

The Shady Meade

Designed by Bruce Boughner
(Samugdragon@mortality.net)

The Shady Meade sits on the verge of a huge forest. Elves, dwarves, gnomes and halflings frequent the area, along with whatever human-centric race fits the campaign. The Inn should be placed a few days ride from any major urban area, enough to be considered a respite from the wilderness, but bucolic enough to satisfy any wilderness characters you are using (such as rangers, druids, farmers, hunters, foresters and trappers). The Inn features a stable, a tavern and a boarding house and the family quarters are in a large tower.

The Grestond family has owned and operated the Shady Meade since Ral Grestond cleared the 60 acres grounds and planted apple, lemon, and cherry trees to begin growth toward his passion, brewing. Ral fathered 4 sons and 2 daughters. His eldest son, Bren, ran from home after a disagreement over an arranged marriage with an elf maiden. Bren despised elves. Bren became a brigand, and after many years of robbing and murdering travelers, especially elves, he was caught and pilloried a few miles from the Inn. During this time, Bren's younger brother, Sran, married the elf his father arranged for Bren and was named heir. Ral's other sons were conscripted into the war (insert your own history) and never returned. Ral died of a broken heart before his daughters reached maturity. Sran and his elven wife were killed in the orchard by orcs, who laid siege to the family tower. Narlissa Grestond slaughtered the entire orc band with only a long bow and her woodcraft skills. At 15, she took over Ral's holdings and raised her sister Cerise and Sran's half elven son, Ventig. Cerise was fostered to a family who moved into the area and upon her maturity, married a blacksmith. The newlyweds built a stable near the tower and helped finish the tavern. Ventig Grestond, a ranger, found the same passion of his grandsire in brewing. The trees Ral had planted reached maturity and under Ventig prospered madly. Ventig became famous everywhere for his lemon meads, apple ciders and cherry cordials. Narlissa had the boarding house built, as she grew older. She never married and left the Inn to Ventig. Cerise's children, as part owners, became well-known horse breeders and traders, choosing to travel and make money rather than stay at the Inn. Ventig, married a human, who gave him a son and a daughter before dying; he remarried and had another son. The elder son, Ventig the Younger, became just as proficient as a brewer and Tavernier. The daughter, Polirio, took over the boarding house. However, the youngest son, Marchise, found passion in magery.

Ventig the Younger runs the tavern with the assistance of his father. Polirio took over the boarding house and runs it with strict loving care. Marchise, took over the

upper stories of the tower and is sought out from over 100 leagues away as a peacekeeper.

Polirio Grestond, Female Half-elf Matron 5: CR 4; Size M (5 ft., 4 in. tall); HD 5d4; hp 17; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +3 melee, or +5 ranged; SV Fort +1, Ref +4, Will +2; AL CG; Str 13, Dex 17, Con 10, Int 10, Wis 12, Cha 6

Languages Spoken: Common, Elven.

Skills and feats: Alchemy +1, Heal +2.5, Hide +5.5, Listen +4, Move silently +3, Search +1, Spot +13; Alertness, Skill focus (spot).

Possessions: 21 gp in gear.

Polirio is about 5'4" tall 90 lbs of righteous fury if her boarding house is threatened or one of the locals track mud on her carefully cleaned rugs. Her honey-gold hair is swept up into a bun as she makes wizards put their spell components and warriors their swords into a locked cabinet in the foyer if they are staying the night. She runs the kitchen with an equally iron fist. Her pastry is sought after for leagues around and dinner in the boarding house is 7 PM sharp. A hunter's stew is always available for the tavern all day long, and a hearty breakfast sends travelers away with full stomachs.

Ventig the Elder, Male Half-elf Rgr14: CR 14; Size M (5 ft., 7 in. tall); HD 14d10+28; hp 116; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +17/+12/+7 melee, or +18/+13/+8 ranged; SV Fort +11, Ref +8, Will +8; AL CG; Str 16, Dex 18, Con 14, Int 12, Wis 15, Cha 9.

Languages Spoken: Common, Elven, Goblin.

Skills and feats: Disguise +0, Heal +18, Hide +4, Listen +5, Move silently +21, Profession (brewer) +20, Ride +21, Search +2, Spot +5, Use rope +21; Alertness, Improved unarmed strike, Iron will, Skill focus (profession), [Track], Weapon focus (longbow, composite).

