



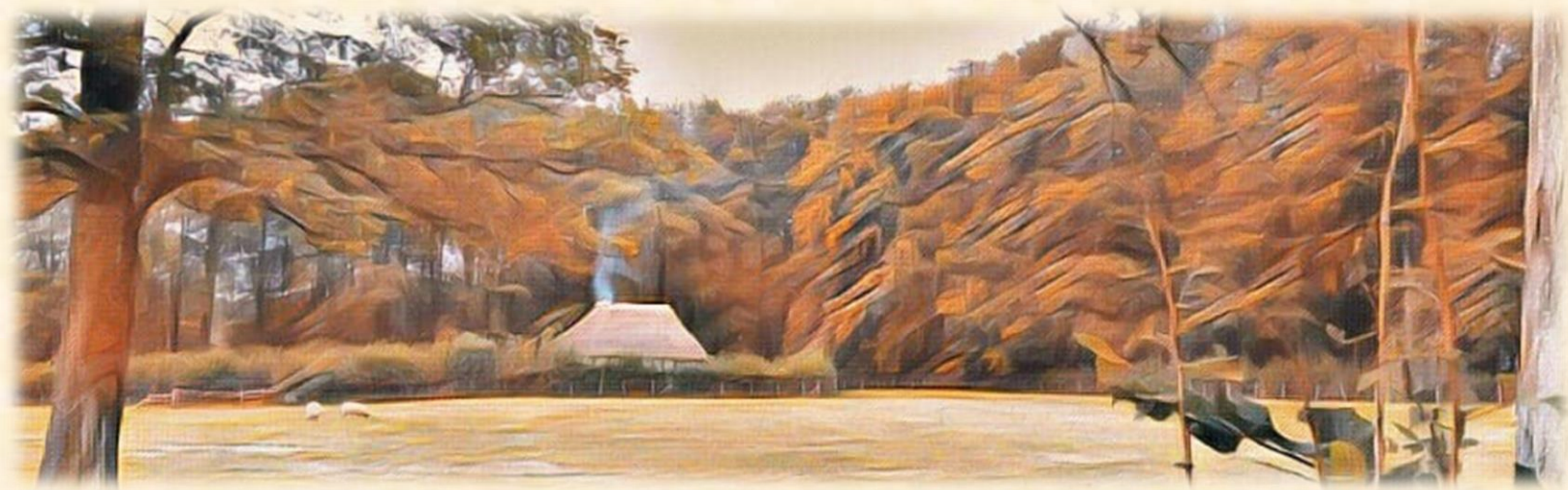
# BENDOLIN'S COMPENDIUM OF BREWS AND CUISINE

A GUIDE TO TAVERNS, PUBLIC HOUSES, AND INNS,  
AND THE FOOD AND DRINK THEY SERVE THEIR

PATRONS

BY NAZIR NORTH

**Bendolin's Compendium of Brews and Cuisine**  
By N. North



*ON THE COVER: BENDOLIN REJOICES, BY GRACE MARTEN*

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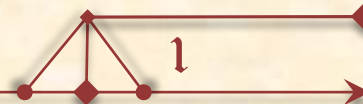
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A SPECIAL THANKS TO THE INVOLUNTARY PLAYTESTERS FOR THIS CONTENT: KRIS, CID, ENNA, SIZ AND KLOG.

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A VALUABLE RESOURCE FOR **DUNGEON MASTERS** TO DRAW UPON, THIS BOOK CONTAINS A COLLECTION OF VIBRANT SAMPLE TAVERNS, PUBS AND INNS WHICH CAN BE INSERTED INTO YOUR CAMPAIGN WORLD OF YOUR **DUNGEONS & DRAGONS** GAME.

EACH LOCATION FEATURES A BARKEEP AND A RANGE INTERESTING PATRONS WITH WHOM YOUR ADVENTURERS MAY INTERACT, SOME OF WHICH WILL PROVIDE QUEST PROMPTS. MOST IMPORTANTLY, EACH TAVERN HAS ITS OWN UNIQUE FOOD AND DRINK MENU. CERTAIN FOOD AND DRINK ITEMS HAVE UNIQUE EFFECTS ON THOSE WHO CONSUME THEM.

THIS BOOK ALSO INCLUDES AN ORIGINAL RULESET FOR INTOXICATION, COMPOSED OF *DRUNKENNESS LEVELS*, *DRINKER'S RESILIENCE*, *HANGOVERS* AND *ADDICTION*, AS WELL AS A SUPPLEMENTARY FOOD AND DRINK TABLE, AND FINALLY, A ROLL TABLE FOR GENERATING RANDOM TAVERN NAMES.

THIS CONTENT IS INTENDED TO BE SETTING NEUTRAL.



# Preface

**BENDOLIN SURE KNOWS HIS AROMAS AND FLAVORS, AND HE CAN HANDLE HIS DRINK LIKE AN OGRE! HE'S SEEN MORE OF THE WORLD THAN ANYONE I'VE MET, KEEPING RECORDS OF THE MOST IMPORTANT THINGS A DWARF CAN KNOW - WHERE TO GET THE BEST GRUB!**

**- DUNCAN PYNEWOOD, OWNER OF THE FINGER AND THUMB**

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**A JOURNEY FROM THE BOTTOM OF ONE MUG TO THE FROTH OF THE NEXT.**

**SINCE MY RETIREMENT FROM ADVENTURING, AT THE RIPE OLD AGE OF TWO HUNDRED AND FIFTY THREE, I'VE SPENT MY TWILIGHT YEARS REVISITING SOME OF THE FINEST TAVERNS IN THE LAND AND DISCOVERING A FEW NEW ONES ALONG THE WAY.**

**I'VE ROAMED FROM COAST TO COAST, ALONG BUSY HIGHWAYS AND DOWN ILL-LIT ALLEYS, FROM BUSTLING METROPOLISES TO HIDDEN HAMLETS. ANY INN OR TAVERN WHERE THE DRINKS FLOW OR WHERE THE STEAM RISES FROM THE KITCHEN CHIMNEY, HAS RECEIVED A KNOCK ON THEIR DOOR FROM ME.**

**I'VE SAMPLED EVERY DISH AND BREW THESE EATERIES CAN OFFER, RANGING FROM THE HEARTY AND THE FAMILIAR TO THE EXOTIC AND DOWNRIGHT ABSURD.**

**IN THESE PAGES I HAVE LAID OUT THE DETAILS OF SOME OF MY FAVORITE ESTABLISHMENTS, THE FOOD AND DRINK THEY SERVE, AND SOME OF THE COLORFUL CHARACTERS I MET ALONG THE WAY!**

**REMEMBER: WHEN IN DOUBT ALWAYS HAVE ONE MORE. UNLESS, OF COURSE, THAT ONE MORE IS RUNNER'S RUM!**

**- BENDOLIN, WORLDLY CONNOISSEUR**

This book contains a selection of taverns, public houses and inns ranging from the fantastic to the mundane. These inspiring locations offer food, drink, accommodation and a litany of intriguing patrons.

In addition to the locations, there is a suggested intoxication ruleset, a general tavern food and drink menu, and a roll table for a random tavern name. A traveler could expect most things on the general food and drink

menu to be available anywhere, whereas the menu items listed under each tavern in chapters one, two, and three are typically specialties of that tavern.

Although names and suggestions are provided, true to the spirit of D&D, it is recommended that you change and adapt these to fit into the settings you have created in your campaign.

You should also remember to apply your own discretion and balance as Dungeon Master if some features in this book seem under or over powered within your campaign setting.

Happy drinking!

## A Tavern, an Inn or a Pub?

During your campaign there is certainly no harm in using each of these terms interchangeably. All typically offer the same three key elements of food, drink, and lodgings. However, you could apply the general definitions below to help describe the venues in your campaign.

**Tavern:** Has a focus on alcoholic beverages. May offer a wide selection of drinks, some local, some imported.

**Tap House (Tavern Variation):** Similar to a tavern, although specifically has alcoholic beverages available on draught (on tap) direct from a barrel, rather than from a bottle.

**Inn:** Has a focus on food and accommodation. May have many rooms for rent which are well tended to. Will usually serve a hot meal in the evening and a simple breakfast in the morning.

**Public House (or Pub):** A general term which can be used to describe any of the above.



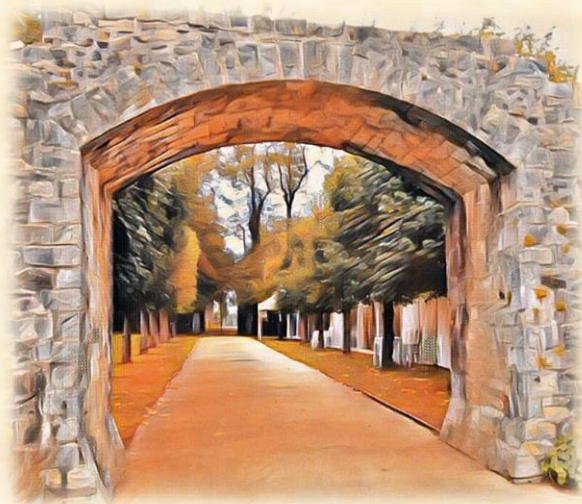


## Chapter 1: Lighthearted Lodges

Listed here are the locations open to all, where the barkeep is not particular about the company they keep, and most entrances are not hidden and can be found without magical means. These are your everyday taverns with their own distinctive local flavor.

The taverns in this chapter are typically full of locals, travelers, traders and the occasional mysterious figure.

These places are hubs of information, where tavern staff pick up rumors and stories from home and abroad. They know the locals well, and while they are welcoming of newcomers they keep one keen eye on them.



*Bendolin enjoying a mug of ale*

## The Bottleneck

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The Bottleneck is a narrow pub which had been squeezed into a space between two older buildings in what used to be an alleyway. After entering the building the visitor is presented with a narrow hallway, 5 ft. wide and 30 ft. long, which opens up into the main bar.

The bar itself is homely, with cushioned chairs, round tables, and decorations colored in dark browns and deep reds. A diamond patterned stained glass window separates the serving space behind the bar and the kitchen. Glimpses of the cook rushing back and forth can just be caught through the colored panes.

The patrons mostly sit in small groups, many of whom may have come for a snack and a drink during their lunch break, or who are winding down at the end of a hard day's work.

There are four rooms to let above the bar, each has two beds. The rent is 2 sp per night.

**Landlord:** Talia Redtop / Tilly Redtop

**HA! A NEW PERSON! TILLY, COME SEE. OH, SHE MUST BE BUSY COOKING SOMETHING UP. HOPE SHE DOESN'T BURN THE BREAD AGAIN..**

**WE DON'T GET TOO MANY NEW FACES IN HERE, JUST THE SAME OLD GROUP OF GRUMPY FELLAS!**

**YOU HUNGRY, THIRSTY, OR BOTH? WE'VE GOT FRESH BEEF ON THE GRILL AND I'VE JUST OPENED UP A NEW BARREL OF ALE. WHAT CAN I GET FOR YOU?**

Talia and Tilly are identical human twins who take shifts working in the bar and kitchen. They are both chaotic-neutral and enjoy tricking and confusing patrons, who have a hard time telling them apart. They both have long red hair adorned with

different colored bows; a different color for each day of the week.

**Patrons:** Any and all. Although mostly visited by human locals, with the occasional halfling or dwarf.

### Characters of note:

- **Linda Braithwaite.** Linda sits quietly in the corner of the bar. She nervously brushes her white hair from her face and keeps one hand on her belt. If engaged in conversation she speaks of a dragon terrorizing her husband's farm to the north-east and offers a bounty of 250 gp to slay it. She has already tried asking the town guards for help, but they have refused. She is willing to part with 25 gp up front, with the rest payable on completion of the job.
- **Shraeten, a halfling tradesman.** Shraeten is a bearded halfling who carries with him a sack of general goods which he is willing to trade. He does not accept coin for his goods, but will instead accept items of a similar value. For items of approximately 60 gp in exchange, he will trade his magic quill. This quill does not require an inkpot and never runs out of ink.

**Suggested location:** Medium to large human city.

**Unique features:** Due to its very narrow entrance, there are often fights and scuffles as people try to enter or leave the bar. These rarely result in any serious injuries, but can cause some disruption.

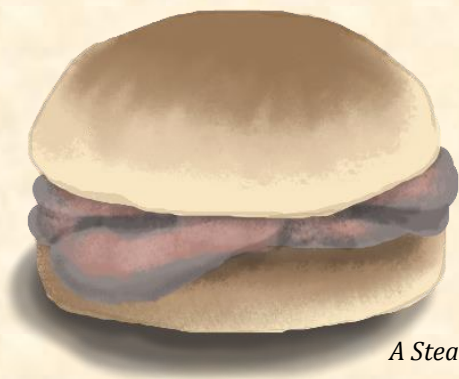
Tilly and Talia will cheer on the fights - until they start causing any damage to the pub that is.



