

TROLLSKULL TAVERN MANAGEMENT



HOME BREW



A rules supplement for Waterdeep: Dragon Heist
Cover by Lap Pun Cheung



TROLLSKULL TAVERN

Trollskull Alley is filled with people who can shape the characters' day-to-day lives in Waterdeep. The characters will likely return to Trollskull Alley many times during the adventure and get to know their neighbors as time passes.

Four stories tall and boasting balconies, a turret, and five chimneys, the abandoned building is one of the grandest in Trollskull Alley. Characters can refurbish, rebuild, rename, and otherwise personalize their new stronghold to their hearts' content.

RUNNING A BUSINESS

Adventurers can end up owning businesses that have nothing to do with delving into dungeons or saving the world. A character might inherit a smithy, or the party might be given a parcel of farmland or a tavern as a reward. If they hold on to the business, they might feel obliged to spend time between adventures maintaining the venture and making sure it runs smoothly. A character rolls percentile dice and adds the number of days spent on this downtime activity (maximum 30), then compares the total to the Running a Business table to determine what happens. If the character is required to pay a cost as a result of rolling on this table but fails to do so, the business begins to fail. For each unpaid debt incurred in this manner, the character takes a -10 penalty to subsequent rolls made on this table.

D100 +Days+Renown	Result
01-10	You must pay one and a halftimes the business's maintenance cost for each of the days
11-20	You must pay the business's full maintenance cost for each of the days .
21-30	You must pay half the business's maintenance cost for each of the days. Profits cover the other half.
31-40	The business covers its own maintenance cost for each of the days.
41-80	The business covers its own maintenance cost for each of the days . It earns a profit of $d6 \times 5$ gp.
81-90	The business covers its own maintenance cost for each of the days . It earns a profit of $2d8 \times 5$ gp.
91+	The business covers its own maintenance cost for each of the days. It earns a profit of $3d10 \times 5$ gp.



RENOWN

Renown range is -10 to 10 and start at 0. Negative score means your business is frequented by scums while a positive score means it is well seen and renowned.

A player can spend 5 days and 1gp to advertise his business. After 5 days make a Charisma check:

DC	Result
5	Advertising attracts scums, roll on the "Carousing" table and subtract 20
10	Advertising attracts a large number of unreliable customers roll on the "Carousing" table and subtract 10
15	Renown increase by 1
20	Renown increase by 1+1d4
25	Renown increase by 2+1d4

CAROUSING

Use this table to determine random events caused by customers. DM should roll on it at least 1 time per tendays. Roll a d100 + renown score:

D100 + Renown	Result
01-10	A group of Zentharrim and Xanathar members fight inside the tavern causing injuries even among customers. The tavern lose 2 + 1d4 renown and must pay 10gp for injured and business damage.
11-20	A fight breaks the peaceful evening. The tavern lose 2 renown points.
21-30	A drunk man annoys a group of clients who go away indignantly. The tavern lose 1 renown point.
31-40	The evening proceeds in a calm and festive way. There is a 40% chance that a thief will take advantage of the confusion, roll a 1d4: 1. Tavern lose 2d6 gp 2. A party member lose 2d6 gp 3. A customer lose his money and the tavern lose 1 renown 4. A party member catch the thief. DM can start a fight or a chase. In any case renown increase by 1.
41-60	Tavern earns 1d6 gp
61-70	Roll on the 100 Inn Patrons by dndspeaks.com at the end of the pdf
71-80	A group of City Watchers pauses in the tavern for 1 hour. No crimes will be committed in this time.
81-90	Tavern earns 2d6 gp
91+	A group of noble men leave the tavern satisfied. Your business gains 3 renown points and 5 + 1d10 gp



UPGRADES

Upgrade	Price
Gambling	1gp of materials
Girl companion	5gp each 10 days
Bards	5gp each 10 days
Rent rooms	• Poor: 1 gp for room • Modest: 2 gp for room • Comfortable: 5 gp for room • Rich: 10 gp for room • Aristocrat: 20 gp for room Also you must pay an entry fee of 50 golds to the Fellowship of Innkeepers and 5 silver per room each tendays to the Guild of Launderers' Guild.
Expert cook	5gp each 10 days
Bouncer	3gp each 10 days
Reinforced Doors and Windows	50gp