Possessions: 45,000 gp in gear.

Ranger Spells Per Day: 3/2/1

Ventig is an unimposing character, 5'7", dark hair and rail-thin build, when not patrolling the forest, he is typically found in his orchard or brewing any of his famous meads or cordials. He favors the long sword and longbow and wears a chain mail, leather armor combination. He has no mercy for murderers or orcish raiders.

Marchise Grestond, Male Half-elf Wiz13: CR 13; Size M (5 ft., 6 in. tall); HD 13d4+26; hp 60; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +6/+1 melee, or +8/+3 ranged; SV Fort +6, Ref +6, Will +7; AL CN; Str 11, Dex 14, Con 14, Int 18, Wis 8, Cha 15.

Languages Spoken: Celestial, Common, Elven, Giant, Gnoll.

Skills and feats: Alchemy +16, Concentration +12, Escape artist +4.5, Hide +2, Knowledge +6, Listen +8, Move silently +2, Profession +1, Scry +19, Search +12, Spellcraft +19, Spot +0; Craft rod, Extend spell, Maximize spell, [Scribe scroll], Silent spell, Skill focus (alchemy), Still spell, Weapon finesse (dagger).

Possessions: 35,000 gp in gear.

Wizard Spells Known (4/5/5/5/5/3/2/1): 0th -- arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance; 1st -- change self, charm person, feather fall, identify, mage armor, magic missile, silent image, sleep, summon monster I; 2nd -- alter self, blur, ghoul touch, invisibility, knock, levitate, melf's acid arrow, see invisibility; 3rd -- blink, dispel magic, fly, hold person, lightning bolt, sleet storm, slow, summon monster III; 4th -- charm monster, leomund's secure shelter, polymorph other, polymorph self, summon monster IV; 5th -- cloudkill, cone of cold, nightmare, sending, wall of iron, wall of stone; 6th -- chain lightning, contingency, disintegrate, mass suggestion, summon monster VI; 7th -- mass invisibility, summon monster VII, vanish.

Marchise is a bookish individual, not at all wizardly, more of a vagabond with silvery blonde hair and violet eyes. He keeps his hair trimmed short when not assisting his father in their constable duties. He is experimenting in the family tower. The tower occasionally rocks from the force of his experiments gone awry.

Ventig the Younger, male half-elf Exp8: CR 7; Size M (5 ft., 5 in. tall); HD 8d6+16; hp 46; Init +4 (+4 Dex); Spd 30 ft.; AC 14 (+4 Dex); Attack +7/+2 melee, or +10/+5 ranged; SV Fort +4, Ref +6, Will +8; AL CG; Str 13, Dex 18, Con 14, Int 14, Wis 15, Cha 12.

Languages Spoken: Common, Elven, Giant.

Skills and feats: Climb +2, Concentration +5, Craft +14, Disguise +5, Hide +4, Jump +12, Listen +5, Move silently +4, Pick pocket +15, Ride +17, Search +3, Spellcraft +13, Spot +5, Tumble +14; Alertness, Skill focus (ride), Skill focus (craft).

Possessions: 9,400 gp in gear.

The younger Grestond is a brewer outmatched only by his father. He has no interest in protecting the wild, but concentrates on running the Shady Meade. He will occasionally engage in trafficking in questionable goods obtained from customers owing him gold, but nothing too serious, as to draw his father's ire. His muscular frame belies his elvish heritage, except for the bluish tint to his hair and silver eyes.

The Stable: A large barn supplies a small corral for guests. The Stable-master, Horik, lives for gossip, he is a master of smithing anything remotely used by horses and carriages and wagons. He supplements his stable income by doing repairs for people in the area. He has been in the employ of the Grestonds for many

years. He employs two stable boys from around the area to muck the six stalls and deal with the customers.

Horik, Male Human Exp6: CR 5; Size M (5 ft., 8 in. tall); HD 6d6+12; hp 29; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +4 melee, or +6 ranged; SV Fort +4, Ref +4, Will +8; AL LN; Str 11, Dex 15, Con 15, Int 17, Wis 12, Cha 15.

Languages Spoken: Common, Gnoll, Orc, Dwarven.

