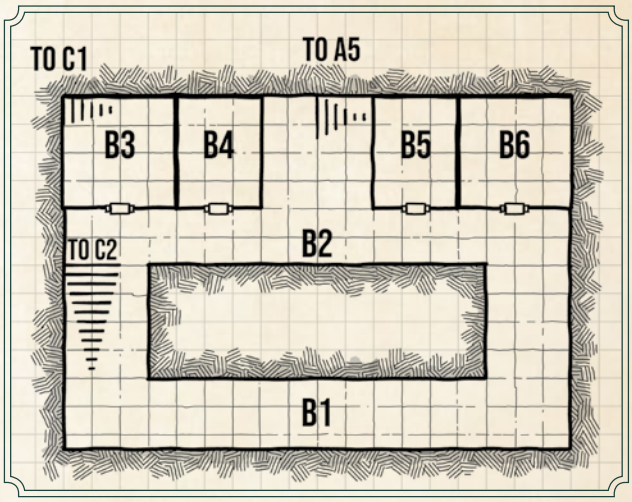
A7. Stables

For the occasional Amin who might find stairs cumbersome and does not wish to stay in a tent, the indoor stables offer some small but comfortable pallets. Girla Amin usually stays here, as she feels it is her duty to maintain some presence in the tavern, since her family was the last Amin to manage the tavern before the Fadel took over. There is a lockbox here for weapons confiscated from patrons. The policy of Spring of Peace is that people will be trusted with weapons until proven otherwise. A successful Dexterity DC 14 check (Thieves' Tools), will open the lockbox, but if anyone is found with weapons that have been confiscated, they will be ejected from the tavern. There is a back exit that leads to mostly empty desert.

A8. Kitchen

The kitchen of Spring of Peace is vast, and rich with flavors from all over the world. While it is overseen by Jamil, a brass dragonborn, most of the staff is a family of **grimalkinn** who found their way to the tavern years ago and loved it so much that they wanted to stay. They have turned foraging in the lands beyond the tavern into an art form, and many of the rare meats and plants on offer are due to their cleverness. The kitchen boasts clay ovens, baskets of ingredients, and bottles of spices and herbs. Fresh herbs are also available from the greenhouse, and Jamil is often found adding plants with no culinary value but purported medicinal value to his dishes to "see what will happen."

Level B: Rooms and Open Patio Areas



Stairs from the Pax and Pints (A5) lead to the partly open second floor.

B1. Rooftop Patio

The rooftop patio is an open area with a mix of spots covered by colorful awnings and areas where one may enjoy the sun. Seating is plentiful, and this area offers a lovely view of the oasis and the three pool areas. From here, one can see that the main oasis appears to be bottomless. There are many ripples as the local marine life swims about and, on occasion, the very large head of what appears to be a turtle may emerge, then duck quickly back down before anyone knows for sure what they saw.

There are a few tables that have games set out, some in progress, others waiting for someone to sit down and join. In one corner, there is a table with three elders playing, trading insults, and sometimes gazing wistfully at the oasis and beyond.

B2. Open Hallway

The stairs from the first floor lead to a hallway that runs alongside enclosed second-floor rooms and a patio area on one side, and an open area with a stone railing that overlooks the bar on the other. Awnings shade this hallway from the sun, but are rolled in at night to offer a better view of the stars. The patio between the two sets of rooms has several potted plants, some lounge cushions, and stairs leading to the third-floor greenhouse (C2).

B3. Deluxe Suite

This room is the best indoor lodging the Spring of Peace has to offer. It is luxuriously appointed with cushions, a writing desk, and intricately carved cabinets for guests' clothing. Stairs lead to a rooftop patio (C1) that is also included when renting this suite.

B4. Asiri's Bedroom

Asiri's bedroom is filled with a collection of weapons and various trinkets that show a life of travel and barter with others who have traveled. She has some books on the various games played at the tavern. Reading them gives any player who subsequently plays Serpent's Tale with the elders an advantage (described in the Want to Play a Game? quest). A DC 14 Dexterity (Thieves' Tools) unlocks a small chest by her bed. This chest contains a journal with drawings that theorize there is an entrance to the oasis underneath the tavern somewhere. Asiri also writes that her conversations with the dweller turtles—who, after many years of watching her, are beginning to trust her—lead her to believe that the oasis is infinite in its depth, source, and healing power.

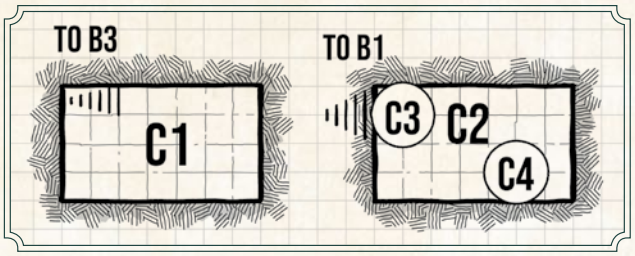
B5. Jamil and Nasir's Bedroom

The room is divided neatly down the center, with the clean, spartan decor of a human warrior on one side, and the clutter of a gregarious chef on the other. There are numerous notes lying around the room, such as Jamil asking Nasir to try his latest dish tonight, and Nasir begging Jamil to please make his bed because it's making Nasir crazy and Jamil would sleep better anyway if he kept things neat.

B6. Hebeth and Shirreen's Room

This guest room is currently occupied by the healer Hebeth and his apprentice Shirreen. There is one luxurious bedding setup, and one uncomfortable pallet on the floor. There are also numerous trunks filled with bottles, containers of herbs, and healing texts. A DC 16 Intelligence (Investigation) check finds that Hebeth's notes are analytical and he is skeptical that the oasis waters themselves have healing properties, although the plants that grow around it most certainly do. Shirreen, on the other hand, writes in her diary that she knows for a fact the oasis is indeed healing, as she is distantly related to the Fadels and her family lore has stories of an oasis that could heal nearly any illness or injury.

Level C



C1. Deluxe Suite Rooftop Patio

This is accessible only by stairs from the deluxe suite (B3). It has a low railing around it, and a foldable awning that one can use for a sunshade during the day or, when additional material is unrolled, can provide a tent structure for additional guests. There are benches around the perimeter of the patio. This offers a good view of the recreational oasis.

C2. Greenhouse

Stairs from the rooftop patio (B1) lead to an area covered by a large glass dome. The stairs then continue to spiral up through one of the towers (C3). The greenhouse is filled with a mix of kitchen herbs, edible plants and berries that do not grow in this climate, and healing herbs. At first it does not seem like anyone is in the greenhouse, but waiting a few moments will show that the plants are being tended by a group of cactal folk: the plants are guarded by **prickly pear cactal folk (Opunti)**. They will only attack if someone attempts to harvest any of the plants growing there without permission. If someone shows only curiosity about the plants, the Opunti will show visitors around the greenhouse, and may offer fruit from their own bodies. If the fruit is refused, the Opunti will force the visitor out of the greenhouse. If the fruit is accepted, the Opunti will consider it a sign of lasting friendship.

C3. Sunset Tower

This tower contains spiral stairs that go up, up, and up, finally ending at the very top of the tower (D1). The stairs are barely wide enough for one medium humanoid to walk at a time. It is a steep, exhausting climb, but it is worth the trip, as the walls are decorated with the finest examples of artwork ever made by the Fadel, Jaziri, and Amin—portraits, tapestries, relief sculptures, pages from rare manuscripts. It shows a rich, diverse culture for all three groups.

C4. Sunrise Tower

This tower is identical to C3, only instead of separate artworks, there is an elaborate mosaic that shows the history of the oasis and the tavern. Many battles are shown, but the oasis and the tavern as it grows over time is always left in peace. Attempting to decipher just who was the cause for the original falling out is utterly impossible, as one part of the mosaic may show the Amin as the evil aggressors, then the next will show them as innocent bystanders as the Fadel are the aggressors, and then the Jaziri seem to be the ones to blame. On and on it goes, spirling up to the top of the tower.

Level D

Ascending the stairs in either tower is a harrowing journey, especially near the top. For both towers, the top rooms can only be successfully reached with a successful DC 16 Dexterity (Acrobatics) check.

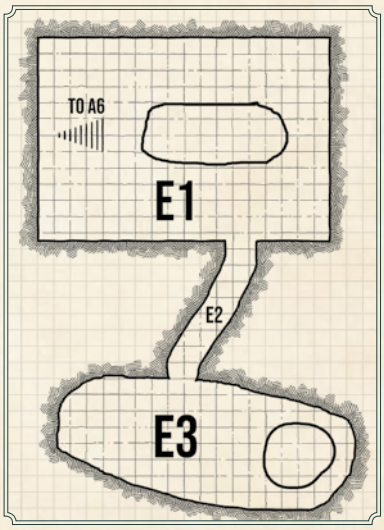
D1. Top of Sunset Tower

The stairs end with a small hole that leads to a platform. The only thing in the room is a large Serpent's Coil gameboard, which can be taken from the room. There is a large skylight open to the west. If a character has the playing pieces from Sunrise Tower and puts them on the board, a brass dragon will fly to the tower and peer in the window as the event A Brass Dragon's Game unfolds.

D2. Top of Sunrise Tower

The stairs end at a small hole that leads to a platform. The only thing in the room is a collection of Serpent's Coil playing pieces, rather larger than the ones the elders use in their game. There is a large skylight open to the east. If a player has the gameboard from Sunset tower and sets up the pieces on it, a brass dragon will fly to the tower and peer in the window as the event A Brass Dragon's Game unfolds.

Level E



E1. The Tomb

The stairs from the office (A6) lead deep down into the ground and finally end in a massive tomb. There are sarcophagi here that seem to be home to Amin, Fadel, and Jasiri alike. The mosaics on the wall look very similar to those in Sunrise Tower (C4), but these seem to depict events before those shown in the tower stairwell. There is also a massive sculpture of a gynosphinx.

E2. Passageway

This passageway starts off well engineered, lined with the same type of brickwork as the tomb and the tavern above. As one travels further, the bricks taper off until it is an entirely rough-hewn rock cavern.

E3. The Heart of the Oasis

The passageway opens to a massive chamber. One wall is inset with a thick layer of clear quartz, as transparent as any glass. Through the quartz, one can see an underwater area illuminated by bioluminescent plants and an interesting spongy coral from which bubbles regularly stream. A DC 13 Wisdom (Perception) check reveals that this is part of the oasis, deep down. There is also a rock-lined pool in the chamber, about 25 feet in diameter. A DC 16 Intelligence (Investigation) check reveals that there is a loose rock in the wall lining the pool. Behind that rock is a djinni lamp; rubbing it summons Afranta. Afranta is confused, as she had no idea where her lamp was, or who the true owner is. If the quest Secret Tombs is not in motion at this time, Afranta will disappear and, if seen later in the tavern, will have no memory of this event. The lamp cannot be removed from the room, and any attempt to leave with it will result in the character being unable to pass into the passageway (E2) until the lamp is replaced.

The Tavern Operators

Asiri Fadel

If one has any worries about their safety at the Spring of Peace, one look at the proprietor and bartender will put all concerns to rest. **Asiri** is a female human, and the current operator of the tavern as well as the surrounding operations—and she takes her responsibilities very seriously. Her dark hair shades to bright red at the tips, and is intricately braided under a bandana. Daughter of the high priest of the Fadel, she is sometimes caught between her devotion to the peace of the tavern and those who work there, and her loyalty to her people. She can be a bit harsh with her employees, and any guests who step out of line, especially if it threatens the peace of the tavern. Asiri is usually found at the bar (A5), but makes it her business to check on all areas of the tavern.

Abbad Fattah

Years ago, a human **tribal warrior** was found near death in the desert not far from the Spring of Peace and brought back to the tavern. Jamil helped nurse him back to health, and upon his full recovery, Abbad decided to stay at the tavern. Over the years, he's become integral to the tavern's daily workings, and helped develop the current tent rental business, which expanded the tavern's popularity. He has become very quick at setting up the rental tents, and makes customer satisfaction his number-one priority. He is usually found in the office (A6) or setting up tents in the marketplace (A4).

What no one knows is that Abbad is, in fact, a Jaziri in disguise. Abbad underwent a great quest to find a brass dragon who, out of distant familial loyalty, granted his desire to be turned into a human for the purpose of spying on the Fadels. During his time at the tavern, he has come to the conclusion that fault for the disagreement is shared equally among the three groups. He is unsure if he should reveal himself to Asiri and Jamil. He has truly come to respect Asiri and knows she will not take his deception lightly—the revelation could even turn her against keeping the tavern a neutral spot. He also knows that Jamil will feel betrayed that he was not trusted with the secret, which could even turn Asiri against Jamil if she thinks he knows. Abbad is looking for some sort of proof or information within the tavern that he, Asiri, and Jamil could take to their families to help broker a peace.

Nasir Fadel

Asiri has an extensive family, but the relative she's closest to is Nasir, a human using **knight** statistics. A cousin on her mother's side, Nasir grew up more as a big brother to Asiri, and she trusts him with the security of the Spring of Peace. Nasir does his job well, not because he cares about the Spring of Peace, but because he is fiercely loyal to Asiri. For him, family comes first, and he often fears that Asiri's position at the tavern could cause conflict among their people. He can be found anywhere on level A.

Jamil Ayad

With a brass dragon's love of conversation, this brass dragonborn commoner is a born tavern host. Jamil is chatty, personable, and even though he is usually stationed in the kitchen (A8) he loves coming out to chat with the guests. He often tends the outside oasis bar (A2) if Asiri is busy. Jamil is very easygoing, and even though his family and Asiri's have been enemies for years, the two of them get on surprisingly well. Jamil, like Asiri, only wants peace in the oasis. And what better way to broker peace than by providing everyone with good food and drink?

Jamil is also an amateur healer and spends a lot of time experimenting with the medicinal plants that grow around the oasis. He is one of the people who claim the oasis water itself has healing properties, but Asiri keeps telling him to keep that fact to himself, as it can't be proven and will only cause more conflict.

The Spring of Peace Players

This acrobatic troupe specializes in telling the story of the Spring of Peace in an intensely acrobatic dance routine, performed in the marketplace (A4). The performers rotate, each picked specially from the three families on an annual basis. The contests and criteria for selection differ between the tribes, but there are always three each of the brass dragonborn (so convenient for the fire-dancing acts), **Amin**, and humans.

The Dweller Turtles

The waters of the oasis (A1, A2, and A3) are patrolled by intelligent turtles, evolved over time to live in this oasis and nowhere else in the world. The dweller turtles range from the size of a loaf of bread to a large horse. They can speak a bit to visitors, but it's usually, "Stay behind the rope," accompanied by a gentle (or not-so-gentle) bump in the right direction.

Rumors abound of one or more massive variants, who live far down in the oasis (visible in E3). There are occasional sightings, as the turtles must breathe air, but no one has ever seen one long enough to determine their true nature or just how big they might be. According to the dweller turtles, there is a special coral that grows deep underwater that allows turtles to get air to breathe, rather than surfacing.

Guards

Guards are, like the Spring of Peace Players, specially selected from the Fadel (human **guard**), Jaziri (dragonborn guard), and **Amin** families. They are instructed by Asiri to use force as a last resort, and never to allow harm to come to another person if at all possible. They can be found in any area where conflict may arise.

Afranta

Afranta, the director of the Spring of Peace Players is a female **djinni**. Her bottle is hidden somewhere on the Spring of Peace Tavern grounds, but her original master is unknown, even to Afranta herself. She has very little memory of her life before becoming director of the players. She only knows she has been bound to the oasis since long before there was a tavern or even any intelligent visitors. She knows she is a djinni, but only has the most basic understanding of what that means or what her powers are. She has a hunch that she must have a lamp somewhere nearby, but has no idea who might have it. Afranta also seems to have a sense of when violence is about to occur in the tavern. She has a tendency to appear in that area and try to diffuse the situation with a joke, and on some occasions will physically help the guards. She is usually in the marketplace (A4), and can be summoned to the Heart of the Oasis (E3).

The only beings at the oasis who know anything about Afranta's lamp are the dweller turtles. They will mention that there once was a strange object that looked like the lamps used at the tavern that was found in the oasis waters. It had the effect of making the dweller turtles and other water dwellers in the oasis unusually aggressive, until the elders among the dweller turtles put it somewhere where it could do no more harm to the creatures of the water. None of the dweller turtles in the oasis have any idea where the lamp is now, other than that it is not in the water. They say they have told Afranta this many times, but she never remembers any of it.

Girla Amin

One of the few **Amin** currently working at the Spring of Peace, Girla offers her services as a desert guide, and as a scout on occasion. (It was she who found Abbad in the desert many years ago.) She often looks bitterly at the tavern buildings because it was her people who first built them, and now they are controlled by the Fadel. Still, she prefers peace to open warfare, since both her parents were killed in one of the many skirmishes fought around the oasis. One of her favorite pastimes is hunting the desert's **colossal worms**. She can be found in outdoor locations (A1, A2, A3, A4), and in the stables (A7).

The Spring of Peace Menu

Appetizers

Hummus and Fruit Platter – 2 sp

Our kitchen grimalkins scour the lands surrounding the oasis daily to bring us the best wild chickpeas. Barely a day passes between the chickpeas growing wild and finding their way into Jamil's vat of secret spices. There is nothing like it on earth! Served with flatbread cooked in our own clay ovens, and plenty of olives and figs harvested from the trees around the oasis.

Stuff and Go – 3 sp

Ideal for the traveler on his way, or for those who want an easy-to-carry snack to their room or tent, or even the recreational oasis (please, no food in the pools! It upsets the dweller turtle's tummies!). Order grape leaves or a pita pocket fresh from our oven, then stuff with the various food items available at the kitchen side of the bar. Items are subject to change, depending on what the grimalkinns find and what traders have bought recently.

Baklava – 3 sp

A delicacy perfected by Spring of Peace's chef Jamil Ayad, this baklava is flaky, slightly sweetened with honey from a hive on the grounds, and flavored perfectly with lemon and cinnamon. Drizzle with chocolate, caramel, or a berry syrup for an additional fee.

Entrees

Build Your Own Kabob – 5 sp per guest

The Spring of Peace kitchen bar has a variety of meats, fruits, vegetables, mushrooms, and all sorts of things anyone could ever want to skewer. After assembling, you have the difficult question of how you want your kabob roasted! Options are:

- Send to the kitchen, where our grimalkins will make sure it is roasted perfectly.
- Request Jamil to visit your table and flame it as you watch.

Request a small fire elemental, who will be delivered to your table in a metal bowl. For an additional fee you may retain the fire elemental in your tent or room for the duration of your stay.

Grimalkinn Stew – 4 sp

The grimalkinns constantly rotate between their duties in the kitchen and plying their skills as scavengers. They find all sorts of delicacies in the lands around the tavern, and much of what they find goes into the stew. We'd say what is in the stew here, but all we ever hear is "We found it!" They've never come up with a bad batch, though, so eat and enjoy! Served in a communal pot for your table, with plenty of fresh bread to dip into it and rice on the side.

Stuffed Vegetables – 3 sp

Grape leaves and cabbage stuffed with rice, onions, carrots, turnips, and beets and stewed to perfection. Meat available upon request.

Pan-Fried Scorpion Tail – 2 sp

Battered and fried in a bed of buttery spices, this dish can also be ordered as a shared appetizer. The creamy dip nullifies the poison, but some guests swear against using it.

Pan-Fried Scorpion Tail

Asiri's Tears

Cocktails

Guard Duty Coffee – 3 sp

This drink will be sure to wake you up! Our signature coffee is flavored with cardamom, and sugar syrup. Molasses spirits may be added for those who don't need to be THAT alert.

Frolicking Under the Fronds – 4 sp

This drink was made by a trio of grimalkinn during a short break, and quickly caught the notice of many visitors. It is made by mixing molasses spirits, blue citrus liqueur, lime juice, cranberry juice, and a few dashes of orange bitters. Finally garnished with a cherry, and consumed under the shade of a palm frond.

Asiri's Tears – 4 sp

This drink is a fragrant cocktail from desert herbs and spices to make you sweat if you are too hot or warm you up on those cold desert nights. Combining juniper berry spirits, cold green tea, lemon juice, and egg whites, this drink is shaken to produce a frothy head that is finished with powdered sugar, cardamom, and mint leaves. The foam helps keep the ever-present sand out of your drink, so you can enjoy it at your own pace!

The Water of Life – 3 sp

This cocktail is an homage to what brought everyone to the oasis and what gives life in the desert. It combines molasses spirits with smaller portions of cinnamon and wormwood liqueur, and a dash of wormwood bitters. This drink is finished off with a blue citrus liqueur poured softly to form a distinct layer over the rest of the drink.

The Tavern Guests

Pama Amin

A female **Amin** in the prime of life, but terminally ill from a mysterious disease. The Amin are known for their healing skills, but Pama's illness is beyond all their knowledge. She knows she has little time left, and she wanted to come to the Spring of Peace, to bask in its beauty and reminisce about the days when she was a young filly and her family managed the Spring of Peace. She rents the most expensive tent in the market area (A4), and spends most of her days reclining at the healing oasis (A3).

Pemeth Amin

A young male **Amin**, son to Pama. He has brought his mother here to see if the healing waters of the oasis, its healing herbs, or one of the many healers who come here can help her. He also suspects that there is hidden knowledge within the tavern that could aid his mother. For all his love for his mother, he often avoids her, spending most of his time in the Pax and Pints (A5) or the recreational oasis (A2).

Hebeth Galen

An elven **commoner** healer with years of experience and many, many people saved, Hebeth has traveled to the Spring of Peace to evaluate claims that the waters themselves can heal. Hebeth is skeptical, and wants to scientifically prove the water's capabilities or lack thereof. Hebeth is usually found around the healing oasis (A3), taking notes and samples.

Shirreen Skyward

A human **commoner** healing apprentice, Shirreen is in awe of her mentor, Hebeth. Unlike him, she is firmly convinced that the oasis water has healing properties. She is constantly chided by Hebeth for not being logical about the water, but believing in it blindly. She is never far from Hebeth, and is usually at the healing oasis (A3).

The Families

Jaziri

The Jaziri are a clan of brass **dragonborn,** currently settled to the west of the Spring of Peace Tavern. While they are mostly typical for their species, this particular family tends to have a militant outlook, remembering how they were forced from their homeland by war. Their attitude has made them distrustful of the newer arrivals to the oasis lands, and it is only recently that the elders have begun permitting members to take employment at the tavern. Always on guard, they send spies to the tavern periodically.

Amin

The **Amin** are creatures similar to centaurs, but instead of having a horse-like appearance from the waist down, they resemble camels. Their hair tends to be coarser than human and ranges from tan to nearly black. A light fur covers their arms and torso as well, and from the waist down they are nearly indistinguishable from a camel. They favor loose, sun-protecting clothes on their more human parts, and many drape colorful blankets and saddlebags over their humps and backs. Their hooves are well-suited for traversing a wide variety of terrains, and they have incredible endurance. This served them well when raiders began to threaten their way of life and they were forced to flee their ancestral home. The Amin have a good working knowledge of cultivation and construction, and they are responsible for the majority of the tavern structure and gardens. It was their engineering expertise that allowed the design of the towers, and their medical knowledge that aided in cultivating the large amount of healing plants around the oasis (although the Fadel and Jaziri are prone to say the oasis had more to do with that). They currently reside to the east of the tavern.

Fadel

A clan of humans, the Fadel have their home situated to the south of the tavern. A deeply spiritual group, they fled pogroms in their homeland and thought that the Spring of Peace would be their sanctuary. While the Jaziri accused them of contributing little to the tavern, it was the Fadel's idea to make the towers a safe haven for art representing the history and culture of all three groups. For a brief time they coordinated a peaceful philosophical following that encompassed all three races, and things looked hopeful. It was during this time that the tomb under the tavern was constructed and burials conducted. Despite many disagreements, the Amin and Jasiri concur that the Fadel are the best suited to maintain the tavern at this time, given their dedication to the preservation of all three cultures.

The Elder's Game Circle

This group of elders from each clan meet regularly at the Spring of Peace's rooftop patio (B1) to partake in games. They have done this for years, even when their clans were engaged in open warfare. They never stay at the tavern, but instead travel from wherever their clan is encamped to here. Sometimes agreements are brokered over games, and sometimes a sore loser returns to their home and convinces their family that they need to attack one of the other groups.

Naba Fadel

Asiri and Nasir's human grandmother (**commoner**). She has a very sharp tongue, and spares no one from her acute observations. She is a merciless player, but always willing to teach a newcomer to whatever game is being played.

Oppa Amin

Grandmother to Pama, Oppa ran the Spring of Peace many years ago. It was her parent's generation of **Amin** who built the ground-level structures. While she does not always like the new changes, she understands that times change, and things cannot always remain the same. She is a calm player, but a good one.

Nabark Jahiri

An elderly brass dragonborn **commoner**. He pretends he doesn't speak Common, but understands it perfectly well. He communicates in grunts and gestures, especially to the other two elders. He is actually Abbad Fattah's great-grandfather, but he does not recognize his descendent in his human disguise.

Nahas

A male **adult brass dragon**, he made the oasis home many millennia ago. He often played games with his two friends and neighbors, Afranta and Sphinxy. Because his lair was near the oasis, the area became magically warped over time. After the falling out between the three friends, three sets of tracks spread out from the oasis, leading the Fadel, Jaziri, and Amin to the oasis in turn.

Nahas knows nothing of this, as he has not been back to the oasis since the day he threw Afranta's lamp into the lake. He now lives far away, and it was he that granted Abbad's desire to be transformed into a human, never dreaming that it was for the purpose of infiltrating the tavern that grew up around his once beloved oasis home. He will appear if players climb to the top of either Sunset (E1) or Sunrise (E2) Tower.

Sphinxy

Usually a statue in the underground tombs (E1), Sphinxy is a **gynosphinx**. She rather hates the name Sphinxy, but will not tell anyone her real name (so many, including Nahas, think it must be really embarrassing). She is proud—even for a sphinx—of her gameplay and ability to solve riddles, but she made the mistake long ago of cheating at a game of Serpent's Coil against her friends Nahas and Afranta. This set into motion a magical mishap that led to the vicious conflict over the oasis that still wages centuries later.

The Quest Board

The quest board is set into an elaborately carved stone frame, with a cork inset. Quests are tacked up with pins made from cactus thorns, and written on a variety of materials including leaves, linen, and papyrus.

Guinea Pigs

Test Subjects Needed! Does the oasis water heal? Or is the presence of healing plants merely a coincidence? Come to the banks of the Therapeutic Oasis to participate in this historic experiment! Generous compensation! Please see Shirreen for details.

Shirreen is by the waters with a clipboard, taking the names of various people. Her mentor, the healer Hebeth, has a variety of mild poisons and samples of water from the oasis. People who volunteer for the experiment must first take a poison, which will deal 2d6 poison damage. Hebeth has a five-minute hourglass timer which will run out, then water from the oasis will be administered. The water will heal for 2d6 damage. Hebeth is visibly surprised that the water will undo the damage, and Shirreen is practically giddy. As compensation, Hebeth will cover one night's lodging in a Jade Level tent, and offer a vial of the water that will heal an additional 2d6 damage.

Want to Play a Game?

Long-established gaming group seeks fresh blood new players! Come to the rooftop patio and learn some new vicious fun pastimes!

On the roof of the Spring of Peace Tavern, the elders can almost always be found engaged in a game. While they spend most of their time battling each other, they are always eager for new players. They will teach, but then brutally destroy, any newcomer to their game. They play many things, but the game all three favor is Serpent's Coil. Played on a spiraling board that resembles a serpent, the goal of Serpent's Coil is to move one's playing piece from the outside to the center of the board first.

There are 77 spaces to traverse to the center of the coil. Moves are determined by rolling 1d12 on each player's turn.

- Player rolls 1-6 or 8-12: The player moves their piece that number of spots towards the center
- Player rolls 7: A marble is dropped into the center of the coil and rolls down a grooved spiral in the board. All players must then roll 1d4 to see if the marble knocks their piece over as it rolls.
- Roll 1 or 2: Return to beginning of board
- Roll 3 or 4: Remain in current space
- Gameplay continues until a player has made it to the center of the board (i.e., has reached a total of 77 without being sent back to the beginning).

There is an unknown deeper strategy to this seemingly simple game, but only the elders have mastered it and they aren't telling. However, if a player has run across Asiri's notes in her room, their piece is only knocked over on a 1d4 roll of 1, with rolls of 2-4 having no effect.

The GM plays as one or more elders, and up to six people in total may play. If a PC wins, the elders impart to them the strategy for the game, that, should they play it again, gives them immunity against the marble roll. If an elder wins, they will arrange for the loser's next meal or tent rental to be on the house, as a consolation prize. (This usually involves Naba telling Asiri the arrangement and Asiri getting annoyed at her grandmother for costing the tavern money and annoying the patrons with her game requests.)

Pest Control

Warriors wanted! The sandworms are interfering with our trade routes, plus we're running low on stew meat. Please see Girla Amin for more details.

Girla explains that once in a while, **colossal worms** are attracted by the commotion and threaten people on their way to and from the tavern. While the worms avoid the oasis and tavern itself, it is bad for business for people to be devoured by giant sandworms nearby. Girla can either direct the party to the worm, or accompany them as a guide (useful if the party is seeking more information about the tavern, or needs another person to even the odds against the worm). If she accompanies them, killing one worm gains the party 10 gp per person, a Jade-level tent, and fire elemental access for the duration of their stay. If the party kills the worm without Girla's help, they each get 20 gp, a Lapis-level tent, fire elemental access for the duration of their stay, and one *cloak of elvenkind*.

Secret Tombs

Is the tavern hiding secrets? For years the Fadel have maintained control over the Spring of Peace and the Oasis. But things were not always thus! Come to the corner table at the Recreational Oasis to hear my theories.

Pemeth Amin is convinced that there are untold secrets about the Oasis. He is always looking for someone new to share his theories, especially since most of the tavern staff and the regulars ignore him. It distracts him from the worsening condition of his mother. Pemeth's main talking points are:

- The oasis' water has been rumored for years to have healing properties.
- Attempts to find the bottom of the oasis are fruitless and according to all reports, including from the dweller turtles, there is no bottom.
- Pemeth wants to know if there is any hope for his mother in the oasis.

Pemeth thinks there might be a hidden passage in the tavern that leads to more rooms below, but he has been unable to find it. As an Amin, it is kind of hard for him to sneak around.

The party will find a secret passage in Asiri's office. This leads to a deep underground tomb (E1). It is filled with sarcophagi that seem to be a mix of Fadel, Jaziri, and Amin. There is a gynosphinx statue, wearing a necklace that upon a DC 12 Wisdom (Perception) check proves to depict a serpent's coil playing board. Touching the necklace will bring forth 5 **mummies** from the scarphogi, who attack the party. Upon their defeat, Sphinxy the **gynosphinx** will stir and waken with a disgruntled disposition.

If the party has not yet encountered Nahas in the tower, the following events will unfold:

The gynosphinx will challenge them to answer some riddles.

Examples:

- I ache for everything I have known. To have is my heart's very need. A bottomless pit nothing will fill. What am I? *Greed*
- A bottomless jar that can hold flesh and blood. *A ring*
- The person who built it doesn't need it. The person who bought it never used it. The person who used it never saw it. What is it? *A coffin*.

If no one solves the riddle, the gynosphinx will turn back to stone and call forth 2 **mummies** to attack the party. If the riddle is solved correctly, the gynosphinx will tell the party a fact about the oasis. Possible facts are:

- It is bottomless
- The waters can heal illness and injury
- The conflict between the three families is magical in nature
- The magic causing the conflict was caused by two things never meant to meet (a djinni's lamp and the water of the oasis) combined with a brass dragon's regional magic

Once the gynosphinx turns back to stone, she will not awaken again until the party encounters Nahas. When the party continues into E3, they may explore the room, but no further events will happen until they have encountered Nahas.

If the party has encountered Nahas, the following events will unfold:

The gynosphinx will notice that they have a carpet and exclaim, "That's one of Nahas' trinkets! How did you get that?" After the party explains, the gynosphinx looks embarrassed. She confesses that she was the one who was cheating, because she could not always win and she was growing jealous of Nahas and Afranta's skill. She has sensed the growing conflict in and around the oasis, but is unsure how to fix it. She tells the party that when the magic has gone this wrong, the lamp must be brought to the djinni to fully break the magical hold: the act of bringing the lamp to the djinni, rather than using it to summon one, shows that the djinni is no longer under another's power. Sphinxy can tell them no more and returns to her stone form. No efforts from players will awaken her, although each attempt to wake her will bring forth another mummy.

Continuing through to room E3, there will be an extremely large Dweller Turtle swimming by the quartz window. When Afranta's lamp is found by the well, the

large Dweller Turtle will poke its head out of the pool. It will ask the players to please take the lamp far, far away—it causes too much conflict in the waters, and the world above, and must be removed. The dweller turtle confirms that the oasis is indeed bottomless and even connects with waters from other worlds. People should, "use it without fear of draining it of its powers."

Now that the players have the lamp, it no longer belongs to the oasis and should be returned to its rightful djinn. The dweller turtle says that the lamp must be taken from the Heart of the Oasis to fully break the oasis' hold before returning it to the djinni. This time, the lamp can be removed from the Heart of the Oasis room.

No mummies will come forth while players have the lamp. When the players return Afranta's lamp to her, it restores her memory. She calls for her old playmates Nahas and Sphinxy, who appear in the marketplace area, much to the disruption of the people there. Sphinxy admits to cheating, Nahas apologizes for throwing the lamp in the pool, and they reconcile. Sphinxy explains that now that the lamp is back in the hands of Afranta, rather than in the oasis, it will no longer interfere with the brass dragon's regional magic, and the tribes should be able to reconcile peacefully. Sphinxy also confirms that the water is bottomless, and can heal, and that knowledge should be enough for the three families to cease fighting over it. Sphinxy tells Asiri that, in return for all the trouble her actions caused, she will help Asiri navigate guiding her people and the other families towards peace, if she will allow the other two families to equally contribute to and run the tavern.

If Nahas happens to see Jamil, he will recognize him as the dragonborn he transformed into a human and out him to everyone. Jamil is very embarrassed and apologetic to Asiri and the other Spring of Peace employees. While Asiri and especially the other dragonborn are stunned and hurt, given the other recent revelations they are willing to put aside differences and work towards running the Spring of Peace together.

The three friends are so grateful that they will bestow upon the players a *crystal ball of telepathy* from Nahas, an *eversmoking bottle* from Afranta, and two of the following items from Sphinxy (GM will roll 1d4 twice to determine which):

1	*manual of bodily health*
2	*manual of gainful exercise*
3	*manual of golems*
4	*manual of quickness of action*

Afranta

Events

A Brass Dragon's Game

At the top of either Sunset or Sunrise Tower, the party's investigations will be interrupted by the sudden appearance of Nahas, an **adult brass dragon**. He will poke his head into the tower and introducing himself by rambling the following:

"OH! Afranta! Are you ready for a game? Where is Sphinxy? How did she fit in there? I'm so sorry, I just got so mad…"

The brass dragon looks closely at the people in the tower. "You aren't Afranta. You aren't even djinni. Where are my gamemmates? It's been ages, I'm dying for a game. Will you play? We can talk! I've been dying for a game and talk, talk and game! Oh, my name is Nahas."

If the players agree to a game, the board is set up on the tower floor, and the dragon can just reach in to move the pieces. No matter the outcome of the game, players will learn the following items as Nahas chatters on:

- "Afranta cheated! I don't know why—she was always an excellent player, she didn't need to cheat. And then she had the nerve to deny it, when it was so obvious! I just got so mad, I threw that lamp of hers into the oasis. That was before I found out it was bottomless, I do hope that didn't cause any problems for her."
- "I wonder where Sphinxy is. She's a gynosphinx and has a very long, elaborate name, but we always just called her Sphinxy. It made her mad, which is probably why we called her that. I wonder if she's off sulking somewhere. She has a tendency to turn to stone when she sulks, so I'd think she'd still be around here somewhere."
- "I sense a lot of humans around here, and brass dragonborn. They're all distant cousins of mine, you know! There was one time a brass dragonborn came to me and asked to be changed into a human, of all things. I tried to talk him out of it; even though brass dragonborn aren't nearly as good as dragons, it's still better than being human. But he insisted, and I'm a sucker for family, so I gave him his wish. I wonder whatever became of him…"

After the game, Nahas will take the gameboard and pieces, "In case Afranta and Sphinxy come back and want a game!" He will give the players a *carpet of flying*, which, in addition to its usual function, can be used to enter and exit the towers from then on.

Tavern History

This oasis' history is riddled with war, bloodshed, and many a brief respite cut short. There are rumors of many amazing beasts: dragons, sphinxes, and djinni. It's most notable history, however, comes from three families: the Jaziri, Fadel and Amin.

In times far removed from what any mortal can recall, the oasis was home to a brass dragon, a gynosphinx, and a djinni. They were long-time friends, and often came to enjoy the calming waters, and played many games over the centuries. They were particularly fond of Serpent's Coil, and could spend days playing it. On one fateful day, however, an argument arose over the fairness of the game. The brass dragon accused the djinn of cheating and, in a fit of rage, flung the djinn's lamp into the oasis and flew off, never to return. The djinn could not find her lamp, and the deeper it sank, the more she forgot, until she lost all memory of her two gamemates. She remained tied to the tavern, and stays on as a director of the Spring of Peace Players, but has no knowledge of the tavern that any other employee would not have. The gynosphinx, embarrassed that she was the one who had resorted to cheating, and that she had caused such conflict between her two friends, disappeared into the earth and went into a deep sleep of stone.

The djinn's lamp sank for an untold amount of time, until it was found by one of the dweller turtles. Knowing nothing of its importance, they kept it underwater until they realized it was somehow causing aggression among the dweller turtles. They found a place on dry land to store it, and there it has remained. The lamp's location in the oasis has tied the djinn to the oasis, effectively making the oasis itself her master. In addition to this, the presence of the lamp in the oasis' waters warped the brass dragon's regional magic, leading people in need of safety to the oasis, but also sowing discord among those who found the oasis and wanted to make it their home.

A handful of generations ago, three groups came from separate corners of the desert. The first among them were the Jaziri, a clan of brass dragonborn fleeing war. The Jaziri had enough resources with them to survive on the life-giving water, and began building structures that would eventually become the Spring of Peace Tavern. But construction was noteven complete before a second group arrived: the Amin, a centaur-like race escaping raiders. Initially the Jaziri feared the arrival of the Amin would sap their prosperity. But the Amin brought with them knowledge, promising to show the Jaziri sustainable life through cultivation, and helped them finish the basic structures that still stand today by the oasis. The two families lived in a shared but uneasy alliance, and bonded over their persecution by raiders. This alliance found its breaking point, however, with the arrival of the human family, the Fadel.

The final group to arrive at the oasis, the Fadel, were humans fleeing a pogrom. Unable to provide resources, but remarkably quick to learn the newfound customs, the Fadel knew they had little to offer outside of cultural wisdom. The leader of the Jaziri was the first to call them out, fearing that they endangered the future of the oasis. The events that followed are impossible to track, as each family tells the story differently. The Amin would say the Jaziri became a militant threat, the Fadel would say unneeded tension caused a tear between them all, and the Jaziri say the Fadel were leeches that endangered the very sand they walked on.

The aftermath of the following battles led to the current state of the oasis: the Jaziri are outposted to the West, the Amin are outposted to the East, and the Fadel have assumed uncomfortable authority over the waters and her tavern. There is bitterness and rumors about the powers of the oasis. The most persistent rumors are that the oasis has healing properties, and the waters are infinite in their supply.

Girla Amin

Stat Blocks

Asiri Fadel

Asiri is a female human, and the current operator of the tavern as well as the surrounding operations and takes her responsibilities very seriously. Her dark hair shades to bright red at the tips, and is intricately braided under a bandana. Daughter of the high priest of the Fadel, she is sometimes caught between her devotion to the peace of the tavern and those who work there, and her loyalty to her people. She can be a bit harsh with her employees, as well as any guests who step out of line, especially if it threatens the peace of the tavern.

Asiri Fadel

Medium humanoid (human), lawful good

Armor Class: 14
Hit Points: 91 (14d8 + 28)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Skills: Perception +4, Insight +4
Senses: passive Perception 14
Languages: Common, Draconic
Challenge: 5 (1,800 XP)

Actions

Multiattack. Asiri makes three enchanted scimitar attacks.
Enchanted Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) piercing damage, plus 2 (1d4) fire damage.

Reactions

Evasive Dance. Asiri adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker.

Mature Dweller Turtle

The waters of the oasis are patrolled by intelligent turtles, evolved over time to live in this oasis and nowhere else in the world. They range from the size of a loaf of bread to a large horse. They can speak a bit to visitors, but it's usually "Stay behind the rope," accompanied by a gentle or not-so-gentle bump in the right direction.

Rumors abound of one or more massive variants, who live far down in the oasis. There are occasional sightings, as the turtles must breathe air, but no one has ever seen one long enough to determine their true existence or just how big they might be. According to the Dweller Turtles, there is a special coral that grows deep underwater that allows turtles to get air to breathe, rather than surfacing.

Mature Dweller Turtle

Medium beast, neutral good

Armor Class: 18 (natural armor)
Hit Points: 75 (10d8 + 30)
Speed: 25 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	16 (+3)	10 (+0)	18 (+4)	11 (+0)

Saving Throws: Con +5
Skills: Perception +6
Senses: darkvision 60 ft., passive Perception 16
Languages: Common, Aquan
Challenge: 4 (1,100 XP)

Hold Breath. The dweller turtle can hold its breath for 8 hours.
Innate Spellcasting (Psionics). The dweller turtle's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:
At will: *fire bolt, ray of frost*
3/day each: *magic missile, shield*

Actions

Multiattack. The dweller turtle makes two attacks: one with its bite and one with its slam.
Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (5d4 + 2) piercing damage.
Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (2d9 + 2) bludgeoning damage, and the target must succeed on a DC 12 Strength saving throw or be pushed up to 10 feet away from the dweller turtle.

Colossal Worm

Just beyond the boundaries of the Spring of Peace, a veritable nest of colossal worms hungers for short breathed travelers. They are encountered in the "Pest Control" quest, and may also be included in traveling encounters or help serve as an introduction to other desert dwelling characters or families.

Colossal Worm

Gargantuan beast, unaligned

Armor Class: 16 (natural armor)
Hit Points: 189 (14d20 + 42)
Speed: 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+3)	2 (-4)	10 (+0)	4 (-3)

Saving Throws: Con +7
Skills: Perception +4
Damage Resistances: piercing and slashing from nonmagical weapons
Condition Immunities: blinded, deafened, prone
Senses: blindsight 30 ft., tremorsense 120ft., passive Perception 14
Languages: --
Challenge: 10 (5,900 XP)

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The colossal worm makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the colossal worm, and takes 10 (4d4) acid damage at the start of each of the colossal worm's turns. If the colossal worm takes a total of 30 damage before its next turn, it must succeed on a DC 20 Constitution saving throw or use its bonus action to regurgitate the swallowed creature, which falls prone in a space within 5 feet of the colossal worm. If the colossal worm dies, its corpse slowly pushes the consumed creature out.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., up to two targets within 5 feet of each other. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Amin

The **Amin** are creatures similar to centaurs, but instead of having a horse-like appearance from the waist down, they resemble camels. Their hair tends to be coarser than human and can range from tan to nearly black. A light fur can cover their arms and torso as well, and from the waist down they are nearly indistinguishable from a camel. They favor loose, sun-protecting clothes on their more human parts, and many drape colorful blankets and saddlebags over their humps and backs. Their hooves are well-suited for traversing a wide variety of terrains, and they have incredible endurance, which served them well when raiders began to threaten their way of life and they were forced to flee their ancestral home.

Amin

Large monstrosity, lawful neutral

Armor Class: 12
Hit Points: 53 (8d10 + 8)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	16 (+3)	12 (+1)	13 (+1)

Saving Throws: Con +3
Skills: Nature +4, Survival +2
Senses: passive Perception 11
Languages: Common, Elvish, Draconic
Challenge: 3 (700 XP)

Desert Endurance. The amin has advantage on saving throws made to avoid exhaustion.

Innate Spellcasting. The amin's innate spellcasting ability is Intelligence (spell save DC 13). It can innately cast the following spells, requiring no material or verbal components:
At will: *mending, resistance*
3/day each: *heat metal, moonbeam*
1/day: *wind wall*

Actions

Multiattack. The amin makes two attacks with its lance, or one attack with its longbow.

Lance. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 8 (1d12 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. Hit: 4 (1d8) piercing damage.

The Grand Shanty

The Grand Shanty is an old pirate ship that was repurposed as a seaside inn. It has garnered some fame (and a little notoriety) for being a welcoming destination for crews sailing the savage seas. Not only does it serve hearty food and strong drink, but it is home to a fascinating daily spectacle: ghosts of pirates arrive each day at dawn and dusk, singing sea shanties while they work the tasks they once did while alive.

The based tavern is run by a sea captain who retired after losing her legs while capturing a pirate during her last commission. Though mostly confined to a wheelchair, she is as strong and vibrant as ever. What will the party do when an old enemy of the Commander arrives looking for revenge?

This location is a great place for characters to recharge when exploring the high seas, or as a place to begin an oceanfront adventure. The threats associated with this tavern are intended to challenge a group of level 5-8 adventurers. However, well-spoken parties may have an easier time resolving some of the situations that arise.

Areas of the Tavern

The Grand Shanty should ideally be docked beside a small trading village or a small isolated island. It could also be docked at any type of port, and may even ferry passengers between nearby docks on occasion. A pair of boarding ramps from the docks provide easy access to this three-masted sailing vessel's main deck. The ship boasts an impressive aftcastle, and refitted cabins in the bow and available for paying guests to spend the night in comfort.

General Features

- Throughout the ship, the wood is smooth and well cared for.
- Below deck, ceilings are only 6 feet in height, imposing disadvantage on attacks using two-handed or reach weapons. Large creatures treat the area as difficult terrain.
- Unless specified otherwise, all locks on doors and chests in the Grand Shanty can be picked with a successful DC 15 Dexterity check with thieves' tools or broken with a successful DC 20 Strength check.
- At night, hooded lanterns throughout the ship provide dim light in all areas, except for the unlit hold.
- Only one privy exists on the main deck (A9) available for tavern patrons. Guest rooms include honey buckets which are emptied overboard daily by the ship's employees.
- Stairs between decks include sturdy railings, allowing the Commander to lift herself and her wheelchair between decks.

Masts and Rigging

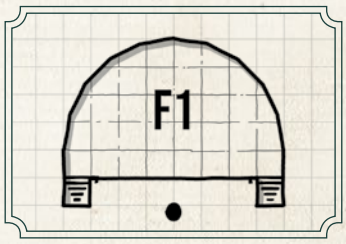
The Grand Shanty is fully rigged and ready to sail, with three masts (foremast, mainmast, and mizzen mast). All of the routine maintenance to avoid wear and tear is performed by the ghosts, and the ship can perform short cruises if purchased for an event or party.

- All lines and sails are well-cared for by the ship's ghosts. Sails are snugly bound up on their yards.
- Rigging provides easy access up the masts, allowing characters to move at their normal climbing speed without needing to make any climbing checks.
- Each mast holds two sails, the tops of which are 30 ft and 70 ft above the main deck.
- The main mast includes a 5-foot-radius crow's nest 80 feet above the main deck. A small railing encircles the platform providing half-cover for Medium characters and three-quarters cover for Small ones.

Ship Armaments

The ship is armed with two bolt throwers: one on the forecastle deck (F1) and one on the poop deck (A1).

Forecastle



The forecastle is a structure built atop the main deck at the bow of the ship.

F1. Forecastle Deck

The deck atop the forecastle provides a clear view over the bow of the ship. A wood carving of a pig's head, the ship's figurehead, is visible jutting in front of the boat a few feet below this deck. A 3-foot-high rail around the deck's perimeter offers half-cover for Medium creatures, and three-quarters cover for Small creatures.

Ringers, the tavern's musician, likes to play atop the forecastle during busy hours, affording guests on the main deck below a fine view of her performance. In the center of the forecastle stands a bolt thrower, with a supply of 6 heavy darts nearby.

Ghostly Duty. The ghost of Volda the Shaman appears here to watch the sun rise and set. She can provide a wealth of information about the ship, the enchanted feather, and Captain Ironguts' history.

Sharkbite Sam

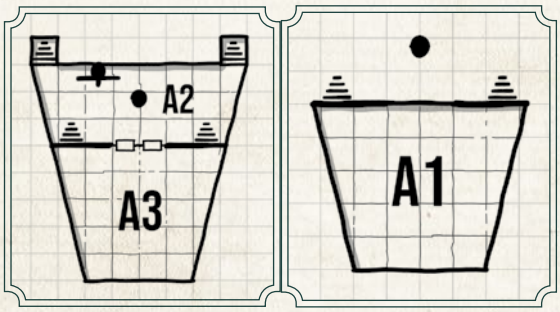
F2. Large Guest Rooms

At the front of the vessel are two comfortable guest rooms with fine lead-framed windows looking out from the bow. Each room contains a pair of beds, a lockable chest with key, chamber pots, and a pair of comfortable chairs.

F3. Smaller Guest Rooms

A pair of smaller guest rooms are located in the forecastle, with entrances directly to the main deck. Each room provides a small window, a bunk bed, and a chair. At the foot of each bed sits a small box for belongings.

Aftcastle



This two-storied structure rises at the stern of the ship and is generally reserved for the tavern's employees.

A1. Poop Deck

The poop deck sits atop the aftcastle and is the highest deck, providing a splendid view of the ship. A 3-foot-high rail around the deck's perimeter offers half-cover for Medium creatures, and three-quarters cover for Small creatures. In the center of the poop deck stands a bolt thrower, with a supply of 6 heavy darts nearby.

A2. Quarter Deck

This deck is generally reserved for the officers of the ship when at sea. This deck includes the ship's wheel, the mizzen mast, and a pair of comfortable benches. A 3-foot-high rail around the deck's perimeter offers half-cover for Medium creatures, and three-quarters cover for Small creatures.

A3. Captain's Quarters

This comfortable cabin belongs to Commander Arimesia Faulistus. It includes beautiful windows that look out the port, stern, and starboard sides of the ship. It is furnished with a large bed, wardrobe, chest, writing desk, small bookshelf, worktable, chairs, and couch.

When not inspecting the tavern's operations or chatting with the ghost of Captain Ironguts, Artemisa usually relaxes here, reading a book accompanied by Hoots Magoo.

- The desk includes a half-written memoir by Commander Faulistus.
- Maps of the area and a set of navigator tools cover the table.
- The bookshelf contains a fine collection of literature and a variety of manuals relating to sailing and navigation.
- The chest is closed with a high-quality lock (DC 20 to pick, DC 25 to break) for which only Commander Faulistius has the key. Contained within is 1,000 gp, 5 gems worth 250 gp each, 500 sp, scrolls of revivify, greater restoration, and lesser restoration, a potion of climbing, a potion of healing, and a potion of greater healing.

A4. Officers' Hall

This hallway includes a door opening onto the main deck and three doorways opening into cabins and the officers' lounge. The mizzenmast rises through the center of this hallway. A bulkhead with a concealed door (DC 15 Perception check to find) hides the mechanisms connecting the shipwheel with the ship's rudder.

A5. Shark Bite's Quarters

This large chamber was once the first mate's quarters and is now Shark Bite Sam's cabin. It is finely appointed with a comfortable bed, desk, wardrobe, and chest. The chest contains Shark Bite's meager possessions, including 25 gp, a line drawing of a comely female dwarf, and spare clothes.

A6. Officers' Lounge

This room is exquisitely trimmed in dark wood and reserved for private dinners for well-paying guests.

A large table dominates the room, which can comfortably sit 12 people. A shelf is filled with detailed maps of the area. A dumbwaiter in the corner of the room connects with the galley one deck below. Doors on the port and starboard sides open on the galleries (A7) hung on the ship's sides. A set of double doors leads to the officer's hall (A4).

A7. Galleries

A narrow enclosed platform with windows throughout hugs the ship's stern, providing excellent views to the side and behind the ship. This space is otherwise empty.

A8. Ringers' Quarters

This comfortable chamber was once an officer's quarters and is now the home of Ringers, the Grand Shanty's bard.

This room is furnished with two chests, a pair of chairs, and a large bed covered by a thick blanket and numerous pillows. The larger of the two chests is filled with clothing and costumes, while the smaller chest contains books of romantic poetry, a potion of healing, and a pouch filled with 100 gp. A small bookshelf holds many pages of music and tiny bottles filled with sweet-smelling salves and lotions.

A9. Privy

This room provides a discrete privy for patrons of the Grand Shanty.

The Tavern Operators

Commander Artimesia Faulistus

Commander Artimesia Faulistus was an able naval commander who hunted pirates on the savage seas for many years. Pirates grudgingly respected her for her dogged persistence. Her last task as a sea captain was to capture the pirate Captain Ironguts. However, because of the pirate's magical abilities, he was always able to elude Commander Faulistus. She only caught up with Ironguts' ship after the pirate's death in a mutiny led by his once-trusted first-mate. Commander Faulistus captured twwhe mutinous first-mate but lost her legs in the process.

Commander Faulistus retired after her grievous injury and was given Captain Ironguts' ship for her years of meritorious service. She renamed the vessel the Grand Shanty because of the singing ghosts who arrive each dusk and dawn to care for the ship. She converted the boat into the permanently docked, floating tavern it is today. She is unaware that the last pirate she captured, Bloody Gracie, has escaped prison and will soon arrive to reclaim the ship.

During the day, Artimesia travels the ship, ensuring all is in order. When not touring the boat, she enjoys watching the sea from the poop deck (A1) or reading in her cabin (A3) with Hoots Magoo. During the ghosting hours at dawn and dusk, the commander is usually joined by the ghost of Captain Ironguts, with the two often engrossed in conversation on a bench atop the quarter deck (A2).

Commander Artimesia Faulistus

Appearance. In retirement, Artimesia still proudly wears her commander's regalia. Despite needing to rely upon her wheelchair most of the time, she remains as strong and confident as ever. Her wheelchair is compact and mobile. She had handrails installed on all stairs throughout the ship, allowing her to lift herself and her wheelchair between decks. As a result, she has developed powerful forearms and can likely win arm-wrestling competitions with most of her crew.

Quests and Events. When the characters first arrive, they might pursue quests from the Commander's job board, including Worms in the Hold and Game Night. However, once Bloody Gracie captures the ship (see the event Ship At Sea), the Commander will likely be trapped, hanging alive in a gibbet from one of the masts as an act of cruel vengeance.

Captain Garious Ironguts

For many years, Captain Garious Ironguts was the pirate captain of the Pig's Whistle, which would eventually become the Grand Shanty after his death. He is now a ghost, cursed to serve whoever possesses the enchanted feather he stole long ago.

Garious is one of the few ghosts with a strong enough personality to understand his fate. He has grown very fond of Commander Faulistus, spending his ghostly hours with her every dusk and dawn, sitting on a bench atop the quarter deck (A2). He is protective of Artemisia and will do everything in his power to protect her.

Limited Abilities. As with all the other ghosts bound to the enchanted feather, Garious' powers are extremely limited and must obey its owner's commands. However, once a day, the owner can request Captain Ironguts to manifest more strongly. If he agrees, for 10 minutes, he can gain the powers of a wraith. (See stats for Captain Irongut's enchanted feather.)

Appearance. When Captain Ironguts appears, he presents an imposing ghostly figure of six feet, with a handsome face and wearing a captain's uniform. His ghostly form never wears a hat as a symbol of his lost captaincy since Bloody Gracie's mutiny.

Quests and Events. Once Bloody Gracie captures the ship as described in the Ship At Sea event, Captain Ironguts will do everything in his power to save Commander Faulistus from her fate, approaching the characters and requesting their aid.

Basil "Sticks" Faulisitus

Basil Faulisitus is Captain Garious's older brother and the ship's cook. Most call him Sticks because of his rail-thin physique and the walking stick he uses to help with his sore knees from years spent lifting heavy pots in the kitchen. Sticks is always willing to try cooking something new. If the characters bring him fresh meat or seafood, he can turn it into a delicious feast. He's heard giant hull worms can be mouth-watering but has never had the chance to work with them.

Sticks is a human berserker. If forced into combat, he wields a massive cleaver (treat as a greataxe). He was never as brave as his sister and will guiltily fall in with Bloody Gracie should she take the ship, but do his best to secretly free his sister.

Sticks spends most of his time in the galley (Area L9). He has a private cabin (L11) but tends to sit near the bar talking with Shark Bite Sam (Area M4).

Hoots Magoo

Hoots Magoo is the ship's mascot and long-time companion to Commander Faulisitus. He is an awakened parrot who often acts as the Commander's eyes and ears when she is elsewhere.

Hoots likes to play dumb, pretending to be a typical parrot; however, he has trouble holding in puns and one-liners should the opportunity present itself. Once he becomes friends with someone, they will be forced to endure an unending barrage of bad jokes from the bird.

Quests and Events. Once Bloody Gracie captures the ship as described in the Ship At Sea event, Hoots will hide, staying out of Gracie's sight. He is smart and will look for every opportunity to help Commander Faulistus, including asking the characters for help if he's aware of their abilities. Hoots isn't aware of the enchanted feather's powers but suspects the ghosts that appear daily are tied to it somehow. He knows Gracie's crew stole the feather and will suggest its recovery may help defeat the pirate.

Sharkbite Sam

Sharkbite Sam is a gregarious dwarf missing three fingers from his right hand due to a shark. If asked about his hand, he says he and a shark got into an argument they had to settle with a bit of tussle. "You think my hand looks bad? You should'a seen the other guy."

Sam tends the bar most hours of the day. At night he rests in his cabin (A5). He is utterly loyal to Commander Faulisitus and will look for every opportunity to help his Commander. Sam uses the statistics of a dwarf **thug**.

Ringers

Performing most evenings is Ringers, a tiefling entertainer (**noble**). She got her name from the dozens of gold earrings embedded in her ears. She claims to have one for each of her lovers and may suggest she's looking for an excuse to get another. "I'm not promiscuous. I just really like people."

Ringers loves to accompany the ghosts with her lute whenever they appear and sing. On her off hours, she rests in her cabin in the quarter deck (area A8).

Volda the Shaman

Volda the Shaman is one of the few **ghosts** on the ship aware of their situation. While alive, Volda served Captain Ironguts as a spiritual advisor, helping him understand his enchanted feather's limitations and its curse.

Now in ghostly form, Volda sits on the forecastle deck (F1), watching the sun rise and set each dawn and dusk. If spoken to respectfully, she will answer questions about the ship, Captain Ironguts, his enchanted feather, and their history. She knows the full capabilities of the feather and will advise the characters to seek it out once Bloody Gracie takes the ship.

Bob

Bob is one of the many **ghosts** haunting the ship. He typically manifests in the hold, bobbing up and down as he scrubs the deck.

Bob is slightly more aware of his surroundings than the other ghosts tied to the enchanted feather. He is aware of the giant hull worms infesting the hull's front section (area H1). Though unable to speak, Bob can respond to questions by bobbing up and down for "yes" and left to right for "no." He can be an excellent tool for GMs to offer clues about the ship or its history.

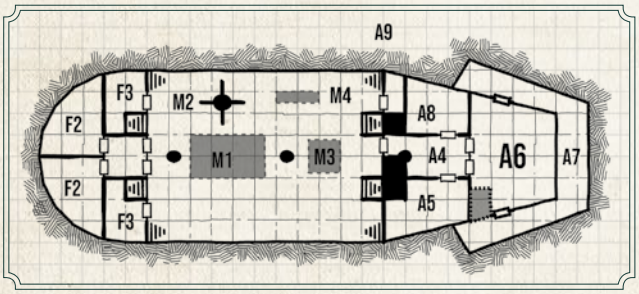
Other Crew

Given the Grand Shanty has a host of ghosts keeping the ship in good working order, Artemisia has little need for many employees. The boat hasn't sailed for years. Her small crew only knows how to run the tavern and has little to no sailing experience. Most of the staff relax in the common lower deck (L7) or sleep in the nearby hammocks when not working. Her remaining crew, all commoners, are:

- Eugenia T. Malenthorpe (**human**) – carpenter and general repairs, sleeps in a private room L12.
- Bart Grundspatch (**gnome**) – wait staff, sleeps in a hammock
- Sala Feintank (**half-elf**) – wait staff and budding artist, sleeps in a hammock
- Thragg Thunderarm (**half-orc**) – cook's assistant, sleeps in a hammock
- Gimp Bigits (**human**) – general laborer, sleeps in a hammock

Captain Garious Ironguts

Main Deck



This area is where most guests of the Grand Shanty enjoy their food and drink. The two largest masts (foremast and mainmast) rise from the center of this deck. Eight small, round tables with stools are scattered across the deck. The Grand Shanty's servers, the gnome Bart Grundspatch and the half-elf Sala Feintank, circulate throughout the deck, trying to keep patrons happy.

M1. Forward Cargo Access

A canvas-topped wooden frame covers access to the lower levels of the ship. A standard action is required to open a 5-foot-square section of this cover. When opened, portions of the lower deck are visible, including the hold cargo access (L4).

M2. Upper Capstan

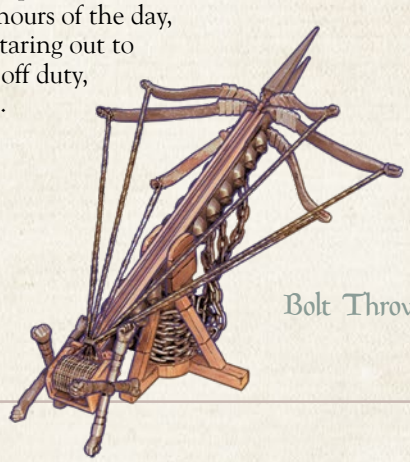
This iron pillar extends to the lower deck (L5) and is used to wind rope. Metal bars extend from the pillar, enabling several sailors to rotate the pillar to move heavy loads

M3. Aft Cargo Access

Like the forward cargo access (M1), this access provides entry to the lower deck and is covered by a similar canvas-covered wood frame. When opened, portions of the lower deck near (L7) are visible. Resting atop this access are two dinghies named "Bacon" and "Ham." Each dinghy has two pairs of oars and can hold eight Medium humanoids.

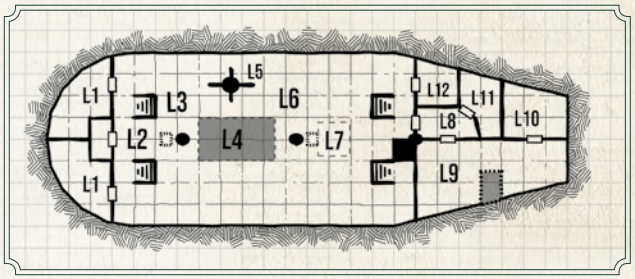
M4. The Bar

A simple bar has been cobbled together from wooden crates topped with a wide plank. Shark-Bite Sam can be found here most hours of the day, either serving guests or staring out to sea. If Sticks the cook is off duty, he often sits here as well.



Bolt Thrower

Lower Deck



The outer walls of the lower deck are hung with hammocks available for patrons and employees.

L1. Cabin

A pair of large guest cabins are found in the forward section of the lower deck. Each of these rooms comfortably sleeps four Medium-size humanoids with a pair of bunk beds. A small table, chair, and chest complete the room.

L2. Storage

This room is used to store buckets, mops, sheets, and other sundry supplies used on the boat.

L3. Forward Hold Access

The foremast descends through the ship here. A trapdoor on the forward side of the mast opens to the lower hold (H2). Metal rungs on the mast make the descent to the lower hold relatively easy.

L4. Hold Cargo Access

Built into the floor is a hole to access the lower hold (H3). It aligns with the main deck's forward cargo access (M1) above. A short two-foot-tall railing surrounds the access hole that provides half-cover for Small characters but does not provide effective cover for anyone larger. A rope net covers the hole when not moving cargo.

L5. Lower Capstan

This iron pillar extends to the upper deck (M2) and is used to wind rope. Metal bars extend from the pillar, enabling several sailors to rotate the pillar to move heavy loads

L6. Aft Cargo Access

The main mast descends through the ship here. A trapdoor on the aft side of the mast opens to the lower hold (H4). Metal rungs on the mast make the descent to the lower hold relatively easy.

L7. Lower Common Area

This area is located directly beneath the aft cargo access (M3). The Grand Shanty crew will use this area to set up a makeshift buffet and bar area when inclement weather prevents the main deck's use. The space contains many wooden crates and planks the staff used to set this up.

L8. Rear Hallway

This hallway includes doors opening onto the lower deck (L7), the galley (L9), and a cabin (L11). The mizzenmast rises through this hallway. A bulkhead with a concealed door (DC 15 Perception check to find) hides the mechanisms connecting the shipwheel to the ship's rudder.

L9. Galley

This well-organized galley is used for cooking all of the food for the ship. An impressive set of cast-iron stoves stands next to the outer hull. A dumbwaiter provides an easy means of transporting food up to the officers' lounge (A6). The aft end of the room contains a table for preparing food and tubs for washing. One door leads to the rear hallway (L8), while a second opens into the ship's food stores (L10).

Working here most of the day is Sticks and his assistant Thragg. Thragg often comes and goes, delivering food to either the main deck or the lower common area.

L10. Stores

This room is packed with food and spices used on the ship.

L11. Sticks' Cabin

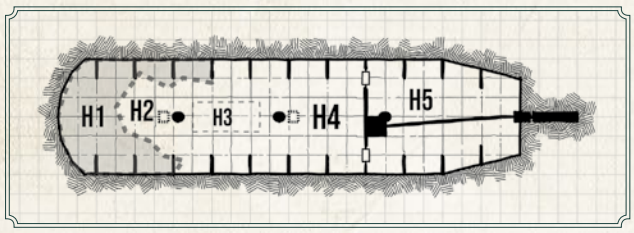
This room is Sticks' cabin. It contains a simple bed, wardrobe, chest, desk, and table. Sticks usually only sleeps here, spending most of his time in the galley (L9) or talking with Shark Bite Sam at the bar (M4). As a result, his cabin is almost always a mess. People who do not know Sticks may wrongly assume it was ransacked because of its disorganized state.

Sticks is very miserly, having saved his gold for many years. His chest contains 500 gp worth of coin and a rolled-up scroll upon which is an ink illustration of a fancy restaurant he hopes to open one day.

L12. Eugenia's Cabin

Eugenia is the ship's carpenter and general fix-it person. She sleeps here when not working or socializing with the crew in the lower common area (L7). Given the ship's regular ghostly help, Eugenia rarely has much to do on the boat and is often quite bored. She keeps this room immaculately clean. She regularly acquires fresh-cut flowers to brighten the otherwise dark space. The room is furnished with a bed and chest and some shelves where Eugenia stores her carpenter's tools.

Hold



The hold is the lowest deck on the ship. It's separated into two main sections; a larger forward area used to store bulkier supplies and a rear compartment containing the rudder mechanism.

The raised ribs of the ship's frame provide half cover for Medium-sized characters, and three-quarters cover for Small ones.

H1. Worm Infestation

The front section of the hold stores extra sails and rigging. The wood beneath these items is infested with giant hull worms, threatening not only workers who come here but also the hull's integrity. The worms have damaged the spare equipment and partially eaten most of the spare sails, which will limit the ship to move at half speed. The rigging is unusable unless repaired.

Each 5-foot square of the shaded area on the map includes a single giant hull worm. They will hungrily attack any creature that comes within 5 feet. The worms avoid leaving their boreholes, preferring to attack creatures from the safety of the hull.

Damaged Wood. The damage from each of the worms has become so great that the worm's physical form now helps maintain the wood's integrity. Should a worm be killed, there's a 25% chance the surrounding wood breaks, causing water to flood into the hold. This occurs with every worm killed. How quickly the water rushes in and how long before the ship begins to sink is left to the GM's discretion, but quick thinking by the characters will be required to prevent the boat from sinking.

H2. Forward Hatch

A hatch in the ceiling provides access to the lower deck (L4). Rungs fixed to the base of the foremast make it an easy climb to reach.

H3. Cargo Access

The access hole to the lower deck (L4) is directly above this area.

H4. Aft Hatch

A hatch in the ceiling provides access to the lower deck (L6). Rungs fixed to the base of the foremast make it an easy climb to reach.

H5. Tiller Room

This space contains spare tools and equipment needed to fix the ship wheel and connected mechanical items. A tiller mechanism connects from the rudder at the ship's stern through this room up to the quarter deck (A2). The access tunnel containing this mechanism includes access panels in the rear hallway (L8) and further up in the officers' hallway (A4). Tiny characters can easily traverse this access tunnel, while a Small character could squeeze through. It is too narrow for a Medium-size character to traverse.

Captain Irongut's Enchanted Feather

Wondrous Item, legendary (requires attunement)

This large, pristine white feather once belonged to Cassie Wormreader, a legendary figure sometimes referred to as Fate's Mistress. It was carried by the pirate Captain Ironguts for many years, helping him become one of the most feared scourges of the sea.

Normal attunement time for his item can be shortened to just 1 minute if it is inserted into a hat worn by the attuning individual. Once attuned, an individual may benefit from the feather's abilities so long as they both remain on the same plane of existence.

While attuned to the feather, for one hour at dawn and dusk each day a host of up to 100 ghostly pirates manifest to do your bidding as per the unseen servant spell, so long as they remain within 500 feet of the feather. If not directed, the ghostly pirates perform general duties appropriate to the location they find themselves.

Spells. The feather has 10 charges, regaining 1d6 + 3 charges at dusk. While attuned, you can expend some of its charges to cast one of the following spells (spell save DC 16):

1 Charge: *detect magic, fog cloud, sanctuary, shield*
2 Charges: *gust of wind, invisibility*
3 Charges: *dispel magic, nondetection, speak with the dead, counterspell*
5 Charges: *legend lore*

While attuned you also gain the Angered Spirit action.

Angered Spirit (1/day). While on the Grand Shanty, the ghosts of Captain Ironguts and Volda the Shaman can be summoned for 10 minutes to assist you, provided they wish to do so. They each manifest as wraiths and return to their previous bound ghostly form after one hour or if their wraith form is killed.

Curse. Attuned creatures are cursed by the feather, bound to it for eternity. Upon death, the soul of the bound creature becomes one of the ghosts who manifest each day.

The Grand Shanty MENU

Deep-Sea Crab Cakes – 3 sp

Sticks claims he makes these cakes using a traditional merman recipe. Given he grills these tasty patties, there's a good chance he's lying, but that hasn't stopped patrons from wolfing down order after order.

Shrimp Plate – 3 sp

Ample portions of freshly caught steamed shrimp are hugely popular with patrons and employees alike. Served with a simple cocktail sauce, they remain among the most popular items on the menu.

Rice and Peas – 2 sp

This comforting and filling dish is served in a hollowed-out coconut shell. It's a warm stew of rice, kidney beans, and shrimp, spiced with hot chili and served with slices of lime.

Sam's Favorite Shark Steaks – 6 sp

The tavern sells a good supply of shark steaks to its patrons. Thick barbequed cuts of the fish are served alongside roasted potatoes and seaweed coleslaw.

Giant Crab – 7 sp

This dish is not always available but is hugely popular. Large chunks of expertly steamed crab are served with unhealthy doses of melted butter and slices of lemon.

Rice and Peas

Stick's Rummage

Cocktails

Poorman's Grog – 6 cp

This drink is advertised as the best discount beverage, but is nothing but watered-down dark grain spirits. Served in a plain tin cup, it's not very tasty, but it is exceedingly cheap.

Testing Fate – 2 sp

This potent cocktail is served in a hollow nautilus shell and contains a mixture of strong, dwarven molasses spirits and a tincture of rare, venomous sea urchin juice. Characters drinking an entire portion must succeed on a DC 13 Constitution saving throw or become poisoned for 2 (1d4) hours.

Stick's Rummage – 3 sp

A few times a year, Sticks brews a batch of his famous dark molasses spirit. It is sold in bottles and is very popular with visiting sailors, who gladly pay a premium to enjoy the fine spirit.

The Tavern Guests

The Grand Shanty has become a popular destination for ships looking to rest their crews and enjoy shore leave. As such, a great variety of patrons can pass through the tavern. Below are a few who the player characters could meet when they visit.

Hakulis Eyesender

Hakulis is obsessed with finding lore on Cassie Wormreader, Fate's Mistress. Her research has led her to the Grand Shanty, where she is in awe of the ghostly spirits that arrive each night. Hakulis is not yet aware the ghost she's seen talking with the Commander each night is Captain Ironguts himself, but she is too afraid to ask. Hakulis may look to the characters to find out who the ghost is and inquire about the possibility of interviewing it. Hakulis can offer 50 gp to characters who do this. Hakulis has rented one of the larger guest rooms in the fore section of the Main Deck (F2). Hakulis is a human using **druid** statistics augmented with proficiency in History +5 and Religion +5.

Tiny Fishfoot

Tiny is anything but small. He is a human of large girth wearing little beyond shorts and a snug vest that barely covers his chest. He has come to the Grand Shanty because of its reputation for good food. Tiny has little patience for chit-chat, preferring to focus on his food and make notes in a journal he keeps of all the places he's eaten. He has a short temper and doesn't like to be disturbed unless it's an offer to taste a delicacy he hasn't tried. He would be willing to pay anyone handsomely who could bring him such a dish. Tiny has heard that giant hull worms can be divine if properly prepared. Tiny uses **half-orc berserker** statistics.

Tukitch the Sly

Tukitch is a halfling **spy**, secretly working for Bloody Gracie. He arrives a day or two ahead of the vengeful pirate to survey the ship and prepare for their attack. Although lazy, he is an effective spy, particularly after Gracie properly motivates him with threats of violence. The halfling will discretely explore the ship and is particularly interested in finding where Commander Faulistus keeps her enchanted feather. He will be interested in learning about any visitors so he can forewarn Bloody Gracie of potential threats when she arrives. Tukitch has advantage on stealth checks while onboard a sailing vessel because of his many years at sea.

Bloody Gracie's Crew

The Ship at Sea event describes Bloody Gracie's theft of the Grand Shanty. She arrives with a large crew of capable pirates, consisting of 30 bandits and the individuals described below.

Bloody Gracie

Gracy Vindaloo, or Gracie Sweet Greens as she was once known, was the first mate to Captain Ironguts. Bloody Gracie coveted the haunted ship and led a mutiny against her captain that won her the vessel for a short time. Unaware that Captain Ironguts' mastery of the ship's ghostly sailors was because of a magical feather, Gracie was captain for only a few weeks before, she and the ship were captured by Commander Faulisitus. To escape jail, Gracie made evil pacts with fiendish powers who taught her Captain Ironguts' secrets. Now with inhuman abilities, Gracie has gathered a crew of pirates intent on reclaiming the ship and exacting revenge.

Appearance. Fiendish powers have transformed Bloody Gracie into a weretiger lycanthrope infused with inhuman abilities (see **Bloody Gracie's** stats on Page 153). She feels empowered by her hybrid tiger-humanoid form, disdaining her old human form as weak. She wears the coat of a pirate captain and a large hat, which will include Captain Irongut's enchanted feather after she has captured the Grand Shanty.

Quests and Events. Bloody Gracie is the driving force behind the Ship at Sea event. She will try to press characters into service on her vessel, recognizing their value should she win them to her side. Those who resist her will be imprisoned in hanging cages and left to die of thirst.

One-Eyed Leward (First Mate)

One-Eyed Leward is Gracie's imposing dragonborn first mate. He stands just under seven-feet tall, his blue scales starkly contrasting with his red studded leather etched with a spider-work of black etchings—one for each foe he's killed. He is unquestionably loyal to Gracie and will defend her to the death. He wields a spear and a small buckler. "Lewie" uses **gladiator** statistics with the following extra ability:

Breath Weapon (1/short rest). Leward can use his action to exhale a 5-by-30-foot line of lightning. Each creature in the line must make a DC 14 Dexterity saving throw, taking 2d6 lightning damage on a failed save or half as much damage on a successful one.

Hookhand Morgan (Boatswain)

Hookhand Morgan is named for the curved hook he's fitted over the stump of his left hand. He wears ragged studded leather and rarely fails to flash his scimitar as he directs the pirate crew about the ship. Morgan is a human **bandit captain** with a hook attack replacing his melee dagger attacks:

Hook. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage and the target must make a DC 13 Dexterity saving throw or be grappled by Morgan (escape DC 12). Morgan cannot use his hook attack while he has someone grappled.

The Quest Board

Commander Faulisitus has a notice board posted beside the stairs leading up to the quarter deck, which she and the crew use to advertise odd jobs and fun events on the ship.

Worms in the Hold

A message on the notice board reads, *"Seeking brave souls for a dangerous task,"* signed by Commander Faulistus herself.