GAMBLING

Dice, cards and others games for each table. This upgrade grants:

- Positive renown: 1d6 gp each 10 days
- Negative renown: 1d6 gp each 10 days and a must subtract 5 when roll on the Carousing table

GIRL COMPANION

You can hire girls to keep company and much more, but this path can be hard to handle! This upgrade grants:

- Positive renown: 1d12 gp each 10 days for woman
- Negative renown: 1d12 gp each 10 days per girl and must subtract 10 when roll on the Carousing table

BOUNCER

Hiring strong people can prevent brawls and problematic customers. You gain a +1 bonus when you roll on the Carousing table for each bouncer

RENT ROOMS

Not just a tavern, as inn your business can earn more moneys depending on rooms:

- Poor: 2 sc each 10 days per room
- Modest: 5 sc each 10 days per room
- Comfortable: 2 gp each 10 days per room
- Rich: 4 gp each 10 days per room
- Aristocrat: 10 gp each 10 days per room

EXPERT COOK

Fine food attracts more customers. You gain a +1 bonus on all Charisma checks to earn renown

BARDS

Alcohol and music is the basis for every self-respecting tavern. Hiring a band of the Council of Musicians, Instrument-makers, and Choristers give you a +1 bonus on all Charisma checks to earn renown

REINFORCED DOORS AND WINDOWS

Afraid of theft? The Carpenters', Roofers', and Plaisterers' Guild can reinforce your doors and windows, DC to unlock it is 15 now.

EVENTS

A list of renown based events. DM can use these events when he want, party's choice will determine consequences:

Renown	Event
Positive	There is a 25% chance that a group of food or alcohol merchants will give their product to the party to advertise it. The tavern earns 2d6 gold coins
	15% chance that a reporter will visit the tavern to talk about it in his next article. The tavern renown increase by 1.
	10% that clerics of a cult ask gold for poors of the Fields District
Negative	5% chances that a customer want to rent the tavern for a private fest. You earn 30 + 2d6gp
	There is a 25% chance that a faction ask 5 + 1d4 gp per tendays as "business protection".
	15% probability that a drug dealer settles near the tavern or inside
	10% probability to suffer a theft and lose 2d10 gp
	5% chances that a faction want to use your basement to hide a wanted member or a kidnapped man. You earn 50gp and renown with that faction increase by 1.

MILESTONE EVENTS

Max renown score is 10 (or -10) but DM can track it even if goes further. These events can be used only 1 time when renown reach some level.

Renown	Event
15	A group of young nobles daily visit your tavern. You gain a +5 bonus when roll on the Carousing table. This Event persist while your renown score is positive.
20	The tavern receives a financing of 300gp from a nobleman who has the interest in the security and commercial growth of Waterdeep.
25	Volothamp Geddarm write an article on the Trollskull tavern to include in his next Enchiridion publication. Renown score can no longer be negative.
-15	A group of Zhentarim or Xanathar members becomes regular customers, unless they are driven out the tavern has a permanent penalty of -10 when rolls on the Carousing table. This Event persist while your renown score is negative.
-20	The party is forced to give one of the tavern rooms as a deposit for illegal material from the Zenthos or Xanathar. The party earns 50 gold coins every 10 days.
-25	Xanathar's guild forces the party to create a sewer connection that leads to the tavern basement. Renown score can no longer be positive.



BUSINESS RIVAL: EMMEK FREWN

Emmek Frewn, a saJty northerner (NE male Illuskan commone r), recently tried to buy the tavern in Trollskull Alley but was outbid by Volothamp Geddarm. Stung by the loss, he bought a smaller, less impressive building in the same alley and turned it into a pub, which he calls Frewn's Brews. If you decide to introduce Emmek as a business rival, choose an unmarked building on map 2.1 to serve as the pub. Emmek's family migrated to Waterdeep after its holdings in Neverwinter were destroyed by the eruption of Mount Hotenow in 1451 DR. The family struggled to make ends meet by tanning leather in the Trades Ward. After Emmek's parents died, his sisters took over the business and bought him out. He never liked the work anyway, and he particularly hated dealing with the League of Skinners and Tanners. Emmek is on shaky financial footing because he has sunk most of his wealth into this latest endeavor. He's also in trouble with two of the guilds. First, he tried to save coin by fixing the roof himself, in defiance of the Carpenters', Roofers' and Plaisterers' Guild. Then he offended a member of the Cellarers' and Plumbers' Guild by comparing the dwarf's beard to barnacles on a ship.