Skills and feats: Alchemy +11, Appraise +11, Balance +11, Climb +1.5, Concentration +11, Hide +2, Innuendo +5, Jump +1, Knowledge +12, Knowledge (blacksmithing) +7, Knowledge (religion) +12, Listen +1, Move silently +2, Spellcraft +12, Spot +10, Use rope +6; Iron will, Skill focus (knowledge (Blacksmithing)), Skill focus (innuendo), Weapon focus (club).

Possessions: 5,600 gp in gear.

A burly man of few words, Horik is scrupulously honest and hard working; he is also hard drinking and usually has a screaming hang over. His dark, ragged beard and unruly mop of black hair mark his wholly human ancestors.

Tahir, Male Human Com2: CR 1; Size M (5 ft., 2 in. tall); HD 2d4; hp 8; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +3 melee, or +3 ranged; SV Fort +0, Ref +2, Will +1; AL CG; Str 15, Dex 15, Con 10, Int 11, Wis 13, Cha 7.

Languages Spoken: Common.

Skills and feats: Climb +7, Disable device +2.5, Hide +2, Listen +1, Move silently +2, Perform +0, Spot +1, Swim +3; Run.

Possessions: 10 gp in gear.

A tall boy of about 12 years, he is learning all Horik will teach him but likes to tease the more taciturn Rognvald. Tahir is starting to fill out muscularly and has a jealous crush on Thorhalla, who uses him for information, teasing him flirtatiously.

Rognvald, Male Human Com1: CR 1; Size M (5 ft., 9 in. tall); HD 1d4; hp 4; Init +2 (+2 Dex); Spd 30 ft.; AC 12 (+2 Dex); Attack +0 melee, or +2 ranged; SV Fort +2, Ref +2, Will +1; AL CN; Str 11, Dex 14, Con 11, Int 9, Wis 12, Cha 18.

Languages Spoken: Common.

Skills and feats: Handle animal +8, Hide +2, Jump +4, Listen +1, Move silently +2, Spot +1, Use rope +4; Great fortitude, Skill focus (handle animal).

Possessions: 4 gp in gear.

A boy about 11, Rognvald does not want to be a smith or a stable boy, he resents Tahir's jokes and wants to run away and join the army. He is starting to grow out of his little boy size and shows nothing but disdain for Thorhalla's machinations, warning Tahir of dire consequences if she is caught

The stable has 6 stalls for guests and Horik had a small forge in the corral. Hay and straw are kept outside and in the loft. Water troughs are kept in all stalls and a small manger for feed. Tools and tack are

kept in the various cabinets, both inside and out of the barn. A pull down ladder lends access to the loft where Tahir and Rogvald sleep. The last stall has a secret, hidden trapdoor leading into the escape tunnel for the tower.

Stable Loft: Accessed by a pull down ladder, the loft contains a hayloft, with a swing-out boom, designed by Horik to raise grain to the loft. Spare furniture, beds, chest of drawers and dry goods are stored here also. Anyone searching can find at least 2 serviceable suits of banded mail, 3 or 4 quality swords (any variety), a couple of sheaths of arrows and 5 masterwork longbows.

The Shady Meade Tavern

The one-story tavern has 4 round tables and a bar. Stuffed trophies of the wild game caught for leagues around cover the walls; most bagged by Ventig the Elder. The hard wood floors are well polished but show the wear of a popular establishment. The dark wooden decor lends a feel of warmth and the smells coming from Polirio's kitchen makes mouths water. When necessary, traveling bards and performers will be granted shelter and room made for them to perform. Meade, beer and cordials are brought up from the storeroom below. Ventig the Younger keeps a cudgel, short sword and hand crossbow behind the bar. Patrons are also fed from the boarding house kitchen for 1 sp. It is a hunter's stew, made from whatever game is brought in. A hunter or trapper bringing game for the pot, are fed for free with the first round on the house. The stew also comes with fresh baked wheat trencher bread and a slice of whatever pastry Polirio has made. A trapdoor behind the bar leads to the storeroom below. Beside the main door, a door leads to the kitchen of the boarding house and one leads to the family tower. Just to the left of the main door, another door leads to the well outside. Patrons begin to drift in just before sunset; dinner begins promptly at 7 PM. Nevertheless, stew remnants are available all day long for 1 cp. The patrons change from night to night, depending on circumstance, but 2 locals can be found there every night:

Carm the Trader, Male Human Adp3: CR 2; Size M (5 ft., 7 in. tall); HD 3d6-3; hp 7; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attack +2 melee, or +0 ranged; SV Fort +0, Ref +0, Will +5; AL CN; Str 13, Dex 8, Con 9, Int 16, Wis 15, Cha 11.