The commander is aware of an infestation of giant hull worms in the lower hold (area H1) but doesn't know the extent of the problem. She recognizes these creatures pose a significant threat to the ship that the ship's ghosts cannot fix. Most of her crew are not skilled combatants, and she fears dealing with the worms may require seasoned warriors.

If the Commander recognizes the characters as hardy adventurers, she may approach them directly for assistance.

If the worms are exterminated, she will pay each character involved 100 gp.

Game Night

Occasionally, the Grand Shanty will post a notice reading, "Gaming Night This Eve. Join the crew in friendly competition once the ghosts are abed."

Game night is a series of competitions meant to entertain patrons on particularly busy nights. It involves several ship-based challenges designed to test the mettle of patrons against the tavern's employees. Each event features lively betting, cheering, and good-natured taunting of the participants. Player characters will be encouraged to participate and can join in any of the following games. Magical assistance from potions and spells is strictly prohibited. Any found cheating will be thrown unceremoniously from the competition and treated with disdain for the rest of their stay by employees and guests alike.

- ***Arm Wrestling.*** A series of matches setup between competitors, with winners playing winners until a final champion is declared. Each match is a best two out of three arm wrestling contest using Strength ability checks. Commander Faulisitus occasionally joins in the competition, often winning.
- ***Stowing the Sails.*** This is a test of one's ability to lift sections of the sail and secure it to the yardarm. This challenging event evaluates the time it takes to complete three successive tasks. Mechanically, each task is awarded a score described below, with the highest score winning the contest.
- ***Reach the Rigging***. Characters must climb a mast to reach the yard arm they have been assigned. Characters receive 1 point for every 5 feet of climbing speed they have, to a maximum of 6 points with climbing speeds of 30 feet or greater. These points are adjusted by making a Strength (Athletics) ability check and consulting the Scoring Adjustment Table.

- Creatures with an innate climbing speed, such as from a spider climb ability or similar, automatically receive a 20 on this ability check.
- ***Pull Up the Sail***. Once atop the yardarm, participants must carefully pull up the portion of sail they've been assigned. This test requires a Strength check. Consult the Score Adjustment Table to determine how their result affects their score. Characters proficient with vehicles (water) have advantage on this check.
- ***Tie the Lines.*** Once a participant has pulled up their section of the sail, they must secure the sail with rope. Have the participant make Dexterity (Sleight of Hand) check, then consult the Score Adjustment Table to find the effect on their score. Characters proficient with vehicles (water) have advantage on this check.

Score Adjustment Table

Ability Check	Scoring Adjustment
20	+3
15-19	+2
10-14	+1
10	+0

Events

The following two events dramatically affect any characters who spend the night on the Grand Shanty.

Arrival of the Ghosts

The enchanted feather stolen by Captain Ironguts has a host of ghost pirates bound to it. Each day at dawn and dusk, these ghosts materialize on board and begin performing the tasks they had in life to keep the ship in good working order, including cleaning the decks and repairing the sails, lines, and wood of the vessel. The ghosts sing sea shanties while working. The ghosts will generally ignore people on the ship (with a few exceptions). However, should someone on the boat sing a song, they will join in the chorus if they know it or harmonize by humming if they do not.

The Sea Shanty staff look forward to the ghosts' arrival each day, though their morning appearance is less appreciated, especially if there was a lot of drinking the night before.

The demeanor of the ghosts will change dramatically with the Ship at Sea event described below.

Ship at Sea

Should the characters rest overnight on the Grand Shanty, they may be present when Bloody Gracie returns to claim the ship.

Bloody Gracie arrives stealthily late at night with a crew of pirates consisting of One-Eyed Leward (dragonborn gladiator), Hookhand Morgan (half-elf bandit captain), Tukitch the Sly (halfling spy), and 30 bandits. Tukitch stealthily steals Captain Ironguts' enchanted feather from Commander Faulisitus's chambers and brings it to Bloody Grace, who immediately attunes to it and takes control of the ship. Meanwhile, the rest of the crew quietly launch the vessel, navigating it out to sea.

At some point, Commander Faulistus is dragged from her room, thrown into a gibbet, and then hung from the mainmast for all to see.

Once at sea, Gracie marshalls the passengers and ship's personnel onto the main deck and attempts to press them into her service. She will try hard to convince capable characters to join her crew. Those that resist, she will attempt to subdue rather than kill, locking them in a gibbet or a cell with no food or water. Gracie's crew of pirates are skilled sailors and will spread through the ship as needed.

Involving the Characters. When and how the GM makes the players aware that the ship has been stolen is left to their discretion. Suggestions include:

- Characters with high passive Perception scores notice the rocking of the boat or sounds of pirates working to direct the vessel at sea.
- Hoots Magoo wakes up the characters, asking them to help save the Commander.
- At dawn, they are visited by the ghost of Captain Ironguts, who is distraught at the Commander's predicament and begs the characters to save her.
- Bloody Gracie's crew marshals the characters to the main deck.

The Ghosts. Most ghosts bound to Captain Ironguts' enchanted feather don't fully comprehend their fate, but their normally jovial singing turns to sad dirges once Bloody Gracie is in control. The spirits of Captain Ironguts and Volda the Shaman are aware of the situation and detest it, but are powerless to help while Bloody Gracie holds the enchanted feather.

The Threat. Bloody Gracie and her large crew are a dangerous threat, likely beyond the player characters' capabilities unless they receive assistance. How the characters respond is up to them. Perception and Insight checks should provide the characters with a clear idea of the threat they face.

Tavern History

Garitus was very young when he was captured and pressed into service by pirates. Despite the initial trauma, the youth took to life on the high seas. He thrived among the pirates. His strength, courage, and boisterous personality were well received, and within a few years he was a valued member of his pirate crew.

His luck changed dramatically after visiting the remote island home of the legendary fortune-teller Cassie Wormreader, who pirates called "Fate's Mistress." Garitus had been plagued by nightmares and sought insight from the prophetess. As Cassie began her reading, Garitus became entranced by a majestic white feather the fortune-teller kept hung within her hut. Before Cassie could finish, Garitus grabbed the feather and fled to his ship. Legends say the island sank beneath the waves and Cassie Wormreader was never seen again. Many a pirate fear Cassie will curse them all for Garitus's brazen theft, and to this day attempt to appease Fate's Mistress by throwing a portion of any booty they win into the sea.

To Garitus's surprise, the feather was enchanted. Numerous ghosts were bound to the feather, appearing for an hour at dusk and dawn to serve whoever possessed the item. With the help of his enchanted feather Garitus won himself a ship, the Pig's Whistle. Garitus' carefully kept the feather's magic a secret, claiming the ghosts that served each day were tied to the boat itself. Together with his ship and his enchanted feather, Garritus grew into a feared pirate and scourge of the wild seas—the nefarious Captain Ironguts.

After years of Ironguts terrorizing ships, Commander Artimesia Faulistus was sent to capture him and bring him to justice. A skilled sea captain, Faulistus had patrolled the coasts for many years serving the goodly kingdoms that border the savage seas. She developed a reputation of perseverance and fairness, earning her grudging respect even among the pirates who were often her quarry. But try as she might, Ironguts continued to evade her, thanks in part to the powers of the pirate's enchanted feather.

It wasn't until Captain Ironguts' first mate, Sweet Greens Gracie, betrayed her captain that Commander Faulistus finally tracked down the infamous pirate. Gracie was young and ambitious, and she coveted the Pig's Whistle with its ghostly servants. She resented Captain Ironguts, believing he was undeserving of such a fine ship. She vowed it would belong to her, and after months of planning, persuasion, and coercion, Gracie incited mutiny. Her plan worked to perfection. She gleefully slew Captain Ironguts and hung his body from the mast for all to see.

Unfortunately, Gracie knew nothing of the magic in Ironguts' enchanted feather. Ironguts' trusty parrot companion, Hoots Magoo, hid the feather to keep its magic away from the turncoat first mate. Without the feather's magic, the ghosts arrived each night to perform their shipboard duties but refused to obey the commands of the ship's new captain. Gracie could not call upon the powers once used by her predecessor. With a depleted crew and no magic, Commander Faulistus caught up with Gracie within weeks of the mutiny. After a short battle, the commander's forces won the ship and captured Gracie.

Commander Faulistus paid dearly for the victory, losing her legs in the fight. When she retired from her naval duties because of her terrible injury, the Commander's patron rewarded her for her years of meritorious service with the spoils of her last victory, granting her the Pig's Whistle. Faulsitus promptly retired with the ship to a remote island port. The ghosts tied to the enchanted feather continued to return each dawn and dusk, dutifully performing the tasks they did in life and singing sea shanties while they worked. Commander Faulistus found this surprisingly comforting, renamed the ship the Grand Shanty, and transformed it into the welcoming floating tavern it is today.

Years passed. While Gracie was trapped in her prison cell, she made pacts with dark forces from beyond. They granted her great powers as well as the truth behind Captain Ironguts' enchanted feather. Gracie escaped prison using her newly acquired fiendish might. She has gathered a host of pirates and now calls herself Bloody Gracie.

Gracie remains angry that the Pig Whistle fell through her grasp. She feels it was stolen from her, blaming Commander Faulistus for her fate. Now that Gracie knows the secrets behind the ghostly ship, she intends to reclaim it from Commander Faulistus once and for all.

Stat Blocks

Commander Artimesia Faulistus

Medium humanoid (human), neutral good

Armor Class: 9 (12 with Inspired Defense)
Hit Points: 90 (12d8 +36)
Speed: 30 ft (15 ft when not in her wheelchair)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	14 (+2)	14 (+2)	16 (+3)

Saving Throws Wis +4
Skills: Insight +4, Perception +4
Senses: passive Perception 14
Languages: Common, Dwarvish, Elvish
Challenge: 3 (700 XP)

Brave. Artemisia has advantage on saving throws against being frightened.

Inspired Defense. While Artimesia wears no armor and wields no shield, her AC includes her Charisma modifier.

Actions

Multiattack. Artemisia makes three scimitar attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Giant Hull Worm

Medium beast, unaligned

Armor Class: 12 (natural armor)
Hit Points: 28 (4d8+8)
Speed: 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	6 (-2)	2 (-4)

Skills Perception +3, Stealth +4
Damage Resistance: acid, cold, fire
Senses: blindsight 30 ft., passive Perception 8
Languages: -
Challenge: 1 (200 XP)

Woodshell. While most of the hull worm's body is encased within the ship's hull, it gains a +5 to armor class.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., 1 target. *Hit:* 11 (2d8 + 2) piercing damage.

Acid Spittle (recharge 5-6). Each creature within a 15-foot cone must make a DC 13 Dexterity saving throw. A creature takes 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Hoots Magoo

Tiny beast, chaotic good

Armor Class: 12
Hit Points: 10 (4d4)
Speed: 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	12 (+1)

Skills: Perception +3, Stealth +4
Senses: darkvision 30 ft., passive Perception 13
Languages: Common
Challenge: 1/4 (50 XP)

Flyby. Hoots doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Mimicry. Hoots can mimic any sounds he has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (Insight) check.

Actions

Multiattack. Hoots makes two attacks, one with his beak and one with his talons.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 4 (1d4 + 2) piercing damage.

Talons. *Melee Weapon Attack:* +4 to hit, reach 5 ft., 1 target. *Hit:* 4 (1d4 + 2) slashing damage.

Ship Armaments

The ship is armed with two bolt throwers – one on the forecastle deck (F1) and one on the poop deck (A1).

Bolt Thrower

Large object

Armor Class: 15
Hit Points: 39 (6d6)

Damage Immunities: piercing, poison, psychic
Bolt throwers are massive naval crossbows firing heavy, longsword-sized darts. A bonus action is required to load the weapon, another bonus action to aim the weapon, and a standard action to fire it. Because of this, it is often operated by two creatures at once.

Bolt. *Ranged Weapon Attack:* +8 to hit, range 150/600 ft., one target. Hit: 17 (5d6) piercing damage.

Bloody Gracie

Appearance. Fiendish powers have transformed Bloody Gracie into a dangerous figure. She is cursed with **weretiger** lycanthropy and is infused with inhuman abilities (see stats at the end of this section). She feels empowered by her hybrid tiger-humanoid, preferring it to her old human form she views as weak. She wears the coat of a pirate captain and a large hat, which will also include Captain Irongut's enchanted feather after capturing the Grand Shanty.

Bloody Gracie

Medium humanoid (human, shapechanger), neutral evil

Armor Class 18 (studded leather, 22 with dauntless defense)
Hit Points: 127 (17d8+51)
Speed: 30 ft., (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	22 (+6)	16 (+3)	10 (+0)	13 (+1)	18 (+4)

Skills: Acrobatics +11, Intimidation +9, Perception +9, Stealth +11
Damage Immunities: bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses: darkvision 60 ft., passive Perception 16
Languages: Common (can't speak in tiger form)
Challenge: 13 (10,000 XP)

Shapechanger. Gracie can use her action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into her true form, which is humanoid. Her statistics, other than size and speed, are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Cunning Action. Gracie can take the Dash, Disengage, or Hide action as a bonus action on each of her turns.

Dauntless Defense. While Gracie is wearing light or no armor and wielding no shield, her AC includes her Charisma modifier.

Evasion. If Gracie is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Keen Hearing and Smell. Gracie has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/day). If Gracie fails a saving throw, she can choose to succeed instead.

Pounce (Tiger or Hybrid Form Only). If Gracie moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, Gracie can make one bite attack against it as a bonus action.

Sneak Attack. Once per turn, Gracie deals an extra 21 (6d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of her that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack (Humanoid or Hybrid Form Only). In humanoid form, Gracie makes three attacks: one with her whip and two with her stinging scimitar. In hybrid form, she can attack like a humanoid or make one bite and two claw attacks.

Stinging Scimitar. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

Whip. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 8 (1d4 + 6) slashing damage, and the target must make a DC 19 Dexterity saving throw or fall prone.

Bite (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw (Tiger or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +11 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 6) piercing damage.

Legendary Actions

Gracie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gracie regains spent legendary actions at the start of her turn.

Weapon Attack. Gracie makes a weapon attack.

Fleetness of Foot. Gracie moves up to her speed without provoking opportunity attacks.

The Drunken Treasure

Whether hovering sedately in a concealed grotto near the ocean floor or majestically surfacing in a fountain of spray, The Drunken Treasure makes an impression. Capable of going nearly anywhere at any depth in the ocean, it is almost as luxurious as the average noble's castle—fitting, as it is a castle from a long-forgotten civilization. It was given the gift of floatation by an ingenious combination of a naturally occuring buoyant coral in the central tower, a marvel of nautical engineering constructed in and around the base of the castle that allows for steering and perfect control in all but the most violent storms, and finally a unique magic that allows for fine movement control. Frequented by both oceanic travelers and occasional surface-dwellers, the Drunken Treasure can be both a place to rest and a transport. For a surface-dweller who has always been fascinated by the ocean, the unique breathers available only from the Drunken Treasure offer a way to fully experience life underwater.

This tavern is suitable for underwater adventurers of level 1-3. It can be any place in the ocean: floating on the surface, hiding on the ocean floor, tucked into a coral reef, or anywhere else your setting would reasonably allow. It is a useful (if expensive) transport over the sea, and can offer many opportunities for adventure. Players level 3-6 can explore the more challenging quests that pose a threat to the tavern itself… if they choose the right path. More advanced players can physically handle anything the tavern and the surrounding waters hold.

Areas of the Tavern

The tavern's primary structure is a castle with one large central tower and four smaller, slimmer towers at each corner. There is a mechanism underneath the castle that allows steering and propulsion, which is controlled from within the castle but is not easily accessible by guests.

Many of the guest rooms are shown as being self-enclosed on the map. Rather than having traditional doors or passageways leading from within the main structure, all are accessible by exterior windows or portholes. Some guest rooms have attics, allowing more room for larger parties.

Variant: Rising Towers

At the GM's discretion, additional guest rooms may be added to accommodate story-related characters or mounts. This can be done either by expanding the number of adjacent towers, or increasing the height of the existing towers.

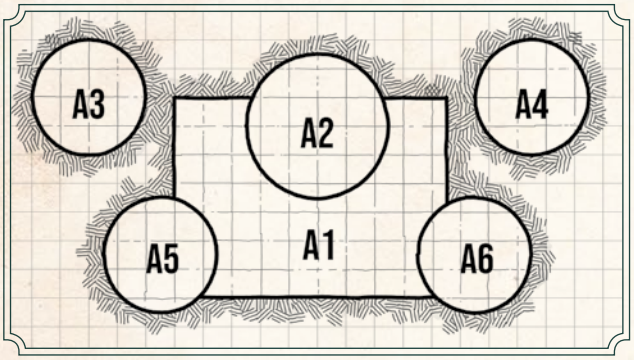
A0. The Open Ocean

The first place any visitor arrives at is, naturally, just outside The Drunken Treasure's walls. Stationed around the main entry to A1 are two merfolk **scouts** and two **cuttlefolk** who blend into the wall. The merfolk are quick to fetch aquox breathing devices for any surface dwellers, and the spies are always watching for larger threats. If need be, they can also make quick contact with Gergi, the healer-on-staff.

Aquox Breathing Device. This necklace is made of a leathery seaweed fiber, segmented by small glass containers. In each of these containers is a portion of enchanted aquox coral, which must be replaced every 24 hours. It takes a creature 5 minutes to adjust to the density of the new air, during which time they can breathe but are considered restrained.

While wearing these breathers, a creature can comfortably breathe underwater, and gains a minimum swim speed of 10 feet.

First Floor



A1. The Tavern Area

The seating and service of The Drunken Treasure is cunningly designed to resemble a surface-dweller tavern, without having things floating willy-nilly throughout the room. The tables and chairs are either carved entirely from stone, or, if they are made from wood, have weighted legs to ensure they stay put. Every dish comes covered with a weighted lid to keep food from floating away and being scooped up by the wild sea life that is constantly swimming about. There is not much in the way of silverware, as both merfolk and cuttlefolk tend to tear into their food with their teeth or beaks, but knives are tethered to the table and sheathed at each place setting if needed. Sep Zittel, the cuttlefolk bartender, will eagerly greet any newcomers. He is accompanied by a mix of merfolk, cuttlefolk, and intelligent sea creatures who act as servers.

Since all of the food at The Drunken Treasure is served raw, food preparation mainly consists of cutting and arranging. Most of the food is delivered fresh each day through a window by the bar. Cabinets keep the various covered plates and serving dishes from floating away. Guests are permitted to go fishing during their stay, and then their food can be prepared fresh for them for a small fee.

A2. Buoyancy Chamber—Aquox Colony

The buoyancy chambers listed on each floor are all part of one enormous tower room stretching from ground level to the very top of the tower. There are mechanical apertures that can separate each segment of the chamber, depending on the desired buoyancy level. When the segments above A2 are all submerged, which is often the case, creatures can swim through the chambers freely. There are ledges around each floor's aperture, allowing for the operators to conduct business in them.

Located in the base of the Buoyancy Chamber, this room contains the bulk of a spongy coral called aquox that enables The Drunken Treasure to float. The main operator of this room is Phara Molusca, the air technician. This chamber is always filled with air due to the action of

The Tavern Operators

Most of those who work at the Drunken Treasure are either merfolk or cuttlefolk. Any guest capable of casting *speak with animals* finds that most animals at The Drunken Treasure are wildly intelligent, mainly working out of curiosity about those who visit from the surface. While the undersea humanoids cannot carry on a conversation with sea creatures, there are some species that can communicate on a simple level using body language, simple phrases, and (rarely) unconscious forms of telepathy. Some merfolk and cuttlefolk are remarkably better at communicating with sea creatures than others.

Sep Zittel

Sep is the jovial male **cuttlefolk** host and barkeep of The Drunken Treasure. He perfectly embodies the blend of surface and sea cultures that permeates The Drunken Treasure's ambience. Sep is fluent in many languages, which, coupled with his easygoing manner, makes him an excellent conversationalist. Sep is fiercely proud of his concoctions' ability to be mixed and consumed even in a watery environment.

Word is that he is considering taking an apprentice to share his secrets with. The magic that he uses to mix various drinks underwater is very specialized, and he would love to pass his secret along to one who truly appreciates it. Sep is considered "odd" by most of his fellow cuttlefolk, as he rarely uses his illusory abilities. When not tending to his concoctions, Sep enjoys watching the light show.

Cephila

It might be tricky to keep an underwater tavern clean, but you'd never think so to look at The Drunken Treasure. Every surface is kept clean of debris and algae, except in specific garden areas. This is all thanks to Cephila, an exacting **octopus** who employs a team of various bottom-feeding pets that live to clean. Under her guidance, they keep The Drunken Treasure spic and span.

Cephila says little to anyone other than fellow workers at the tavern, but she does answer requests from visitors, proving she is able to understand Common as spoken by surface-dwellers. Cephila takes her job seriously and often uses her natural camouflage to keep her presence hidden from guests so they aren't disturbed. Because of this, she is a hidden wellspring of information, knowing many things that guests would perhaps like to keep secret.

EEST: Electric Eel Security Team

The Drunken Treasure's calm atmosphere is enforced by the presence of several **electric eels** of varying sizes. They patrol most public areas of the tavern, watching all the time and always ready to protect the tavern and its people. They do not usually speak to guests, but communicate clearly, if simply, to the proprietors of the tavern. They also protect the aquox coral, as that is by far the most valuable commodity of The Drunken Treasure.

Menon Kelpie

Menon, an elderly male **merfolk,** was a historian on the original team excavating the castle that eventually became The Drunken Treasure. He has now switched his interests to running a profitable inn. While he is all about being a proprietor these days, he still maintains his scholarly interest in history. Menon is quite proud of the display that he and his friend Hansca developed on the third floor and will talk about it for hours. He can be a bit touchy about errors in the display, so tread lightly if you find a mistake in the description plaques. Menon frequently visits the busier areas of the tavern, ensuring guests comfort and enjoyment.

Malah Kelpie

Menon's sister, Malah (**merfolk**), is an accomplished scientist specializing in oxygen processing in underwater plants. She was first to observe the unique quality of the aquox coral that gives the central tower, and thus the whole castle, the ability to float. She also determined how to adapt the coral to create the breathing devices available to every visitor. Really, without her, the castle would still be firmly rooted in the ground. She tends to the coral like a child and can be maternally vicious to those who would threaten it. When she is not working in the chamber, she can be found in the control room.

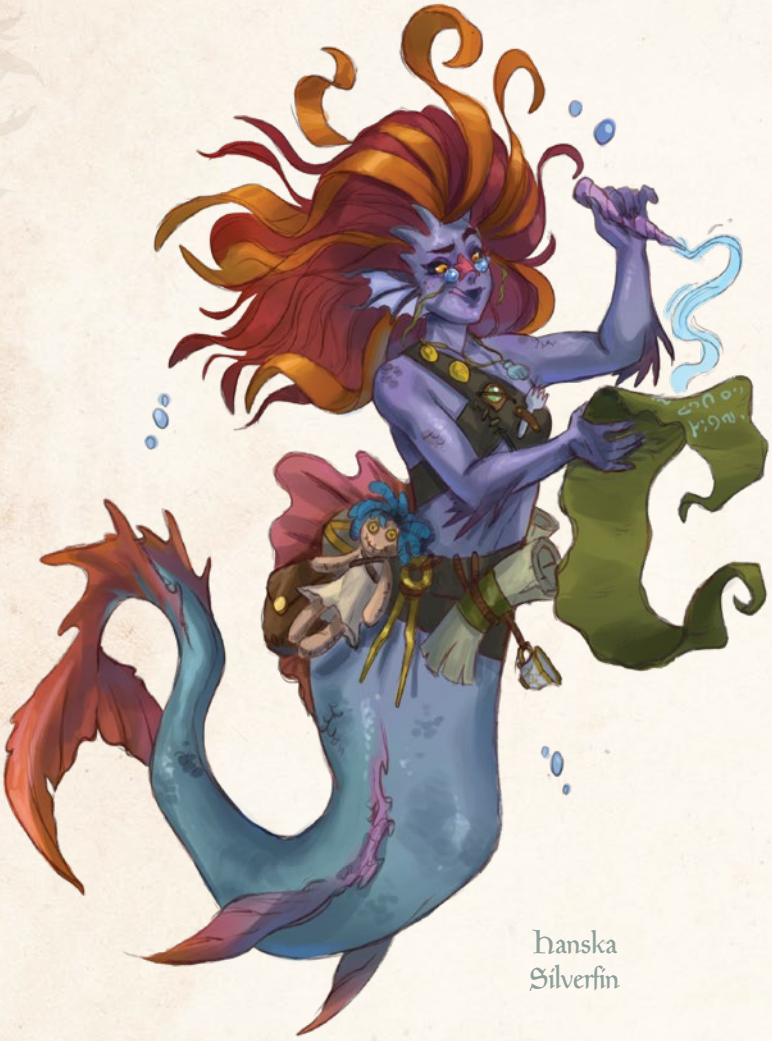
Phara Molusca

Phara is the **cuttlefolk** technician for the breathing apparatuses that are available to surface-dwellers. Every surface dweller is given one upon their check-in to The Drunken Treasure. They must be replenished with coral each day, or they lose their functionality and will cease to provide oxygen. Phara is the person to see if you have any issues at all.

She is currently trying to adapt the apparatuses so that she and other cuttlefolk can use them to visit the surface. She is quite shy and is more comfortable talking to people if they have an apparatus for her to fix, as it gives her something to do with her hands (and tentacles). Her natural color shifts and her demeanor radically changes at any mention of Sep, making it very clear she has unspoken feelings for him. However, Phara will be the last to actually admit this.

Gergi the Healer

The only human employed by the Drunken Treasure, Gergi is a **druid** (with *goodberry, healing word* and *lesser restoration* prepared in place of his normal spell list) who has a particular gift for the healing and treatment of breathing issues. A good sixty or perhaps even seventy years old, he has a range of treatments to help ease the transition to using an aquox breathing device. He can be rather brusque, but is a master of his craft. He is very protective, almost fatherly, towards Phara and is not fond of any jokes made at her expense. Those who treat her badly may find their aquox breathers running short before the anticipated time. Gergi uses a unique Stone of Water Breathing at all times (creating a continuous, personal water breathing effect), as to not use the coral reserved for guests.



the aquox coral, but during buoyancy changes the upper segments of the chamber (B2, C2, D2) are often flooded. The pressure changes make the entire tower inhospitable. Due to the unique nature of this chamber, no guests are allowed to enter, due to the following risks:

- Any creature caught in the conversion takes 2d8 bludgeoning damage.
- Any air-breathing creature that spends more than 1 hour in the chamber suffers a level of exhaustion.
- Any fire released in the chamber will rapidly consume flammable objects, deal double the normal fire damage, and potentially kill the coral.

Aquox Coral Colony. This large cluster of spongy coral is arguably the only reason this tavern exists. When fed small amounts of seaweed, aquox is able to rapidly destroy any water it comes in contact with and release a mass of oxygen. This is controlled by the aquox technician, Phara, who is also responsible for collecting and cultivating the coral.

A3. Vacant Guest Room

One of the many, many perks of staying at The Drunken Treasure is the private entrance to most of the guest rooms. Fitted with lockable (DC 15 to pick) porthole-style doors as well as reinforced windows, they offer a lovely view of the sea outside, while providing a secure place to rest. The rooms are all circular and spacious, as furniture can be spread over multiple levels, not just on the floor. The focal point of the room is a large clamshell bed, which can be left open or closed, depending on the inhabitant's preference for floating or not while asleep. There are also netted hammocks available to attach to the walls and ceiling of the room. Pets are welcome, with various nooks available for different sizes, from lobsters to large octopi.

A4. Restroom

While using the facilities underwater can be unnerving at first, the restrooms at The Drunken Treasure are similar to those on land. One must be prepared not to be alone, as various bottom-feeding fish skim about constantly, keeping the area immaculate. Soapstones are available for scrubbing, and there's no shortage of water (obviously).

A5. Dolores' Room

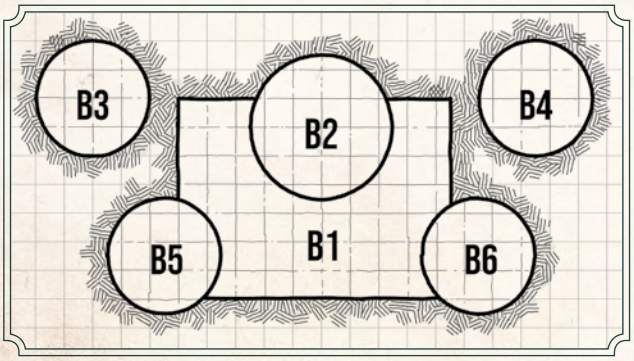
An elaborately embroidered sign on the door reads "I LOVE DOLPHINS." Entering the room reveals that this is indeed the case for its resident. Pictures and figurines of dolphins abound in this room, all brought by Dolores Artio. There are plenty of live dolphins milling around, coming in and out of the open windows at all hours.

Dolores claims to be able to talk with them as easily as any humanoid, but she prefers to translate in the privacy of her own room, as most merfolk and cuttlefolk believe dolphins (like other non-humanoid sea creatures) only communicate in images and feelings in place of a spoken language. A trunk (with pictures of dolphins carved all over it) contains 3d8 gold coins, travelers clothing, and 2d8 bottles labeled "Dolphin Chat." Consuming the liquid in one of these bottles grants the effects of *speak with animals* for 1 hour. Dolores is unsure if it works for other animals, but from her perspective, who would want to talk to another animal if there are dolphins around?

A6. Kennel

The Drunken Treasure is a pet-friendly tavern and thus provides space and care for undersea friends. Common companions including crabs, lobsters, sea horses and quippers here are given top-notch care, and are heavily monitored to make sure they are not eaten by another pet or a tavern guest. The kennel keepers, two **merfolk** men, adore their charges. However, they have recently noticed the creatures becoming upset and anxious in the hours leading up to a large creature being spotted in the vicinity of the tavern.

SECOND FLOOR



B1. Light Theater

This room houses the main entertainment of The Drunken Treasure: an aquatic light and illusion show. Here, various sea creatures—humanoid and otherwise—come to display their bioluminescent talents to the surface-dwellers, so that they may marvel at the amazing abilities not often seen on land. Regular displays involve complete darkness, followed by faint lights that are soon revealed as either small frys or large deep-sea hunters. Others feature contests of agility lit by glowing coral, or equally vibrant storytelling.

Guests who like a challenge or pride themselves on their observational abilities can try their luck spotting the various creatures before they are revealed. Other guests enjoy betting on the outcomes of contests, especially Jake Redbeard.

B2. Buoyancy Chamber—Research Lab

This room is devoted to Malah's (the resident merfolk buoyancy scientist) aquox coral experiments. At Phara's request, Malah is trying to reverse the effects of the coral, using it to make air breathable for cuttlefolk. She often has questions about land plants and how they clean air for humanoids and animals. Mala always seeks to improve the existing aquox breathing device design and sometimes needs subjects to test her new ideas. Of course, not all of Mala's tests are without complications: you might want to be near Gergi or the surface if you agree to help.

B3. Polyp and Plankton's Room

This room houses the seahorse wranglers, Polyp and Plankton. It is filled with the trappings of those more accustomed to staying in the open sea, as well as plenty of equipment for riding and taming giant seahorses. A loose ledger in the room can be found, which reveals with a DC 13 Intelligence (Investigation) that the twins are frequently charged for the medical care of people injured during giant seahorse riding lessons.

B4. Observatory

This repurposed guest room offers an astounding view behind The Drunken Treasure as it traverses the water. It has one particularly large, convex window made from reinforced glass that enables one to see more of the ocean than anywhere else in the tavern. From here, guests can sometimes see a very large, multi-tentacled shadow far away.

This room is most often empty, save for the occasional guest calmly enjoying the view. The party may notice markings on the floor that look like a child's chalk drawings. Most of these drawings appear to be oddly uniform scribbles, but a few depict what looks like the guest Zion next to a smaller Zion.

B5. Jake Redbeard's Room

Jake Redbeard has been staying continuously at The Drunken Treasure longer than anyone, and his room shows it. More like a home than a tavern room, it is filled with various trunks of clothing and souvenirs from his life of piracy. There is a set of carving tools on the table and many elaborate wooden carvings of ships, merfolk, and other things of the sea. The largest work in progress shows the Drunken Treasure itself, with a very large octopus-like creature attacking it.

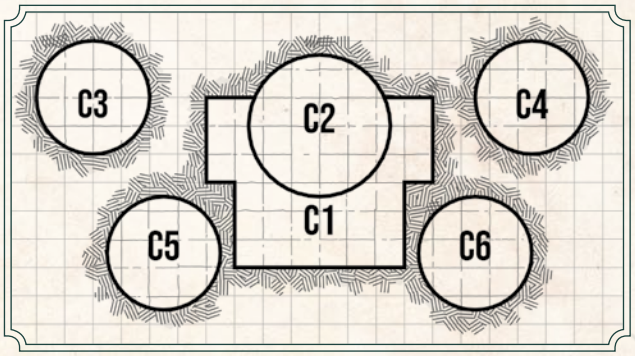
There is an unlocked trapdoor in the ceiling that leads to the attic room (C5).

B6. Menon's Office

Menon is usually milling around the tavern, making sure things are working smoothly and the guests want for nothing, but he sometimes likes to retreat to his office. This fascinating room contains various sketches of the castle during its excavation, rows upon rows of floor-to-ceiling filing cabinets on one wall, and an elaborate rolltop desk with numerous compartments. A successful search of the filing cabinets yields information on the tavern employees, regular guests, and a very thick file with two words on the label: "LURKING SHADOW." It details all the encounters The Drunken Treasure has had since its launch with a large beast. Reading through it one realizes The Drunken Treasure has been stalked or, in rare instances, openly attacked, by a monster. These attacks have been harrowing, yet oddly uneventful with a total death toll of three over the tavern's entire history.

There is a locked trapdoor in the ceiling that can be opened with a successful DC15 Dexterity (Thieves' Tools) check or a key obtained from Zion. It leads to the attic room (C6).

Third Floor



C1. Room of Lost Treasures

This room is dedicated to artifacts of the long-lost human civilization that once inhabited the castle. It is filled with display cases and frames showcasing the items. Small plaques by each one list their hypothesized uses, which are often humorously incorrect, both in name and function. There are musical instruments filed as medical implements, precious jewels described as children's toys, armor as dishes… the list goes on and on. There are two historians (**merfolk**) who work in the tavern with an interest in correctly labeling all these items, and they often request help from visitors from the surface. The treasures range from the completely mundane (which are often locked up the most securely) to the rare and valuable that may not be recognized as such by the owners. There are 3 (1d4+1) trained **reef sharks** patrolling this area, so thieves may want to reconsider liberating any of the items.

C2. Buoyancy Chamber

In addition to the mass of aquox coral that grows throughout the chamber tower, Malah has small pots of new types of coral growing here under special lights provided by bioluminescent plant life. This chamber is devoid of seaweed, and guests are checked before being allowed to enter (avoiding an unwanted air eruption). The Electric Eel Security Team—6 (2d4+2) **electric eels—patrols** this area, watching the experimental corals very closely. If anyone other than Malah touches them, on purpose or accidently, the electric eels will attempt to deal a "warning shock." If attacked, they will swarm the offender.

C3. Hansca's Room

Hansca always requests this room during her stays, as it connects by a small bridge to the Room of Lost Treasures. She often will borrow items from the Room of Lost Treasures to make notes and sketches to further her study of humans. Her room is filled with the usual furniture, as well as numerous trunks and bags filled with personal items, clothing, notebooks, and a few human artifacts that have, for the most part, incorrect descriptions. She has one particularly thick book, decipherable with a DC 14 Intelligence (Investigation) check, that implies that her favored theory is that the castle was from a land called "Atlantis."

There is an unlocked trapdoor in the ceiling that leads to the attic room (D3).

C4. Zion's Room

Zion's room has very little in the way of personal items, which is strange when one considers how long and how often he stays at The Drunken Treasure. The room is barren of any personal effects other than a drawer with a series of wax tablets written in an indecipherable language or code, and some art pieces depicting the tentacled shadow seen in the distance from the tavern. If the wax writing is compared to the scribbles in the observatory (B4), the resemblance is striking.

There is a hidden trapdoor in the ceiling, revealed upon a successful DC 15 Intelligence (Investigation) check. It is locked from the other side, but can be opened with a successful DC 16 Dexterity (Thieves' Tools) check. It leads to the attic room (D4).

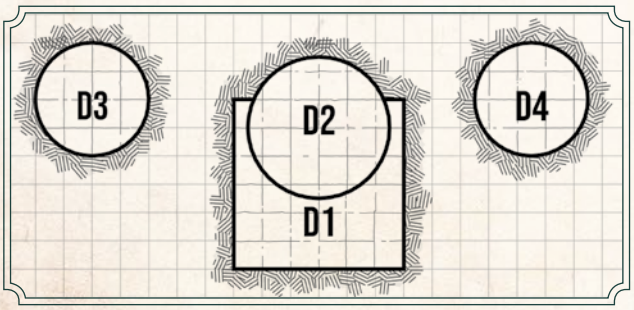
C5. Attic of Second Level Guest Room (B5)

This attic is connected to Jake Redbeard's room. It is filled with numerous trunks and a hodgepodge of various personal items, many of them looking rather the worse for wear after a long time underwater (his copy of *Bounty Isle* is in a very sorry state). Upon a thorough investigation (DC 12), the party will find several maps and documents describing an ancient pirate empire. This empire was based in a shoreside castle, and is said to have vanished overnight without a trace.

C6. Attic of Menon's Office (B6)

Accessible only from Menon's office (B6) below, this attic holds records from the original excavation of the castle. There are stone tablets that, judging by the notes, Menon was unable to decipher, but a DC 20 Intelligence (History) check shows that the castle was once owned by a pirate lord called Atlas. Other notations indicate it was not part of this world, but pulled here from another one entirely. A small bag in the room contains 3d8 foreign silver coins, deemed worthless by Menon because they have tarnished with time.

TOP FLOOR



D1. Control Room

This room houses the controls for The Drunken Treasure. Menon and Malah alternate duties here for the most part, but Hanska and Dolores are familiar enough to handle basic operations. Instead of a ship's wheel and other trappings of typical sea vessels, this room is filled with various balls of light that can manipulate the vessel's controls. There are different sets of controls for ballast, pitch, roll, rudders, and forward propulsion. The balls defy any magic known to surface-dwellers, and were specially enchanted by Dolores to control The Drunken Treasure. A creature can deduce basic directional controls with a DC 16 Intelligence (Arcana) check.

D2. Buoyancy Chamber

The buoyancy chamber extends up two more stories beyond level 4, but the only thing of interest here is more of the spongy coral growth, so thick there is barely room to enter the chamber. People are discouraged from going up into this area, as that is where the newest coral grows, and it can be very sensitive. The smallest touch can disturb the coral and set back anticipated growth for years, throw off the buoyancy of The Drunken Treasure, and result in transportation delays. Malah has an alarm set that will call the EEST (the **electric eels** that frequent C2) if anyone enters the room, and a single eel will attack anyone who touches the coral via shock. Refusal to leave after an initial shock will result in full combat, until the eels are defeated or the intruders are unconscious.

D3. Hansca's Attic Room

Accessible only from Hansca's guest room (C3) below, this room is crammed with various artifacts from the human world that have not yet made it to the Room of Lost Treasures. Some artifacts include:

- A steel tasset
- A wagon wheel
- A wooden toy that resembles a motor car
- A drinking horn
- A rusty oil lamp
- A petrified monkey paw

Bringing one to Hansca with an explanation of what it is will earn the bearer a cocktail voucher.

D4. Qualla's Attic Room

Qualla spends most of her time hiding in the attic above her and her father Zion's room; almost entirely unknown by most other residents. She likes the attic and the observatory (B4) because they both have a window that looks out behind The Drunken Treasure. She will not speak, but looks wistfully into the distance, and gets unnaturally excited when the shadowy giant figure appears. She doesn't seem to show any fear regarding its presence.

Qualla's father Zion

The Tavern Guests

Hanska Silverfin

Hanska and Menon were both on the original **merfolk** excavation team of the castle. They began their studies in merfolk history, but they were the only merfolk to become more (not less) interested in the castle upon realizing that it was once a human structure. While Menon shifted his focus to making the castle a profitable tavern, Hanska maintained her interest in the humans. She travels widely, but often returns to The Drunken Treasure to organize her thoughts, conduct research in the untouched areas of the castle, and sometimes organize historical conferences. She and Menon are often comparing notes and sometimes arguing over theories of the human civilization that once inhabited the castle.

Zion

For those unfamiliar with undersea humanoids, Zion (**protoloid**) appears no less strange than the other people seen at The Drunken Treasure. However, he has an air of enigma, as nearly all of his body seems to be covered by either cloak or shell. He has been a regular visitor to the tavern since its earliest days, and rarely leaves for long. Zion tends to be aloof and underspoken, but becomes increasingly interested in conversations about the monster outside.

In reality, Zion and his daughter Qualla are two of the few members of a species unknown to even the greatest of scholars. The monster that follows the ship was once the foster mother of his ancestors, as detailed in "Deep-Sea Encounter." The gray shell that he seems to wear is actually a part of his natural head, which grows as both a physical and psychic protection. Under his cloak is a unique and disturbing biology: Zion is less a humanoid than a mass of hydrozoan colonies. He is travelling on this vessel in search of other members of his species.

Qualla

A very elusive creature, Qualla (**protoloid**, with only 1 hit die) is Zion's daughter. She looks and dresses exactly like him; the only difference is her size and color of her clamshell, which is muted orange. She rarely leaves her attic (D4), only ever visiting Zion's room (C4) and, very rarely, in the observatory (B4) looking out the observation window. If the party finds her here, they can have a brief discussion before Zion takes her away.

Qualla was born as an only child to Zion, and as their species reproduces asexually, has no mother. She is very curious about the monster outside, and feels an odd connection to it. She may use unfamiliar utterances that resemble Deep Speech while searching for Common words.

Jake Redbeard

A true human pirate (**bandit captain**) in the traditional sense, Jake Redbeard long ago lost his ship (sometimes he says it was a mutiny, sometimes he says it was taken by law enforcement, most often he says it was dragged to the depths by a fearsome sea monster) and now stays at the Drunken Treasure dreaming of better days. He currently holds the record for the longest time spent using an aquox breather, and the proprietors have a sneaking suspicion that he will have trouble adjusting to the surface when (if) he ever leaves. He's fond of placing bets in the Light Theater.

Jake Redbeard set to sea in search of Atlas' treasure, which is said to be stored on the same island where his castle rested. During breaks in motion, when the tavern drops anchor, he frequently dives in search of Atlas' sunken fleet and other lost goods. He may pursue the party later if he finds them particularly interesting, either as new crew members or as coin-hauling chumps.

Polyp and Plankton

Twin **merfolk** Polyp and Plankton are in charge of moving herds of large seahorses across the sea each season. After they have successfully delivered the herds to their charges, they like to take a holiday in The Drunken Treasure. Sometimes they have seahorses of various sizes staying with them. The smaller ones are quite adorable, the larger ones less so, especially when they steal food from patrons.

Polyp and Plankton know the area quite well and are worth talking to if the party needs information for when they depart The Drunken Treasure. They often are in the kennels checking on their smaller seahorses. Very displeased by seahorse thieves, their unrivaled speed and navigation will lead to a swift scolding and a demand for payment. However, if properly convinced, and promised the return of their lot, they will let other guests borrow their seahorses as mounts.

Dolores Artio

Whispered about as "the Daffy Dolphin Merlady," Dolores loves coming to The Drunken Treasure because of their lenient pet policy. She brings her dolphins—all seven of them. She spends most of her time talking to her pets and taking them out for swims around The Drunken Treasure, but if someone compliments her dolphins she will become very chatty—mainly about her dolphins, but she is also knowledgeable about other sea life, especially old tales of enormous sea monsters. She is also, despite her flaky affect, an accomplished sorceress (use the mage stats, with a merfolk's speed and abilities) who was integral in enchanting the control mechanisms of The Drunken Treasure. She sometimes is seen in the control room (D1) tinkering with the lights to fix problems or improve performance.

The Drunken Treasure Menu

Snacks for the Shallows

Seaweed Leaf Wraps – 2 sp

Various ocean delicacies chopped and combined in a cleverly wrapped seaweed leaf. Great for the adventurer on the go, as long as you're not going into the buoyancy chamber.

Clamshell Concoctions – 1 sp

Small plants and animals sealed in a clamshell to prevent drifting during eating. Another excellent "to go" choice.

Algae pudding – 1 sp

A scrumptious mix of various local algaes with a hint of crushed fungal plates.

Dishes for the Depths

Turf and Surf – 4 sp

A combination platter of salmon and rare, exotic beef, with a side of red seaweed. Chicken may be substituted for beef for additional cost (availability subject to season).

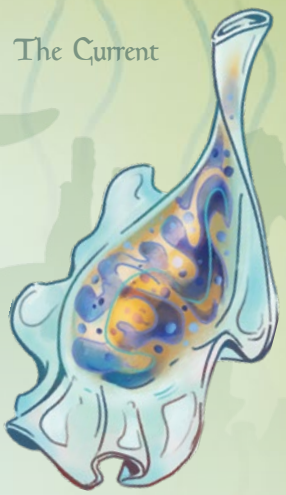
BYOK: Build Your Own Kabob – 1 gp per guest

Great for large parties! Each person will be provided a swordfish skewer and can make their own meal with a selection of meats, fruits, and vegetables, all from the sea. The ingredients are brought to the table in serving shells. This is an excellent dish if you have pets who want to share.

Salad Reef – 1 gp per guest

A series of clamshells bolted to the bar offer a wide range of edible vegetation from all over the sea. All you can eat!

Seaweed Leaf Wraps



The Current

Cocktails

Sep's cocktails are a marvel of all the seas. Using a unique blend of magic and mixology, he concocts these delicious drinks and then seals them in a pouch formed from a large, flexible seed pod so that they may be consumed even underwater. They also transport marvelously, so this is a great place to stock up for travels and take a bit of The Drunken Treasure with you.

The Abyss – 5 sp

An absolutely black-as-midnight drink of squid ink liquor, this one will send your brain into complete oblivion like no other drink on land or sea.
LIMIT ONE PER CUSTOMER!

The Current – 4 cp

By mixing an oily, blue-tinted seaweed liquor and apple juice in a clear pouch, one can see the swirling of different colors inside that is reminiscent of the sea. A good one to drink if one is prone to seasickness.

Sweet and Salty Seas – 1 sp

Imported fermented agave with just a hint of local seawater.

Now You See Me, Now You Don't! – 1 gp

A unique blend of extracts from various naturally camouflaging sea creatures that appears and disappears as you drink it!

The Quest Board

On a large, smooth rock wall, various quests are written in a semi-permanent chalk, while others are written on large leaves rolled and tucked into crevices.

Hide and Seek

So, you think you're good at finding things? Come to the Light Theater and try your skills and luck at finding various sea creatures as they show off their natural camouflage.

In the Light Theater, the characters see a lush undersea scene crammed with plants, coral, fish, and invertebrates of every type. Each character may try finding various camouflaged creatures by making a DC 16 Intelligence (Investigation) check. They may keep playing as long as they keep finding creatures, but must stop after three failed attempts. Anyone who finds three creatures wins 1d4 days' worth of aquox breather refills.

Surface History Help Needed!

Here at The Drunken Treasure we have the largest collection of surface artifacts from various civilizations. We need help identifying some of these rare items, and perhaps you hold the key to aiding our understanding of the surface culture of years past. Please come to the second floor and ask for Hansca or Menon.

When the party reaches the second floor, they will find either Menon or Hansca milling about a room filled with display cases. The merfolk will describe the items listed below. If anyone in the party is able to correctly identify the items, they get a free entree, appetizer, cocktail, and an extra day's supply of aquox refills for each item identified. Some examples are provided, but GM can add others.

"We think these items were used for styling hair. The four-pronged structure lent itself well to detangling. This one with the rounded end could be heated and used to curl hair. We think both of them were for hair styling because they are almost always found together, along with serrated knives that were likely used for cutting hair." (Answer: fork and spoon)

"This item was used for containing small pets such as grasshoppers. The small entrance gave the pets a secure entryway, while the lid on top was for easy cleaning by the pet owner. The handle on the side allowed people to carry their pets with them." (Answer: teapot)

"This item was a musical instrument. The elaborate tines could be struck to produce notes, or one could blow across the tops. We sometimes find these with white, waxy cylinders stuck in them; we think the wax was used for cleaning them, or perhaps keeping the holes closed when not in use." (Answer: candlesticks)

Guinea Fish

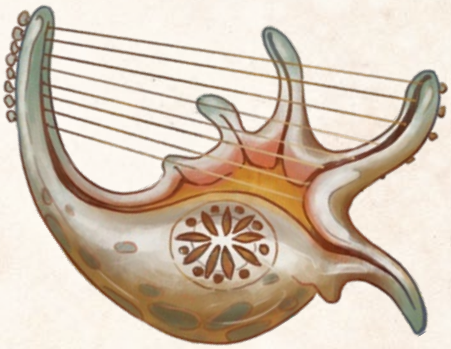
Test Subjects Needed! Looking for humanoids, all species, ages, genders, to aid in a scientific study. Must be willing to risk the ability to breathe for a minute or so. Handsome reward for participation! See Malah for more details.

Players can usually find Malah in the second-floor buoyancy lab (B2). She is always happy to have more subjects (the more diverse group of species, the better) for her experiments to improve the aquox breathing system. She will instruct the test subjects to swap the coral currently in their aquox breathers for some new variants she has cultivated. They must keep the experimental coral in their breather, no matter the side effects, for five minutes while Malah makes notes.

Malah has six variants of the coral. Players must roll 1d6 to determine which one they get. They then must make a DC 14 Constitution check, suffering the listed side effect for 1 hour on a failure, or for 24 hours along with trouble breathing during the experiment on a result of 9 or less..

1d6	Description	Side Effect
1	Blue coral that sparkles even in the absence of light	Your teeth and tongue sparkle blue, shedding dim light out 5 feet while your mouth is open
2	Squishy, like globs of gruel	Everything you eat tastes like bland oatmeal
3	Hums a constant off-key note	You cannot stop humming random tunes
4	Smells like rotting fish	Attracts a harmless **swarm of quippers**
5	Vibrates subtly	Your teeth chatter incessantly
6	Randomly seems to "jump" before floating back down	You suffer the worst curse of all: hiccups

Upon completion of the trial, Malah will give the player an additional two days' worth of aquox and 2d6 gold.



Mixology Mastery

Interested in learning the secret to mixing drinks underwater? Come visit Sep and if you can prove your intelligence, he'll give you his secret!

Sep has been wanting to share his special knowledge of mixing drinks with people from the surface, mainly to see if the methods he uses will work above water. After spending a day with him, a player will know how to turn large leaves (of any type, not just from sea plants) into sealing pouches that allow for rations to stay fresh twice as long. Sep loves to talk as he works, so anyone who takes this quest will likely glean a wealth of information about the tavern during this time. It is suggested that the player be allowed to ask him up to three questions, which he will answer to the best of his knowledge.

Ride 'Em... Seahorse... Boy?

Seahorse Riding Lessons! Ever wanted to learn how to travel the oceans on seahorseback? We have a bunch of newly-broken seacolts and need to see how they handle for novices. Come out for a FREE lesson and if you ~~survive~~ enjoy like the experience as a thank-you we'll let you take our seahorses for a day's excursion during your stay. Ask for Polyp or Plankton at the bar.

Polyp and Plankton take the interested players into an open area behind the tavern. (This is only possible when the tavern is not moving. The tavern usually makes a stop at least every other day for an hour, so opportunities to do this are not hard to come by.) Players are presented with giant seahorses, each large enough for 2 medium creatures to ride. These seahorses have just been broken for riding; they are still very lively and don't trust new riders, especially surface-dwellers.

Players are instructed first to successfully mount the seahorse with a DC 16 Wisdom (Animal Handling) check, then stay on it for as long as possible with a DC 15 Strength (Athletics) check every 2 minutes. Anyone who can mount and stay on the seahorse for at least 4 minutes gets the use of a (significantly calmer) seahorse for an excursion out from The Drunken Treasure. Any time spent on the seahorse beyond 4 minutes earns an extra 1d8 gold from Polyp and Plankton, who more than appreciate the show.

Deep-Sea Encounter

Monster Experts Needed! The Drunken Treasure has been stalked by a large sea beast ever since it set float. This is starting to affect our travel routes and our ability to ensure safe passage for our guests. In need of people accomplished in dealing with beasts of this nature. Come to Menon's office for more details. Reward: free passage, choice of destination, and special artifacts found only on The Drunken Treasure!

When the players come to Menon's office (B6), he produces a large file of thin wax tablets upon which are written the history of each encounter with a large beast. It is up to the party to determine the best course of action, as there is little information to act on. If they have the use of seahorses from Polyp and Plankton, they may use them to get to the beast. Otherwise they must swim out on their own.

After the party sets out to the ocean, Atlantia will soon arrive in response to their presence. She will linger 20 feet away from the crew, and only react with hostility if the party attacks or moves too quickly for comfort. For any risk of combat, use the external area of the combat map's first floor.

Kill the Beast

Directly attacking the beast is not recommended, especially for low-level parties. If the heroes manage to succeed, Menon is very grateful to them for removing the threat. However, the characters will find their interactions with the rest of the staff and the guests will be significantly less friendly. After a time, many of them will admit that a looming monster added to the excitement of the whole journey.

Zion will be enraged by the party's actions, and will attack the party if he encounters them after they have killed Atlantia. If Zion is injured close to death, Qualla will appear and he will surrender, intent on getting her out of danger.

Communicate with the Beast

The beast can be communicated with. She is not inherently vicious and is mainly puzzled by The Drunken Treasure's presence in the ocean. The party can easily open the discussion by magical means, or speaking Deep Speech. The beast will reveal that her name is Atlantia, and that centuries ago, the castle that now roams the ocean as The Drunken Treasure was the throne of a monster who tried to claim the sea: Atlas, a pirate king and leader of The Unsunken Kings, did so using only destructive and abhorrent means. More details can be found in the Tavern's History section.

After the battle with Atlas, Atlantia fell into a deep slumber, caused by her wounds and the painful loss of her family. Upon Atlantia's relatively recent awakening, she found the very thing that cursed her kin had somehow returned to life.

If the party explains that they and The Drunken Treasure have no quarrel with her, Atlantia will depart. Menon and the other employees will be thrilled and grateful. Zion and Qualla will briefly question the party about their actions, and then set out to find Atlantia.

Reunite the Beast with her family

If the party has encountered Qualla before going to look for the beast, they will run into her and her father Zion on the way to confront the beast. They will insist on accompanying the party. The presence of Zion and Qualla intrigues the beast, who will have a conversation with Zion in Deep Speech. Zion reveals that he is descended from one of Atlantia's children, who is believed to have escaped on a stolen boat during the battle with Atlas. Atlantia is overjoyed to realize not all is lost, and embraces her distant family. Before departing, Atlantia will have Zion relay a special thanks. She may offer information, in the same manner as the *legend lore* spell. Alternatively, the party may receive a small treasure hoard, or unique information about an unknown secret room in the tavern if the GM wishes to add one.

Tavern History

The ancient history of The Drunken Treasure is only known by Atlantia, the giant monster that hauntingly follows the tavern through the murk. Speaking to her may reveal the truth. Centuries before its rediscovery, the castle was the base of operations for a pirate militia called "The Unsunken Kings." Their fleets spread far and wide, both above and below the surface of the ocean. During their reign, Atlantia served as the foster mother for a new species of sentient creatures called protoloids. These deep-sea colonies showed the ability to gather like-minded hydrozoa and form higher thought with larger bodies.

After discovering the protoloids' nightmarish and underdeveloped bodies, underdeveloped bodies the pirate's leader, Atlas quickly decided to destroy their nest. After the pirates bombarded the ravine, Atlantia flew into a rage. She followed the ships back to their castle on land, and with the few remaining protoloids, sank every part of the fleet. As her last effort, she wrapped the castle in her tentacles and dragged it far into the ocean, to rest in the very ravine the pirates had offended.

The better known story: Many upwellings ago, an earthquake revealed the ruins of an ancient castle sleeping in an undersea ravine. At first it was thought to be the last remnants of a merfolk civilization, whose history was consumed along with it. But the tools and trappings of the castle bore no resemblance to sea-dwelling civilizations from any familiar era. Water-dwelling historians and archaeologists swam from far and wide to excavate and explore the discovery. Eventually, they determined that it was not from the sea, but from land, and likely a land forgotten by the surface, as not even the most long-lived could recall a castle of that size sinking into the sea.

Once it was revealed that this was not, in fact, a treasure trove of aquatic archaeology, the castle was quickly abandoned. In most cases, sea folk have little interest in surface-dweller culture. One enterprising historian, however, noticed that the center tower housed a rare colony of spongy coral that was thought to be extinct. After unintentionally exposing the coral to seaweed during a meal break, an explosive reaction caused a giant gas pocket to appear, making the entire castle literally "bounce" on the ocean floor.

Along with his sister, a clever alchemist, the historian determined that the coral would divide water into gas when it was exposed to a mixture of light and seaweed. After repairing the tower, adding a light source and another day's worth of seaweed rations, they made the tower buoyant enough to lift the entire castle from the ocean floor. The brother and sister brought in experts in alchemy, sailing, and magic, including Dolores and Qualla. Before long, they'd outfitted the castle with the mechanisms to make it a controllable vehicle, capable of traversing both the surface and deep beneath the water.

Stat Blocks

Cuttlefolk

Cuttlefolk are a race of humanoid cephalopods, whose lower halves feature 4 arms and 2 tentacles. The upper portion of their bodies is similar to humans, but their heads strongly resemble the body of a cuttlefish. Cuttlefolk are known for their extremely dramatic body language, but otherwise calm demeanor. Their bodies are covered in pigments that they can control, granting them a unique and passionate language, but also strong camouflage.

Cuttlefolk, unlike merfolk, can only survive in water. It is assumed that they are more solitary than communal people, but many exceptions exist. Certain surface-dwellers, as well as smaller aquatic life, have grown to greatly fear their subtle predatory ability. Most spies can disguise themselves as other people, but few besides cuttlefolk can hide in plain sight: at all times.

Cuttlefolk

Medium humanoid, neutral good

Armor Class: 13
Hit Points: 11 (2d8+2)
Speed: 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	16 (+3)

Skills: Perception +3, Stealth +4
Senses: darkvision 60 ft., passive Perception 13
Languages: Aquan, Common
Challenge: ⅛ (25 XP)

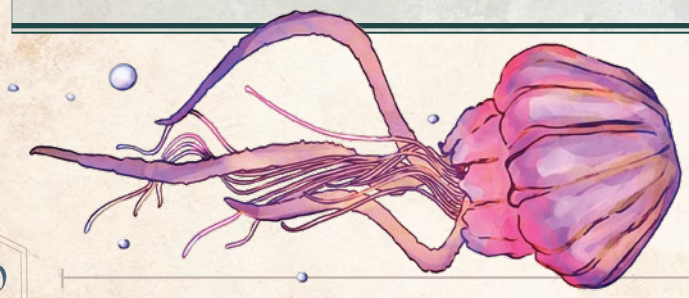
Waterbreathing. The cuttlefolk can breathe water, and can hold their breath for up to 10 minutes when out of water.

Pigment Camouflage. The cuttlefolk gains advantage on Dexterity (Stealth) checks. In addition, while remaining motionless for 1 minute, the cuttlefolk appears indistinguishable from its surroundings.

Innate Spellcasting. The cuttlefolk's innate spellcasting ability is Charisma (spell save DC 13). *Hit:* The cuttlefolk can innately cast the following spells, requiring no material components:

Cantrips (at will): *minor illusion*
1/Day: *invisibility* (self only)

Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. The target takes 3 (1d6) bludgeoning damage, and is grappled (escape DC 13).



Protoloid

Protoloids are an entirely new race of creatures, formed as a hivemind of hydrozoan creatures that function similarly to humanoids. They resemble a collection of woven tendrils that form a body, topped with a clam-like shell that protects their most important hydrozoa. Born from deep in the ocean and fostered by an ancient being, protoloids have numerous abilities unfamiliar to surface-dwellers. Among them are the ability to detach body parts at will, change their general forms, and rapid pattern comprehension.

Protoloid

Medium monstrosity, chaotic neutral

Armor Class: 14 (natural armor)
Hit Points: 33 (6d8+6)
Speed: 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	18 (+4)	14 (+2)	12 (+1)

Skills: Stealth +5, Acrobatics +5
Senses: blindsight 60 ft., passive Perception 12
Languages: Aquan, Common, Deep Speech
Challenge: 1 (200 XP)

Amphibious. The protoloid can breathe air and water.

Defensive Shell. The protoloid has a shell that protects the majority of its brain. Unless it is removed, the protoloid has resistance to psychic and nonmagical bludgeoning damage. If the shell is removed, it loses its 1 point of natural armor.

Living Colony. The protoloid can separate parts of its body as an action without taking damage, and reattach them as an action. A separated body part has a base movement and swim speed of 10 feet. The protoloid can remove a number of parts equal to its hit dice.

Partially Amorphous. Without its head, the protoloid can move through a space as narrow as 1 inch without squeezing.

Actions

Extended Pseudopod. *Melee Weapon Attack.* +2 to hit, reach 10 ft, one target. *Hit:* 5 (1d4+3) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained.

Invade. The protoloid attempts to have one detached part of its body enter a creature within 5 feet of itself, through the nose, ear, or mouth. The creature must succeed on a Dexterity saving throw (DC 12), taking 14 (4d6) psychic damage on a failed save. On subsequent turns, the target creature must make a DC 10 Constitution saving throw, suffering disadvantage on attack rolls for 1 round on a failure, and ending the effect on a success.

Electric Eel

These creatures make up the security team of The Drunken Treasure. They tend to be a bit larger than a regular eel, and are intelligent enough to follow verbal instructions, as well as some basic communication via body language.

Electric Eel

Small beast, neutral

Armor Class: 12
Hit Points: 10 (3d6)
Speed: Swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	4 (-3)	14 (+2)	2 (-4)

Skills: Perception +2
Damage Resistances: lightning
Senses: blindsight 15 ft., darkvision 60 ft., passive Perception 12
Languages: Understands Aquan but can't speak
Challenge: ⅛ (25 XP)

Water Breathing. Eel can only breathe underwater.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8) piercing damage.

Shock. Every creature within 5 feet of the electric eel must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) lightning damage.

Giant Seahorse

These creatures are a unique breed of seahorse, found rarely at the deep edges of "corral" reefs. Their back fins are elongated and much stronger than their tiny counterparts, and their tails have adapted a crescent fin allowing them to swim remarkably fast.

Giant Seahorse

Large beast, neutral

Armor Class: 13
Hit Points: 24 (4d6+10)
Speed: Swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Skills: +4 Stealth
Senses: darkvision 30 ft., passive Perception 10
Languages: --
Challenge: 0

Water Breathing. The giant seahorse can only breathe underwater.

Actions

Jab. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Atlantia, The Great Beast

A massive sea creature of legend, Atlantia is an ancient mollusk-like creature that pursues The Drunken Treasure throughout the ocean. She most strongly resembles an octopus, but really is a unique enigma in the ocean, and the last of her species. Her mass of pseudopods extend out of a giant protective shell, which alone has a radius of 8 feet.

Atlantia, The Great Beast

Gargantuan monstrosity, chaotic good

Armor Class: 17 (natural armor)
Hit Points: 216 (18d12+90)
Speed: 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	18 (+4)	22 (+6)	18 (+4)

Saving Throws: STR +11, DEX +5, CON +10, INT +11, WIZ +10
Senses: darkvision 120 ft., passive Perception 16
Languages: Deep Speech; understands Aquan and Common but can't speak them
Challenge: 9 (8,400 XP)

Siege Monster. Atlantia deals double damage to structures.

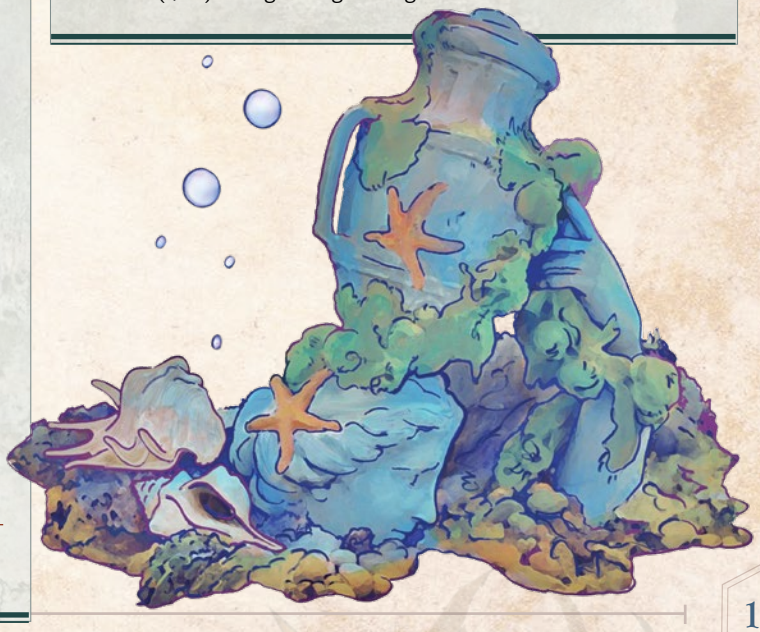
Water Breathing. Atlantia can only breathe underwater, but can store up to 1 hour of water in her shell when traveling on land.

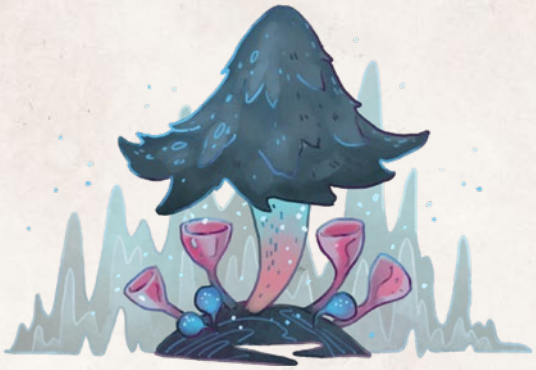
Actions

Multiattack. Atlantia makes 3 pseudopod attacks, and up to 1 toss attack.

Pseudopod. *Melee Weapon Attack.* +8 to hit, reach 20 ft, one target. *Hit:* 10 (1d6+5) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained. Atlantia has eight pseudopods, each of which can grapple one target.

Toss (if Atlantia has a large or smaller creature or object grappled). *Ranged Weapon Attack,* +8 to hit, range 80/160 ft, one target. On a hit, both the target and the object thrown take 18 (4d8) bludgeoning damage.





Fungal Grotto

Deep underground, tucked into the massive stump of an ancient sentient tree, the Fungal Grotto offers a safe, if somewhat off-kilter, respite for adventurers. Grown rather than built over hundreds (or perhaps thousands—the hosts certainly aren't keeping track!) of years, this tavern gives new definition to the word "lively," as almost everything, from the furniture to the walls and even the food on guests' plates, is sentient. When people approach, they hear voices calling out in welcome from the various fungal faces growing on the tree.

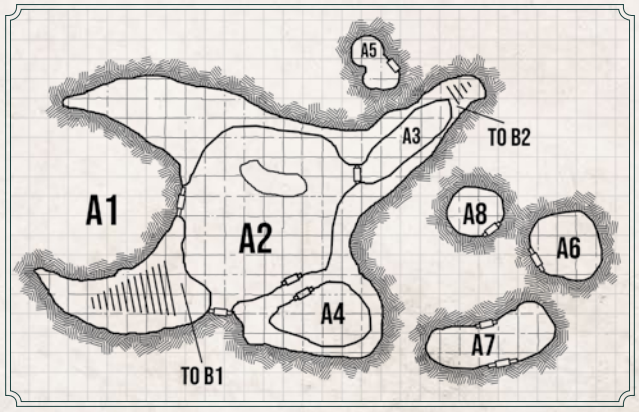
While the main tavern structure has been gently hollowed out from the tree stump, other rooms grew from the hollow interiors of morel mushrooms, and patios and balconies are constantly expanding as the flat polypores thrive. Long-lived patrons such as elves may notice slight differences from their last visit, but overall the changes are so gradual they are unnoticeable unless compared with antique depictions.

The cozy, rounded rooms would give the Fungal Grotto a warm, homey feel, if it were lit by warm fires and candlelight, rather than cool blue-green bioluminescence. When the tavern is underground, there is very little difference between lighting inside and out, as it all comes from the same bioluminescent mushrooms. For overnight guests, a sleeping mask or draping a cloak over the bed is recommended. Note that the tavern can be moved above ground in high-magic settings.

Despite their strange and almost alien appearance, the hosts' open, friendly manner can win over all but the most suspicious traveler. There is very little here that is sinister… until one realizes that the hosts and most regular guests feed upon the dead. They are not predatory towards humanoids, however; in fact, they usually want adventurers to have a good experience and return with bodies, or perhaps merely the whereabouts of bodies. The philosophy of the mushroom beings is, "Kill one person, food for a year. Let a person live to kill others, food for a decade!" They are a gentle race and easily entertained by watching humanoids, who live at a much quicker pace and seem bothered by trivial things such as death. The hosts are not without their defense capabilities, however, and troublemakers will soon regret crossing them. Damage to the tavern is a particularly grievous offense, as it can take years for repairs to be complete. All of the sentient mushrooms are connected to each other, and thus they refer to each other as "they/them" rather than "he/she/it" and to themselves as "We," whether referring to one being or twenty. A mushroom may refer to a brother or sister when talking to a humanoid, but that is mainly because of their years of fine-tuning translation from a language based on collective intelligence to a language based on individuals.

This is an excellent "beginner" tavern; player characters level 1-3 can safely visit and enjoy some of the lower rooms. Player characters level 4-6 would be able to explore the entire tavern and fully unlock its secrets. The Fungal Grotto, as it is underground, is a perfect safe haven in a dangerous area.

Areas of the Tavern



There are three main stories with rooms both inside and outside the stump. The fourth story is formed by the top of the tree stump and the cap of the giant mushroom stretching overhead. Surrounding the tavern is a vast underground cavern that is perfectly safe… if one isn't bothered by bones and body parts sticking out of the ground. This area, called the Fungal Field, must be traversed to enter the cavern, and may need to be visited to fulfil a quest.

A1. Garden Patio

As characters walk up to the Fungal Grotto, they first must pass through a garden patio. At a glance it looks almost like a tropical cabana setting, with round tables and umbrellas. However, all the furniture here is

hyphanir: stationary, sentient fungal beings that grow to fit the needs of the tavern. They are all firmly rooted to the ground, so if someone isn't happy with how far the stool is from the table, they are out of luck!

There is at least one **fungaloid** (the more humanoid species of mushroom beings) food server milling about the patio, and one or two of the regular guests enjoying the fresh air. The druid Foof is particularly fond of this area and is nearly always here if not in her room.

A2. Mushrooms and Mixers Pub

After a brief walk through the tunnel from the patio, characters enter the Mushroom and Mixers Pub. The most striking feature in this room is the bar: a large **hyphanir** that argues with the bartender about everything.

Gyro, the **fungaloid** bartender, is usually found behind the bar coming up with new and interesting concoctions. Smaller cup-shaped fungi grow both from the bar and from the walls behind, providing containers for various drinks and mixers. Eating a meal here at Gyro's is an experience, either as a diner or just an observer!

A3. Greenhouse

While many of the adult sentient mushrooms can be unsettling in their appearance, a trip to the greenhouse will thaw the heart of the most jaded warrior. The little baby spores are tended and harvested by special **fungaloid** gardners. If one ordered off of the Kids Menu, the ingredients certainly came from one of the baby fungi here. Most of the sporelings do not seem to be hurt or bothered by the harvesting; many of them giggle and some even try to help (more or less successfully). The sporelings usually love visitors, sometimes a bit too much, and need to be convinced that no, they *can't* permanently take root on someone's boots or hat.

A4. General Store

The mushroom beings dine upon the bodies of dead adventurers, but what about the non-digestible items? It is not in the nature of a mushroom to let anything go to waste, so items that are salvageable are taken to the general store and refurbished. The clerk, Moreli, is a **fungaloid** who tries to fulfil any customer's request, but isn't always clear on the use of certain items. They have been known to pass off a bag as a hat, a rake as a weapon, and a shield as a mirror. But the prices are usually reasonable, and items are very clean, having been scoured of any organic debris by the fungi. This is also the storefront for the leathersmith's goods. Many items can be purchased off-the-rack, but if a player has a specific request, they will be directed to the leathersmith.

A5. Restroom

While it may look primitive, the sanitation in the Fungal Grotto restroom is top-notch! Instead of a washbasin, hands are dipped in a bowl of minuscule **fungaloids** that gently cleanse the hands of all filth. The crawling sensation is hard to get used to, but is more thorough than hot water and soap. The waste drops into a pit where it feeds more of the fungal inhabitants. It is not unusual to hear chatter from behind the wall, especially menu suggestions of things to eat that the mushrooms would like to try once it's passed through a humanoid's digestive system.

A6. Leathersmith's Workshop

Tramates the Leathersmith can nearly always be found in their workshop. Mushroom roots can be magically altered to produce a durable leather-like material, and Trametes can make clothing, bags, boots… really, anything usually made from traditional leather.

The most valuable item that Tramates crafts are the *boots and gloves of fungalkind*, which allow the wearer to climb up any organic surface. The boots and gloves' effect on the wearer (they must be worn as a set for the wearer to attune) is similar to the *spider climb* spell except it *only* works upon surfaces where mushrooms could grow (wood, dirt) and it slows the wearer's movements to one-half their normal climbing speed. The gloves and boots can only be made with freshly-acquired mushroom roots, and take Tramates 24 hours to complete.

The Tavern Operators

Gyro

Gyro is one of the oldest and thus most intelligent of the Great Mushroom's mobile **fungaloid** children. They love nothing better than creating food and drink for humanoids, as they are fascinated by the human process of obtaining sustenance through the mouth, rather than through their roots (i.e., feet). Gyro is also very amused by the horrified looks they get from first-time guests when they order Gyro's Gyro. This signature dish involves Gyro breaking off bits of their own body and cheerfully sauteeing them tableside while guests watch to varying degrees of amusement, puzzlement, and shock. Gyro is usually found in the bar (A2), but sometimes will go out to the patio (A1) to serve the Gyro's Gyro.

Moreli

Moreli, a grumpy **fungaloid**, runs the general store (A4) and can usually find anything an adventurer might need. As Moreli has many nooks and crannies upon their head, they often reach into themselves to pull out smaller, valuable items. They are fond of saying. "The safest place to store things is in a mushroom!"

Trametes the Leathersmith

The **fungaloid** leathersmith is a master of their craft and toils away at all hours in his workshop (A6). They have perfected the magical formula that turns mushroom roots into a substance nearly indistinguishable from leather. Nothing makes them happier than a custom order, but they are often running short on materials. If a character wants a custom piece, they may need to quest about the Fungal Grotto to find all the mushroom roots they need.

Servers and Housekeepers

The servers are various types of mushroom **fungaloid** and can be found in all areas of the tavern. They are polite, accommodating, and love both serving, watching, and talking with the humanoids.

Gardeners

These **fungaolids,** who both tend to and teach the sporelings in the greenhouse (A3), are very protective of their charges. They make sure they are well-supplied with organic matter to eat, and teach them the mushroom way of working together and giving of oneself to support future generations. The only time a fungaolid will be rude to a guest is if they sense that the guest poses a danger to the sporelings.

Sporelings

The baby mushrooms are some of the cutest beings in all the worlds known or unknown. They resemble the **fungaloids** and **hyphanir**, but are smaller, of course, and chubbier with larger eyes. Some of the fungaloid sporelings can be quite rowdy and rambunctious, and the nursemaids might need help with them on occasion. They are usually found in the greenhouse (A3) but some like to escape and go play with the Flying Fun Guy children in their room (C5).

Great Mushroom

Long ago, the Great Mushroom was a sentient tree who witnessed the destruction of an entire forest and thousands of dragons. Over time, the tree's consciousness moved into the mushroom that consumed it, and now it is fully present in the Great Mushroom, most visible on level D. The Great Mushroom loves its offspring passionately, because they are like and of it. It loves humanoids, because they are so different, and it never tires of watching them. When the mushroom had just taken root in the great tree as a spore, it was visited by a strange humanoid who sang songs of worlds beyond the cavern. The Great Mushroom knows that it can never travel, and is content with that, but it loves seeing the pieces of different worlds that come to it, and it cannot shake the feeling that it does, in some way, reach into the worlds of the tavern guests and even beyond. It has strange dreams sometimes of a great beast called Vect, who seems to be a tavern himself. They visit often in their dreams, and it feels like if they ever met, they would rush to each other with open arms (a feat, considering neither of them actually have arms). There is only one being that the Great Mushroom could do without, and that is the **Caterpillar**. The Great Mushroom wishes the Caterpillar would quit telling people that parts of it will make them larger or smaller, as that seems to be for a use that isn't quite right for this world.