EMMEK'S PLAN

Element	Loot	Reference
Event	The wererats scope out the characters' tavern in halfling forms and might try to get jobs there.	Rats Job
Event	The wererats plant morsels of food inside the characters' place and bore tiny holes in the outside walls to attract rats, creating an infestation.	Special Guests
Action	Emmek spreads rumors that the characters' tavern is rat-infested, which is why he didn't buy it. Apply a -10 penalty on the next three rolls characters make on the Running a Business table (see "Tavern Keeping Expenses," page 41).	Spreading Rumors
Event	The Shard Shunners claim they've done enough for their coin and demand more.	//
Action	Emmek pays the were rats another 50 gp to creep around the characters' tavern at night in hybrid and rat form, carve rat faces into the doors of neighbors, and otherwise draw attention to themselves.	Rats Infestation
Action	Emmek convinces several local residents to sign a letter he has drafted, then dispatches it to the City Watch. The letter accuses the characters of running a front for a guild of wererat thieves and urges the Watch to close their establishment.	End of the Plan

RATS JOB

Four gang members have been assigned to work with Emmek: two males named Kelso Fiddlewick and Dasher Snobeedle and two females named Danika Fiddlewick (Kelso's younger sister) and Brynn Hilltopple. The halflings show themselves in couple, max 2 at time. If any halfling runs the tavern they'll try to speak with him:

- Day one: Brynn and Danika looks for job as maids or cleaning ladies;
- Day two: Kelso and Dasher looks for job as chimney sweepers, warehouse managers or dishwasher. Alternatively, they offer their keen sight to catch pickpockets.

SPECIAL GUESTS

Depending on job position the halflings will plant morsel of food and holes in the followings places:

- Chimney Sweeper: chimneys;
- Warehouse manager: tavern basement;
- Dishwasher: Chicken;
- Maids: Common room and kitchen;
- Cleaning Lady: rooms on the upper floors and common room.

A player can spot holes passing a DC 15 Investigation Check (with advantage if they search in a specific room).

SPREADING RUMORS

Following the chapter *Sowing Rumors* in the DMG 131, Emmek spends 2d6 days to spread rumors in the neighborhood about rats infestation. The tavern lose 1 renown point each day until the end of the 2d6 days. Party can try to kills some rats spending one downtime or calling the right guild for the job. In this way loss of renown will stop.

RATS INFESTATION

The following morning Trollskull Alley is filled with marks left by rats. Many neighbors go to complain at the tavern, a DC 15 Charisma (Persuasion) checks will calm the crowd but on a failed check someone recommends calling the Dungsweepers' Guild to clean the neighborhood. Obviously everyone wants the party to pay (10golds for the job). To decrease the rat infestation the party can close the sewer entrance (Zone T7 map 2.1, left open by the shard shunners) if it notices. DM can also introduce the 3 urchins.

THE THREE URCHINS (WT:DH PAGE 63):

The crowd has attracted the attention of 3 young boys unrelated to the situation, the 3 decides to help the party in exchange of some coins or food. For each day of work, make a DC 12 Intelligence (Investigation) check. On a success the kids kill some rat and renown does not decrease for that day.

END OF THE PLAN

Captain Modref Gloskand (L/N Human Illuskan Veteran) and three others guards close the tavern until the end of the process. After 2 days the party must go to a court in the Castle District and prove their innocence to Judge Waverly (L/N Gnome Noble), because of the Emmek's local resident letter only a DC 20 persuasion (with disadvantage) can save the day. Party can nullify the disadvantage providing evidence of his innocence.

- If any member of the party is an Halfling with past crimes, the disadvantage is mandatory.
- A member well renowned (minimum of 3) to the Lords Alliance can be helped by Mirt and gain a +5 bonus on the Charisma roll.
- Party can try to convince local shopkeepers to testify on their behalf. Make a DC 15 Charisma (Persuasion) check, if succeed you gain a +1 bonus on the Charisma roll for each witness.
- Party can present evidence such their society contribution (any PC member of a faction such Lords Alliance, Order of the Gauntlet, Emerald Enclave and so on) and other to prove their non-membership to the shard shunners.