# THE BOTTLENECK MENU

## FOOD

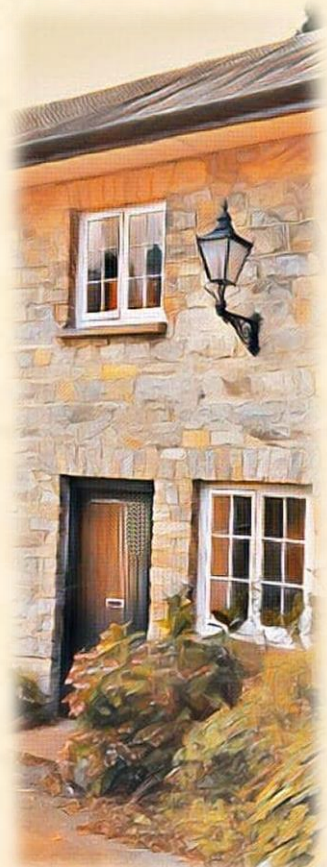
ITEM	DESCRIPTION	PRICE
STEAK BAP	SLICES OF SUCCULENT SIRLOIN STEAK, COOKED MEDIUM-RARE, AND SERVED IN A SOFT BROWN BREAD ROLL WITH GARLIC BUTTER  SERVED STRAIGHT INTO YOUR HAND	9 SP
BLOOD SAUSAGE IN A BUN	A PEPPERY BLOOD SAUSAGE MADE WITH SAGE AND ONION SERVED IN A LONG BUN  SERVED STRAIGHT INTO YOUR HAND	2 CP
VEGGIE STEW	A HOT STEW OF MIXED VEGETABLES AND GARLIC  SERVED IN A WOODEN BOWL WITH A SPOON	4 CP



*A Steak Bap*

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
BLACK ALE	A VERY DARK ALE WITH A BITTER HOPPY TASTE  SERVED BY THE MUG	2	2 SP
OLD ELK SPECIAL	A SWEET AMBER ALE WITH A MALTY AROMA  SERVED BY THE MUG	3	5 SP
GOLD-BOTTLE WINE	WINE FROM ACROSS THE SEA, PRESENTED IN BOTTLES ADORNED WITH GOLD TRIMMINGS, HAS A RICH SWEETNESS AND FRUITY AROMA  SERVED BY THE GOBLET	3	1 GP



## Another Brick in the Fourth Wall

Another Brick in the Fourth Wall, commonly referred to as *Bricks*, is an everyday tavern with open doors to anyone who may be passing by. Bricks shares one wall with the exterior wall of the city, giving the tavern its iconic name.

Bricks' exterior is indistinguishable in style from any other building in the town. What makes it stand out is the raucous laughter, singing, and shouting often heard coming from within. There is a strong smell of pipe smoke and a wooden tavern sign swinging above the doorway. The interior features a bar, several worn wooden tables, and a warm hearth where the tavern's signature stews are cooked. For those seeking lodgings, there are two basement rooms, available for 8 cp each per night, and 8 upstairs rooms, for 1 sp each per night.

**Landlord:** Barrock

**I MUST HAVE TRIED MY HAND AT EVERY JOB GOING BACK IN MY YOUTH AND THIS IS THE ONLY THING I'VE ENJOYED MY WHOLE LIFE. BEEN WORKING IN THE MINES, ON THE WALLS, IN THE FIELDS, ALWAYS SAVING UP MY GOLD TO BUY MY OWN PLACE.**

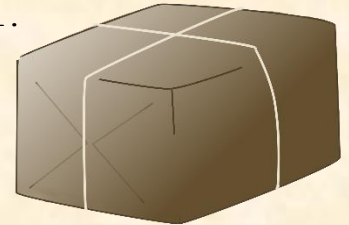
**LUCKY FOR ME, THE PREVIOUS OWNERS GOT IN TROUBLE WITH THE GUARDS FOR SMUGGLING SO THE WHOLE PLACE GOT SHUT DOWN AND AUCTIONED. GOT MYSELF A GOOD DEAL ON THE PLACE, CLEANED IT UP AND GOT IT BACK UP AND RUNNING IN NO TIME.**

Barrock is a pragmatic half-orc who understands the meaning of hard work. Despite being a seemingly law-abiding citizen, there are rumors that he picked up the smuggling business right after the previous owners. Few know this for sure, and even fewer would confront Barrock on it. He is physically strong and fit, and is known to have a good relationship with the guards.

**Patrons:** Any and all, although typically full of commoners and the poor, including a handful of thugs and shifty looking figures.

### Characters of note:

- **Enfila, a dwarf beggar.** As a child, Enfila was left to fend for herself when her parents, the previous owners of Bricks, were thrown in jail for smuggling. Now a young woman, she frequents Bricks, unrecognized by Barrock, always plotting on how she can get back what she believes to be rightfully hers. She may even ask passing travelers for help in this endeavor.
- **A man with a sack.** A young bearded human who refuses to give his name. He carries a large black sack and allows anyone to reach inside and take out a single item for 1 gp. There are no refunds. Each item is wrapped in a weighted brown package, so that all of the packages look and feel identical. See the roll table on the following page for possible prize items and effects.



**Suggested location:** Medium to large city, any race.

**Unique features:** Bricks has a secret tunnel that leads from one of the basement rooms to the tree line outside the city. This is the prime route for goods smuggled into and out of the city. The tunnel can be spotted by an Investigation or Perception check in the basement. The information can also be drawn from Barrock by passing an Intimidation or Persuasion check.



## A man with a sack - item list

### d100 Item / Effect

1	On opening the package it explodes causing 4d10 force damage to anyone within a 15 ft. cube
2-8	On opening the package a hostile Swarm of Insects is released (see "Miscellaneous Creatures" in the <i>Monster Manual</i> )
9-12	On opening the package it releases a strong scent of lavender. The package itself is empty.
13-16	An assortment of 2d20 small round stones
17-20	A mundane wooden tankard
21-25	A mundane wooden spoon
26-30	A common dagger
31-35	1d4 cp
36-40	1d4 sp
41-60	1d8 sp
61-65	1d8 sp and 1d4 cp
66-70	1d4 gp
71-75	1d8 gp
76-80	1d20 gp
80-85	A small glass marble. If submerged in a clear liquid, the marble will change color to indicate if the liquid is safe for the creature who submerged the marble to drink. If it turns blue the liquid is safe, if it turns red the liquid is not safe.
86-90	A small vial which on appearance is a standard Potion of Healing. On consumption, the potion deals 2d4 +4 poison damage to the creature.
91-94	A small vial containing a brilliant red liquid. On consumption, the liquid fully restores the creature to its hit point maximum.
95	A pair of red and black painted and engraved bone dice.

A carved wooden horse with the letter 'H' cut into one side.

96-98 If smashed or broken the carving magically transforms into a Warhorse which is loyal to the creature who opened the package (see "Miscellaneous Creatures" in the *Monster Manual*).

99 If burned or struck by lightning, the carving magically transforms into a hostile Warhorse Skeleton (see "Warhorse Skeleton" in the *Monster Manual*). 10d20 gp and roll a d12 on the "50 GP Gemstones" table in the *Dungeon Master's Guide*

A voodoo doll which can be crafted to match the appearance of a known humanoid. To do this, make a Dexterity check, DC 10, along with 3 gp of materials (thread, cloth, buttons, needle etc.). A result below 5 destroys the doll.

100 A crafted doll can be interacted with to cause the same effect on the humanoid it is crafted after. To do this, make an Arcana check, DC 10. On a result lower than 5 the effect is reflected back on the creature interacting with it. A result below 3 destroys the doll.

The doll has a 10d10 +12 hit point maximum. If the doll's hit points reach 0 it is destroyed. If it takes some damage, but not an amount equal to or greater than its hit point maximum, it can be repaired using 3 gp of materials (as above) and another Dexterity ability check, DC 10.



# ANOTHER BRICK IN THE FOURTH WALL

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
RODENT ON A STICK	A RAT OR LARGE MOUSE SKINNED, GUTTED, AND COOKED OVER AN OPEN FLAME	2 CP
PERPETUAL STEW	SERVED ON A STICK OVER THE HEARTH HANGS A LARGE IRON STEW POT WHICH IS CONSTANTLY BUBBLING, NEW COMPONENTS ADDED AND BOWLS SERVED UP, WHILE THE POT ITSELF IS NEVER COMPLETELY EMPTIED, NEVER CLEANED AND NEVER ALLOWED TO GO COLD	3 CP
MOLDY CHEESE <sup>1</sup>	A BOWL OF HOT, TASTY STEW OF UNKNOWN INGREDIENTS  SERVED IN A WOODEN BOWL WITH A SPOON  CHEESE WHICH HAS BEEN LEFT UNEATEN FOR TOO LONG AND HAS DEVELOPED BLUE AND GREEN VEINS THROUGHOUT, SOME ARE SAID TO EVEN PREFER THIS TASTE TO REGULAR CHEESE  SERVED IN SMALL CHUNKS, STRAIGHT INTO YOUR HAND	1 CP

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
MUG O' BROWN	IS IT ALE? IS IT GRAVY? IS IT SOMETHING BARROCK SCOOPED OUT OF THE DRAIN? WHO CAN BE CERTAIN?	2	1 CP
'TOP SHELF' MEAD	A FRUITY BROWN DRINK WITH A HOPPY AFTERTASTE  SERVED BY THE MUG  A WEAK MEAD, TASTING FAINTLY OF HONEY  SERVED BY THE SHORT GLASS	2	4 CP



*A few chunks of Moldy Cheese*

<sup>1</sup> On consumption any playable character who does not have the Outlander or Urchin background must make a Constitution saving throw. On a result less than 10, they vomits immediately. After eating three

portions of 'Moldy Cheese' the character no longer needs to make this saving throw and grows accustomed to the taste.

## The Finger and Thumb

The Finger and Thumb is an upper class establishment serving only the finest quality products to any and all who are privileged enough to afford them. Built in clear view of the palace, the tavern sports beautifully crafted stained glass windows and hung cloth banners featuring the sigil of the local ruler.

Thumbs has a well-lit spacious lounge and bar area with over a dozen rooms to rent on the upper floors. The lounge regularly hosts musicians, most often a harpist and vocalist. Accommodation in a standard room is 4 gp per night while the master bedroom is 25 gp per night.

**Landlord:** Duncan Pynewood

**I USED TO WORK AS A WOODCUTTER JUST OUTSIDE THE CITY WALLS, JUST LIKE MY FATHER AND HIS FATHER TOO. THAT ALL CHANGED BACK ABOUT THIRTY YEARS AGO WHEN THE KING, A YOUNG PRINCE AT THE TIME, HAD GOTTEN HIMSELF LOST IN THE WOODS ALL ALONE.**

**I SPOTTED HIM STRUGGLING TO FEND OFF A WHOLE PACK OF VICIOUS DIRE WOLVES. I DASHED OVER, WOOD AXE IN HAND, AND CUT THE LOT TO PIECES. I SAVE ONE, WHO MANAGED TO GNAW OFF MY THREE FINGERS ON MY LEFT HAND BEFORE SCARPERING OFF.**

**THE PRINCE WAS SO GRATEFUL FOR SAVING HIM HE GAVE ME A GREAT BIG BAG OF GOLD. I USED IT TO BUY THESE THREE TOWNHOUSES HERE AND MERGE THEM TOGETHER INTO THIS PUB!**

Duncan is a lawful-neutral human and is generally friendly to all visitors. He enjoys re-telling the story of the wolves, although he often exaggerates the details.



*King's Reign, served with fresh fruits*

He dresses in formal aristocratic clothing, although does not judge others on their appearance, being from a humble family himself. He has put a lot of work into making The Finger and Thumb a success.

Duncan can generally be found pouring drinks, while his daughters, Gretta and Letta, work the tables. His wife, Moretta, takes care of the tavern's inventory and accounts.

**Patrons:** Any and all. Although more often than not, the richer residents of the city including merchants, nobles, city officials, and high ranking soldiers.

**Characters of note:**

- **Jadus, a human cleric.** Jadus is a disgraced member of a large religious organization, dismissed on account of his drinking problem and tendency to steal books from the holy library. Jadus wears stained white robes and a pendant of the god he serves. He has brought a small chest into the tavern with him, which he hasn't allowed to leave his sight. There are rumors that he has been enquiring around the town about a locksmith.
- **Marina, a half-elf sword for hire.** Marina carries a scimitar and a round wooden shield. She can be hired for 3 gp per day. See appendix A for her stat block.

**Suggested location:** Medium to large human city.



**Unique features:** The whole tavern is adorned with silverware, jeweled goblets and other valuable trinkets. A true treasure trove for the morally ambiguous and Sleight-of-Hand adept.