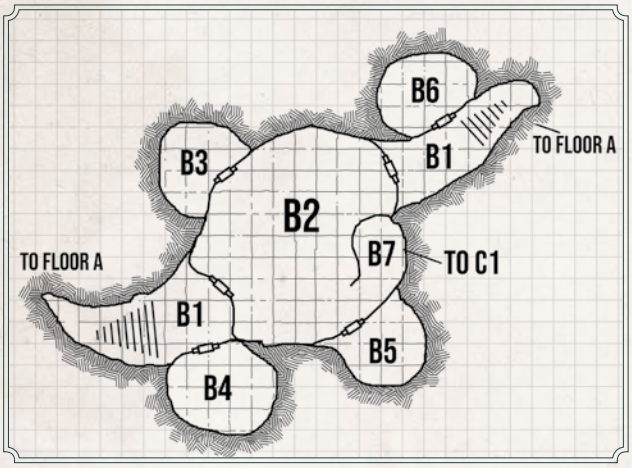
A7. Tunnel and Storage

The back entrance to the Fungal Grotto consists of a tunnel under a root. This root is hollow, and can be climbed through to enter the main stump (A4) from deep below. However, the stench from deep in the ground is enough to deter most explorers. This way is only used by the staff, and visitors are gently but firmly directed away. There are some **hyphanir** shelves holding random bits of supplies for the Fungal Grotto, and they may provide some useful information if one brings an interesting piece scavenged from a dead enemy… or the dead enemy itself!

A8. Fermentation Room

A thick, stumpy mushroom building behind the main building is hollowed out and contains an assortment of wine cap mushrooms and fungal barrels. The stuffy air suggests this room is not regularly opened, and the strange cultures used to ferment the wine caps produce quite a putrid smell before the process is finished.

B1. Tunnel



Ramping up from the first floor, the tunnel is lined with ancient fungal faces. As both the **hyphanir** and **fungaloids** age, they become less mobile and eventually meld into the main structure. They sleep most of the time, but might talk if woken.

B2. The Truffle Theater

This perfectly round room is lined with rows of **hyphanir** ledges that offer excellent views from every seat. The **fungaloids** and hyphanir often hum along with musical performances, which can be jarring to a new performer, but the recurring acts are now familiar with it and try to work that into their music. During the show one may purchase truffles that the fungaloids bring around in baskets.

One of the most frequent acts is the Flying Fun Guys. If a member of the party is skilled acrobatically they can join in the performance and are welcomed by the Fun Guys, who are also adept at improv and comedy.

B3. Foof's Room

Foof is a frequent visitor to the Fungal Grotto. Her room overlooks the patio, so she might keep an eye on helpers trying to rearrange the furniture there. For a visitor, her room is filled with so many knicknacks, doilies, pictures, and candles she might as well have been staying there for years. Should Foof be in her room, she will talk to the players, and ask them if they would help her plan a party (see the Patio Party Setup quest). Foof may also drop some details about the Great Mushroom. Should Foof not be there and the party searches the room, they will find the *envelope of Foof*: a 8"x11" paper envelope that functions like a bag of holding, but only for flat things that can fit through the opening of the envelope. When they pick it up, they will hear Foof's voice say, "Take and welcome! Use it to bring Foofy decor to your home!" and the envelope will magically create a copy of itself for the player to take.

B4. Empty Guest Room

This guest room is nearly identical in furnishing to Foof's room, but completely barren of any futzy personal decor, so one can see more details of the **hyphanir** furniture set that is typical of the Fungal Grotto guest rooms: a bed with a mattress of particularly spongy (and chatty!) moss, a few chairs, a desk, and a chest of drawers. The guest rooms are the only place where the party will encounter hyphanir drawers, which usually agree to be opened, but sometimes need to be persuaded. Searching the room may yield some minorly interesting or valuable items left behind by previous guests.

The Tavern Guests

Foof

A halfling **druid** whose special focus is mushrooms (she is, as she will tell anyone upon meeting them for the first time, president of the Mushroom Appreciation Society), Foof is a frequent visitor to the Fungal Grotto. She loves researching the mushrooms and getting to know them personally, and then applying what she learns of their personalities to her druidic mushroom study. She and Lumeir have completely different philosophies about using mushrooms for magic and don't get along at all. She can usually be found on the patio (A1), but also in the dining room (A2), the Truffle Theater (B2), or her room (B3).

The Flying Fun Guys

A human family acrobatic troupe of nine commoners, the Flying Fun Guys have been a regular entertainment act at the Fungal Grotto for years. They are completely ordinary humans except for their exceptional acrobatic abilities and their open embrace of fungal culture. The children have grown up around the mushrooms and are quite at home playing with them, eating them, and feeding them with any dead animals they find.

Fergus, the patriarch, is a jolly lover of "dad jokes" as evidenced by the name of their troop from his favorite joke: "A mushroom walks into a tavern. The barkeep says, 'We don't serve your kind here!' The mushroom replies, 'Why not? I'm a fun guy!'"

Francine, the matriarch, is more serious and demands quite a lot of both herself and her family during practice and performance. She is a loving mother, if a bit strict with her children. The children range in age from 6 to 18 and are named Frank, Freda, Forrest, Fila, Flovis, Fern, and Firsa. The youngest, Firsa, has a close relationship with the sporelings and tends to creep about the tavern observing, so she is full of information that she doesn't realize is useful.

The Flying Fun Guys perform in the Truffle Theater (B2), and can also be found in their rooms (C4 and C5).

The Caterpillar

The Caterpillar crawled into the Fungal Grotto from another world entirely and is rather amused by things here. It is fond of smoking dried mushrooms from a hookah, posing odd questions to those it meets, such as, "What size do you want to be?" and asking people to recite poetry. It spends some time in the empty-appearing guest room on the third floor (C3), but likes the observation deck (D1) more. It is rather large for a caterpillar, and is the only speaking animal in the Fungal Grotto. It is completely unlike any other sentient creature found in the tavern, and does not seem to belong at all.

Lumeir

The **archmage** Lumeir is as obsessed with mushrooms as Foof, although his uses for them and attitude are completely different. While Foof talks about mushrooms in an excited, loving way, Lumeir discusses them with a clinical, evaluating detachment. He and Foof do not get along and do their best to avoid each other. The gardeners also dislike Lumeir and often need to shoo him away from the nursery. Lumeir would like nothing better than to have a sporeling of his own, and if a character happens to have one from the nursery he will try to convince them to give it to him, despite the sporeling very visibly not wanting to go with him. Giving a sporeling to Lumeir will result in banishment from the Fungal Grotto. Through his experimentations with mushrooms (some that the **fungaloids** mutter are unnatural, and there is VERY little that disturbs fungaloids), Lumeir has developed some unique potions. He will exchange those for more supplies—since so many of the mushrooms are suspicious of him, they will no longer voluntarily offer themselves or their brethren to him. He is usually on the patio (A1), at Gyro's Bar (A2), or in his room (C2).

Rotmin the Supplier

A dwarven **veteran** hunter, Rotmin (or "Shroomy" to his friends) stumbled across the Fungal Grotto years ago while mining. Once he tasted the delectable fare, it became his favorite place and he will often come for a few days to partake of all the varied mushroom dishes. He can be found eating in the garden patio (A1), eating in Gyro's Bar (A2), or eating in his room (B6). Some of his reactions to the food imply an addiction to it, and he cannot go more than a month without returning to the Fungal Grotto to partake of the mushrooms. Characters may also encounter him in the fungal fields that surround the tavern. He rarely pays coin for his room and board, but instead comes bearing creatures in various stages of decay. It is best not to ask too many questions about the manner of their deaths…

B5. The "Mush" Room

One of the more private spaces available for guests, this room is perfectly round and looks unsettlingly familiar. From the outside, it looks identical to the Great Mushroom in every way other than size, right down to the coloring, pattern of gills, and location of spotting. A cozy room with walls all around (a rarity in this tavern, as the mushroom folk don't quite comprehend privacy), this room nevertheless is usually unoccupied. Patrons complain that it is too noisy, especially when one is trying to sleep. Any party member who attempts to spend the night in this room will be kept awake by a constant murmuring. Those with keen ears can hear things that sound like dreams of other worlds, far beyond the Fungal Grotto.

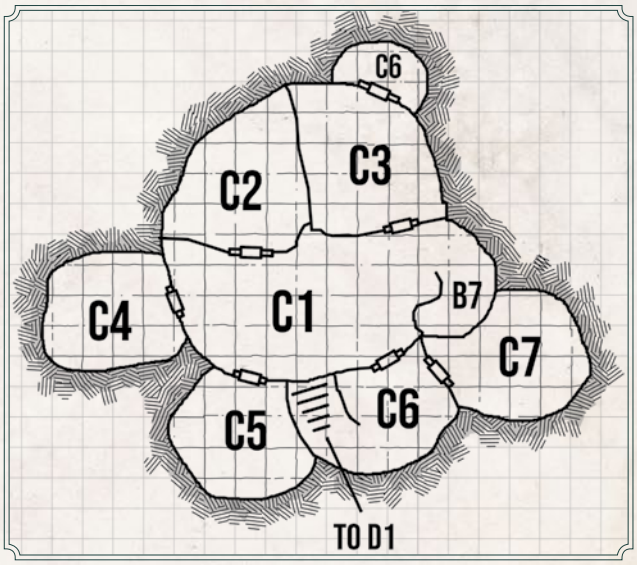
B6. Rotmin's Room

Rotmin always requests a room on the second floor because the first floor rooms are closer to the food service. Rumor is Rotmin used to stay in a room on the first floor, but the proprietors realized he consumed way too much of the food there and needed to give him some space from the edibles. They no longer offer a guest room on the first floor because of his appetite. His room is filled with dirty dishes and clothes flung about. Sometimes the **fungaloid** housekeepers are there, cleaning up and chattering among themselves about the gluttony of some humans (a foreign concept to the fungi, who eat only what they need).

B7. Tunnel to 3rd Level

This tunnel is similar to the tunnel between the first and second levels, only more wakeful. The fungal faces in these walls are more likely to talk about the tavern and its history.

C1. Hallway/Gallery



The hallway boasts a surprising amount of pictures, ranging from childish scribblings to elaborate oil paintings. All of them are of the tavern, inside and out, created by patrons over the centuries. Older pictures show a fresher stump with a comparatively small mushroom on top, and while the paintings are not in any chronological order, one can trace the timeline of the tavern by the decay of the stump and the size of the Great Mushroom. A character who adds a picture to the wall receives a free meal at the pub.

C2. Lumeir's Room

This is the only room that is locked (both physically and magically) at the Fungal Grotto. The **fungaloids** grumble about that; they do not understand the idea of locking away a space from everyone else. If one can get past the locked door, they soon will understand why.

Lumeir's room has all the apparatus of a modern wizard's lab: things bubble in glass jars, thin tubes whirling in circles, lots of bottled liquids, bags of powder, and small tins of wax in various colors. There is a locked wooden trunk that can be opened with a DC 15 Dexterity (Thieves' Tools) check or with a key obtained from Firsa. Inside are what appear to be tiny **fungaloids**, but they do not talk and seem very listless. Any attempt to free them or reunite them with other inhabitants of Fungal Grotto will only be met with strange looks from the other fungi and the comment, "They don't belong here."

C3. Large Guest Room with Private Balcony

The large guest room is always empty of beings, but there are many things scattered about here that show that it is currently in use and the lodger is elsewhere. All the furniture seems a bit ill-proportioned compared to the other furniture in the tavern. Things found when the room is searched include a bottle with a tag reading, "Drink me," an immensely oversized hat, a deck of playing cards, a vase of white roses that are partially painted red, and a black hair bow. If the party takes any item from this place and later shows it to the **Caterpillar**, he will remark, "Ah, so SHE'S here too! Curious…" If they show any of these items to Firsa, she will say something about her friend with the strange grinning cat. The wall above the balcony shows signs that something frequently uses that route to climb to the third level observation deck.

C4. Fergus and Francine's Room

When the Flying Fun Guys perform, they are given rooms C4 and C5 for their exclusive use. Fergus and Francine have this room. It is filled with trunks and a jumble of performance props for their act: long fancy scarves for aerial stunts, juggling pins, torches for fire-eating, and swords for swallowing. The trunks mainly hold clothing and a few personal items. A false bottom in one of the trunks, which can be unlocked with a DC 10 Dexterity (Thieves' Tools) check, reveals a paper showing that Fergus and Francine's real names are in fact Winston and Marissa Dumpfall.

C5. Children's Room

This room is fitted with bunks and bedrolls on the floor to accommodate the seven Fun Guy children. There is barely room to walk between all the bedding and random toys. Sometimes a wandering sporeling may be here, as they love playing with the Fun Guy children and their human toys. If any of the children are there, they will begin performing for whoever is there.

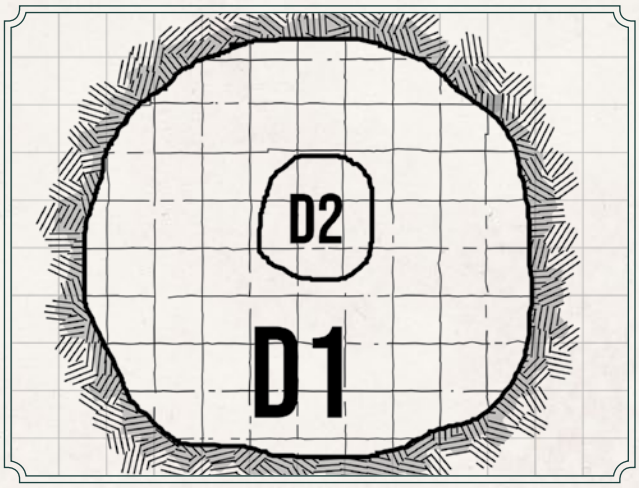
C6. Platform

This offers a good view of the fungal fields that surround the tavern. The fields seem to have several odd looking lumps under the non-sentient mushrooms that grow rampant there. Some of the lumps seem shaped like dragons lying on their sides.

C7. Empty External Plate Guest Room

This room is empty other than the usual **hyphanir** furniture. Searching the drawers reveals a variety of items left by previous guests.

D1. Observation Platform



The observation platform offers truly magnificent views of the cavern. Formed by the top of the tree stump and worn smooth by both fungi and feet over the centuries, it has many **hyphanir** lounge chairs and a few tables of varying sizes. An excellent place for an outdoor tea party…

D2. Secret Passage into Stalk of the Great Mushroom

The secret passage into the stalk of the Great Mushroom can be found in two ways. First, by completing the **Caterpillar's** quest or fighting him (either of which banishes him back to his own world). Second, by making a DC 16 Intelligence (Investigation) check around the outside of the mushroom. Once inside the mushroom, the players can then communicate with the Great Mushroom.

After speaking with the party, the Great Mushroom will allow passage to the very top of it. This can also be reached with a DC 17 Strength (Athletics) check (DC 10 if one is wearing the b*oots and gloves of fungalkind*). On top of the Great Mushroom is a small mustached man in overalls. He will ask the following riddles:

> "What room has no windows or doors?"
> - A Mushroom
>
> "You have heard me before,
> yet you hear me again? What am I?"
> - An Echo
>
> "I have no feet, no hands, and no wings,
> yet I climb to the sky. What am I?"
> - Smoke

If all three are answered correctly he will give the party a red mushroom with white spots and a peach. Either, if eaten, will double the character's jumping height for one round, and cause the jumper to deal 2d6 bludgeoning damage to any creature they land on.

Fungal Grotto MENU

A message from the proprietors: If this is your first time eating at the Fungal Grotto, it is likely to be a shock when you realize that mushrooms form the basis of every item on the menu. This is in keeping with the mushroom people's life cycle philosophy: everything is eventually eaten by mushrooms, so turnabout is fair play. Why not allow humanoids to ingest some of our own, when all humanoids will eventually feed mushrooms? Our cardinal rule here at the Fungal Grotto is to take no more than needed, and allow time for the mushroom to replenish its body before taking food from it again. Thus some items may become unavailable as the day goes on until the mushroom has time to regenerate. Your patience and understanding are appreciated.

Entrees

Gyro's Gyro – 4 sp

A treat for the eyes and tastebuds! Watch the gyromitra mushroom be picked right at your table by (and from!) Gyro. Gyro will then sautee the mushroom at your table, and present it rolled in a pita bread with other freshly-picked delicacies of your choosing from the seasonal growth.

Puff the Magic Mushroom – 4 sp

An air-fried giant puffball mushroom that will melt in your mouth! So light and crispy, you'll feel like you're eating a cloud. (What are those? We think they're in the "sky," whatever that is.)

Chicken of the Wood as You Like It – 4 sp

The Fungal Grotto is host to one of the largest living chicken of the wood mushrooms in the world! As such, "chicken" is a staple of our menu. Prepared upon request in any way that chicken can usually be served—just describe it to Gyro and he'll make it happen! Our fried chicken basket is also an excellent meal on the go if you're in a hurry to be off adventuring or if you just need food for that springtime picnic!

Mushroom Mushroom Mushroom Pizza! – 4 sp

The ultimate mushroom lover's pizza, it has many varieties of sliced mushrooms. Other traditional pizza toppings are available, but why on earth would you want them when you can have wall-to-wall mushrooms on your pizza? This pizza is unique in that a pie for twelve folds up to the size of a postage stamp for easy transport. Rumor has it that Lumeir was responsible for figuring out how to do this, and that is why his presence is tolerated at the tavern.

MushStuff

Cocktails

Most of the liquors are either mushroom-infused or fermented from mushrooms. All are served in a hollowed mushroom cap with a little mushroom umbrella (which will sing "Happy Birthday" upon request; see Gyro for details).

Wine Cap Night Cap – 1 sp

A wine spritzer with essence of wine cap mushrooms.

Candy Cap – 1 sp

A sweet treat of chocolate liquor and molasses spirits. Peppermint option also available during winter holidays!

The Fairy Ring – 1 sp

A sampler of our best mushroom liquors. Warning, some may have unexpected effects!

NOTE: See list of Lumeir's potions for possible outcomes.

Wine Cap Night Cap

Kids Menu

By and from the kids! Currently growing on our youngest fungal members, these modest portions are suitable for appetizers or those with small stomachs. All items are developed by the young chef apprentices studying the culinary arts at the Fungal Grotto.

CrunchMush – 1 sp

A variety of creamy mushroom spreads and a selection of crackers.

MushStuff – 1 sp

Mushrooms stuffed with your choice of filling. Choose between pesto, spinach, sausage, or cheese. Can't decide? Upgrade to dinner (3sp) and get all the stuffings on your plate!

MushRoll – 1 sp

Diced mushrooms seasoned and rolled into a delectable pastry.

MushMash – 1 sp

A mix of our seasonal mushrooms mashed and served with a buttery sauce.

The Quest Board

The quest board grows on the side of the tree, made up of thin threads of bioluminescent fungi that form the words of each quest.

Patio Party Setup

Seeking someone with an artistic eye and persuasive nature to rearrange the patio furniture! Ask to speak with Foof.

Foof is throwing a party for the Mushroom Appreciation Society. She needs a group seating arrangement for ten on the patio, but all the tables and chairs are arranged for only two- and four-person seating. As all the tables and chairs are **hyphanir**, they cannot be moved about by hand; one must persuade them to move, and quickly, as the party is this evening! Foof is consumed with all other minutiae of the party and really needs to delegate this to someone else. Besides, she—ahem—might have annoyed the **hyphanir** one too many times with her constant tweaking of seating and now they won't move for her at all. See the **hyphanir** stats for how to move them. Each piece must be moved individually. Should Foof's name be mentioned to any of the furniture, that increases the difficulty of all rolls by 2.

Should the party only partially succeed in arranging the seating by the required time, Foof will sigh, say the Mushroom Appreciation Society is used to making do with inadequacy, thank them for helping, and offer each person a choice of 20 sp, a small packet of medicinal mushrooms, or a travel appetizer from the Fungal Grotto Menu.

Should the party successfully arrange seating for ten in the required time, Foof will thank them profusely and give each person 10 gp as well as a large packet of medicinal mushrooms and a travel entree from the Fungal Grotto Menu.

Should the party arrange more seating than required, or move an umbrella as well, Foof will be extra thrilled and offer each person an additional 10 gp, large packet of medicinal mushrooms, or travel entree.

Sporeling Sitting

Love younglings? We're shorthanded on childcare and really need some help! Come to the Nursery for more details.

When the party reaches the nursery upon undertaking this quest, they find a rather harried gardener pleading with a crying sporeling to let them harvest meal ingredients. This sporeling, unlike their fellow young fungi who are happily being harvested, simply will not be convinced. The gardener explains that it doesn't hurt; it's the equivalent of trimming a human toddler's hair. The party must first calm the sporeling by finding a toy, singing a lullaby, or playing a game like peekaboo. Once the sporeling is calm, the party must succeed on a DC 14 Charisma (Persuasion) check to convince the sporeling

to be trimmed. Upon completion of the harvest, the gardener will give everyone in the party vouchers for one kids menu item, one entree, and two cocktails.

A DC Charisma (Persuasion) check result of 18 or more causes the sporeling to become attached to the character persuading them, and they will start to take root on some part of the character's clothing. They will either accompany the character for the duration of their tavern visit, or must be again persuaded to stay in the nursery.

The Great Pet Caper

Top Secret Mission! Come to the Truffle Theater and look for smallest Fun Guy.

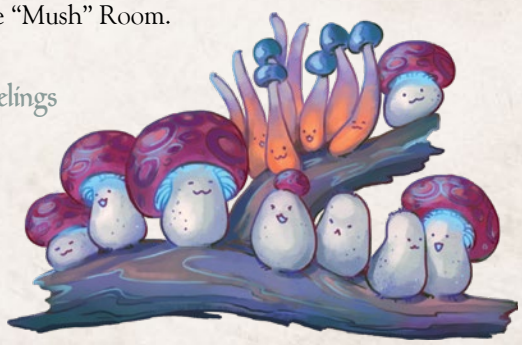
Unlike the other quests, this one is scrawled in chalk in a childish-looking script. When the party goes to the Truffle Theater, they find the Flying Fun Guys rehearsing. The youngest child seems distracted and is scolded by her mother and father for not paying attention. After the rehearsal, the Fun Guys retreat to their rooms, except for the youngest, Firsa. She tells the party that the Fun Guys just arrived back in the Fungal Grotto and this time, she snuck her pet in: a miniature pig. Her parents told her that she had to be very careful about the pig, as pigs love truffles and they can't have the pig eating all the theater snacks. But she lost the pig and is worried what will happen if her parents find out, especially if it eats all the truffles before the show tonight.

The pig can be found in the following ways:

1. Build a trap baited with truffles. The pig will emerge and be trapped if everyone stays quiet for 10 minutes.
2. Firsa mentions that she last saw the pig in a specific room (determined by GM). If there is someone in the room, the party must first get that person to leave. The pig is very shy and will not come out if other people are in the room. The party must be absolutely still and silent for 10 minutes and at least one member of the party must have a truffle with them for the pig to come out. Upon spotting the pig, someone must make a DC 14 Dexterity check to catch him.

Any serious suggestion of eating the pig will make Firsa burst into tears and render the task of catching the pig impossible unless Firsa can be convinced that they were joking and she calms down.

Once the pig is obtained and returned to Firsa, she will give the party a key and say, "The creepy wizard dropped it." She will mention that she sometimes listens to the dreams of the Great Mushroom in the "Mush" Room.



Sporelings

Harvest Season

Harvesters needed! See Trametes in the Leathersmith Shop. Hand-crafted specialty item as payment!

Trametes explains that they make leather from mushroom roots. The roots must be gleaned from outside, as ripping roots from within Fungal Grotto could damage its structural integrity. The party can find mushroom roots in the Fungal Fields; it will take about two hours to harvest enough. During the harvest, they will notice that there are an unusual number of body parts of all sorts of creatures in varying states of decay. Should someone try to identify the bones, they will find that many of them are dragons, remnants of the great battle. They may run across Rotmin bringing some new offerings; he can explain more about the mushroom culture and attitude towards death. Upon the party's return with the roots, Trametes will craft the *boots and gloves of fungalkind* and give them in exchange for his fresh materials.

Lumier's Quest

Need to make some quick money and get some nifty potions? Come to the third floor after dark.

On the third floor, the party will meet Lumier, a suspicious-looking **wizard** who they may have spotted in the garden or pub earlier. He says he's on the verge of a major magical breakthrough, and really needs some of the sporelings to complete his work. Lumier can't get it themself because, "The caretakers don't like me. Crazy, right?"

Obtaining clippings from the sporelings requires a DC Charisma (Persuasion) check of 15 to persuade both the gardener and the sporeling. If Lumier's name is mentioned, the DC increases to 17. When the clippings are brought to Lumeir, he will offer one of his many potions or specially enchanted mushrooms as payment.

Lumeir's Potions and Magical Mushrooms

Lawyer's Wig: Gives eater knowledge of legal matters and rhetoric for 5 rounds.
Boot-Lace Fungus: Gives eater knowledge of knots for 5 rounds.
Charcoal Burner: Can be used as an instant fire-starter.
Fairy Ring: A series of ten mushrooms that can be used to create a circle. Any creature that enters the space must succeed on a DC 12 Wisdom saving throw or dance uncontrollably for 1 minute. The effect also ends if the circle is broken.
Parasol Mushroom: Can expand to be parasol-sized for the bearer for 5 rounds.
Man on Horseback: Conjures a mushroom steed that can carry someone and their gear for 5 rounds.
Angels' Wings: Eater will sprout wings and be able to fly for 5 rounds.

Caterpillar Challenge

Fancy a spot of tea and conversation?
Come to the observation deck this afternoon!

When the party reaches the observation deck, they find a traditional British-style high tea spread. A large caterpillar smoking a hookah is the host, and there are no **fungaloids** in sight. The **hyphanir** are unusually silent in the presence of the **Caterpillar**. There is a general sense that things are not quite right here, like it's an altered version of the world that should not be.

The **Caterpillar** says that he is fond of poetry and nursery rhymes, and asks that everyone recite one for him. Anyone who does is given a choice of taking a chunk out of the stalk of the Great Mushroom; the **Caterpillar** will tell them that "One side will make you grow taller, and the other side will make you grow shorter." It is a 50/50 chance which effect will occur (and no way to find out until it is eaten), and this is re-rolled every time someone takes some of the Great Mushroom.

If anyone asks the **Caterpillar**, "Who are you?" he will only ever answer back "Who are you?" Should anyone speak the words "Lewis," "Carroll," or "Alice" to the Caterpillar, it will attack. Upon defeating it, a doorway into the Great Mushroom will be revealed.

Tavern History

Millennia ago, a vast battle raged between dragons in and over a forest, the final chapter of a long and bitter civil war. When it was done, hardly a dragon was left alive on the field, and only one massive sentient tree stump remained standing. As the majestic corpses began to decay, all manner of life that feeds on the dead began to spread. The tree stump, saddened by the death of all its kin and the other life, began to sink into the ground and welcomed its own demise. But as time passed, the tree was intrigued by the new life emerging in and around its roots. As the tree slowly decayed, its consciousness transferred to what is now the Great Mushroom that tops the remains of the stump. The Great Mushroom and other fungal life spread until there was a massive collective of life in and about the stump. To protect the new colony, the tree used its last energy to send its roots deep and pulled the whole structure underground. Once the entire colony was safely hidden, the tree's sentience fully moved into the Great Mushroom, where it still resides. It is a benevolent spirit and loves all the **fungaloids** and **hyphanirs**, but it has more of a sense of individuality, which it keeps from the collective consciousness. It is the only mushroom being that will refer to itself as "I"—all others refer to both themselves and other fungal beings as "we."

Stat Blocks

Hyphanir

Hyphanir resemble various pieces of furniture and structures. They grow into their shapes and positions very slowly, but can move or be moved if necessary.

Hyphanir

Small to Medium plant, neutral

Armor Class: 15
Hit Points: 44 (8d8 + 8)
Speed: See chart, otherwise assume 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	4 (-3)	14 (+2)	8 (-1)	12 (+2)	10 (+0)

Senses: blindsight 60ft., passive Perception 12
Damage Immunities: poison
Languages: Common, Fungish
Challenge: Successfully moving them or convincing them to move - 1/8 (50XP)

Stubborn Mobility. Each **hyphanir** chooses a spot, taking into account the layout of the room and their function in it. Once they have determined the best spot, they will send roots into the floor or ground, rendering them unmoveable by ordinary means. They must either be persuaded to move on their own or persuaded to allow themselves to be moved by another creature.

Unseen Grip. Because of their rooting system, all **hyphanir** furniture are considered double the weight of a comparable "normal" piece of furniture.

Hyphanir Type	Consent to be Moved		Move on Its Own	
	Persuasion Check	Weight (pounds)	Persuasion Check	Speed/ Round
Stool	8	4	10	6 inches
Chair	9	10	11	1 foot
Bench for 2	10	30	12	2 feet
Table for 2	12	80	14	2 feet
Table for 4	14	120	16	1 foot
Table for 8	16	200	18	6 inches
Umbrella	12	30	14	6 inches

Fungaloid

Fungaloids are the more humanoid of the two mushroom species. Their looks vary widely, as they can resemble any mushroom in existence (and a few that don't exist anywhere else). Their sizes vary from small halfling to tall dwarf, depending on mushroom species. Stats given are for the average fungaloid. Fungaloids do not use weapons other than their natural defensive spore clouds.

Fungaloid

Small or medium plant, neutral

Armor Class: 13
Hit Points: 66 (12d8 + 12)
Speed: 25

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	11 (+0)

Skills: Medicine +2
Damage Immunities: poison
Senses: darkvision 50 feet, passive Perception 11
Languages: Common, Fungish
Challenge: 3 (700 XP)

Pacifist Preference. **Fungaloids** working in the Fungal Grotto will only engage in combat if they or another **fungaloid** or **hyphanir** are attacked first. Their method of defense is to release poisonous spores at the attacker. In combat, they will attack first with their sleep spores. If an attacker continues to fight, they attack next with their poison spores, and finally with their coma spores if the first two were not enough to stop their attackers. The **fungaloids** will eject anyone subdued by their coma spores from the Fungal Grotto and bar them permanently from the tavern.

Actions

Sleep Spores. One creature within 10 feet of the fungaloid must make a DC 15 Constitution saving throw, falling asleep for 2 hours on a failure.

Poison Spores. One creature within 5 feet of the fungaloid must make aDC 17 Constitution saving throw, becoming incapacitated for 5 hours on a failure.

Coma Spores. One creature within 5 feet of the fungaloid must make a DC 19 Constitution saving throw, falling unconscious for 24 hours on a failure.

The Caterpillar

Large caterpillar, Chaotic Neutral

Armor Class: 18
Hit Points: 75 (10d10 + 20)
Speed: 20 feet (walking or climbing)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+2)	18 (+4)	20 (+5)	9 (+0)

Skills: Arcana +7, History +7
Senses: Passive Perception 15
Languages: All
Challenge: 2 (450 XP)

Immortal Visit. The **Caterpillar** cannot be killed, but if reduced to 0 hp (or if its requests in the Caterpillar Challenge quest are met) it explodes in a puff of glitter, leaving the Fungal Grotto and going back to its own plane of existence. .

Innate Spellcasting. The **Caterpillar's** innate spellcasting ability is Wisdom (Saving Throw DC 16). It can innately cast *Enlarge/Reduce* at will, requiring no material or verbal components.

Actions

Multiattack. The **Caterpillar** makes 4 attacks with each of his front four taloned legs.

Talons. Melee Weapon Attack: +2 to hit, reach 10 ft., 1 target. Hit: 5 (1d4 + 3) slashing damage.

IRONSTEIN MINE

The Ironstein Mine used to be a high-grade mining operation run by dwarves. It was decommissioned due to lack of ore years back, but has recently been reopened. An industrious dwarven woman, Hermina Flintbreath, has opened the tavern by the same name to cater to merchants and tradesfolk associated with the newly restarted mine. Unbeknownst to the tavern's operators, however, a small tribe of kobolds claimed the abandoned mine years ago.

The kobolds are hiding from an evil presence somewhere deep in the caverns that took over their original home. Characters who linger too long may become swept up in the oncoming threat posed by this mysterious evil.

This location is an ideal resting stop for characters traveling in the dark, cavernous regions of any fantasy world. The threats surrounding the tavern, as well as the sidequests, are intended to challenge level 5 characters.

Locations

The Ironstein Mine Tavern should rest in the corner of a vast rocky cavern. Luminous, nearly human-sized crystals litter the walls of this main cavern, painting the entire area in a warm purple glow.

Sheep Pens. One end of the cavern contains many large pens holding a special breed of dwarven sheep accustomed to the underground environment. The small flock grazes contentedly on tough, fibrous mats of an unusual fast-growing fungus the dwarves call "cave-hair," which is native to these caverns and the surrounding area. A natural aquifer fills a pool of water used by the sheep.

The Mine. The reopened dwarven mine entrance is a five-minute walk from this cavern via a series of natural tunnels enlarged by the dwarven miners. Occasional lanterns lit by continual flame spells provide dim light throughout these passages. The dwarves have recently installed a rail track easing travel between the mine and the tavern.

General Construction. The impressively engineered outer structure is fashioned from stone and metal and built against the cavern's wall. This structure provides access to a network of passages carved into the surrounding rock.

Tunnels. Long ago, many natural tunnels were widened and shaped by dwarven artisans to create comfortable living spaces. The tavern's extent is limited to these finished areas, though a few natural tunnels still exist. The new owners have sealed unused passages with solid stone walls. The full extent of these tunnels is unclear. Some speculate the tunnels may sprawl far enough to connect with the Ironstein Mine itself, though none alive are certain it's true nor has anyone taken the time to map the rough passages.

Kobold Warrens. Unknown to most current employees, hidden entrances exist into the tavern from a network of unexplored tunnels. A small tribe of kobolds recently established a home beneath the tavern (area E) in the forgotten tunnels and have gained access to sections of the tavern, including the tavern's larder (A3) and Mikor's Supplies (A10).

Tavern's Main Entrance. The tavern is built into the cavern's side. Its solid stone form protrudes from the rocky surface. Dull metal shapes trim the structure, and a pair of lanterns illuminate the entrance to the bar and eatery (A1) with a warm glow.

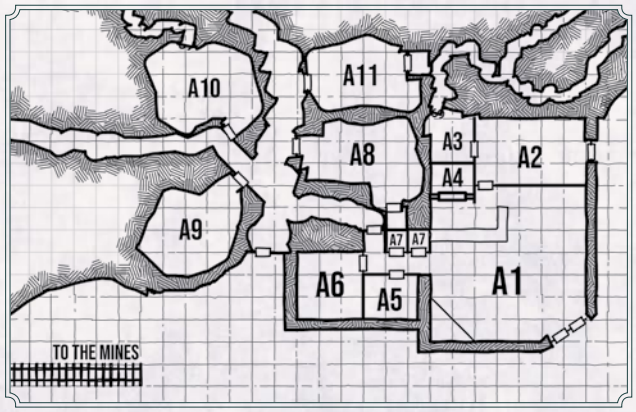
Side Entrances. A door opens to the kitchen (A2) near the cavern wall, which staff use to deliver the food and drinks. To the left of the main entrance is what's mostly called "the Store's entrance," providing access to the hallways that lead to the living areas of the tavern (A11).

Areas of the Tavern

Hallways. Most hallways are 5-feet wide and 8-feet tall, with rough chiseled walls and polished stone floors, illuminated by regularly spaced copper lanterns holding continual flame spells.

Doors. Expertly fashioned doors open into private chambers on pivoting slabs of stone (AC 17, 22 hp, 5 damage threshold). Each door includes simple locks that can be picked with a DC 15 Dexterity (Thieves' Tools) check or forced open with a DC 20 Strength (Athletics) check.

A1. Bar and Eatery



This large space is a welcome retreat for miners and merchants trading with the reopened mine. It is finely engineered, crafted from stone and iron, with exquisitely painted silver and gold trim. Numerous monster heads hang mounted upon the walls. Round tables are scattered throughout, each surrounded by sturdy wooden stools. Taller stools line a long metal-topped bar. A curtained entrance hides the tavern's storage space (A4). A swinging door provides access to the kitchen (A2), and a tunnel to the west leads to restrooms, shops, and guest rooms.

During busy hours, Hermina Flintbreath cheerfully serves customers. She is always eager to hear news from the mines, particularly of unusual events. Secretly, Hermina has made a pact with a mysterious entity and needs adventurers' assistance to enact a final piece of her patron's plans (see the quest A Voice in the Darkness). Ideally, this should occur once the characters have had a chance to complete other quests in the tavern.

Zhag the troll is the tavern's bouncer, who only listens to Hermina. Zhag can overzealously eject troublesome patrons. Regular servings of fresh mutton have kept Zhag amiable enough, though some patrons wonder what might happen if the mutton supply disappeared.

Bigglesby Hemphorn is the tavern's overly-talented musician, whose fatalistic view of life affects his taste in music. If left to his own devices, the gnome will play sad dirges on his lyre atop the small stage in the corner of the room. Patrons and staff must regularly coerce Bigglesby to play livelier tunes, usually through offers of expensive drow brandy.

When Hermina is not present, Gunder the cook covers bartending duties. At any given time, one of the tavern's general staff also helps serve customers.

THE TAVERN OPERATORS

Hermina Flintbreath

Hermina Flintbreath is the tavern's friendly dwarven bartender, secretly working to awaken an ancient evil trapped within the mines.

Hermina has a big welcoming personality. She always greets patrons with a broad smile and a hearty "What can I getcha?" She dresses simply unless making her discrete excursions to the outer caverns, in which case she throws on sturdy studded leather armor. She generally listens more than she talks and has a pragmatic "get-er-done" attitude that many in the tavern appreciate.

Despite her pleasant nature, Hermina carries a dark secret. She wears a gift from her grandfather, a necklace unknowingly made from an evil-tainted relic from the mine's darkest corners.

The Voice, a malicious entity tied to her necklace, has enthralled Hermina with an offer of great magical powers in return for her aid. With the help of Zhag the troll, Hermina has secretly rebuilt the Voice's ancient shrine. She just needs to complete a few tasks before the Voice has promised to deliver great power to her, but she'll need the help of some adventurers to finish what she started (see the quest A Voice in the Darkness).

Grunder Steelsheild

Grunder (dwarf commoner) is the aged uncle of the owner, Hermina. As he was too old to work effectively in the mines, Hermina made him the cook for the tavern. Grunder resents being relegated to the kitchen, wishing he still had the strength of his youth, and he will tell anyone who asks.

Grunder has a small repertoire of bland yet comforting foods he makes for the tavern's menu. However, their mutton supply is getting low, and he worries what the tavern's troll bouncer might do if they run short. Grunder is looking for adventurers to procure fresh meats to add to his meals, as many have also grown tired of the mushroom and mutton staples he is forced to work with (see the quest Please Not Mutton Again).

Zhag

Zhag is a troll bouncer working in the Ironstein Mine Tavern. No one in the tavern knows why, but the troll listens to Hermina and generally does what she asks. He can be overly enthusiastic in his work, looking for every opportunity to inflict pain and throw people who get out of hand from the tavern.

Generally this has worked well for Hermina, as there is rarely a problem with patrons in the tavern. However, the troll's imposing presence may have affected sales. The normally boisterous dwarven miners tend to drink less when Zhag is on duty, which is whenever Hermina tends the bar. On the rare occasions Zhag is here while Hermina is elsewhere, the employees know to keep the troll well-fed with legs of mutton. Should Zhag become angry, either Grunder (the cook) or Bigglesby (the musician) will hurry to procure meat to calm their short-tempered troll. There is a growing concern that the tavern's sheep supply has grown low, and what might happen if they run out. This has led the cook to consider other food options (see the quest Please Not Mutton Again).

The truth is Zhag is a gift to Hermina from the Voice, intended to guard and watch over her. Zhag has been a great protector, saving Hermina on more than one occasion, with the heads of his monstrous kills mounted on the walls of the tavern for all to see. Zhag knows the Voice is a dark presence deep within the caves, but will not speak of it. Zhag eagerly assists Hermina in her service to the Voice (see the quest A Voice in the Darkness).

Bigglesby Hemphorne

Bigglesby Hemphorne is a talented but gloomy gnome musician who regularly plays in the tavern (gnome noble, with Performance +7 instead of the Insight skill). His musical talents are remarkable as he can play haunting melodies on nearly any instrument. Unfortunately, his taste in music doesn't always align with the tavern's patrons. Hermina must regularly have a talk with Bigglesby regarding his song choices.

Bigglesby is a pessimist. He believes everything is ultimately doomed to fail, and there's not much we can do about it. Despite this outlook, the tavern's bard always dresses in formal attire, even when not entertaining.

"We're all probably going to die a horrible death, so why not look good doing it? Anyone up for a rousing dirge to help pass this dreary moment of tedium?"

Bigglesby Hemphorne

A2. Kitchens

This space houses a simple kitchen that produces the tavern's limited menu. Its cook is Grunder Steelshield, who is the owner's aging uncle. He's made it clear to everyone that he's not happy with his current duties. Nonetheless, Grunder capably butchers the meat he is brought and creates the bland yet filling meals patrons have grown used to. Grunder is looking to expand his meat selection (see the quest Please Not Mutton Again).

Three doors exit this room. To the south, a swinging door leads to the main bar (A1). The eastern wall includes a door to the larder (A3), while to the east, a back entrance allows for the delivery of food and supplies.

A3. Larder

This oddly-shaped chamber is stocked with food and spices. Remarkable dwarven engineering is on display as a tangle of pipes cover most of the walls. Frigid water pumped from a central water supply room (D1) keeps the chamber nicely chilled.

Hidden in the northern wall among the tangle of pipes is a secret entrance leading to access tunnels built long ago. The clan of kobolds living beneath the tavern (area E) use these tunnels to "permanently borrow" food. Because of Gunder's indifference to his job, he has not yet noticed that supplies are disappearing.

A4. Bar Storage

This chamber is packed with containers of ale, wine, and whiskey. Wooden crates store extra glasses, plates, and cutlery. A curtain covers the entrance to the tavern (A1).

A5. Brimble's Gems and Ornaments

Just outside the main tavern is the small workshop of Brimble Granitehammer (dwarf commoner). This simply furnished room holds a small workbench and display case containing jewelry Brimble has fashioned.

Safe. Brimble keeps valuables locked in a sturdy iron safe (AC 19, 14 hp, damage threshold of 5). The safe is normally opened using both a key and a 3-digit code on a rotating dial. Alternatively, the safe can be cracked by succeeding on two consecutive DC 20 Dexterity (Thieves' Tools) checks.

The safe is permanently enchanted with an alarm spell that intones a loud gong sound if opened without Brimble's key, which he keeps on a thin metal chain hung from his neck beneath his shirt.

The safe contains an assortment of gems and jewelry with a total value of 1,000 gp.

A6. Armory Storefront

Grig Wyrmheim (dwarf veteran) is the owner of this small shop. The store is rarely open, as Grig's forge is located within the mines. He is a highly skilled blacksmith who prefers working at the forge to dealing with the trivialities of running a store. A sign on the door explains the store is open for one hour each morning, but appointments can be made for the next day if word is left with Hermina at the bar.

Chikachika

The store's walls are lined with a modest selection of metal weapons, armor, and shields. Grig can fashion any traditional iron weapon with a little notice. He does not manufacture armor, importing the few pieces he sells. All items are of good quality.

A7. Lavatories

A pair of small closet-sized lavatories exist just outside the tavern. Waste is dumped via chutes to a sewage pit at a lower level (C1). Hot and cold running water is supplied to a small washing basin.

A8. Hermina's Private Chambers

Hermina Flintbreath unwinds in this, her personal space. She keeps the outer door locked at all times. The lock is of a higher quality than the tavern's standard, requiring a DC 20 Dexterity (Thieves' Tools) check to pick. The room is furnished with a comfortable bed, couch, and desk. A dresser and wardrobe store her clothes. A small en suite lavatory includes a toilet and washing basin with hot and cold running water. Lavatory waste descends through pipes to the sewage pit underneath the tavern (C1).

Treasure. A large locked chest can be opened with a DC 20 Dexterity (Thieves' Tools) check or forced open with a DC 20 Strength (Athletics) check. Hermina keeps a single copy of the key with her at all times. The chest is protected by an enchantment that summons a medium-sized spectral dragon (use black dragon wyrmling stats) when opened without the key. The summoned creature roars and attacks the nearest creature. If not killed, the summoned creature remains near the chest for up to 10 minutes or until the chest's key is made visible and brought within 10-feet of the chest.

The chest contains five gold bars, each worth 100 gp, and three sacks holding 100 gp, 250 sp, and 500 cp, respectively. Also contained within is Hermina's diary, where she has kept notes of her work to repair the Voice's Cavern (F1).

A9. Shrine

This room contains a simple multi-faith shrine used by anyone staying in the tavern. A small altar holds a selection of candles of varying size and color. The shrine does not have a priest; Hermina has sent a request for a traveling priest, but none have arrived since she reopened the tavern.

A10. Mikor's Supplies

Mikor Gemforge (dwarf commoner) runs this modest shop selling general goods and supplies. Most non-magical adventuring gear worth 50 gp or less can be found within. Business has been slow, so Mikor is motivated to sell, suggesting additional items to augment customer purchases.

Mikor's aging mother, Helga (dwarf commoner) sits in the back of the store. She is bent with age, mostly blind, and hard of hearing. She speaks loudly, frequently critiquing customers' appearance.

Unknown to Mikor or Helga is a secret door at the rear of their shop. This hidden door provides access to the nest of tunnels that lead to the Kobold Warrens (area E). A thieving kobold in this store could initiate the quest Tunnels and Thieves.

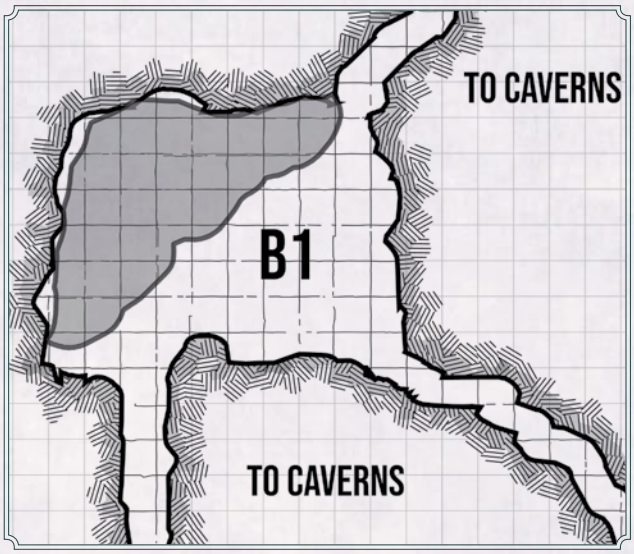
Reading the Stones. Helga sits beside a table covered with small crystals, each engraved with dwarven runes. For 10 gold pieces, she will read the character's fortune. GMs are encouraged to use these fortunes to drop hints, clues, or warnings as needed.

Additionally, GM's may wish to use Helga's Fortune Table, as shown below. Helga will only give one fortune to a character, regardless of how often they ask. Characters may only benefit from Helga's readings once.

A11. Typical Guest Room

A variety of guest rooms are found within the tavern carved from the surrounding rock. The furnishings of each room vary greatly, supporting one, two, or four comfortable beds. Most rooms contain a simple sitting area, a lockable chest, and a small closet-sized lavatory, with waste descending through pipes to the sewage pit below (C1).

Tunnel to the Mines



A rail cart track connects the tavern to the mines.

Table: Helga's Fortune Table

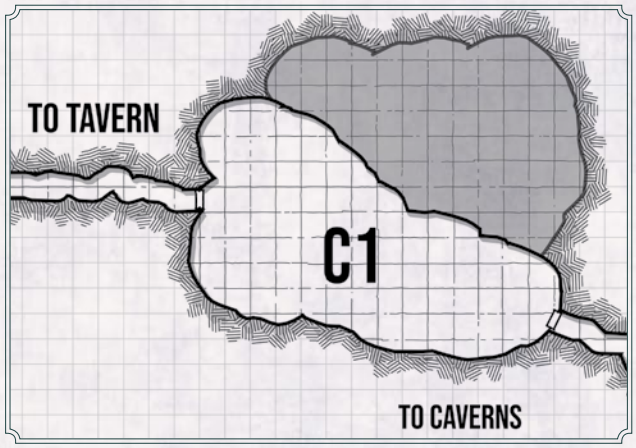
d10 Roll	Helga's Fortune	Effect
1	*Beware! The fates have cursed ye. Talk to me no more in case yer contagious!*	The character is cursed. While cursed, the character has disadvantage on all attack rolls, skill checks, and saving throws. The curse ends once the character completes a long rest.
2	*Yer too busy looking at yer feet that ya canna see what's around ya. Pay attention, would ya!*	The character is cursed. While cursed, the character makes all perception checks and initiative rolls at disadvantage. The curse ends once the character completes a long rest.
3	*Yer very soul be wearin' thin. You should take better care of yerself.*	The character loses one hit die but does not regain any hit points as a result. If the character has no unspent hit dice remaining, this fortune has no effect.
4	*Beware sticks of meat. Spoiled meat can kill ya if the stick doesn't first.*	The character has advantage on their next saving throw against poison.
5	*Don't be playing in a dragon's mouth if you not be wanting ta get a nasty burn.*	The character has advantage on their next saving throw against a fire effect or spell.
6	*Dancing on cliffs is a sure way to fall for something. Don't do it!*	The character has advantage on their next Strength check.
7	*You've got a wee bit of luck in ya. Take care how ya use it!*	The character has advantage on their next attack, saving throw, or skill check.
8	*You're just a lucky one ain't cha? Let me rub ya fer good luck.*	The character gains Inspiration.
9	*I sees yer as perky as a wild boar. Don't be using up all yer gumption at once now!*	The character gains 1d8 temporary hit points.
10	*You've got a mighty wind in ya. Don't make me pull yer finger.*	Once before their next long rest, the character can use a bonus action to gain the benefits of a short rest, but may only spend one hit die to regain hit points.

B1. Bathing Pool

This natural cavern includes a pool of soothing geothermal waters. The pipe room (D1) taps into the same water source for the heated water it pumps throughout the tavern.

Once a day, characters taking a short rest while bathing in the pool can reduce their exhaustion level by 1.

C1. Waste Room



This natural cavern is located below most of the tavern complex. The stench of rotting waste accosts anyone entering this chamber as the northern half of the chamber is used as a sewage pit. Numerous shafts and pipes are embedded into the ceiling above the pit, emptying waste from the tavern.

Nauseous Stench. When characters first enter the chamber, they must succeed on a DC 13 Constitution saving throw or become poisoned as they are overcome with nausea from the smell. A poisoned character can repeat the saving throw after 1 minute, ending the effect on itself with a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this effect for the next 24 hours.

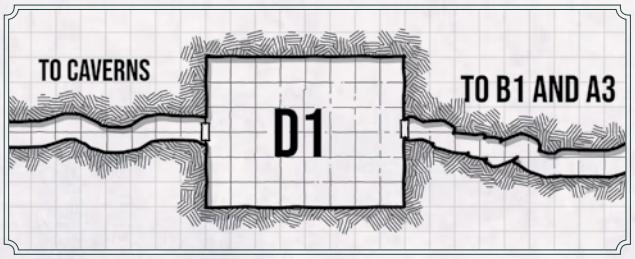
Slick Walls. The southern half of the chamber stands 20-feet above the surface of the sewage pit.The stone walls surrounding the sewage pit are slick, requiring a successful DC 17 Strength (Athletics) check to climb.

Sewage Pit. The sewage at the bottom of the pit cushions the fall of anyone who falls in, resulting in only 3 (1d6) points of bludgeoning damage. However, anyone falling into the sewage risks contracting Virulent Sewer Plague. (see sidebar). The sewage is 5-feet deep. An otyugh hides comfortably under the sewage. It cannot climb out and enthusiastically attacks any fresh meat that may fall into the pit. The otyugh is immune to the virulent Sewer Plague.

Virulent Sewer Plague. Virulent sewer plague is similar to sewer plague with the following changes: saving throws to resist the disease and avoid additional levels of exhaustion have DC of 15.

The onset of symptoms occurs more quickly, appearing within 1d4 hours.

D1. Pipe Room



This room contains magical pumps that distribute hot and cold water throughout the tavern. These water pipes exit through the ceiling. Spaces between the pipes allow creatures size Small or smaller to squeeze through to an open space above the ceiling. This space connects to the network of tunnels that converge at the Kobold Warren in area E.

Kobold Warren

A clan of kobolds has taken up residence in a tangle of narrow passages below the Ironstein Mine Tavern.

Note.
While squeezing through a space, a creature must spend 1 extra foot of movement for every foot it moves there, and it has disadvantage on attack rolls and Dexterity saving throws. Attack rolls against the creature have advantage while it is in the smaller space.

The tunnels are unlit and roughly carved from the surrounding rock. A persistent animal stench fills the area. The tunnels are sized for Small creatures. Medium creatures must squeeze through the tunnels, while Large size creatures cannot fit. The tunnels snake through the rock, limiting line of sight to 30 feet or less.

Secret Doors. The kobolds have created numerous secret doors in the passages allowing them to ambush unsuspecting invaders. The secret doors can be found with a DC 20 Wisdom (Perception) check.

Traps Galore. The kobolds have rigged the tunnels encircling their warren with alarms and traps. All traps require a DC 17 Wisdom (Perception) check to notice. A DC 15 Intelligence (Investigation) check reveals how to disarm a given trap, while a DC 15 Dexterity (Thieves' Tools or Tinkers' Tools) check can permanently disable a trap. Failing a disarm check by 5 or more will trigger the trap.

Warning Bell. The kobolds have set up trip wires to warn them of uninvited guests. Passing the area without disarming the trap causes a bell to ring in the kobold warrens, warning them someone is approaching. The bell cannot be heard outside of the warrens.

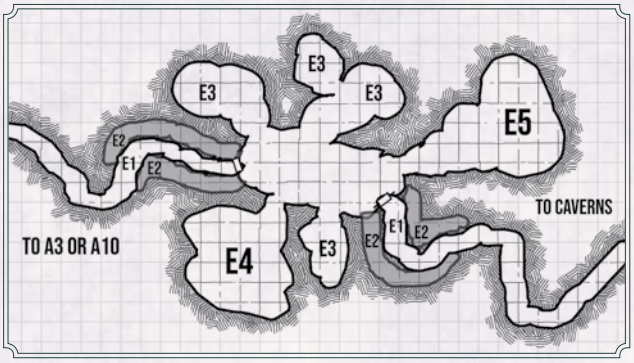
Collapsible Ceilings. The kobolds can remotely collapse a few select locations from the safety of their warrens. Creatures caught in a collapse must make a DC 15 Dexterity saving throw, taking 2d10 bludgeoning damage on a failure and half as much on a success. After a collapse, the tunnel becomes blocked, requiring at least 1 hour to clear.

Trapped Entrances. The main entrances to the kobold lair are protected by a pair of traps, each affecting a 10-foot section of the tunnel.

Flaming Oil (30 feet before the entrance). Oil sprays into the tunnel and is immediately lit on fire. Characters in the affected area must make a DC 13 Dexterity saving throw, taking 11 (2d10) points of fire damage each round, or half as much on a success. The oil burns for 3 (1d4+1) rounds.

Poisoned Darts (10 feet before the entrance). A burst of poisoned darts targets all characters in the space. Characters in the affected area must make a DC 13 Constitution saving throw, taking 5 (1d10) points of piercing damage and 11 (2d10) points of poison damage and are poisoned for 1 minute, or half as much on a success and they are not poisoned. Poisoned characters can repeat the saving throw at the end of their turns, ending the effect on a success.

E1. Murder Hall



A ramshackle wooden door blocks the entrance to the kobold warrens. A DC 13 Strength (Athletics) check easily breaks down the door.

Running parallel to this area are tunnels the kobolds use to ambush unwelcome visitors (E2). A DC 20 Wisdom (Perception) check is required to notice the expertly concealed holes through which the kobolds can attack.

E2. Ambush Tunnel

Kobolds use these passages to attack creatures in the Murder Hall. The kobolds can freely attack creatures in area E1. but have three-quarters cover from attacks in that area.

E3. Central Chambers

This series of chambers is filled with members of the kobold clan. Each chamber contains 5 (2d4) kobolds and is roughly furnished with furs and items stolen from the tavern above.

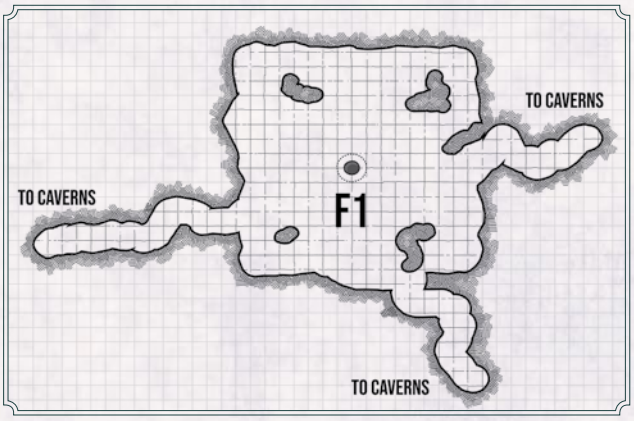
E4. YibJib's Throne

The clan has erected a makeshift throne room for their leader Yibjib, who can usually be found here attended by 3 (2d6) kobolds.

E5. Chickachicka's Nest

The floor is covered with ripped garments and fabric, creating a large nest the tribe's shaman uses to rest. Chikachika can be found here during most hours, either sleeping or providing spiritual guidance to the clan.

F1. The Voice's Cavern



In the depths of the caverns adjacent to the Ironstein Mines lie hidden the remains of a broken shrine. This accursed place once celebrated the dark entity now only known as the Voice.

In the past months, Hermina has worked diligently with Zhag to repair the shrine. It now lies ready to empower the Voice's diminished form, transforming it into a terrible evil.

This large cavern is filled with numerous natural stone columns, stalagmites, and stalactites. In the center of the cavern rests a 10-foot circular platform fashioned from the blackest marble. In the middle rises a 4-foot-high stone pedestal carved to resemble a mass of entwined snakes whose heads support a smooth crystalline bowl streaked with slowly churning black shapes.

Initially, the Voice's form consists of 3 will-o'-wisps that remain tied to this cavern. If a will-o-wisp is destroyed, another materializes above the stone pedestal on initiative 20 of the next round. Destroying Hermina's necklace is the only way to defeat the Voice permanently.

Once the Voice has transformed into its wraith form (see the quest A Voice in the Darkness), it gains the following Lair Actions:

Lair Actions. On Initiative count 20 (losing initiative ties), the Voice can take a lair action to cause one of the following effects; it can't take the same effect two rounds in a row:

- The Voice summons a 10-foot spherical radius of shadowy mist anywhere in the cavern, creating a heavily obscured area that lasts until initiative count 20 of the next round. A creature starting its turn in the area must succeed on a DC 14 Wisdom saving throw or be frightened until the start of their next turn.
- The Voice targets one creature it can see within 60 feet of it. The target must succeed on a DC 14 Charisma saving throw or be restrained until the end of its next turn.
- The Voice targets one creature it can see within the cavern. That creature must make a DC 14 Dexterity saving throw or be struck by a shard of stone, taking 7 (2d6) points of piercing damage.

If the Voice's form is defeated but Hermina's necklace is not destroyed, the Voice reforms in seven days as will-o-wisps looking for another to help it achieve its full wraith form.

THE TAVERN GUESTS

Yibjib

Yibjib is the leader of a tribe of kobolds who left deeper caverns when they were attacked by a growing evil (see ***The Voice***). Following the guidance of their shaman, Chikachika, the tribe took up residence beneath the tavern.

Yibjib always wears an oversized magic helmet which the kobold tribe views as a sacred treasure and symbol of leadership. Yibjib is a strong leader and has directed his clan to implement numerous traps to protect the warrens they call home, which could prove deadly to adventurers exploring the tunnels beneath the tavern (see the quests Tunnels and Thieves and All Plugged Up).

Yibjib views the nearby dwarvish tavern as a great boon, as it provides easy access to food and offers protection against the darkness they feared in their old home. If approached cautiously, Yibjib could become an ally to the characters and the tavern.

Chikachika

Chikachika is the spiritual leader of the kobold tribe. Despite being relatively young, she is strong-willed and graced with magical talents that helped the clan escape the mine's growing darkness. Chikachika is fearful the Voice will find her tribe and is considering allying with the dwarves in the tavern to put an end to the threat once and for all.

Chikachika wears a towering hat decorated with an odd collection of small, shiny, and colorful items stolen from the tavern above. When using her magical powers, she loudly exclaims "Chika-chika-boom!"

Chickachika is wise and pragmatic, and may be willing to negotiate with outsiders if the kobold clan is threatened or if there is great benefit in doing so.

The Voice

Long ago, a now-vanished people lived in the caverns connected to the Ironstein Mine. Who they were has been lost in time, but the few rare cultural pieces found by sages suggest they were a society that practiced dark arts best left undiscovered.

The Voice is a malevolent entity heralding back to this ancient civilization. Its ghostly form was trapped in a series of broken artifacts scattered throughout the caverns. Currently, it possesses only a fraction of its once considerable powers. It feeds on the unwary, luring them to their doom with its sinister voice. It was this malevolent spirit that forced the kobolds to seek shelter beneath the Ironstein Mine Tavern.

The Voice is using Hermina as its mortal agent in the mines. She carries with her an old family heirloom made from a relic tied to the Voice. It has promised her great magical powers if she can repair its ancient shrine. Once completed, the shrine will empower the Voice, allowing it to claim the dark regions below the earth as it once did.

The Voice exists as a group of will-o'-wisps roaming the deepest caverns. Should its plans succeed, it will transform into a dangerous wraith, intending to move beyond the caverns. (see the quest A Voice in the Darkness).

Abraxus Quillmaster

Abraxus is a traveling human mage staying in the tavern while researching material for a book on the subterranean world. The mage does not know about the specific entity known as The Voice, but is aware this region was once the home to a lost civilization who worshipped dark beings of terrible power. He can point characters to old broken ruins in nearby caverns likely left by this civilization. This can lead to the Quest – A Voice in the Darkness, but with the characters arriving at the old shrine shortly before Hermina and Zhag appear.

Abraxus has no desire to explore, preferring the inn's comforts to the risks of the surrounding caves, but can be used as a source of lore in the region.

Vogonis Yek'Hellik

Vogonis is a drow spy on a reconnaissance mission to learn as much as possible about the reopened dwarven operations. She takes careful notes about everyone she meets in the tavern and makes detailed drawings of the tavern's layout and maps of the caverns.

Vogonis is polite but cold in her conversations. She does not attempt to hide her drow heritage and will say she is getting to know her new neighbors better.

In a few days, Vogonis will return to her drow community, located several days' travel from the Ironstein Mine. The drow will use her observations of her time in the tavern to decide what actions to take. Currently, the drow are considering all options, from setting up trade relations with the mine to initiating a surprise assault and claiming the mines for themselves.

Should the players find themselves in a dire predicament somewhere in the caverns, she might appear to lend them a hand.

IRON STEIN MINE

MENU

The Ironstein Mine Tavern serves comfort food to the miners and merchants who frequent the establishment. Unfortunately, the tavern's current menu is limited to dishes containing mushrooms or mutton or some combination of the two. Grunder, the tavern's grumbly cook, is interested in expanding the menu, partially to ensure their easily angered troll stays well-fed (see the quest Please Not Mutton Again…).

Ironstein Mine Soup – 4 sp

This water broth is filled with stringy pieces of boiled mutton and ample chunks of cooked mushrooms beneath a blanket of pungent cheese made from sheep's milk.

Mushroom Stick – 2 sp

An assortment of grilled, skewered mushrooms.

Meat Stick – 4 sp

Chunks of mutton marinated in fermented sheep's milk, grilled on a skewer.

Mutton Stew – 3 sp

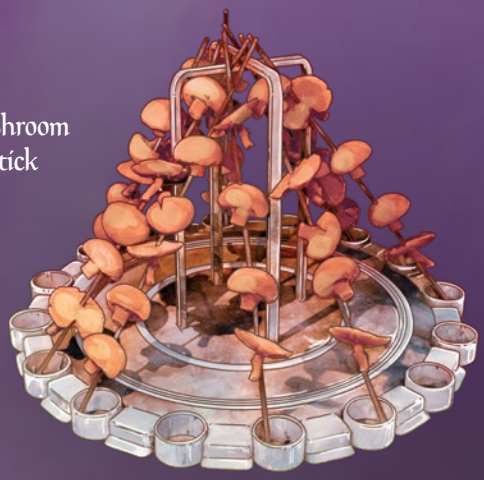
A thick, creamy broth filled with chunks of mushrooms and mutton.

Mutton Chops – 3 sp

A grilled slice of mutton served with assorted mushrooms

Mutton Leg – 4 sp

A grilled leg of mutton.



Mushroom Stick

Fermented Sheep's Milk

Cocktails

Dark Dregs Mushroom Wine - 3 sp

A fresh, sharp vintage crafted from choice handpicked cavern mushrooms. This bold, dark red excels as a partner for muttons or mushrooms, with a robust acidic finish.

Slanted Cave Fermented Sheep's Milk - 2 sp

This thick, hoppy beverage is brewed by the monks of the Slanted Cave using an age-honored process. The dark-hued pour forms a meringue-like head offering a thick, woody bouquet. Best served in a wide-mouthed chalice and poured leaving yeast unroused at the bottom of the bottle.

Ore Hauler's Whisk Away - 2 sp

This strong dwarven dark-malted grain spirit remains a favorite among miners in the tavern. Strong enough to clean coal off from one's boots, patrons are cautioned to watch their intake.

"The Bubbler" Mushroom Wine - 3 sp

A light, fresh wine offers a brisk taste filled with mineral and herbal notes and completed with a sharp citrus finish. Ample carbonation brightens its burnt orange color. It's a favorite accompaniment to late-evening appetizers.

THE QUEST BOARD

"Please Not Mutton Again..."

Quest Giver: Grunder Steelshield (Cook)

Description: Hunters Requested – see Gunder in the Kitchen.

The Ironstein Mine Tavern's menu is significantly limited, currently serving dishes made only from either mutton or mushrooms. In response to increasingly frustrated customers, Grunder reluctantly seeks adventurers to obtain "meat specials" to add to the menu. Grunder can pay 25 gp plus 1 week of free room and board to characters who bring him fresh meat. He can provide the following hunting options:

- ***Giant Scorpion.*** A pair of giant scorpions were recently seen in a remote part of the caverns that is easily found by the characters. What no one knows is that a clutch of the scorpion's eggs have just hatched, and the hunting party will also have to contend with swarms of these hatchlings. Use 2 giant scorpions along with 3 (1d4+1) swarms of insects.
- ***Giant Boar.*** A subterranean variant of giant boar survives off of the unusual "rock hair" fungus growing in the caverns. A small sounder of underground boar can be found with a successful DC 13 Wisdom (Survival) check. Use the stats of 4 (1d6+1) giant boars.
- ***Giant Lizard.*** The deeper caverns are home to a large subterranean lizard. The characters have no difficulty finding the location. A DC 15 Wisdom (Survival) check reveals an added danger of rockfall in the region. Each time an explosive or thunderous spell is used in the area (at the GM's discretion) may cause portions of the ceiling to collapse. Falling rocks deal 11 (2d10) bludgeoning damage to anyone who fails a DC13 Dexterity saving throw, or half as much on a successful save. Use giant crocodile stats for the lizard.

All Plugged Up

Quest Giver: Hermina Flintbreath (Owner)

Description: Hardy souls needed to investigate a vexing problem.

A kobold exploring the tunnels beneath the tavern accidentally ended up in the waste plumbing. The creature's screams were heard echoing in the waste room (C1) before it finally died and became stuck in a pipe. Its legs dangle from a pipe opening above the sewage pit. A backpack it carried fell into the pit, where it floats on the sewage near the submerged otyugh. Adventurers willing to get dirty and climb the waste pipe can discover how the kobold entered and gain access to the kobold's network of tunnels that lead to their warrens (area E).

Tunnels And Thieves!!

Quest Giver: Hermina Flintbreath (Owner) or Mikor Gemforge (Supply Store Owner) or Grunder Steelshield (Cook)

Description: Discrete adventurers needed.

Most employees are aware of the unexplored network of tunnels beneath the tavern. Recent reports of noises within the walls have led to rumors that ghosts or something worse might exist in the tavern. Eventually, people notice small items have begun disappearing and may catch sight of a small figure disappearing into a secret passage in either Mikor's Supplies (A10) or the larder (A3). The player characters will be sought out to explore the tunnels, recover stolen goods, and put an end to the thievery. This should lead to a discovery of the kobold warrens (area E).

A Voice in the Darkness

Quest Giver: Hermina Flintbreath (Owner)

Description: Escort to dangerous areas.

Hermina has finally finished her preparations for the Voice's shrine and her acceptance of its dark powers.All she needs are a few expendable souls to help with the transformation…

Assuming Hermina is aware of the player characters' background, she will approach them for their aid. She states she'd like their protection as she needs to travel to a dangerous part of the caverns. She will be reluctant to say why but ultimately confides that it's a personal quest that she doesn't want to be shared. She fears her dwarf investors would disagree with her actions. She carries something from her grandfather who worked in the mines, and she wants it laid to rest in the place where he once worked. If pressed, she'll show the necklace her grandfather gave to her, but say no more.

Presuming the adventurers agree, she leads them to a distant part of the mine where Zhag, the troll bouncer, awaits by the Voice's shrine (see area Q). Hermina moves to place her necklace atop a stone pedestal, after which the Voice materializes as three will-o'-wisps which attack Hermina and the characters. Hermina appears stunned and does not fight back. Zhag protects the will-o-wisps from the character's actions.

If a will-o'-wisp is destroyed, another materializes above the stone pedestal on initiative 20 of the next round. Only destroying Hermina's necklace prevents the will-o-wisps from continuing to manifest.

Once the will-o'-wisps collectively inflict 27 damage to the characters or to Hermina, they disappear, and the Voice reforms as wraith with full hit points beside Hermina. Hermina also transforms into her Warlock Form, with full hit points. Together, the Voice and Hermina try to eliminate the characters and begin their conquest of the world.

If Hermina's necklace is not destroyed, the Voice reforms in seven days as will-o'-wisps again, looking for another to help it achieve its full wraith form.

Tavern History

Hermina Flintbreath is the owner of the Ironstein Mine Tavern and the granddaughter of a miner who worked in the adjacent mines during their last days of operation hundreds of years ago. Hermina's grandfather discovered a remote, unexplored cavern filled with ancient broken statues during his final days in the mine. Thinking his young granddaughter might like the fanciful carvings, the grandfather fashioned a simple necklace from one of the more charming fragments. Hermina wears and treasures this heirloom to this day.

With the mine closed for hundreds of years, none recall the discovery of the ancient ruin-filled caves. The broken statues were part of a shrine dedicated to an evil entity worshipped by long-forgotten inhabitants of these caverns. A faint essence of this ancient evil still haunts Hermina's charm. Over the years, the charm influenced Hermina, causing her to yearn to return to the mines where her grandfather once worked. As an adult, Hermina convinced a group of investors the old mine still held value. A group of dwarves reopened the old mine, with Hermina taking care of the nearby tavern.

After Hermina settled into the tavern, the evil essence in her charm made her aware of its presence, claiming to be an ancient spirit whose resting place was disturbed long ago. The spirit offered to share magical secrets with Hermina if she would rebuild its broken shrine. Hermina, who had always wished to learn magic, readily agreed.

The ancient spirit never shared its name. Hermina thinks of it as "the Voice." This is the same name the kobolds use to describe the evil that forced them from their old subterranean lair. The kobold clan fled after the evil spirit killed many of their tribe, until they found refuge in the tunnels beneath the Ironstein Mine Tavern. In the months since, the kobolds grew to appreciate their new surroundings, but they still fear "the Voice" will someday find them.

In the meantime, Hermina has diligently worked to rebuild the shrine. The Voice has insidiously corrupted the dwarf, and she is now covetous of the magical knowledge it has given her. Although she presents a pleasant face to outsiders, Hermina is completely focused on claiming the powers the Voice has promised. She carefully hides her efforts and eagerly looks to the completion of her work. There are just a few tasks she needs to complete before the Voice will imbue her with its powers. Maybe there are a few adventurers who could help with the last details…

STAT BLOCKS

Hermina Flintbreath

Hermina has a big welcoming personality. She always greets patrons with a broad smile and a hearty "*What can I getcha?*" She dresses simply unless making her discrete excursions to the outer caverns, in which case she throws on sturdy studded leather armor. She generally listens more than she talks and has a pragmatic "get-er-done" attitude that many in the tavern appreciate.

Hermina Flintbreath (Initial Form)

Medium humanoid (dwarf), neutral evil

Armor Class: 14 (studded leather)
Hit Points: 27 (6d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+11)	14 (+2)	16 (+3)

Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses: darkvision 60 ft., passive Perception 16
Languages: Common, Dwarven
Challenge: 1 (200 XP)

Cunning Action. On each of her turns, Hermina can use a bonus action to take the Dash, Disengage, or Hide action.

Dark Words. Hermina has advantage on Charisma (Deception) checks.

Innate Spellcasting. Hermina's innate spellcasting ability is Charisma. She can innately cast the following spells (spell DC 12, +4 to hit with spell attacks), requiring no material components:
At will: *disguise self, minor illusion, prestidigitation*

Sneak Attack (1/Turn). Hermina deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Hermina makes two melee attacks or two eldritch blasts.

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Hermina Flintbreath (Warlock Form)

Medium humanoid (dwarf), neutral evil

Armor Class: 14 (studded leather)
Hit Points: 49 (9d8+9)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	12 (+11)	14 (+2)	16 (+3)

Saving Throws: Wis +2
Skills: Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4
Senses: darkvision 120 ft., passive Perception 16
Languages: common, dwarven
Challenge: 2 (450 XP)

Cunning Action. On each of her turns, Hermina can use a bonus action to take the Dash, Disengage, or Hide action.

Dark Words. Hermina has advantage on Charisma (Deception) checks.

Devil's Sight. Hermina can see normally in darkness, both magical and nonmagical to a distance of 120 feet.

Innate Spellcasting. Hermina's innate spellcasting ability is Charisma. She can innately cast the following spells (spell DC 12, +4 to hit with spell attacks), requiring no material components:
At will: *disguise self, eldritch blast* (see "Actions" below), *minor illusion, prestidigitation*
1/day: *bane, darkness*

Sneak Attack (1/Turn). Hermina deals an extra 7 (2d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of hers that isn't incapacitated and she doesn't have disadvantage on the attack roll.

Actions

Multiattack. Hermina makes two melee attacks or two eldritch attacks.

Shortsword. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack*: +4 to hit, range 30/120 ft., one target. *Hit*: 5 (1d6 + 2) piercing damage.

Eldritch Blast. *Ranged Spell Attack*: +5 to hit, range 120 ft., one creature. *Hit*: 5 (1d10) force damage and the target can be pushed 10 feet away in a straight line.

Reactions

Hellish Rebuke (Recharges after a Short or Long Rest). In response to Hermina taking damage from a creature within 60 feet that she can see, that creature must make a Dexterity saving throw. It takes 11 (2d10) fire damage on a failed save, or half as much damage on a successful one.

Yibjib

Yibjib is the leader of a tribe of kobolds who've taken up residence in caverns beneath the Ironstein Mine Tavern.

Yibjib always wears an oversized magic helmet which the kobold tribe views as a sacred treasure and symbol of leadership. Yibjib is a strong leader and has directed his clan to implement numerous traps to protect the warrens they call home, which could prove deadly to adventurers exploring the tunnels beneath the tavern (see Quest – Tunnels and Thieves, and All Plugged Up).

Chikachika

Chikachika wears a towering hat decorated with an odd collection of small, shiny, and colorful items stolen from the tavern above. When using her magical powers, she loudly exclaims "Chika-chika-boom" before unleashing them.

Chickachika is wise and pragmatic and may be willing to negotiate with outsiders if the kobold clan is threatened or if there is great benefit in doing so.

Yibjib

Small humanoid (kobold), lawful evil

Armor Class: 16 (breast plate)
Hit Points: 55 (10d6+20)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	9 (-1)	10 (+0)	12 (+1)

Saving Throws: Wis +2
Skills: Perception +2, Persuasion +2
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Draconic
Challenge: 2 (450 XP)

Magic Helmet. While Yibjib wears his magic helmet, he has advantage on saving throws against spells and other magical effects, but has disadvantage on Wisdom (Perception) checks.