Languages Spoken: Common, Draconic, Elven, Dwarven.

Skills and feats: Diplomacy +2, Escape artist +0, Forgery +4, Hide -1, Intimidate +1, Jump +2, Listen +3, Move silently -1, Perform +1, Pick pocket +1, Sense motive +4, Spellcraft +5, Spot +2, Swim +3.5, Tumble +2; Combat casting, Expertise, Spell focus (illusion).

Possessions: 2,500 gp in gear.

Adept Spells Per Day: 3/3.

A fat slovenly pinchpenny with a tосseled mop of dark brown hair, Carm runs a large tab, but occasionally pays off by trading Ventig some unique item or gem. Carm can also be a useful source of local happenings and information. Carm's wife will often enter the front door and scream for Carm to come home and repair some broken item.

Klaver Soundcliff, Male Human Exp2: CR 1; Size M (5 ft., 8 in. tall); HD 2d6; hp 7; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +1 melee, or +4 ranged; SV Fort +0, Ref +3, Will +5; AL CN; Str 11, Dex 16, Con 10, Int 13, Wis 14, Cha 9.

Languages Spoken: Common, Draconic, Gnoll.

Skills and feats: Animal empathy +1, Climb +2, Diplomacy +0.5, Hide +8, Intimidate +0, Knowledge +1.5, Knowledge (arcana) +3, Listen +5, Move silently +5.5, Speak language +1, Spot +4, Wilderness lore +4.5; Skill focus (listen), Weapon finesse (dagger).

Possessions: 2,000 gp in gear.

Klaver is a hunter. He is also a braggart who is misinformed about nearly every subject he expounds on, his graying hair and thick mustache lending an air of respectability. Klaver is one of the best hunters in the area; it is the one thing he does know about. His dowager mother, who is often trying to arrange a marriage for him henpecks him.

Two barmaids from nearby farms work here at night, hoping to either find a husband or escape the farm life. The maids change from time to time. Right now they are:

Brynhild, Female Half-elf Brd2: CR 2; Size M (5 ft., 7 in. tall); HD 2d6+4; hp 13; Init +3 (+3 Dex); Spd 30 ft.; AC 13 (+3 Dex); Attack +1 melee, or +4 ranged; SV Fort +2, Ref +6, Will +4; AL CN; Str 10, Dex 17, Con 15, Int 8, Wis 13, Cha 13.

Languages Spoken: Common, Draconic, Elven, Orc.

Skills and feats: Hide +8, Knowledge (nature) +4, Listen +2, Move silently +3, Perform +5, Search +0, Speak language +2, Spot +2; Scribe scroll.

Possessions: 2,000 gp in gear.

Bard Spells Known (3/1): 0th -- *dancing lights, detect magic, ghost sound, prestidigitation, read magic.* 1st - *cure light wounds, unseen servant.*

Brynhild is a talented bard, she has absorbed every song and tale she has been exposed to and committed them to memory. She wants to leave the area and travel as a bard but she is afraid to leave her comfortable life. If she met a bard of sufficient skill, she might be tempted to ask to apprentice under them. The willowy singer favors homespun dresses with some modesty.

Lavender, Female Halfling (lightfoot) Com2: CR 1; Size S (2 ft., 11 in. tall); HD 2d4+2; hp 7; Init +2 (+2 Dex); Spd 20 ft.; AC 13 (+2 Dex, +1 Size); Attack +4 melee, or +4 ranged; SV Fort +2, Ref +3, Will +4; AL LG; Str 14, Dex 15, Con 12, Int 15, Wis 16, Cha 10.

Languages Spoken: Common, Dwarven, Elven, Halfling.

Skills and feats: Climb +4, Disable device +3, Disguise +0.5, Hide +10, Innuendo +5, Jump +4, Knowledge +4, Knowledge (arcana) +6, Listen +5, Move silently +4, Pick pocket +2.5, Spellcraft +4, Spot +3; Skill focus (knowledge (arcana)).