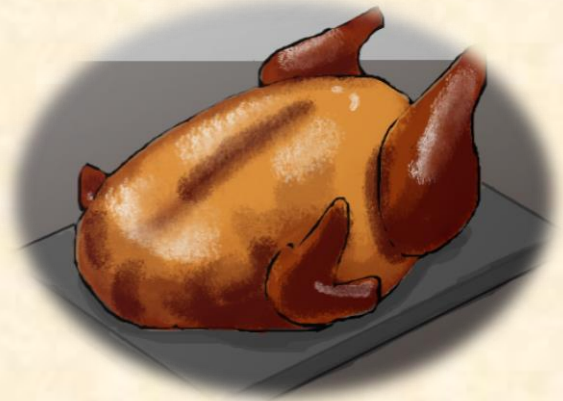
# THE FINGER AND THUMB MENU

## Food

ITEM	DESCRIPTION	PRICE
PIG'S MEAT PASTRY	GROUND PORK, STUFFED IN A SPICED PASTRY POCKET WITH ROSEMARY AND THYME  SERVED ON A SMALL PLATE WITH A SMALL THREE-PRONGED FORK	6 SP
SALTED POULTRY WINGS	TWENTY FOUR ASSORTED WINGS OF QUAILS AND PARTRIDGES, GRILLED TO COOK THE MEAT AND FRIED TO CRISP THE SKIN, SEASONED WITH SALT  SERVED ON A SHARING PLATTER	2 GP
ROASTED PARTRIDGE DINNER <sup>2</sup>	SUMPTUOUS WHOLE ROASTED PARTRIDGE, SERVED WITH STEAMED SEASONABLE VEGETABLES AND A THICK BROWN GRAVY  SERVED ON A LARGE PLATE WITH A KNIFE AND FORK  INCLUDES A GLASS OF WINE	5 GP
BLUEBERRY PIE	SWEET BLUEBERRY FILLING IN A FLAKY PIE CRUST  SERVED BY THE SLICE IN A SMALL BOWL, WITH A SPOON, ALONGSIDE A SMALL 2 OZ CUP OF FRESH CREAM	5 SP

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
GOLDEN ALE	COOL AND CRISP WITH A LIGHT FRUITINESS  SERVED BY THE MUG	2	9 CP
FINE RED WINE	SWEET, RICH AND AROMATIC  SERVED BY THE GLASS	3	4 SP
FINE WHITE WINE	SWEET, SHARP AND DRY  SERVED BY THE GLASS	3	3 SP
KING'S RAIN (SPECIALTY)	AN OPAQUE VIBRANT PURPLE LIQUEUR SERVED IN A SHORT GLASS  SWEET ON THE TONGUE AND VISCIOUS TO SWALLOW, AFTERTASTE OF WOODLAND BERRIES	6	1 GP



*A whole roasted partridge, fresh from the oven*

<sup>2</sup> On consumption the creature is granted one bonus d4 which can be added to one Constitution saving throw over the next twenty-four hours.

## The Windock

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The Windock is a long-standing tavern, having been situated near the city docks for as long as the docks have existed. The Windock is always full of sailors and traders who bring fantastic stories and exotic goods from abroad.

The building itself is made from gray brick and timber, reinforced on each corner with the jaw bones of four blue whales. The interior is decorated in the style of a captain's cabin aboard a galleon.

The air always smells salty and there is often a tune or shanty being whistled or sung by the patrons.

There are well over a dozen rooms available to rent for the night for 4 sp each.

**Landlord:** Kallistra the Blind

**ONCE YOU'VE SEEN ALL THERE IS TO SEE, WHY BOTHER OPENING YOUR EYES EVER AGAIN?**

**I'VE SAILED UNDER THE FLAGS OF A HUNDRED DIFFERENT SHIPS, EXPERIENCING ALL THE WONDERS THE WORLD HAS TO OFFER. AFTER GETTING SPRAYED IN THE EYES BY A GIANT SQUID, I WAS LEFT COMPLETELY BLIND, BUT STILL A BETTER FIGHTER THAN MOST OF MY WRETCHED CREW!**

**ALAS, THEY ABANDONED ME IN THE NEXT TOWN THEY MADE PORT IN. OLD BANGOR, THE PREVIOUS GAFFER OF THIS PLACE, TOOK ME IN. HE TAUGHT ME HOW TO USE MY OTHER SENSES TO FIND MY WAY AROUND AND GAVE ME THAT SHELLED BEAST OVER THERE AS A PET AND A GUIDE. QUEG'S BEEN MY BEST PAL EVER SINCE THAT OLD FOOL KICKED THE BUCKET.**

Kallistra is a chaotic-neutral Teifling with a turtle pet-come-bodyguard-come-friend named Queg.

She has two curled horns like a ram, and her eyes are both white with patterned erratic black streaks from the inky poison which took her sight. Her hair is black with three streaks of white showing through on the crown.

Despite her condition she is perfectly capable of cooking, serving, and pouring and, with a little help from Queg, is still lethal with a cutlass.

Queg is a middle-aged turtle who keeps a keen eye on visitors to the tavern. He is exceptionally strong and tough due to his size and hard shell. He carries a quarterstaff.

**Patrons:** Sailors, traders and travelers, often carrying interesting goods from afar and wild stories of lands distant.

### Characters of note:

- **Ambria, a halfling first mate.** Ambria is a female halfling with bronze colored skin and several seafaring-themed tattoos. She works as the first mate aboard the Crabby Cruiser, a trading ship which specializes in seafood. If befriended, she will speak to Kallistra on the adventurer's behalf and convince her to provide one evening's worth of food and drink at half price for the adventurer's party.
- **Bolg Boar-arm.** Bolg is a hairy, muscular human male who will challenge any passerby to an arm wrestle with a stake of 5 sp each, winner takes all. To win, the player must beat Bolg in a Strength contest. Bolg has a +4 Strength modifier and rolls with advantage.

**Suggested location:** Coastal or port town, any race.

**Unique features:** Cheap sea crossings can be chartered from here.

# THE WINDOCK MENU

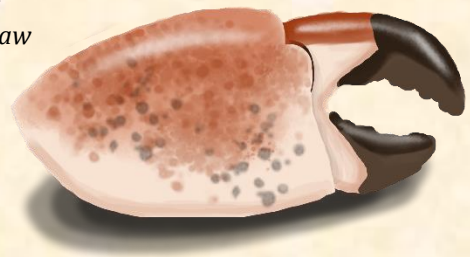
## Food

ITEM	DESCRIPTION	PRICE
SEAFOOD SOUP	ASSORTED FISH, SHELLFISH, AND SEAWEED BOILED IN A BUTTERY BROTH  SERVED IN A WOODEN BOWL WITH A SPOON	6 CP
GIANT CRAB CLAW	WHOLE STEAMED CRAB CLAW, WITH RADISHES AND PICKLES ON THE SIDE  SERVED ON A TRAY WITH A COPPER CRAB CRACKER AND A TWO-PRONGED CRAB FORK	2 SP
KRAKEN'S EYE PUDDING	A MILK AND RICE PUDDING SHAPED INTO A BALL AND COATED IN SALTED CARAMEL, ARRANGED TO RESEMBLE A BEADY EYE  SERVED IN A WOODEN BOWL WITH A SPOON	4 SP
SPEARED SEABIRD	SEABIRD CHUNKS SKEWERED AND GRILLED IN HOT SPICES  TWO SKEWERS SERVED STRAIGHT TO YOUR HAND	1 SP

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
PORT IN THE STORM	A FORTIFIED DARK GRAPE WINE WITH A BITTERSWEET TASTE  SERVED BY THE GLASS	4	1 SP
SEA SALT RUM	A SALTED AND SPICED DARK RUM BREWED WITH FOREIGN HERBS AND FLAVORS  SERVED BY THE SHORT CUP	5	5 CP
OCEAN'S ICHOR <sup>3</sup>	A DARK BLUE SPIRIT WHICH TASTES BOTH SWEET AND SALTY  SERVED IN SMALL STONE CUP, WITH A COOKED BABY SQUID RESTING ON THE EDGE	6	1 GP

*A Giant Crab Claw*



<sup>3</sup> On consumption the creature feels as though the ocean is calling them and has an urge to sail or swim. For the next twelve hours the creature has

advantage on ability checks which relate to Strength, Dexterity or Constitution when they are swimming in, or sailing on, water.

## The Horse's Mouth

The Horse's Mouth is situated on a country highway, well placed to receive travelers moving in either direction along the road. Politics is a common discussion point in The Horse's Mouth.

The building is large, with fifteen rooms for lodging. Each is 2 sp per night. The bar is on the back of the building, with doors opening into a small garden. The garden has benches and is used in the summertime.

Affixed to the west of the main building is the stable, capable of holding up to seven horses. It costs 5 cp to stable a horse per night, although there is no charge for stabling if the patron spends more than 1 sp on food and drink.

**Landlord:** Branon Ordmere

**WHAT BETTER PLACE TO SET UP SHOP THAN ON A WELL-TRAVELLED ROAD? NO TRADER OR MESSENGER NEED CAMP OUT IN THE DANGEROUS WOODS WHILE THE CANDLES STILL BURN IN THE HORSE'S MOUTH. I'VE BEEN RUNNING THIS PLACE FOR NEARLY THIRTY YEARS, AND BEFORE THAT MY MA KEPT IT GOING FOR SIXTY!**

**MY BOY BRIN SWEEPS THE FLOOR AND TENDS THE STABLE AND MY SISTER ARLENE HELPS ME ON THE BAR AND IN THE KITCHEN. WE'VE GOT HOT FOOD, STRONG DRINKS AND COMFORTABLE BEDS. MAKE SURE YOU TRY A CUP OF RED FOX BEFORE YOU LEAVE!**

Branon is a bronze-skinned human male. He is friendly to all, although he is generally distrustful of anyone who keeps their head or face hidden, for example by wearing a hood or mask. Branon's whole family are

enamored by horses and they treat them well at the stable. His family can also be a valuable source of information and rumors due to the number of people which pass through.

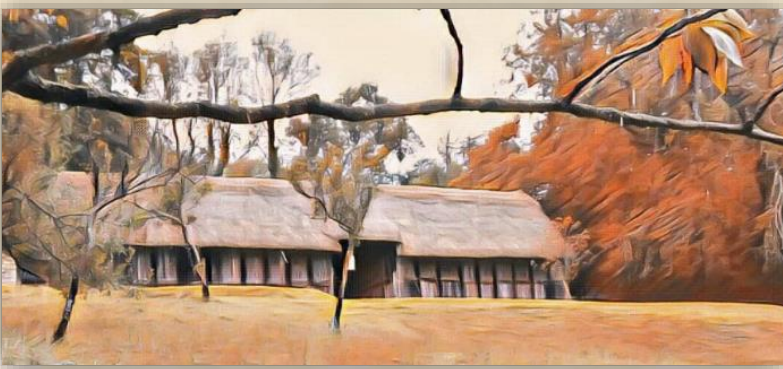
**Patrons:** Traders, travelers, messengers, adventurers - anyone using the road. A favored locale of gamblers.

### Characters of note:

- **Drek, a goblin private investigator.** Drek has a network of contacts across the region and, for a price, can track down a named individual. For 25 gp he will search for your mark and will return to you in two weeks' time with information on their recent activities and last known location.
- **Grailla, a lucky halfling.** Grailla will play any challenger in a game of dice. Travelers can bet up to 5 gp per game, winner takes all. To play, both Grailla and the challenger choose a number. Each player rolls a d10, d12 and d20. Each player then chooses an opponent's die to re-roll. The sum of each player's dice, after the re-roll, is their score. The player who scores closest to their number wins a strike. A draw awards no strikes, a score of forty-two awards two strikes. The first player with three strikes win the game.

**Suggested location:** On a long road in a temperate region, close to farmland.

**Unique features:** There is a three mile dirt track which circles the nearby farmland and is used for horse racing, usually in the early morning. Each race has only two competitors. Travelers can either ride their own horses in the race, or bet on another racing horse.