Pack Tactics. Yibjib has advantage on an attack roll against a creature if at least one of Yibjib's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, Yibjib has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. Yibjib makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 5 (1d6+2) piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Special Equipment:

Yibjib's Magic Helmet

Wondrous item, rare (requires attunement)
While wearing and attuned to this helmet, a creature has advantage on saving throws against spells and other magical effects. If the creature is small or tiny, it suffers disadvantage on Perception checks.

Chikachika (kobold shaman)

Small humanoid (kobold), lawful evil

Armor Class: 13
Hit Points: 27 (6d6+6)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Saving Throws:
Skills: Medicine +4, Nature +2
Senses: darkvision 60 ft., passive Perception 12
Languages: Common, Draconic
Challenge: 1 (200 XP)

Innate Spellcasting. Chikachika's innate spellcasting ability is Wisdom. She can innately cast the following spells (spell save DC 13), requiring no material components:
At will: *Light, Mending, Spare the Dying*
1/day each: *Faerie Fire, Fog Cloud, Heat Metal*

Pack Tactics. Chikachika has advantage on an attack roll against a creature if at least one of Chikachika's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, Chikachika has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Spear. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d6) piercing damage.

Rock Burst (Recharge 5-6). Chikachika targets a point on a stone surface within 60 feet, causing rock fragments to explode creating a cloud of debris in an adjacent 10-foot-cube. Each creature in this area must make a DC 13 Dexterity saving throw. A creature takes 7 (2d6) piercing damage on a failed save, or half as much on a successful one. The cloud of debris area is heavily obscured and lasts until the start of Chikachika's next turn.

DUNGEON
OF
DARKNESS

The Dungeon of Darkness

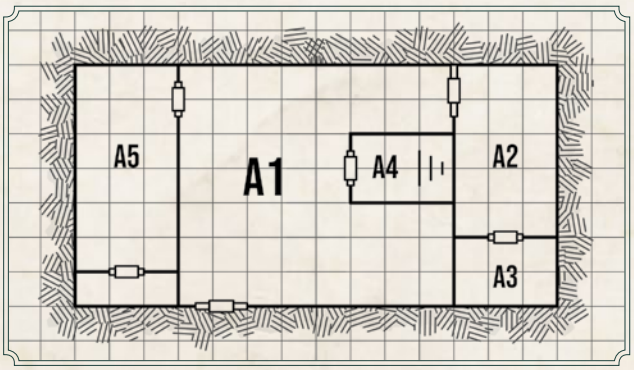
Ever wish you had a place to practice slaying the undead? Been caught off-guard by a ghoul? Never slayed anything and want to try things out in a safe, nurturing environment? Come to the Dungeon of Darkness! This cozy tavern offers two levels of dungeon training: one for beginners, and one for the more experienced adventurer. Bring your weapon of choice and learn how to slay the undead. Get pointers from the experts—the undead themselves! In addition, you'll find our food and rooms very satisfactory after a long journey or a hard day of undead training.

For adventurers who want to expand their knowledge of the undead, the Dungeon of Darkness is the place to go. This entertainment and training facility is the go-to place for anyone who is nervous about facing their first undead and would like to learn in a more "controlled" environment, or for undead-slaying enthusiasts looking for more kills. Ideally situated in a remote area, the Dungeon of Darkness offers simple, modest, yet safe lodgings. The tavern section is a neat wooden structure that would blend in perfectly in any busy town or sleepy village. It provides a comforting sight as one approaches, as it sits out in a large field that once was one of the most fought-over pieces of land in the country. However, two centuries have passed since the last battle was fought here. Now the surrounding area is as peaceful as death. Deep within the overgrown field are clusters of graves and cairns from various eras of warfare stretching back thousands of years. Compared to this, the Dungeon of Darkness tavern seems downright cozy and inviting, especially at night. Still, there are usually a few guests' tents pitched outside the tavern, even if the "Vacancy" sign is out.

Inside, the tavern is simple and comfortable, with little in the way of entertainment or fancy amenities. It has a very homey atmosphere, the only unsettling element being the undead employees, who are unfailingly polite and do not attack guests in the hospitality areas of the tavern. Guest rooms are upstairs: all are identical in furnishing and decor, and, frankly, rather unremarkable in and of themselves (any interesting events come from the visitors, who can be quite colorful). The first floor consists of the Dead Dining Room, a library (stocked mainly with books about the various types of undead and journals from famous undead hunters), an amazingly well-equipped kitchen, and a small reception area for those who come to partake in the Dungeon of Darkness's main attraction: dungeons!

The Basic Dungeon Experience is good for players levels 6-10. The Advanced Dungeon Experience is best played at levels 10-14. There is still more to discover beyond the Advanced Dungeon Experience, best for levels 15 and up.

Areas of the Tavern



A1. Dead Dining

Upon entering the Dungeon of Darkness Tavern, the first sight that draws everyone's eye is the bartender, Bob. Bob is one of the only bright spots of color in the otherwise neutrally decorated tavern. He always sports a bright pink apron, and often a bright pink feathered hat as well. At 8 feet tall, he dominates the room, albeit silently. He understands food and drink orders perfectly, but cannot respond to questions other than with gestures. He will direct any detailed inquiries about the tavern or the dungeons to other employees who have the ability to speak, such as Miss Linger.

There is a door behind the bar leading to the kitchen, as well as a pass-through window for orders. Through that window, one can glimpse the inner workings of the culinary staff, headed by Alta Von Braun.

In addition to the quest board, this room also has a "Slaying Scoreboard" that tallies the number of undead slain with the name of the person who has currently defeated the most of that category. At a table nearby sit many of the people whose names are on the board. From time to time, one to four emerge from the partitioned room (A4) and the numbers and names on the scoreboard adjust automatically. Each time this happens provokes cheering, booing, and sometimes tears or fights.

Undead	Destroyed	Destroyer
Shadow	201	These Labrint
Skeleton	197	Ricev Concar
Zombie	204	Neas Dofethead
Warhorse Skeleton	101	Mered Danbro
Ghoul	113	Neas Dofethead
Specter	121	Shrark Fafawy
Ghast	75	Mered Danbro
Minotaur Skeleton	89	These Labrint
Will o' the Wisp	91	Mered Danbro
Ogre Zombie	88	Shrark Fafawy
Mummy	71	Ricev Concar
Wight	74	Roderick the Slayer
Ghost	62	Gus Gustersun
Vampire Spawn	57	Brann Karson
Wraith	52	Ilsa Arensel
Vampire	14	John Harker
Mummy Lord	3	Lord Carnarvan

A2. Library

The main draw of the Dungeon of Darkness, other than the dungeons themselves, is the extensive library available to its patrons. Even though it is fairly small, it boasts the best and most thorough collection of books about the various undead in all the known lands. There are scientific textbooks on basic anatomy, magical books on both the theoretical and practical application of necromancy, the journals of various famous undead slayers, and even famous ficionionalized accounts of various undead. (One will find numerous sarcastic comments in the margins of *Dracula* and *Frankenstein*.)

A DC 12 Intelligence (Investigation) check will reveal a keyhole in one of the bookshelves. It can be opened with either a DC 20 Dexterity (Thieves' Tools) check or a key found in the hidden closet in the Basic Dungeon Experience (C10).

A3. Secret Library

Hidden behind a bookshelf in the main library is a secret annex library. At first glance, it seems very similar to the main library and one might wonder why it was hidden. Perusal of the texts there, though, shows an extensive cataloging of battles between humanoids and undead going back centuries, all from the perspective of an undead writer or writers. There is one shelf with a set of journals, all handwritten in a vaguely elvish script style, and all dated quite recently. A DC 14 Intelligence (Investigation) check deduces that these were written by someone who works in the tavern, and is compiling information to aid in attacking various humanoids.

The Tavern Operators

Bob

The bar is tended by Bob, an 8-foot-tall animate **skeleton** (very useful for high shelves!). Bob doesn't say much (or really, anything) but is a terrific listener! A bartender in life, he continues service in the afterlife. Bob is one of the few bright spots of color in the bar, as he wears an apron embroidered with bright pink hearts and a brilliant pink hat with a long pink feather. He is nearly always found in the Dead Dining Room (A1) or kitchen (A5). One great thing about the employees of the Dungeon of Darkness is they never tire!

Bobby

While Bob can reach things on the high shelf, some areas of the bar require someone with smaller phalanges. That is where Bobby, the assistant bartender, comes in. The halfling **skeleton** seems to be almost as knowledgeable as Bob when it comes to mixing drinks, and even helps Alta Von Braun with food prep. He is a miniature version of Bob, minus the hat and pink apron. If anyone asks him about Bob's attire or Bobby's lack thereof, they will find out just how exasperated a skeleton can look. Like Bob, Bobby is found working in the Dead Dining Room (A1) or kitchen (A5).

Miss Linger

The **ghost** manager of the Dungeon of Darkness, Miss Linger mainly stays in the library (A2) until it is time to escort someone to the dungeons through the orientation room (A4). However, she checks in on the more active rooms in the tavern such as the Dead Dining Room (A1), the kitchen (A5), and the upstairs hallway (B1). In life, she was a paladin who became quite renowned before meeting an untimely end in battle. Her fame passed out of spoken history and was forgotten, but her spirit was tied to the Dungeon of Darkness and here she remains. Noble in birth and bearing in life, she is deeply bitter about her afterlife of service. Still, she is an excellent hostess, greeting guests at the door and giving them instructions before they enter the dungeons. No one knows for sure exactly who she was in life, as she is always helmeted and her armor gives no clues, other than that she must have lived about five hundred years ago. Rumor has it that some old journals in the library offer clues to her true identity.

Selanas Crystan

This dark elf male seems to be the only living being working at the Dungeon of Darkness. A powerful necromancer, he seems more a captive than an employee. Selanas is very handsome, ageless (basically a typical elf), but somewhat worn down by years surrounded by death. He was at one point apprenticed to the mastermind (as well as being her lover), and upon his instructor's death he remained tied to the Dungeon of Darkness to perform the basic magics needed to add corpses to the Mors Ursi. He could leave, but his devotion to Berala keeps him at the Dungeon of Darkness. He is first sighted in the last room of the Advanced Dungeon Experience level (D4), and lives and works in the various rooms of the lowermost level (section E).

Selanas Crystan is a **mage**, with the following spell list:

Cantrips (at will): *acid splash*, *chill touch*,*mending*, *prestidigitation*
1st level (4 slots): *detect magic*, *false life*, *floating disk*, *identify*
2nd level (3 slots): *detect thoughts*, *gentle repose*
3rd level (3 slots): *animate dead*, *vampiric touch*
4th level (3 slots): *black tentacles*, *blight*
5th level (1 slot): *scrying*

Baroness Alta Von Braun

Vampire Lord Alta Von Braun was a hobbyist cook in life, even though her station as a baroness meant she had access to a talented kitchen staff. She would insist on preparing meals for herself and her family, including one fateful dinner where her husband brought home a vampire, believing him to be an important diplomat. Her entire family was killed that night, but the vampire, impressed by the artistry in the food Alta had prepared (even though he could not enjoy it) turned Alta into a vampire so she could continue to perfect her craft. She spends nearly all her time in the kitchen (A5) and sometimes comes into the Dead Dining Room (A1) to ask people how they are enjoying their meals. (Diners should think carefully before giving a less than stellar review.)

Mors Ursi

Adventurers who reach the final room in the second-level dungeon must face the ultimate challenge: a monster formed from all the bodies of those who have ever fallen in the dungeon. Formed into a shape resembling a massive bear, this abomination continually adds to its mass with fresh dead to replace those that have decayed entirely. It wields a massive sword that magically absorbs materials from the weapons of the dead. New bodies are automatically grafted onto **Mors Ursi** upon their death in either level of the dungeon. The Mors Ursi was originally created by Berala, but now Selanas maintains the enchantment that keeps the Mors Ursi able to absorb bodies. The Mors Ursi is encountered by players in the final room of the Advanced Dungeon Level (D4), and is also found incapaciated in the Mors Ursi Maintenance room (E3).

Berala Evenfall

The true genius behind the Dungeon of Darkness is rarely seen anywhere in the tavern. A **lich** who was once a brilliant dark elf necromancer, she now is obsessed with observing and cataloguing the fighting styles of humanoids against undead. Ostensibly this is to improve her business of supplying undead to various armies, but as memory of her mortal self fades, she becomes more single-minded in finding humanoids to pit against her unending supply of undead in the dungeons. She spends most of her time observing the parties in the various dungeon rooms (E1) or working on her experiments in the laboratory (E4).

If the player characters previously entered any part of the dungeon, there will be recently written documents describing their abilities, spells, and tactics. Scattered among these notes are potential countermeasures that the undead could take against the party—for example, saving counterspells for the most dangerous spells, or incapacitating close range fighters with suppressive fire.

A4. Dungeon Orientation and Entrance Room

Should guests decide that they want to try either of the Dungeon of Darkness experiences, they must first attend a brief orientation by Miss Linger. In her no-nonsense, chilly manner, she quickly outlines the rules for the different dungeons.

1. The dungeons will produce random varieties of undead monsters. For an additional fee, you can request more of a specific species, but it is luck of the draw and based partly on who is available or willing to fight that day.
2. On level one, you may be pushed to your limit, but all undead are theoretically manageable according to the player's experience level.
3. As level one is a "training" exercise, many rooms have one of any given type of undead for each player.
4. ***Variant Difficulty Rule.*** Once a player slays one type of undead, that player's attacks have no effect on other undead of the same type in the same room. (For example, in a room with 2 players, there may be 2 skeletons and 2 zombies. Each player must slay one skeleton and one zombie, as each player can only slay one of each type.)
5. All undead can attack any player. Even when fighting an undead that cannot be harmed by a specific player, that undead can deal damage to that player.
6. On level two, expect to be pushed beyond your limits. There is no guarantee that all players will make it back to the tavern alive.
7. Should you perish in the attempt of the dungeon, you accept that the Dungeon of Darkness claims all rights in the disposal of your body. 50% of your belongings will be delivered to a living party member or next of kin.
8. You are free to use any weapons, spells, equipment, and skills at your disposal.
9. GOOD LUCK!

After going over the rules and obtaining a signed waiver from each of the players, Miss Linger will open the door to the dungeons. A spiral staircase leads down into darkness into the first room (C1).

A5. Kitchen of Alta Von Braun

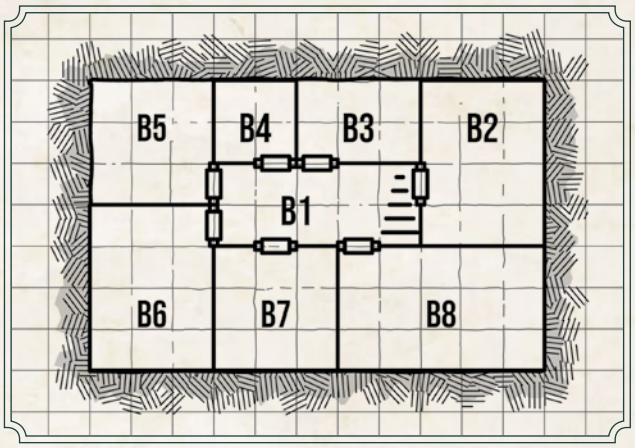
The tavern kitchen is a well-run model of culinary excellence. One may only enter with permission, and that is rarely granted by the vampire who oversees the food preparation. By far the largest room in the inn, save the dining area, the kitchen is filled with every cooking appliance and tool known to the living or the dead. A convenient pass-through window that looks out at one end of the bar allows serving food either to an employee or a patron, should they order their food to go. One end of the kitchen is dedicated to a massive pantry with anything a humanoid might want to eat.

The kitchen is helmed by a jovial vampire lady, Alta Von Braun. Any misgivings about food prepared by a vampire are immediately assuaged by the delicious smells that fill the entire tavern. Alta is a true master chef, and her vampire senses allow her to perfectly cook steaks without fail, from well-done to bloody rare. All the culinary staff are Alta's vampire spawn, so there is no room for insubordination in this kitchen.

Restroom

The restroom facilities at the Dungeon of Darkness are a basic outhouse just outside the main building, or a chamber pot in each guest room. Not fancy, but kept scrupulously clean by the undead housekeeping staff, who fortunately cannot smell or become ill.

Dungeon of Darkness: Second Floor



B1. Hallway

Via stairs that go up and over the orientation room on the first floor, overnight guests may ascend to the second floor. The stairs open up into a neat, quiet hallway that has a faint whiff of decay, stronger here than on the lower floors. It is not quite enough to disturb those in need of a night's rest, though. But there are other factors that can affect a person's sleep…

B2. Deluxe Guest Room

One of the nicer rooms available at the Dungeon of Darkness tavern, this room has slightly more elegant decor. The furnishings appear to be elvish in design, and the bedding and upholstery are rich, almost more fitted to a wealthy home than a modest tavern.

B3, B6, B7, B8. Empty Guest Rooms

These rooms are empty and available for characters who wish to spend the night.

Everything is basic, clean, and appears comfortable at first. Yet anyone who sleeps here will not wake feeling as rested as they might otherwise. For every night spent in a guest room, creatures must succeed on a DC 18 Constitution saving throw or wake with their maximum hit points reduced by 1. After completing the first dungeon, this effect also reduces their Constitution score by 1. These effects cease 1d6 days after leaving the tavern.

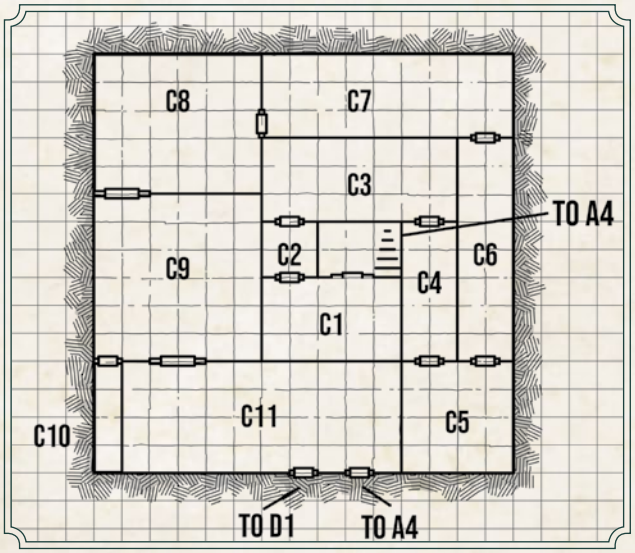
B4, B5. The League of Undead Slayer Rooms

While some of the League opt to sleep outside the inn during their stints here (many of them complain that they just "don't feel rested" when they sleep in the tavern), others make use of the guest rooms, as they are offered free to people undertaking the dungeon.

Many of the League keep journals. A DC 12 Intelligence (Investigation) check will find one or two journals in each room. They are shockingly similar: a record of fights with various undead, tallies of exactly how many slain, rants against a particular rival. But the entries about how they feel physically over time are rather revealing. A DC 12 Wisdom (Insight or Medicine) check discerns they appear to be losing strength and general health the longer they stay. When they leave the Dungeon of Darkness, they return to full health and strength within a day, so the effects are easily reversible. But the journals also reveal a pattern of addiction, either natural or supernatural.

Mors Ursí

Dungeon Section 1: The Basic Undead Experience (BUE)



The Basic Undead Experience is located directly beneath the main tavern structure, basically the basement. This area resembles a gimmicky dungeon in a castle, with rock walls, wooden doors (some easier unlocked or broken through than others), narrow passageways, and a hidden closet. There is very little furniture; most of the floor is clear except for random debris (rocks, things dropped by previous guests, and broken weapons). Participants can request specific enemies from the table below at the GM's discretion, otherwise roll on the table to determine which monsters are present. For single adventurers, cut the number of undead in half.

Roll 1d6	Monster Type	Number of Monsters
1	Specter	2
2	Will-o'-Wisp	2d4
3	Wraith	2
4	Wight	1d6 + 1
5	Vampire Spawn	2
6	Ogre Zombie	2d4
7	Minotaur Skeleton	2d4
8	Mummy	1d6 + 1
9	Ghost	1d6
10	Ghast	2d4

C1. Undead 101—One on One

Upon reaching the bottom of the staircase, the party immediately gets a crash course with the "Undead Beginner's Trio": **shadows**, **skeletons**, and **zombies**. There are 2 of each type of undead for every party member.

This is where guests first see that the Dungeon of Darkness is enchanted with regards to the "death" of its undead. Instead of their usual manner of incapacitation, upon defeat each undead vanishes from the room completely.

Upon defeating all of the undead in this room, characters may perform a search that reveals an appropriate (if a bit underwhelming) amount of treasure. No searches anywhere in the dungeon rooms are successful if any monsters are as yet undefeated.

C2. Regrouping Room

This is a small, empty room that has names scrawled all over the walls. Instructions on the door leading to the next room read, "Congratulations, you have passed Undead Instruction 101! No matter what happens from here, that is an accomplishment! Please add your name to the wall to continue." There are some other, smaller words written there that are only slightly deciperhable with a DC 16 Intelligence (Arcana) check: the meaning is unclear, but it implies that signing your name to the wall constitutes a binding contract. Players cannot proceed through the door without signing their name. Anyone who refuses to sign their name must return to the main floor of the tavern and wait for their companions.

C3. Incorporeal Instruction

This room is dedicated to fighting enemies without physical form. There will be 1 **specter** per party member, and 1 will-o'-wisp for every 2 party members. Upon defeating them, a ghost will appear, but does not attack the party. This is the One Who Will Not Leave. If anyone attacks him, he will look dejected, permanently vanishing from this room.

C4. Passageway

An empty passageway offers a chance for players to catch their breaths and do any necessary healing before moving on. Upon a successful DC 16 Intelligence (Investigation) check, players realize they are under the library, but things don't quite match up, implying there is a hidden area near the library.

C5. Good Grief, Ghouls!

This room is dedicated to fighting more advanced undead: specifically ghouls. There will be three **ghouls** for each player. Once all of them are defeated, two **ghasts** will appear and must be defeated as well.

C6. My Oh Minotaur

This passageway is identical to C4, only longer.

Once all the party has entered, they are charged by a succession of **minotaur skeletons**, equal to twice the number of party members.

C7. The Big and the Small

This room is home to two dramatically different undead: **zombie ogres** and **will-o'-wisps**. The ogres and will-o'-wisps fight in pairs: one pair for every two party members.

C8. Undead 102

The next-level trio of undead is a **wight**, **ghost**, and **vampire spawn**. There is one trio for every 3 party members.

C9. Potpourri

This is a purely random selection of undead from the varieties seen so far. Each player gets two to fight, and it's anyone's guess what they will be!

Each player rolls 1d12. Two of each undead type appear for each time it is rolled:

Random Undead

1	Shadow	**7**	Minotaur Skeleton
2	Skeleton	**8**	Ogre Zombie
3	Zombie	**9**	Wight
4	Specter	**10**	Ghost
5	Will-o'-Wisp	**11**	Vampire Spawn
6	Ghoul	**12**	Ghast

After all the monsters are defeated, a DC 16 Intelligence (Investigation) check reveals the presence of a hidden door. A DC 18 Dexterity (Thieves' Tools) check opens a door leading to a hidden closet.

C10. Hidden Closet

The hidden closet is filled with boxes of journals and letters written in an unknown language. There are many drawings depicting various combinations of humanoids fighting different species of undead. Many of them are in partially filled shipping boxes that look like they are meant to go to various recipients all over the world. In addition to the papers there is a small portion of loot gathered from slain adventurers, equal to a CR 8 treasure hoard.

There is also a small, metal lockbox here. A DC 14 Dexterity (Thieves' Tools) check opens it, revealing a key wrapped in a white flag. If people have been in the tavern library they will notice that the metalwork on the key matches a keyhole found in the library.

C11. Curse of the Mummy: The Final Challenge

This area appears very different from the rooms so far. The stonework is more tan than gray, and chiseled with much more masonry skill. The air feels warm and drier, somehow, even though up until now things have been clammy and damp. Sarcophagi line the walls, 2 for each party member. The faces on each sarcophagus are enchanted to resemble the faces of the party members. The moment a creature speaks while inside this room, the sarcophagi open and mummies come out of each, all wearing masks that are similarly enchanted to resemble the party. Each player character must defeat the 2 mummies bearing their own face, and cannot deal damage to the mummies bearing the other players' faces.

Upon succeeding, player characters may make a DC 12 Intelligence (Investigation) check the search sarcophagi and find 1d4 *scarabs of protection*.

After this room is complete, two doorways appear bearing writing in what seems like blood.

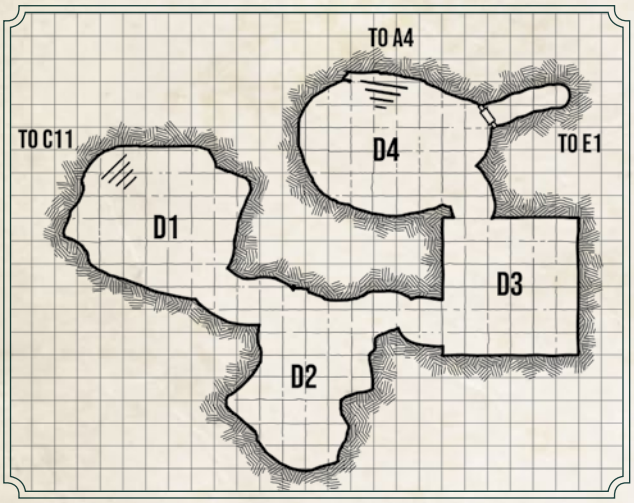
One reads: "Congratulations! You've earned a rest and some food and drink upstairs. Open me to return to the tavern and bask in your victories!"

Opening this door leads into B1, where players can ascend the staircase back into the tavern.

The second door reads: "Well done! You have improved your skills immensely. If you wish to continue to gain more knowledge and skill, open me and proceed! But beware, true honor is not achieved by the faint of heart."

Opening this door reveals a spiral staircase leading down into the final level of the dungeon. A bone-chilling wind like a dying breath escapes the staircase.

Dungeon Section 2: Advanced Dungeon Experience



The rooms on the advanced level, in addition to offering remarkably dangerous undead, are also designed as "simulations" that bear more resemblance to the environments where one might find specific undead. It is more a system of caverns than a sub basement of the tavern above.

D1. Lair of the Vampires

This is a large cavern that, through illusory magic, looks like a graveyard on a moonlight night. The players must defeat one vampire.

Players may cross paths here with Anv Ghilsen and Antony, who are leaving the dungeon after slaying their vampire. Antony, despite his apprehension, turns out to be a master vampire slayer. He tells his father, however, that he does not want to do this for the rest of his life, but wants instead to teach people about the undead. His father is surprisingly happy about that, and leads Antony back out of the dungeon. The doorway disappears behind them, though, so none of the players can follow.

Upon defeating the vampires, a DC 11 Intelligence (Investigation) check finds two statues on graves next to each other. Both are in armor: one resembles Miss Linger and the other the One Who Will Not Leave. The only living thing to be found in any of the dungeons is a rosebush growing over the graves, with one single rose. If someone picks the rose, the One Who Will Not Leave will appear, gesture emphatically at the statue of Miss Linger, and then disappear.

D2. Review Time

This cavern does not contain any illusion at first, and looks exactly like the dank cavern that it is. Each player must face 2 undead creatures, determined by rolling 1d12 twice on the Random Undead table in Potpourri (C9). While a character is engaged in combat with an undead here, the area within a 10-foot radius of the character will magically resemble the environment one usually finds that particular undead. It shifts as soon as a player's focus changes to a different undead.

D3. Return to the Ancient Dunes

This room is enchanted to look like an ancient resting place from desert cultures. It is filled with the riches of a kingdom, and one large sarcophagus. Near the riches are three eviscerated corpses. A hostile mummy lord emerges from the sarcophagus. Once it is defeated, players may claim the various riches, which equate to a CR 14 treasure hoard. There is a notebook here that appears to have been dropped. It seems to be a translation of hieroglyphs in this room. A DC 18 Intelligence (Arcana) check deciphers the translation as an ancient ritual for the spell *true resurrection*.

D4. The Mors Ursi

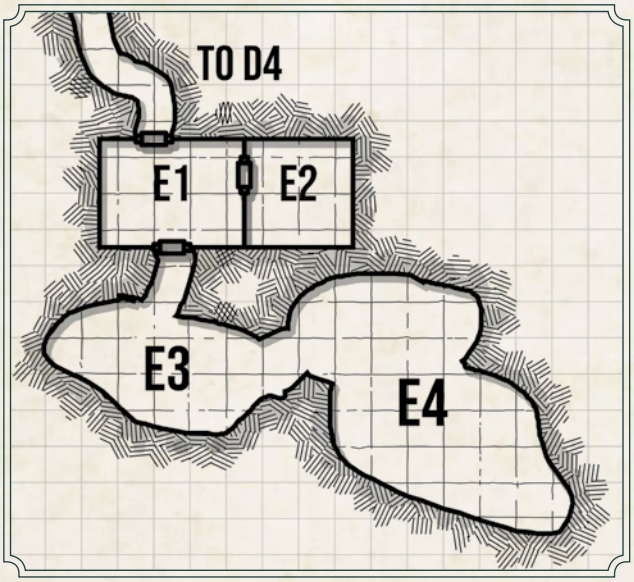
The final challenge of this level pits players against the most terrifying undead in the dungeon, and a beast unique to the Dungeon of Darkness: a sickening amalgamation of all those slain in the dungeon. At the end of the dungeon is a veritable mountain of corpses, so immense that one cannot enter the room without stepping onto the pile. It seems that the undead who operate the tavern have had to dig into the floor of this room to accommodate the mass.

The spirit present in this room, known as **Mors Ursi**, manifests as a stitched-together portion of the bodies. It resembles a large bear with several arms, and carries a massive sword that vaguely resembles a meat cleaver. Most notably, any adventurers that have died during the party's adventure will be a prominent portion of Mors Ursi.

When the Mors Ursi is defeated, instead of vanishing like the undead in the other rooms, its stitches will break as it collapses into a pile of flesh. A door appears bearing the message, "Congratulations on defeating the second and final level! Please pass through to return to the tavern and enjoy your victory with a sizable reward!"

Before the party is able to leave, Selanas quickly enters the room and goes over to the Mors Ursi. If someone speaks to him, he just shakes his head and motions for them to go through the door. If the party goes through the door, they return to the tavern (A4). If they do not go through the door and persist in trying to talk to Selanas, he will become angry and flee down a previously hidden passageway. Following him leads to the secret dungeon level. The secret passage may also be revealed with a DC 20 Intelligence (Investigation) check.

The Secret of Dungeon of Darkness: FINAL Final Level



E1. Observation Room

Even though this room is entered from the caverns above, the wooden walls and decor give the impression that one is back in the tavern. This room has two comfortable chairs, each with a writing desk nearby and plenty of paper, ink, and quills for taking notes, which are neatly piled on the floor next to each chair. Selenus is nowhere in sight, but there are some sketches of an elven man who looks like him, only younger and not as worn. Pictured with the man is a lovely elven woman.

The two chairs face a wall with many magical windows filled with a watery substance. Each window magically displays rooms of the entire dungeon, using magic similar to the spells *arcane eye* and *scrying*. Identifying the functions of the magic pools (Arcana check DC 16) allows a creature to deduce that speaking the word "Zoom" will enlarge the picture, "Pan" allows one to move the eye to show different areas of the room.

There are loud clanking and creaking noises coming from behind a door to the south, which leads to E3. There is a locked door to the east. A DC 14 Dexterity (Thieves' Tools) check opens the eastern door to lead to E2.

E2. Berala and Selanas's Room

This is a surprisingly ordinary bedroom, filled with many lifetimes worth of mementos, letters, and framed sketches of an elven couple that progress from young and carefree to haunted (in the case of the male) and driven by darkness (for the female). The last sketch is of the female seemingly in death. A DC 12 Intelligence (Investigation) check deduces that the room is regularly inhabited by both a man and a woman.

E3. Mors Ursi Maintenance

This room contains a giant table with a lifting mechanism and various implements of magic and science, as well as bodies in various stages of decay. (If any familiar characters died on the level immediately preceding this encounter, portions of them will be there as well.) A thick, black curtain divides this room from a cavern to one side.

If the party enters this room immediately after following Selanas, he will be there using a heavy chain and pulley apparatus to lower the Mors Ursi from the room above. If the party watches silently, he will be so involved in his work he will not notice them. They will see him take various corpses and perform magic unfamiliar to anyone in the party to graft the corpses onto the Mors Ursi. The Mors Ursi stirs, but does not wake. Selanas pats it and murmurs, "Sleep now, brave warrior. Sleep and regain your strength for your next victim."

The Mors Ursi cannot move while Selanas is still working on it. The Mors Ursi is at half-strength and will not fight back if players attack it. In its place, Selanas will fight to defend the Mors Ursi. If Selanas is subdued rather than killed, he will laugh and warn the party not to try his love in the next room.

E4. Undead Laboratory

Pulling black the curtain reveals a more elaborate laboratory than the room previous. There are four tables with various types of undead on them. They are unlike any undead known to the world—very obviously something new and still in development. Fortunately, they are not currently animated. At least, not yet. Some are starting to twitch under the attention of a **lich**: Berala.

Even though her lich features are horrifying to behold, there are still enough of her features that people are able to recognize her from the sketches in the observation room or bedroom. She is furious at being disturbed and calls for Selanas. Upon discovering that he is either dead or defeated, she flies into a rage and attacks the party.

If she is defeated, all undead in the two dungeon experience levels cease to exist (including her experiments) and the tavern will no longer drain hit points or constitution from overnight guests. A search of the room reveals a wealth of gold and jewels, collected in her centuries of providing undead for wars. The total worth of the valuables is 150,000 gold.

The Tavern Guests

The League of Undead Slayers

This is a group that fluctuates between four and ten people who frequently come to Dungeon of Darkness. Despite them all being very experienced players, they have yet to attempt the second level, and instead run the first level repeatedly. Some of them have been coming for years. They compete to see who can have the highest tallies on the board. It looks impressive at a glance, but one can observe that the same names show up for the "easier" undead and the names for the more advanced undead are never members of the League. They spend most of their time calling for more drinks from Bob in the Dead Dining Room (A1).

It was the League who came up with the concept of the Undead Trio. According to the League of Undead Slayers these are:

1. The ones you can't touch: incorporeal undead that cannot be touched by ordinary means (ghosts, will o'the wisps).
2. The ones you can touch: undead with a physical body (skeletons, vampires).
3. The ones you don't WANT to touch: undead whose physical bodies are especially icky (zombies, ghouls).

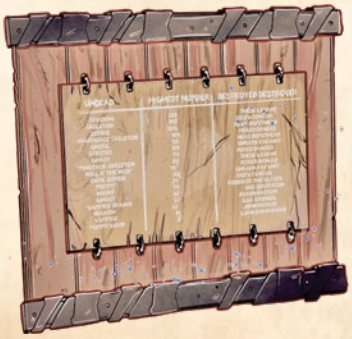
Most of them stay in the tavern for the night (B4, B5), but some prefer to sleep outside. A few of them complain that they "always feel tired" when they sleep under the tavern roof. The league includes but is not limited to (this is an excellent place for GM to slide a necessary NPC into the game):

These Labrint, a human **fighter**. He prides himself on solving mazes and often is found working on a maze book while seated at the bar.

Ricev Concar, a female elf **wizard**. She is an expert on mummies and mummification, but hasn't yet been able to work herself up to tackling the second-level dungeon, even though there are rumors that a mummy lord lurks there.

Neas Dofethead, a dwarf **cleric** who specializes in fighting zombies and ghouls. Tends to be obsessive about cleaning blood off his clothes, muttering about all the red.

Mered Danbro, a redheaded human **barbarian** who really has it in for will-o'-wisps. She keeps a tally of all the wisps she's destroyed by notching her intricately tooled leather belt.



Shrark Fafawy, a half-ogre **druid** who considers it her mission to bring peace to zombies, especially ogre zombies.

The One Who Will Not Leave

This **ghost** has been a part of the tavern almost since its inception. He is found in various spots, but he never speaks unless he is spotted in the final room of the level one dungeon. He was the first casualty in the level two dungeon, and the first to be grafted onto Mors Ursi. Something went awry with the spell used to add his body to the Mors Ursi, and now his soul is tied to the tavern, trying to warn people to quit while they're ahead. He is unidentifiable from his features, but there is something oddly familiar about his armor if people have met Miss Linger. He will never appear in the same room as Miss Linger. He haunts all of the second story of the tavern, and also can be spotted in the Incorporeal Instruction Room (C3) and the Lair of the Vampires room (D1) near the statues and rosebush.

Anv Ghilsen

A human vampire hunter and **gladiator** by trade, Anv only deigns to patronize the Dungeon of Darkness because the only vampire employed there is the cook. To avoid dealing with her, he packs his own food. When he dares the dungeons, he races through all the other undead to get to the vampires. One of the only people to have made it through the second level, and been willing to return, he is a wealth of information, yet he maintains the code of the tavern by not giving away any secrets. A regular visitor, this is his first time bringing his son, who is now old enough to learn the family trade. He is found either lecturing his son over dinner in the Dead Dining Room (A1), quizzing him on vampire lore in the library (A2), or actively instructing him in the Lair of the Vampires room (D1).

Antony Ghisen

A shy boy of about twelve (use the **scout** statistics), he would rather be anywhere but learning how to slay vampires. He keeps stalling whenever his father asks him if he's ready to try the Basic Dungeon Experience. While they camp outside the tavern, Antony spends a lot of time in the library (A2) reading up as much as he can about vampires when his father isn't lecturing him in the Dead Dining Room (A1). He has a wealth of information about all types of undead, not just vampires. If probed, he will say that he wants to be a professor who teaches about the undead, not a slayer of the undead.

Ulmira Mosswalker

A wrinkled halfling woman **(noble)** who does not seem to quite belong in the tavern, Ulmira nonetheless seems very much at home with the people who work there. They all defer to her politely, almost reverently, and put up with the numerous undead critters that she always brings. She never enters the dungeon experiences, but likes talking to those who have returned from there. She spends all her time in the Dead Dining room (A1), watching the visitors. If the Old Lady visits the tavern, she will sit with Ulmira as they discuss their shared fascination with mortality. When this happens, the undead avoid the pair out of what seems like discomfort.

The Dungeon of Darkness MENU

Even though the proprietors of the Dungeon of Darkness lost their taste for food ages ago, many of them maintain a sense of what humanoids would find appetizing. The cook, Alta Von Braun, has created an amazing menu sure to bring those taste buds to life!

Appetizers

Perfectly Pickled Pickles – 1 sp

No one understands pickling like the undead. The pickled foods here range from the traditional things like cucumbers and beets to cauliflower, ginger, and even strawberries! An excellent treat to take on an adventure if when you leave.

Sampler Decay Platter – 1 sp

A variety of fresh mushrooms, obtained from a sister tavern. How fresh? They're still growing where they took root when we bring them to your table, be it a log, a piece of moss, or a human leg! No refunds.

Stinging Nettle Soup with Rice – 2 sp

Don't let the name scare you! They don't sting the undead, so we are able to offer the absolute freshest and most delicious nettles. These nettles have been chopped and cooked with onion and garlic for a delicious, warm soup. A touch of springtime on a winter's day!

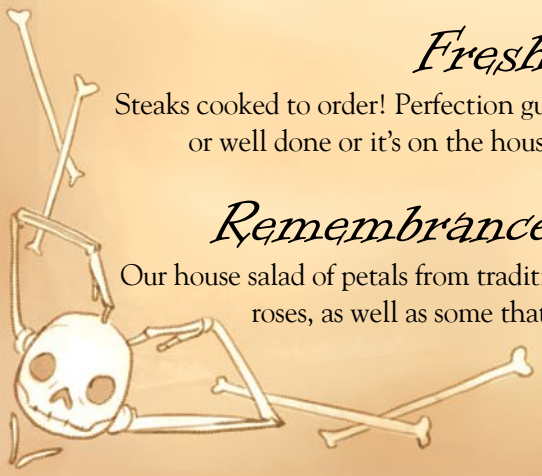
Entrees

Fresh Meat – 3 sp

Steaks cooked to order! Perfection guaranteed for rare, medium rare, medium, medium well, or well done or it's on the house! Served with a side of buttered nettle greens.

Remembrance Flower Salad – 2 sp

Our house salad of petals from traditional graveyard flowers such as marigolds, peonies, and roses, as well as some that grow wild in cemeteries like dandelions.



Graveyard Cedar Plank Grilled Salmon – 3 sp

Fresh salmon grilled on a cedar plank harvested from a local graveyard, glazed with mustard and lemon juice.

Everything Stew – 3 sp

Our delicious stew is kept going constantly with a new supply of ingredients added every day. Don't ask us what's in it, we'll never tell we've long forgotten, but it's simply to die for! Served in a fresh-baked bread bowl.

Cocktails

The Bloody Mary – 2 sp

An oldie but a goodie. Traditionally made with tomato juice, this is available with real blood upon request! Why yes, it was ethically sourced.

Zombie Zinfandel Spritzer – 2 sp

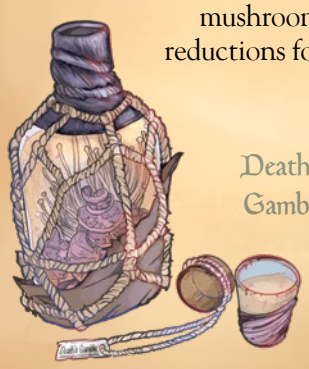
A surprisingly light, sparkling drink flavored with berries picked from the local graveyard. But don't drink too much, or you'll feel like a zombie the next day!

The Pickler – 2 sp

Using vast supplies of pickles, this unique drink blends pickled strawberries, cherries, and blueberries with the finest dwarven malt grain spirits.

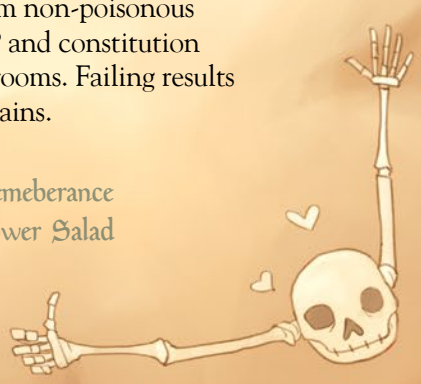
Death's Gamble – 1 sp

An old proverb says, "All mushrooms are edible, but some mushrooms are edible only once." Test your constitution with this assortment of mushroom liquors! Each player must make a DC 12 Constitution saving throw for each drink they order. Passing means the drink was made from non-poisonous mushrooms, and the drinker will not suffer the usual HP and constitution reductions for that night if they sleep in the tavern's guest rooms. Failing results in 1d4 poison damage and slight stomach pains.



Death's Gamble

Remeberance Flower Salad



The Quest Board

The quest board here is a neatly lettered wooden sign, more permanent-looking than quest boards in most of the other taverns. Its primary purpose is to advertise the two dungeon experiences. A short pamphlet posted here explains the basic details of the dungeon:

***The Basic Dungeon Experience (BDE)**: This is the main attraction here at the Dungeon of Darkness! Here you can sharpen your undead slaying skills in a mostly risk-free environment. This may be played repeatedly—there are no limits as long as you can afford it! Please see Miss Linger for more details.*

***The Advanced Dungeon Experience (ADE)**: Ready for more of a challenge? Our Advanced Dungeon is for you! Disclaimer: Those consenting to undertake the ADE acknowledge that it involves a substantial risk of injury or death.*

Notice re: Healing Services: None are offered at the Dungeon of Darkness. We are undead and know nothing of treating the living. Please consider the healing capabilities of your party when deciding on your Dungeon Experience.

Ghostly Love

There is a torn scrap of paper tacked to the quest board. It is very faded and yellowed with age, but reads, "To my dearest, we are always near but never together. I wish I could bring you just one more rose."

If players find a rose in the Advanced Dungeon Level, and give this and the paper to Miss Linger, her normally stoic demeanor will crack and she will begin crying. She will say that she has little to offer the living, but she can offer some protection from the dark forces of the Tavern. After this, the players who aided this quest will not lose any hit points or constitution as a consequence of staying the night in the tavern.

Best Friends Forever

Undead Pets Need Homes! Please see Ulmira

Ulmira sits in the Dead Dining Room, sipping tea. When approached about undead pets, she begins pulling various tiny undead companions such as **dentacles** and **dreparous** out of various pockets and pouches. They run amok through the dining room, and while Miss Linger may seem annoyed, she does not say anything to Ulmira but merely asks if she is enjoying her stay at the tavern. Players have a chance to take them on as companions if they wish (see *Stibbles' Codex of Companions*).

Tavern History

Centuries ago, the fields around the Dungeon of Darkness were lush and more fertile than any for leagues around. Such riches, of course, could not exist long without conflict. Within a few decades, the land was destroyed by constant warring, and yet the fighting continued long after anyone knew even why this piece of land had become so coveted. Kings and lesser lords continued to squabble over it until, finally, it passed out of notice. Some whisper that it was almost unnatural the way the land itself was forgotten. One tale tells of an old halfling woman who walked through the fields during a battle, bringing decay with her. Not long after her appearance, the fighting stopped, and the fallen were left to rot in peace. In time, the tavern was created here, ostensibly founded by undead who did not seek to destroy humans and instead wanted to "make a living and a killing" running an inn that offered fun and games.

However, the true motives behind the unseen proprietor of the tavern are much more sinister. After the final, most vicious battle over the land left it abandoned, the dark elven wizard Berala Evenfall saw an opportunity. Here were centuries of bodies just waiting to be resurrected. What began as an experiment in necromancy soon became a thriving business. Berala became the go-to black market undead dealer. However, as time went on, customer complaints became more frequent. The older the undead, the less familiar they were with modern battle strategies, techniques, and weaponry. Berala needed a chance to study modern fighting, carefully and steadily.

The Dungeon of Darkness was her brilliant idea to study how humanoids deal death, and deal with death. She wanted to be able to "fight smarter, not harder," and rather than throwing massive amounts of undead at the living, spend her necromancing energies wisely and raise the undead in the best manner to meet customer demands. The dungeons are her observation station and experimental lab. She observes every fight and takes copious notes.

Berala made a point to employ various types of undead for the tavern to see how various species and classes reacted to them. Bob, Alta, and Miss Linger represent various types of undead: the reanimated corpses (skeletons, zombies), the transformed corpses (vampires), and the incorporeals (ghosts, will-o'-wisps). They are aware of what Berala does to some extent, but not enough to really aid or hinder her efforts.

Over time, Berala's proximity to death damaged her health and spirit. In order to continue her work, she became a lich for the sake of her business and studies. Her newest lover, Selanas, continues to aid with basic necromancy while she observes the fighting in the dungeon and adds to her notes. Those who stay in the tavern overnight provide her with some life force to maintain her existence as a lich.

Mors Ursi

Huge undead, neutral evil

Armor Class: 18 (natural armor)
Hit Points: 200 (16d12+120)
Speed: 40 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	23 (+6)	4 (-3)	10 (+0)	6 (-2)

Saving Throws: Str+13, Dex +6, Con +11, Wis +6
Damage Resistances: poison, necrotic
Damage Immunities: poison, necrotic
Condition Immunities: charmed, exhaustion, frightened, paralyzed, poisoned
Senses: darkvision 60 ft., passive Perception 10
Languages: --
Challenge: 17 (18,000 xp)

Legendary Resistance (3/Day). If Mors Ursi fails a saving throw, it can choose to succeed instead.

Magic Resistance. Mors Ursi has advantage on saving throws against spells and other magical effects.

Frightful Presence. Each creature of Mors Ursi's choice that is within 120 feet of Mors Ursi and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Mors Ursi's Frightful Presence for the next 24 hours.

Stench. Any creature that starts its turn within 5 feet of Mors Ursi must succeed on a DC 16 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Mors Ursi's Stench for 24 hours.

Take From the Pile. Mors Ursi can mend recent wounds by magically grafting corpses to itself. Unless Mors Ursi drops to 0 hit points, it regains 10 hit points at the start of its turn. It dies only if it takes more than 10 damage from a single attack that brings it to 0 hit points.

Actions

Multiattack. Mors Ursi makes three attacks: one with its bite and two with its claws.

Absorb Metal. Mors Ursi makes three absorptive cleaver attacks.

Absorptive Cleaver. *Melee Weapon attack.* +13 to hit, reach 10 ft., one target. *Hit* 16 (2d8 + 7) slashing damage. In addition to a targeted creature, Mors Ursi targets a nonmagical piece of metal that is being held or worn. On a hit, the armor or weapon suffers a permanent -1 penalty. An object that suffers this penalty 3 times is destroyed, entirely consumed by the growing blade.

Lair Actions

On initiative count 20 (losing initiative ties), Mors Ursi's lair takes a lair action to cause one of the following magical effects:

- 2 **zombies** rise from the pile of bodies
- 2 **skeletons** rise from the pile of bodies
- A pulse of necrotic energy fills the room, forcing every living creature inside to succeed on a DC 18 Constitution saving throw or take 4 (1d8) necrotic damage
- Arms and legs shoot out of the pile, grasping at the living. Creatures within 5 feet of the ground must succeed on a DC 16 Dexterity saving throw or fall prone and grappled (escape DC 10)

Teapot Temple

The Teapot Temple lies at the edge of a natural garden that was once an ancient shrine commemorating people and events long-forgotten by most. A dragonborn proprietor recently transformed this location into a lucrative commercial venture, offering a relaxing retreat in a picturesque location. These mercantile activities disturbed an ancient slumbering dragon spirit, who now seeks to undermine the tavern's success. The rising conflict between the dragon spirit and the new owner eventually becomes a physical manifestation of anger threatening the gardens and regions beyond.

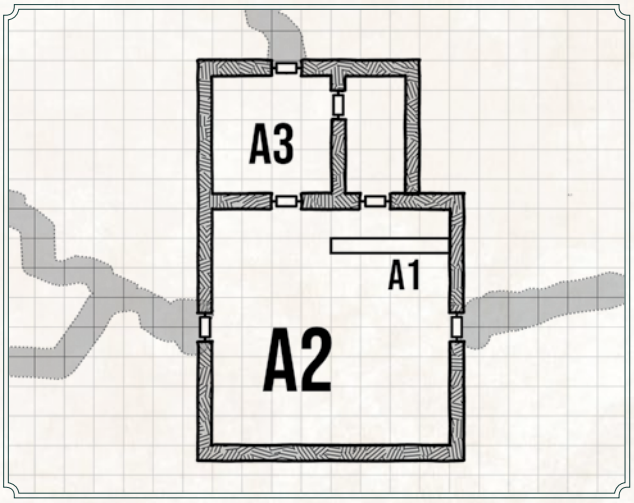
The Teapot Temple presents a place of serenity tainted by gaudy commercialization. Player characters of any level can visit this tavern, but it is designed for levels 1-5, and optimized for 3rd level characters. This tavern works well near a busy urban setting providing a calming getaway from busy city life.

Areas of the Tavern

The Teapot Temple consists of buildings scattered around lavish, well-maintained gardens. A network of cobblestone paths wander through the estate, connecting each of the buildings. At night, magical lanterns hover beside the paths, illuminating them with a soothing glow.

The buildings are constructed with pagoda-like designs and are elevated a few feet above the ground on short piers. Thick wooden beams support soaring peaked roofs. Buildings generally have tatami mat flooring throughout. Golden dragon figurines are also a regular sight throughout the complex.

Main Building



Visitors to the Teapot Temple arrive from the main road via a cobblestone path. The building sits beside lush, well-manicured gardens. Patrons are greeted by a soaring peaked roof above this single-story pagoda-style structure. Its sturdy wooden beams are painted in bright colors, giving it a welcoming appearance. An array of golden dragon figurines flanks the entry path, and a painted sign reading "Teapot Temple" greets visitors as they enter.

A1. Temple Bar

The temple's bar takes up the front portion of the main building. Magically hovering gilded lanterns illuminate scattered stools and tables. Behind the main bar, above shelves full of vibrantly painted ceramic dragon-headed cups and teapots, is a large sign announcing "2 for 1 Teapot Temple Souvenirs."

During most hours, Saba Irongut works the bar. He is an industrious-looking dwarf commoner who keeps busy cleaning and arranging his station when not serving customers. Though not very talkative, he can be a wealth of information about anyone on the tavern's property.

Saba is assisted by at least one of the Joy, Hope, and Song sisters (human commoners). They are identical triplets who are servers here and in the adjoining banquet hall (A2). Saba cannot tell the sisters apart and will call out "JoyHopeSong" when trying to get any of their attention.

During the day, a few patrons can be found enjoying a drink. In the evenings, the bar is bustling as patrons gather to listen to Shami (human commoner) entertain them with music, singing, and playing her lute, lyre, or flute. She is sometimes joined by the ogre Taski, who plays the drum on particularly energetic numbers—usually a big hit with the crowd.

A2. Banquet Hall

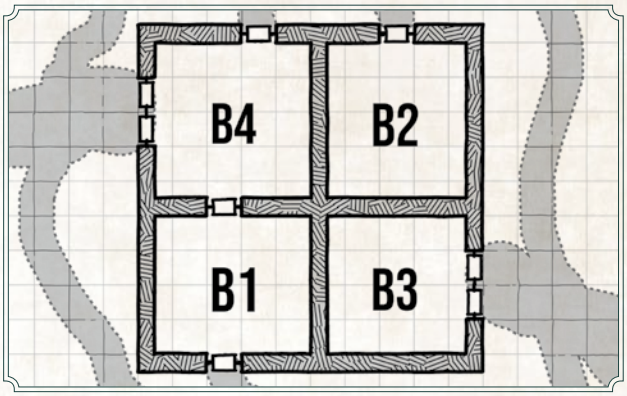
Adjoining the bar area is the banquet hall eating area. Meals are served here throughout the day, and in the evenings the bar's crowd can spill into this area as well. Joy, Hope, and Song serve customers, regularly shuttling between the bar (A1) and the kitchen (A3).

A3. Kitchen

This kitchen is used to prepare meals served in the adjoining banquet hall (A2). The room's center is dominated by a large table and is mainly used for food preparation, while a wood stove stands nearby. Shelves line the walls and are stocked with all manner of cooking utensils, pots, pans, herbs, and spices. The adjoining pantry provides food storage.

Meecaw is a large, boisterous halfling (commoner) who is the tavern's chef. She can be found here throughout the day. She does her job well and does not suffer fools gladly.

B. Maintenance Building



Teapot Temple employees use this barn-like structure for various supporting tasks.

B1. Takukane's Office

This messy office is usually empty, as Takakune despises doing the administrative tasks needed to run the business. It is simply furnished with a desk, two chairs, and a flowering plant that died because Tak failed to water it. Piles of apparently unorganized paper cover most surfaces, though Takukane insists he has "a system" for storing these documents.

Characters spending 10 minutes searching the paperwork and succeeding on a DC 13 Intelligence (Investigation) check can determine that Takakune has invested large sums of gold into the property, but the Teapot Temple is barely breaking even.

Treasure. Beside the desk is a locked chest that can be opened using a key that Takukane carries with him, picked with a DC 12 Dexterity (Thieves' Tools) check, or forced open with a DC 10 Strength (Athletics) check. The chest contains the deed to the property, two potions of healing, and a sack of coins holding 120 gp, 250 sp, and 500 cp.

Any noise in this room attracts the attention of either Niwash (B3) or Shuman (B4).

B2. Laundry

This room has many tubs used to launder items for the Teapot Temple. Arau (human commoner) can be found here on workdays doing laundry. He does not like what Takukane has done to convert the shrine to its current commercialized state. He knows the original shrine was once held in high regard, and that some families still make pilgrimages to the site to pay respects to the spirits the shrine once venerated. He suspects that Bijit is such a pilgrim.

The Tavern Operators

Takukane "Tak" Goldenscale

Takukane (dragonborn veteran) is the ambitious owner of the Teapot Temple. He arrived less than a year ago, transforming this forgotten shrine into a highly commercialized getaway. "Tak" is eager to grow the tavern into a financial success—he has invested significant sums in the venture but has not yet turned a profit. He has little care to follow tradition or to take care of this once-sacred space. Instead, Takukane caters to his guests' mercurial whims to please visitors and earn coin at every opportunity.

Tak spends most of his time focusing on customers in the main building (A) or assisting Jasmine in the tea house (C). In the evenings, he collapses exhausted into a restless sleep in his private cottage (D3).

Nightmares. Since shortly after opening the tavern, Takukane has been plagued by nightmares of a dragon chasing him. The dreams continue to this day, leaving the dragonborn owner exhausted. He has kept his nightmares secret, and others attribute his weariness to working too hard.

Tak mistakenly believes an unknown guest cursed him for unsatisfactory service. He has convinced himself that the only way to be free of this curse is to provide exemplary service to the disgruntled individual. To entice the mysterious guest to return, Tak focuses on transforming the Teapot Temple into a hot spot that everyone yearns to visit. He has taken a cue from his nightmares that the tavern needs even more dragon memorabilia, and continues to replace old art with dragon-themed kitsch.

The Truth. Tak is not cursed as he thinks. Every evening he is accosted by Namidaryu's spirit, who haunts his dreams. The dragon spirit will continue to disrupt Tak's sleep until changes are made to how the tavern is run or the dragon spirit is put to rest.

Personality. Takukane is overly friendly, ingratiating himself to every customer. He tries to accommodate even the most outlandish requests to humorously garish effect. Takukane does his best to hide his exhaustion and concerns regarding his curse.

Relations to the Spirits. Tak will grow desperate as the dragon spirit's activities increasingly affect his business. He will plead with player characters to help deal with the problem—he will do anything to save his business.

Saba Irongut

Saba is an industrious dwarf commoner with a kind face who works the Teapot Temple's bar during most hours of the day. He is friendly and approachable, though not very talkative. He'll rarely provide a two-word response if one word will do.

What He Knows Saba knows all the Teapot Temple employees and briefly speaks with every guest when they arrive. He can be a wealth of information if characters can navigate his brief responses. He is becoming concerned with Takukane's growing weariness, suspecting it may be caused by more than just overwork.

Relations to the Spirits. Saba understands the Teapot Temple is on the grounds of a once sacred shrine, but he is not concerned that Takukane's upgrades are a problem. He believes the tavern is a great idea and expects it to grow into a successful establishment very soon. He is loyal to Takakune and will follow the owner's lead.

Warai

Warai is a tanuki (see Stibbles' Codex of Companions), appearing as a two-foot-tall racoon-dog humanoid. Warai is supposed to help the brewmaster in the distillery (B4) but spends much of his time carousing at the bar or wandering the gardens with a cask of wine on his back. After the bar closes, Warai spends his evenings drinking wine in the cottage he shares with his ogre friend Taski (D2).

What He Knows. Warai knows that Namidaryu and Aibo's spirits haunt the property and they are offended by Takakune's recent changes. Warai has not told Takukane because he thinks the ambitious merchant must learn for himself. Warai does not know what will appease the spirits' anger but will happily offer humorous if ineffective suggestions, such as sitting cross-legged in the pool while chanting "o-wa-ta-gu-sai-yam."

If pressed, he will suggest some of the owner's changes should be undone while making offerings to the spirits, and recommend the characters speak with Jasmine.

Relations to the Spirits. Warai does not know Namidaryu and Aibo's full story, only that they were a dragon and a human who lived long ago and were deeply in love. Warai will become alarmed if the spirit of anger manifests from the pool to threaten the tavern. GMs are encouraged to use Warai as a tool to guide characters who are unsure of what to do next.

Niwash the Gardiner

Niwash is the dedicated dwarven gardener who keeps the property in its pristine state. He is dedicated to his job and dislikes Takukane's recent changes. Niwash is never without his enchanted shovel (effectively a +1 glaive), and he can readily defend himself with it. Niwash uses berserker stats with the following action replacing the greataxe attack:

Enchanted Shovel. Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 9 (1d10+4) slashing damage.

A Gift for Heroes. If the characters perform great deeds to protect the gardens, Niwash may grant them his enchanted shovel as thanks. He will not do so if he is aware they disrespected the spirits or the ancient shrine's sanctity.

What He Knows. Niwash believes the spirits who were once revered here still haunt the property and are likely unhappy with Takukane's changes. Niwash knows of a legend that says the waterfall is made from the tears of an ancient dragon who died of heartbreak and whose bones are the rocks over which the water flows. Hearing the song of his love will assuage the dragon's sadness for a time. This tale alludes to a way to open Namidaryu's hidden tomb beneath the waterfall (F3).

Relations to the Spirits. Niwash respects the sacred spirits of the gardens and does his best to honor them. Niwash is an effective combatant who can aid the characters if a situation turns dire (see Angry Spirit Events).

Taski the Ogre

Despite being an **ogre**, Taski is one of the most liked members of the Teapot Temple. He is a general laborer helping all aspects of the operations, particularly when muscle is needed. The ogre is soft-spoken, with a surprisingly high voice. He is good friends with Warai and shares a comfortable cottage (D2) with the tanuki.

During the day, Taski can be seen carrying supplies throughout the grounds. His evenings are spent in the tavern drinking with Warai and occasionally playing the drums to accompany Shami.

Taski is generally non-violent. If combat breaks out, he will defend nearby patrons by positioning himself between them and the threat and using the Dodge action on his turns, hoping to allow others to escape. He will attack only if someone appears in grave danger.

What He Knows Taski claims to have seen the ghostly forms of both Namidaryu and Aibo.

Relations to the Spirits. Namidaryu frightens Taski, as the dragon spirit always looks angry. In contrast, Taski says Aibo seems sad most of the time, though he thinks he saw her smile sitting in the rafters listening to Shami play her lute.

Shuman Brightspire

The Teapot Temple has its own brewmaster, Shuman Brightspire (half-elf guard). He works studiously in the brewery, where he creates various rice-based alcoholic drinks including beer, wine, and shuchu sold at the bar.

Warai is supposed to help Shuman, but to avoid work the tanuki shared fey secrets with Shuman that greatly enhanced the quality of what he makes. As a result, Shuman doesn't mind that Warai is rarely there to help him.

What He Knows. Shuman has limited knowledge of the spirits in the garden. He's heard rumors and can suggest the characters speak with other employees such as Warai, Niwash, or Jasmine to learn more.

Relations to the Spirits. Namidaryu greatly enjoyed drinking shochu when he was alive and in human form. Some of Shuman's brews can be used to help calm the spirits (see the event A Toast to the Spirits).

Jasmine Birchwright

Jasmine (forest elf **commoner)** is the very reserved hostess who guides patrons through the tea ceremony. Until recently, she strictly adhered to local customs when performing the tea ceremony. However, Takukane, the tavern's owner, demanded the ceremony be modified to include references to the tavern's dragon theme, including promoting products and services. Jasmine was furious and considered quitting, but her elderly parents recently passed away and unexpectedly left her with a large debt to a powerful crime family. As such, she choked down her anger and grudgingly implemented the owner's changes.

Jasmine shares a comfortable cottage (D2) with Shami. The two have developed a close relationship, spending most of their non-working time together.

What She Knows Jasmine is worried the changes to her tea ceremony may offend the spirits she believes still haunt the grounds.

Relations to the Spirits. Jasmine is extremely respectful of the spirits and knows many ways they can be placated (see Calming Events). She also knows the proper rites to put a spirit to rest.

Despite this, Jasmine will not freely express this knowledge, believing Takukane deserves punishment from the spirits for his actions. She will get involved if asked respectfully or if the situation looks dire.

Joy, Hope, and Song

These identical triplets (human **commoners**) share a basic cottage (D1). They are amiable servers in the tavern (A1) and banquet hall (A2). Few on the property can tell the sisters apart, with many referring to them using a single word: "JoyHopeSong."

In their off-hours, the sisters enjoy weaving a large tapestry. Their tapestry is nearing completion, illustrating a golden dragon and a beautiful maiden dancing together.

What They Know. The three sisters regularly leave offerings of fresh flowers at Aibo's shrine (F2). They feel drawn to this tranquil place but do not know who the shrine belongs to.

Relationship to the Spirits. Aibo has secretly inspired the triplets to craft the tapestry illustrating herself and her love Namidaryu. This tapestry can be used to help calm the spirits (see the Tranquil Tapestry event).

Shami

Shami is an attractive androgynous human (noble) and celebrated musician of the tavern. They are in a relationship with Jasmine, sharing a comfortable cottage (D2).

On most nights, Shami is in the tavern singing or playing one of their instruments—they are equally talented playing the lyre, flute, and lute. Shami enjoys harmonizing with other musicians and loves having Taski join them on stage with his drum.

What They Know. Shami is aware that spirits haunt the grounds and has seen an apparition of a beautiful woman floating near the ceiling during their performances. Shami isn't aware that this was the spirit of Aibo, but believes it liked their music.

Relationship to the Spirits. Shami caught sight of Aibo smiling when they played an old song. Aibo used to play the same song for Namidaryu when they were alive. Playing this music beside Namidaryu's resting place is one way to open the passage to the cavern containing his remains (F3).

Meecaw

Meecaw (halfling commoner) runs the kitchen. She is a boisterous whirlwind of a personality who doesn't suffer fools gladly. She readily speaks her mind, keeping anyone who sets foot into her kitchen on their toes.

Meecaw has little time for chit chat and tries not to think about the ancient spirits she knows still haunt the property. She believes they had their time in the mortal world, and it is about time they moved on and left this place to the living.

What She Knows. Meecaw suspects the spirits are the cause of Takukane's exhaustion and blames them for everything else that goes wrong in the Tavern, too. Meecaw believes Jasmine is foolish for spending so much time worrying about what spirits think.

Relationship to the Spirits. Meecaw would rather not hear anything about the spirits and has no desire to pay them reverence unless it means they'll leave and never bother the living again. When things become dire (see Angry Spirit Events), Meecaw will leave the property, further escalating Takukane's need to deal with the situation.

Arau

Arau (human **commoner)** arrives at the laundry (B2) each day, working diligently until the late afternoon. Before working, he pays reverence to the spirits on the property by bowing before the old shrine (F2).

What He Knows. Arau is aware that old families in the region still occasionally pay their respects at the ancient shrine. He believes that one such individual (Bijit) is currently a guest, having seen them in silent contemplation before the shrine.

Relationship to the Spirits. Arau holds the spirits in great reverence. If the spirits become angry (see Angry Spirit Events), Arau will refuse to come to the tavern property, further escalating Takukane's need to deal with the situation.

B3. Garden Shed

In addition to storing garden tools and supplies, Niwash the gardener (dwarven berserker) uses this space as his home. He sleeps on a small cot in the corner of the room.

Niwash believes the spirits who were once venerated in the shrine still haunt the property and would be unhappy with Takukane's changes.

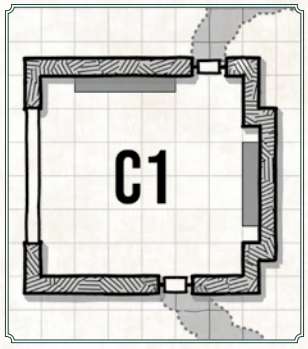
Spirit Lore. Niwash knows of a legend that the waterfall is tears of regret falling over the bones of an ancient dragon who died of heartbreak. In the tale, only hearing the song of his love will assuage his sadness. This tale alludes to a way to open Namidaryu's hidden tomb beneath the waterfall (F3).

B4. Distillery

This room is filled with large barrels, casks, and other brewing supplies. A bench, a pair of wooden stools, and a simple futon bed are here as well. Sacks of rice are piled high in one corner. The tavern's brewer, Shuman Brightspire (half-elf guard), works here for much of the day and sleeps on the futon at night.

Calming Event. The Namidaryu loved to drink shochu when he was alive and in mortal form. A small tankard of this drink can help put his spirit at ease (see the event A Toast to the Spirits.).

C. The Tea House



The tea house structure is a short distance from the main building (A). This structure consists of a single room with a large window providing a picturesque view of the water gardens (F).

Embedded in the floor near the center of the room is a heating plate used to prepare the tea. A pair of sideboard tables are positioned against opposing walls. One sideboard holds the items used during the tea ceremony as well as various books describing tea ceremonies and other rituals to honor the spirits. The second sideboard sits in a recessed alcove and is covered with cheap dragon-themed souvenirs.

An ink-brush painting of a fat, smiling dragon hangs above the souvenir table in the alcove. This painting replaced a much older one depicting a young maiden playing an instrument, which now hangs in Jasmine's cottage.

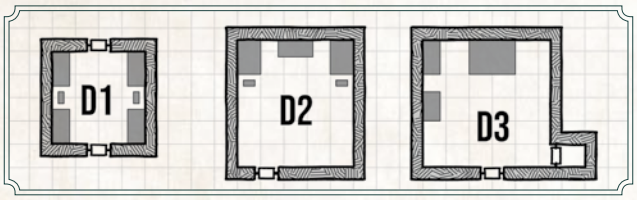
Jasmine Birchwright (female human commoner) is the tea hostess who leads tea ceremonies here. Until recently she had carefully performed these ceremonies according to the time-honored traditions of the local area. However Takakune, the tavern's owner, wanted the ceremony to emphasize the tavern's dragon-theme and insisted on many changes, including reading promotions of special offers available at the Temple Bar.

Jasmine considered quitting but is deeply in debt and needs the salary the job provides, so she grudgingly implemented Takakune's demands. The owner occasionally drops in to ensure she is still following his directions.

Spirit Lore. The books in this room describe the correct way to perform tea ceremonies in this region. Additionally, they describe various ways to appease spirits (see Calming Events) and how to perform a traditional burial that can be used on Namidaryu's remains (F3).

Angry Spirit Event. This building was one of Aibo's favorite places when she was alive. She would often spend hours playing her lute here while gazing out the window at the contemplation pool. Both Aibo and Namidaryu's spirits are upset with the changes Takakune has made here, and they make their displeasure known in theTea Time Terror event.

Guest Cottages



Guests of the Teapot Temple may stay in one of many small pagoda-style cottages scattered throughout the gardens. The complex offers three types of cottage: basic, comfortable, and luxury. Temple staff can provide fresh sheets and clean the cabins but will otherwise leave guests undisturbed.

Employee Cottages. Some employees also live on the property. Their cabins are detailed further below.

D1. Basic Cottage

This building is perfect for small groups looking for an affordable place to rest. The simple structure has four futon beds, a pair of large, lockable chests, and a central wood stove. Beneath each bed is a chamber pot, though guests can also visit the nearby washing house (E) if more privacy is desired. Renting this type of cottage costs 1 gp per night.

D2. Comfortable Cottage

A step up in comfort from the basic cottage, these buildings provide a pair of futon beds and a cozy sitting area facing a stone fireplace. Chamber pots are provided, though visitors are encouraged to use the nearby washing house as well. Renting this type of cottage costs 2 gp per night.

D3. Luxury Cottage

The most elegant cottage offered by the Teapot Temple, these buildings offer large futon beds, a wardrobe, a locking chest, a small desk, and a relaxing sitting area beside a stone fireplace. These cottages boast a small private toilet and washing room magically supplied with hot and cold water. Luxury cottages cost 4 gp per night.

Staff Cottage – Takukane

The owner of the Teapot Temple lives in one of the luxury cottages. Takukane is rarely here, as he is usually busy ensuring guests of the Teapot Temple are kept happy. In his off-hours, he has a book of poetry he's tried to read but he rarely gets far, falling into a troubled sleep after just a few stanzas.

Restless Sleep. Takukane does not sleep well. During the night, he is beset by dreams of a shadowy dragon chasing him through the inn. He wakes tired and persistently has one level of exhaustion. The dragonborn innkeeper wrongly believes a disgruntled guest cursed him for poor service, but he has no idea who it might have been. He is convinced that only the offended guest can lift his curse if they visit again and he provides them with exemplary service. This belief has driven Takukane to transform the quaint Teahouse Tavern into a glitzy over-commercialized production in hopes of attracting the fictional guest again.

Calming Event. The book of poetry is titled Forever One and describes a maiden and her dragon lover. Takukane found the book in storage when he refurbished the shrine. He is unaware that the verses are a fanciful retelling of Namidaryu and Aibo's life. This book is one way that the restless spirits can be put at ease (see the Sweet Words event).

Staff Cottage: Joy, Hope, and Song

The human triplet servers share a basic cottage. They have few possessions of value beyond a special family loom.

Calming Event. The sisters have set up their loom atop the spare bed and are weaving a dramatic tapestry illustrating a beautiful maiden dancing with a golden dragon. If completed, this tapestry is one way that the restless spirits can be put at ease (see theTranquil Tapestry event).

Staff Cottage: Shami and Jasmine

The tavern's resident musician Shami and their friend Jasmine the tea hostess share a comfortable cottage.

Ancient Painting. Hanging in their cottage is an ink painting of a maiden playing the lute while sitting beside a pool. Characters who have toured the gardens will recognize the scene depicts the water pool (F1) on the property. The image used to hang in the tea room, but was removed by Takukane because it didn't echo the dragon motif he was trying to use throughout the complex. Jasmine disapproved of the owner's decision and has reverently kept the painting in this cottage.

Calming Event. The illustration was painted by Namidaryu, recalling the first day he met his Aibo when she played music beside the pond. This painting is one way that the restless spirits can be put at ease (see the event A Pleasing Sight).

Staff Cottage – Taski and Warai

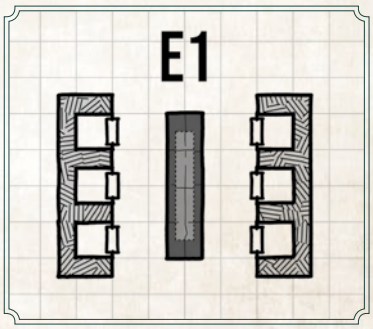
Warai, the tanuki trickster, has developed a strong friendship with Taski the ogre, and they share a comfortable cottage. Warai stores extra barrels of his fermented wine here for the two of them to enjoy late in the evenings after the tavern closes.

Spirit Lore. Warai knows Namidaryu, the dragon spirit, still haunts the property and is upset with the changes made by Takukane. He hasn't told the owner because Warai believes Takukane needs to figure it out for himself. Warai does not realize that Namidaryu's growing anger may have terrible consequences, and the tanuki will look to the player characters to help set things right once things begin to look dire (see Angry Spirit Events).

E1. Washing House

The grounds of the Teapot Temple include two of these structures located near the guest cabins. Each of these high-peaked buildings contains a central washing fountain with hot and cold water taps. A row of three single-person lavatories flanks either side of the water fountain.

Angry Spirit Event. As the spirits on the grounds become increasingly angry with Takukane's actions, a burst of enraged spirits may erupt from the fountain, threatening the grounds (see the event Icy Spirits).



Water Gardens

A gentle stream snakes through the gardens, trickling over a stony ridge and creating a majestic waterfall that feeds a small, tranquil pool. The stream continues beyond the pool, winding through the gardens before eventually leaving the property. A newly installed gold dragon statue magically pours water into the pond from its mouth and eyes. A short distance from the pool, largely concealed by signs announcing "2 for 1" specials, stands a badly weathered stone statue. Its form suggests it once depicted a kneeling human form, though any details indicating who this might have been have long since worn away.

F1. Contemplation Pool

For generations, this pool has been used by local residents to perform cleansing ceremonies. Within 5 feet of the pool's edge, the water is approximately 2 feet deep. Beyond this, the bottom slopes down to a depth of 15 feet at its center. The clear water is refreshing, and brightly colored fish flash beneath the surface. A new, brilliantly painted dragon statue sits beside the pool, with water pouring into the pool from its eyes and mouth.

Angry Spirit Event. Takukane's "Happy Dragon Gardens" opening ceremony nearby in the old shrine (F2) will anger the spirits, causing the new dragon statue to animate and attack the crowd (see the Grand Dedication event).

Takukane "Tak" Goldenscale

Angry Spirit Event. In recent weeks, Namidaryu's anger with Takukane's disrespectful changes has begun to manifest as a physical presence in the deepest part of the pool, seen as a shadowy patch of water. Should the spirit's anger continue to grow, this manifestation will erupt from the pool to threaten everyone within the Teapot Temple (see the Erupting Anger event).

F2. Old Shrine

The rough stone statue near the pond was once a beautiful representation of Aibo erected shortly after her death. Residents have long come to this place to honor their ancestors by leaving offerings such as flowers or sweets at the statue's base.

Angry Spirit Event. Takukane does not appreciate the worn appearance of the statue. In his efforts to upgrade the grounds, Tak has added a new dragon water fountain and plans to rename the area "Happy Dragon Gardens" during a grand opening ceremony. This will be very displeasing to the spirits, who angrily animate the newly erected statue (see the Grand Dedication event).

F3. Namidaryu's Resting Place

Namidaryu's remains are hidden in a small cave behind the waterfall, hidden from view behind a wall of stone blocks. Characters inspecting the stone notice a faint image of a lute and a scroll carved into the stone.