THE VERDICT

- If the cause is won the tavern can open again after 5 days which it must clean by infestation and pay 50 golds for the job and others 10 gold for administrative practices.
- If the cause is lost, party lose his sales license and must clean the infestation and pay 50 golds for the job and others 10 gold for administrative practices

SHARD SHUNNERS

During these events the party could investigate about the halflings. After work the halflings returns to his home or at the hostel in Spices Street in the Dock Ward (Zone Q12 map 1.2), however they are careful and party must succeed on a DC 15 Dexterity (Stealth) checks to not be seen. If attacked, the halflings fight until two of them are incapacitated or killed, whereupon the survivors try to flee. A DC 13 Charisma (Intimidation or Persuasion) check forces captured halfling to divulge what they know:

- They have been hired by Istrid Horns to work with a sneaky businessman named Emmek Frewn, recently tried to buy the tavern in Trollskull Alley but was outbid by Volothamp Geddarm. Stung by the loss, he bought a smaller, less impressive building in the same alley and turned it into a pub, which he calls Frewn's Brews;
- The plan is to create a rat infestation in the tavern;
- Emmek want to see the Trollskull tavern failing, at any cost.

Shard Shunners (if they are alive) warn Emmek who will prepare an ambush against the party. Obviously the shard shunners will do the job while Emmek wait news. The following morning if none of the halflings brought good news to Emmek, he decides to flee from Waterdeep due to his debts with the guild of Xanathar. The party can intercept it before he goes out the city (before dawn), otherwise 4 goblins will kill Emmek just outside Waterdeep.



SIDE QUEST

LIF PORTRAIT

Aebalar is an elf painter full of debts, he had to sell off all his works but now he received a job that could lift him from his precarious economic condition. He promises as reward one of his paintings that portrays Lif himself, made many years ago when the tavern was still open. Larcer Amcahtra is a brazen young Tethyrian nobleman who has hired Aebalar to portrays himself fearlessly posing in the Three Daggers Alley in the Port District (Chapter 9, page 184 in WT:DH). Only Aebalar could be so desperate to accept the job, but now he has some afterthoughts and for this he asks for help

If the party accept the job, they must protect Aebalar and Larcer against the 3 flying daggers (**Flying Swords** in the MM). Aebalar needs 1d4 hours to complete his paint, each our there is a 25% chance of an attack after first. If Larcer is not hit, he hands 50 golds to the party for the "impeccable work". If the job is rejected, Aebalar still try to paint Larcer. Obviously they fail.

PRIVATE BATH

Gelris (NG Halfling) visits the tavern as supervisor of the Cellarers' and Plumbers' Guild to talk about a local problem (the party may have noticed that recently the water from the pipes had a darker color). Gelris explain that 24 hours ago they sent 3 member of the guild to inspect aqueducts, but nobody has made return. The City Watch would never set foot there and since this problem involves the whole neighborhood, Gelris has decided to hire the party, which has already explored the sewers and came out alive. In exchange Gleris ensures 50 dragons and 5g of taxes discount each tendays (to be subtracted from 50g of taxes). Gelris provides a map of the sewers with the 3 aqueducts marked.

T7 zone (map 2.1) is the nearest entrance to the sewers. While the party explores DM can introduce various encounters such as rats, crocodiles and others non combat encounters.

Aqueduct A. The party takes at least 20 minutes to inspect this aqueduct which appears to be ok.

Aqueduct B. Investigating this aqueduct, the party discover an opening that allows access to it. Here 5 troglodytes are blissfully taking a bath and infesting the water with their excrement. Killing the troglodytes is not enough, the aqueduct must be cleaned.

Aqueduct C. The party takes at least 20 minutes to inspect this aqueduct which appears to be ok. A careful investigation (DC 12) allows to find a speleologist's helmet and tracks (Survival 10 to follow them). The tracks lead to an alley garrisoned by a group of 4 goblins while they are preparing a plumber's soup, the 3 victims are bound and gagged. If the party takes too long to reach this place, they will find one of the plumbers boiling in the pot!