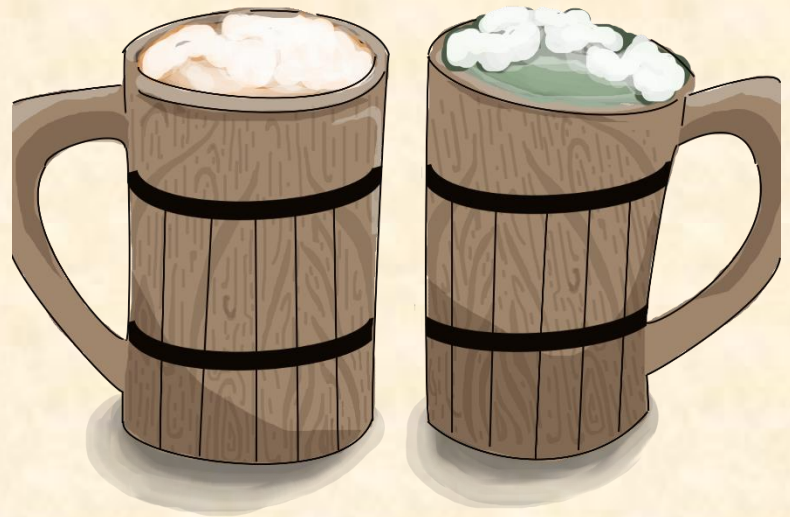
# THE HORSE'S MOUTH MENU

## FOOD

ITEM	DESCRIPTION	PRICE
HARE AND LEEK SOUP	BOILED AND DICED HARE WITH LEEKS AND OTHER SEASONAL VEGETABLES  SERVED IN A WOODEN BOWL WITH A SPOON	8 CP
BREAD AND CHEESE	TWO SLICES OF CRUSTY BREAD WITH TWO SLICES OF YELLOW CHEESE  SERVED INTO THE PATRON'S HAND	3 CP
BUTTERED BEEF CURRY	MARBLED BEEF CUTS FRIED IN A BUTTER MIX WITH LOCAL HERBS AND SPICES, SERVED OVER BROWN RICE  A THIN SLICE OF BREAD IS INCLUDED  SERVED IN A WIDE CERAMIC BOWL	8 SP

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
RED FOX (SPECIALTY) <sup>4</sup>	AN ORANGE-RED WHISKY WITH A SHARP CITRUS TASTE  SERVED BY THE SHORT CUP	6	5 SP
THE GALLOPER	A PALE ALE WITH A SUBTLE GRASSY FLAVOR AND A SAVORY AFTERTASTE  SERVED BY THE MUG	2	5 CP
MULE PERRY	A SWEET PEAR CIDER WITH A PALE GREEN COLORING  SERVED BY THE MUG	3	1 SP



*The Galloper (left) and Mule Perry (right)*

<sup>4</sup> On consumption the creature's senses are attuned. They roll with advantage on ability checks related to hearing sounds and they gain the effects of the

Darkvision spell for up to 30 ft. These effects last for eight hours.



## The Green Barrel

The Green Barrel is a halfling-run tavern built into the side of a hill. It has a jolly atmosphere and there is often a flute player in the bar area. Patrons are encouraged to whistle along to a tune. The interior is humbly decorated in a homely halfling style.

There are nine subterranean rooms for rent at 3 sp per night.

The Green Barrel is famed for its namesake - Green Barrel Lager - which is brewed on site.

**Landlord:** Theya Hillmont

**I INHERITED A LARGE FAMILY HOME FROM MY GREAT UNCLE'S SECOND COUSIN WHEN HE WENT OFF ADVENTURING AND NEVER RETURNED. THAT WAS BACK SOME TWENTY YEARS AGO, BUT BEING AS I NEVER HAD NO KIDS OF MY OWN I DID UP THE WHOLE PLACE AS A TAVERN.**

**WE'VE GOT THE BREWERY OUT BACK, WHERE WE MAKE OUR SIGNATURE LAGER, AND A GREAT COOK TO KEEP THE CUSTOMERS FED.**

**ALL IN ALL I'VE GOT FOUR EMPLOYEES HELPING ME RUN THIS PLACE, ALL FELLOW HALFLINGS: BORNA COOKS, CURT CLEANS UP, MELLA MANAGES THE BREWERY AND SELIA HELPS RUN THE BAR.**

Theya is a lawful-neutral halfling who owns and runs The Green Barrel. She happily works the bar, serving drinks, although she gets her employees to do most of the work. When she's not needed on the bar, she spends her time greeting patrons and occasionally joining in with the flute player.

Her employees love to gossip and, if pried enough, may reveal information about the hidden tunnels beneath the tavern.

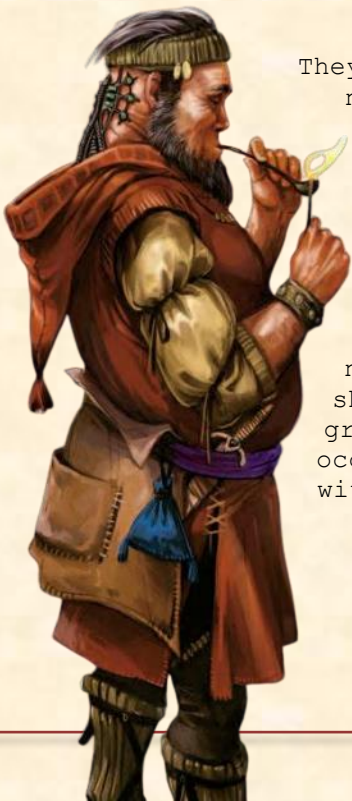
**Patrons:** Any and all, although typically full to the brim with halflings.

**Characters of note:**

- **Folwaith, a halfling sorcerer.** Folwaith dresses in common clothing, save for an unsubtle blue pointed hat with six stars embodied into it. Folwaith likes to brag about his partially successful combinations of the fields of horticulture and sorcery. If engaged in discussion about this, he will offer to sell the player a pouch containing three magic beans for 15 gp. When in contact with wet soil and exposed to direct sunlight the beans sprout forth in an explosion of growth, creating a climbable beanstalk reaching up to 100 ft. in height.
- **Orlan, an elf ranger.** Orlan is an expert archer and hunter who can be hired for 2 gp per day. See appendix A for his stat block.
- **Mila, a halfling trader.** Mila stocks pipe bushweed and will sell it for 6 sp per ounce. She also has handcrafted wooden pipes for sale at 3 sp each.

**Suggested location:** In a rural, hilly region with a significant halfling population.

**Unique features:** The partially underground tavern has three secret passages. The first is behind the main hearth and leads to the woods a short distance away. The second connects the kitchens to one of the subterranean bedrooms. The third passage is under a rug in the office room which leads to a safe room.

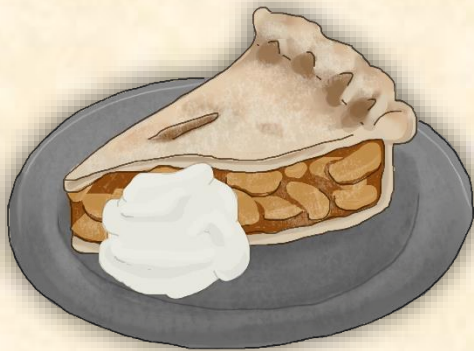


# THE GREEN BARREL

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
GRAPE JELLY ON BREAD	A SWEET GRAPE PRESERVE SPREAD IN GENEROUS AMOUNTS ON THICK SLICED BREAD  SERVED ON A PEWTER PLATE	1 SP
BOAR ROAST	ROASTED BOAR SLICES, SERVED OVER ROOT VEGETABLES WITH AN APPLE SAUCE  SERVED ON A PEWTER PLATE WITH A KNIFE AND FORK	8 SP
PEACH AND APRICOT PIE	SLICED PEACHES AND APRICOTS BAKED INTO A HEARTY PIE, SERVED WITH FRESH CREAM  SERVED BY THE SLICE ON A PEWTER PLATE WITH A DESSERT SPOON	3 SP



*A slice of Peach and Apricot Pie, with a dollop of cream*

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
GREEN BARREL CLASSIC	A DARK BITTER LAGER WITH A DEEP GREEN COLORING AND AN EARTHY TASTE  SERVED BY THE MUG	2	7 CP
GREEN BARREL RESERVE	AGED GREEN BARREL LAGER MIXES WITH RED AND GREEN GRAPES  SERVED BY THE PEWTER CUP	4	2 SP
GREEN DRAGON SLAYER <sup>5</sup>	A STRONG GREEN SPIRIT, RUMORED TO BE POTENT ENOUGH TO BRING A GREAT GREEN DRAGON TO ITS KNEES  SERVED IN A BRONZE CUP WITH TWO APPLE SLICES	8	8 SP
HERBAL TEA	A FRESH-BREWED TEA WITH A DASH OF RUM, SERVED WITH A SUGAR BISCUIT  SERVED BY THE CUP	1	3 CP

<sup>5</sup> If applied to a weapon which makes contact with, or if ingested by, a green dragon, the dragon has

disadvantage on Dexterity and Wisdom saving throws for ten minutes.

## Chapter 2: Distrustful Dens

This chapter contains some of the more sinister locations that a traveler can visit, assuming they know how to find them. Informed, perhaps, by a rumor or whisper, or a mysterious note, these places are notoriously difficult to locate. Many of these locations have very specific criteria for entry.

Making a bad joke, spilling somebody's drink, or even looking at them the wrong way, could lead to some serious trouble in these places.

Unwary travelers will need to watch their step...



I MUST SAY, EVEN AS THE BRAVE DWARF I AM, SOME OF THESE PLACES SCARED THE PANTS OFF ME!

THESE TAVERNS HAVE A SPECIFIC CLIENTELE WHICH MAY NOT BE FOR THE FAINT OF HEART. THEY CATER TO NE'ER-DO-WELL AND SNEAKS, KILLERS AND THIEVES, AND USERS OF ALL MANNER OF DARK MAGIC.

IF YOU MUST TRAVEL TO ONE OF THESE PLACES, BE SAFE, GO PREPARED.

- BENDOLIN, VISITOR OF THE MYSTERIOUS

## Grim's Cellar

Grim's Cellar is situated deep within a desolate mansion house, long believed to be abandoned. Upon inspecting the fireplace in the dilapidated dining room, a spiral staircase, leading down to Grim's Cellar, can be found. The Cellar is dimly lit and decorated with symbols of death and the occult - skulls of exotic and unrecognizable creatures hang from the ceiling, the furnishings appear to be carved from bone, and the great hearth burns with a hellish blue flame.

Neutral-good characters may become frightened on entry. Lawful-good characters may refuse to enter.

While the Cellar is a shrine to death, the patrons are not necessarily evil. Violence is not tolerated within the Cellar under any circumstances.

The Cellar has several bedrooms available for 1 sp per night.

**Landlord:** Grim

IT'LL ALL BE ALL RIGHT IN THE END. EVERYTHING DIES EVENTUALLY, AND DEATH AIN'T THAT BAD.

I DON'T REMEMBER MUCH ABOUT BEING ALIVE. GUESS THAT MEANS IT COULDN'T HAVE BEEN THAT INTERESTING, OR PERHAPS IT WAS JUST TOO LONG AGO..

ANYWAY, I SET UP SHOP DOWN HERE OVER TWO-HUNDRED YEARS AGO, JUST AFTER THE WRAITHS SCARED AWAY THE ARFORTH FAMILY FROM UPSTAIRS. I FIGURE THAT EVEN THE LOST AND THE DAMNED NEED SOMEWHERE TO UNWIND, A SAFE SPACE FOR THOSE WHO MIGHT NOT BE WELCOME ELSEWHERE.

I'VE GOT SOME SERIOUSLY DANGEROUS DRINKS FOR THE BRAVE, AND SOME FOOD WHICH IS MOSTLY SAFE FOR HUMANOID CONSUMPTION. THE BEDS AREN'T BAD, BUT THEY'RE NOT THAT GOOD EITHER. I THINK PEOPLE MOSTLY COME HERE FOR THE COMPANY.



Grim is a sentient skeleton who wears a long brown hooded robe tied at the waist with a length of white rope. He has a generally positive demeanor and is always happy to greet new visitors.

Grim is obsessed with death and has a soft spot for the undead, believing them to be victims more than monsters.

He runs the Cellar with the help of Gorban, an elderly dwarf wizard. Gorban assists Grim in the running of the Cellar and heads to the surface on occasion for supplies. If patrons misbehave, he teleports them to the center of the mansion's haunted hedge maze.

**Patrons:** Dark and mysterious characters of various rare and uncommon races. Known to play host to beings from other planes and all varieties of undead.

**Characters of note:**

- **Whinthorp the Wight.** Whinthorp is an armored Wight who drinks alone in the Cellar. He was once a soldier slain in a great battle only to be raised by a necromancer. He enjoys telling war stories and likes to hear similar stories in return.

**Suggested location:** City outskirts or rural area.

**Unique features:** Grim is always on the lookout for interesting bones, particularly skulls. He will pay up to 10 gp, depending on their rarity and quality, for any you bring to him.

The Cellar also hosts a resident undead band, The No Bodies.