Musical Opening. Playing music within 5 feet of the wall causes it to ripple in sync with the tune. If anyone performs a song or reads poetry celebrating Aibo and succeeds on DC 15 Charisma (Performance) check, the stone wall will disappear, revealing the cave behind. No check is needed to make the wall disappear if someone plays the same tune that Shami played when she saw Aibo's apparition smile.

Forceful Opening. Attempting to harm the stone wall in any way transforms the stone into an earth elemental, revealing the hidden cave. The elemental attacks any creature within 60 feet of the cave until no creatures remain or the elemental is destroyed. If no creatures remain within 60 feet of the cave, the elemental returns to its original position and reverts to the stone wall.

The Cavern. This roughly 10-foot square cave is just large enough to hold the skeletal remains of Namidaryu. A successful DC 13 Intelligence (Religion) check reveals that the dragon did not receive a traditional burial ceremony, which likely prevented the dragon's spirit from achieving peace after its death.

Disturbing the Remains. If Namidaryu's remains are disturbed, they animate and attack. Use a minotaur skeleton stat block, with a bite attack taking the place of its greataxe attack. The skeleton continues to attack until destroyed. Once disturbed, the remains will reform and again animate at dusk each night until Namidaryu receives a traditional burial ceremony. A book in the tea house (C) includes instructions for completing such a ceremony, requiring a successful DC 15 Charisma (Performance) check to be effective. If Jasmine performs the ceremony, no check is needed, as her execution is always flawless.

The Tavern Spirits

The sacred gardens surrounding the Teapot Temple are filled with spirits, but most are rarely seen. Two important spirits have a significant impact on characters staying in the tavern.

Namidaryu

Namidaryu is the awakened spirit of an adult gold dragon, cursed to haunt the grounds of the ancient shrine. Recently, the Teapot Temple's new owner's actions have greatly offended Namidaryu, and he has begun tormenting the dragonborn owner in his sleep. Namidaryu is particularly angry about the failure to honor his love, Aibo. Actions that honor him and not his love do little to reduce his anger.

To permanently put the dragon spirit to rest, his remains must receive a proper burial in accordance with the tradition in this region. Jasmine is aware of this ritual, and it is also described in books stored in the tea house (C). Until this happens, Takukane and the Teapot Temple will always be the target of the dragon spirit's anger.

Manifestation. Namidaryu rarely manifests and is unable to communicate with the living. He has two forms depending on his mood: that of a weak, translucent gold dragon, or an enraged cloud of pulsing energy. (use the gold dragon wyrmling statistics, except its size is huge, and it is immune to cold and necrotic damage). If Namidaryu's form is killed, he will reform the following evening at sunset, more enraged than before. Only completing a traditional funeral ceremony for his remains (F3) will finally grant the spirit its final rest.

Aibo

Aibo is the spirit of Namidaryu's human love. She received a traditional burial, and the worn stone shrine (F2) was initially dedicated to her memory. Unfortunately, the restless spirit of her love has forced her to manifest on the Teapot Temple grounds. She cannot rest until Namidaryu's spirit is also put to rest.

Manifestation. Aibo is a ghost who has only been seen by a few. Her ghostly form is described as a beautiful but sad lady who never speaks. She greatly enjoys music and may briefly manifest with a sad smile on hearing a sweet melody. Aibo will flee from combat, but should her ghostly form be destroyed, she will reform the following evening at sunset until her love's spirit is finally put to rest.

A Manifestation of Namidaryu

The Tavern Guests

Though not busy, the tavern does have a regular stream of patrons that keep the employees occupied. Below are three guests who can make for interesting encounters in the tavern.

Bijit

Bijit (human commoner) is the descendant of a family who once served Namidaryu and Aibo. Their family's knowledge of this service is long since forgotten, but family members are expected to come to the shrine (F2) at least once during their lives to give respect to their ancestors. The family believes that following this tradition brings good luck while failing to do so brings ill.

Bijit's ***Quest.*** Bijit's parents recently passed away, and he has come to offer his respects at the shrine (F2). He has done so, but saw the sad apparition of Aibo there. Bijit is now obsessed with helping Aibo find peace, believing his own parents' peaceful rest depends on this.

Bijit drinks sadly by himself in the bar wondering how to help the ghostly spirit he saw. He is unwilling to speak with the tavern's employees about this because he views their commercialization of the grounds as disrespectful. He will approach the player characters for assistance once he recognizes they are not tavern employees.

Machi Ironsong

Machi is a bitter and humorless gnome guard who was the victim of one of Warai's harmless pranks and has tracked the tanuki to this tavern. The detail of the harmless prank is left to the GM's imagination, but could include having her hands temporarily dyed green, becoming drenched with water before a formal event, or some other minor inconvenience.

Machi's ***Quest.*** Machi carries an intense hatred for Warai and wants violent revenge on the mischievous fey. If she recognizes the player characters as seasoned adventurers, she will attempt to convince them that Warai is a dangerous threat that must be dealt with. She has little to offer beyond 20 gp, but will play on their fears that the innocent-looking tanuki is a deadly fey waiting to strike.

Donhei and Yoku Haiku

This wealthy merchant couple (human nobles) are intrigued by the business operations of the Teapot Temple. They were looking to buy the rights to the property, believing they could grow it into a success where Takukane has failed. The dragonborn owner has rebuffed their purchase offers, so now Donhei and Yoku are looking for ways to get possession of the property underhandedly.

Donhei and Yoku's ***Quest.*** Donehei and Yoku will approach the characters suggesting that Takukane must be stopped, feigning concern over the disrespect being shown to ancestor spirits on the property. They will try to convince the characters to obtain the deed to the property Takakune keeps locked in his office, as that's the only way they can take over the operations and set things right. The two are not particularly intelligent, but they can be compelling, gaining advantage on all Charisma (Deception) checks.

Teapot Temple
Menu

Golden Dragon Squares – 4 sp

Delicate golden squares of fried tofu sprinkled with bonito flakes and served with a hot tempura sauce.

Kawa Skewers – 3 sp

Marinated strips of chicken skin fried golden brown and served with a variety of dipping sauces. Perfect with a glass of beer!

Takoyaki Balls – 4 sp

Perfectly battered steamed octopus, fried and shaped into golden balls of gastronomic delight. Finished with sauce and a sprinkling of dried seaweed flakes.

Takukane's Special – 4 sp

This dumpling soup is the owner's favorite. Sensuously soft pork dumplings served in a steaming bowl of chicken and cabbage broth.

Entrees

Chicken Katsu – 8 sp

Tenderized chicken thighs fried in a golden crispy panko coating. Served with ample portions of cabbage and steamed rice.

Okonomiyaki – 7 sp

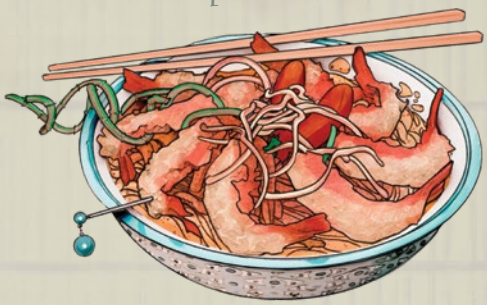
Savory cabbage pancakes holding thinly sliced pork belly topped with sauces, seaweed flakes, scallions, and pickled ginger.

Udon Noodles and Shrimp – 8 sp

Lightly fried noodles mixed with garlic, smokey-sweet cabbage, soy sauce, oyster sauce, sesame oil, and a dash of fiery chili peppers, topped with ample portions of fresh shrimp.

Kitsune's Kiss

Udon Noodles and Shrimp



Dessert

Four-Season's Wagashi – 4 sp

Four portions of sweet bean paste fashioned into exquisitely colored balls representing each of the four seasons: a pale-pink cherry blossom, a vibrant green waterweed shimmering in a clear stream, a pile of deep reddish-orange leaves, and a pristine white ball of snow.

Cocktails

Honored Orange Spirit – 3 sp

This dramatic drink is served in a tall fluted glass. A layer of thick blackcurrant liquor is poured into the bottom, followed by a carefully spooned layer of orange juice resulting in a dramatic transition from dark purple to bright orange. When served, a brief twinkling light enchantment illuminates the glass's bottom, further highlighting the color transition.

The Tipping Crane – 3 sp

This drink is served in a martini glass. Fresh lemon juice and sugar is added to heated rice wine. The glass's edge is rimmed with sugar, with a folded paper crane hanging from the rim.

Kitsune's Kiss – 4 sp

This drink is offered in a special ceramic drinking vessel in the shape of a fox head, where the liquid is drunk from a hole in the fox's snout. The drink itself is a mix of oolong tea and rice shochu distilled on-site. Waiters will frequently check to see if customers wish a refill by asking, "What does the fox say?".

Patrons may also order glasses of beer, rice wine, or shochu for 2 sp each.

Events

This tavern does not have a job board, but a series of events can be used to pull characters into the events at the Teapot Temple.

Because of the tavern owner's actions, spirits within the property have grown restless and angry. Of particular note is the spirit of Namidaryu, who hates the commercialization of the property and particularly the disregard for his love Aibo. The shrine in the water garden (lF2) was created in Aibo's honor, while Namidaryu died heartbroken and alone in a cave beneath the waterfall (F3) after her death.

A series of Angry Spirit Events are described to illustrate their growing fury. Unless the player characters take action, this culminates in the Erupting Fury event. Which events occur, and when they happen, is left to the discretion of the GM.

Angry Spirit Events

One or more of the following events may challenge their players.

Grand Dedication. Takukane is looking to "rebrand" the water garden area of the Teapot Temple as "Happy Dragon Gardens." He gathers the tavern's guests in the area (F2), where he removes a canvas tarp revealing a freshly painted sign covering up much of Aibo's old shrine. The spirits of the gardens are angered and animate the gold dragon fountain by the contemplation pool (F1) (use gargoyle stats), which then attacks the gathered crowd. The characters may briefly see Namidaryu's ghostly form sink into the nearby pond when this occurs.

Tea Time Terror. If the characters attend a tea ceremony (C), three angry forest spirits manifest when Jasmine starts the sales pitch that Takukane demanded in the middle of the ceremony. The spirits use **steam mephit** stats but look like ghostly animals. Whenever someone attempts to perform another ceremony here, new spirits will again attack.

Icy Spirits. While traveling near the guest cottages, the characters hear a shriek of fear as spirits burst out of the washing house (E) and assault a guest. The two spirits resemble ghostly owls (use ice mephit stats), and the third is a large spirit wolf (use specter stats).

Erupting Anger. This culminating event should occur after the players recognize the growing anger of the spirits toward the owner of the Teapot Temple. Namidaryu's anger at Takukane coalesces into a spirit of anger. This spirit manifests as a ghostly fog, occasionally taking the forms of a prince and a young woman. The spirit bursts from the pond, indiscriminately attacking anyone it finds.

Calming Events

The player characters can take a number of actions to temporarily lessen the anger felt by the spirits of the Teapot Temple.

A Toast to the Spirits. Namidaryu enjoyed drinking shochu and other rice-based alcoholic drinks when he was alive. Pouring a serving of any alcoholic drink over Namidaryu's remains (F3) will prevent his bones from animating and attacking for one hour. Also, a flask of alcohol is treated as a flask of holy water against the spirits in any Angry Spirit event, dealing 2d6 psychic damage to the creature.

Sweet Words. The book of poetry that Takukane has in his cottage talks of the love between Namidaryu and Aibo. If a character spends an action to read aloud stanzas from this book, spirits in the Angry Spirit events within 10 feet of the character take 1d6 psychic damage and cannot attack that character until the character's next

turn. Reading this poetry can also open the stone wall that hides Namidaryu's remains (F3).

Tranquil Tapestry. If finished, the tapestry that the Joy, Hope, Song sisters are making can calm the spirits in the tea house (C). If the tapestry is hung in the alcove in place of the smiling dragon painting, the Tea Time Terror event will no longer occur.

Pleasing Sight. If the ink brush painting Jasmine safeguards in her cottage replaces the smiling dragon painting in the tea house (C), this will end the appearance of angry spirits described in the Tea Time Terror event.

Putting Namidaryu to Rest

To ultimately resolve the conflict between the spirits and the Teapot Temple, a funeral ceremony must be performed for Namidaryu's remains beneath the waterfall (F3). Once this is done, any angry spirits remaining on the property will recede, finally enjoying a peaceful rest. In addition, thereafter the first time a character bathes in the waters of the contemplation pool (F1) they are granted the charm of peace. A character may only receive this charm once.

Charm of Peace. This charm allows the affected creature to cast the sanctuary spell as an action, without requiring material components. Once you do so, the charm vanishes from you.

Tavern History

There is a sorrowful folktale told by local historians and elders. As the legend goes, a handsome young prince came to this region on a leisurely venture. The prince met an herbalist and tea farmer, who quickly introduced the prince to his daughter. This young maiden was named Aibo, and her charm quickly captivated the prince. The prince later revealed himself to be a wandering spirit, and one of the few true gold dragons in this world. They spent many months sharing stories and interests, frequently visiting a waterfall and its surrounding garden. Aibo, fascinated by the spirit known as Namidaryu, decided to share her life with him. Aibo died at an age appropriate for the time, which was far too soon for Namidaryu to accept.

In a fit of heartbroken agony, Namidaryu buried himself behind a waterfall and lost his will to live. In an immortal instant, whether days or years, he died, unaware that their shared parting would be honored by thousands to come. The dragon's restless spirit continued to mourn in the gardens around their waterfall, but did so without ill intent, pleased that others still came to offer respects to the shrine erected in his love's honor. Over the centuries, the dragon's spirit had almost found peace where he was left undisturbed.

Unfortunately, that changed when Takukane purchased the land and transformed it into his Teapot Tavern. Namidaryu's spirit was roused by the disrespect the new owner showed to all things, from the shrines in Aibo's memory to the peace of the garden. This restlessness has disturbed Aibo's spirit as well, and now the lush gardens are filled with mournful rage that is beginning to make their presence felt in the Teapot Temple.

Spirit of Anger

Huge undead, chaotic evil

Armor Class: 15 (natural armor)
Hit Points: 68 (8d12 + 16)
Speed: 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	15 (+2)	4 (-3)	13 (+1)	8 (-1)

Saving Throws: Str +4, Cha +2
Damage Resistances: acid, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities: cold, fire, necrotic, poison
Condition Immunities: exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses: passive Perception 11
Languages: Draconic, Sylvan
Challenge: 5 (1,800 XP)

Intangible Movement. The spirit of anger can move through other creatures and objects as if they were difficult terrain.

Engulf. The spirit of anger can occupy another creature's space. A creature that starts its turn within the spirit of anger's space must succeed on a DC 12 Wisdom saving throw or take 1d6 psychic damage, and become hostile to any creature it is not friendly to. The creature can reroll the save at the end of subsequent turns, ending the effect on a success.

Legendary Resistance (2/Day). If the spirit of anger fails a saving throw, it can choose to succeed instead.

Magic Resistance. The spirit of anger has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The spirit of anger makes two attacks with its Wispy Tendril.

Wispy Tendril. *Melee Weapon Attack:* +6 to hit, reach 5 ft., 1 target. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) necrotic damage.

Legendary Actions

The spirit of anger can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The spirit of anger regains spent legendary actions at the start of its turn.

Drift. The spirit moves up to half its movement speed. It does not provoke attacks of opportunity when using this ability.

Wispy Tendril. The spirit of anger makes one attack with its wispy tendril.

Incite Rage (Costs 2 Actions). The spirit of anger deals 3 (1d6) psychic damage to each creature within 5 feet of itself. Each creature affected must succeed on a DC 14 Wisdom saving throw or use its reaction to make a melee weapon attack against the creature nearest to it. If the spirit of anger is occupying a creature's space when using this action, that creature becomes restrained until the start of the spirits next turn.

By the Frost

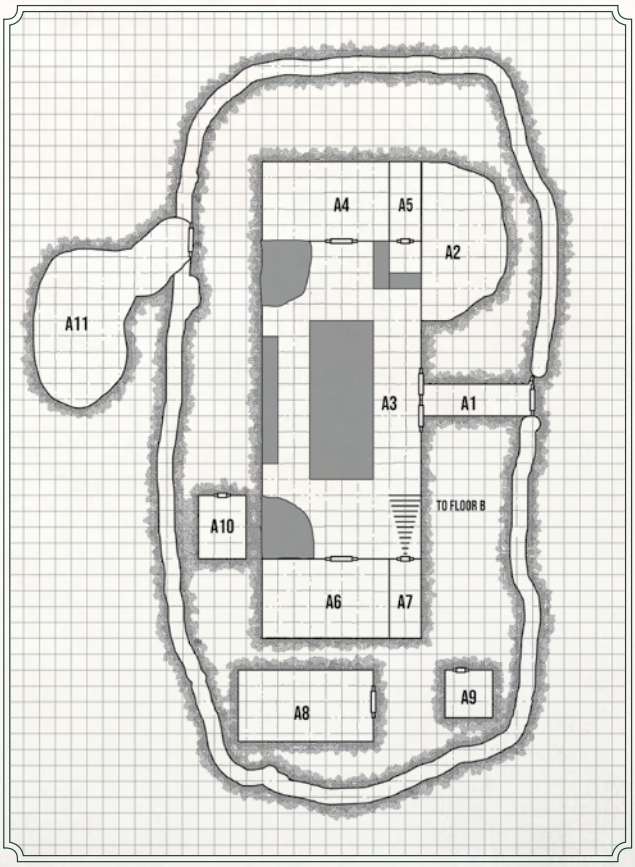
By the Frost is a truly picturesque lodge in the far north, its wintery beauty unmatched by any taverns. At least so say the proprietors, and they are not necessarily wrong. Set on the edge of a snow-covered cliff overlooking the frozen sea, it is mainly accessible by a rainbow bridge that can extend into different places and even different worlds. Entry to the tavern grounds from the bridge is guarded by Maldi Lehr, a man with golden teeth, keen eyesight, and acute hearing. If anyone brings ill will to the tavern, he will make short work of them—but those with peaceful intentions who only desire good food and good company may pass.

The main structure of the tavern is very much like a viking longhouse, with an immense longboat turned upside down to form the peak of the roof. The dragon figurehead of the boat stares upside down at guests as they enter, and often shocks people when it greets them. There is a partially completed stone wall around the tavern; it is currently being worked on by a **frost giant** with the aid of one horse.

In addition to providing an entertaining respite for players, By the Frost is a place where players may acquire proficiency and artisan tools in a variety of trades. The proprietors offer materials for practicing, tools for purchase (or trade in exchange for something made during a guest's stay), and occasionally instruction from the employees or regular guests. There are also some truly amazing items that players may acquire in exchange for minor tasks.

This tavern is best for players levels 4-6, but there are challenges better suited for players 8-12.

Areas of the Tavern



There are three stories to the tavern, with places of interest surrounding the tavern within the partially completed wall. There is always the noise of construction, as the wall is a work in progress. It seems to be progressing rather quickly, given that only one giant and one horse are working on it.

First Floor

A1. Pathway

After the gates are opened, a rock-lined path leads to the massive doors of the tavern. One might wonder why the gates are ever closed, as observant characters will notice the wall is low enough (and in some cases not there at all) for anyone to walk right into the grounds.

Stretching down from the inverted longboat overhead is a large wooden dragon figurehead. It is motionless until someone tries to open one of the huge wooden doors. It then awakens, introduces itself as Jory, and grumpily welcomes people to the tavern and gives them basic information about the services available.

A2. Outdoor Patio

This is a lively area filled with song, games, and the occasional brawl. There is a large firepit, usually with a massive kettle of stew or a large animal roasting over it, around which adventurers gather and share tales. There are games of chance and games of skill, in which players may partake if they chose, and if they are willing to give up something of value should they lose!

A favorite game is the Game of Insults, which takes place to one side of the patio and is often run by Sittreck. Everyone who wishes to play must come up with a clever insult. To evaluate the quality of the insult, roll 1d10 and add both the insulter's Intelligence and Charisma modifiers. Whoever has the highest score after 5 rounds wins 2d10 gold. If Sittreck is playing, his Intelligence modifier is twice that of the player character with highest Intelligence and his Charisma modifier is twice that of the player character with highest Charisma.

A3. The Great Hall

The main entrance to the tavern is through two massive, elaborately carved wooden doors. If one looks closely, they can see many scenes depicting human-appearing people battling giants. Opening the doors brings a blast of heat from the massive fireplace directly across from the doors. At a carefully crafted hearth of river rock, there is a large spit with an entire cow roasting on it. It is often tended to by Druthen (who is usually the handyman but gets pulled into all sorts of odd jobs), who shoos away everyone who comes near by threatening them with a long toasting fork, barking, "IT'S NOT READY YET!"

The table is huge, 20 x 50 feet, and is the only one in the room. Here at By the Frost, everyone eats together, or outside (usually together, but if one wishes to dine privately or intimately, they must find a corner on their own). The table is always laden with platters of roasted meats and freshly baked breads, as well as bowls of vegetable stews; one can walk in at any time during the day and sit down to a full meal.

There are two corner stages, so that there can be both musical and visual entertainment at the same time (such as acrobats, jugglers, and magicians). There is always something going on both stages, as this is a popular tavern for entertainers, who are treated to all the food they can eat and free lodging.

In the corner near the kitchen is the bar, manned by Lodgunn, the bartender. She barely looks old enough to be handling alcohol at all, but she is a genius at coming up with interesting drinks for patrons.

A4. Kitchen

The kitchen is filled with the noise of Frenivy, the cook, shouting orders to the various workers there. Everything runs like clockwork, ensuring that the table is always filled with anything someone may want to eat. Frenivy seems a bit anxious, though, and there are mutters among the staff that the special materials that they use to cool the food are becoming harder to obtain.

If any player wishes to become proficient in brewing, they may ask Lodgunn or Frenivy for instructions. They will give a lesson lasting one day, after which the player is presented with brewer's supplies. In exchange, the player must gift their first product of beer, ale, or mead to the tavern, when it has fully matured.

A5. Storage

This pantry is crammed with sacks of grain, bins of vegetables, and hunks of meat hanging from hooks. It is cooler than one would expect, given the proximity to the kitchen. Some barrels in the corner seem to be the source of the cooling. Some of them are quite cold, but others appear to be nearing the end of their cooling properties.

THE TAVERN OPERATORS

All the people who work at the tavern are part of the **Askalter** family, with the exception of Jory.

Jory

Jory is the wooden dragon figurehead (using **animated armor** stats, with a speed of 0 ft. and vulnerability to fire damage) of the longboat that forms part of the roof of the By the Frost tavern. The longboat once served a mighty warrior clan, but earned its eternal rest here as a roof. No one asked Jory about these retirement plans, though, and he's very annoyed to be stuck in one place and upside down. Still, Jory takes his duties seriously, so he will welcome every guest (albeit grumpily) and give them all the information they might possibly need about their stay at By the Frost. He can move his head and neck a little bit, and blink his eyes, but cannot move his neck quite enough to ever be fully rightside-up and it gives him a chronic headache. He looks down on the pathway (A1).

Lodgunn

Bartender for By the Frost, Lodgunn is the daughter of a master mead brewer and the youngest member of the **Askalter** family. She is found in the great hall (A3), the patio (A2), the reception room (A6) and her room (C2). She is very friendly, but does not take fools or insults easily. But she will talk about the various brews for hours, especially one that is supposed to give the gift of poetry to anyone who drinks it. That one is kept only for those who truly earn it, though…

Harl 'al Fet

The owner of the tavern and patriarch of the entire **Askalter** family, Harl 'al Fet is a big, fatherly type. He only has one working eye; the other is covered by an eyepatch. He is rather fond of ravens, and there are two that are almost always nearby, if not actually perched on his shoulder. He is always milling about various areas on the first floor (A), his room (C3), or the carving room (B9).

Ifria 'al Fet

Wife of Harl, the matriarch of the **Askalter** family, is the events coordinator for the tavern. Nothing makes her happier than planning a wedding, and there is one in the works for Jafrey. (Jafrey, however, is less than pleased about this.) Because of the upcoming wedding, Ifria is mainly in the reception room (A6) or her own room (C3), but considers all rooms on the first floor of the tavern her domain (A3, A4, A5, A7). She also likes to retreat to the pottery shed (A10), as making pottery relaxes her.

Frenivy Gry

The lead cook for By the Frost, this member of the **Askalter** family loves nothing better than to come up with delicious food for the customers. He especially loves the challenges of catering to a large party. He also loves pigs, but not quite in the same way as his twin sister, Jafrey—he likes using them in recipes, while she likes raising them for steeds. Frenivy can be found anywhere food is prepared or eaten (A2, A3, A4, A5) as well as in his room (C6).

Jafrey

Jafrey **Askalter** handles most of the minutiae of running the tavern, and does so quite well. She is quite lovely, with long hair that almost seems a bit too golden. She adores cats, and the inn has several running about at all times. She also is quite fond of pigs, and does not like it when bacon is served. She can be found in all areas of level one (A), especially the barn (A8), and in her room (C7). A necklace she loves has gone missing…

Maldi Lehr

The **Askalter** guard of the rainbow bridge, Maldi is a powerful warrior with gold teeth. He bears both a sword and an enormous horn. He questions all who seek to enter the tavern grounds, and will bar entry to those who enter with ill intent. He usually stays at the far edge of the pathway (A1) to keep a better lookout, but he does love a good party and will go to the reception room (A6) at the first whisper of one. Occasionally he does rest in his room (C5).

Druthen

Whenever everyone else in the tavern says, "That's not my job," the task in question falls to Druthen. This **Askalter's** main job is handyman, but since what the frost giants did build is actually quite sturdy, he rarely has occasion to use his hammer (which is just as well, as the hammer is a bit too short to be functional). Because he's usually needed everywhere, he can be found anywhere in the tavern.

Slippy

A large grey horse, at least twice as large as a normal beast would be, with eight legs. Its appearance is somewhat similar to the horse working on the wall (who is somewhat large, but otherwise a normal horse and has only four legs). A fierce fighter, despite his loveable appearance, he is also easily eight times as strong and eight times as fast as a normal horse. **Slippy** usually stays in the barn (A8), but may accompany players if they venture to the frost giant cave (A11).

A6. Reception Room

This room is mainly kept empty unless rented out for special occasions. There are samples of various crafts lining the walls: examples of the work various guests did when learning the crafts offered at the tavern. The room is currently being decorated for a wedding. Most of the decorating is being done by cats under the guidance of Ifria, but Jafrey keeps coming in and taking the cats away, mumbling about the wedding not happening anyway—not if she has something to say about it.

A7. Sweat Bath and Restrooms

In addition to tubs for regular bathing and actual toilets (emptied daily by the staff), By the Frost is very pleased to offer sweat baths! Large stalls with wooden benches are available for groups to partake in a refreshing steam. Afterwards, guests may go outside to cleanse themselves further in the snow.

A8. Barn

The barn at By the Frost is almost as luxurious as the tavern itself. With plenty of room for guests' horses, goats, yaks, caribou, or any other beast of burden, any livestock will be well taken care of during visits. There are also some of the tavern's own livestock, including Frenivy and Jafrey's enormous pigs and boars. The names on their stalls are changed in what seems to be an ongoing battle. One day a nameplate might read "Omelette" or "Chops," the next it might be "Swifthooves" or "Bristlebreeze." Sometimes one of the twins will be in the barn, either appraising a pig or cooing over it and changing the name.

Among the ordinary horses that belong to both guests and the tavern proprietors, there is one horse with the nameplate "Slippy," who looks very much like the horse seen outside helping to build the wall, only it has eight legs. Slippy is rather chubby and affectionate, especially if the players have recently seen Sittreck. If Sittreck is in the barn, the eight-legged horse will neigh happily and follow him everywhere, much to Sittreck's embarrassment.

A9. Smithy

The proprietors of By the Frost have a deep respect for the arts and artisans. They offer many tools of various trades on the property, in the hopes that people will share some of their creations with them. The tavern's smithy is one of their most elaborate setups, with everything a modern blacksmith (or one of eras gone by) could want or need. Anyone with skill, or just a desire to learn, is welcome to try. The proprietors only ask that guests leave a sample of their work. Druthen is often here when he's not off doing miscellaneous jobs for the tavern; he is particularly fond of metalwork. The brothers Krorbk and Drinsi are frequent guest smiths here as well, each trying to outdo the other.

If any character wishes to become proficient in smithing, they may ask Druthen for instructions. He will give a lesson lasting one day and aid the character in producing two pieces of metalwork of any sort, after which the character is presented with a set of smith's tools. In exchange, the character must gift at least one thing they made that day to the tavern.

A10. Pottery Shed

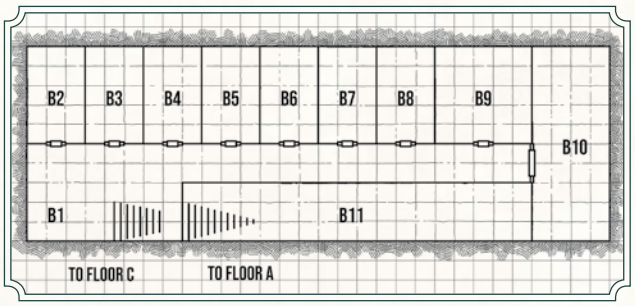
This outbuilding includes a potter's wheel, kiln, workbench, and shelves of clay. Ifria is sometimes there, working at the potter's wheel to make more vessels for an upcoming wedding.

If any character wishes to become proficient in pottery, they may ask Ifria for lessons. She will give a lesson lasting one day, during which the character will craft at least two pieces of pottery, one of which is to be gifted to the tavern. After the lesson, the character is presented with a set of potter's tools.

A11. Frost Giant Cave

A very wide path leads from an as-yet unwalled portion of the tavern grounds back into the mountains through a pass with high rock walls on either side. There are often **frost giants** milling about here, making sure none of the Askalters enter their realm. This path leads to a cave, accessible only after defeating the frost giants in the Keeping Cool quest. The cave is mostly empty, but clues to the old disagreement between the frost giants and the Askalters may be found here (see the Keeping Cool quest for details).

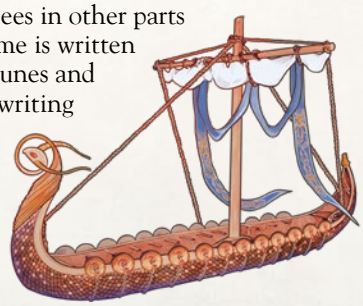
Second Floor: Guest Rooms

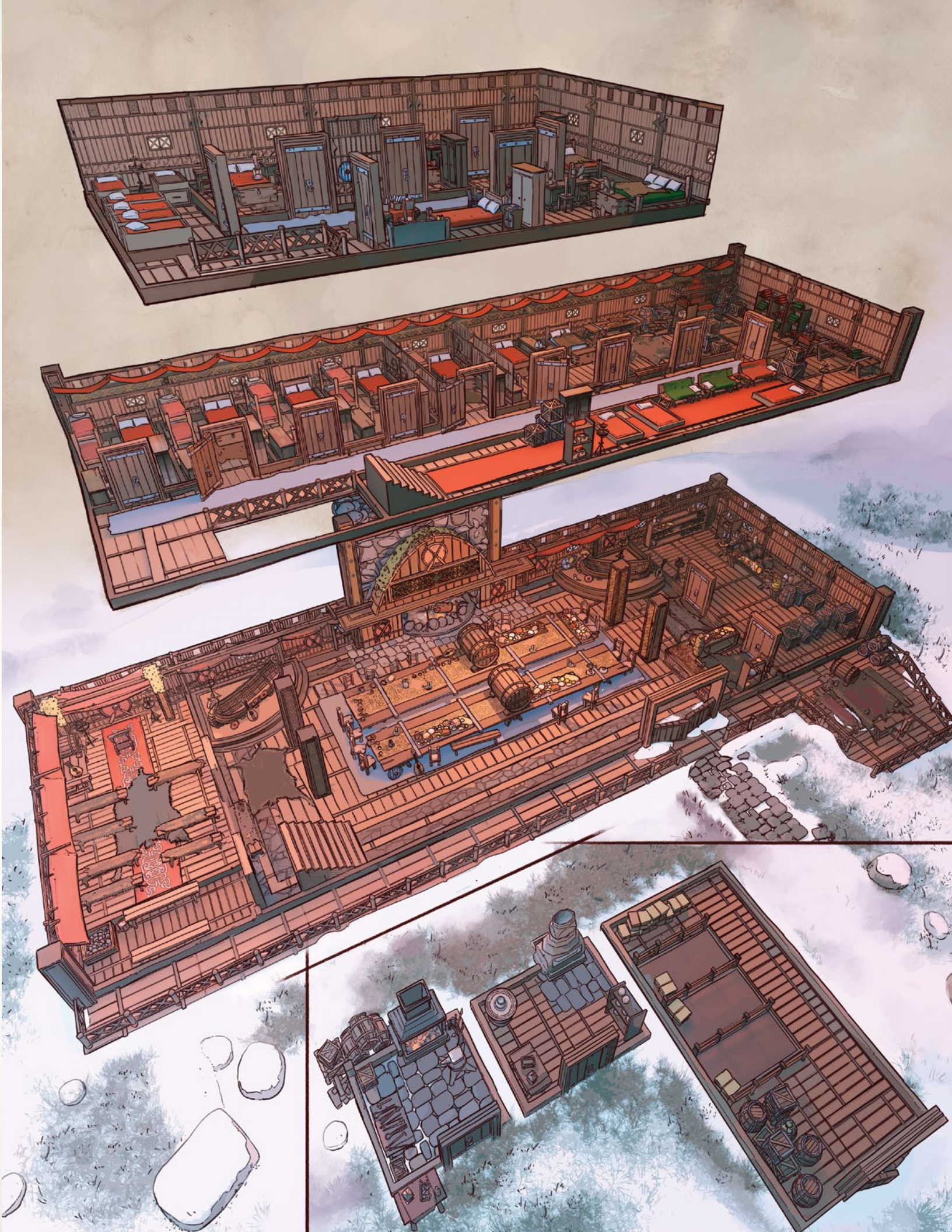


The second floor houses most of the guest rooms, as well as two rooms dedicated to arts. There are standard guest rooms and a community sleeping area.

B1. Landing

The stairs from the ground floor go up to a landing area, from which people can access their sleeping quarters. There is a stand with a guestbook there, where people may sign in. The languages range from the familiar to the runic language one sees in other parts of the tavern. Sittreck's name is written in an odd combination of runes and Common script. The handwriting is distinctive enough that a player will be able to recognize it again with a DC 12 Intelligence (Investigation) check.





B2-6, B7. Empty Guest Rooms

The guest rooms here are all identical: one large bed and bunks against one wall, as well as cabinets for clothes, a desk, and a couple chairs. All are very well made and elaborately carved from wood.

B6. Sittreck's Room

Sittreck's room is locked, but a DC 12 Dexterity (Thieves' Tools) check will unlock it. After it is unlocked, however, players only have 10 minutes before Sittreck returns, as opening the door triggers an alarm only he can hear. A DC 16 Intelligence (Arcana) check notices this spell was triggered. A search under Sittreck's bed reveals a journal written in a combination of runes and a form of Common, and a pouch filled with double-headed coins of widely ranging values (from wooden to platinum) from various countries and lands. Players may take the journal, but any attempt to remove the coins results in all of the coins yelling loudly, at which point Sittreck will return immediately and attack.

The journal is written in code that is decipherable with a DC 14 Intelligence (Investigation) check if compared with Sittreck's name as written in the logbook. The journal reveals many secrets about the people who work at By the Frost, including that most of their names are anagrams for their "true" names. It also has diary entries from when Sittreck intercepted payment meant for the frost giants who built the tavern, and when Sittreck stole Jafrey's necklace.

B8. The Ronn Sisters' Room

There are three beds in this room, with more elaborately crafted bedding than any of the other rooms, obviously brought by the guests. There are also three intricately made drawstring bags in pale sky blue, rich ocean blue, and deepest midnight blue. The bags are carefully knotted and each bag needs a DC 12 Dexterity check to untie. They cannot be cut by any means. The sky blue bag contains a toy wolf that will nip at anyone who tries to take it, dealing 1d4 piercing damage. The rich ocean blue bag contains a long scarf with a serpent pattern that will whip at anyone who tries to take it, dealing 2d4 slashing damage. The midnight blue bag contains a doll of a girl who is healthy and beautiful and in fine clothes down one side, while on the other side her face looks decayed and the clothing is tattered. Touching this doll will make the player feel ill and deal 3d4 poison damage. The bags and their contents cannot be removed from the room.

THE TAVERN GUESTS

Sittreck

A distant relation to the **Askalter** family, who seems to have no trade whatsoever. He always has plenty of money, though, and as such is a tavern regular. Even though he is related to most of the staff and proprietors of By the Frost, Sittreck must pay to stay at the tavern and therefore does no work. He spends most of his time among the guests, playing games, and popping up anywhere and everywhere. However, he is known to mess around with his family, and may try to get guests to help them play a trick. He sometimes talks about one of his dearest friends, a tiefling whom he calls "a kindred spirit."

The Wandering Smiths

The dwarven brothers Krorbk and Drinsi are elderly **veterans.** They do not reside at the inn, but live nearby at the base of one of the rugged mountains that back the tavern grounds. They often come here to partake of the excellent meals in the great hall (A3) and make use of the forge equipment (A9), of which the proprietors have granted them free use. They do take requests, especially if a player baits one of them to make things by saying, "I heard your brother could make this better." They've lived here for years and try to stay out of the Askalter/frost giant feud.

The Ronn Sisters

Even though these elvish women refer to each other as "sister," they look more like a young girl, a middle-aged woman, and a crone (each of them uses the **green hag** stat block). They are often in the fiber arts room (B10), each working on her particular craft. The girl spins thread, the middle-aged woman weaves, and the crone cuts the cloth. Then together, they sew clothing from it. For the right price, they will make clothing for the player characters. Any clothing, be it shirt, pants, or a hat, will give the wearer a +2 to their Constitution score—fair, since they will request the character's vitality in exchange (if the clothes are removed or destroyed, the wearer's maximum hit points are reduced by a number equal to twice their level). The hit points, somehow, are spun, woven, and sewn into the clothing they make. They all sleep in one guest room (B8).

The Frost Giant Gang

Even though the **frost giants** refused to complete work on the tavern, many insist on making their presence known on a regular basis. There is always a cluster of them outside on the patio (A2), inside at the bar (A3), or at the dining table (A3). The Askalters serve them, but do not make conversation. The frost giants drop many snide comments about the Askalters being untrustworthy. It does not take much for a brawl to start between the frost giants and one of the Askalters, or anyone they think has too many good things to say about the Askalters or their tavern. If a fight starts between a player and a frost giant, once the frost giant's hit points have been reduced to half, they will angrily skulk away from the tavern. They also can be found in the frost giant cave (A11), and in the reception room (A6) during the One Wedding and LOTS of Funerals quest.

Torsten Skarde

A young **frost giant** who grew up on the stories of how the **Askalter** cheated his family, Torsten nevertheless undertook a building assignment for the tavern wall. He accepted the job after seeing Jafrey and deciding he wished to marry her. He toils on the wall all day and all night on the grounds around the tavern, with only help from his horse. He is making incredibly rapid progress, mainly because his horse is very strong and very fast. The horse wears a blindfold. If asked why, Torsten will snort and say, "Go look at Slippy in the stable!" Torsten shows up in the reception room (A6) during the One Wedding and LOTS of Funerals quest.

B9. Carving Room

This room is dedicated to carvers of wood and stone. There is a lift outside the window so people can bring whatever materials they need into the room. There is one large piece of wood, a work in progress, that looks very much like Jory outside the tavern, albeit rough and unfinished and covered in dust.

Sometimes Harl is in this room working on various carvings of ravens. If any character wishes to become proficient in woodcarving, they may ask Harl for lessons. He will give a lesson lasting one day, during which the player will craft at least two carvings, one of which is to be gifted to the tavern. After the lesson, the character is presented with a set of woodcarver's tools.

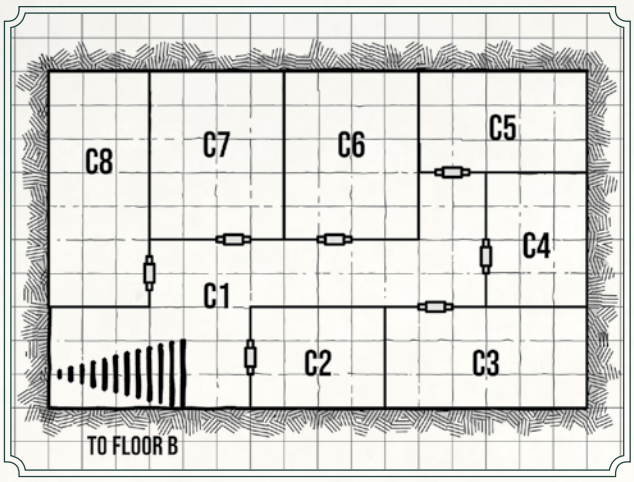
B10. Fiber Artisans Room

This room is for those who ply their trade and creativity in fiber. There are materials here for spinning, weaving, and sewing, including a massive loom. Shelves overflow with unspun wool, thread and yarn, and woven cloth. The Ronn Sisters are often in this room, hard at work on various projects.

If any character wishes to become proficient in weaving, they may ask the Ronn Sisters for instructions. One of them will give a lesson lasting one day, during which the character will craft at least two woven items, one of which is to be gifted to the tavern. After the lesson, the character is presented with a set of weaver's tools.

B11. Community Sleeping Area

This area is open, with two types of beds. Guests have their choice of a box bed or bedding on top of a low bench. Both are quite comfortable. There is storage for guests' belongings under both box beds and benches. A DC 12 Intelligence (Investigation) check reveals some of the floorboards are loose, making for good hiding spaces. There are stairs leading to the third and the top floor, with a sign that once read "Proprietors Only," but this has been crossed out and "All are Welcome" is written overtop of it. A DC 12 Intelligence (Investigation) check indicates that the new message is Sittreck's handwriting, if the player has seen it in the guestbook beforehand.



Top Floor

The ceiling of these rooms is formed by the arch of the longboat overhead, so the rooms on the outer edges of the building have sharply curved ceilings. The ceiling continues to curve up, peaking in the middle of the building. This floor is the domain of the proprietors and they prefer guests not to visit. If found by any of the employees, guests will be escorted back to the second floor, more or less gently. Should players point out the "All are Welcome" sign, the tavern employees will shake their heads and mutter something about Sittreck's tricks.

C1. Hallway

The hallway offers an excellent view of the inside of the ship. It obviously had been built by a master craftsman, and there are many different shields decorating the walls. The shields seem to depict various gods and goddesses, some of which seem rather familiar.

C2. Lodgunn's Room

The bartender's room is filled with bookshelves, a good portion of which are poetry. She seems to be partial to the works of someone named Snorri, but there is everything here from Tennyson to Dr. Suess. There is also a desk with lots of papers, most of them covered with snatches of poetry.

There is a locked cabinet with several small bottles marked "Mead of Poetry - Samples." The cabinet can be unlocked with a DC 14 Dexterity (Thieves' Tools) check, but the bottles will not budge unless someone recites a poem while holding the bottle. Once the poem is recited, the bottle comes loose. The samples are weaker than the mead of poetry obtained in the Mead of Poetry quest: one bottle will give a character +1 to Charisma and Intelligence for 1d4 x 10 minutes. If the party has found Sittreck's journal by the time they have found the samples, the effect of the samples is the same, but the character will also only be able to speak in rhymes for one day.

C3. Harl and Ifria's Room

This room has a massive bed and very comfortable chairs. Wooden carvings of ravens are everywhere, and sometimes people are startled when one suddenly blinks or caws while they are examining it closely. That is either Thot or Mem, one of Harl's pet ravens. They do not speak Common, but if any player can speak with animals, they will reveal quite a lot about the Askalter family, specifically that they are amazingly long-lived and not much seems to be able to hurt them. The ravens speak of visiting many taverns, and knowing many amazing beings who frequent those taverns.

C4. Druthen's Room

This room has clothing and dirty dishes everywhere. Sometimes one of Jafrey's cats is here cleaning a plate. The room has a lovely view of the mountains, which always seem to have a storm overhead. The thunder echoes in this room more than in other areas of the tavern. There are sketches of various metalwork items, and an elaborately illustrated diary that seems to detail Druthen's imaginary adventures with people including a knight wearing ornate red armor, and what looks like a sickly hill giant.

C5. Maldi Lehr's Room

This room has a comfortable bed, and windows going the length of every exterior wall. There is a collection of various horns hanging on one wall, and a vast collection of notebooks detailing all that Maldi Lehr sees. (Judging by his descriptions, he can see quite far.) He even keeps extensive notes on those that live in and work at the tavern. One journal is locked, but a DC 14 Dexterity (Thieves' Tools) check unlocks it and it contains a list of all those who live in the tavern; however, the letters in the names seem to be scrambled.

C6. Frenivy's Room

This room contains lots of cookbooks, as well as some scientific texts. The desk is covered with sketches of a complicated design that is labeled "Refrigeration System." There are lots of notes scribbled on them, some in the hand that drew them that seem to be calculations and ideas for future designs, others that appear to be a rude limerick in handwriting that looks a lot like Sittrreck's.

C7. Jafrey's Room

This room is filled with cats. Cats on the bed. Cats on the desk. Cats milling around the floor. They mew loudly and ask to be petted. Petting them keeps them from going to Jafrey and letting her know someone is in her room. There is a backpack containing a few days' clothes and some provisions. There also is a rope coiled near the window, as though someone is planning to escape out of it.

Sittreck

C8. Community Sleeping Room

This room does not appear to have a long-term resident. It is more in keeping with the guest rooms downstairs, but with a homey, informal feel like a guest room one would find in a home rather than a tavern. It is set up similarly to the community sleeping area on the second floor, but it is enclosed separate from the others. There are six box beds here, with storage underneath.

BY THE FROST MENU

Appetizers

Cheese platter - 2 sp

A variety of cheeses from our various animals, aged to perfection! Served with nuts and dried fruits.

Cabbage Soup - 1 sp

A warm, nourishing soup filled with local cabbage and other vegetables.

Entrees

LEAVE MY PIGS ALONE! GO HUNT YOU LAZY GOOD FOR NOTHING TWIN!

Roasted ~~Bear~~ VENISON - 5 sp

Slowly cooked over our tavern fire for hours, this amazing dish will strengthen you for the next battle!

Lutefisk - 4 sp

An excellent travel food, this fish comes from the waters just beyond the tavern grounds. It is dried carefully and can be ordered "to go" in this form. When you can stay at the tavern, it will be pounded and served with butter from our local cows.

Pancakes with Lingonberry syrup - 3 sp

Not just a morning breakfast, but available at any time!

Golden Delish Apples - 4 sp

Harvested from a very special tree on the tavern grounds, these apples are descended from a tree that, according to legend, granted immortality. The apples are made even more golden by the honey harvested from the tavern's own beehives and drizzled over them.

FiskeSuppe - 3 sp

Fish soup made with seasonal fish, bacon, oil, and fresh stock.

Desserts

Fattigan - 2 sp

Cookie dough fried in an iron skillet. A favorite of Druthen's!

Kransekake - 2 sp

Flourless cake rings stacked into a wondrous tower. Start eating from the top or bottom and enjoy! Good to share with the whole party.

Skolebrod - 1 sp

Bread filled with cream and dusted with dried honey.

Golden Delish Apples

Mead, Mead, Mead

Cocktails

Ambrosia – 5 gp

A special mixture from relatives of the Askalter to the south, this amazing drink is a mixture of strawberry liqueur, frozen juices, molasses spirits, and sparkling water from a frost giant spring. Limited supply, as it is unknown when trade will resume with the frost giants.

A mortal creature that drinks a full cup of ambrosia will have their life extended 1d6 years, up to a maximum of 10 years.

Mead, Mead, Mead – 3 sp

It's mead!!! Need we say more? Do you really ever need any other drinks? Served in our traditional drinking horns.

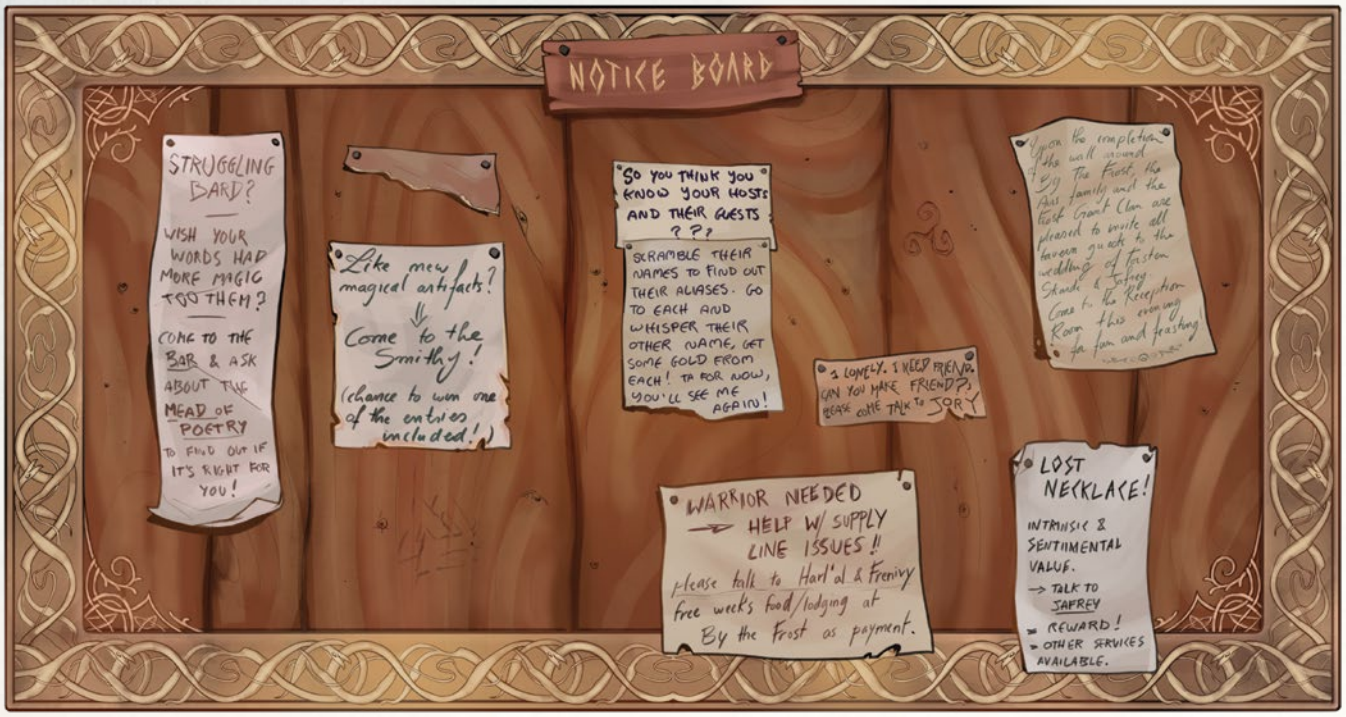
Lingonberry Wine – 1 gp per glass

Aged for over five hundred years, this vintage will be opened today in honor of Jafrey's upcoming wedding!

DON'T UNCORK YET! I MEAN IT!

Raspeary Wine – 4 sp

This wine is made from a unique hybrid of pear and raspberry. The fruit resembles a cluster of large, pear-shaped berries with a soft, fuzzy texture. The wine is surprisingly sweet, with a bitter end that lingers in the mouth.



THE QUEST BOARD

The quest board is a large, elaborately carved, wooden-framed board with bits of paper detailing various quests. Each poster's handwriting is very distinctive.

Mead of Poetry

Are you a struggling bard? Wish your words had more magic to them? Come to the bar and ask about the mead of poetry to find out if it's right for you!

If players go to the bar and ask Lodgunn about the mead of poetry, she will sigh and say that her father told her not to give it to anyone under any circumstances—But she is getting bored of following his wishes, and says that the world needs more poetry. Poetry should not be kept contained in a barrel! Whoever wants a drink from the mead must prove their worth by answering a riddle from the following story that Lodgunn will tell:

Many years ago, a man came to a tavern, not like this one. This man bragged that he could eat more, drink more, and win any fight with anyone in the tavern. Yet he was defeated in every turn. How was that possible for each of the following situations? The GM picks a different situation for every player who wishes to win a drink of the mead of poetry. Players may get help or hints from other players, but whoever says the correct answer gets the mead. Game may be played multiple times as long as there are still riddles here or GM can think of a comparable one.

The man was given a special drinking horn by the bartender. He drank and drank and drank, yet no matter how much he drank, there was always more left in it. How is this possible? *Answer: The other end of the horn reached into the sea.*

The man sat at one end of a table, and one of the regulars of the tavern sat at the other. The table was filled with all sorts of food, and they were to start at one end and then eat from that end to the middle. Whoever finished the meal first won. The man ate and ate and ate until he met the tavern regular in the middle. While the man had eaten all the food, the regular had eaten not just the bread and meat, but all bones and even the wooden plates themselves! How is this possible? *Answer: The regular guest is fire, who consumes all things.*

The man challenged everyone in the tavern to a wrestling match. The only one who stepped up was an ancient woman, bent nearly double and leaning heavily on a cane. The man, taken aback, tried to refuse the Old Lady, but she insisted. They began to wrestle, and the man found that no matter how hard he tried, he could not pin the Old Lady. Eventually she got the better of him. How is this possible? *Answer: The ancient woman is old age, which eventually defeats all.*

Disgruntled, the man challenged everyone in the tavern to a race. One girl-child stepped forward and accepted

the challenge. They lined up, the man thinking he could easily win against this girl, whose legs alone were only half the length of his. And yet by the time the man reached the finish line, the girl had already been there, returned to start, and was eating her second cake. How is this possible? *Answer: The girl is thought, for what is faster than thought?*

Anyone who solves one of Lodgunn's riddles wins a drinking skin of the mead of poetry (about 10 sips). One sip of the mead will give a character +2 to Charisma and Intelligence for 1 hour.

Contest Judges Needed!

Like checking out new magical artifacts? Come to the smithy to witness a battle of metal and other materials! Chance to win one of the entries included!

Sittreck has arranged for a competition between Krorbk and Drinsi. They will toil at the smithy (A9) and produce a series of objects. Observers then must vote on which item they think is the best. The items include (but are not limited to; GM is free to create some of their own):

- A golden bracelet worth 25 GP that will drip another bracelet worth 2d10 GP every 7th night.
- A wig of real golden hair that will attach to someone's head and become like their own hair. Anyone wearing this hair gains a +2 bonus to their Charisma.
- A full-sized ship that can be folded up to the size of a handkerchief.
- A javelin that will always hit its mark (no attack roll is needed) and do 2d6 damage.
- A 4-foot length of silken ribbon that is unbreakable when tied around something or someone. Only the person who tied it may untie it.
- A sword that inflicts wounds that can never heal beyond half of the damage inflicted by it. However, if it is ever wielded in direct sunlight, it will crumble to dust and wounds inflicted by it may then heal normally.

Krorbk and Drinsi can craft any of these items; it is the GM's discretion which item is pitted against which. Druthen places both before the players and demonstrates what each can do. Once the winning item is selected by vote amongst the players, each player must roll 1d10. The highest roll wins the item. Second highest roll gets the losing item.

Lost and Found

Lost! One necklace. Intrinsic and sentimental value. Please talk to Jafrey for details. Reward! Other services available for those who succeed.

Jafrey explains that her necklace, which she prizes above all her other adornments, has gone missing. She suspects Sittreck is to blame, but can't pin anything on him. She asks the players to recover her necklace, and if they can prove Sittrick took it, they will get an additional reward.

The necklace can be found under a loose floorboard under one of the beds in the community sleeping area upon a successful DC 16 Intelligence (Investigation) check. Discovering and decoding Sittreck's journal in his room proves that he was the one who stole it. If presented with the journal, Jaffrey will rip that page out of the journal, hide it in a pocket, and say she will deal with Sittreck later.

Upon successful completion of this mission, Jaffrey says she has another problem. Torsten Skarde, the **frost giant** building the wall outside, wants her hand in marriage if he can finish the wall by tomorrow. He only started two days ago. Jaffrey asks the players to find a way to keep him from finishing the job in time. She thinks that if he lost the help of his horse, he would fall behind schedule and the wedding would be off. If the players agree to help Jaffrey, they can distract Torsten by bringing Slippy over to visit with his horse. Torsten's horse is blindfolded, but if he is attacked, restrained, or distracted, another player can get the blindfold off with a DC 16 Wisdom (Animal Handling) check. Once Torsten's horse can see, Slippy will distract Torsten's horse so much that he will not be able to complete the wall. Torsten will be annoyed, but will continue working on the wall out of a sense of personal pride and desire to prove that his people can still build the best.

After this has unfolded, the wedding announcement will no longer be on the quest board and the One Wedding and LOTS of Funerals quest will not be available.

Keeping Cool

Warriors needed to help with supply line issues! Please talk to Harl 'al Fet and Frenivy. Free week's food and lodging at By the Frost as payment!

Harl and Frenivy reveal that the special cooling substance they usually obtain from the **frost giants** has been blocked in the mountains by a particularly nasty breed of frost giants. Harl is nearing the end of his patience dealing with the frost giants, but does not feel that the Askalter family can openly engage them in battle at this point. But he can hire warriors to clear up the pass so Frenivy can go retrieve the cooling substances from their stock in the mountains. If players wish, they can take Slippy with them. Slippy is supposed to be good in a fight, and will help them haul the barrels of cooling material back to the tavern.

If players undertake this, they must leave By the Frost and travel a short way into the mountains. In a narrow mountain pass, there are 4 **frost giants** guarding a cave (A11). Upon defeating them, players can explore the cave. In addition to the barrels of cooling material, a DC 15 Intelligence (Investigation) check reveals a hidden nook containing several trunks of gold. A quick count shows that it is the exact amount that Harl claims to have paid the frost giants for their work, but the frost giants claimed was never received. The trunks seem to be unopened, and the runes protecting the nook are identical in style to the ones around the tavern, implying that it was a member of the Askalter family that hid the trunks here without using them as payment. A DC 14 Intelligence (Investigation) check finds that the handwriting used for those runes is the same as in Sittreck's journal, if the party has seen it.

There is far too much gold for even Slippy to carry, so the players must leave it and return to the tavern with the cooling barrels.

Upon returning to the tavern, when the players explain to Harl and Frenivy what they have found, Harl is furious at Sittreck and embarrassed. He sends Frenivy to fetch Torsten and explain the situation. The Askalter family asks Torsten to pass along their apologies to his people, and tells him where the payment is hidden. Torsten says he will be able to complete the wall quickly, now that his family has assurance of being paid. Also, after this event, any frost giants seen in the tavern will be friendly to both the player characters and Askalter alike.

Before Harl can deal with Sittreck, he leaves the tavern and will not be seen again.

After this has unfolded, the wedding announcement will no longer be on the quest board and the One Wedding and LOTS of Funerals quest will not be available.

Friend Wanted

I lonely. I need friend. Can you make friend? Please come talk to Jory.

When player characters talk to Jory outside the tavern, he says that he's lonely. Someone promised to make him a friend, but that person has been gone for many years. Jory thinks his friend is somewhere in the tavern, unfinished. He begins to cry sawdust as he asks for a friend. He's so lonely upside down—he really, really, needs a friend!

If players go to the carving room on the second floor, they will find a half-finished dragon carving there. Players may spend a day working on the carving. A DC of 12 Intelligence (Nature) check will help identify the wood and its malleability for carving. A DC 16 Dexterity (Woodworking Tools) check will allow the character to finish crafting something pleasing for Jory. Characters may enlist help of other party members or tavern employees to carry the head outside for Jory. Jory will be thrilled, and ask for the carving to be placed where he can see and talk to it. Once it is in place on the ground, it will blink up at Jory and say, "Friend?" Jory and his new friend start talking, but Jory will pause to give the player a shield from the boat that forms the roof. This wooden shield is decorated with a dragon that looks a lot like Jory twisted into an infinity sign. Jory calls it the *Guardmid shield* (very rare, +3 AC), "because it guards your middle."

One Wedding and LOTS of Funerals

Upon the completion of the wall around By the Frost, the Askalter family and the Frost Giant Clan are pleased to invite all tavern guests to the wedding of Torsten Skarde and Jafrey. Come to the Reception Room this evening for fun and feasting!

If players have not completed either Lost and Found or Keeping Cool, they will arrive in the reception room (A6) to find the wedding about to begin. On one side stand the tavern employees and other relatives of the Askalter; the other side is filled with **frost giants**. When the wedding is due to start, a cat comes in and starts meowing at Ifria. Ifria announces that Jafrey has fled rather than marry Torsten, and there will be no wedding today. Torsten is despondent, but the rest of the frost giants erupt in anger and begin attacking everyone in the room, including the guests. Most of the frost giants are matched against the **Askalter** family, who can hold their own, but there is also one frost giant for every player. If the players successfully defeat the frost giants they are fighting, the Askalters are very grateful and give each player one of the items made in the Contest Judge quest. If a player already has one of those items, they are given a different one.

Tavern History

Many years ago, this family of what appear to be humans (although many whisper that they are far too beautiful and talented to be ordinary mortals), stumbled across this land. They'd grown weary of bickering in their extended family, and decided to make a place where they could provide good food, drink, and entertainment to those with an adventurous spirit. Alas, the family disagreements that led them to this place were inescapable, and they now bicker amongst themselves—sometimes good-naturedly, sometimes not.

The family, who call themselves the Askalter, presents a unified front when threatened by an outside force. When they began building the tavern, they found that the area was already inhabited by a colony of frost giants. They initially extended friendship to the frost giants, and for many years there was a good working relationship, as the giants grew fond of the food the family could make and the family was able to make use of the giants' skill with building. It was the giants who figured out how to use the ship that brought the Askalters to this land to make the roof of the house (although Jory often wishes they hadn't). However, as the work was completed, disagreements arose over work quality, payment schedules, and so on, until eventually the frost giants abandoned the tavern, swearing never to work for the Askalters again. The Askalters had to complete the work themselves, and are still annoyed that the job was not completed as promised. The frost giants said that the Askalters sabotaged their work—something to do with their workhorses being unnaturally distracted.

STAT BLOCKS

Askalter

The Askalter are a race not quite like humans, elves, or giants, but have traits of both. They are exceptionally long-lived, very hard to kill, and each one shows immaculate talent with various types of magic, depending on who they are. They do not usually deign to fight with their guests; they view them almost as amusing pets who've chosen to visit with them for a time. They do, however, fight fiercely against frost giants. Their magic and weaponry varies vastly between the different personalities.

Askalter

Medium humanoid (askalter), any neutral alignment

Armor Class: 19 (natural armor)
Hit Points: 310 (20d10 + 200)
Speed: 40 feet.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	30 (+10)	22 (+6)	24 (+7)	21 (+5)

Skills: Perception +14
Damage Resistances: fire, lightning, thunder
Damage Immunities: cold; bludgeoning, piercing and slashing from nonmagical attacks
Condition Immunities: frightened
Senses: darkvision 120ft., passive Perception 24
Languages: Celestial, Common, Dwarvish, Elvish, Giant
Challenge Rating: 22 (41,000 XP)

Legendary Resistance (3/Day). If the Askalter fails a saving throw, it can choose to succeed instead.
Magic Resistance. The Askalter has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The Askalter can use its Authoritative Presence. It then makes two attacks with its chosen weapon.
Chosen Weapon. *Melee or Ranged Weapon Attack:* +15 to hit, reach 15 ft. (or 60/120 ft. if ranged), one target. *Hit:* 23 (3d8 + 10) piercing, slashing or bludgeoning damage depending on the weapon, chosen before the attack is made.
Arcane Demand. The Askalter innately casts any spell of 3rd level or lower, without requiring material components. Its spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks).
Authoritative Presence. Each creature of the Askalter's choice that is within 120 feet of the Askalter and aware of it must succeed on a DC 21 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The charmed creature must obey any nonlethal commands made by the Askalter, using its turn to enact any immediate commands. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Askalter's Authoritative Presence for the next 24 hours.

Slippy

A large grey horse, at least twice as large as a normal beast would be, with 8 legs. Its appearance is somewhat similar to the horse working on the wall (who is somewhat large, but otherwise a normal horse and has only 4 legs). A fierce fighter, despite his loveable appearance, he is also easily eight times as strong and eight times as fast as a normal horse.

Slippy

Large beast, unaligned

Armor Class: 18 (natural armor)
Hit Points: 175 (14d10 + 98)
Speed: 120 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	20 (+5)	24 (+7)	4 (-3)	18 (+4)	12 (+1)

Skills: Perception +7
Senses: passive Perception 17
Challenge: 7 (2,900XP)

Actions

Multiattack. Slippy makes two attacks with its trampling hooves.
Trampling Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (2d10 + 10) bludgeoning damage and the target must succeed on a DC 20 Strength saving throw or be knocked prone.

WELCOME

The Tavern at Death's Door

Many people who have had near death experiences mention a "light at the end of a tunnel." This light can mean any number of things to any number of people, but for a rare few it's a tavern. This otherworldly location is as mysterious as death itself, and serves as a brief respite for fallen heroes before they pass on to the next life. As a place very much outside of time, the guests here lived in shockingly different times and places than the party themselves.

The Tavern at Death's Door should serve as a second chance for your players, especially if they've suffered a "Total Party Kill." Player Characters of any level can visit here, as there's no threat of dying. In this coffin-shaped structure they can share their stories with the other patrons, play games, conduct mundane tasks and settle in for what might be a long time. They will receive as much courtesy as the proprietor, a being that calls itself **Death**, can offer. They can challenge Death to a game, and if they are able to beat it, they'll be able to return to their mortal bodies.

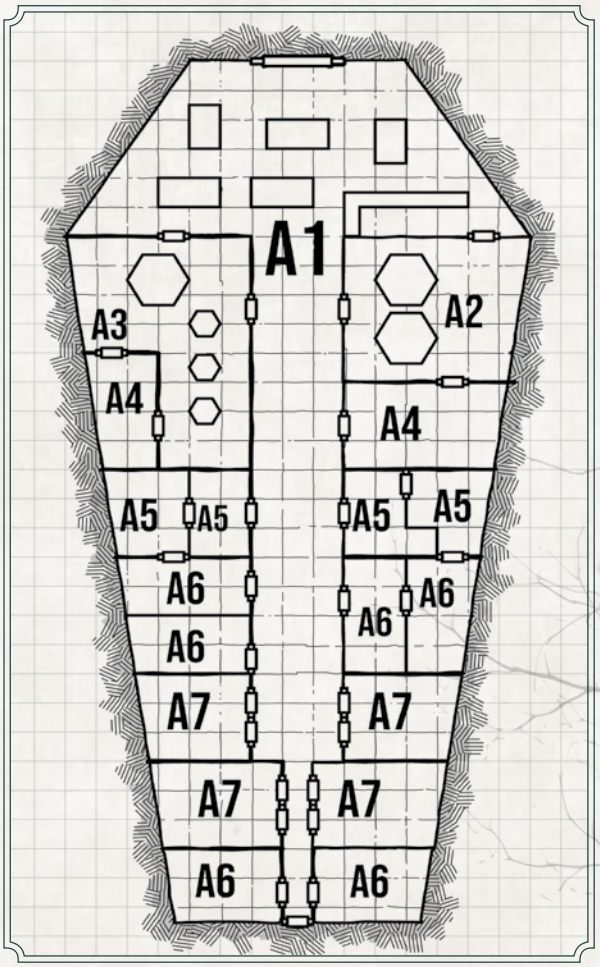
Introducing Death's Door

This tavern is unlike the others, as it cannot be visited by normal means. Only characters who have died can find it, and generally their deaths should have either been gruesome, untimely or tragic. The GM can choose how its introduction is handled narratively, but the suggested way of doing so is as follows:

- The character(s) fall into darkness upon dying.
- They awaken in what appears to be a dying forest, and night seems to have fallen minutes ago.
- Any amount of wandering will lead them to a distant light that, when approached, is revealed to be the porch light of a cabin. Inside seems to be a number of people enjoying merriment.
- Upon entering the tavern, **Death** will greet them as new friends, and direct them to Grudd Brighteyes, who will explain the reality of their situation.

The following rules should apply during their stay, unless stated otherwise:

- Any equipment they died with is still in their possession.
- The tavern and the surrounding area function as a dead magic zone.
- Unless fighting **Death**, all guests are immune to all damage types.



Areas of the Tavern

The tavern consists of the communal areas of the building, rooms for each guest to rest (based on their dispositions), and the nothingness beyond.

A1. Valor Hall

The first room the dead find themselves entering is Valor Hall, a vast main room where heroes and villains alike drink to their lives since passed. The roaring hearthfire, accompanied by ornate sconces, do more than enough to illuminate numerous tables and chairs set out for the dead. A quaint but well stocked bar hugs the wall to the back of the room, placed beside an impossibly long hallway that ends in a distant mote of light.

There is a wall covered with mounts that display various instruments for guests to practice or play. In addition to the instruments, there is also a cupboard containing calligrapher's supplies, painter's supplies, and tinker's tools for the dead to enjoy at their leisure.

Various guests can be found resting in Valor Hall, from numerous realities and times. Drifting among them is Death, a large, cloaked figure carrying a scythe and wearing a mask. Death will likely be one of the first to approach new arrivals, welcoming them and telling them that Grudd Brighteyes can answer any questions they have.

The Light at The End. The main hallway connecting Valor Hall to the guest rooms seems to go on forever. If a guest enters the hallway in search of their own room, they find it quickly. However, if a guest enters the hallway with the intention of reaching the light, they will pass on to their own afterlife, unable to return to the tavern.

A2. Tall Tale Lounge

The tall tale lounge is a cozy room with soft, plush furnishings that seat multiple people, and a warm fire pit in the center. There is a smaller self-service bar in the corner of this room. Here guests have quieter discussions, organize events for each other, and relax in the comfort of death.

There is a small stage in this room for storytellers. People who have been here a while are happy to tell their story in an exciting manner at the stage, giving insight as to why they are here and who they might be.

Stibbles' Weekly Tale. Stibbles leads a weekly game here, engaging random guests in nonsensical stories for the sake of fun alone. Some people take it too seriously, which Stibbles, Grudd, and **Death** find exceptionally humorous.

A3. The Final Game Room

This room has rows of tables set up for guests to play tabletop games against each other. At the center of each table is a selection of various games from various realities, ranging from dice-based to simulated combat using eye implants.

At the back of the room is a larger table with one seat on either side. If Death is challenged to a game of chance, strategy, or wit, the game is played at this table. For further information on how this might be handled, refer to the event A Game With Death.

Buttons and Lights. Boros brought a glowing tablet on which she plays strange light-based games using a board of buttons. Characters might be able to understand the games with a DC 25 Wisdom (Survival) check. Passing the check causes creatures to gain the long term madness effect: "These games are more important than me."

The Tavern Operators

The Tavern at Death's Door is operated entirely by **Death**, and exists to some degree as an extension of the entity. Few of the guests who have chosen to linger in the tavern have offered their services to Death, providing new food and cleaning services. For the most part, the characters on this list have "warmed up" to Death over time.

Apart from Death, all the tavern's operators are dead. Thus, they cannot be hurt or killed, and have no reason to engage in combat.

Death

Death is an entity that embodies an enigma that everyone eventually comes to know. Death currently choose to manifest as a 9-foot-tall humanoid wearing a large, black cloak, concealing all of their features. In place of a face is a mask, with six pips that run down it in two columns on either side: like a die. One of the pips is larger, and serves as an eyehole. It carries a large but simple farmer's scythe. Death occasionally jests about it, saying, "You made this thing, not me! How can I reap when I'm not really the one sowing?" Death has a carefree but jaded sense of humor, occasionally finding comedy in the circumstances of one's death.

Death runs this tavern with the intention of gathering and conquering enough lost souls to fabricate a new kind of afterlife. It chooses only fascinating heroes and tragic ends because, from Death's perspective, "None of these beings ever knew themselves. They dwell in the past for too long! Pitiful, really. But only those who dwell in the past can remember the journey, remember what they lived. I want those people to know me." Death enjoys a challenge, and enjoys more than anything to be "staved off" by its subjects. Even at the mention of someone beating death, Death perks up and races to the game table.

Grudd Brighteyes

Grudd is a dwarven healer (priest) who seems to have been late in his years upon his death. There are wisps of white and grey in his ginger hair. A variety of medical and healer badges that he accumulated in his life nearly take up the entire front of his tunic. He always wants people to know he is available to help, often checking in on guests. Grudd was a cleric sworn to a god of creation, and wielded the healing powers that came with devotion. Grudd has been the barkeep of Death's Door for so long that he can hardly remember how he got here. He had… friends… and he did something for them. And now, early in the mornings, their names writhe at the tip of his mind over a cup of tea. But he still can't quite recall them.

Grudd knows that the life he knew has forever ended, and he just wants to get along. To that end, he has mastered a warm demeanor and has become quite adept at welcoming uneasy former heroes to this tavern. He always has a tankard of your favorite ale, or a pot of exquisite tea, and always bends his ear to let shell-shocked patrons tell their story and acclimate to their situation. Choosing to pass on is a big decision and Grudd always offers advice. But he never tells someone what to do: that choice must be theirs. He has known **Death** for some time now, and can frequently be found playing games or putting together puzzles over a cup of tea with the entity.

Cause of Death. Grudd does not remember his own cause of death. Asking Death about the circumstance reveals that Grudd, in a similar but more honorable situation than Stibbles, made a sacrifice. In a situation that decided the fate of a reality, Grudd fought with a deity and helped his friends succeed.

Pip Pip

Pip Pip is a sentient **gelatinous cube** that functions as the tavern's janitor. He spends most of his time behind the bar, where Grudd feeds dirty plates and mugs into his mass. Pip Pip has been in this tavern longer than anyone can remember, and seems to linger entirely out of contempt. He will openly speak to guests, finding great pleasure in hearing how horribly they died. His ability to selectively consume what he touches helps make food service and scraps easier to handle.

Cause of Death. Only **Death** knows what claimed Pip Pip, but not even Death knows why Pip Pip was deemed worthy of the tavern. He apparently gained his sentience after trying to consume a magic staff, which promptly turned the newly sapient ooze into a pool of still water. A wandering traveler plucked the staff from the fluid, and left the immobile ooze to starve.

Cheesums

Cheesums is a rare variant of feline **renine** (undead spirit of a lost or abandoned pet), called nekomata. Instead of dying tragically, these spirits were treated with endless love during their long lives, and transformed into undying spirits that watch over their owners. Cheesums was the pet of someone named Little Hollow, a previous guest of the Tavern at Death's Door. After his owner's tragic death, Cheesums accompanied his owner in the hopes of helping them escape. To Cheesum's surprise, Little Hollow quickly departed to their chosen afterlife.

Cheesums comes and goes from the tavern's main rooms (A1, A2, and A3), to the Nothing Beyond and the Forgotten Places (A4) as he pleases. Cheesums has gained the ability to speak, and acts as a questioning force for newcomers. He will pester them, questioning their ability to return to their homes. If treated fairly, Cheesums will aid guests in their contests against Death (giving them advantage by helping in some way), and may even return to life with them if they succeed.

Cause of Death. Cheesums transformed into a nekomata at age 25, having been cared for by Little Hollow. If asked about Little Hollow, Cheesums will describe them as having been "endlessly wise, endlessly caring, but having carried an unreasonable deathwish." Around their mid 40s, Little Hollow drowned in an overturned boat on a voyage that would have been legendary, had Little Hollow only fought harder to live. On the day of arrival at Death's Door, parting words were given to Cheesums, and Little Hollow ventured through the final door without speaking to anyone else—not even Death.

A4. The Forgotten Places

The Forgotten Places serve as storage for Death's Door, and are the only places where one can reliably retrieve quality goods. Inside this room is a series of crates and barrels, whose numbers are surprisingly difficult to count. Upon opening any of the crates, characters will find portals to various locations in various worlds. Each of these locations have been entirely forgotten: last remembered and visited by those who have long since passed.

Among them are isolated gardens, empty cockpits of starfaring vessels, log cabins, graveyards, battlefields, bomb test sites, and other lonely places. Inhabiting some of these areas are **shadows** of forgotten people, who are unaware of visitors. Any visitor at the tavern is welcome to enter these places, gather materials for food or drink, and bring them back to the main areas. **Death** describes the room by saying, "Memories can die the same way minds do, sometimes at the same time. I have gathered all the dead I find interesting, including places."

A5. The Humble

These are the smallest guest rooms in the tavern, and the number of guests that use them is even smaller. Inside each room is sparse decor from the travels of whichever guest uses the particular room. In addition to the decorations, some feature hammocks or simple sleeping places, and a wooden chair. The humble rooms are dedicated to those who have chosen not to face **Death** in a game, but instead linger in the tavern to give advice to newcomers, to enjoy the leisure, or simply for rare company.