100 INN PATRONS BY DNDSPK.COM

One hundred different people you might find in your local tavern.

1. A mysterious man sits in the corner of the bar wearing temple robes. He looks worried. If asked why, he will tell you that he saw an omen this morning that signifies the end of the world.
2. A popular local bard just got done playing on the stage. He is surrounded by beautiful women and is having the time of his life.
3. A figure sitting in a more shadowy part of the bar. When the players ask about them, they're given a different name from every person they ask.
4. Contrary Charlie – a patron who, whenever the players state anything, will either instantly take the opposing view to them, deny what's being said, or claim that the players are misinformed.
5. Hesjing, a kobold bard with a strange-looking lute way too big for him, humming a familiar song while tuning it.
6. Mmmjimmy : a long bearded redneck wizard sitting in the corner and chuckling to himself.
7. Otto the Miserable- a very dour-looking gnome with a sign next to him reading "make me laugh for 10 gp". He is immune to Tasha's hideous laughter.
8. A heavily veiled woman in a very low-cut and tight dress makes eyes at men as they walk by; she is in reality the wife of a local noble looking to catch her philandering husband, who unbeknownst to her is involved in something far different than simple adultery...
9. Hoid. A half elf bard who uses a magical flute to animate the smoke from the fireplace to make visuals for his stories. He tells only children stories, fairy tale style that all end in moral lessons (similar to how real life fairy tales do).
10. Durog: the Half-Orc bard. His singing is notoriously bad.
11. Felsa: A female Tabaxi Ice Wizard that serves as a fence for stolen goods.
12. Htrog: A Firbolg warrior for hire. Loves mead. He is the last of his clan.
13. A beastmaster who keeps his pet owlbear with him at all times. Will feed it whatever food he gets from the inn.
14. A common speaking mimic that wishes to live in human society.
15. An unknown humanoid who snores extremely loudly at certain times in the night. His door is always locked and has "DO NOT DISTURB" painted on it in black letters.
16. A giant rat that speaks common as well as elven. Will buy pieces of cheese from the party for 2-3 gp per piece.
17. A kenku that offers tips for successful adventures for the price of a small amount of food from the party.
18. Johnny, the local drunk. Of course he's here again, and drunk.
19. A half orc sitting alone at the bar, drinking from his own large personalised tankard, which reads Ughurv.
20. Three Dragonborn haggling with a human male who is trying to persuade them to buy several gold chains at a table in the corner.
21. A halfling bard, standing on the end of the bar, singing an operatic aria that has several of the patrons fighting back tears.
22. An elderly Tabaxi, seated on a threadbare armchair before the fireplace, seemingly lost in a personal reverie.
23. Two young giggling high elf women sipping red wine, seated at a table, guarded by three bored looking local Lords guardsmen.
24. A member of the town council sits at the bar. Other patrons keep trying to bring up council business, but the councilman just wants to have some food and a drink in peace.
25. A limping old woman with a cane, called "Grandma Maggie" by everyone. Nobody knows whose grandmother she actually is, they've always called her that. She doesn't hesitate to give out spankings for bad behavior, but she has to brace herself since she's not as stable as she used to be.
26. A constantly-drunk young man with a fancy sword, who was supposed to be a particular "Hero of Prophecy", except that someone else took care of that problem first.
27. A woman in leather armor with a scar across her face. She quietly drinks from a flagon of ale on the far end of the bar. An especially large sword rests on the floor next to her travel sack.
28. A duck sits at the bar with a flagon of ale and a bowl of stale bread crumbs in front of it. When the inn keep notices you looking quizzically at the duck he says "that's philbert, Inn security, so watch your P's and Q's or he'll be given ya what's for!" Philbert looks at you dead in the eyes and lets out a mighty quack with a +10 to intimidate.
29. A tall, portly man who smells strongly of garlic sits to one side of the bar; he is very interested in any conversations about undead. If engaged in conversation, he introduces himself as Marit Clovenhill, a garlic merchant and part-time vampire hunter.
30. A large fat woman sits on a specially made wooden chair by the fire pit. She is covered head to toe in tattoos.
31. A dwarf fighter (e.g. Orik). He is best friend with the human barkeeper (e.g. Castor). They chat very loud. Whenever they start a sentence they say the name of the person they talk to first (or end the sentence with it). When they don't know the name they use stranger or friend. Apparently the dwarf never gets drunk.
32. A cursed witch. She was transformed into a cat. Still able to talk and to use magic. Comes by everyday for her milk served in a golden bowl with her name on it.
33. A wiry, elderly man sits at the bar talking to the barkeep. He's asking what needs cleaned or doing as he is taking the next shift soon.
34. A young, attractive couple who are looking for a 3rd person to take up to their room to have some bedroom fun.
35. A man who drank far too much and vomited all over himself. The barkeep is trying to get him to leave but he has passed out.
36. A cigar smoking old woman who asks for her food extra cooked. She refuses any meal that isn't blackened and burnt completely.
37. A doll maker who is always tinkering with his creepy dolls.