# GRIM'S CELLAR

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
PLATE OF FLESH	A NOT-SO-FRESH LOOKING PILE OF SKIN AND MEAT, PROBABLY EDIBLE  SERVED ON A CARVED BONE PLATE WITH A BONE FORK	2 CP
PEPPERED RAVEN THIGHS	EIGHT RAVEN THIGHS, RUBBED WITH CRACKED BLACK PEPPER AND FRIED IN DUCK FAT  SERVED ON A LONG BONE SERVING TRAY	4 SP
CANDY SKULL	GREY RICE PUDDING INSIDE A HARD WHITE CANDY SHELL, CARVED TO LOOK LIKE A HUMAN SKULL, SERVED WITH A RICH RED RASPBERRY SAUCE  SERVED AS IS WITH A SPOON	1 GP
ECTO-FEAST <sup>6</sup>	AN ECTOPLASM FILLET, EXPERTLY CUT AND COOKED MEDIUM-RARE, SERVED WITH ROTTEN VEGETABLES AND SPRINKLED WITH CREMATED REMAINS  SERVED ON A BONE PLATE WITH A BONE KNIFE AND FORK	6 SP

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
GRIM'S BONE BROTH LIQUOR	A DENSE WHITE DRINK WITH A CHALKY YET SAVORY TASTE  SERVED BY THE CUP	5	3 SP
LIFE BLOOD ALE	A RICH AND THICK CHERRY ALE WITH A METALLIC AFTERTASTE, DARK RED IN COLOR  SERVED BY THE MUG	2	5 CP
DEATH'S DOOR <sup>7</sup>	A LIQUID SO BLACK THAT IT REFLECTS NO LIGHT WHATSOEVER, IT HAS NO TASTE  SERVED IN A SMALL SKULL CUP	8	9 4 5 GP



*A Plate of Flesh*

<sup>6</sup> Any non-undead creature which consumes this must make a Constitution saving throw. On a result less than 20, the creature vomits immediately and takes 4d8 necrotic damage.

<sup>7</sup> On consumption will instantly kill a living creature, or re-animate an undead creature. Has no effect on creatures from a different plane of existence. Grim only stocks one portion of this drink as it takes decades to ferment.

## The Night Bar

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The Night Bar is a tavern hidden within a cloth and fabric business. The Bar is accessed via a back alley and is difficult to locate if you haven't been there before. The bar area is only open during the night.

The interior is lit by dim candlelight and shadows dance across the floor. All the windows are shuttered and bolted at sunset, letting no outside light in. There is a long bar and several medium to large tables. There are a number of half-height walls strategically placed within the bar, making every table a corner table.

It's quiet in The Night Bar, with most patron talking in hushed tones. There is no music.

There are an unknown number of basement rooms, accessed via a seemingly never-ending spiral staircase, each for 1 sp per night. During their stay, lodgers are well hidden from anyone who may come to the city looking for them.

**Landlord:** Unknown

**WHY DO YOU WANT TO KNOW MY NAME? DON'T ASK MINE, AND I WON'T ASK YOURS. IF YOU'RE HERE TO DO BUSINESS, FIND A SEAT AT THE BAR. IF YOU'RE HERE FOR FOOD, DRINK AND LODGINGS, TAKE A SEAT AT A TABLE.**

**IF YOU'VE GOT SPECIAL GOODS OR SERVICES TO SELL, OR YOU'RE LOOKING TO BUY, CHECK THE BOARD. YOU CAN LEAVE YOUR OWN NOTICE ON THE BOARD FOR 1 SP PER DAY.**

**WE SERVE THROUGH THE NIGHT 'TIL SUNUP, THEN WE RE-DRESS THE PLACE FOR BELLE TO SELL HER FABRICS DURING THE DAY.**

The landlord of The Night Bar is a hooded male figure who stays in the shadows. His side of the bar is

always dark and he never leaves it. When a meal is ready to be served, he whistles softly and the patron comes to the bar to collect it. The kitchen and pantry are strictly off limits.

**Patrons:** Quiet and discerning figures, most of whom dress in dark, hooded clothing. Few will engage in conversation with visitors they do not recognize, and will instead silently point towards the job board.

### Characters of note:

- **Grinq, the fence.** Grinq, a gnome, fled from her husband after discovering he was part of a death cult. She decided to make her own way in the world by becoming a fence for stolen goods. Grinq will buy anything of value from you, with no regard for its origin.
- **Malawhan, a tattooist.** Malawhan is a dark-skinned, and heavily tattooed, human. For 3 gp she will take you to her room downstairs and give you a tattoo of your choice.
- **Elsa-Olaya, the Memory Wiper.** Elsa-Olaya is a Teifling Warlock who, for 80 gp, will offer to wipe one hour of memory from a targeted individual. The target must be within the city. All visitors forget Elsa-Olaya exists as soon as they exit The Night Bar.

**Suggested location:** Medium to large city, any race.

**Unique features:** The most prominent feature is the two-sided job board. One side is labelled "I'm looking for", with the other labelled "I can offer". The board is well used and holds many offers and requests for illegal goods and services.

See the following page for an example of the job board.

# JOB BOARD

## INSTRUCTIONS

**SELLING:** PICK SOMETHING OFF THE "I'M LOOKING FOR" SIDE, OR ADD YOUR OWN NOTE TO THE "I CAN OFFER" SIDE.

**BUYING:** PICK SOMETHING OFF THE "I CAN OFFER" SIDE, OR ADD YOUR OWN NOTE TO THE "I'M LOOKING FOR" SIDE.

IF YOU ARE ADDING A NOTE, BE SURE TO CHECK BACK REGULARLY - AT LEAST ONCE A WEEK. THE BARKEEP WILL CHARGE YOU 1 SP PER DAY THAT YOUR NOTE IS ON THE BOARD.



IF YOU ARE PICKING A NOTE FROM THE BOARD, TELL THE BARKEEP AND GIVE HIM YOUR ALIAS. CHECK BACK IN TWO DAYS AND HE WILL HAVE ARRANGED A MEET WITH THE BUYER OR SELLER. WHAT YOU DO FROM HERE IS YOUR OWN BUSINESS.

## DO NOT USE YOUR REAL NAME

I'M LOOKING FOR..	ALIAS	I WILL PAY..
SOMEBODY TO ACCOMPANY ME ON A JOURNEY THROUGH THE CITY SEWERS, LOOKING FOR AN ITEM I HAVE LOST.	REDHOOD	45 GP
SOMEBODY TO ACQUIRE A CITY GUARD UNIFORM. MUST BE OF A MEDIUM FIT AND UNBLOODED.	IMPOSTER	85 GP
HUMAN OR HALFLING EYEBALLS, AS MANY AS YOU CAN PROVIDE. MUST BE UNDAMAGED AND IN MATCHING PAIRS.	THE ALCHEMIST	3 SP (PER PAIR)
SOMEBODY TO TAKE A CURSED ITEM FROM ME. MUST BE WILLINGLY ACCEPTED AS A GIFT. CURSE WILL BE EXPLAINED DURING MEETING.	BROAN	92 GP
I CAN OFFER..	ALIAS	I WILL CHARGE..
AN ALIBI-TO-ORDER SERVICE. HAVE YOU BEEN ACCUSED OF A CRIME YOU MAY OR MAY NOT HAVE COMMITTED? IF SO, I WILL SWEAR BY ANY AND ALL OF THE GODS THAT YOU WERE IN FACT SPENDING THE WHOLE WEEK ON A HUNTING TRIP WITH ME AND MY FAMILY.	COPAN	5 GP
A DETECT AND IDENTIFY SERVICE. STOLEN SOMETHING SPECIAL, BUT DON'T KNOW HOW IT WORKS? FOR A FLAT FEE I WILL DETERMINE IF IT IS MAGICAL AND IF SO, HOW IT WORKS.	TRINKET	25 GP
AN EVIDENCE PLANTING SERVICE. NEED SOMETHING SUSPICIOUS PLANTED IN SOMEBODY'S HOME, POCKET OR PLACE OF WORK? LEAVE IT WITH ME.	QUICK-FINGERS	6 GP
A JAILBREAKING SERVICE. I CAN BREAK SOMEBODY OUT OF THE CITY JAIL.	TRAYN	55 GP (PER PRISONER)

# THE NIGHT BAR

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
COLD STEW	A SALTY STEW OF MIXED MEATS AND VEGETABLES, SERVED COLD  SERVED IN A STONE BOWL WITH A SPOON	3 CP
Loui's Pie	A SOFT CRUST PIE WITH CHOPPED CARROTS AND AN UNKNOWN MEAT (RUMORED TO BE HUMANOID)  SERVED ON A SMALL SLATE TRAY	1 SP
RANGER'S LUNCH	A MIXTURE OF NUTS, BERRIES, ROOTS AND SALTED MEAT STRIPS  SERVED IN A WOODEN BOX	2 SP

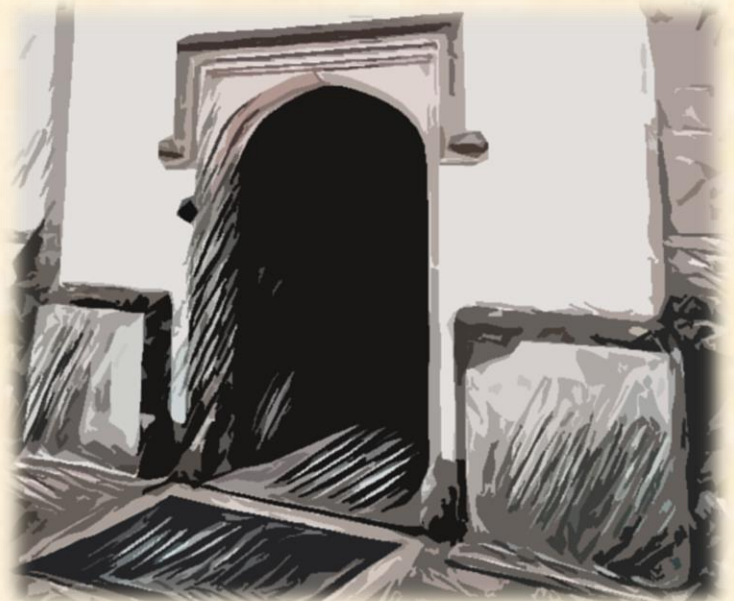


*Runner's Rum*

<sup>8</sup> On consumption, allows the creature to pass their hands and forearms through non-magical solid objects. Effect lasts for 18 seconds.

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
THIEVES ELIXIR <sup>8</sup>	A SILVERY TRANSLUCENT LIQUID WITH AN EARTHY TASTE  SERVED BY THE SHORT CUP	3	4 GP
NIGHT ALE	A LIGHT FRUITY ALE WITH A DARK COLOR  SERVED BY THE MUG	2	6 CP
GREY SKY MEAD	A SWEET, STRONG MEAD FLAVORED WITH CINNAMON  SERVED BY THE MUG	4	5 SP
RUNNER'S RUM	A POTENT RUM CRAFTED TO KEEP NIGHT MESSENGERS WARM AND TO GIVE THEM ENERGY TO RUN THROUGH THE NIGHT  TASTES LIKE FIRE  SERVED BY THE SHORT CUP	10	5 GP





## The Tooth and Horn

The Tooth and Horn is a haughty orc pub. The building is mostly made of timber and features a long hall with a high ceiling. The hall can hold dozens of patrons on its long, battered wooden tables and crude benches. The Tooth and Horn is always noisy, with orcs shouting, arguing, and often fighting. Patrons sleep on the floor, where they can find space.

Although brawling is tolerated, no weapons are permitted to be drawn inside. Although teeth, claws, and horns are fair game.

Entry is not granted to all, and several orc fighters guard the front door. Orcs, goblins, ogres and related sub-races, including half-breeds, are allowed in. A visitor who is of a different race, but who can speak the Orc language well may be allowed in if they pass a Charisma check. Other visitors may be able to persuade or intimidate their way in, although they run the risk of being attacked by the guards should they fail. A feat of strength may impress the guards.

**Landlord:** Dill the Fist

**YOU GOT A PROBLEM, EH? DON'T LIKE MY COOKIN'?  
CAN'T HANDLE YOUR GROG? WELL YOU CAN SHOVE IT!  
BE GRATEFUL I'M EVEN LETTING YOU BREATHE MY AIR,  
IN MY HALL.**

**IF YOU AIN'T HERE FOR TROUBLE, THEN FIND YOURSELF  
A SEAT AND ONE OF THE GOBLINS WILL SEE TO YOU.**

**IF YOU'RE GONNA PUKE, DO IT IN THE CORNER, AND IF  
YOU'RE GONNA DIE, DO IT NEAR THE KITCHEN SO CHEF  
CAN KEEP YOU FRESH.**

Dill is a neutral-evil orc with a short temper and a mean stare. He wears bronze full-plate armor, even when pulling

drinks. He is renowned for his brawling in his younger days and is rumored to have knocked out an ogre with a single left hook.

**Patrons:** Orcs, goblinoids and other allied races and sub-races. There is a clear hierarchy within where the big and strong take the best seats and the best cuts of meat.