Some of the guests in these rooms include Grudd Brighteyes, an old man missing his arms, a druidic woman, and a humanoid dog that resembles a pug. Some of them will note that they have uncovered death's true identity, but none of them are able to properly explain (or maybe they'd rather you find your own answer).

A6. The Heroic

These mid-sized rooms are designated for guests who have challenged **Death** and accept their failure, or those who plan to challenge Death soon. They are stocked with comfortable cotton bedding, bathtubs for soaking, two chairs, and a writing desk. New guests are given a bag of herbs upon entry to these rooms, that when smoked or drunk as a tea provide effects similar to the *calm emotions spell*.

Most players should find themselves in these rooms during their stay. Other guests include Nova Baker, Admiral Boros, Lady Anima, and other confident or peaceful spirits.

A7. The Fearful

These grandiose guest spaces are as lavish as a tavern room can get, unrivalled by any other tavern. They feature several gilded sections including private bath houses, spacious silk beds in vibrant colors, and their own personal minibars. These rooms are reserved for selfish failures such as rulers, tycoons, and renowned warlords.

These guests fought all their lives with fear and without reason, and have brought both feelings to their graves. The room size is considered an insult by **Death**, and is the reward for fighting against Death, failing, and being unable to accept that failure. Surprisingly, the Seeker is one of the guests fated to persist in these rooms.

The Nothing Beyond

Guests cannot escape death by running from Death's Door. This reality functions such that walking far enough in any direction will lead players back to the tavern. The area surrounding the building is an extension of it, and has several features.

The Well. There is a well outside the tavern that can be operated by any of the guests. **Death** notes that if a coin is tossed into the well, guests can wish for any type of fluid to be drawn from it.

The Woods. Just beyond the tavern lies the woods, which resemble more of a sparse orchard with occasional berry bushes. Here guests can pick deathberries, which taste like a mix of tangy citrus and sweet fruity berries. Deathberries are also served at the tavern in bowls of milk.

Lone Tree Hill. On the opposite side of the woods lies a small hill, topped with a lone oak tree. Some guests visit it to contemplate.

Cheesums

Death

Death's Kiss

Legendary wondrous item, requires attunement

This copper-like ring bears the symbol of a skull in its crown, and is engraved with the phrase, "My name is known by Death." It has 3 charges, and regains 1 charge each midnight. Attuned creatures can use their action to expend one charge and create a portal to the Tavern at Death's Door. This portal lasts for up to 1 hour and, when dispelled, returns all guests who entered via the portal.

Using your action to expend 2 charges allows you to make a saving throw against any mind- or memory-altering magic currently affecting you. This saving throw is made with advantage.

Using your action to expend 3 charges summons Death for up to 1 minute, and allows you to make one request. Death is not bound by this request in any way, and its reaction to the request is up to the GM.

The Tavern Guests

The number of guests at the tavern is constantly shifting, as some guests accept their fates or escape and new ones file in. It is highly suggested that, in addition to the characters listed below, the GM involves dead characters that the players are familiar with from the campaign. Slain enemies, dead allies, or even allies who were recently thought to be alive can provide unique insight to the events of the campaign.

All the tavern's guests are dead. Thus, they cannot be hurt or killed, and have no reason to engage in combat.

Stibbles Muckscooples

Stibbles is a fun-loving male gnome druid who wears a red conical hat. He seems to have died midway through his second century, judging by his long white beard. Stibbles spends most of his time in the public areas of the tavern, reciting stories of fascinatingly tragic events—either that, or insulting people's choices. Stibbles is remarkably wise, but his insensitive comments have led him to become somewhat infamous in the tavern. He might explain that he stays at Death's Door because he enjoys talking to people, but in reality he is afraid to move on. A DC 20 Wisdom (Insight) check may reveal that he seems to be waiting for someone to pass through with.

Cause of Death. After a night of drunken debauchery, as a brief respite from adventuring with his friends, Stibbles returned to a tense situation. One of his close friends was possessed by a powerful spirit, and threatened to kill the others. Stibbles baited the spirit into the forest, and after a fierce druidic battle, was decapitated. His friends were able to escape as a result.

The Seeker

The Seeker is a surprising sight in the tavern, as they appear to be entirely consumed by misery. They seem the same age as whenever the party last saw them. When a player character enters the tavern, the Seeker will be thrown into a fit of pitiful rage, and exclaim through tears, "Why did you forget about me? After all I did for you… All I'm doing for you?" After the outburst, they will calm down, and explain that none of it matters anymore, eventually apologizing. The Seeker will then rest either at the bar, or in their room (A7). The Seeker does not have Fab Incartio, who they imply abandoned them to somehow "keep living."

Cause of Death. Unknown, even by **Death**.

Bobby Grey

Bobby is a young human boy (commoner), who seems to have died at the age of 9. He wears overalls, a striped yellow t-shirt, and sneakers depicting a masked adventurer. Bobby does not seem to grasp his situation, and says he has been waiting for his dad to "pick him up." Asking around the tavern uncovers that Bobby has been in the tavern for three years. He is cautious with strangers at first, but quickly warms up and constantly begs others to play games with him.

Cause of Death. Bobby Grey lived with his single father in a kingdom called Flooreda, apparently owned by some larger kingdom called the "Euessay". During a fishing trip in a local swampland, Bobby ventured too far from his family and was eaten by a wingless dragon.

Lady Anima

Lady Anima is a powerful female **centaur**, who spends most of her time drinking spirits at the bar. She wears full plate armor, with the notable feature of an arrow sticking out of the visor. Underneath the armor are countless scars from various battles, paired with tribal tattoos that run down her arms. Lady Anima is a woman of few words, but she has a tendency to listen to guests' troubles. Asking other guests about her is the only way to initially learn of her fate, but approaching lady Anima knowing her story may lead to an open conversation.

Cause of Death. Lady Anima was once a knight sworn to protect a princess—one that she had grown very fond of. In their world a war against old spirits had left everything in near devastation, and their mission was the last hope for their kingdom. The princess was slain by a stray arrow during a skirmish that Anima was able to win before realizing what had happened. Wracked by grief, Anima decided to share her beloved's fate.

Admiral Boros

Admiral Boros is a large, four-armed humanoid encased entirely in a strange suit of armor. The armor is made of a material stronger than steel, but supple as leather. She speaks in an unnatural tone, and seems to have learned some Common from the other patrons. Boros explains she was the lead commander of ships that sailed between realities, and spread her people's message to countless worlds. She asks strange questions, unfamiliar with things like horses and swords. Boros is blunt but attentive, and seems to know where everyone is at all times. She has not fought **Death** yet, but plans to once she has learned enough. Boros actively avoids the Seeker, saying they somehow seem dangerous.

Cause of Death. Admiral Boros was a space traveler in her reality, and the leader of an enormous military society. Having claimed over half of the galaxy, Boros met her end when six travelers boarded her ship. Completely unstoppable, Boros compares them to "T'T'K'Klohm," which in her tongue means absolution.

Nova Baker

Nova is a human woman (commoner) who died in her early 30s. Her eyes seem to look past people's eyes and into their hearts. She wears a white summer dress that compliments her form as much as her personality. Nova stays in her room at most times, but will happily greet new guests and try to ease their pain. When not in her room, Nova ventures into the Nothing Beyond, trying to foster the growth of the berries somehow. Nova finds it difficult to talk about her past, but after some time she will tell her story.

Nova was an only child who would often hide from her family and explore the wilds. She had a passion for plants and vines, but eventually found her passion tied to a man named Larry. Inspiring Larry to start a tavern for families, they quickly made their own after a time. Larry wanted a daughter, and after having three sons, they decided to try one last time. Nova never learned if their fourth child was a girl or not, but she hopes for Larry's sake that it was.

Cause of Death. Nova was an active gardener and housewife to the owner of a tavern. Nova's desire to have a daughter grew stronger after her two eldest sons left home, but her life ended in the throes of labor.

Erron

Erron is a young tiefling boy (**commoner**) with pale green skin and freckles. His horns are somewhat similar to the Seeker's, but slightly longer and curving back over his white hair. He spends much of his time learning to play the flute. He was an urchin for all of his young life, but fought with a confident vigor stronger than anyone his age. With a sweetness in his young heart, he would steal from merchants and nobles, sharing food with everything from rats to working peasants. Nova enjoys spending time with Erron, who she says reminds her of her son Jericho.

Cause of Death. Erron was strong enough to endure beatings from guards and hunger pains without shedding a tear. However, his innocent generosity caused an influx of the local rat population, and he succumbed to a sickness they had begun to carry.

Race Against Death

The Tavern at Death's Door

MENU

A Healthy Dose of Reality

This pasta is made with an overwhelmingly spicy red sauce, mushroom slices, and various boiled greens.

Wakeup Call

This platter consists of poached eggs, sausages, ham slices, and a large breakfast cake soaked in gravy.

Deathberry Soup

This simple dish is made with a mixture of fresh deathberries and warm milk.

The Heart's Want

This dish, which would be dangerously indulgent for the living, is made with various fried meats, cheeses and breads. Served with a row of dipping sauces and a tall ale.

Deathberry Soup

Cocktails

Pushing Up Daisies

This cocktail uses dark molasses spirits, carbonated sweetwater, and bitter lime. Iit is garnished with a single large daisy flower, and more daisy flowers inside of ice cubes are added to the drink.

The ELDERMANCY

This cocktail should only be consumed by the dead, as enjoying a full glass will remind one what it feels like to die. It is a mixture of deathberry liquer, half a lemon's worth of juice, dry fortified wine, coffee bean powder, dark molasses spirits, agave spirits, wormwood spirits, brown ale, a deathberry, and a dollop of thick live-culture yogurt. Utter your prayers, pinch your nose, and pretend to enjoy.

The ELDERMANCY

Guiltless Pleasure

This glass appears to be simple water without ice. The drinker tastes the greatest mixture of flavors to ever touch their tongues. Each flavor is tailored to the drinker, and never fails to numb the senses beyond death.

Dirt Nap

Mixed with carbonated sweetwater, lime, and lemon, and finished with a creamy milk-based liquor. This drink, if made correctly, should resemble a light brown sponge, and should be consumed with a spoon.

The Quest Board

If asked about a quest board, **Death** will respond "Quests?!?! You're done! Just relax, you don't need a reason to fight! Oh, I see. The fight is a game to you, huh? Well, if you can't fight me, I have some things you can do."

All the quests given at Death's Door are intentionally simple and appear to be lacking in reward, as there are no rewards after death. However, if the GM chooses, each task done will add to the maximum charges of the magical ring *death's kiss*.

Berry Picking

"Venture into the woods and retrieve some berries. Not that we're running low, but it would mean a lot to me! It'll help you clear your head in any case."

A DC 14 Wisdom (Survival) check allows a character to find 1d4 pounds of deathberries, even though few would survive such a find in the mortal world.

Wood for Fire, Fire for Warmth, Warmth for Comfort

"Being dead can feel a little cold at times, don't you think?

Grudd will brew you some tea over the fire if you can gather the wood!" The player will be given an axe if needed, and sent into the woods or one of the Forgotten Places (A4). A DC 14 Strength (Athletics) check gathers a full haul of firewood. As promised, Grudd will brew tea for the guest and speak with them freely.

If the oak tree on Lone Tree Hill is cut down, Death will quietly venture up the hill and plant a single acorn. Other guests may be noticeably frustrated until the tree grows back, which may take an instant or an eternity.

We All Need Water! What If We Run Out?

"The well outside never runs dry, but we have it for a reason. I don't understand plumbing!"

The quest is as simple as it sounds, and doesn't require an ability check. After the water is retrieved, Grudd will take it and begin fermenting a new brew.

Room Renovation

"I run this space, and it looks great! You run your space. Go uh… fix it. It's bare."

For this quest, simply let the player describe how they set up their room, as well as which type of room they select. Once they are done, give them advantage on one roll against Death during the event A Game With Death.

A Friendly Game

"We're all here to be a friendly family, but some people aren't the best at talking to others. Gather up those three and get some them to play a game of Trail Seeker with you!"

Death will direct one or more player characters to Erron, Admiral Boros and Lady Anima. This quest can be done quickly and narratively or, in a pinch, be used to involve other players who are staying on the sideline.

Events

A Game With Death

Death is fascinated by games and challenges, especially when mortality is involved. Knowing this, nearly all of the guests eventually challenge **Death** to a game with the intention of returning to life. The player characters are unlikely to be the exception, and this may be the first or only thing they do in this tavern. Death will quickly agree to almost any game, as long as Death is allowed to add its own rules.

This may be difficult for some GMs to balance, but letting your players choose a game might be a safer way of returning them home. Listed below are some examples of games Death has played before, all of which are winnable. Regardless of the game chosen, at the very least, the following rules should apply to the games:

1. One player per game. No outside help is allowed, and no suggestions on how to cheat may be given by other guests. Other guests are allowed to watch and cheer on either contestant if they wish.
   -If multiple characters choose different games, have them roll initiative and jump between each one's turn in order.
   -Other guests will only cheer for those playing for their lives, never for Death.
2. Players are permitted to use any magic items and spells at their disposal during the course of the game, provided the game relies on magic.
3. If the guest loses the game, they cannot return to life by any magical means, including the *wish* spell. (GMs who want to leave a door open for resurrection may, as a variant, rule that the living can still use magic to call them back to life, as normal.) They are encouraged to remain in the tavern for as long as they'd like, but may choose at any time to enter the Light at The End in Valor Hall (A1).
4. If the guest wins the game, they are returned to life at full health and the same age at which they died. Death will not come for them for 1d6 rounds, and they cannot cause death for the same amount of time.
   -The GM chooses whether they are returned to life before or after the events of their death, and how far away from the event they are placed.
   -Although it is not mentioned by Death, all victors are given *death's kiss, a magical ring* that appears on their finger.

Duel with Death. Players can choose to fight **Death** directly. Upon choosing this option, Death will lead the player to one of the Forgotten Places (A4) to begin the duel. Death uses an adaptive stat block that acts as a stronger mirror to the player's abilities, which may be a detriment to Death when fighting players with passive abilities or unique magic items.

During the fight, a character with the ability to *plane shift* could use it to get out of the tavern, but this does not remedy their situation, as Death will follow wherever they go, and rule #1 is still in effect. Considering this, a player might be able to return home and speak to friends instead of fighting, only taking damage from Death's scythe attack.

Wits and Riddles. A player can challenge **Death** to a game of riddles. This game takes place in the Final Game Room (A3), and is played to the best 2 out of 3. Death will always go first, which is its only advantage. Each player is given 1-5 minutes to form a riddle before speaking it, and must write their answer down before presenting it. Each player is allowed to guess twice, losing the round after giving a second wrong answer. The GM may create their own riddles, use other riddles featured in this book, or use the selection below. Note that the selection below is intentionally difficult compared to riddles from other taverns.

I rise in heat, I rest in peat. I fly to swim, to rise again, I think myself above all men.

What am I? - Rain

I live in a world you will never see, and yet you live among me. I seek with wood, where you have stood, to find a path my own.

What am I? - Blind

I have spoken a trillion words, yet a mouth I never use. All who have me have to choose me, and never my sibling weaker.

Who am I? - A Hand

Without you I do not exist, yet without you I cannot persist. I am the sum of all things, both parts of all rings.

Who am I? - A Relationship

Race Against Death. Players can challenge **Death** to a race down the hallway between Valor Hall (A1) and the guest rooms. Upon choosing this option, the light at the end of the tunnel fades, revealing a large door 1,000 feet away. Once Death and the player are situated side by side, Grudd will blow a whistle and the race will start. If the race ends in a tie, Death wins.

This race is not an actual race, and speeding to the end will lead players to fail. However fast you are, Death is faster—Death always has a move speed that is 5 feet more than its opponent. If the player teleports, Death will teleport twice as far in the same direction. However, if the player stops moving, so does Death. If the player runs backwards, Death will move backwards 5 feet faster per round. Thus, by moving far enough backwards, a player can build up enough of a lead to make it to the door before Death can catch up.

Variant Gamble: My Life Mattered. Players can attempt to convince **Death** that their life will become important if they return. If they have a reasonable enough desire, wicked or not, they can make a promise to Death. If, after returning to life, they succeed in what they promised to do, their life can continue normally. If they fail, or ignore the promise for enough time, Death will come to collect them as well as any other person they lived for.

Death

Large celestial, chaotic neutral

Armor Class: 2 (natural armor)
Hit Points: 8 (2d10 - 3)
Speed: Fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4 (-3)	4 (-3)	4 (-3)	4 (-3)	4 (-3)	4 (-3)

Senses: truesight 600 ft., blindsight 600 ft., passive Perception 30
Languages: all, telepathy 600 ft., any language
Challenge: -- (XP gain equal to character level x 3,000)

Fated Mirror. Death is immune to all damage types for the first round of combat. At the end of its first turn, Death chooses one creature. It then benefits from the following features, based on the target.

- Death adds all of the creature's ability scores and armor class to its own
- Death adds all of the creature's hit points to its own
- Death gains all resistances, immunities and vulnerabilities of the target creature
- Death's resonant spellcasting ability targets the chosen creature

Resonant Spellcasting. Death's innate spellcasting ability is the same as its opponents, with the added effects of the Fated Mirror feature. In addition to Death's own spells, whenever the creature targeted by the Fated Mirror ability casts a spell, both Death and the chosen creature become targets of the spell.

Death can innately cast the following spells, requiring no material or verbal components:

At will: *plane shift, illusory terrain, invisibility*
1/day: *time stop*

Actions

Multiattack. Death makes two attacks: one with its deep reflection, and one with its scythe.

Deep Reflection. This attack can only be made if Death has chosen a creature with its fated Mirror ability. As an action, Death performs the exact actions that its opponent performed during its last turn, with the following condition: Death becomes the target of any actions that target "self," and its opponent becomes the target of any actions that targeted Death.

This ability does not benefit from a player's passive abilities or nonmagic reactions, such as a fighter's Parry or a half-orc's Relentless Endurance.

Scythe. *Melee Weapon Attack:* (see Fated Mirror) to hit, reach 5 ft., one creature. *Hit:* 1 (1d4 - 1) radiant damage.

The Daydream

As with everything that exists, even taverns must have an opposite. Following this rule, or perhaps attempting to deviate from it, leads one to the Daydream. This strange location has been referred to as the Mobeus Daydream, the Infinite Tavern, or the Drunkard's Prison. It appears in places where reality is fractured, standing as a lone doorway into the unknown. Inside are rooms beyond number, places that never were, and monsters that stalk the hallways between good times and better places.

Players can enter this tavern at any level, but it can quickly become dangerous if the party is unlucky enough to enter higher value rooms. It is best fitted to players level 5-10, with a central challenge designed for a party of 4 level 7 characters.

Dream Keys

The Daydream is only accessible via a *dream key*. These keys somehow find their way into chests, markets, keyrings, and pockets all over the multiverse.

This brass skeleton key manifests with 1d12 charges, which is shown by a literal number at the key's back (or "bow") end. As an action, a creature can expend 1 charge and open any door. Instead of leading to the usual destination, a portal to the Daydream appears in the door frame. This portal remains open for up to 1 minute, but can be dispelled as a bonus action. Using the keys this way is the only way to enter the Daydream from the outside.

Using the keys is also the only way to open a path from one room into another room inside the Daydream. Each use of the key will create a portal to another room in the Daydream.

If a dream key with 0 charges is used inside the Daydream, the portal it opens leads back through the last door that the user used to enter the Daydream.

A dream key with 0 charges can also be used to enter the Daydream from the outside. However, it then loses its magic. Anyone who enters the Daydream this way risks being trapped inside once the entry portal closes—unless they brought (or can find) another dream key.

Variant: Time Dilation. As the tavern is a step outside reality's norms, it may also affect the flow of time. Befitting a drunkard's prison, time moves much more slowly inside than it does outside. As a variant rule, for each minute the party spends in the tavern, a day passes in their own reality.

How to Run a Daydream

To run this tavern properly, you will need the modular tiles as an expansion for *The Seeker's Guide to Twisted Taverns*. Each tile represents a possible room the party could enter, and using them as a "deck" to draw from is a simpler option than rolling for each room type.

If players do not wish to create their own characters for this adventure, they may use one of the four characters provided: **Emit W. Saps**, **The Critic**, **The Gambler,** and **The Old Lady.**

1. When the party first uses a *dream key* on a door, lay down a tavern tile over the room they would normally enter. If they are not currently on a map, describe the change as an unnatural change of air pressure on the other side of the door, followed by an unexpected (or familiar) new room. Then place the first tile at random, and determine its type from the list below.

2. Once the tile is set, determine the type of room based on its appearance. If you are not using the tiles, roll 1d10 and go to the corresponding room type, or select at random.
3. Roll the listed die for this room type to determine the type of encounter the party will face. Lastly, roll 1d4 to generate a situation based on that encounter type. You may use the random NPC list on the GM screen for additional flavoring.
4. When the players choose to enter another room, they may do so by opening doors, cabinets, drawers, or windows, or by walking through mirrors. Repeat the process above and attach a new tile to their chosen path.

As a rule of thumb, if the party stays together, remove each tile once the party has moved two rooms ahead. Doing so will keep the tavern infinite as intended.

Additional notes:

- There is a high probability of players entering and exiting initiative often. It is advised that the party roll initiative at the start of the tavern, or choose their order, and stick to it until they exit the tavern.
- Keep track of their Dream Key usage as the party progresses, to note whether or not they lose their exit.
- Some encounters feature monsters larger than the room's capacity. To remedy the issue, the tavern will shrink the size category of any oversized creature to large or medium. This is due to the reality-warping features of the tavern.
- Some encounters may contain more monsters than the room can contain. To remedy this, limit the number of monsters at the start of the encounter, and have reinforcements spill in from another room as combat continues.

Areas of the Tavern

1-2: Dining Rooms & Lounges (1d6)

These rooms consist of open areas with tables and chairs for seating multiple guests. Most of them feature torch sconces for light, and small storage containers. Some of them may contain unique spaces like stages. Each configuration is unique, and the stylistic theme of each room is vastly different.

The Keeper of the Bar

1. Combat

Roll 1d4	Situation	Reward
1	This room is decorated with stone statues of people happily enjoying their drinks. 1d4 **basilisks** emerge to fight the party.	140 gp
2	This room echoes with malicious laughter, and a wet dog smell lingers in the air. A group of 2d4 + 2 **gnolls** and 2d4 + 2 **giant hyenas** turn to charge at the party.	130 sp, 40 gp
3	This room smells of smoke. A crude fire made from broken furniture is surrounded by 2d6 + 1 **bugbears**. They turn toward the party, weapons ready.	210 sp, 80 gp
4	This room has a stuffy atmosphere, and a rotten smell fills the room. A **young black dragon** sits at the center of the room chewing on a corpse. Its hungry eyes turn toward the party.	120 gp

2. Puzzle

Roll 1d4	Situation	Reward
1	The flames of 6 of the torches on the wall begin to grow, igniting the wood and endangering the room. There is a unique looking rug on the floor, that the fire seems to be moving toward.	If the party retrieves the rug (DC 16 Dexterity (Acrobatics)), they may discover it is a 5x5 ft. *carpet of flying*. If the fire is not contained, they will take 2d8 fire damage each round.
2	An **adult gold dragon** almost entirely fills the room's space. It looks down, and presents a simple question. "To create my face, I visit the world. And so my face becomes the world. What am I?"	If the party answers "map", they receive a Dream Key with 3 charges and 100 gp.
3	A table is set with a bountiful feast that calls for the party with a wisp of steam. However, the 4 chairs set out for them are **mimics**.	If the mimics are defeated, the party can enjoy the feast and benefit from the spell *heroes' feast*.
4	This room seems peacefully empty upon entry. However, if any party member steps into the main area, a chandelier will crash down onto them. Characters under the chandelier must make a DC 16 Dexterity saving throw, taking 26 (8d6) bludgeoning damage on a failure, or half as much on a success.	The chandelier features 4 unique crystals (50 gp each).

3. Social

Roll 1d4	Situation	Outcome
1	A lone **goblin** floats awkwardly in the center of the room, unable to control their position. They begin shouting frantically at the party in their native tongue.	Speakers of Goblin will learn that he drank a *potion of levitation*, thinking it was alcoholic. He wants to be rid of the rest of the potions, as there are 1d4 in a bag under one of the tables.
2	The party finds two human **nobles** playing a game of Trail Seeker. One of them begins to shout, calling the other a cheat, and drawing their rapier.	If left to their own devices, one noble kills the other and then proceeds to grumble about fairness. If the fight is diffused, the party will be rewarded with a deck of cards and 10 gp.
3	An **efreeti** sits patiently at a center table, happily greeting the party upon their arrival. He will offer them a gift from a selection of jewelry, allowing only one choice per visitor.	Each piece of jewelry is cursed, casting one of the following spells on the wearer: *enlarge/reduce, polymorph, bestow curse. The effect lasts as long as the jewelry is worn, and it cannot be removed unless the wearer is the target of remove curse or similar magic.*
4	A group of half-orc **thugs** sits around a table, merrily cheering as two of them are locked in a fierce arm wrestling match. After his victory, one of them singles out a party member as his next challenger—defeating the thug requires a DC 20 Strength (Athletics) check.	If the party member fails, they will be mocked by the entire group. If they succeed, the half-orc (**hug** honors the success by joining the party for the next 1d4 rooms.

4. Treasure

Roll 1d4	Treasure
1	Sitting on a large wooden table is a pile of 1,900 gp and a scattered deck of cards. Two (inanimate) skeletons rest over the pile of gold, each thrusting a sword into the other.
2	Resting on the ground scattered about the room are several sets of simple clothing. Among them is a set of studded leather armor and a breastplate.
3	This dining room is set for a large feast, and yet there is no one else in the room. A cornucopia is slowly spilling out fruits and nuts. The cornucopia functions as a *bag of holding*.
4	At the center of this luxurious room is a large pool of water. Next to the water is a small, ornate *bowl of commanding water elementals*.

5. Shop

Roll 1d4	Merchant	Wares	Prices
1	A **lizardfolk**, carrying a strange tray with some items for sale.	A *grey bag of tricks* 2d6 +1 arrows	300 gp 25 gp each
2	A human **priest** with a string sash holding bottles and scrolls.	Holy water (4) 2 common *potions of healing* 1 scroll of *healing word* (1st level)	25 gp each 75 gp each 50 gp
3	Around a large circular table sit 5 **knights**. They offer their services for a fee.	A **knight**'s help for 1d6 rooms.	50 gp per room
4	**The Seeker**, playfully tossing a key into the air. They offer it to the party, for a price.	A *dream key* with 1d12 charges	1,500 gp

6. Boss

Roll 1d4	Situation	Hoard
1	Inside of this room is a massively wide, short barrel of deep red wine. Suddenly rising out of the barrel of wine is an **aboleth**.	2,300 gp, 30 pp, 1 spell scroll of *detect magic*, and 1 *potion of greater healing*
2	This room is littered with bodies, and only two figures are left standing amidst the unseen carnage: a giant orangutan (**giant ape**) picking its nose, and a **shield guardian** bound to the ape.	1,800 gp, 50 pp, 1 *potion of hill giant strength*, and 1 *rope of climbing*
3	This room is thickly laden with spiderwebs. The moment a party member enters, two **driders** are alerted to their presence and attack.	1,600 gp, 80 pp, a *+1 shortbow* and 1 *broom of flying*
4	Four barbaric humans are rampaging through the lobby, and upon the party's entry, reveal themselves as angry **wereboars by shifting into their hybrid forms**.	2,000 gp, 50 pp, 1 *staff of the python*, and a *+1 club*.

3-4: Bars & Taprooms (1d10)

These rooms offer a smaller number of tables, accompanied by several barrels of ale and wine. There is a bar to one side of the room, with a strange-looking entity (**the Keeper of the Bar**) serving the tables and guests, regardless of the situation.

1-2. Combat

Roll 1d4	Situation	Reward
1	Nails clack along the floor and scratch on the counters. 1d4 **hell hounds** let out a chilling howl and rush toward the party.	180 gp
2	A creaking noise can be heard behind the bar. Barrels erupt with 2d8 + 4 **gray oozes** that begin inching toward the party.	1100 cp, 30 gp
3	A haunting melody comes from the counter. 2d6 + 1 **harpies** perch there, beckoning the party.	160 sp, 100 gp
4	You hear bottles being viciously as you enter the room. An angry **hezrou** lunges at the party.	210 SP, 50 gp

3-4. Puzzle

Roll 1d4	Situation	Reward
1	A barrel of ale is magically spewing a constant stream of ale, filling the floor of the tavern. On 2 tables sit 2 scrolls of *lightning bolt*, at risk of being ruined by the rising ale.	If the party reaches the scrolls in time with a DC 18 Strength (Acrobatics) check, they can retrieve them safely. However, the barrel must be plugged by something before it fills the room in 1d4 rounds; plugging the barrel against the flow of ale requires a DC 16 Strength check.
2	**The Keeper of the Bar** speaks up, offering a riddle for a reward. "What is it that order battles eternally, never understanding that it is a reflection of itself?"	If the party answers with "chaos", they will receive a *dream key* with 1d6 charges, and a drink of their choice.
3	This room oddly lacks any doorways aside from the one the party used to enter. In the center of the room is a set of 4 mugs filled with wine. Removing a mug from the table causes a pressured button to activate, triggering darts to fly around the room. All creatures inside must succeed on a DC 16 Dexterity saving throw or take 3d8 piercing damage.	If a party member drinks from a mug, they must succeed on a DC 20 Constitution saving throw or suffer the following effects: They are charmed by all creatures for 1 minute. They are poisoned for 1 minute. They gain truesight for 1 minute, and can see magically hidden doorways leading out of the room.
4	Entering the room, the party is greeted with many large patrons competing in how far they can toss gnomes and halflings. They challenge the party to beat the high score. The entire party can participate, but only a single member must succeed on an Athletics check (DC 20) to win.	If a member succeeds on the check, they are rewarded with 2 free drinks (2 uncommon *potions of healing*).

5-6. Social

Roll 1d4	Situation	Outcome
1	A large group of dwarves (one **bandit captain** and 1d8 **bandits**) are merrily drinking. However, once the party enters, the merriment stops and the captain approaches the party. He only speaks dwarvish, and demands the party pay 10 gold as a "protection fee" from his allies.	If the party doesn't speak dwarvish, or don't pay, the crew will attack. If they pay the captain, he will laugh at their weakness. If all the dwarves are beaten but not killed, 1d6 will join the party until they reach the next combat room.
2	This room has a number of guests passed out at various tables. Currently, a **djinni** and an **oni** are locked in a duel of drinking, surrounded by empty bottles.	The party may join their battle, or wait for the oni to pass out before dueling the djinni themselves. Each participant must make a DC 20 Constitution saving throw, falling unconscious for 1 hour on a failure. The djinni will take up to 100 gold from them. On a success, the djinni will give the victor 300 gp before passing out.
3	This room is devoid of tables, featuring only one chair at the bar. **The Keeper of the Bar** offers 4 unique drinks in strange bottles, allowing the party to drink any of them, provided they do not divine the contents.	Roll 1d4 for each drink: *potion of heroism* *potion of mind reading* *potion of diminution* *potion of poison*
4	A trio of **priests** sit at the bar, telling ironic jokes about strange situations. They challenge one party member to a drinking contest, enticing the party with 1d6 spell scrolls of *bless*.	An individual must succeed on 3 increasingly difficult Constitution saving throws (DC 12) (DC 15) (DC 18) If they succeed, the party gains the spell scrolls. If they fail, the clerics use one of the scrolls on themselves and continue drinking.

7-8. Treasure

Roll 1d4	Treasure
1	This room oddly lacks **the Keeper of The Bar**, but contains a number of empty tables with half full mugs. Next to each mug is a small bag of coins, implying that payment has not yet been collected. The total number of coins equals 1,250 gp.
2	A drunken knight with silver eyes stumbles towards the party with a solemn look, and draws his sword. If he is attacked, he will transform into an adult silver dragon and fight the party aided by a dancing sword. If he is allowed to speak, he will throw the *dancing sword* to the party and state he is done fighting.
3	A **vampire** sits atop one of the tables in the room, sipping blood from a goblet. He states he has no intention of fighting, but wishes to hear a joke. If a party member can make the GM laugh, the vampire will reward them with a *cloak of the bat*.
4	The room is filled with magical darkness. However, stepping on a randomly placed pressure plate causes the darkness to fade, revealing over a dozen kobolds that suddenly scatter into various cabinets and secret pathways. They leave behind the scattered pieces of a full plate armor set.

9-10. Shop

Roll 1d4	Merchant	Wares	Prices
1	**The Keeper of the Bar** will offer the party a selection of potions for sale.	1d8 common *potions of healing* 1 *potion of invisibility* 1 *potion of hill giant strength*	100 gp each 2,000 gp 500 gp
2	A human merchant (**commoner**) has set up a weapon shop in this room, taking up all of the tables. She offers to buy a drink for any customers.	Any simple melee weapon Any martial melee weapon	10 gp 50 gp
3	Amidst a collection of patrons in this room, a **gladiator** and an **assassin** stand out as potential arms for hire.	A **gladiator's** help for 1d4 rooms An **assassin's** help for 1d4 rooms	800 gp per room 1,200 gp per room
4	Humor merchant	Nothing important or a rare magic item	2,500 gp

Lich

5-6: Cellars & Storage Rooms (1d6)

The cellars and storage rooms range from wooden to stone confinements, designed to protect goods from the elements. Many of them contain assortments of chests, barrels, and crates containing foods, minerals, and disturbing sludge.

1. Combat

Roll 1d4	Situation	Reward
1	This large storage closet has a few **skeletons** in it, to say the least. 1d4, to say more. To explain even further, each one is accompanied by a **ghost**.	900 cp, 30 gp
2	The infamous goblin drunkard Gut Gut has directed 2d8 + 4 of his **goblins** to protect this room from any intruders... because it contains booze.	220 sp, 80 gp
3	This storage room is a mess of scattered armor sets, haphazardly thrown about the ground. Suddenly rising from them are 2d6 + 1 sets of **animated armor**.	140 gp and a set of studded leather armor
4	A lone **stone giant** has confined himself to this celler, set on emptying every barrel into his gut. Upon the party's intrusion, he will fling a barrel at them.	160 sp, 70 gp

2. Puzzle

Roll 1d4	Situation	Reward
1	1d4 **swarms of rats** spill out of a putrid barrel in this storage room and pile over the party. Characters swarmed by the rats must succeed on a DC 18 Constitution check or become poisoned for 1 minute. As the rats scramble into the previous room, one character notices that their weapon has been stolen by one of the swarms.	After retrieving their weapon from one of the swarms, they notice it is not the weapon they had, but a +1 variant. If the weapon was already magical, it receives this bonus in addition to any previous bonuses.
2	This room seems mostly bare, save for 3 tall empty crates. Suddenly, a **shadow** walks out of the wall and asks the party "What has no voice yet responds when called?"	If the party answers with "an echo" they are rewarded with a *dream key* with 1 charge.
3	A chest full of 1d6 + 2 **animated swords** blows open as the swords escape and face the party, revealing a mirror located on the inside of the top lid. A voice echoes from the chest, telling the party that in the room there is a word of power that will tame the swords, but if uttered incorrectly, the swords will attack.	The word is visible in the mirror. Read incorrectly it is "Stressed," but read correctly it is "Desserts." If the party speaks the word, they will be accompanied for 1 room by the animated swords.
4	Entering this room causes an overwhelming assault to the nose. Inside is a **kobold** pouring spirits all over the room, who quickly lights a match upon seeing the party. All characters are blown back 5 feet by the explosion and must make a DC 16 Dexterity saving throw, taking 4d8 fire damage on a failure or half as much on a success.	The only thing remaining in the room is a tiny skeleton and a *stone of good luck*.

3. Social

Roll 1d4	Situation	Outcome
1	Inside of this storage room are 1d4 + 1 **kobolds** that seem to have constructed a statue in honor of a draconic god. Wearing a robe, one of them approaches the party and asks in Draconic, "Have you brought an offering to the church of Lady Draca?"	If the party does not respond, or does not speak Draconic, they will dismiss the party and continue worshiping. If they refuse to make an offering, the kobolds will attack. If they offer anything, the kobolds will join the party for 2d6 rooms or until they die.
2	Two **wererats** have taken to this cellar, flinging open crates in search of something. Just as the party enters, one of them finds a 5-pound block of cheese. They begin to argue over possession.	If the party divides the cheese evenly, they will earn 100 gp that the wererats discovered. If they wait, the rats will fight each other and defend the cheese from the party. Killing the wererats only earns the cheese.
3	This room contains various crates, chests, and barrels. Otherwise, there seems to be nothing of note.	For each container opened, roll 1d4. On a 1, the object is a **mimic**. Otherwise, it contains 2d8 x 10 gp.
4	This cellar contains a **giant ape** wearing a red tie, and a young human woman (**noble**) atop a tower of crates that rises 20 feet. The woman explains she has been kidnapped, and that the ape will only let her go if she is reached.	A party member can attempt to climb the tower, and must succeed on a DC 18 Dexterity saving throw to avoid barrels tossed by the ape to reach her. On a failure, the party member takes 4d10 bludgeoning damage and falls down the tower. If the woman is reached, she rewards the party with 1 mushroom that serves as a *revivify* spell if given to a corpse.

4. Treasure

Roll 1d4	Treasure
1	Luckily for the party, this storage room serves as a vault of gold, and is unoccupied. It contains some gemstones and coins—2,000 gp worth in total.
2	This storage room has rusted swords and axes mounted on the walls, surrounding an extravagant suit of magical armor in the center. This armor, once donned, is revealed to be a set of *demon armor*.
3	This storage room is stocked with sheets of fabric, some of which have been converted to various clothing items. One in particular stands out, featuring numerous cloth patches lining it. This sheet is a *robe of useful items*.
4	A **fire giant** has turned this cellar into a forge of sorts. As the party enters, he offers them a *rod of rulership* and states, "Prithee take care, I don't wish for my work to be misspent."

5. Shop

Roll 1d4	Merchant	Wares	Prices
1	This cellar is filled with cobwebs and web-wrapped bodies. A sly **drider** slinks down, saying it means no harm. It offers a sticky wand for sale.	1 *wand of web*	350 gp
2	Inside this cellar is a strange human (**berserker**) wearing a scarf and a large coat. He offers the party a selection of munitions and medicine.	20 arrows 20 crossbow bolts 2 scrolls of *healing word* 1 common *potion of healing*	10 gp 10 gp 150 gp each 125 gp
3	A cluster of 1d6 + 1 **skeletons** litter the floor in this room. A hooded **lich** offers up skeleton companions for sale.	1 skeleton's service	50 gp each
4	A sickly **wererat** peddler carrying a small pendant with a heart-shaped charm approaches the party, offering to sell it.	1 *periapt of health*	2,500 gp or 5 pounds of cheese

6. Boss

Roll 1d4	Situation	Hoard
1	A **young red dragon** is immediately alerted to the party's entry. It seems to be resting on top of a hoard of wealth.	2,500 gp, 100 pp, 1 shield and 1 *potion of greater healing*
2	Gut Gut (**gladiator**), the infamous goblin drunkard known across several worlds by approximately 12 people, has made this cellar his castle. He rises from a wooden throne crafted from barrels, and attacks the party. 1d4 **goblins** join the fight at all times, spilling in through secret doors.	1,900 gp, 100 pp, a spell scroll of *magic circle*, and a set of *winged boots*.
3	This room is entirely devoid of life, and feels cold upon entry. Standing over a glowing pool of acid is a **lich**, who calmly states that the party has come to the last room they will ever see. If the lich is defeated, the acid will sink away, revealing undamage treasure.	1,600 gp, 140 pp, 1d4 *potions of healing* and a *wand of fireballs*
4	A **stone golem** stands guard in the center of this cellar, set to protect numerous crates and barrels.	1,600 gp, 60 pp, a longsword and a *figurine of wondrous power (bronze griffon)*

Gut Gut

7-8: Bedrooms & Guest Rooms (1d4)

Each of these bedrooms features some form of bedding, ranging from a collection of straw to a lavish down feather mattress. The arrangements and number of furnishings in them varies greatly, and may include tables, desks, chairs, toilets, and other amenities.

1. Combat

Roll 1d4	Situation	Reward
1	Sleeping in the beds appears to be 1d4 of the party members. If awoken, the **dopplegangers** will attack.	190 sp, 80 gp
2	2d8 + 4 **quasits** pop out from under the beds, clawing their way to the party.	2,100 cp, 50 gp
3	This room appears to be a true respite from the insanity that is the Daydream. However, the writer is unkind, and the sheets on these beds are in fact 2d6 + 1 **rugs of smothering**.	900 cp, 2 pp
4	This bedroom is lavish, with a single large bed and a wide mirror that reflects the entire room. Resting on a mahogany coat rack is an interesting-looking item. However, taking it reveals that it is in fact a **cloaker**.	270 sp, 40 gp

2. Social

Roll 1d4	Situation	Outcome
1	**One of Those Who Clean** stands in this room, politely gesturing to four neatly made beds. If the party accepts the offer, the being will uncomfortably stand over them, awaiting orders or requests. They may order room service, or benefit from a Long Rest before leaving.	A potential Long Rest.
2	A **succubus** and an **incubus** are standing next to packs of luggage in this bedroom, arguing over a failed vacation. The incubus will turn to the party and offer to buy a numbered *dream key* from them.	If they sell a *dream key* with one or more charges to the incubus, he will pay them 2,600 gp. The succubus may fancy a party member, and stick with them for 1d6 rooms. Otherwise he immediately exits the room
3	A small-sized **mummy lord** rests in a child sized sarcophagus at the back of this room. When the party enters, it will request a bedtime story.	If a party member tells any type of story, the sarcophagus will shut and a *bead of force* will fall from the engraving. If they refuse, the mummy lord will throw a fit, fighting for 1 round before turning into a whirlwind of sand and vanishing.
4	A g-g-g-g**host**! Materializes and tries to scare the party out of the room. Each character must succeed on a DC 13 Wisdom saving throw or be frightened for 1 round, and use their reaction to run back out of the room.	If half or more of the party succeeds on their saving throws, the ghost tells the party to take 220 gp that she has hidden in a music box and leave.

3. Treasure

Roll 1d4	Treasure
1	This bedroom is somewhat lavish, currently being tended to by **One of Those Who Clean**. When the party enters, the creature will thrust a jewelry box into the arms of the nearest party member and point to a nearby exit before returning to cleaning. The box contains gemstones worth 1,200 gp.
2	This bedroom is lavish, with a single large bed and a wide mirror that reflects the entire room. Resting on a mahogany coat rack is an interesting-looking item: a *cloak of displacement*.
3	This bedroom is in complete disarray, and seems to have been previously visited by a wreck of a person. Torn sheets, strange globs of rancid material, and wall smearings are just the beginning of notable issues. As the players enter, they feel the carpeting beneath their feet become wet. The fluid is pouring out of a *decanter of endless water* beneath one of the beds.
4	Inside this room is a bed split entirely in half, with a *berserker axe* remaining between the two halves.

4. Boss

Roll 1d4	Situation	Hoard
1	A one-winged **deva** stands over a sleeping woman in a red dress. In its hand is a lengthy sword, poised to deal a deadly blow. There is a large chest at the foot of the bed.	1,400 gp, 80 pp, a *+2 longsword* and a *+1 greatsword*
2	This quaint bedroom seems perfectly safe, and harbors an outstanding amount of wealth. Suddenly, a pair of **invisible stalkers** attack.	2,100 gp, 40 pp and a *necklace of adaptation*
3	Two **oni** stand perfectly parallel to each other, in this bedroom containing destroyed furniture and various oddities. Their menacing smile has dangerous implications.	100 gp, 200 pp, 1 *potion of greater healing* and *pipes of haunting*
4	This bedroom features a bunk bed and a desk covered in riches. Two **medusa** resting in the bed begin to stir at the scent of intruders.	2,200 gp, 30 pp, a heavy crossbow and a *ring of feather falling*

9-0: Kitchens (1d6)

1-2. Combat

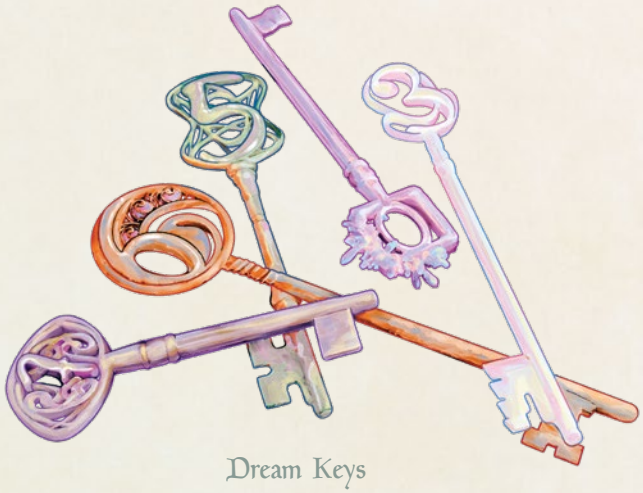
Roll 1d4	Situation	Reward
1	Although it is rather difficult to address, there are indeed two **elephants** in this kitchen. And before you ask, yes, they *are* angry.	1,800 sp, 20 gp
2	This exotic kitchen features a strange collection of smells, both cooking and oddly putrid. Emerging from boiling bowls are 2d8 + 2 **cockatrices**, very much alive.	180 gp
3	This kitchen is entirely sweltering, to an almost unbearable degree. Standing awkwardly as the party enters, wearing aprons and wielding spatulas, are 2d6 + 1 **azers**. They do not appreciate the intrusion one bit, and are very insecure about their inability to properly cook burgers.	140 gp
4	This kitchen has numerous plates bearing delicious meals, ready to serve. Upsetting as it may be, a **hydra** quickly gobbles them up. Its five heads then hungrily observe the intrusion.	2000 cp, 20 gp

3-4. Social

Roll 1d4	Situation	Outcome
1	2d4 + 1 human **commoners** are screaming at each other, using their hands to speak as much as their mouths. One of them approaches the party, yelling in a language that can only be magically understood. It seems they are all arguing about what a pasta needs to be "complete."	If the party adds salt to the pasta, the group calms down and offers them servings of the meal. If they add something else, there is a 20% chance they fix the pasta. Consuming a dish restores 3d8 + 4 hit points.
2	2 chefs (**commoners**) are arguing with each other about which kind of cheese to add to their soup—they are fighting between Feta and blue cheese. The party can be the deciding factor, but they must volunteer one of their members to taste the soup afterwards. The individual tasting must succeed at a Constitution saving throw. The save DC is 15 if they chose Feta and 18 if they chose blue cheese. The players don't know the difference of the DC before choosing.	On a failed save, the chefs angrily shoo the party from the kitchen to restart their soup. If the party member succeeds, the chefs thank them for their help and reward them with 5 pounds of the chosen cheese.
3	A strange human chef is in this room, creating a sauce with an immaculate smell. She offers the party a taste of the sauce, but warns it is only for the best of palettes. Unbeknownst to the party, she is a **rakshasa**. Tasting the sauce causes a character to make a DC 20 Constitution saving throw.	On a successful saving throw, the character gains a permanent additional 2d8 to their maximum hit points. On a failure they take 3d8 + 10 fire damage and gain the flaw "I am lost in all sauces."
4	A blond human chef with strangely curled eyebrows (**incubus**) is calmly preparing a massive amount of delicious-smelling meat in this kitchen. He offers to briefly duel one of the players in the creation of a dessert dish.	The party member that duels him makes a DC 18 Dexterity check using proficiency with Cook's utensils. On a success, they earn a *potion of invisibility*. On a failure, the chef will collect 30 gp and any rations the party currently possesses.

5-6. Treasure

Roll 1d4	Treasure
1	This kitchen is arranged more like a chemist's laboratory than a culinary place of practice. Suddenly several nuggets of gold begin pouring out of a boiling pot, totalling 1,500 gp.
2	This kitchen holds little of note, aside from a collection of clean cutlery. Among them is a *+1 shortsword*, a scimitar, and a rapier.
3	This kitchen is entirely devoid of tools and goods, but instead features a wooden basket with 1d4 scrolls of *create food and water*. Clearly the chef that uses this room is a complete hack.
4	Resting on one of the burners in this kitchen is a 2-foot wide pot, cold to the touch. A label is written on it that reads, "DEVIL'S CALAMARI, SERVE TO ENEMIES." When opened, the pot casts *black tentacles*.



Dream Keys

Alleyways & Hallways (1D6)

The alleyways and hallways in this tavern seem to stretch on to infinity, with no visible ending. Lining either side of these strange crossways are sets of doorways, some with short stairways leading up.

Escapist Countermeasures. Anyone who attempts to climb out of an alleyway will feel as though they reach a pool of water above them instead of the sky. If they continue to climb they simply rise from the ground below in the same alley.

1-2. Combat

Roll 1d4	Situation	Reward
1	Upon entering this hallway, the party finds themselves in the company of 1d4 + 1 **bearded devils** wearing three-piece suits. It seems they do not appreciate the interruption.	140 gp
2	This alleyway is piled high with bags of garbage and refuse. Quickly emerging from them to "meet" the party are 2d8 + 4 **swarms of insects**.	700 cp, 15 gp
3	A pack of 2d6 + 1 hungry **winter wolves** has claimed this alleyway as their own, which is perhaps one of the few things the alley and the party have in common. This is a strange situation, as their bodies likely fill up the entire alley. How the wolves turn around is one of life's great questions.	150 gp, 1 pp
4	Flipping a knife with remarkable dexterity in this hallway is an **assassin**. He seems to be shaven entirely bald, and is wearing clothes clearly unrelated to his profession. Without a word, he approaches the party.	300 sp, 80 gp

3-4. Social

Roll 1d4	Situation	Outcome
1	This alleyway contains a beautiful hanging garden, with various fruits and vegetables growing in abundance. Standing among them are 2 halfling **druids**, who begin speaking to the party in Druidic. Druidic-speaking party members will discover they are offering their company for a handful of rooms.	If their offer is understood and accepted, they join the party for the next 1d6 rooms.
2	An elf and a dwarf, both **bandits,** are dragging the body of a dead human through the alley. They panic as the party arrives, trying to explain they simply "found" the body.	Investigating the body or asking the right questions (general DC 14) reveals the human accidentally poisoned itself on a dare. Disposing the body or offering to help is rewarded with 80 gp and a *potion of healing*.
3	A **lich** standing in this hallway states that it means no harm currently, but offers a free bag of candy to the party.	Inside the bag are: • 1d4 candies that heal 2d8 hit points • 1d6 candies that deal 2d10 poison damage • 1d10 candies that are just delicious
4	This oddly stony hallway seems to have no exit, aside from the one the party entered through.	A DC 20 Wisdom (Perception) check reveals that the stones are aligned in a strange way, tricking the senses into not seeing numerous maze-like exits. If the party lingers for 1d4 rounds, a small worm will speak up and attempt to show them a new way out.

5-6. Shop

Roll 1d4	Merchant	Wares	Prices
1	A hideous **shambling mound** lurches forward, explaining that it is a sentient salesman with very bad luck.	A scroll of *polymorph* A scroll of *plant growth*	1,000 gp 800 gp
2	A human **knight** wearing oddly bulbous armor, resembling a garlic bulb or a similar vegetable, humbly bows before the party, offering bowls of soup for sale. The alleyway is poorly lit by a small bonfire with a rusty sword thrust into it.	A bowl of soup that serves as a *potion of superior healing*	100 gp
3	A group of 6 **drow** slavers linger in the alley, and offer the party one of their recent "acquisitions."	1 human **commoner** 1 elf **scout** 1 dwarven **thug**	50 gp 200 gp 200 gp
4	A figure wearing a large trench coat and a fedora steps forward, offering a wand to the party for a price. The figure is three gnomes in a trenchcoat.	The wand is a nonmagical stick	1,000 gp

The Daydream
& Red Dragon Inn
MENU

Exhumed Potted Greens - 8 gp

Tubers, starches, and lucious rich greens that we've kept buried in silver to stave off fey meddling and ensure every bite's crisp as the day it was grown. Fresh from the soil, we coat it in our signature kobold pepper dressing, and serve in the pot.

Eating this vegetation removes one level of exhaustion.

Hearty Vegetable Soup - 10 gp

This savory soup features potato gnocchi, whole tomatoes, stock shoot slices, and Crumble Bumpler's mushroom clusters. Accompanied by two generous slices of baguette, each bite will make you miss the grandma you never met.

Eating this soup restores 2d4 hit points.

Stink Fruit Pudding - 1 gp

This small glass of pudding features an aroma unlike any other, that can only be described as "putrid." The taste is only half as potent as its scent, and one only the most refined palettes can enjoy.

Ordering this pudding forces everyone at the table to make a DC 10 Constitution save or become poisoned for 1d4 rounds.

Mixed Mosses - 10 gp

This culture of greens has been carefully cultivated on the very minerals they are served on. Garnished with a small set of sliced fruits and dressing, the earthy flavors bring a sense of refreshment to top off the meal.

Eating this dish grants you 1 charge for the next 8 hours. You may expend this charge on one of your turns to take an additional action.

Random
Grilled Meats

Drink

Spatchcocked Cockatrice – 5 gp

This rare delicacy features the monstrous cockatrice, splayed and cooked over a roaring fire. In addition to the delicious garlic herb stuffing, the dead eyes of the cockatrice make a delicious finisher.

Eating the eyes of this dish grants a creature resistance to poison damage, and advantage on saving throws against the poisoned effect, for the next 8 hours.

Mountain Wyvern Oysters – 4 gp

You don't want to know how we got these, but enjoy.

Eating this dish grants advantage on the next Charisma (Intimidation) check made within the next 8 hours.

Random Grilled Meats – 3 gp

This dish is more than enough to feed a full table, and is especially favored by druids and outlanders. Each time you order it, you get something different!

Eating this dish provides enough sustenance for two days.

Slow-Pressed Fermented Shark – 2 gp

This unique dish is presented more as a challenge than as a meal. The tough blocks of sour meat are a flavor that is entirely unique—and disturbing.

Eating this dish forces you to make a DC 12 Constitution saving throw or become poisoned for 1 hour.

Fresh Lobster Roll – 5 gp

Watch your fingers while trying to eat this dish—that lobster's incredibly fresh. Ordering this dish provides you with a live **lobster** from Stibbles' Codex.

Tavern History

Nothing is known about the origin of this tavern, and even those who discover *dream keys* are unsure whether or not it truly "exists." More drunkards and thieves enter the Daydream than scholars, and only a small number have been able to leave. Unable to compare notes, several theories have attempted to ascribe a history to its existence:

- Some believe that a long-forgotten god was unable to accept its isolation, and instead of vanishing forever, chooses to dream. Strong areas of pure magic have unintentionally made contact with its dream, and began to produce keys as a way to revive the deity.
- Some believe a powerful undead arbiter has created this place out of a cluster of arcana and an abandoned tavern, who uses it as a means to some nefarious end.
- Emit William Saps believes that he will eventually be responsible for having created the tavern, but the Seeker won't give him the magical staff Fab Incartio, which he believes he would need to do so. As denoted in his description, it's very possible he's simply gone insane.
- Some believe it's an absolute anomaly, having manifested itself as some alien attempt to recreate a place of leisure.

STAT BLOCKS

Keeper of the Bar

The Keeper of the Bar appears to be a humanoid but looks more like a portal into the stars than a three-dimensional person. It wears a green vest over a baggy tunic and a small black hat. The Keeper of the Bar can always be found in the Daydream's bars and taprooms, but can visit the kitchens and lobbies if the GM wishes. Its origins are unknown, and its telepathic voice seems uncomfortably similar to the listener's own voice. It spends all its time working the bar, gathering dishes, and directing Those Who Clean to fix up the room after any messy situations occur. The Keeper of the Bar has vast knowledge of all cocktails and types of fermentations, and is seemingly able to retrieve any drink that the patron desires—even ones from other taverns.

The Keeper of the Bar

Medium humanoid, chaotic neutral

Armor Class: 16 (natural armor)
Hit Points: 95 (10d8 + 50)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	18 (+4)	20 (+5)	18 (+4)

Skills: Arcana +7, Insight +8, Sleight of Hand +7
Damage Resistances: bludgeoning, piercing and slashing with nonmagical weapons
Damage Immunities: poison
Condition Immunities: poisoned
Damage Vulnerabilities: force, psychic
Senses: passive Perception 15
Languages: Telepathy 60 ft.
Challenge: 7 (2,900 XP)

Always Open. If the Keeper of the Bar is killed, it will reappear in the same room 1d4 hours later. It also exists in several places at the same time, and is always present when anyone enters an unvisited bar or taproom.

Magic Resistance. The Keeper of the Bar makes three attacks: one with its brawler's punch and two with its throwing bottles.

Magic Weapons. The Keeper of the Bar's weapon attacks are magical.

Actions

Multiattack. The keeper of the bar makes three attacks: one with its brawler's punch and two with its throwing bottles.

Brawler's Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Throwing Bottles. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 15/30 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage, plus 9 (2d8) piercing damage.

Those Who Clean

Those Who Clean are enigmatic figures with grey skin who lack facial features. Their body types all differ slightly, but each of them wears a maid's dress and carries tools used to clean. The party may encounter them in some of the bedrooms and guest rooms, but Those Who Clean wander the Daydream freely, looking for messes in empty rooms to repair and reset. Most of them seem rather timid, and they are unable to speak outside of body language and gestures.

One of Those Who Clean

Medium humanoid, neutral

Armor Class: 11
Hit Points: 9 (2d8)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	7 (-2)	14 (+2)	10 (+0)

Senses: passive Perception 12
Languages: --
Challenge: 1/8 (25 XP)

Countless. If one of these creatures is killed, another will enter the room to dispose of the body in 1d4 rounds.

Actions

Multiattack. The creature makes two attacks with its punch, or two attacks with a mop or broom.

Punch. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Mop or Broom. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

World Travellers

Worlds are vast, and full of unique adventurers who choose to discover the extent of that vastness. The taverns in this book can be placed across any stretch of land, in any reality. But regardless of where they land, certain strange individuals always seem to find their way to them. Below is a short list of characters that may visit locations in your setting, not entirely limited to the contents of the book.

If the GM chooses, when the party enters a new settlement or odd location they may roll 1d20. On a 1-5, one of the travellers below has found themself in that location as well. It is suggested that 2d20 are rolled when visiting a twisted tavern, as these characters are more closely familiar with them. None of them entirely intend to help or hinder the party, but can act as observers, advisors, and gift givers.

The Critic

The Critic is a somewhat plump old human, appearing in his late 40s. He wears a grey suit and a black top hat with a red feather in it. In his left hand he always carries a scroll backed by a wooden board, filled with indecipherable writing. His face is clean shaven, and his eyes appear somewhat sunken, almost lifeless.

This human holds himself with an air of superiority, as if other people's actions and efforts are entirely amateurish. He spends most of his time visiting various taverns, taking notes on any damages or improvements that have recently been made, and discussing "business ventures" with many of the taverns operators. When roleplaying as The Critic, note that he will always ask questions, but not seem remotely surprised by even the most fantastical responses. He will speak little of himself, but instead comment incessantly on the wasted potential of each location.

Some of his notes include:

- The Wildaback or the Fungal Grotto were "overambitious attempts at wrestling something too great."
- The Rail-Away and the Ironstein Mine are simply "too difficult to follow, let alone locate."
- The Bloated Bounty, Dungeon of Darkness, and the Treetop Tavern are "complete wastes of potential, that refuse any of my suggestions to improve them."
- Poor Larry's and Death's Door are "little more than sick games played by a strange family."
- The Teapot Temple and the Dancing Horse are "entirely shameful, nothing more."
- The Wizard's Watering Hole and Daydream "clearly got more attention than they deserved, and yet something is still missing…"

The Critic

Medium humanoid, lawful good

Armor Class: 14
Hit Points: 128 (20d8 + 40)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	16 (+3)	20 (+5)	12 (+1)

Saving Throws: Cha +4
Skills: History +6, Investigation +6, Perception +8, Persuasion +4
Condition Immunities: charmed
Senses: passive Perception 18
Languages: Common, Draconic, Elven, Gnome, Halfling, Orc, Fungish
Challenge: 7 (2,900 XP)

Actions

Multiattack. The Critic makes three attacks with his rapier.
Critical Senses. The Critic uses his action to observe the fighting style of one target creature that he can see or hear. For the next hour, The Critic gains a +2 to AC and attack and damage rolls against that creature.
Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Parry. The Critic adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

The Gambler

The Gambler is an old, blind half-elf nearing his 15th decade. He wears tattered clothes, a wide-brimmed hat, and a short beard. Laced into his large cloak are countless pockets, filled with oddities like card decks, dice bags, game pieces, and half empty bottles of dark liquids. The Gambler often sits in side corners and pockets of the taverns he visits, smoking a long wooden pipe.

This half-elf seems to have a blind awareness of what happens around them, and can either pinpoint someone looking to gamble or feel them approach. His demeanor shifts from unsettling and dangerous to a welcoming friend when someone speaks with him. The Gambler lives for one thing only: to engage in a game of chance against anyone willing. Accepting any type of game, he has an uncanny knowledge of all games' rules.

When dice are rolled, he seems to know the outcome the second they fall. When a hand is dealt, his face turns to stone, and he can read the cards without aid. Some people who know him say he isn't actually blind; that it's a bluff. Others would say he can see the future but chooses to simply play games without cheating. And there are those who say the Gambler is a dirty cheat with an ability unknown by any rival.

If players play against him, he is surprisingly able to meet any bet and raise his gambit at the same rate as a lord or a king. When he wins, he humbly states "there was no other outcome." When he loses, his reaction is the same. He prefers to stake common magic items against sentimental objects, but gold and copper are equal game.

The Gambler

Medium humanoid, chaotic neutral

Armor Class: 15 (studded leather)
Hit Points: 91 (14d8 + 28)
Speed: 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	10 (+0)	26 (+8)	16 (+3)

Saving Throws: Dex +6
Skills: Insight +11, Perception +11, Sleight of Hand +6
Senses: blindsight 60 ft. (blind beyond this radius), passive Perception 21
Languages: Common, Elven, Gnome, Halfling, Undercommon
Challenge: 7 (2,900 XP)

Destiny Reader. The Gambler benefits from the effects of *detect good and evil,* as well as *detect magic* unless he is incapacitated. He may choose to ignore these effects, and does not use them to cheat during games.

Fey Ancestry. The Gambler has advantage on saving throws against being charmed, and magic can't put him to sleep.

Innate Spellcasting. The Gambler's innate spellcasting ability is Wisdom (Spell save DC 19, +11 to hit with spell attacks)He can innately cast the following spells, requiring no material or verbal components:
At will: *augury, locate object*
1/day each: *legend lore, scrying*

Actions

Multiattack. The Gambler makes 1d6 attacks with his dice bag.

Foresee the Outcome. The Gambler dissociates from battle, focusing on what is about to happen. Any attacks made against him before his next turn have advantage. At the start of his next turn, roll 4d20. For each d20 result, he may replace the roll for one attack roll, ability check or saving throw made within the next minute with that result.

Dice Bag. *Ranged Weapon Attack:* +6 to hit, range 30/60 ft., one target. Hit: 6 (1d6 + 3) force damage. The target then becomes blind or deaf until the end of their next turn.

Reactions

Diverge Attack. When a creature the Gambler can see misses him with an attack, The Gambler chooses another creature within 5 feet of himself. The attack then successfully hits the chosen creature.

The Old Lady

Small humanoid, chaotic evil

Armor Class: 17 (natural armor)
Hit Points: 181 (18d8 + 90)
Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	20 (+5)	14 (+2)	18 (+4)	16 (+3)

Skills: Deception +7, Nature +7, Survival +7, Stealth +5
Damage Resistances: acid, poison
Condition Immunities: petrified, poisoned
Senses: passive Perception 14
Languages: Common, Druidic, Elven, Gnome, Halfling, Undercommon
Challenge: 7 (2,900 XP)

Festering Stench. The Old Lady is often wrapped in a large cloak. If she chooses, she can cause the cloak to emit its true stench. Any creature that starts its turn within 10 feet of the Old Lady must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The creature can reroll its saving throw as an action, ending the effect on a success. On a successful saving throw, the creature is immune to the Festering Stench for 24 hours.

Innate Spellcasting. The Old Lady's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). She can cast the following spells, requiring no material components:
At Will: *alter self, darkness, eldritch blast, poison spray*
3/day each: *gaseous form, blight, stinking cloud, vampiric touch*
1/day each: *circle of death, eyebite, finger of death*

Actions

Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage.

The Old Lady

The Old Lady is a wrinkled halfling woman, well over a century old. She has coarse white hair tied back in a messy bun, drawing attention to her gaunt features. A thick wool robe covers most of her body, save for her spindly hands—hands that are often wrapped around a tiny skull. Tiny bottles and charms swing from small strings that hang around her neck, and close observation reveals small mushrooms growing from the seams of her robe.

This halfling enjoys visiting various locations including taverns, forests, empty battlefields, alleyways, and sewers. She acts either content or aloof, and never seems to care much about even the most dangerous situations. When roleplaying her, act as though you're never in danger, and there's nothing better than laughing at tragedy. Her conduct strongly resembles that of a jaded elder, who enjoys talking more about simple things than themself. Her best-kept secrets are her age and the nature of the tiny skull, details that she guards like a dragon guards its hoard.

She is more than happy to talk about the god that she serves, but only ever refers to them as "the god of decay," "the rotting one," or similar titles. She explains that this deity is the one that grants her divine powers, but she is reluctant to display them. Her knowledge is most extensive when talking about nature and magic, topics that she believes are no different from one another. The best way to gather information or teachings from her is to express interest in her enigmatic deity.

If ever forced into a dispute, The Old Lady will always attempt to settle the argument with a drinking game. Some tavern patrons believe she has never lost a drinking game, even having won against a dwarven king and a demon lord.

If the players find her at Poor Larry's, she will greet them with an uncharacteristically large smile. After offering the party a round of drinks on her tab, she will gleefully tell the tragic story of how Larry lost his fortune and family. The tavern's history can be found in its chapter, but the Old Lady tells it differently: she will twist the story so that Larry caused everything, and leave out Llad Ye'oth's involvement. For example, instead of describing Larry's first meeting with Llad Ye'oth, she will blame the change on a twist of fate and a roll of the dice.

The Seeker

Medium humanoid, chaotic good

Armor Class: 17 (natural armor)
Hit Points: 142 (19d8 + 57)
Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	14 (+2)	22 (+6)

Saving Throws: Dex +7, Wis +5, Cha +9
Skills: Acrobatics +7, Deception +9, Performance +9, Persuasion +9
Senses: passive Perception 12
Languages: Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Undercommon
Challenge: 7 (2,900 XP)

Actions

Multiattack. The Seeker makes two attacks with Fab Incartio.
Fab Incartio (+3 quarterstaff). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 11 (1d8 + 7) bludgeoning damage.

The Seeker

The Seeker is an androgynous tiefling who appears to be in their mid twenties. They have a soft cardinal-red complexion and short, ashen hair. Their short horns protrude from their forehead and point upward, while their thick tail sways proudly behind them. They wear tight-fitting leather armor, whose patterns and straps somewhat resemble attire worn at a formal celebration. The Seeker carries a large magical staff named Fabo Incartio, and a transforming musical instrument called Brassbox, but is otherwise unarmed.

The Seeker is an incredibly difficult person to pin down, with their most notable trait being a loud and powerful presence. When roleplaying them, act and think as if your memory isn't a part of your life. The Seeker's focus is always and forever in the current moment, or on the next fun adventure that's just around the corner. They greatly enjoy jokes at other people's expense, and love telling complex stories that are entirely made up. This is especially true when describing the features and history of the taverns themselves.

The players may find The Seeker at any tavern in your campaign, whether or not it is featured in this book. They are friendly and easily approachable, asking the party about their current going-ons but never prying. They are almost uncannily knowledgeable about local drama, warfare, and weather. If the players ask about the Seeker's identity in any capacity, they will simply state they choose to be defined by their reputation above all else. This reputation, once gathered by other patrons, seems to be nonexistent. If anyone asks The Seeker about their past, they'll either tell a grand tale that's clearly larger than life, try to redirect the question, or divert their attention to an activity.

Combat isn't unfamiliar to this tiefling, although they most often use their words to start a brawl… and then promptly flee using their magical staff. In less tense situations, they prove to be incredibly acrobatic, practically dancing more than fighting. If the staff is stolen from them, they will teleport away before facing death. Later, they will secretly pursue the thief until they find an opportunity to steal it back. If the Seeker is somehow killed, they will reappear once the players enter a different tavern. They provide no explanation for the occurrence, and will act as though nothing has happened.

Fab Incartio

Fab Incartio is a +3 quarterstaff that appears to be a slightly crooked, smooth wooden staff. Its tip features a diamond shape with a perfectly circular hole carved in its center. This 6 foot long object is only ever found in the company of the Seeker, and seems to serve as a spell focus. Its nature and origin are largely shrouded in mystery, as The Seeker refuses to elaborate on any of the effects this staff is able to produce.

Fab Incartio cannot be destroyed by any known means, and any attempt to send it to a different plane causes the caster to be sent instead. Creatures that attempt to magically divine details about it are only able to learn it is sentient, but suffer 3d10 psychic damage and are blinded for 1d4 rounds. Attuning to the staff limits its maximum charges to 1, and they do not recharge at dawn.

While attuned to The Seeker, Fab Incartio has 20 charges. It regains 1d20 + 5 charges every sunrise. As an action, The Seeker may use the staff to perform the following feats:

- Expending 1 charge casts *dancing lights*, with each light seeming to contain an entire city. Inspecting the lights closely (Perception DC 20) shows these unfamiliar cities rapidly build themselves up before collapsing to unknown causes.
- Expending 1 charge causes a hidden set of symbols to glow along the staff, which read: .... --- .-. ... . / . -.-- . / ... . / .- -. ... .-- . .-.
- Expending 2 charges casts *charm person* with a save DC of 18.
- Expending 3 charges casts *teleport*. Fab Incartio is considered an object associated with each of the taverns as well as elemental realities.
- Expending 6 charges fills up to 8 target creatures with a sense of euphoria for 1d4 hours (Charisma saving throw DC 18), benefiting from the spell calm emotions.
- Expending 12 charges casts the wish spell.
- Expending 20 charges allows the user to select an area with up to a 1-mile radius, containing no more than a maximum of 8 creatures. For the next minute, the user can reshape the area in a way similar to the spell *mirage arcane*, except once the minute ends, the illusion replaces the previous reality.

Emit William Saps, the Tinkerer

Emit W. Saps is a young gnome who couldn't be over 100 years old. He wears a wool vest, a white undershirt, brown shorts, and goggles that rest on his forehead. Emit seems entirely aloof and borderline exhausted at nearly all times. When speaking to others he expresses a half interest, but in times of urgency, he will act calmly and give direct advice on how to handle the situation.

Emit boasts of his accomplishments to anyone who will listen, exclaiming he is the greatest tinkerer to have ever been born. However, if asked what he has made, Emit will respond, "Oh, nothing yet. I've still got time though." He visits taverns, ruins, and other locations that feature either silence or a buzz of action. Emit seems to greatly enjoy eating, being able to gorge on meals larger than himself, but never grow larger. In his own words, "Savoring a meal is savoring the life you live—you can't survive without a good meal."

Emit William Saps

Small humanoid, lawful neutral

Armor Class: 14 (leather armor)

Hit Points: 150 (20d6 + 80)

Speed: 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	18 (+4)	20 (+5)	19 (+4)	14 (+2)

Saving Throws: Dex +6

Skills: History +8, Perception +7, Stealth +6

Condition Immunities: Paralyzed, Petrified

Senses: darkvision 60 ft., passive Perception 17

Languages: Common, Dwarven, Elven, Gnome, Halfling, Undercommon

Challenge: 7 (2,900 XP)

Dust to Dust. If Emit is reduced to 0 hit points, he instantly turns into a pile of sand. If a creature's attack dealt the finishing blow, that creature suddenly ages 2d10 years.

Actions

Multiattack. Emit makes three attacks with his tick tock launcher, a strange weapon that when wound ticks like a loud clock.

Doom Egg (Recharge 5-6). Emit tosses a 1-foot egg up to 30 feet away from himself. When Emit rolls to recharge this ability each turn, if the ability recharges, the egg explodes; every creature within 15 feet of this egg must then succeed on a DC 14 Dexterity saving throw, taking 49 (11d8) fire damage on a failed save, or half as much damage on a successful one.

Emit can move this egg up to 30 feet as a bonus action, with a total range of 80 feet from himself. Emit can only have one egg out at a time

Tick Tock Launcher. *Ranged Weapon Attack:* +8 to hit, reach 60/120 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage

The Three Hexbound Sisters

These three witches always travel together—in fact, no one has ever seen one of them without the other two. They peddle all over the world in a caravan containing strange items, and may be posted outside most of the taverns offering their wares and services.

The three sisters are in fact one: a night hag named Ela who has twisted her form into the shape of the youngest sister, and is using her own hag magic version of the *simulacrum* spell to manifest her "older sisters." Players who uncover Ela's secret get access to new magic items in exchange for them not blowing her cover.

Ela is a hag, and hags thrive on the suffering of others. Every item sold by Ela is destructive and causes pain, be it a harmful spell, an evil potion, or even a magical item that grants the user a boon but hurts them if it's used. Her way of feeding off of the pain of others is by making sure that as many adventurers as possible are using her items.

Arabela, the Poisoner:

Arabela, the oldest of the sisters, specializes in poisons and harmful tonics. Her stock includes all standard poisons (Assassin's Blood, Burnt Othur Fumes, Midnight Tears, etc.) as well as her own signature concoction:

Arabela's Brew - 800 gp: This potion is as clear as water and ostensibly odorless, which is a red flag for anyone who knows anything about poisons. A creature that drinks the potion must make a DC 15 Constitution saving throw. On a failure, the creature is transformed into a toad for 1 hour as if by the polymorph spell. The creature can willingly fail its saving throw. Although the potion is colorless and nearly odorless and tasteless, it can be detected with a DC 20 Wisdom (Perception) check. The smell that gives the potion away is the faintest odor of swampy, stagnant water.

Brunela, the scribe:

Brunela, the middle sister,sells scrolls, all of them damaging or noxious in some way or another. Her stock includes the following scrolls:

Cantrips - 50 to 100 gp: *chill touch, vicious mockery*
1st Level - 50 to 100 gp: *bane, faerie fire, hideous laughter*
2nd Level - 101 to 500 gp: *enthrall, ray of enfeeblement*
3rd Level - 101 to 500 gp: *fear, vampiric touch*
4th Level - 501 to 5,000 gp: *blight, phantasmal killer*

She also sells scrolls of her signature spell that she created to help Arabela with her potions, but she hopes the adventuring party finds a use for it that makes someone particularly miserable:

Cauldron Bubble:

2nd-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V S M (A wooden spoon)
Duration: Concentration, Up to 1 hour
Classes: Bard, Druid, Warlock, Wizard

You make a 20-foot cube of any liquid you can see instantly boil. If a creature is submerged in the liquid, it takes 2d6 fire damage at the start of its turn as long as it's submerged. If the creature leaves the boiling liquid, it takes 2d6 fire damage for an additional turn as the liquid on its skin or clothing cools down.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the size of the cube increases by 10 feet for each slot level above 2nd.

Candela, the antiquer:

Candela, the youngest sister, specializes in magic items that cause harm to others or offer something to the owner at a price. Candela initially sells low-power "magical antiques," and only shows her secret stock to those that find her true identity as a way to keep them quiet.

Greed Box (requires attunement) - 100 gp: A plain black lacquered box. Inlaid on its cover is a single gold coin. The inside of the box is lined with lustrous red velvet. When you open this box for the first time in one day, you will find inside 1d4x10 gold pieces. If you take the gold, close the box, and open it a second time, you will find inside 1d6x10 gold pieces; 1d8x10 for the third opening; 1d12x10 for the fourth; and 1d20x10 for the fifth. This gold, however, is not generated out of the aether—it's taken from someone. The gold could be actual gold, but it could also be a stolen object of equal value. Every time you open the box in one day, you will steal from the same person. You do not know from whom, or where they are, but they will know more about you the more you open the box. The first time you open the box, the creature you stole from will get an image of your face in their head, the second time they'll know your location within 50 miles, the third time they'll know your name, the fourth time they'll know your location within 10 miles, and the fifth time they gain a permanent ability to sense of where you are at any given time. This effect cannot be blocked by spells, through the use of lead, or any other means to stop divination magic.

Kobold's Paw (requires attunement) - 40 gp: The dessicated hand of a kobold, cut off at the wrist. Its four fingers are extended upward and fixed in position by rigor mortis. Whenever you make a skill check, you may invoke the *kobold's paw* to gain advantage on the roll. You can invoke the *kobold's paw* after seeing the roll but before knowing if it succeeds or fails. Once you do so, the GM can force disadvantage on one other skill check, saving throw, or attack you make. You cannot invoke the *kobold's paw* to gain advantage again until you have been forced to roll at disadvantage. Once you make your roll at disadvantage, one finger on the kobold's paw curls down. Once the four fingers on the *kobold's paw* curl to form a fist, it cannot be used again.