38. Two old married men, trying to get away from their nagging wives by coming to the inn and playing checkers.
39. A beautiful young woman in a slightly worn-out green dress. She is not interested in any of the men who have approached her, but she seems to have been watching the inn waitress with a coy smile.
40. A fat noble lady who complains loudly but drinks heavily and soon is undressing herself while singing.
41. A pair of twin halflings stand on a bench playing the piano in the corner together.
42. A medium height figure stumbles into the pub while wearing a long green cloak. It's actually two halflings one on the others shoulders.
43. A large silent figure walking into the inn. On her back is a wicker basket filled with rusted weapons that give off a strong magical aura.
44. Two dwarves arguing over who has the more luscious beard.
45. A traveling perfume salesman.
46. Fat John. Sits in the same corner at the same table. Has been there for years. Never seems to not be there. But somehow he knows everybody and everything going on in town. Secretly he's a divination sorcerer with subtle spells that allow him to scry on anyone within a few mile radius.
47. An elderly paladin is deep in thought in the back of the tavern. If asked, he feels he is too old to stop a Lich that he has been chasing for years.
48. 5 whatever race or sex you walk into the bar. They are bedecked in flashy garb (that doesn't quite fit right, armor and gear. One of them is boasting about there great deeds. It starts to sound more and more outlandish if someone actually decides to listen. In reality they are highway bandit's that just ambushed and looted actual adventurers. They can find the bodies about 4 miles along the road out of the town, buried in very shallow graves.
49. A young man in the clothing of a lesser noble, quite visibly drunk, is being dragged out of the inn by a woman in similar garb, presumably his wife.
50. A halfling dances on a table, slips and falls under it. Some patrons who had been observing the performance gasp when the little man is not under the table, but his sudden and triumphant 'Ta-Dah' from the other side of the room merits some applause.
51. Two burly looking men, their uniforms identifying them as local guardsmen, chug from large tankards of the local brew. The winner falls over backwards off his stool, prompting raucous laughter from those around him.
52. An elvish woman in clothes much too exquisite for an establishment of this sort sits alone at her table, sipping from a glass of wine with haughty countenance and incessantly playing with a pendant hanging from her neck.
53. An aged priest with a week's beard and patched robes staring mournfully at a glass of water.
54. A gnome and a Goliath are arm wrestling. The gnome beats the Goliath so the Goliath takes out a mechanical contraption that freezes the gnome.
55. A man in bright clothing stands in the corner. He's laughing and talking to seemingly no one. When approached he stops talking and just stared intently, waiting for something.
56. Harth Stonebrew – An ent as "houseplant"/bard.
57. A red dragonborn sits at the bar in fine clothing and is ordering strange drinks. If talked to enough (and if he's drunk a bit too much) he'll tell you he's on a quest to prove himself to the clan.
58. A group of Kobolds carry around a dwarf dressed like a dragon. They adore him and answer to his every command. He lies to the 3 Kobolds and will pay them in scraps. If people talk to him and try to help the kobolds, the dwarf will pay you off to shut up and let it happen
59. A group of rowdy dwarves... they are obsessively talking about the local sports team (Go Sports!)
60. A scarecrow dressed like a ranger in all black in the darkest corner of the inn. The barkeep keeps a tally of how many people try to talk to him to get a quest or attack it when it doesn't respond.
61. A young-looking elf woman, who looks almost like a drow, but not quite. She is dark-haired, and has black eyes. When she moves, her cloak shifts aside to reveal that her arm ends just above the elbow. She seems to prefer the shadows, and drinks a dark ale most consider too bitter for their tongues. The innkeeper recommends that, should you approach her, you should definitely not call her a drow.
62. A slime. A humanoid slime. Looks vaguely female. Is trying very hard to get drunk, but its body processes alcohol too fast to get more than buzzed. Has a lot of gold that it is sitting on. The bar tender is starting to get a bit desperate to find a brew that with actually inebriate the slime, even for a moment. It has threatened to buy the whole stock of alcohol and try to down it all at once by flooding the basement and jumping in.
63. A goblin stripper named Grelka. Grelka tries to steal bedrolls from people she dances for because the definition of "take them to bed" got muddled up with "take their bed".
64. A cheesemaker, trying to make a business deal with the owner of the bar. He offers a free sample and if the player tries it, DC 15 Constitution check to see if the player gets food poisoning
65. A shady man who comes in, orders 20 bottles of hard liquor, then pours them all into an Erlenmeyer flask and lights a fire under it. He proceeds to fill five of the bottles with the substance, stuffs napkins in them, and walks out.
66. You see a party of visually shaken dwarfs silently drowning their sorrow in a corner of the pub. Chatting with them reveals that they were part of a trade caravan visiting an obscure dwarven outpost, only to discover nothing but a deserted fortress of horribly mutilated corpses.
67. Three gnomes in a trench coat.
68. A frantic looking young wizard pours over countless tomes and scrolls. She seems to be searching for a particular spell and when questioned she only mentions that her mentor is going to kill her if she can't locate which plane that town went soon.
69. A patriot veteran of a previous war in the land. Having lost his leg in the war, he now spends most his time at the bar telling war stories, or drunkenly singing the national anthem or some obscure war ballad. Just don't bring up any battles the nation lost though...