**Characters of note:**

- **Grukk, an orc blacksmith.** Grukk is an expert blacksmith and warrior veteran. For 60 gp he will craft a custom heavy weapon on demand. For an extra 8 gp he will add an inscription to the weapon. For an extra 12 gp he will add engraved imagery to the weapon. Grukk's custom weapons have +1 to hit.
- **Barg, Grukk's son and apprentice.** Barg has a custom maul, with a leather grip, which he made and will sell for 30 gp. The gnome who ordered it could not wield it and crushed himself when trying it out for the first time. The maul is intricately engraved with roses and thorns and sports an elaborate head shaped like an elongated lizard. A spiked tongue emerges from the skull. It has a +2 to hit reptilians.

**Suggested location:** In the uncivilized wilderness, close to orc camps, optionally in a cold or mountainous region.

**Unique features:** A blacksmith's shop and forge at the back of the inn, run by Grukk.

A fighting pit. Visitors can challenge a patron or companion to a fight. Bets can be placed on each fight. Contenders fight until one surrenders or is knocked unconscious. Deaths are not uncommon. There are no rules in the pit.



# THE TOOTH AND HORN MENU

## FOOD

ITEM	DESCRIPTION	PRICE
PRIME CUT	A JOINT OF MEAT COOKED OVER AN OPEN FLAME, COULD BE BEEF, MUTTON, PORK - WHATEVER WAS RECENTLY SLAIN	1 SP
MUTTON JERKY	SALTED AND PRESERVED SLICES OF MUTTON, TOUGH AND CHEWY	5 CP
BOILED FRUITS	ASSORTED FRUITS BOILED IN A POT WITH HONEY	8 CP

SERVED ON THE BONE

SERVED STRAIGHT INTO YOUR HAND

SERVED IN A WOODEN BOWL WITH A SPOON

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
GROG	A VICIOUS MIXTURE OF BEER AND RUM, FAVORED BY ORCS	6	2 CP
THE RED POISON <sup>9</sup>	THE DRAINED BLOOD OF A DRUNK HORSE, HAS A HINT OF SWEETNESS TO IT	8	9 SP
GILL'S MULLED APPLE CIDER	A STRONG, SWEET CIDER, SERVED HOT	5	1 SP

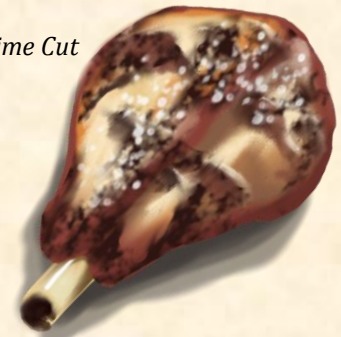
SERVED BY THE HORN

SERVED BY THE SMALL STONE CUP

SERVED BY THE HORN



*Prime Cut*



<sup>9</sup> The Red Poison is available only on special occasions, where a horse is fed cider, slain, and drained completely of its blood. Traditionally this is

done prior to a battle, and is believed to give the drinker good luck.



## The Ritual Room

The Ritual Room is a sinister place which reeks of evil. No act is considered taboo, and the word of the law carries no weight there.

The Ritual Room has no doors or windows, and even its regular patrons do not know its physical location. The only way to gain entry is to take the blood of a recently slain creature in your hand and utter the following phrase:

**"HEAR MY WORDS AS THIS CREATURE MEETS ITS DOOM, FEAST UPON THIS SOUL AND TAKE ME TO THE ROOM"**

If done correctly, the creature appears within a pentagram in the center of The Ritual Room. To leave they must return to the pentagram and say:

**"ALL MY DESIRES HAVE NOW BEEN SATIATED, TAKEN ME BACK TO THE PLACE VACATED"**

The Room is black. There are dashes of red throughout, although it is unclear whether this is a decorative choice, or spilled blood. Distant horrified screams can be heard from all directions. Bones and body parts, some still writhing in un-life, hang from the ceiling.

Neutral or good characters who enter The Ritual Room will suffer from Short-Term Madness. See the section on "Madness" in the *Dungeon Master's Guide*.

The Ritual Room has an unknown number of boarding rooms available at 1 gp per night. These rooms are accessed via teleportation by Hilga.

**Landlord:** Hilga the Witch

**NEW VISITORS? HOW INTRIGUING! COME, COME, TAKE A SEAT. WELCOME.**

**I SET UP SHOP HERE ABOUT TEN YEARS AGO. THE PEOPLE IN MY VILLAGE NEVER UNDERSTOOD ME, YOU SEE. ALWAYS RIDICULING AND TORMENTING ME. I WAS AN OUTCAST. ALL BECAUSE I DABBLE IN A LITTLE NECROMANCY FROM TIME TO TIME.**

**I FOUND MYSELF A NICE LITTLE SPACE HERE AND NOBODY CAN TELL ME WHAT'S RIGHT OR WRONG. VISITORS ARE FREE TO PRACTICE WHAT THEY LIKE, HOWEVER THEY LIKE IT. WE ARE FREE FROM THE JUDGEMENT OF THE REST OF SOCIETY.**

**IF YOU WANT SOMETHING TO EAT OR DRINK, JUST HIT ONE OF THOSE UGLY REPTILES SCURRYING AROUND AND THEY'LL SEE TO YOU. THEY'RE OBEDIENT WHEN GIVEN THE RIGHT MOTIVATION. IT'S ALWAYS GOOD TO HAVE A FRESH SOURCE OF ORGANS ON HAND.**

Hilga is a neutral-evil witch who wears a ragged black dress and, on occasion, a pointed black hat. She openly practices necromancy and forbidden rituals, and encourages patrons to do the same. She has a number of lizardfolk slaves who help her run The Room. They have all had their tongues removed.

**Patrons:** Evil creatures of all races and classes.

**Characters of note:**

- **Benn Black-eye, the communicator.** Benn is a lawful-evil Teifling who journeys to the material plane in search of evil characters worthy of entry. If he finds such a person he will tell them how to access The Ritual Room.

**Suggested location:** Nowhere.

**Unique features:** The Ritual Room is in an unknown physical location, making it a good hiding place for outlaws or precious items.

Hilga offers visitors the opportunity to purchase a locker for 1500 gp, within which many items can be safely stored.



# THE RITUAL ROOM

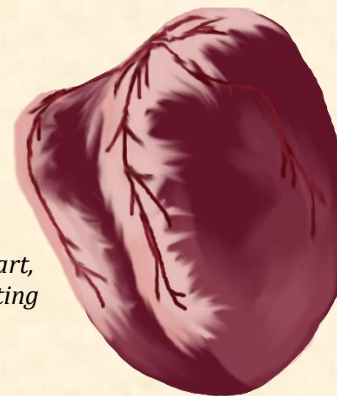
## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
SOMETHING TO START <sup>10</sup>	A SMALL WHITE BISCUIT WHICH HAS NO TASTE  SERVED STRAIGHT ONTO YOUR TONGUE	1 GP
HUMAN HEART <sup>11</sup>	A STILL BEATING HUMAN HEART  SERVED RAW, STRAIGHT INTO YOUR HAND	5 GP
MANY HUMORS SOUP	A HOT SOUP COMPOSED OF THE BODILY FLUIDS OF VARIOUS CREATURES, TASTES FOUL TO MOST HUMANIDS  SERVED IN A STONE BOWL WITH SPOON	3 CP
ASHEN STEAK <sup>12</sup>	A FATTY BEEF STEAK BURNED TO A CRISP, SERVED DRESSING MADE FROM SNAKE VENOM  SERVED ON A STONE PLATE WITH A KNIFE AND FORK	6 CP

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
ICHOIR OF THE DEEP	A THICK DARK PURPLE SPIRIT WITH A SWEET YET STRANGELY METALLIC CHERRY TASTE  SERVED BY THE SHORT CUP	9	12 GP
HILGA'S BREW	A PALE ALE IN APPEARANCE, THIS DRINK TASTES DIFFERENT FOR EVERY DRINKER  SERVED BY THE MUG	2	8 SP
ESSENCE OF HATE <sup>13</sup>	A DARK RED LIQUOR, TASTES LIKE PURE RAGE  SERVED BY THE SHORT CUP	6	45 GP



*Human Heart, served beating*

<sup>10</sup> For the next hour, the creature's tastes are reversed; disgusting things taste good and vice versa. For this duration, poison and necrotic damage taken instead have a healing effect on the creature.

<sup>11</sup> On consumption an evil creature gains 1d8 plus their character level in temporary hit points for 1d4 days. A good or neutral character who consumes this becomes evil for the next 1d8 days.

<sup>12</sup> On consumption the creature must make a Constitution saving throw, DC 15. On a fail the creature takes 2d10 poison damage.

<sup>13</sup> On consumption the creature gains advantage on every attack roll against a good or neutral creature for the next 1d4 days.



## Chapter 3: Wonderful Wayhouses

The locations in this chapter are some of the most unusual tap houses and eateries that you could wish to find in your travels.

Ranging from the mystical to the maleficent, visiting these places can be a risky venture, but the rewards can be great. These venues often play host to powerful characters who may be able to offer advice, guidance, or useful items to help in your quests.

Each venue here generally fits into a specific niche, be it magic, history, or nature. Every one of them is unique in its own way.



**FLYING TAVERNS? PUBS RUN BY DRAGONS? INNS INSIDE TREES? I KNOW IT'S HARD TO BELIEVE.**

**HAD I NOT VISITED EACH OF THESE PLACES AND LAID MY OWN EYES ON THEM, I TOO WOULD BE DOUBTFUL THAT THEY EXIST!**

**MEMORIES OF SUCH STRANGE AND MAGICAL PLACES ARE SURE TO STICK WITH YOU FOR THE REST OF YOUR DAYS.**

**- BENDOLIN THE AWE-STRUCK**



## The Cloud Cutter

---

Far above the tallest mountains, The Cloud Cutter floats aimlessly across the sky. The Cloud Cutter is a small stone keep. It sits on a patch of earth which floats magically in the air. There is a large field of grass and fog where visitors can land their flying mounts or park their airships.

The keep has a portcullis and a drawbridge which stretches over the vast drop below. The inside is decorated like a king's castle, with red, blue, and gold banners. There are comfortable cushioned benches and warm fireplaces. Along the back wall is the bar.

There are six standard rooms for rent, as well as four tower rooms. Standard rooms are 4 gp per night, tower rooms are 8 gp per night.

**Landlord:** Albazan Whitebeard

**WHO ARE YOU? AND WHAT'S ALL THIS ABOUT WIZARDS NOT BEING ABLE TO HANDLE THEIR BOOZE? CODSWALLOP I SAY! I'VE HAD TWO SHANDYS ALREADY TONIGHT AND I'M STILL STANDING AREN'T I?**

**NOW, WHAT WAS YOUR NAME AGAIN? OH WAIT, YOU DIDN'T TELL ME, DID YOU? BAH, NO POINT IN TELLING ME ANYWAY I'LL JUST FORGET. TAKE A SEAT AND DORBIN WILL BE OVER TO TAKE YOUR ORDER.**

**BELIEVE IT OR NOT, THIS PLACE IS OF MY OWN CREATION. BEHOLD ITS MAJESTY, BUILT UPON THE CLOUDS THEMSELVES! I HAVEN'T STEPPED ON THE GROUND IN YEARS, AND YOU KNOW WHAT? I DON'T MISS IT. IT'S SO PEACEFUL UP HERE..**

Albazan is a chaotic-neutral, half-elf wizard with a long white beard. He wears traditional wizard's garb: a pointed blue hat, and long blue robe, tied at the waist with a silken rope. He is old and very forgetful, but was rumored to have been a very powerful wizard in his youth.

He is assisted by his apprentice, Dorbin. Dorbin is a young dwarf who is eager to learn spellcasting from his master, although Albazan keeps him more than busy waiting tables and cleaning mugs.

**Patrons:** Wizards, sorcerers, and warlocks who have mastered the use of flight, as well as airship captains and migrating Aarakorca.

### Characters of note:

- **Ir-zerra, an Aarakorca linguist.** Ir is surrounded by a pile of books while and holds a glass of whisky. If befriended, she will offer to translate any written materials you have from their source language into common. She happily does this for free as she never turns down an opportunity to use her skills and learn something new.
- **Kork, a sky pirate.** Kork has recently lost his crew to an attack by a group of vicious wyverns. Kork has managed to track down the beasts' nest and is looking for a new crew to help him destroy it and to avenge the deaths of his friends. Kork will allow those who accompany him to help themselves to any treasure in the nest. Vengeance is now the only thing that will satisfy him.

**Suggested location:** Several miles above the ground. Exact location varies as The Cloud Cutter floats aimlessly with the wind.

**Unique features:** Albazan offers a taxi service of sorts. For 600 gp he will use a spell he created to move The Cloud Cutter to a specific location, albeit still several miles above the ground. He will wait there for one day before allowing the wind to take The Cloud Cutter once again.