The Ugly Count's Ugly Brooch - 50 gp: A gaudy brooch in the shape of a wilting rose filled with fake precious stones. While wearing this broach, you can convince anyone that you are of noble blood without the need of rolls, signet rings, or documents. As soon as it's worn, the broach applies an illusion to the wearer's face causing the wearer to appear ugly. The illusion does not change the wearer's characteristic such as race, but rather twists their existing features into shapes that the wearer would deem ugly. As long as you are wearing the broach, any Charisma checks are made with disadvantage.

Ela the Hag:

If the party discovers Ela's secret identity, she'll offer them access to her secret stash of items in exchange for them not revealing her true identity.

Shield of the Craven (requires attunement) - 200 gp: A beautifully carved shield that shines with a pristine polish—you cannot see a single scratch on its surface. This shield has 3 charges. When a creature makes an attack against you with an attack roll higher than your AC, you can use your reaction to activate the shield. You then select a creature you can see within 30 feet that is friendly to you. All damage you would receive from the attack is transferred to the friendly creature instead, regardless of whether the original attack roll would hit the friendly creature's AC or not. A friendly creature is not a neutral creature—it's not a cow on the side of the road or a scared farmer witnessing the fight. The shield regains 1d2 (a coin flip) + 1 expended charges daily at dawn.

Pearl of Pain (requires attunement) - 300 gp: A black pearl that catches the light with a subtle red sheen. You can use an action to activate the *pearl of pain*. When you do so, choose a level of spell slot you wish to regain, and the pearl will give it to you. Immediately after, it will take a number of hit points equal to 15 x spell slot level. (So, if you regain a third level spell slot, the pearl will take 45 hit points from you.) The pearl ignores temporary hit points. Your hit point maximum is reduced by an amount equal to the hit points taken until you finish a long rest.

Trail Seeker

Trail Seeker is a 2-4 player card game that takes 5-15 minutes to play, using 1-2 standard decks depending on player count. Each player chooses their character from the list below, and tries to reach their objective while stopping others from reaching different goals. Each character also comes with unique powers that can only be played a few times per game. More decks can be added to accommodate additional players, using duplicates of characters, but the player count should not exceed 8 at the most.

Rules

To start, separate all court cards from the deck. Give each player their respective face cards (2-4 for The Seeker, 4-8 for everyone else depending on deck size). Then have them shuffle these cards and put them face down. Then shuffle all the other cards, and deal 6 cards to each player face up. Choose which player starts first, and then take turns clockwise.

The Turn

1. On your turn, you can choose to either discard and redraw up to your hand size, or trade up to one card with another player if they agree to do so. Alternatively, if you are satisfied with your hand, you may skip this action.
2. Then begin forming your trail. To start a trail, play either an Ace or a 10 of your character's desired color. You can add cards to your trail from your hand, of the same color, following numerical order. As the Old Lady, you create curse trails above your opponents' trails.
3. At any point during your turn, you can draw and use one of your power cards. The effect depends on the color of the card you drew, either to your advantage or your detriment. You can use power cards once per turn.
4. At the end of your turn, draw up to your hand size from the deck.

Activating Powers. When activating a power from your set of power cards, draw from the pile of face cards. Some powers change the colors of cards. To indicate that you have done this, place your power (or face) card visibly underneath the card you have changed. Once you run out of power cards, you may not use your powers again for the rest of the game.

Recycling the Cards. Once the deck has been completely drawn, shuffle the discarded number cards and aces back into the deck. If all players get stuck, shuffle their hands into the deck and redraw.

Random Power Recycling. As a variant rule, you can also choose to shuffle power cards into the deck when recycling. If you choose to do this, when changing the colors of cards with your powers, turn the target number card sideways and discard the power card.

Characters

The Wildaback (King)

Objective: To travel the face of the world, by making a full black card trail.

Danger: To be slain by having a red card trail, or be slower than their opponent.

Red Power: To change the color of an opponent's red card to black, chosen from their hand.

Black Power: To change the color of one of your own red cards to black, chosen from your hand.

The Wildaback is a titanic creature that is capable of creating worlds as it walks. As the Wildaback, your goal for the game is to create a new world. Beginning their journey with either a black 10 or a black Ace, they must walk from one side of the world to the other. If the Seeker or Larry finish their trails first, or the Wildaback is slain by the Old Lady, they lose the game.

The Old Lady (Queen)

Objective: To kill the Wildaback (King) and/or trap Larry (Jack) by cursing their trails.

Danger: Having opponents reach their goals.

Red Power: To steal an opponent's card, chosen from their hand.

Black Power: To steal the highest or lowest card from an opponent's trail, opposite to where they began.

The Old Lady is a mysterious and malicious character, who is intent on stopping others from reaching their goals. As The Old Lady, your goal for the game is to make curse trails for other players that are the opposite color to their own. If you are playing against one opponent, you must make a full curse trail of their opposing color. If you are playing against two or more players, you must only make half of each curse trail (Ace to 5, or 10 to 6): a red one for the Wildaback and and a black one for Larry. The Seeker and the Old Lady cannot stop each other, and simply race to their goals. The Old Lady wins the game if they complete their trail(s) before the Seeker reaches their own goal.

Larry (Jack)

Objective: To travel the face of the world, by making a full black card trail.

Danger: To be lost in the Wildaback's world, or trapped by the Old Lady.

Red Power: To change the color of an opponent's black card to red, chosen from their hand.

Black Power: To change the color of one of your own black cards to red, chosen from your hand.

Larry is a poor tavern keeper, in constant danger from bad luck. As Larry, your goal for the game is to escape from the world before getting lost or trapped, beginning their journey with either a red 10 or a red Ace, and escaping by completing their trail. If the Old Lady traps him with a curse trail, or the Wildaback finishes its journey, Larry loses the game.

The Seeker (Joker)

The Seeker has no intention of fighting with enemies, but simply wants to cause conflict by beating them at their own games. As the Seeker, you simply need to make a trail of either color. Beginning their journey with either a 10 or an Ace, they must complete one full trail.

In no danger from the Old Lady, the Seeker only loses if one of their opponents wins or two opponents lose the game.

Objective: To beat another player at their own game.

Danger: Being beaten by an opponent, or having two opponents lose.

Red Power: Trade one trail with an opponent.

Black Power: Trade your hand with an opponent.

The Wizard's Watering Hole

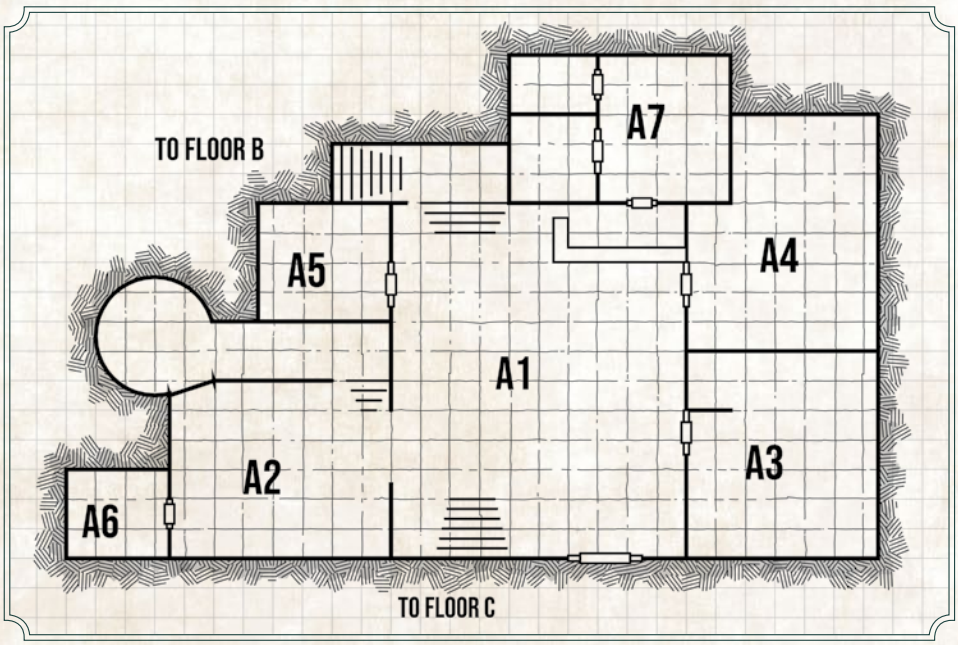
A1. The Main Hall
A2. The Showroom
A3. Potion Room
A4. Garden
A5. Private Parlor
A6. Restroom
A7. Storage

B1. Hallway
B2. Guest Rooms
B3. "Empty" Guest Room
B4. Olin's Room
B5. Ulrich's Room
B6. Bathroom
B7. Balcony

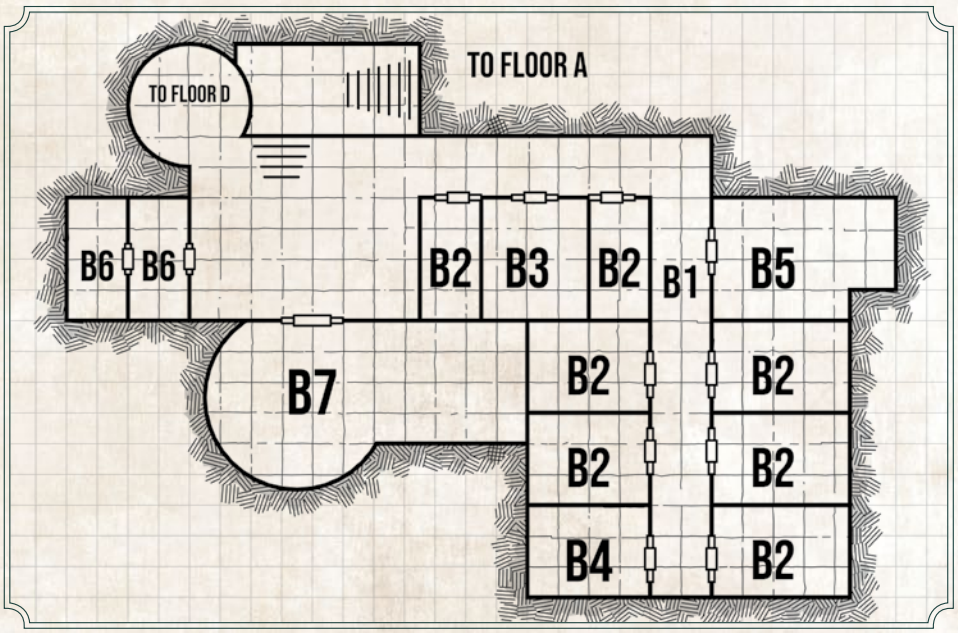
C1. Parlor
C2. Casino
C3. Cellar
C4. The Rifting

D1. Locked Vestibule
D2. Upper Hallway
D3. The Wizard's Chambers
D4. The Administrative Chamber
D5. The Cosmovect

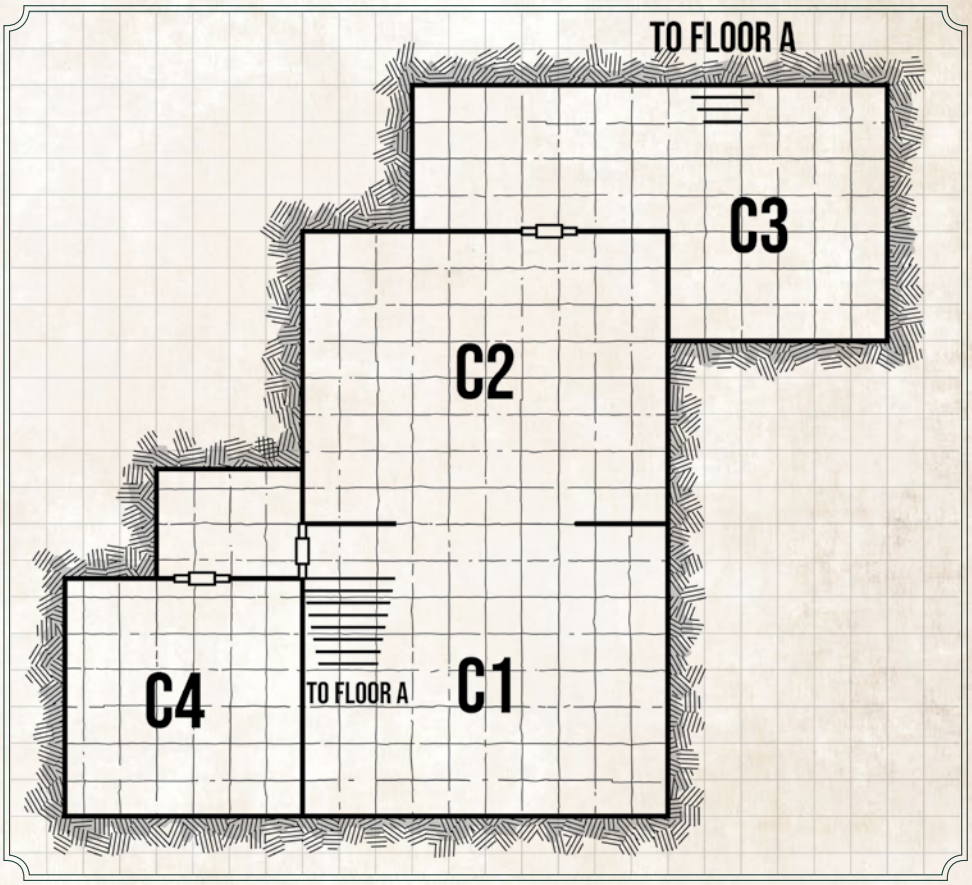
Floor A



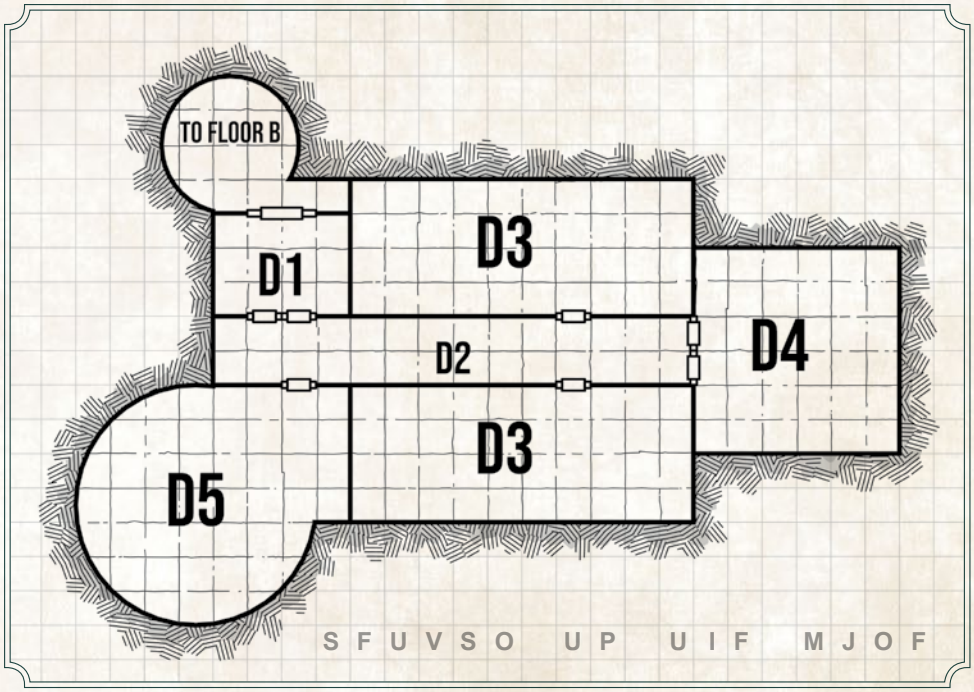
Floor B



Floor C



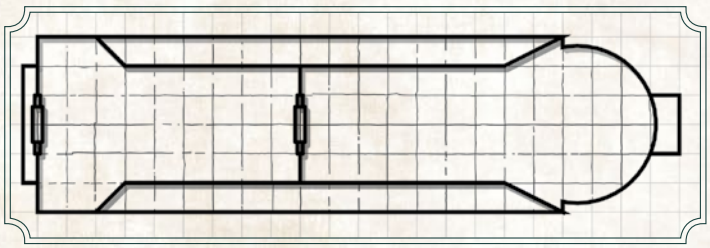
Floor D



RAIL-AWAY

1. The Steam Engine
2. Cargo / Livestock Car
3. Staff Sleeper Car
4. The Saphire, Emerald, and Ruby
5. The Silver Piece
6. The Gold Coin
7. The Copper Penny
8. The Platinum and the Mithril
9. The Mercury Observatory

1



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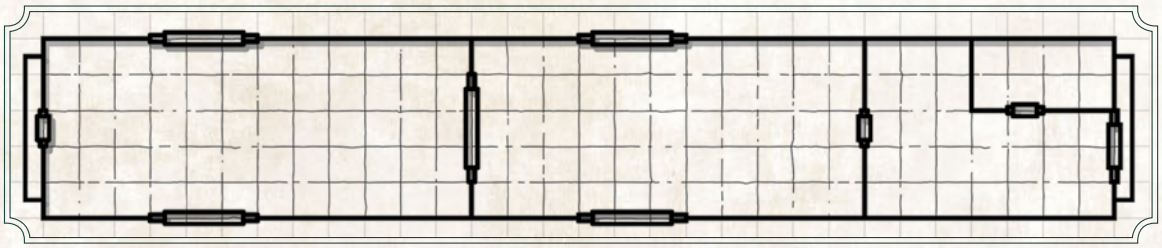

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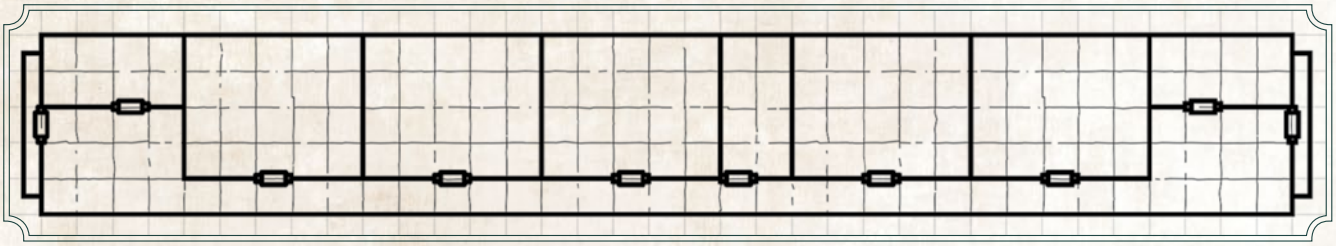

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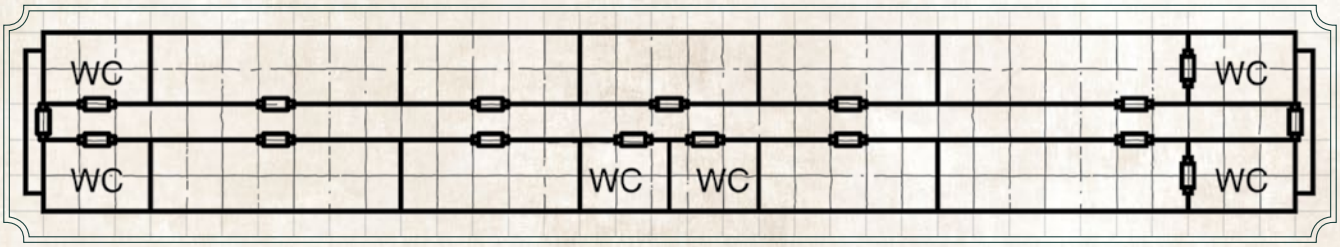

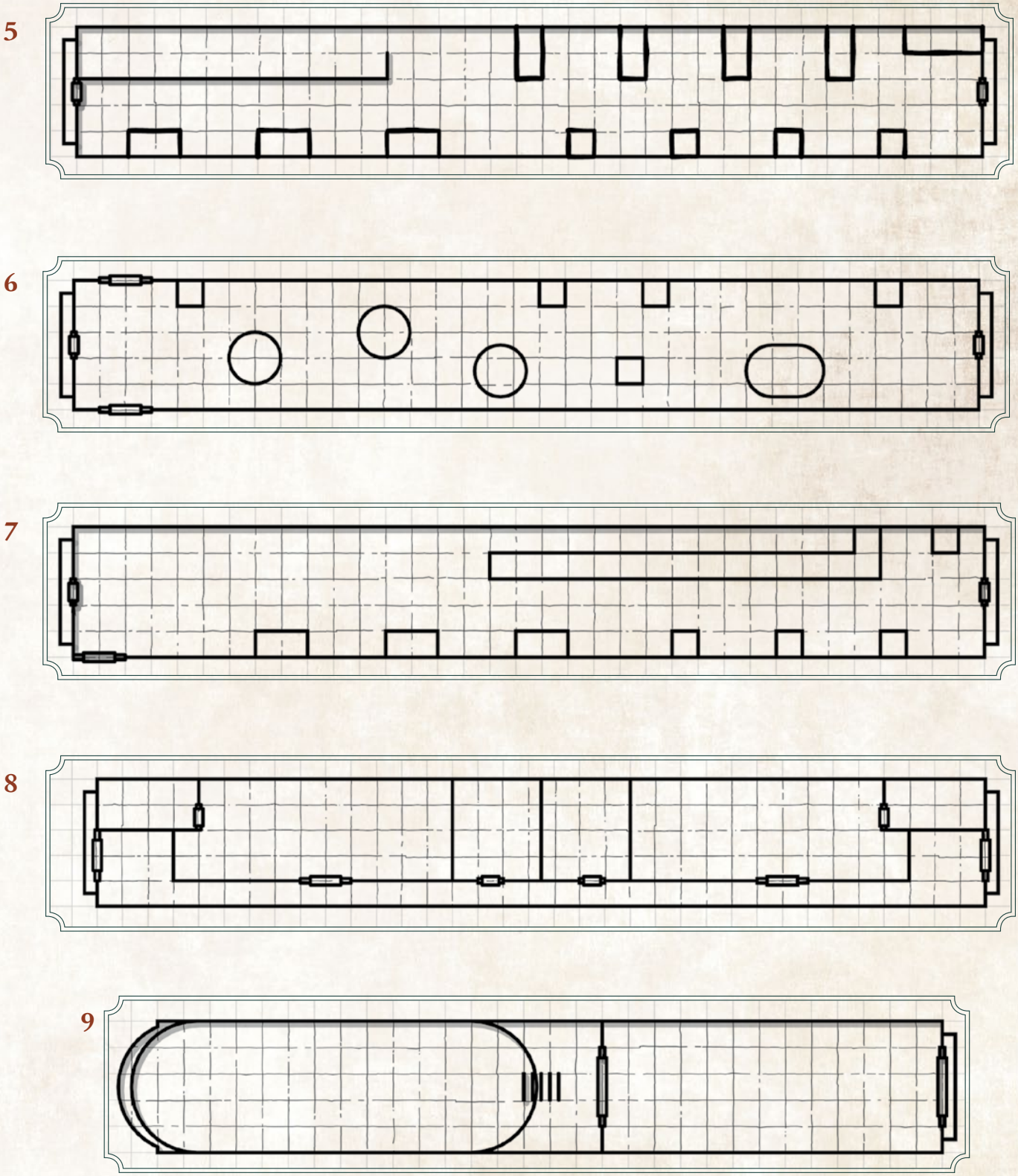
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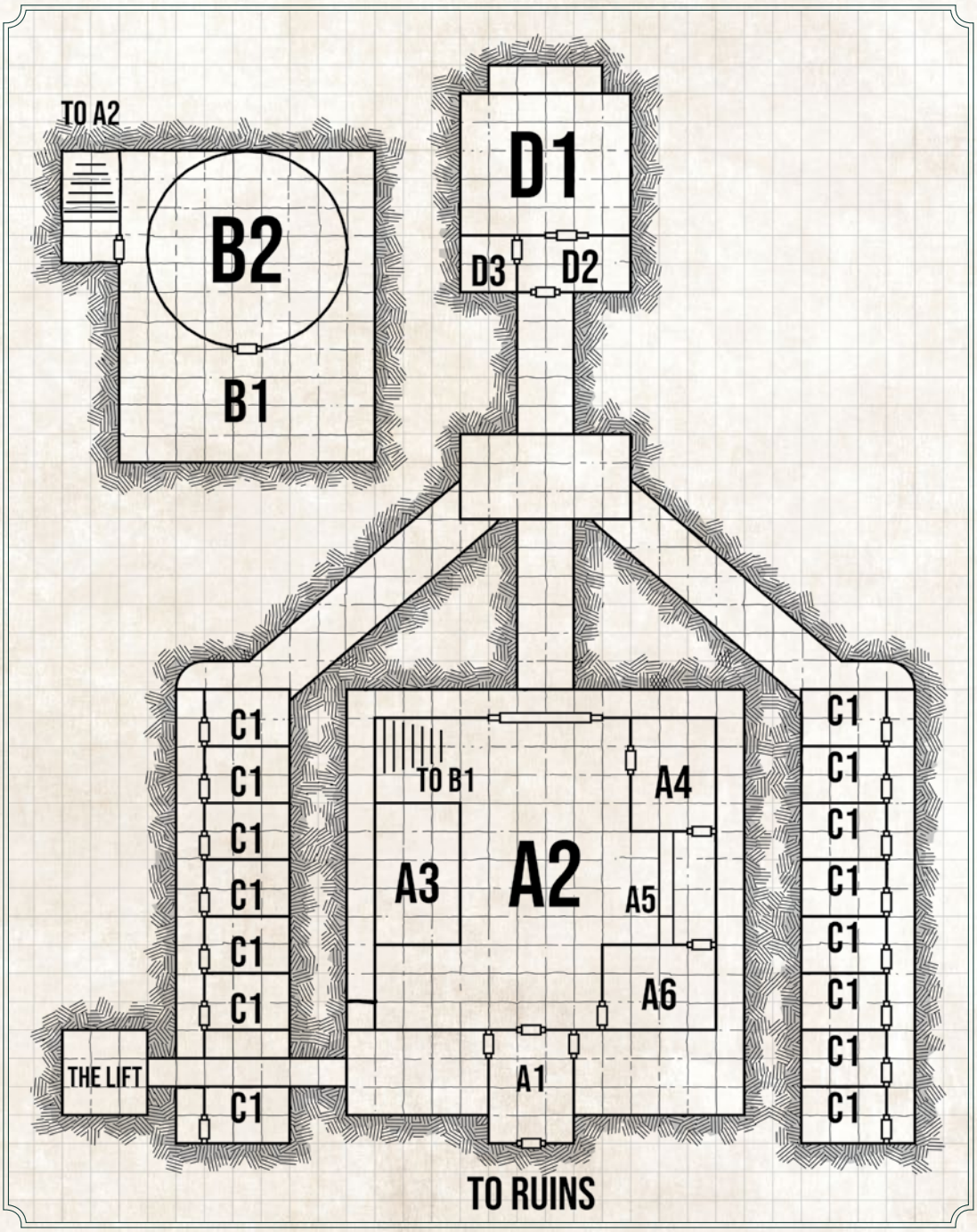
Wildaback Tavern

Tavern

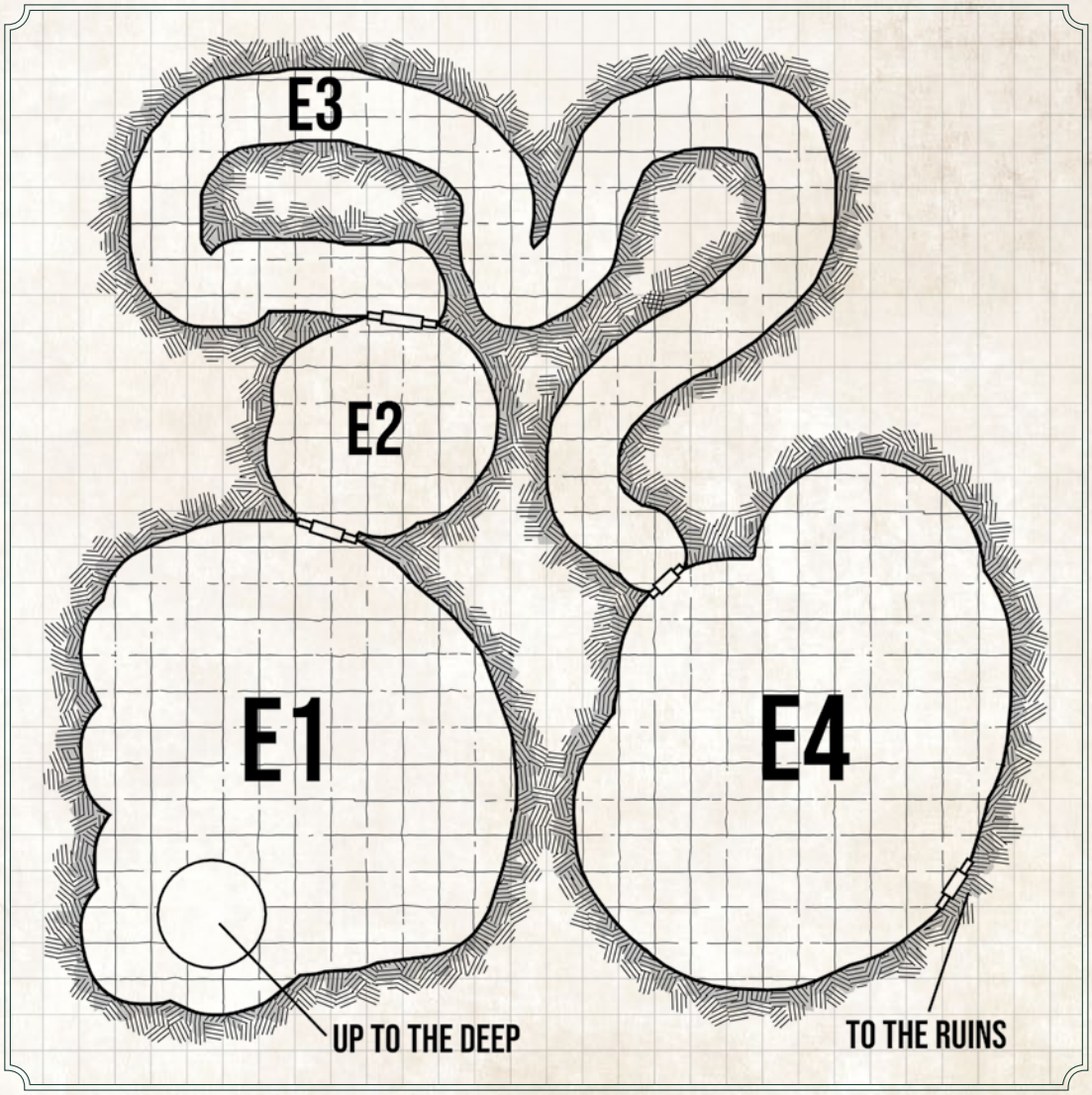


A1. Guest Check-In
A2. Main Hall
A3. Main Stage
A4. Kitchen
A5. The Bar
A6. The Store Room
B1. Rooftop Terraced Garden
B2. Cosmotarius
C1. Guest Rooms
D1. Guidehouse
D2. Lounge/Bedroom
D3. Sami's Office

The Deep

E1. The Rumen
E2. The Reticulum
E3. The Omasum
E4. The Abomasum

The Deep



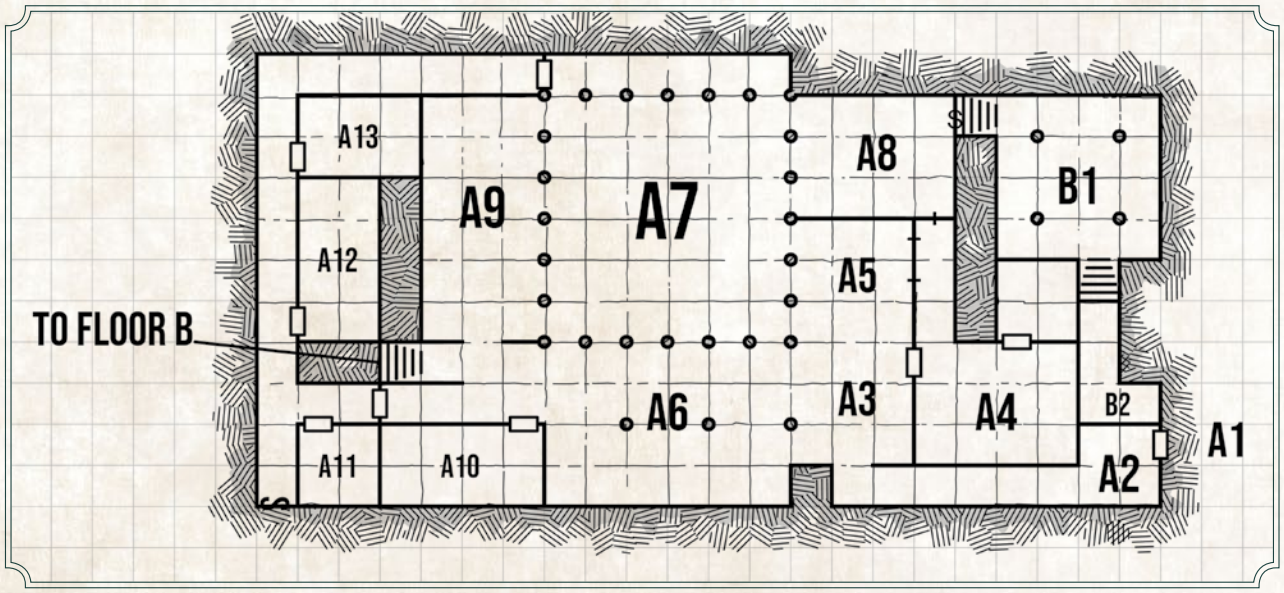
THE BLOATED BOUNTY

A1. Facade Barricade
A2. Guard Vestibule
A3. Reception Area
A4. Kitchen
A5. The Bar
A6. Seating Area
A7. Courtyard
A8. Private Seating
A9. Gaming Room
A10. Restroom
A11. Broom Closet/Imp Court
A12. Guardroom
A13. Chanda's Office

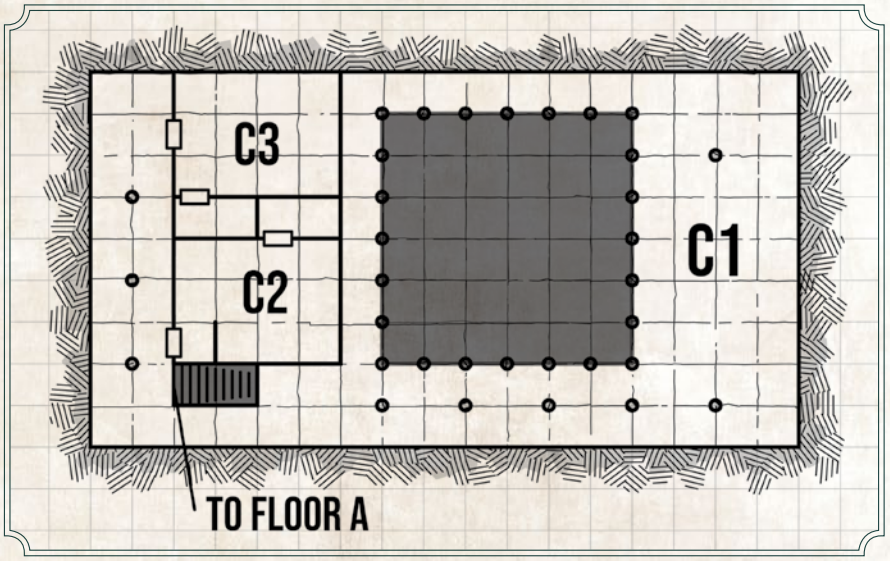
B1. Smuggler's Vault
B2. Spy Room

C1. Upper Atrium
C2. Rajiv's Room
C3. Ozemnos's Chamber

Floor A & B



Floor C



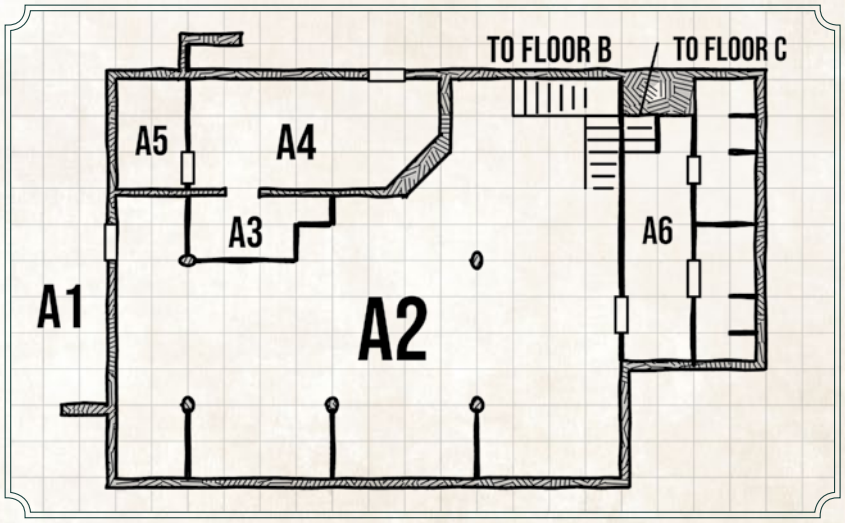
THE DANCING HORSE

A1. Street and Park
A2. Common Room
A3. Bar
A4. Kitchen
A5. Pantry
A6. Back Corridor

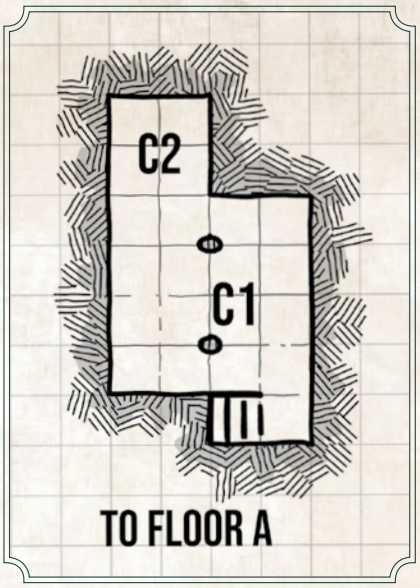
Upper Floor
B1. Corridors
B2. Party Room
B3. Milo Undermound's Room
B4. Guest Rooms
B5. Treader's Room
B6. Large Guest Rooms
B7. Burton's Room

Cellar
C1. Buttery
C2. Distillery

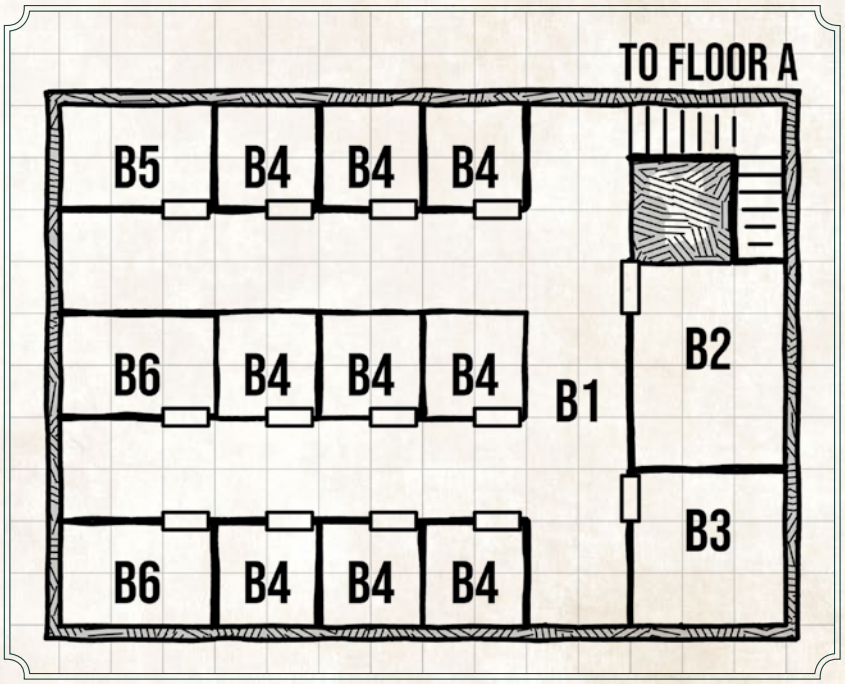
Ground Floor



Cellar



Upper Floor

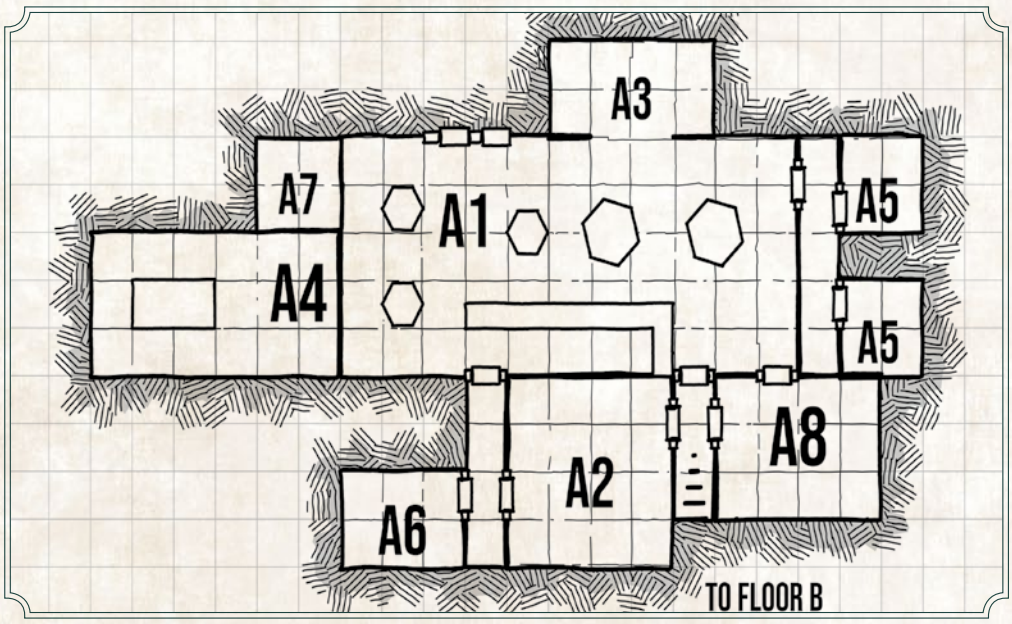


Poor Larry's

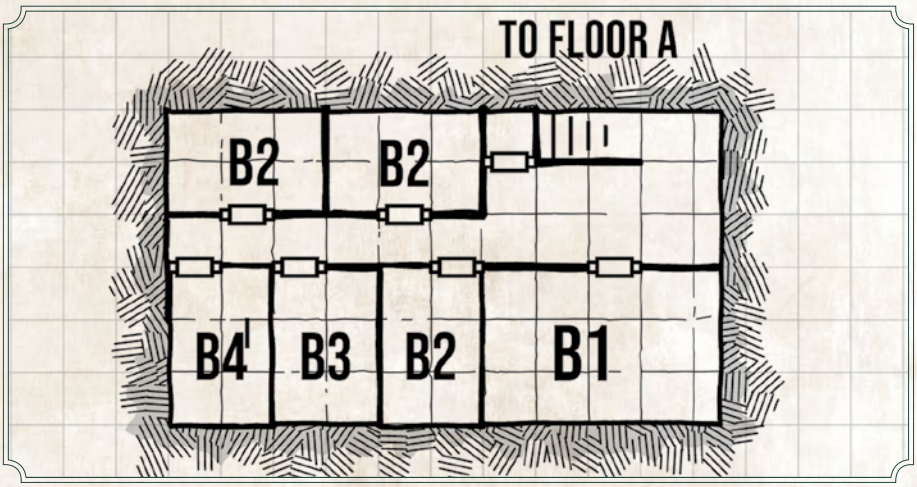
A1. Dining Area
A2. Kitchen
A3. Stage
A4. Party Room
A5. Restrooms
A6. Food Storage
A7. Brew Storage
A8. Guest Lounge

SECOND FLOOR

B1. Large "Guest" Room
B2. Guest Rooms
B3. Jericho's Room
B4. Luna's Room

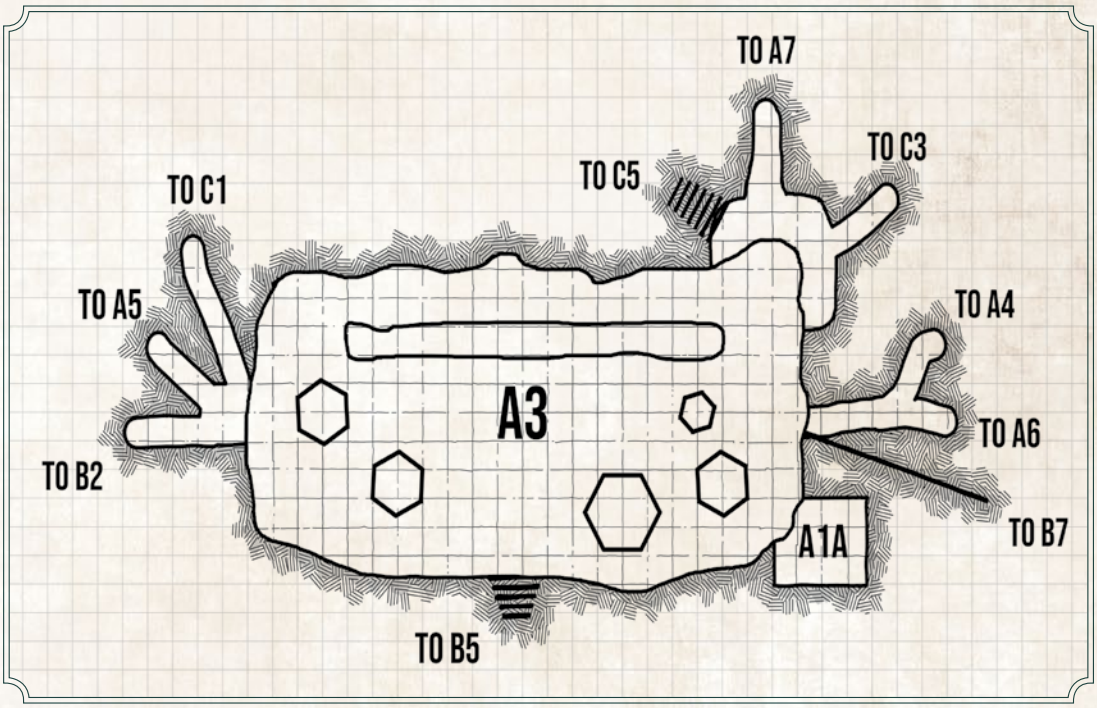


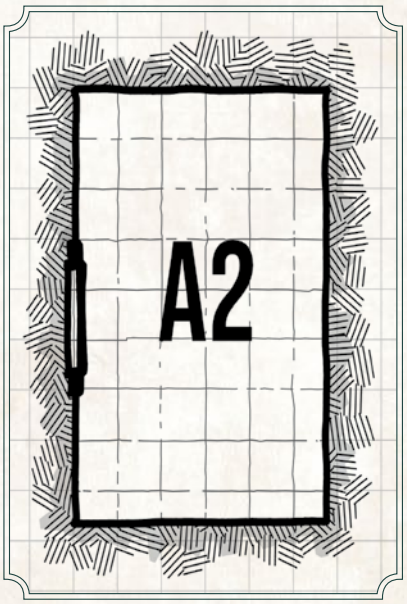
Second Floor

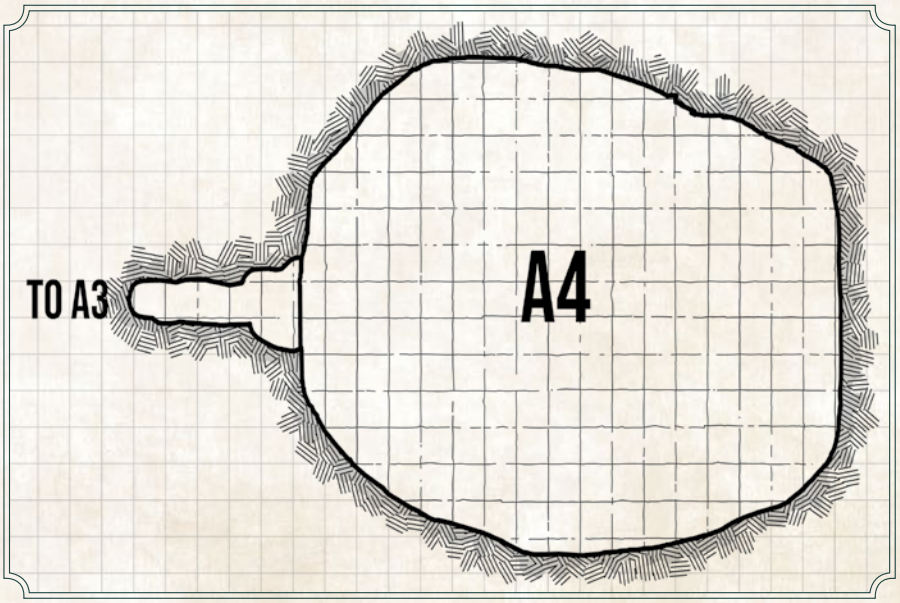


TREETOP TAVERN

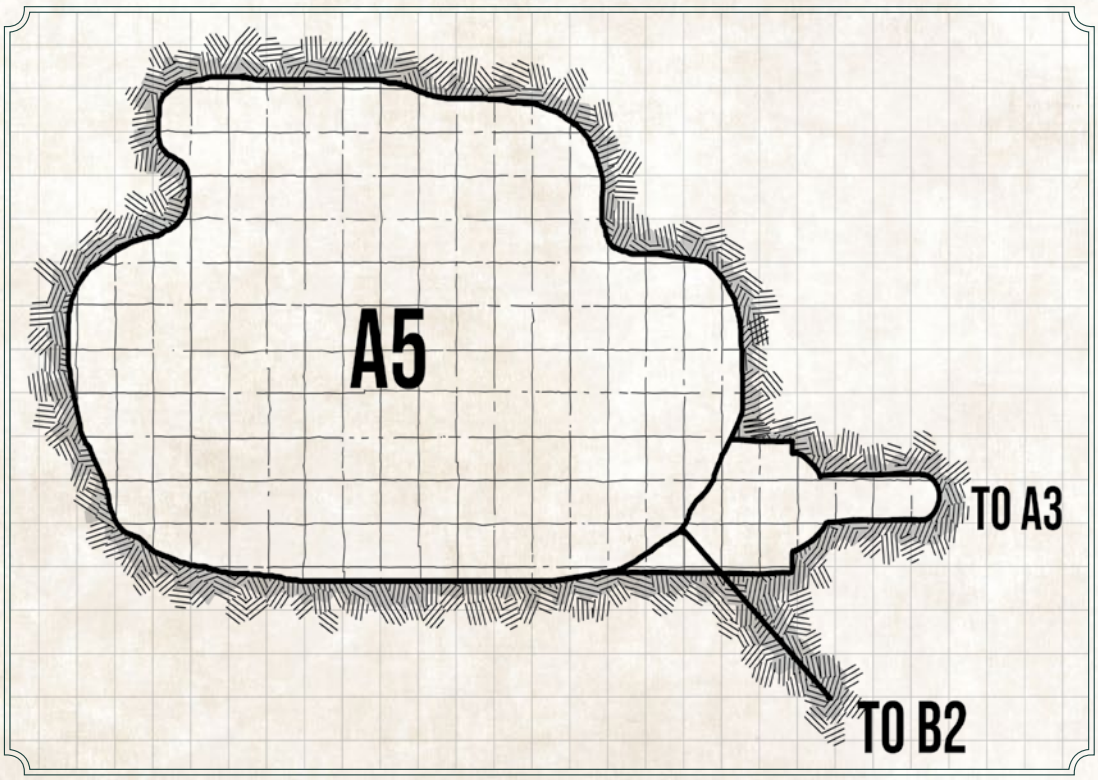
A1A Large Platform (to A3)
A2. The Stables
A3 Main Hall
A4. The Bower
A5. The Greenhouse
A6. The Hanging Pond
A7. The Rookery

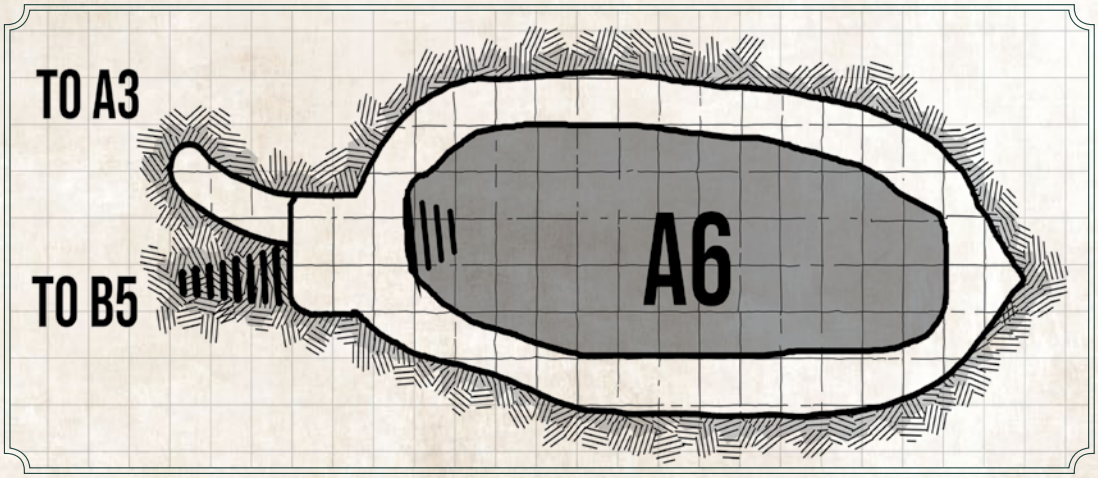


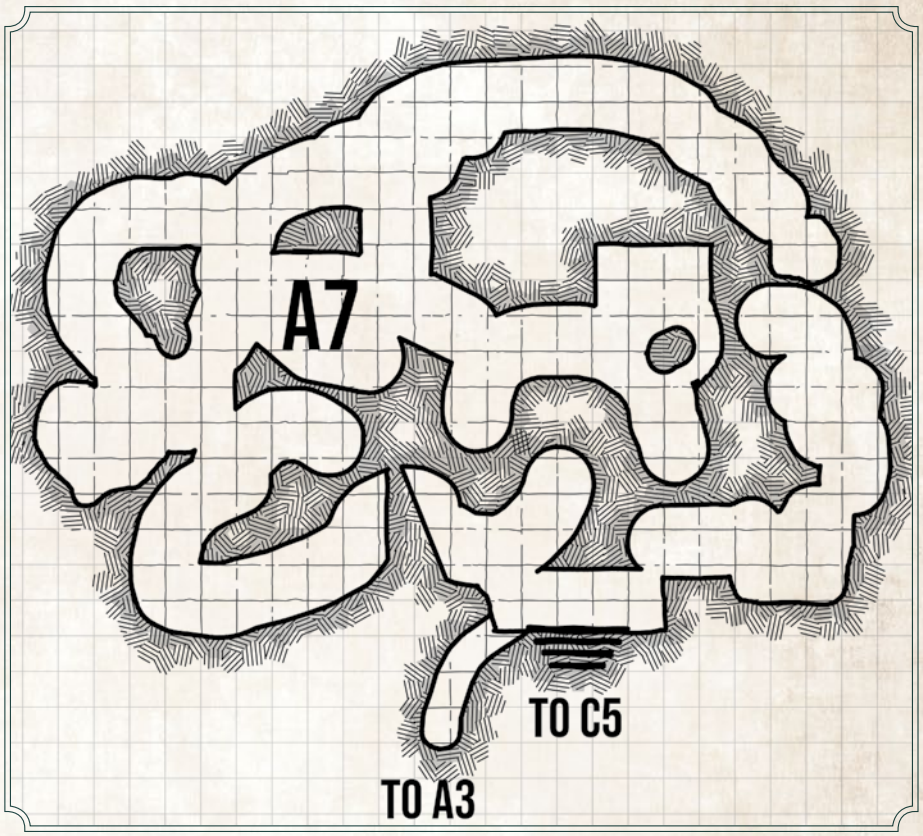




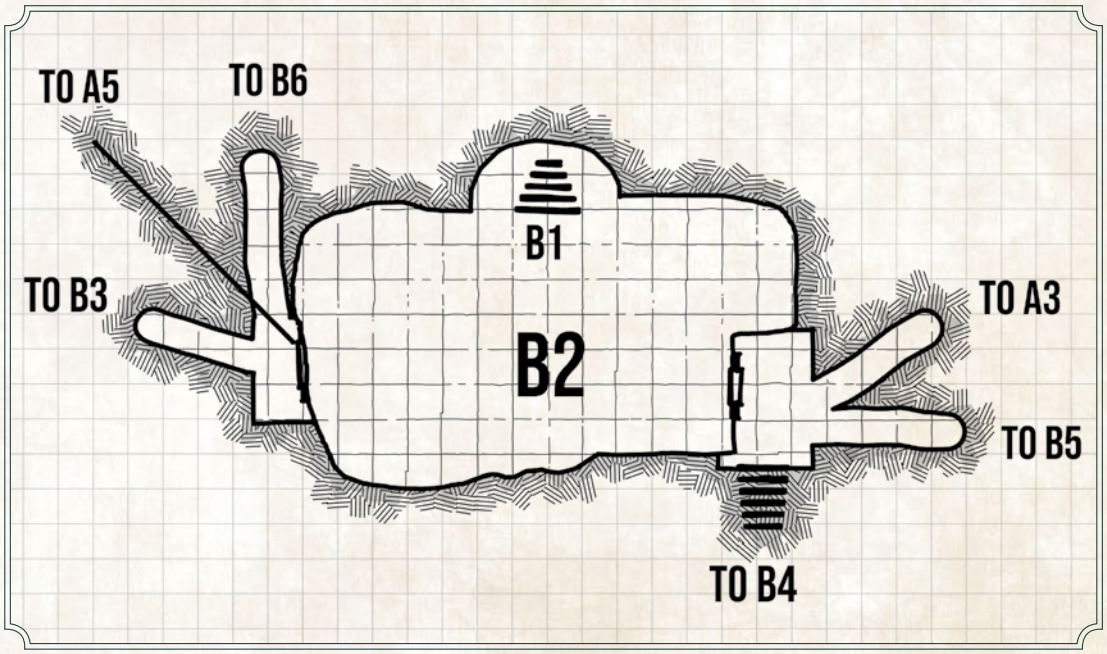
TREETOP TAVERN



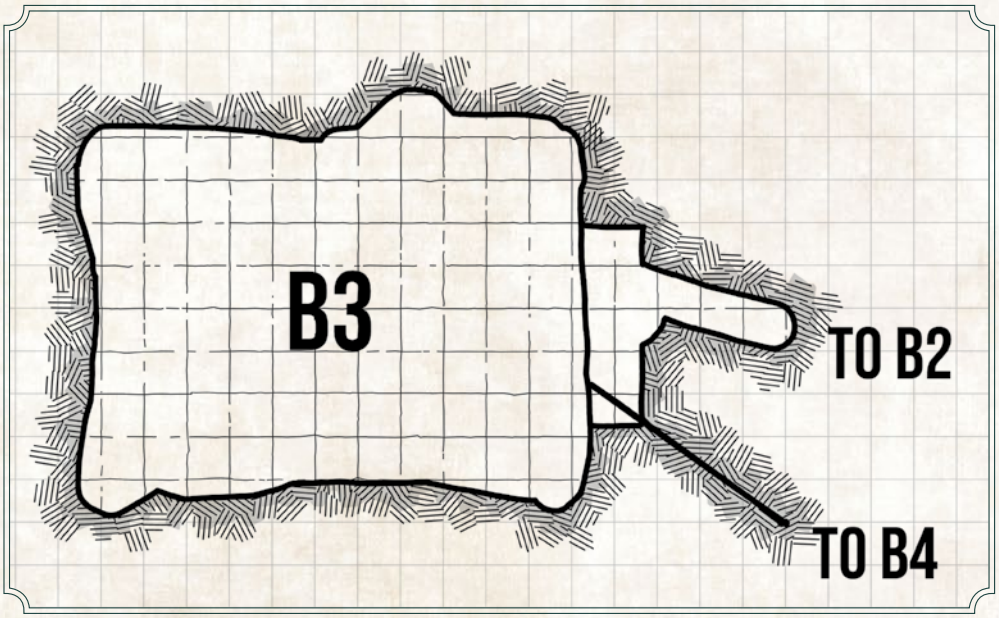


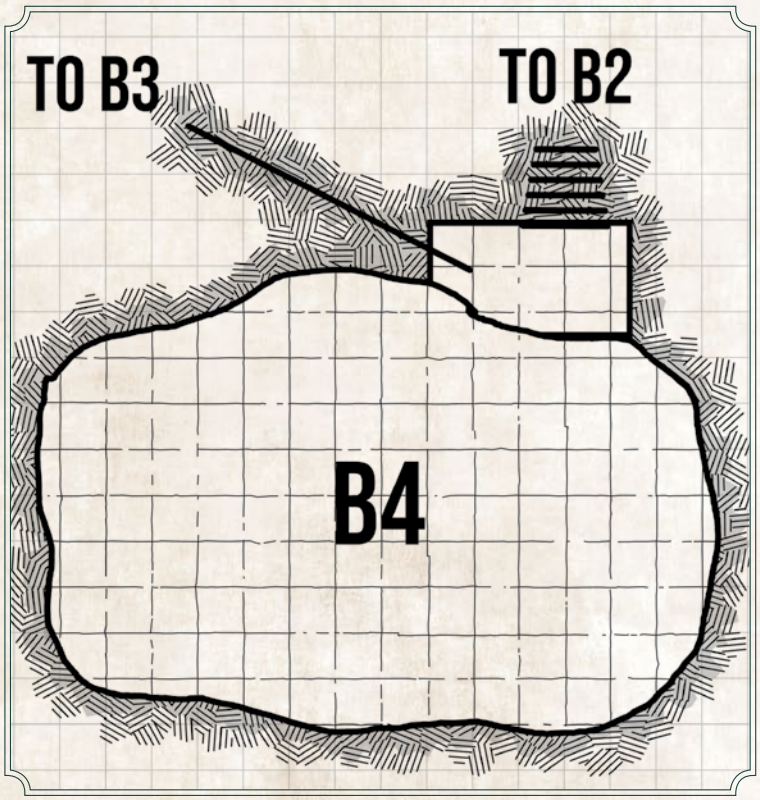


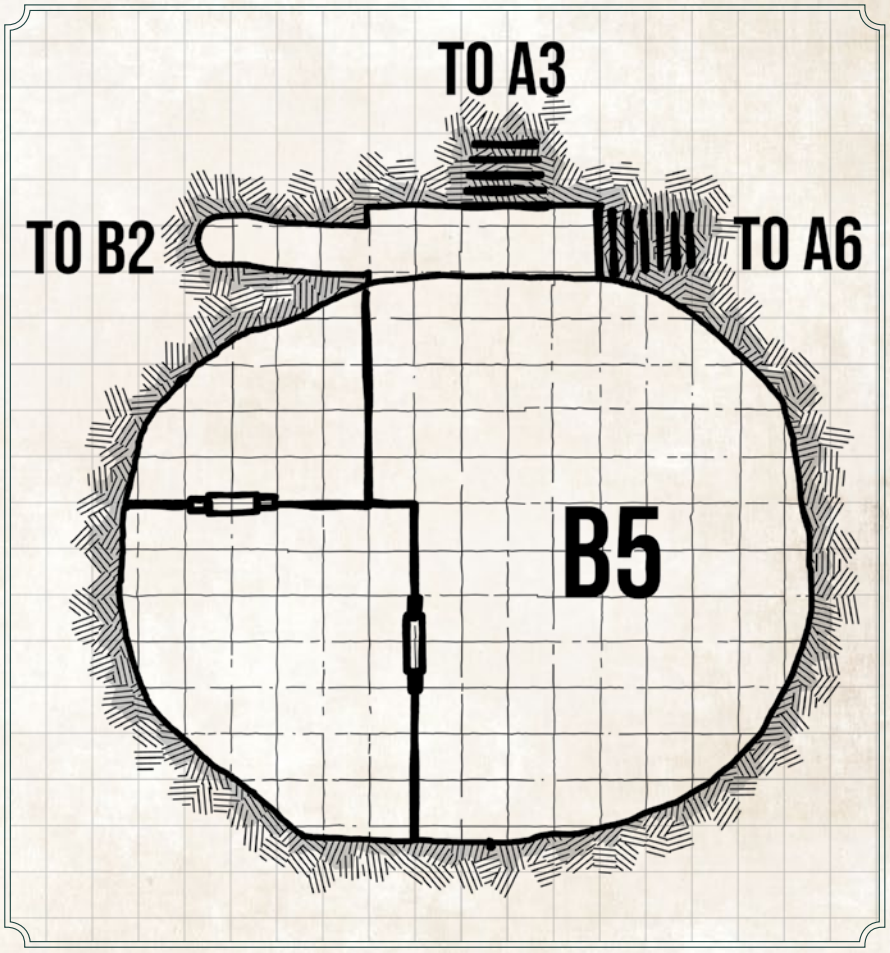
B1. Hidden Staircase
B2. Kitchen
B3. Pantry
B4. The Brewery
B5. The Oakenlocks' Quarters
B6. The Apiary
B7. Tamm's Workshop

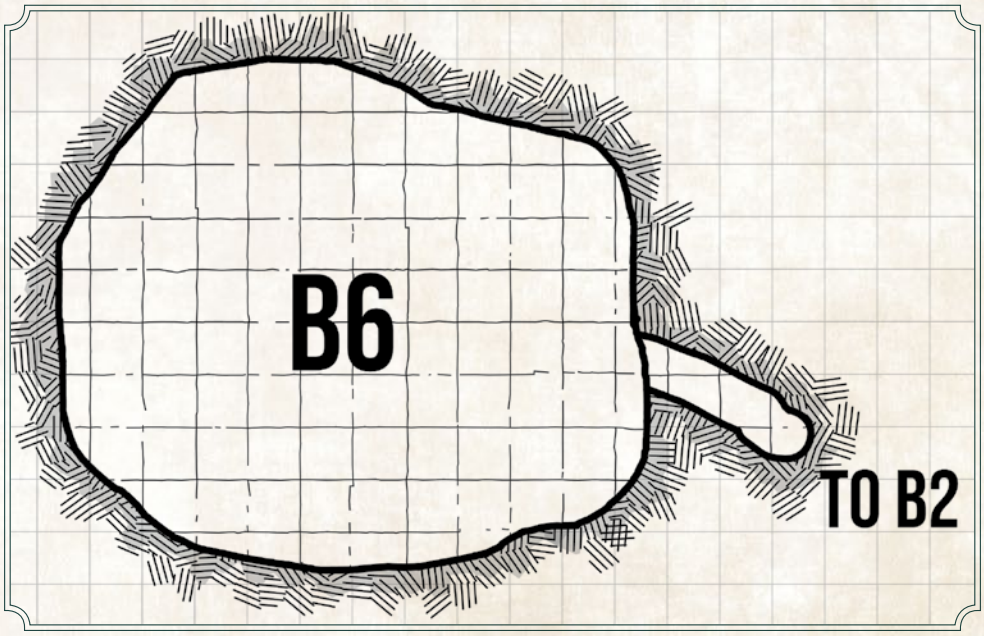


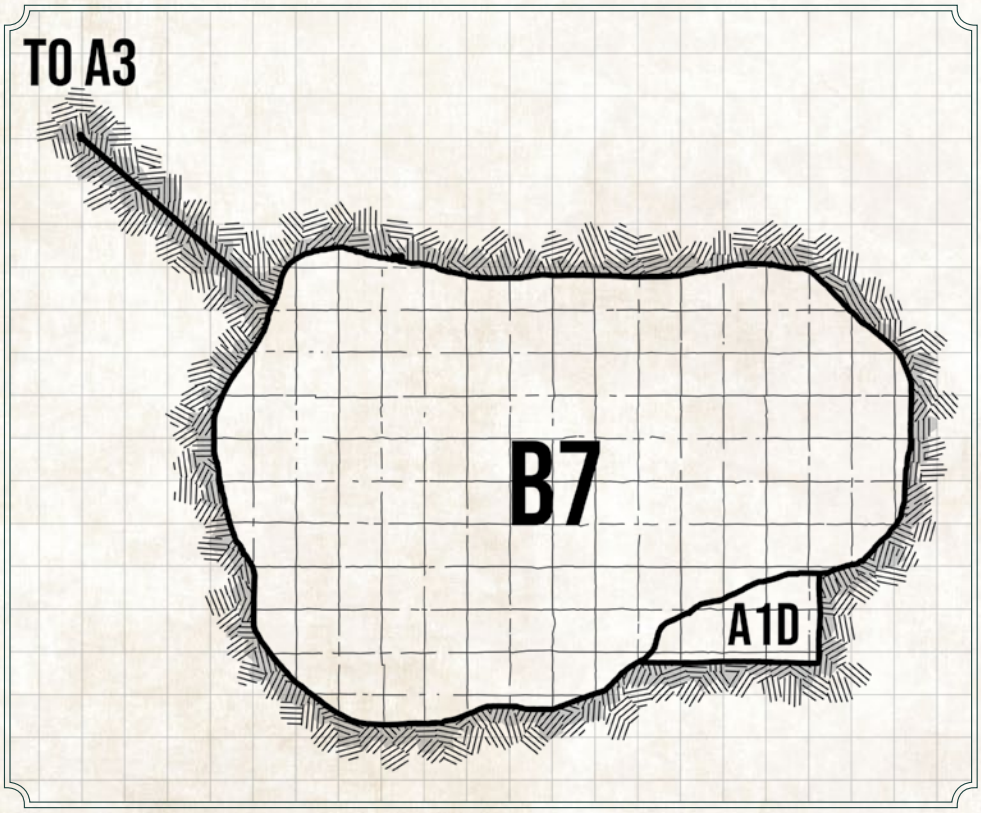
TREETOP TAVERN





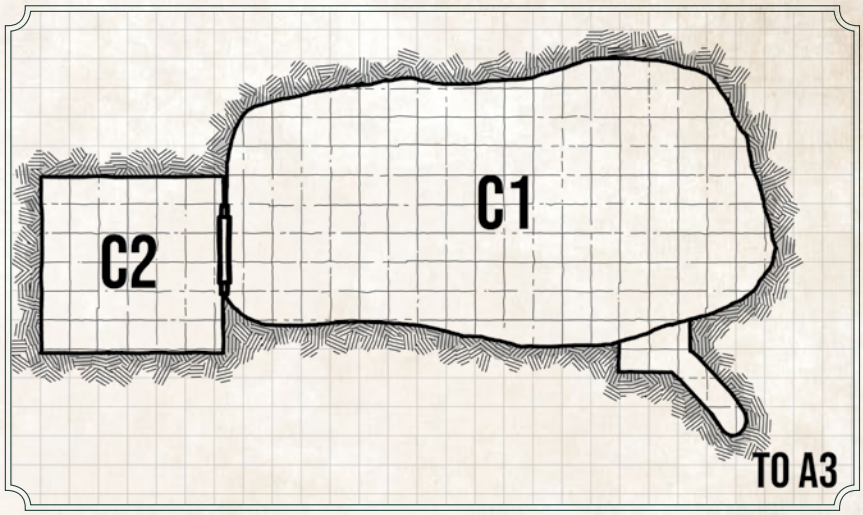

TO A3
TO B2
TO A6
B5

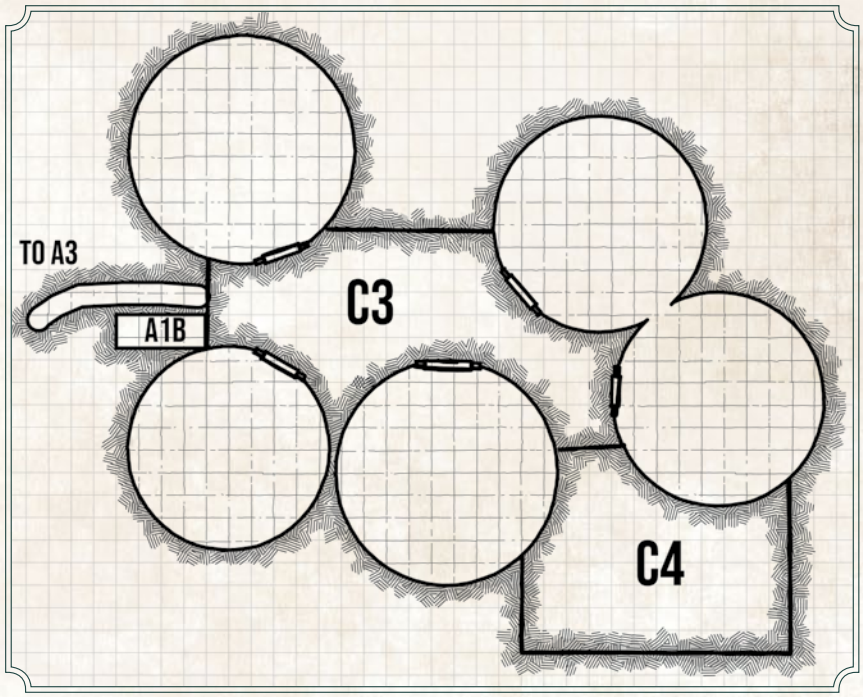

B6
TO B2

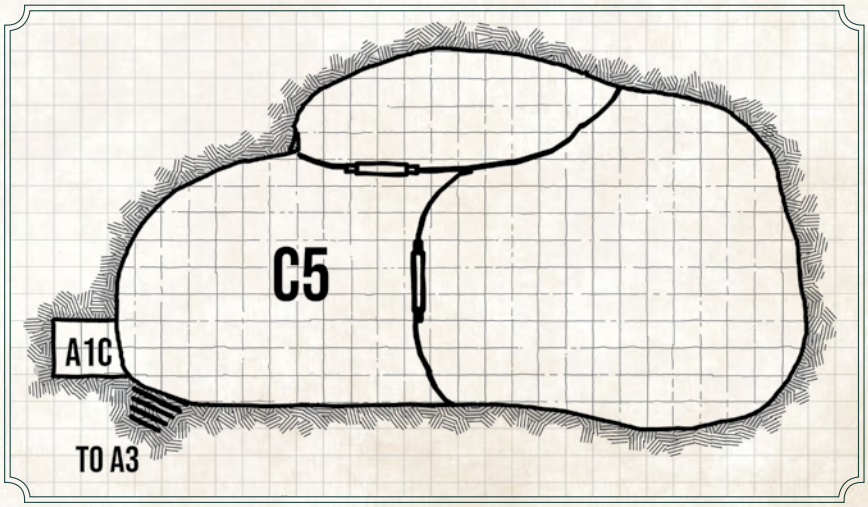


TREETOP TAVERN

C1. The Swallows
C2. Washrooms: The Titmouse
C3. The Owlery
C4. Washroom: The Shrike
C5. The Griffin's Nest


C1
C2
TO A3


TO A3
A1B
C3
C4


C5
A1C
TO A3

The Spring of Peace

A1. Main Oasis
A2. Recreational Oasis
A3. Healing Oasis
A4. Market Area
A5. Pax and Pints
A6. Office and Tent Rental
A7. Stables
A8. Kitchen

Floor B: Rooms and Open Patio Areas

B1. Rooftop Patio
B2. Open Hallway
B3. Deluxe Suite
B4. Asiri's Bedroom
B5. Jamil and Nasir's Bedroom
B6. Hebeth and Shirreen's Room