70. A jolly half elf named Craig who looks a lot like Patton Oswald. Craig has a list of jobs, personal ads, missed connections etc. Whenever you ask about work in the Inn, they suggest you check out The list that Craig has made.
71. A mother and father, and their three kids. Their house burned down in a mysterious fire and they are sheltering at the inn until they can find somewhere else to stay.
72. A spellcaster who lost their apprenticeship. The spellcaster was a reliable student but was the victim of a covetous rival who sabotaged their work and spread rumors. The spellcaster doesn't have the motivation to fight back since the rival was better liked and no one wanted to hear the other side of the story.
73. A local merchant who scored a big foreign contract. S/he and team are excited about hiring more workers and boosting the local economy and the town/city's reputation.
74. An inquisitor tracking a heinous criminal. The trail has gone cold and the inquisitor is looking for rumors or sightings.
75. A horse racing team bringing horses to a grand prix in a city nearby. The coach and an experienced racer are encouraging a nervous first-timer who is already getting pre-race jitters.
76. Gundrick Aleseeker, a brewer of great renown on a test to try ever beer produced in the land. He sits at a side table with a set of the smallest glasses the inn have, studiously sniffing and tasting one then writing notes for five minutes. Once he has tried each if there are no more inns in town he will order his favourite and sip it contently. Any who approach him before this will be bluntly asked to leave but after finished tasting he is an avid conversationalist.
77. Blart is a bugbear who comes from a far away tribe, that collapsed due to lack of food. Despite the deaths of his people, Blart is a barbarian of the ancestral guardian path, and the deaths of his people empower him. He speaks in a loud squeaky voice, and has strange habit of drinking black tar.
78. Wendel Waterweary is a normal human merchant. She is in charge of the town's trade with other towns, and frequently leads the trade mission. When not on the job, she can be found in the Inn hosting games where players use strange polyhedral dice and their imaginations to simulate great adventures.
79. Kaza Arbiter, also known by his alias "Luke Warm" is a human artificer and criminal. Using transmutation magic, he disguises himself and his inventions (albeit mostly stolen) to become mundane items when not in use. An astute person might be able to recognize Kaza by his short stature, young appearance, and abnormal love of tea. When not on heists, he disguises himself as "Luke Warm", an everyday scholar studying chemistry.
80. A dwarf, and an elf all enter together, order a drink at the bar and go upstairs. When they come down shortly after, and it seems as though they have exchanged clothes.
81. Three old geezers sat around a table for four. They won't let anyone take the empty fourth stool. The barkeep steps in if anyone objects. They have a tab even if such a facility isn't available to all. They never seem to order but the drinks arrive at a steady rate. Always 4. One each and one in front of the empty stool. When they finish, the spare is tipped into a nearby plant, out the window or otherwise disposed of. Except the last of the evening when one of the old men will sometimes pass it to a young'un sat nearby as they all get up to leave.
82. A middle aged man and his wife. Will hustle her out of the bar at the first sign of trouble, impropriety or bad language muttering grossly. She seems supremely unconcerned (or even interested in anything salacious!).
83. An unkempt elven apprentice mage who will enthusiastically discuss magic theory and categorisation of cantrips with (Or more accurately at) anyone not fast or savvy enough to get away. Not particularly interested in whether you have magical knowledge and even gets disturbed if you disagree or try to change topic.
84. A Goliath in a dark cloak desperately trying to hide how tall he is by slouching as much as he can.
85. A human male with an eyepatch and one arm who rents the largest room in the inn and leaves.
86. An elderly man covered in old tribal tattoos chatting with three young men.
87. Ambros, a grey bearded dwarf with nasty scars over his face, is known for his knowledge of beer, mead and ale.
88. A trickster mage named Elondur, always surprises his fellow guests with sleight of hand tricks. Nobody knows if there's actual magic involved.
89. Welka – An extremely beautiful woman, standing a full 6'6", with guinea-gold locks and an ice-blue greataxe. She seems to be waiting for someone, and looks up whenever a man walks in the room.
90. Gustav Ironboots- A grizzled Dwarf guard captain, with a kindly eye and a friendly word from half of the patrons. Gustav has been a guardsman in the area for nearly 150 years, and most people know him well. Has a relaxed but careful attitude.
91. Gladiolas Doombaker- A high elf with odd magical facial brands and the look of an archmage offers succulent pastries to the party. A former Archvillain, Gladiolas was defeated by a party who used powerful divine magic to switch his focus from the arcane to the oven. He now prepares incredibly delicious breads, muffins, and other doughy goodies.
92. Darlan the Human – a swarthy, golden-eyed man with dark hair drinks alone at the bar. With very little provocation, he will inform you he isn't a Tiefling, and that he was just born looking a little different. His grandfather was a priest of the sun god. There is no demonic line in his family, thank you very much.
93. Curtis and Lissandra- a younger-middle aged couple are holding hands at one of the tables. He is a wizard, and she is a paladin. They have left their children with the neighbor's daughter and are having a quiet dinner together.
94. Two rather drunk clerics are performing a raucous and somewhat raunchy augury, asking about people in the room to shouts of laughter from onlookers.