# THE CLOUD CUTTER

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
ALBAZAN'S FANTASTICAL FOOD SUBSTITUTE	A THICK GREEN PASTE, WHICH TASTES OF GRASS, APPARENTLY HIGHLY NUTRITIOUS, MADE IN A LABORATORY	2 SP
CLOUD CAKE	A SOFT WHITE CREAMY CAKE, WITH A DELICATE TASTE, LOOKS LIKE A SLICE OF CLOUD	8 GP
SUMMONED BOAR ROAST	ROASTED BOAR MEAT WITH APPLE SAUCE SUMMONED SEEMINGLY FROM NOWHERE BY ALBAZAN, VANISHES IF NOT EATEN WITHIN TEN MINUTES	3 GP

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
WIZARD SHANDY	BEER AND LEMON TONIC	1	4 SP
THE BOTTOMLESS PINT	A SKY BLUE BEER WITH A BEAUTIFUL FRUITY TASTE, MAGICALLY REFILLS ON CONSUMPTION	3	2 GP
FLOATING WHISKY <sup>14</sup>	A DELICIOUS YET MILD WHISKY WITH A SMOKY TASTE AND A HINT OF ORANGE	4	3 GP

*A cold perspiring Bottomless Pint*



<sup>14</sup> On consumption the creature's weight is halved for 1d12 hours.

## Undermont's

On a sheer rock face, when viewed in direct sunlight, the outline of a strange door is visible. It is covered in faint runic symbols. The door will only open if spoken to in dwarvish.



Upon entry, creatures are faced with a short stone corridor leading to a more traditional wooden door, behind which the sounds of laughter and clanging cups can be heard.

The interior of Undermont's resembles a typical tavern, apart from the walls, which are bare stone, and the patrons, which are almost all dwarves. Lit iron braziers are scattered across the room, encircled by stone chairs and simple wooden stools.

In the center of the room is a round stone bar, harboring many casks and kegs of various sizes.

There are six rooms available to rent for the night for 6 sp each.

**Landlord:** Torezul Undermont

**HELLO THERE! MANAGED TO SNEAK YER WAY IN DID YA? WELL, THIS IS A DWARVISH ESTABLISHMENT FIRST AND FOREMOST, BUT I'LL NEVER TURN DOWN CUSTOM. JUST AS LONG AS YA GOT THE COIN TO PAY?**

**EIGHT GENERATIONS THE UNDERMONTS HAVE BEEN IN THIS BUSINESS, MY ANCESTORS CARVED THIS ENTIRE ROOM OUT OF THE ROCK AND PEOPLE HAVE BEEN EATIN' AND DRINKIN' IN IT EVER SINCE.**

Torezul Undermont is a lawful-neutral dwarf with a tied brown beard and bald head. He has thick bushy

eyebrows which dance up and down as he speaks. While he is tolerant of other races in his establishment, he does not like them staying for more than two or three nights.

**Patrons:** Dwarves of all descriptions. Very few visitors from other races, save a few halflings.

### Characters of note:

- **Nordekum the Painter.** Nordekum is a middle-aged dwarf who excels at painting portraits. For 6 gp he will paint a portrait of anyone who will stand and model for him. The time it takes him to complete the portrait is 2d6 hours.
- **Shea the Healer.** Shea is a neutral-good dwarven cleric who offers special healing services. For 5 gp she can remove an old battle wound or scar. For 80 gp she can cure most variations of madness.



**Suggested location:** At the base of a mountain in a region predominantly populated by dwarves.

**Unique features:** All races other than dwarves pay double the price for food, drink, and lodging at Undermont's.

As a collector of fine gems, Undermont will purchase any precious stones brought to him for twice their normal market price.





# UNDERMONT'S MENU

## FOOD

ITEM	DESCRIPTION	PRICE
PULLED PORK IN BREAD	PORK, SLOW-COOKED IN A CLAY DISH, SHREDDED AND PILED ONTO A SEEDED ROLL AND TOPPED WITH A SWEET AND SMOKY APPLE GLAZE  SERVED ON A STONE PLATE	4 SP
RACK O' RIBS	LARGE BEEF RIBS, MARINATED IN A SPICE PASTE AND ROASTED OVER AN OPEN FIRE UNTIL THEY START TO BLACKEN  SERVED ON A STONE SHARING PLATTER	1 GP
SWEET ROCK BISCUITS	GREY BISCUITS MADE FROM DRIED FRUITS AND GRAINS, COOKED TO UNTIL HARD  SERVED ON A SMALL STONE PLATE	2 SP

*Sweet Rock Biscuits*



<sup>15</sup> Any dwarf who drinks this feels an increased urge to initiate combat. They are incapable of using Stealth or Sleight of Hand skills for 2d4 hours.

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
DWARVEN STOUT	A DARK BROWN BEER WITH A DRY MALTY TASTE  SERVED BY THE STONE MUG	5	5 SP
MOUNTAIN ALE	A STRONG DWARVEN PALE ALE, SERVED WITH MOUNTAIN ICE  SERVED BY THE STONE MUG	4	3 SP
GRINDAXE BREW <sup>15</sup>	A BEER MIXED WITH POTENT WHISKY, BREWED TO SPUR DWARVES INTO BATTLE  SERVED BY THE STONE MUG	4	1 GP



## The Brass Lair

The Brass Lair is a spacious tavern ensconced inside a large cave cut into a steep mountain. The tavern can be accessed either by a tough climb up the snowy mountain path, or by flying in through large gap where the mountain has been cut into.



The Lair is one large cavernous room, with a long wooden bar on one end. The bar is raised above the tavern floor by about 25 ft., with stairs leading up to it from both sides.

Towering above the bar leans the great brass dragon, Paxodorith.

While there are no rooms for lodgers, there are set areas with bedrolls and small campfires. A bedroll can be rented for 8 cp per night. If a visitor brings their own bedroll they pay only 3 cp for the space it occupies.

**Landlord:** Paxodorith the Brass Dragon

HMMM, I'VE NOT SEEN YOU BEFORE, COME, SIT AND TALK. HAVE YOU TALES TO TELL FROM YOUR JOURNEYS, HMM? I HAVE MANY OF MY OWN TOO, YES. SIT PLEASE, AND RELAX.

TAKE OFF YOUR CLOAK AND YOUR BOOTS TOO, IF YOU WISH, HMM? MAKES YOU EASIER TO SWALLOW WITHOUT THOSE, HAHAAAA! HMM? JUST A JOKE, YES!

WHAT TROUBLES YOU TODAY? HMM, LET ME FIND YOU A DRINK THAT WILL WASH THOSE TROUBLES AWAY, YES?

Paxodorith is an old dragon who long ago settled down to tend his bar. He likes to listen to the stories of visitors and tell some of his own from his younger days.

**Patrons:** Travelers, climbers and hikers, typically including other metallic dragons, half-dragons, dragonborn, kobolds, other intelligent flying creatures, and the occasional giant.

### Characters of note:

- **Artte the Poisoner.** Artte is an elf ranger who, for 200 gp, will teach a character how to create Sky Fang poison. One vial of the poison is included as part of this service. Sky Fang is a colorless contact poison made from bird feathers, nettles and fish eyes. The target creature must succeed on a DC 16 Constitution saving throw or become poisoned, taking 2d10 damage and having its speed cut by half for 1d6 days.
- **Spindellixa the Silver Dragon.** Spindellixa is a young female dragon who rarely stays in one place for more than a few days. She flies from country to country, exploring and meeting new folk. For 1 sp per mile per person she will carry a group to any location they wish to go.



**Suggested location:** High in a mountain range, far from humanoid civilization.

**Unique features:** Brass-colored Draconids who bow in respect and admiration to the landlord are allowed to eat, drink and sleep for free.

# THE BRASS LAIR

## MENU

### FOOD

ITEM	DESCRIPTION	PRICE
GOAT CURRY	A FRESH CURRY MADE WITH CHUNKS OF STEWED MOUNTAIN GOAT, SERVED ON BROWN RICE	5 SP
	SERVED IN A WOODEN BOWL WITH A SPOON	
HAWK DRUMSTICKS	TWO ROASTED HAWK THIGHS, TOUGH AND CHEWY, HIGH IN PROTEIN	8 SP
	SERVED ON A WOODEN PLATE	
BRIGHT MUSHROOM STEW	A HOT STEW MADE FROM GLOWING CAVE MUSHROOMS, THE STEW GLOWS WITH A DIM YELLOW LIGHT	1 SP
	SERVED IN A WOODEN BOWL WITH A SPOON	

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
MOUNTAIN FIRE <sup>16</sup>	A BUBBLING ORANGE LIQUOR WHICH IS COLD TO TOUCH BUT HOT ON THE TONGUE	7	35 GP
	SERVED BY THE SMALL GLASS CUP		
GIANTS' BANE	A DANGEROUSLY STRONG BROWN ALE, SPECIALLY BREWED WITH THE PURPOSE OF INTOXICATING GIANTS	8	6 GP
	SERVED BY THE LARGE FLAGON		
SNOW APPLE CIDER	A FROSTY WHITE CIDER MADE FROM MOUNTAIN SNOW APPLES, SERVED WITH ICE	4	8 SP
	SERVED BY THE MUG		



*Bendolin attempting to drink Giants' Bane*

<sup>16</sup> On consumption the creature is granted the fire breath ability (cone). This ability can be used once per long rest for up to 1d8 days before the effect

wears off. See the "Dragonborn" section in the *Player's Handbook*.

## The Taproot

Deep in an idyllic forest, beneath the thick roots of an ancient tree, lies the entrance to The Taproot.

The Taproot is a hidden underground tavern that specializes in serving and providing refuge for magical woodland creatures. The narrow tunnel entrance, obscured by tangled roots, makes it difficult for most creatures to enter. Any medium creature who attempts to enter must make a Dexterity saving throw, DC 10. On a fail the creature is unable to enter. On a result less than 5, the creature becomes stuck in the entryway. Creatures wearing armor roll with disadvantage on this saving throw.

An evil creature who attempts to enter must also make a Wisdom saving throw, DC 18. On a failed save the character takes 4d6 psychic damage and is unable to progress further. An additional attempt can be made after one hour.

The interior is a testament to the ingenuity of nature. Small pink flowers blossom upon the branches, trunks, and vines that make up the walls of the tavern. These flowers emit a bright light which spreads across the tavern. The floor is a mixture of fine dirt and bark chippings. All of the furnishings are carved into the still living wood of the tree it occupies.

The Taproot has numerous rooms, accessed via narrow warrens leading deeper underground. The rent on each room is 1 sp per night.

**Landlord:** Glade

**GREETINGS, TRAVELERS. ENTER FOR SAFETY AND PEACE. THIS IS A PLACE OF CALM AND TRANQUILITY.**

**PLEASE CAUSE NO DISTURBANCE, OR I SHALL BE FORCED TO REMOVE YOU.**

Glade is a female dryad who speaks with a deep and soothing tone. Her alignment is neutral-good and she abhors any defilement of nature, unless in self-defense. As a result of this, all food and drink items served in The Taproot are completely free from animal meats or sentient plant products.



**Patrons:** Pixies, Gnomes, Firbolgs and other magical woodland creatures of good alignment.

### Characters of note:

- **Sinthari, a scribe.** Sinthari is a knowledgeable elf scribe, who sits alone at a table surrounded by books. For 300 gp he will offer to lend a wizard one of his books for the night, allowing the wizard to learn a new cantrip of their choice.
- **Chyralinx, a violet faerie dragon.** Chyralinx is a hungry refugee who can be seen sipping the last drops from leftover mugs and cleaning plates of scraps. If befriended, she will join the party as a pet.

### Suggested location:

Deep in a forest, off the beaten track.

### Unique features:

While staying in The Taproot, due to its relaxing aura, any short rest taken confers the full benefits of a long rest.



# THE TAPROOT MENU

## FOOD

ITEM	DESCRIPTION	PRICE
ROOT VEGETABLE PATTY	A CIRCULAR PATTY OF MASHED ROOT VEGETABLES, GRILLED AND SERVED WITH THINLY SLICED BREAD  SERVED ON A WOODEN PLATE	4 SP
NUT LOAF	A BROWN LOAF MADE OF GRAINS AND NUTS, SERVED WITH SPROUTS AND AN ONION GRAVY  SERVED ON A WOODEN PLATE	8 SP
TWIGGLOS	SMALL TWISTED STRIPS OF FRIED DOUGH, COATED IN SUGAR AND CINNAMON  SERVED IN A WOODEN SHARING BOWL	1 GP

## DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
SPRING TONIC	A REFRESHING DRINK OF SPRING WATER WITH A SUBTLE GREEN TEA FLAVOR  SERVED BY THE GLASS	1	6 GP
NOON DEW <sup>17</sup>	A MILKY GREEN DEW MAGICALLY EXTRACTED FROM FLOWER PETALS AS THEY REACH THEIR ZENITH  SERVED BY THE SMALL BOTTLE	5	95 GP
AUROCH MILK	A THICK, FATTY, AND NOURISHING FRESH MILK, SERVED COLD  SERVED BY THE MUG	0	4 CP



*Twigglos*

<sup>17</sup> On consumption, instantly confers all the benefits of a long rest.