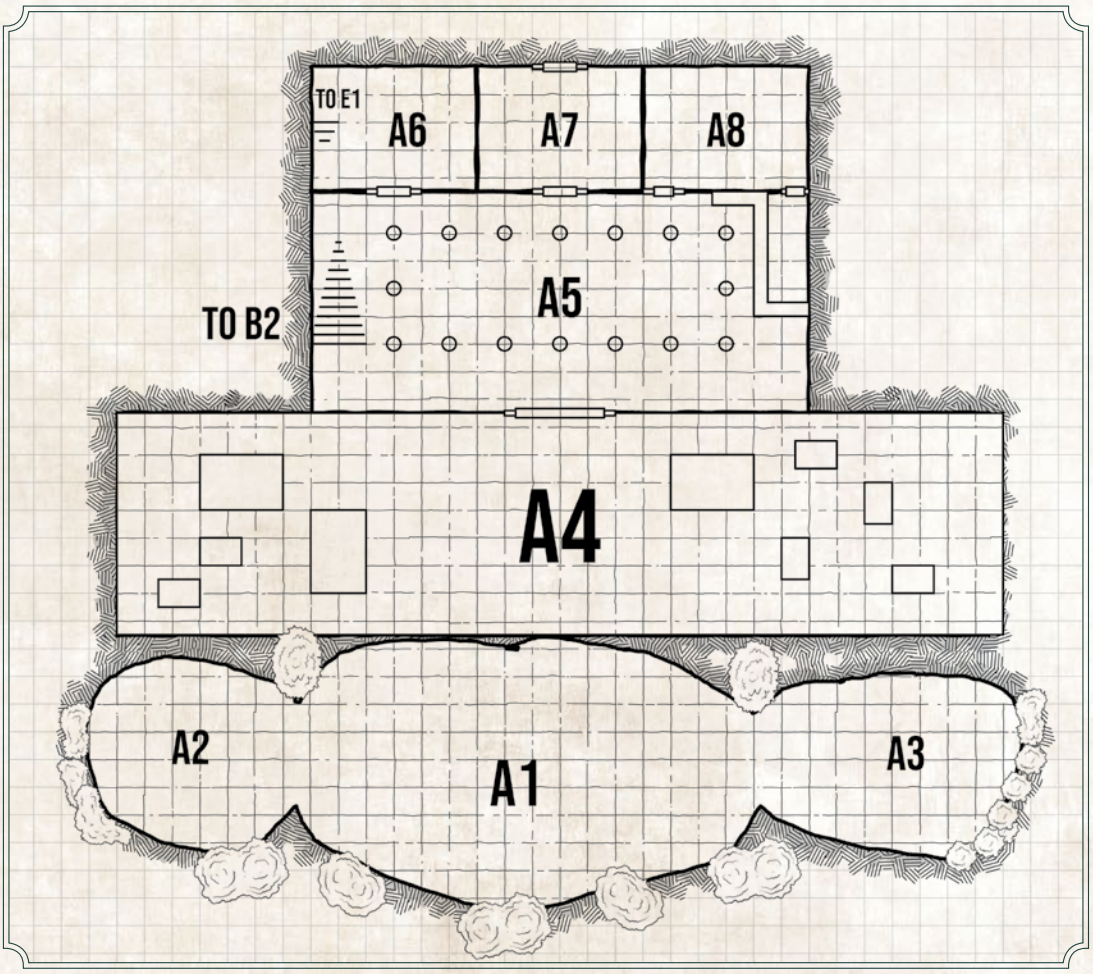
Floor C

C1. Deluxe Suite Rooftop Patio
C2. Greenhouse
C3. Sunset Tower
C4. Sunrise Tower

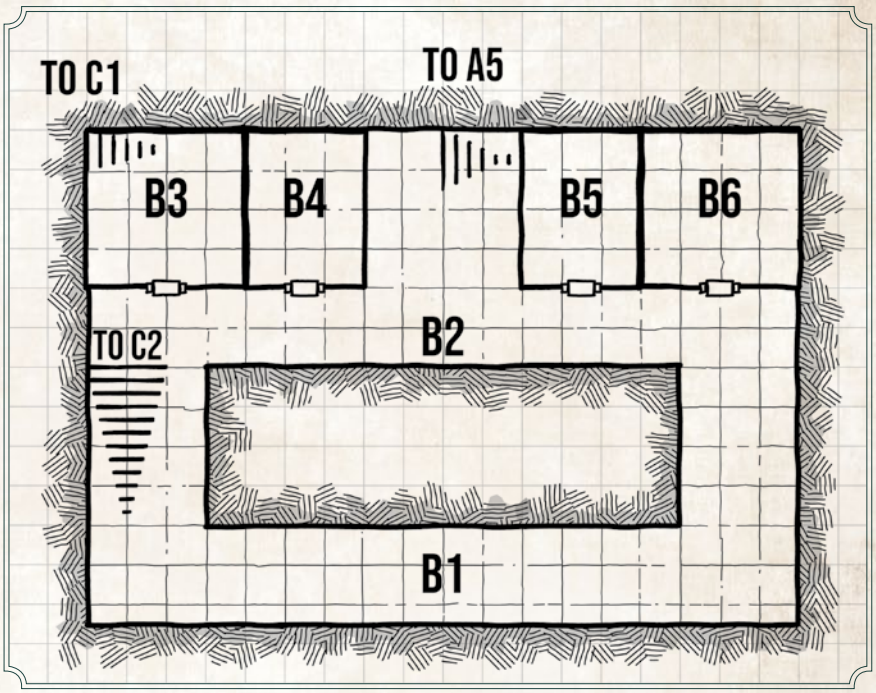
Floor D

D1. Top of Sunset Tower
D2. Top of Sunrise Tower
E1. The Tomb
E2. Passageway
E3. The Heart of the Oasis

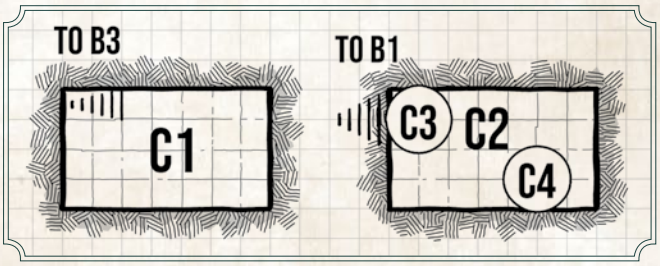
Floor A



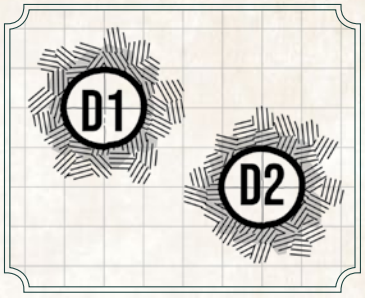
Floor B



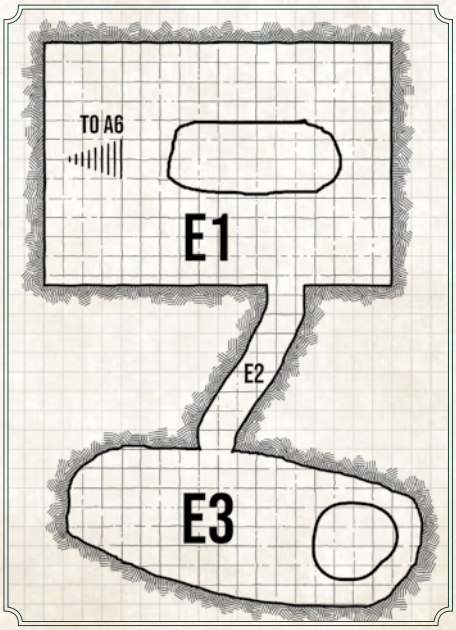
Floor C



Floor D



Floor E

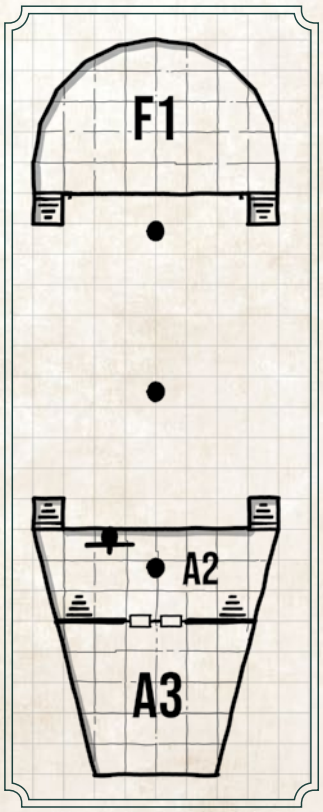


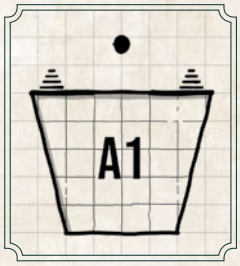
The Grand Shanty

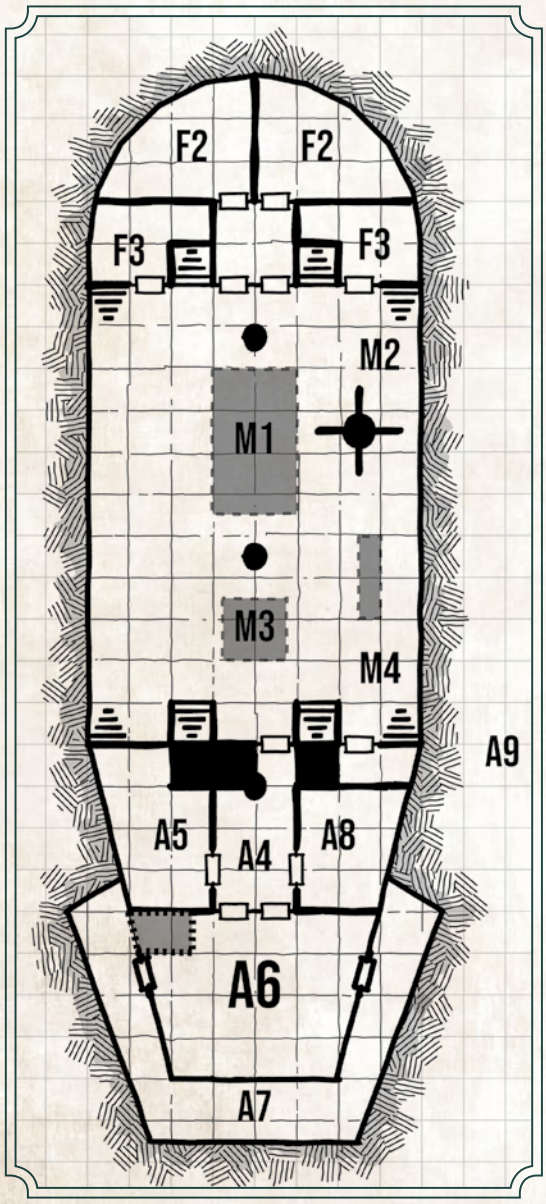
Forecastle
F1. Forecastle Deck
F2. Large Guest Rooms
F3. Smaller Guest Rooms

Aftcastle
A1. Poop Deck
A2. Quarter Deck
A3. Captain's Quarters
A4. Officers' Hall
A5. Shark Bite's Quarters
A6. Officers' Lounge
A7. Galleries
A8. Ringers' Quarters
A9. Privy

Main Deck
M1. Forward Cargo Access
M2. Upper Capstan
M3. Aft Cargo Access
M4. The Bar

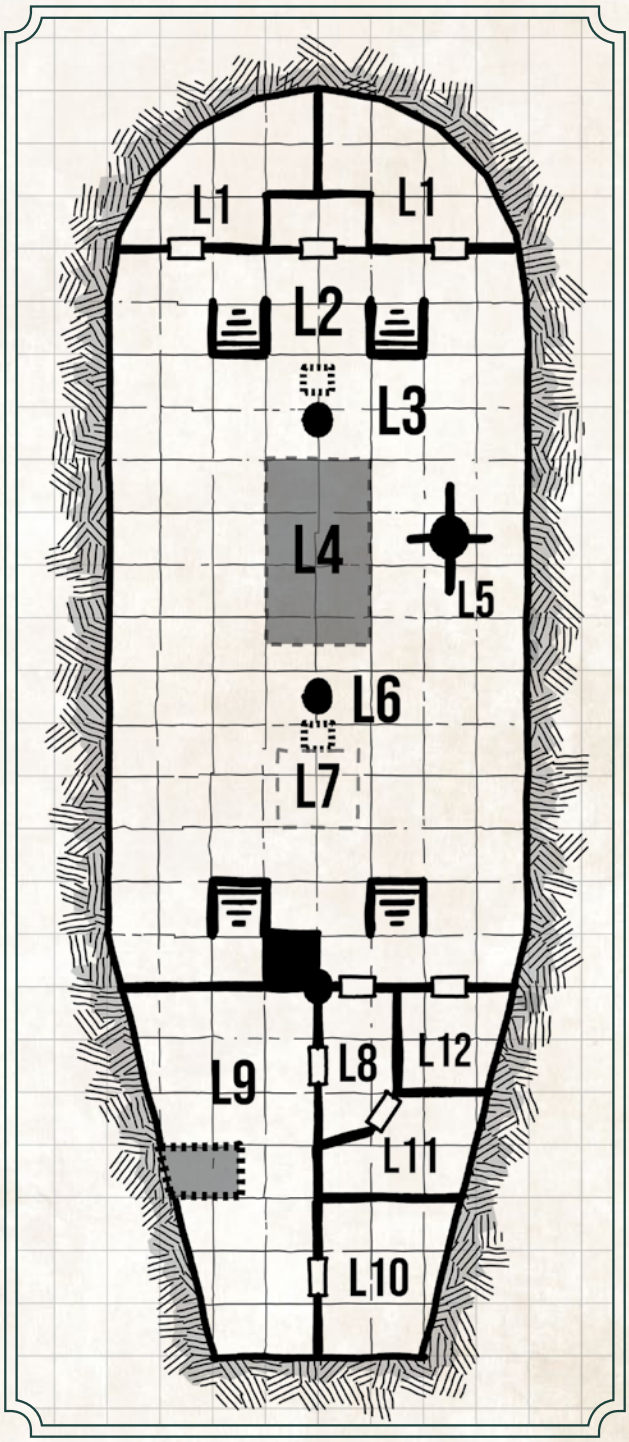


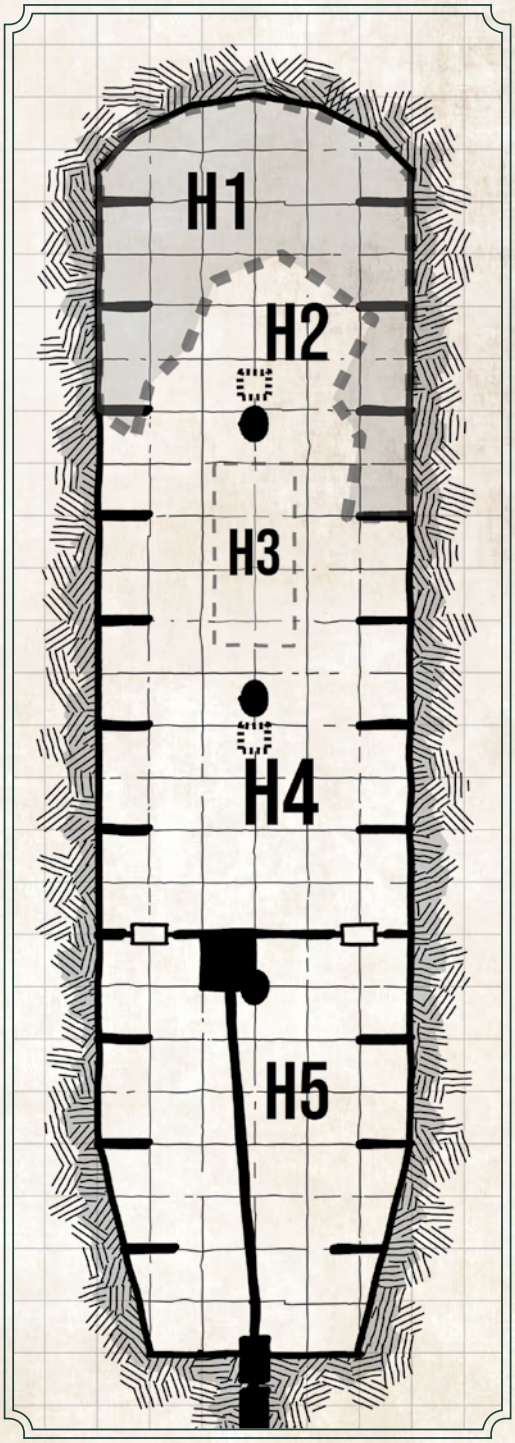




Lower Deck
L1. Cabin
L2. Storage
L3. Forward Hold Access
L4. Hold Cargo Access
L5. Lower Capstan
L6. Aft Cargo Access
L7. Lower Common Area
L8. Rear Hallway
L9. Galley
L10. Stores
L11. Sticks' Cabin
L12. Eugenia's Cabin

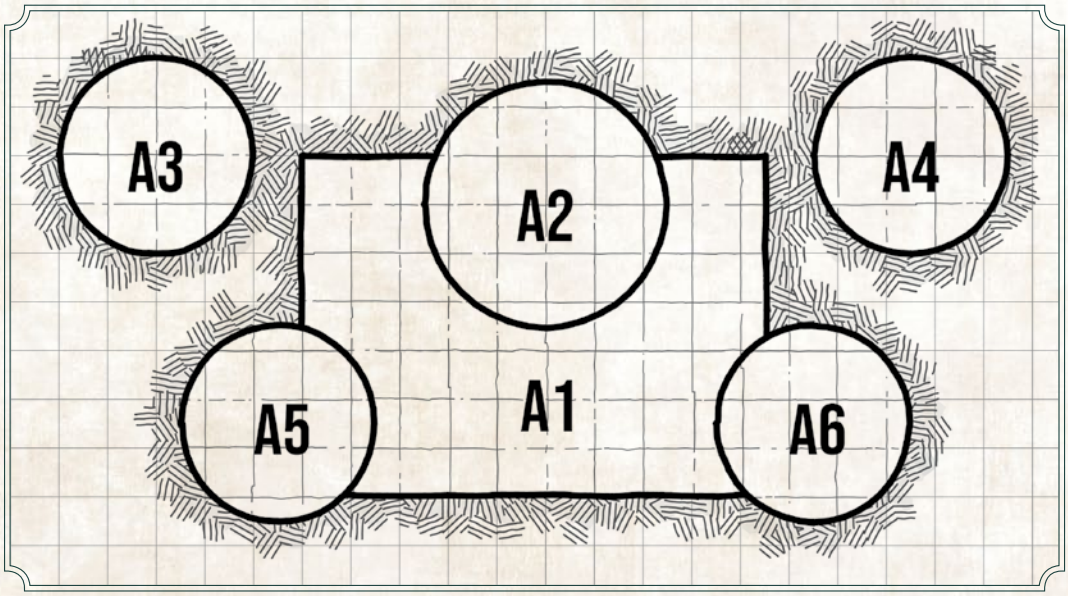
Hold
H1. Worm Infestation
H2. Forward Hatch
H3. Cargo Access
H4. Aft Hatch
H5. Tiller Room



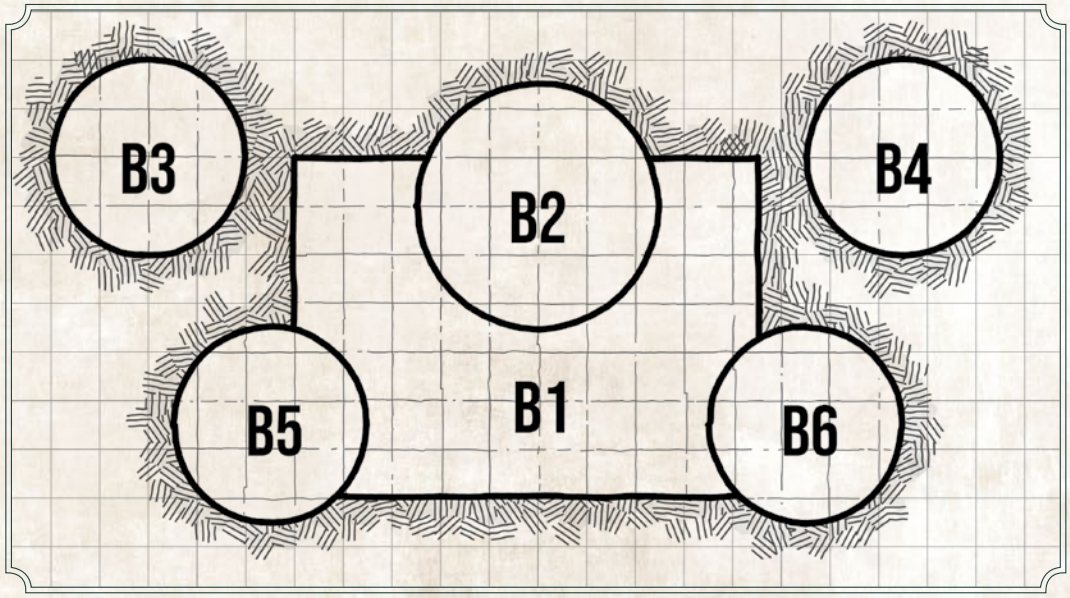


The Drunken Treasure

First Floor



Second Floor



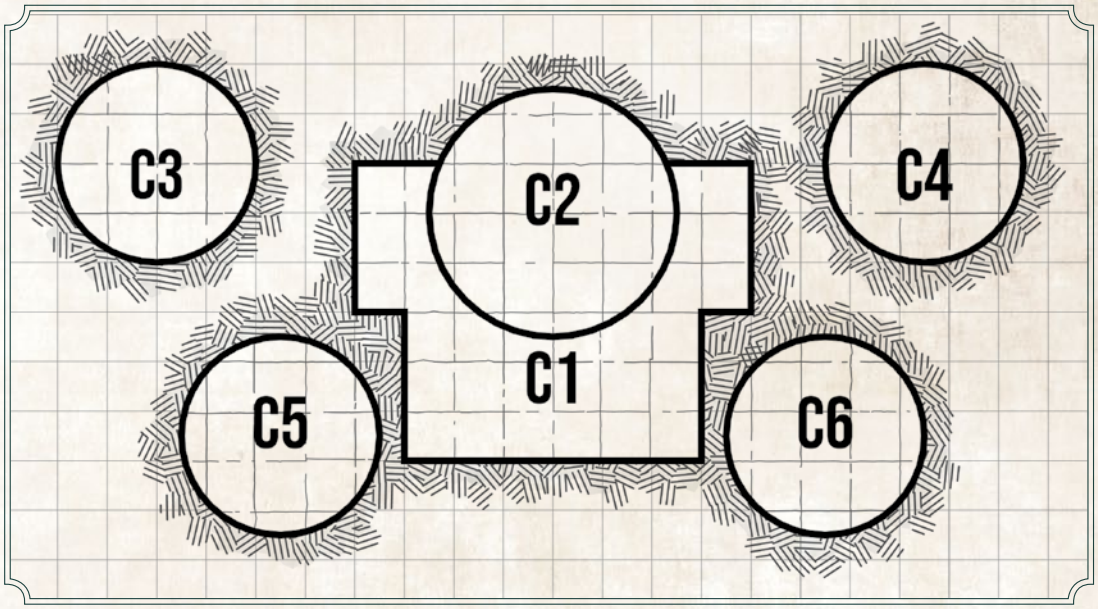
First Floor
A1. The Tavern Area
A2. Buoyancy Chamber—Aquox Colony
A3. Vacant Guest Room
A4. Restroom
A5. Dolores' Room
A6. Kennel

Second Floor
B1. Light Theater
B2. Buoyancy Chamber—Research Lab
B3. Polyp and Plankton's Room
B4. Observatory
B5. Jake Redbeard's Room
B6. Menon's Office

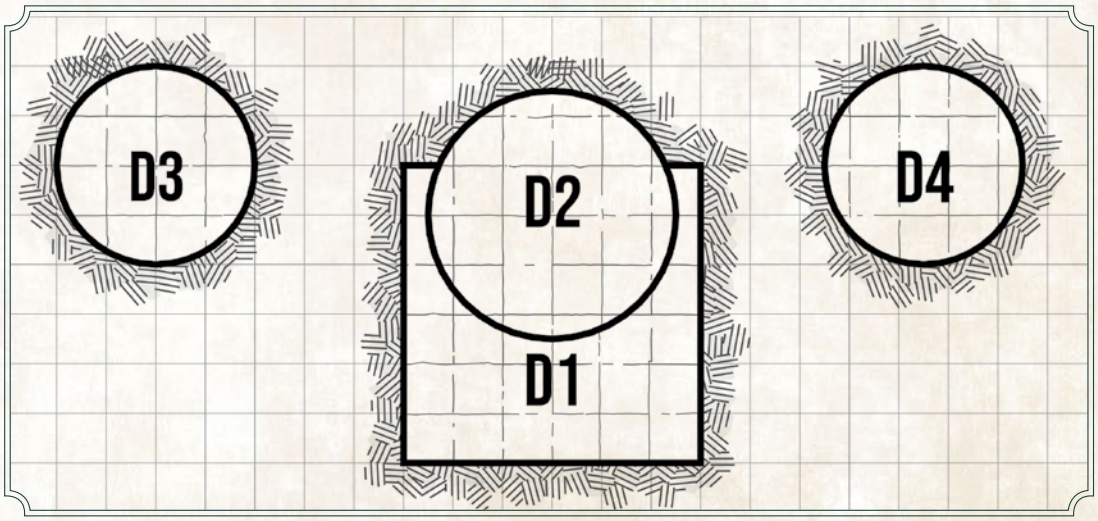
Third Floor
C1. Room of Lost Treasures
C2. Buoyancy Chamber
C3. Hansca's Room
C4. Zion's Room
C5. Attic of Second Level Guest Room (B5)
C6. Attic of Menon's Office (B6)

Top Floor
D1. Control Room
D2. Buoyancy Chamber
D3. Han
D4. Qualla's Attic Room sca's Attic Room

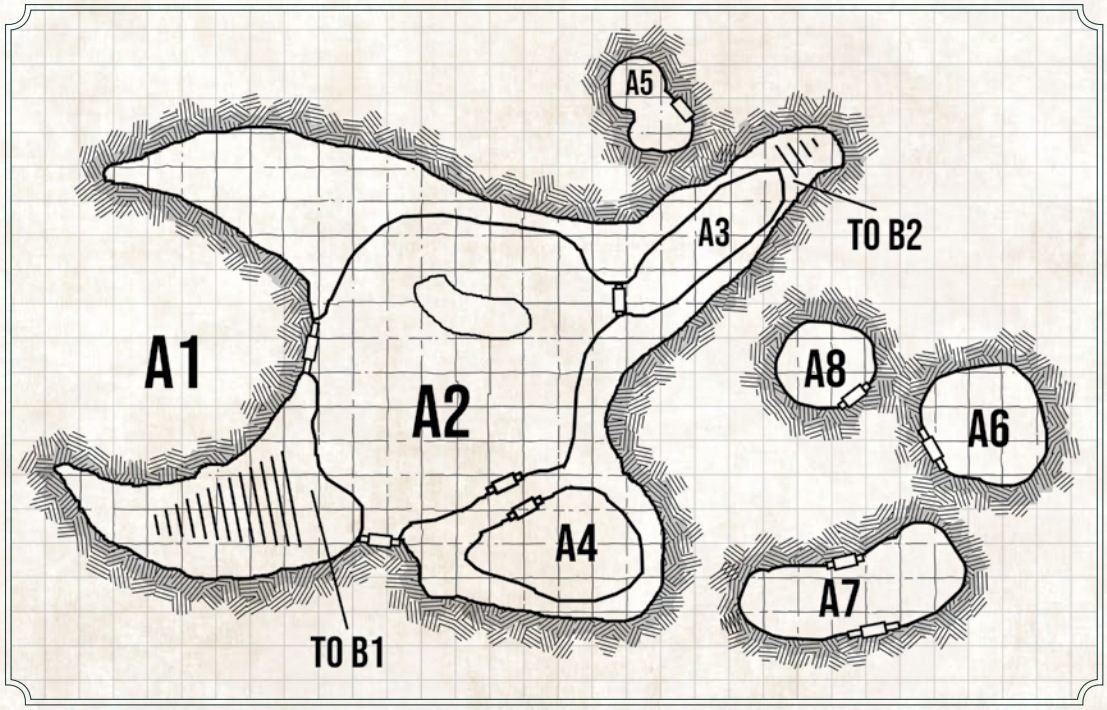
Third Floor

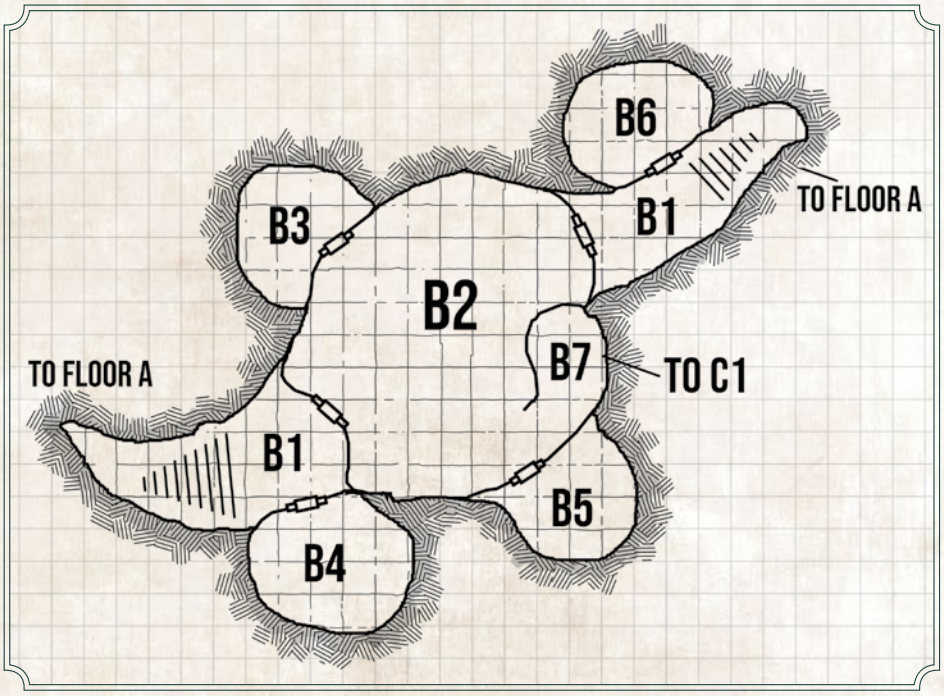


Top Floor



Fungal Grotto



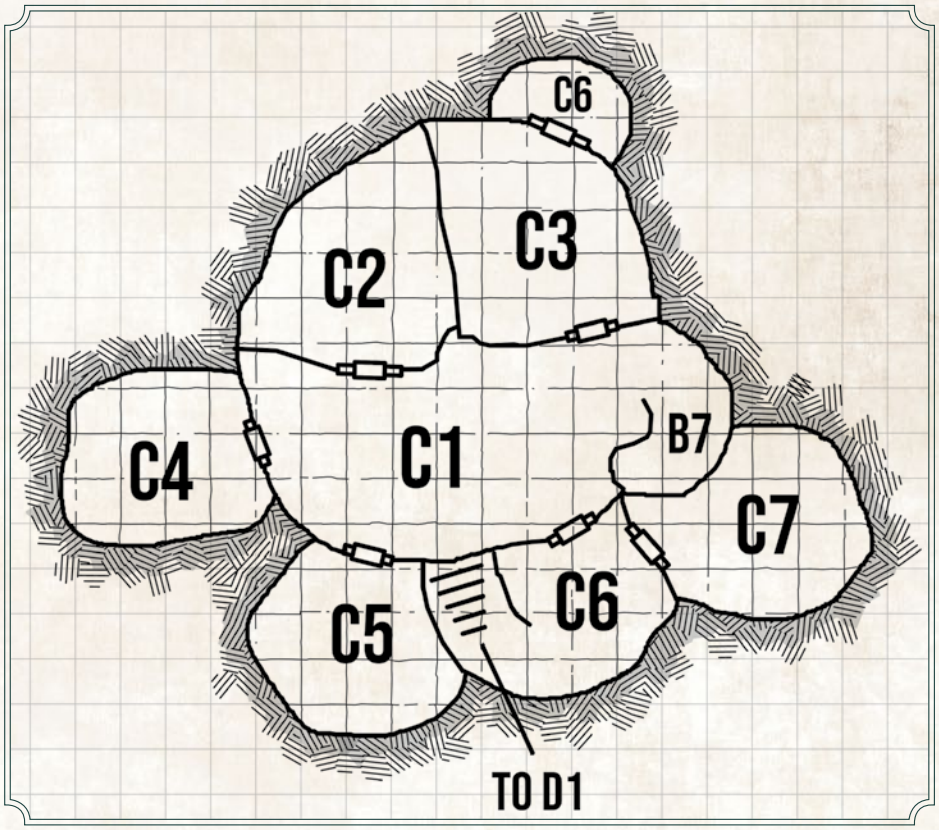


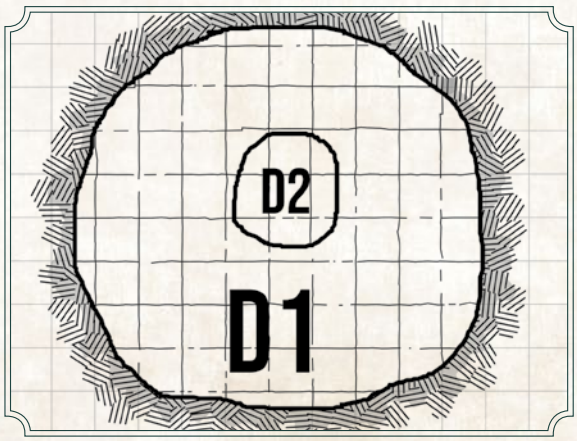
A1. Garden Patio
A2. Mushrooms and Mixers Pub
A3. Greenhouse
A4. General Store
A5. Restroom
A6. Leathersmith's Workshop
A7. Tunnel and Storage
A8. Fermentation Room

B1. Tunnel
B2. The Truffle Theater
B3. Foof's Room
B4. Empty Guest Room
B5. The "Mush" Room
B6. Rotmin's Room
B7. Tunnel to 3rd Level

C1. Hallway/Gallery
C2. Lumeir's Room
C3. Large Guest Room with Private Balcony
C4. Fergus and Francine's Room
C5. Children's Room
C6. Platform
C7. Empty External Plate Guest Room

D1. Observation Platform
D2. Secret Passage into Stalk of the Great Mushroom





IRONSTEIN MINE

A1. Bar and Eatery
A2. Kitchens
A3. Larder
A4. Bar Storage
A5. Brimble's Gems and Ornaments
A6. Armory Storefront
A7. Lavatories
A8. Hermina's Private Chambers
A9. Shrine
A10. Mikor's Supplies
A11. Typical Guest Room

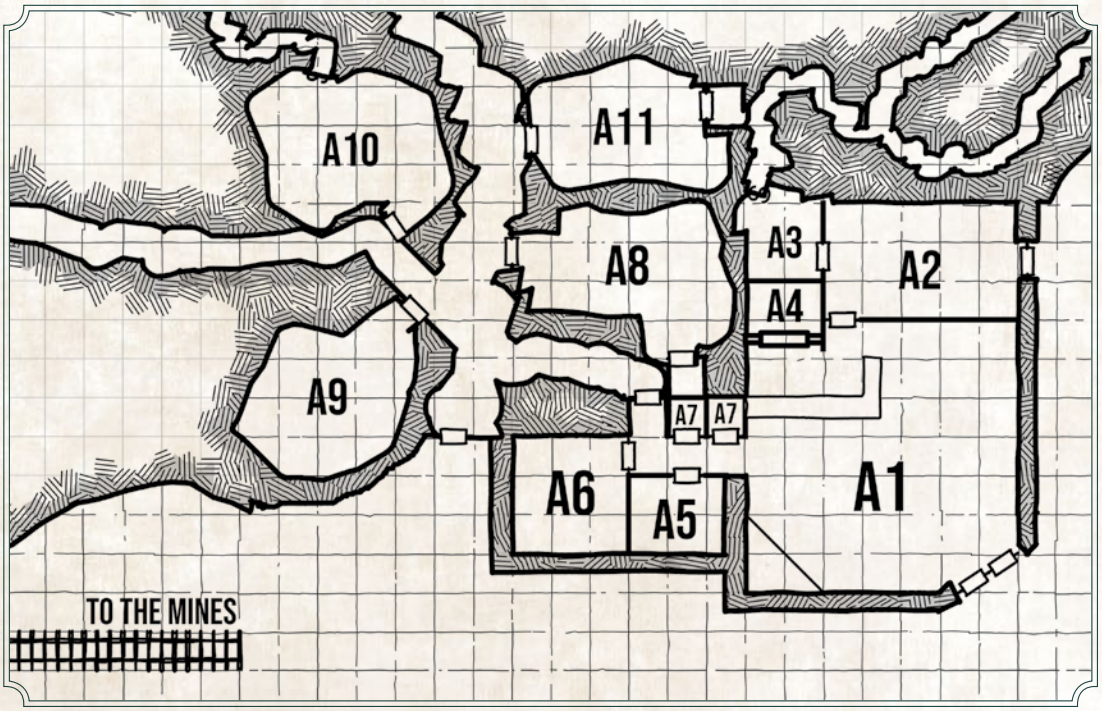
B1. Bathing Pool

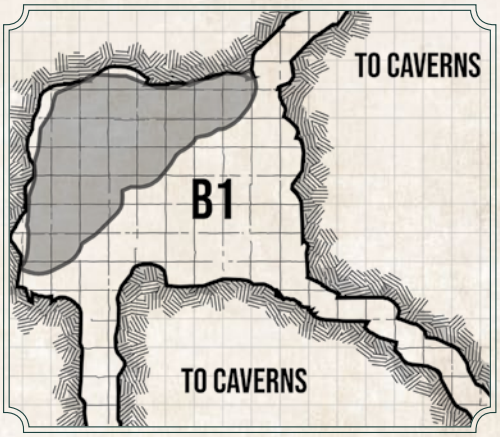
C1. Waste Room

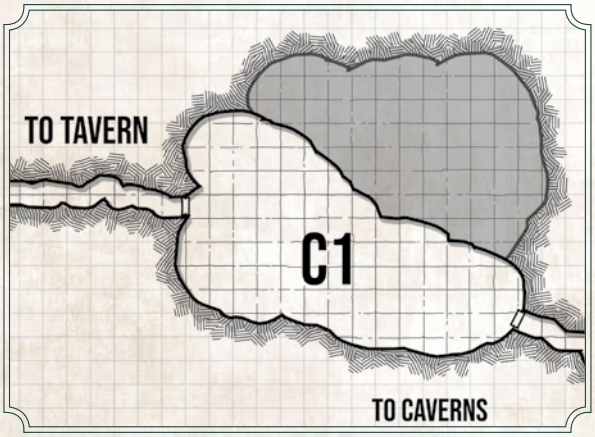
D1. Pipe Room

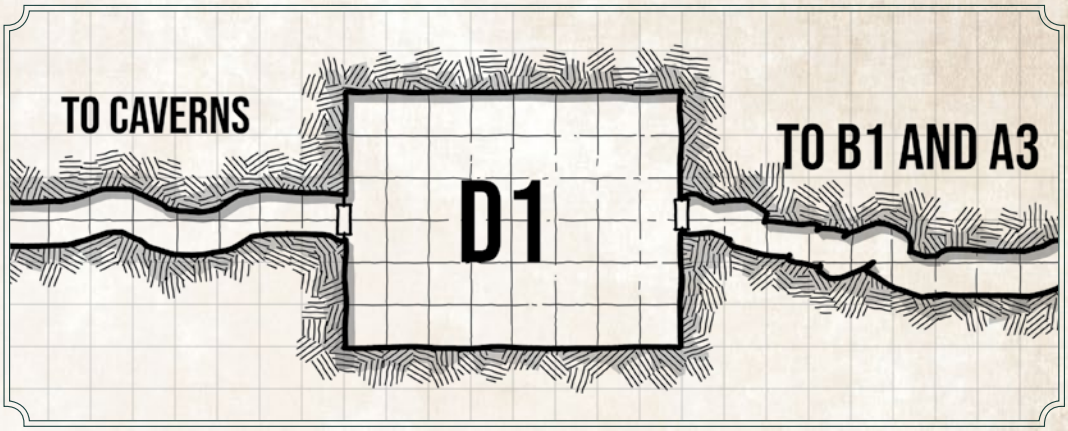
Kobold Warren
E1. Murder Hall
E2. Ambush Tunnel
E3. Central Chambers
E4. YibJib's Throne
E5. Chickachicka's Nest

F1. The Voice's Cavern

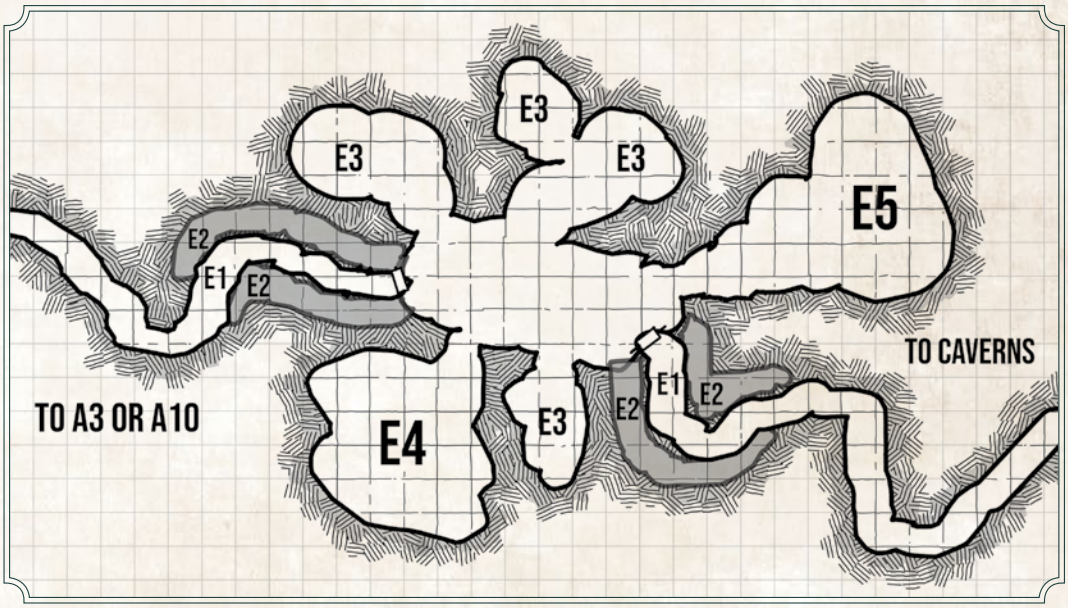


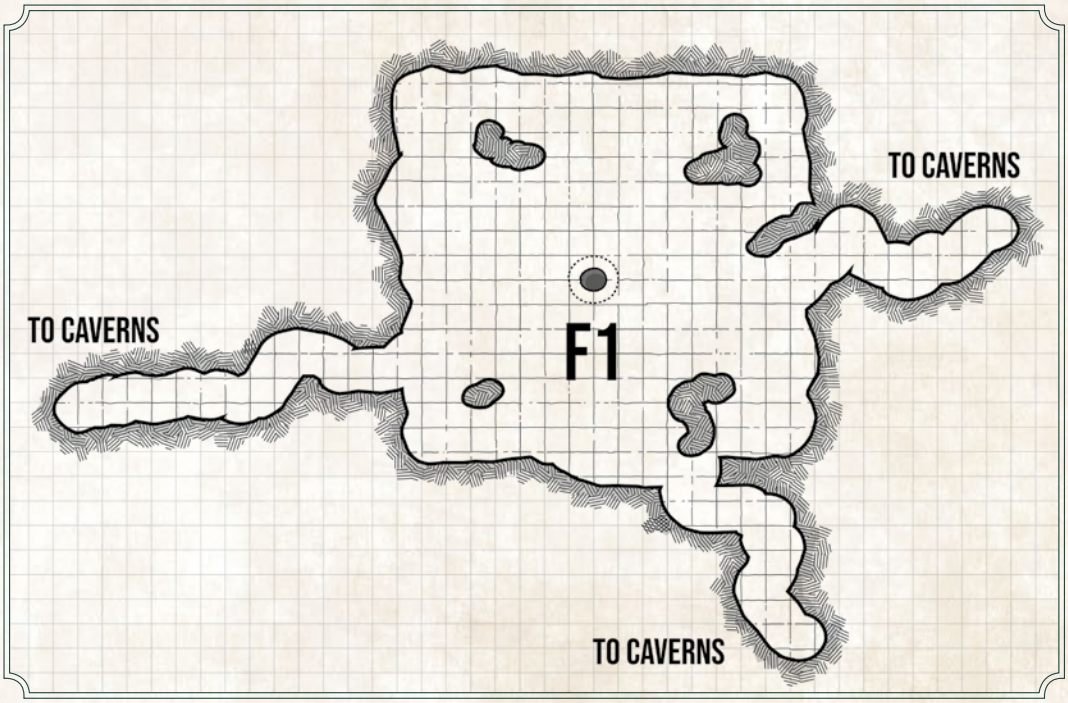






Kobold Warren





The Dungeon of Darkness

A1. Dead Dining
A2. Library
A3. Secret Library
A4. Dungeon Orientation and Entrance Room
A5. Kitchen of Alta Von Braun

Dungeon of Darkness: Second Floor

B1. Hallway
B2. Deluxe Guest Room
B3, B6, B7, B8. Empty Guest Rooms
B4, B5. The League of Undead Slayer Rooms

Dungeon Section 1: The Basic Undead Experience (BUE)

C1. Undead 101—One on One
C2. Regrouping Room
C3. Incorporeal Instruction
C4. Passageway
C5. Good Grief, Ghouls!
C6. My Oh Minotaur
C7. The Big and the Small
C8. Undead 102
C9. Potpourri
C10. Hidden Closet
C11. Curse of the Mummy: The Final Challenge

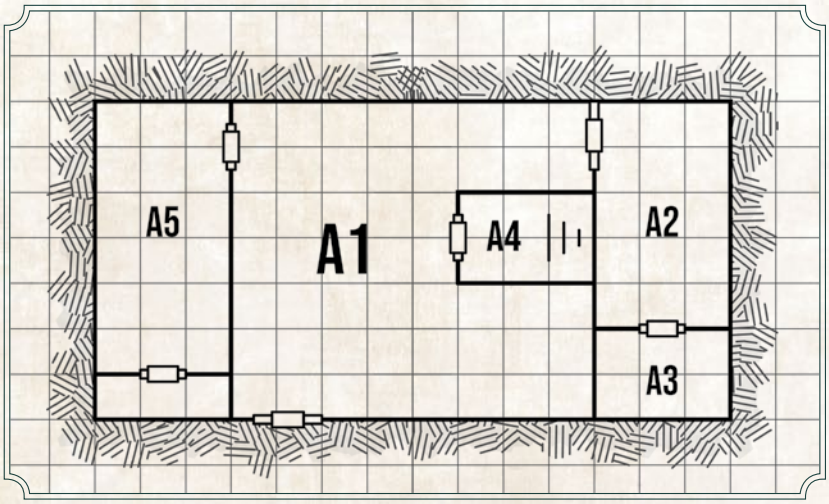
Dungeon Section 2: Advanced Dungeon Experience

D1. Lair of the Vampires
D2. Review Time
D3. Return to the Ancient Dunes
D4. The Mors Ursi

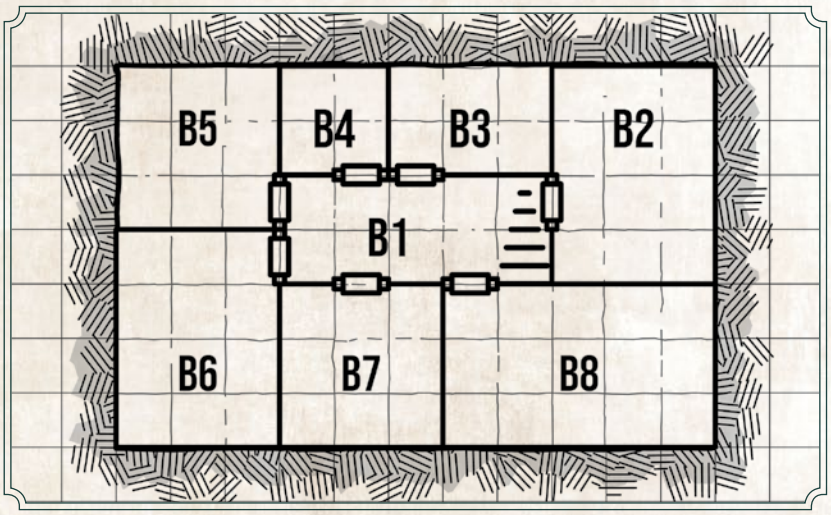
The Secret of Dungeon of Darkness: FINAL Final Level

E1. Observation Room
E2. Berala and Selanas's Room
E3. Mors Ursi Maintenance
E4. Undead Laboratory

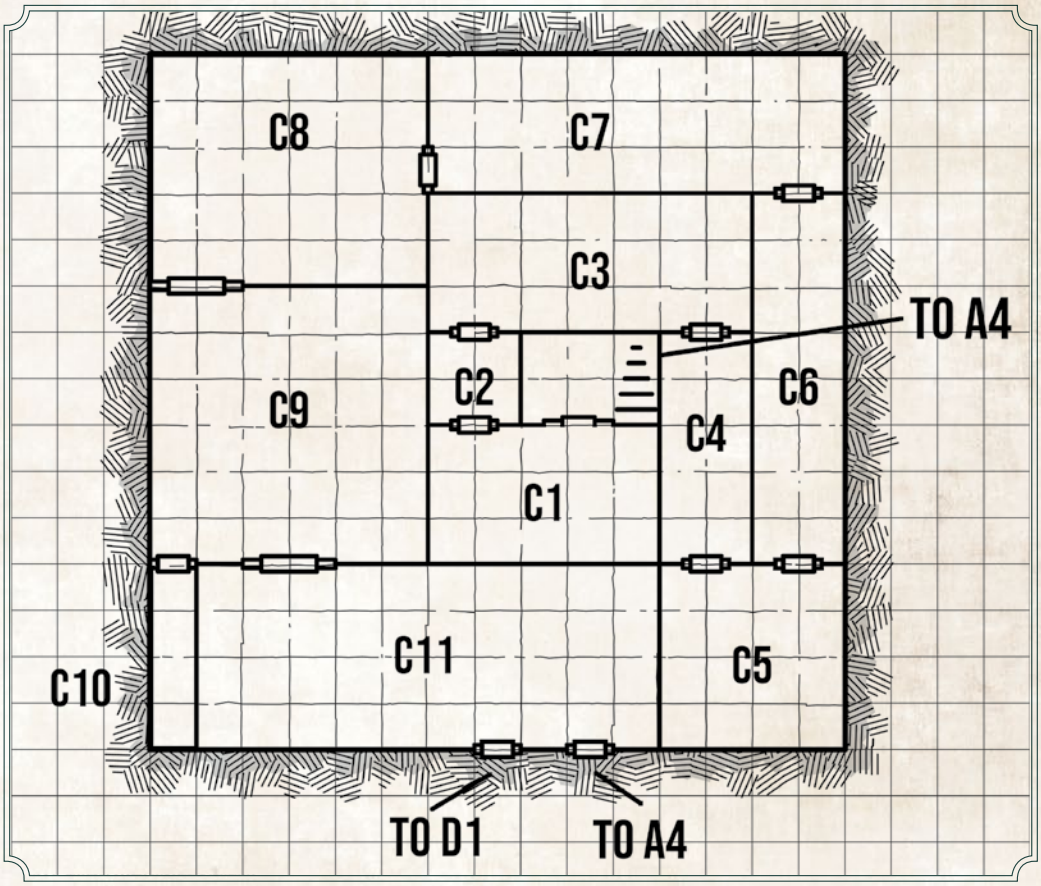
Dungeon of Darkness Tavern Area



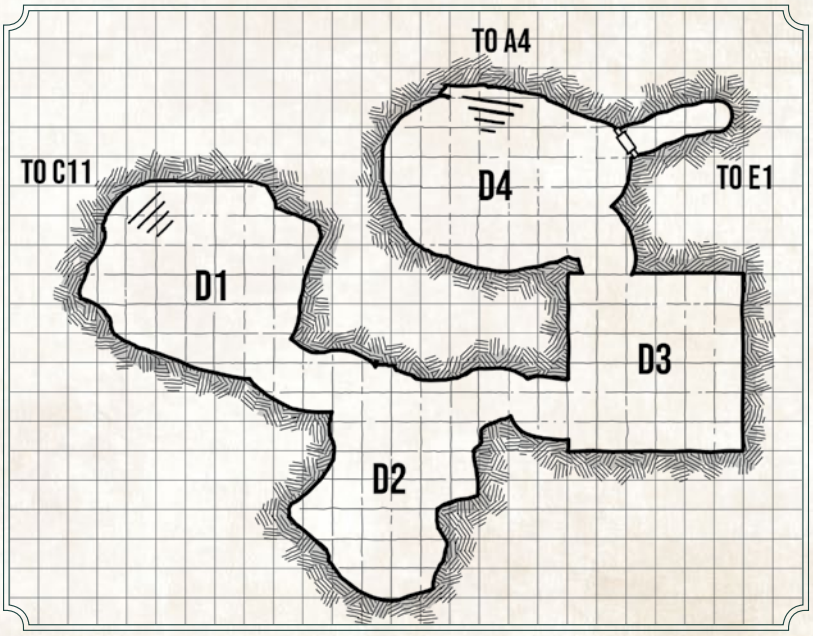
Dungeon of Darkness: Second Floor



Dungeon Section 1: The Basic Undead Experience (BUE)



Dungeon Section 2: Advanced Dungeon Experience



The Secret of Dungeon of Darkness: FINAL Final Level

Teapot Temple

Main Building
A1. Temple Bar
A2. Banquet Hall
A3. Kitchen

Maintenance Building
B1. Takukane's Office
B2. Laundry
B3. Garden Shed
B4. Distillery

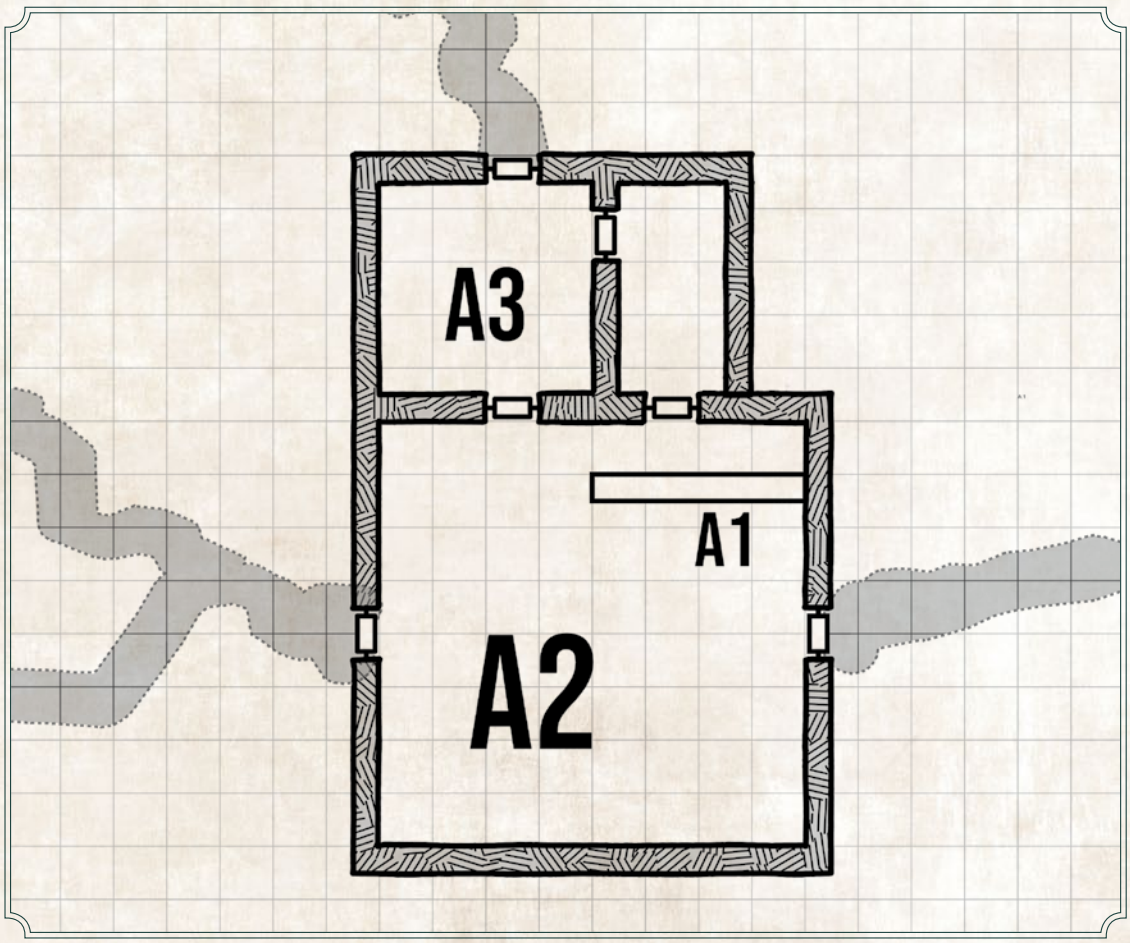
C. The Tea House

D. Guest Cottages
D1. Basic Cottage
D2. Comfortable Cottage
D3. Luxury Cottage

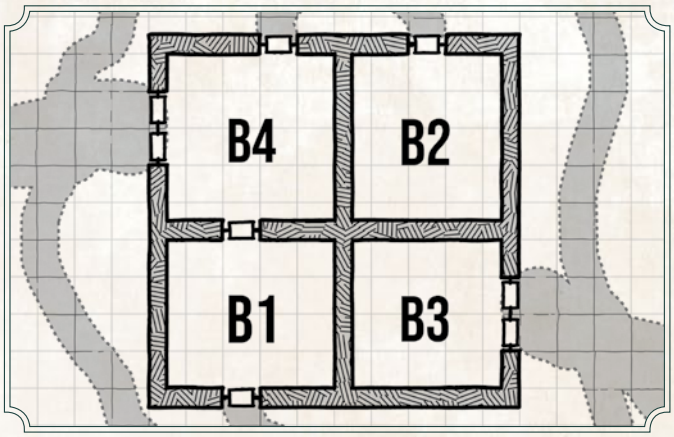
E1. Washing House

Water Gardens
F1. Contemplation Pool
F2. Old Shrine
F3. Namidaryu's Resting Place

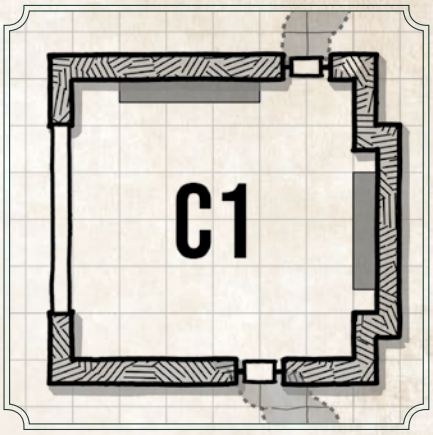
Main Building



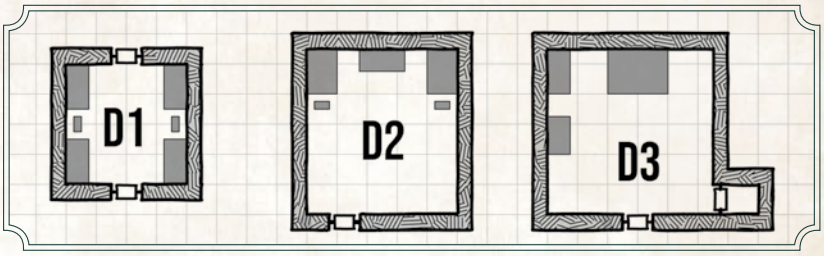
Maintenance Building



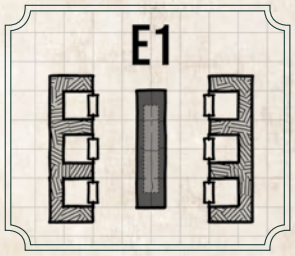
The Tea House



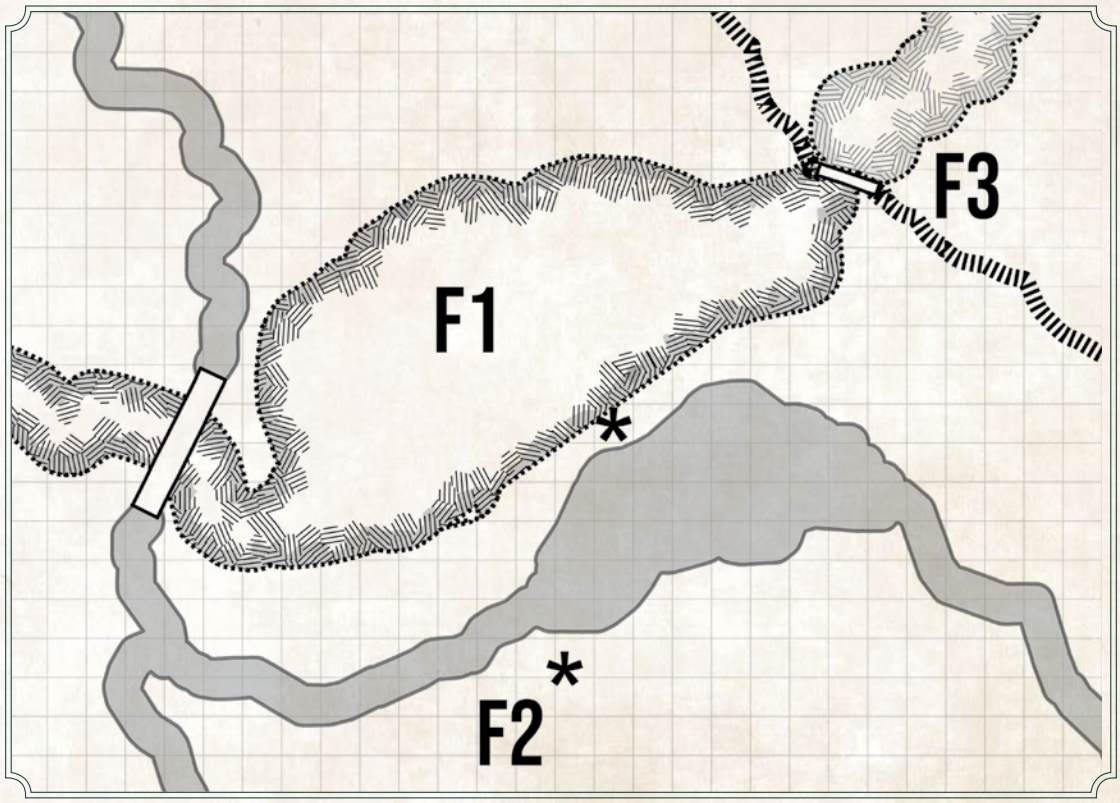
The Guest Cottages



The Washing House



Water Gardens



BY THE FROST

First Floor

A1. Pathway
A2. Outdoor Patio
A3. The Great Hall
A4. Kitchen
A5. Storage
A6. Reception Room
A7. Sweat Bath and Restrooms
A8. Barn
A9. Smithy
A10. Pottery Shed
A11. Frost Giant Cave

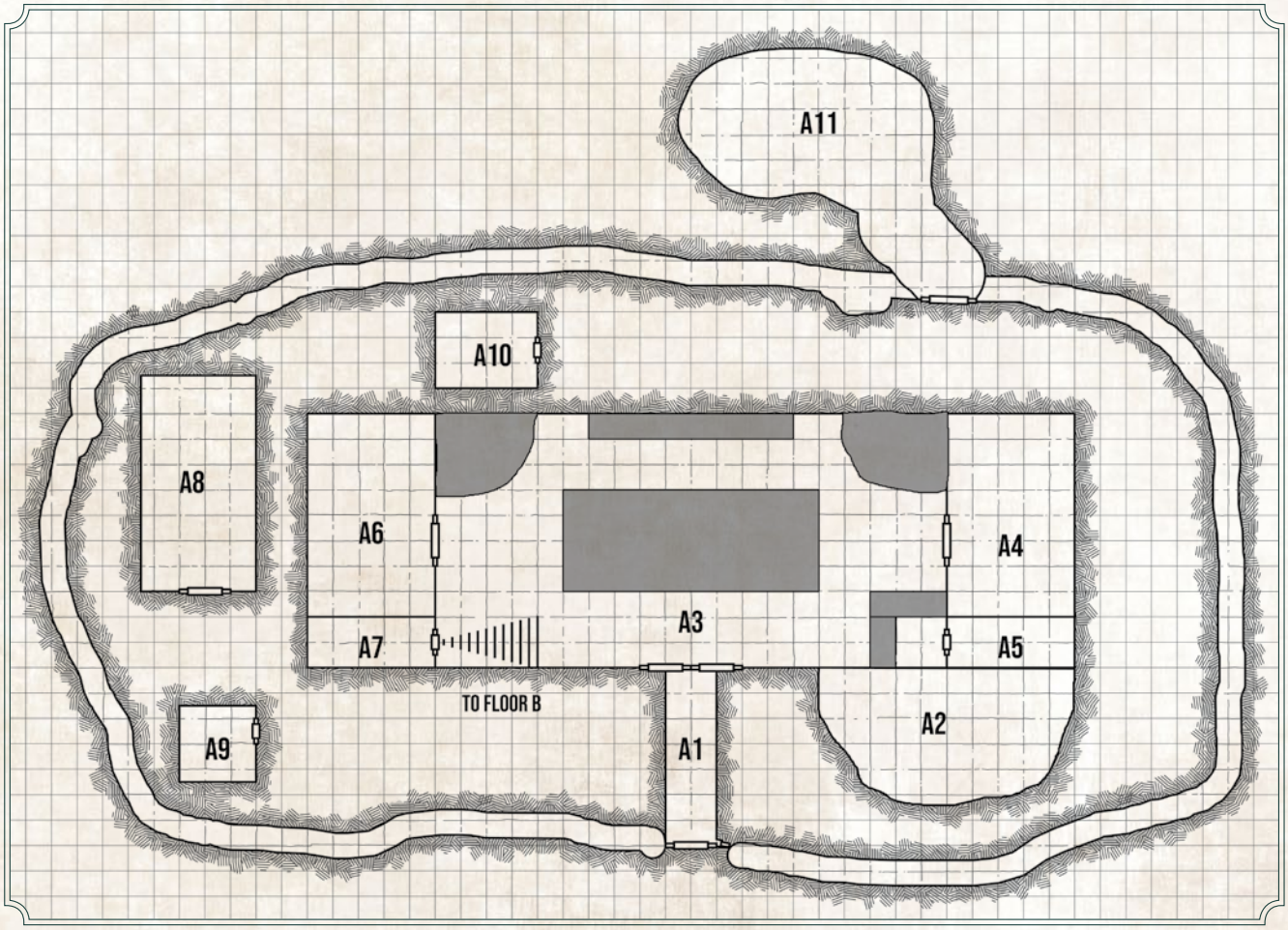
Second Floor: Guest Rooms

B1. Landing
B2-6, B7. Empty Guest Rooms
B6. Sittreck's Room
B8. The Ronn Sisters' Room
B9. Carving Room
B10. Fiber Artisans Room

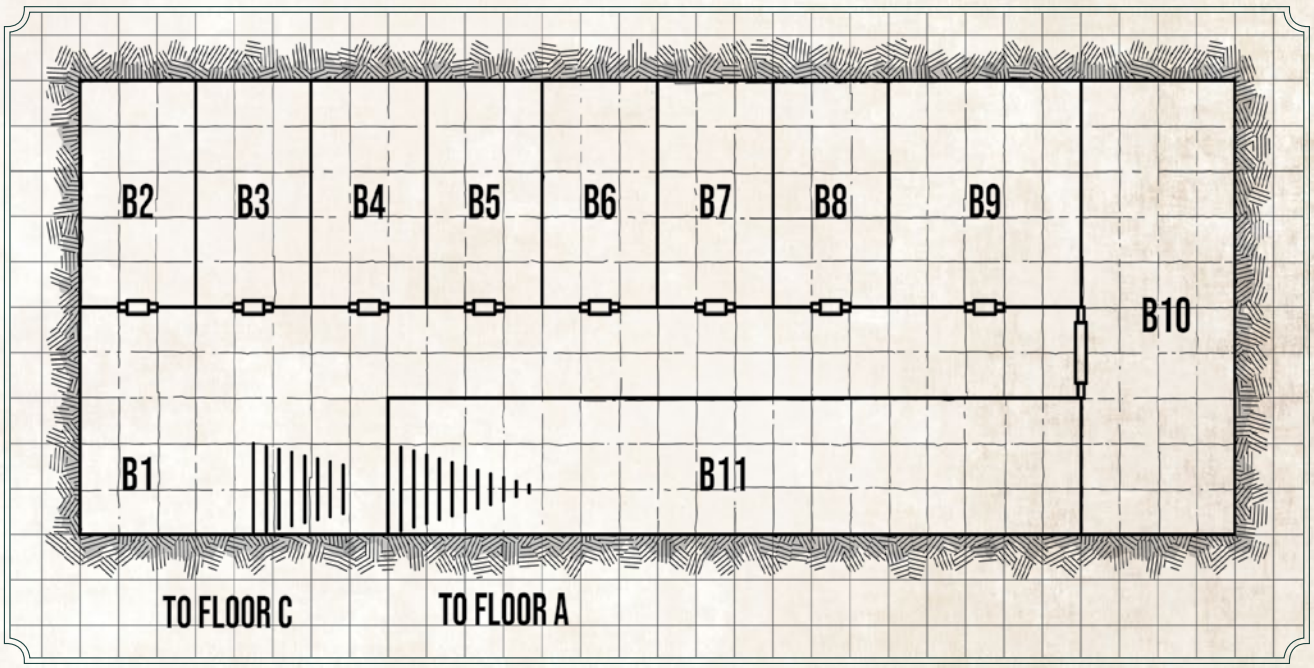
Top Floor

C1. Hallway
C2. Lodgunn's Room
C3. Harl and Ifria's Room
C4. Druthen's Room
C5. Maldi Lehr's Room
C6. Frenivy's Room
C7. Jafrey's Room
C8. Community Sleeping Room

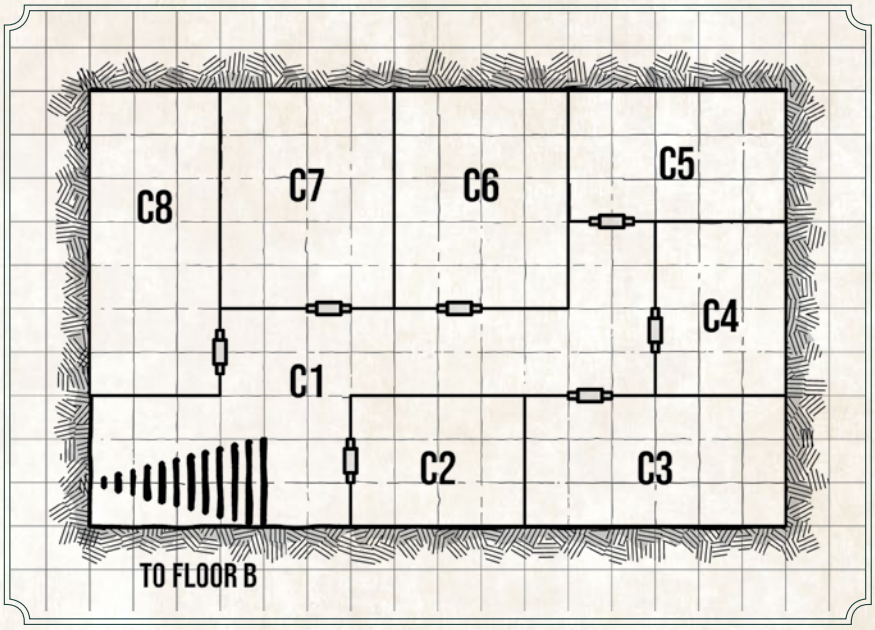
First Floor



Second Floor: Guest Rooms

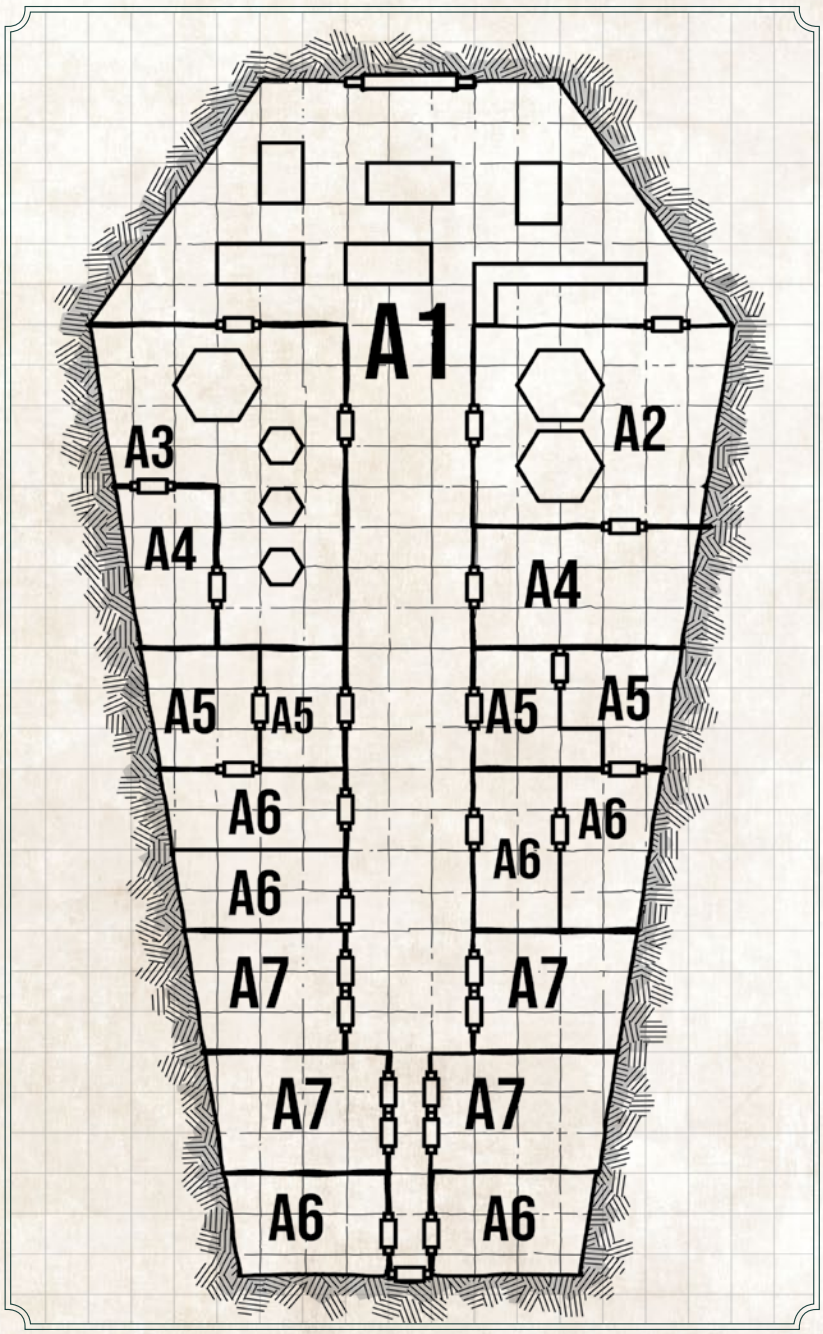


Top Floor



The Tavern at Death's Door

A1. Valor Hall
A2. Tall Tale Lounge
A3. The Final Game Room
A4. The Forgotten Places
A5. The Humble
A6. The Heroic
A7. The Fearful



A Poem, by The Seeker

"Allow me to introduce myself as one who wanders,
To a wondrous mind that often ponders.

I am defined by what I have sought,
The puzzling mind brimming with thought.

Give you credence to our hidden themes,
For nothing is ever as it seems.

I've carefully woven for you a plot,
To tell the truth that told was not.

To learn the nature of family mine,
Who number three below nine,

Grasp and ponder volume's spine.
Yet leave hand open for your stein,

Lest you cover answers more.
Venture now to edge of shore,

Then magic's sealed but upper floor.
Jump you further twenty four:

To find the words that must be read,
Learn you language long since dead.

Seek my brother, always beside me,
In his abilities lies another key."

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What's in the Book?

Welcome to a wondrous collection of 17 enormous locations, all collected and transcribed by The Seeker themself. Each tavern is fit to explore with its own questboard, history, staff, menu, numerous guests and more! Venture alongside your players as they travel the open world, and when they need to rest, enjoy the ease of using one of these taverns. This book has at least one tavern for every location, ranging from the deep sea Drunken Treasure to the reality bending Daydream, there's always a chance to throw in a twisted tavern! If that wasn't enough, behind the taverns, the unique card game and board game rules there also lies a well-kept secret made up of riddles and codes. Can you put the pieces together and learn the true nature of The Seeker's Guide?

FORGED WITH GHOSTFIRE