95. Palwise the Invisible Hand – A halfling sits on a stool, enjoying what looks like lemonade. His arms and hands are completely and permanently invisible, the result of a misspoken wish. He sometimes wears long sleeves and gloves, but not today.
96. A group of sopping wet adventurers come slouching in the tavern, leaving muddy footprints. It is a clear day outside. If asked, the fighter smacks the wizard upside the head and mutters about a cooling spell gone wrong.
97. A man (clearly royalty or nobility in disguise) is chatting amiably with those around him, while his guard, also in disguise and looking long-suffering, sits close by. The locals can tell, but are taking it in good grace.
98. Nepason Burke – An Eldritch knight and half of Burke and Habbes, a famous adventuring duo from twenty years ago. Eprim Habbes is now a Lord and a General. Burke has chosen the quiet life, and seems content with his choice.
99. A very drunk doppelganger. His disguise is slipping as he drinks
100. Garick Jenerick – An odd old man who approaches different parties and implores their aid. Very wealthy and rather senile, he has a gruesome ‘hobby’ collecting body parts from various monsters- goblin ears, rat tails, wolf pelts, etc. What he does with them no one knows.

CREDITS & CHANGELOGS

CREDITS

- Ranikirn

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CHANGELOGS

- Page 5 - Rats Infestation: The Three Urchins (4/3/19)
- Page 7 - Side Quest (4/3/19)