# Chapter 4: Intoxication

This chapter contains a recommended set of rules for intoxication. The strength levels of the alcoholic drinks used in these rulesets are in each of the menus in the previous chapters of this book.

Drinks range in strength from one to ten. One being barely alcoholic and ten being extremely strong.

## Intoxication Rulesets

There are four rulesets below. All four are compatible and complement each other, although you can select which ones to apply to your campaign.

### 1 Drunkenness

This ruleset applies a series of ongoing effects based on the total amount of alcohol consumed.

Effects are measured against the ACS (Alcohol Consumed Score). This score is calculated as follows:

Total strength scores of drinks consumed in the last 4 hours, minus the character's Constitution modifier.

*Example: Yohanne has a Constitution modifier of +1. He has consumed 5 cups of a strength 4 rum. His ACS is:  $(5 \times 4) - 1 = 19$*

Refer to the table below to see the effects applied to the character as they continue to drink. The effects of each level of drunkenness stack, i.e. a higher level effect does not replace a lower level effect unless otherwise stated.

ACS	Drunkenness Level: Effect
1-5	1: You start to feel the alcohol affecting you. You feel confident.

You have advantage on Strength and Charisma checks and disadvantage on Dexterity and Wisdom checks.

5-15 2: You are drunk.

Roll a d4 and apply the appropriate effect. 1, you feel sad about opportunities in your life you've wasted and people you miss or have let down. 2-3, you feel happy, life is great and so are you. 4, you become impulsive and do things you normally wouldn't do.

16-20 3: You are slurring your words and can no longer walk in a straight line.

The positive effects of Level 1 are removed. You now have disadvantage on all ability checks and attack rolls.

21-25 4: You are struggling to stand. You sway from side-to-side. Your mobility is compromised.

Your Constitution modifier is reduced to 0. Your speed is reduced to 5 ft.

26-35 5: You are barely conscious. Much of your concentration is focused on remembering to breathe.

You are incapable of any form of combat and your speech is extremely difficult to understand. Your speed is reduced to 0 ft.

36+ 6: You are prone and cannot get up without assistance. You are at risk of death.

While in this state you take 1d8 poison damage every minute. Without immediate medical attention you will die.



## 2 Drinker's Resilience

This ruleset determines how much a character can drink before they become completely incapacitated. It sets the foundation for characters to have drinking competitions with each other.

This ruleset limits how far characters can advance their ACS based on a series of die roles.

Once a character's ACS equals or exceeds their Constitution score, they must roll a d10 against the table below (adding their Constitution modifier) for each drink they consume, including the drink that made them hit or exceed that threshold.

*Example: Thena has a Constitution score of 14. Her ACS is 12 and she is about to consume a strength 2 ale. As she drinks this, and each subsequent drink, she must roll a d10.*

See the table below for the effects based on the outcome of the roll.

d10	
+Con	Effect
Mod	
1-2	You fall unconscious for 1d8 hours but do not gain benefits of a short or long rest
3	You vomit immediately and fall prone, taking 1d4 bludgeoning damage
4	You vomit immediately
5-7	You feel the urge to vomit and have 20 seconds to find somewhere to do it
8-10	No adverse effect

## 3 Hangovers

This ruleset applies effects to characters the day after they have had a session of drinking.



After a short or long rest following the consumption of alcohol, the character must make a constitution saving throw of DC 10 once they wake up. The DC increases by 2 for each level of drunkenness they reached during the session.

On a failed save the character is hungover and suffers from level 2 exhaustion for the next 1d8 hours.

A character who is hungover feels nauseous and may feel tired or get the urge to vomit every so often.

A character who is already addicted to alcohol does not increase their exhaustion level if it is already at level 2 as a result of the addiction - see next section for details.

## 4 Addiction

This ruleset determines whether a character has become addicted to alcohol and, if so, the effects the addiction has on them.

If a character consumes alcohol over three or more consecutive days they must make a constitution saving throw of DC 10. The DC increases by 2 for each further consecutive day alcohol is consumed on.

On a failed save the character becomes addicted to alcohol.

When addicted, after each long rest the character must make constitution saving throw of DC 18.

On a success, the addiction has been overcome. On a fail, the character's exhaustion level increases by 1 if no



alcohol has been consumed since the last long rest.

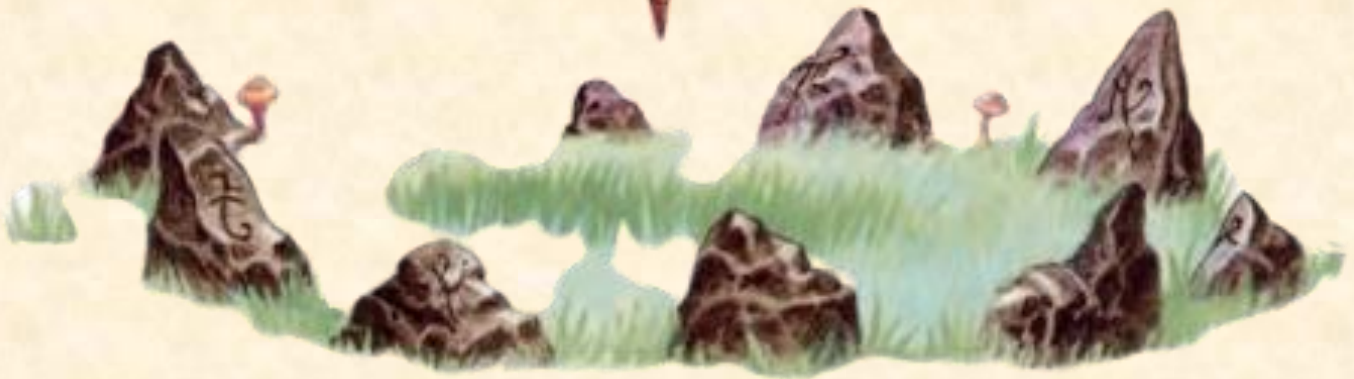
At the DMs discretion certain healing effects, such as a Paladin's Lay on Hands ability, may cure alcohol addiction.

To help speed up recovery from addiction a character can go through a rehabilitation process. For example, this may include spending some time in a temple meditating, keeping busy with a hobby or craft for several days, or being supported and encouraged by their companions. While in a rehabilitative state the character rolls with advantage on their constitution saving throws when trying to overcome their addiction.

Conversely, if a character is in an environment where drinking is glorified and they are regularly encouraged to drink, they roll with disadvantage on their constitution saving throws when trying to overcome their addiction.

This ruleset can also be adapted to apply to addiction to other substances or stimuli you have in your campaign. For example, an arena fighter may become addicted to healing potions or a sorcerer may become addicted to a certain spell effect.

For further inspiration to adapt and tweak these intoxication rules, or to create an intoxication ruleset of your own, you can use the exhaustion rules from Appendix A in the *Basic Rules* and the "Diseases" section in the *Dungeon Master's Guide* as reference.





## Chapter 5: General Food and Drink Items

In addition to the items above, listed under each establishment, these general items, listed below, could be expected to be found in almost any tavern your adventurers stumble into.

Drinks served by the mug can usually be bought by the large flagon or pitcher. This is equivalent to approximately eight portions of the drink for the price of six. Drinks served by the glass or cup can generally be purchased by the bottle. The cost of bottles is far greater than the price of one portion.

### Food

ITEM	DESCRIPTION	PRICE
MEAT WITH CHEESE AND BREAD	LOCALLY SOURCED MEAT, CHEESE, AND BREAD  SERVED ON A SIMPLE PLATE, TYPICALLY EATEN BY HAND	4 SP
ASSORTED SALTED NUTS	ASSORTED NUTS, SKINNED AND HEAVILY SALTED, OFTEN INCLUDED AT NO CHARGE	2 CP
PORRIDGE	SERVED IN A CUP, BOILED OATS WITH WATER OR MILK	1 CP
COMMON STEW	SERVED IN A WOODEN BOWL WITH A SPOON MEAT OR VEGETABLES COOKED IN LIQUID, INGREDIENTS VARY BY LOCALE  SERVED IN A WOODEN BOWL WITH A SPOON	6 CP

To be used as a supplement to the section on "Expenses" in the *Basic Rules*.

### DRINK

ITEM	DESCRIPTION	STRENGTH	PRICE
BROWN ALE	A DARK AMBER BEER WITH A SWEET TASTE  SERVED BY THE MUG	2	3 CP
PALE ALE	A HOPPY YELLOW BEER  SERVED BY THE MUG	2	3 CP
STOUT	A MALTY DRY BEER WITH A DARK COLOR  SERVED BY THE MUG	3	1 SP
MEAD	A SWEET AMBER DRINK MADE FROM HONEY, FRUITS, AND SPICES  SERVED BY THE MUG	4	2 SP
CIDER	A SWEET BEVERAGE MADE FROM FERMENTED APPLES  SERVED BY THE MUG	3	6 CP
WHEAT BEER	A LIGHT AND REFRESHING BEER TASTING OF BARLEY AND RYE  SERVED BY THE MUG	2	8 CP
WINE	A SWEET ACIDIC DRINK, RANGES FROM DRY WHITE, TO PALE ROSE, TO RICH RED  SERVED BY THE GLASS	4	4 SP
PORT	A FORTIFIED WINE WITH A SWEET GRAPE-LIKE TASTE  SERVED BY THE GLASS	5	2 SP
WHISKY	A STRONG SMOKY DRINK WITH A MALTY TASTE  SERVED BY THE CUP	6	3 SP

## Chapter 6: Sample Tavern Names

Want to create your own taverns with authentic sounding names? Here are some suggestions on creating a random tavern name.

Roll a d100 on each column. Divide your roll by 2 and round up.

d100/2	The...	d100/2	
1	White	1	Cat
2	Grey	2	Dog
3	Black	3	Mouse
4	Yellow	4	Rat
5	Blue	5	Horse
6	Red	6	Mule
7	Green	7	Donkey
8	Pink	8	Cow
9	Purple	9	Calf
10	Ivory	10	Bear
11	Ebony	11	Wolf
12	Charcoal	12	Bird
13	Sleepy	13	Duck
14	Angry	14	Gull
15	Tired	15	Pheasant
16	Hungry	16	Lion
17	Thirsty	17	Tiger
18	Grouchy	18	Frog
19	Old	19	Ape
20	New	20	Fox
21	Stone	21	Hound
22	Wooden	22	Bull
23	Tin	23	Goose
24	Copper	24	Swan
25	Bronze	25	Leech
26	Iron	26	Dragon

27	Steel	27	Stable
28	Mithral	28	House
29	Adamantine	29	Inn
30	Silver	30	Hand
31	Golden	31	Head
32	Ruby	32	Arms
33	Sapphire	33	Tap
34	Emerald	34	Flagon
35	Diamond	35	Spoon
36	Greasy	36	Bowl
37	Slippery	37	Cross
38	Dead	38	Moon
39	Crooked	39	Sun
40	Crafty	40	Ship
41	Velvet	41	Wagon
42	Burned	42	Crown
43	Frozen	43	Heart
44	Royal	44	Bell
45	Noble	45	Oak
46	Forgotten	46	Pine
47	Lonely	47	Ash
48	Muddy	48	Keys
49	Dreary	49	Mill
50	Bitter	50	Rider

**IN ALL MY TRAVELS, THE TWO MOST HUMOROUS TAVERN NAMES I HAVE COME ACROSS MUST BE THE NOBLE DUCK AND THE LONELY SPOON!**

**- BENDOLIN, PONDERER OF NAMES**



# Appendix A - Hirelings

**Marina.** A half-elf sword for hire.

**Orlan.** An elf ranger and expert hunter.

## MARINA

Medium humanoid (Half-elf), Neutral-neutral

**Armor Class** 16 (studded leather, shield)  
**Hit Points** 33 (6d8 + 6)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Saving Throws** Dex +4, Wis +3  
**Skills** Athletics +2, Nature +4, Perception +5  
**Senses** darkvision 60 ft., passive Perception 15  
**Languages** Common, Elvish, Sylvan  
**Challenge** 3 (700 XP)

**Keen Hearing and Sight.** Marina has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## ACTIONS

**Multiattack.** Marina makes two melee attacks or two ranged attacks.

**Scimitar.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.



## ORLAN

Medium humanoid (Elf), Lawful-neutral

**Armor Class** 13 (padded armor)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws** Dex +4  
**Skills** Animal Handling +3, Nature +4, Stealth +6, Survival +5  
**Senses** darkvision 60 ft., passive Perception 11  
**Languages** Common, Elvish  
**Challenge** 2 (450 XP)

**Ambusher.** Orlan has advantage on attack rolls against any creature he has surprised.

## ACTIONS

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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