Possessions: 10 gp in gear.

Lavender is on the prowl. She's looking for a male and she's not that fussy. Her first beau was a person with some orcish blood, who engendered 5 brats on her before being hung for ravishing the daughter of a wealthy merchant. Lavender will hit on any male, regardless of race or marital status, excepting Carn and Klaver, whom she torments. Her dark curly hair is rarely visible over the bar or tables. She dresses like a slob and isn't much better mannered.

The Storeroom: The known storeroom contains 14 huge tuns of mead and beer, aging in a rotating sequence as the father/son team brews each year's fruit harvest and grain purchase. The cordials are aged in wine barrels. The liquor is also packaged to be shipped to many of the surrounding towns, inns and trading posts. A secret door leads to the cellar of the tower and is warded by a rune of sleep and a rune of stunning. The Grestonds all know the key word of hops and brewing to deactivate the runes and allow passage.

The Shady Meade Boarding House

Polirio keeps an immaculate house. The foyer holds a large cabinet that she insists all guest check their weapons and spell components. The cabinet is warded and wizard locked by Marchise. It also holds a large desk, where Polirio has the guests sign in and receive tokens for their property. Doors lead to the kitchen, the sitting room and the dining room. A large welcome mat is at the door to scrape boots and the wall hangs several hoof-forks for that purpose. Polirio maintains a strict schedule and employs 2 maids, 4 cooks and a washer-girl:

Thjodhild, Female Half-elf Com1: CR 1; Size M (5 ft., 6 in. tall); HD 1d4-2; hp 2; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +1 ranged; SV Fort +0, Ref +1, Will +0; AL LN; Str 17, Dex 12, Con 6, Int 14, Wis 11, Cha 10.

Languages Spoken: Abyssal, Common, Draconic, Elven.

Skills and feats: Bluff +1, Forgery +4, Hide +3, Listen +1, Move silently +1, Search +5, Spot +1, Tumble +2; Great fortitude.

Possessions: 4 gp in gear.

Thjodhild is a 13 year old that is employed as a washer girl. She is starting to fill out as a woman and finds Thorhalla's lusty ways romantic. Arnora has taken her to heart, but Thjodhild chafes under her preaching. When she gets older, she hopes to move up

to a full maid's position. The Grestonds pay well and take good care of their employees.

Arnora, Female Human Com2: CR 1; Size M (5 ft., 5 in. tall); HD 2d4; hp 8; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +4 melee, or +2 ranged; SV Fort +0, Ref +3, Will +2; AL LN; Str 16, Dex 13, Con 11, Int 9, Wis 15, Cha 7.

Languages Spoken: Common.

Skills and feats: Escape artist +1.5, Hide +1, Listen +2, Move silently +1, Spot +9, Wilderness lore +4; Lightning reflexes, Skill focus (spot).

Possessions: 10 gp in gear.

Arnora is an orphan the Grestonds took in. Several of the area's young men are courting her. Ventig the Younger will put forth a decent dowry for her when the time comes. She is a lovely young woman and has many suitors; she recognizes Thorhalla's licentious ways and is trying to dissuade Thjodhild from following suit.

Thorhalla, Female Human Rog2: CR 2; Size M (5 ft., 1 in. tall); HD 2d6; hp 11; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +1 melee, or +2 ranged; SV Fort +0, Ref +4, Will +1; AL CN; Str 11, Dex 13, Con 10, Int 15, Wis 13, Cha 10.

Languages Spoken: Cant, Common, Elven, Gnome, and Halfling.

Skills and feats: Bluff +5, Concentration +2, Craft +6, Decipher script +4, Diplomacy +3, Hide +1, Knowledge (nature) +4, Knowledge (religion) +4.5, Listen +1, Move silently +1, Ride +2, Sense motive +6, Speak language +2, Spellcraft +3, Spot +6, Tumble +6, Use magic device +5; Dodge, Shield proficiency.

Possessions: 2,000 gp in gear.

Thorhalla hired on recently, she is light-fingered and gets by on the side as a doxy.

Polirio suspects she's thieving and whoring but hasn't caught her yet. When she does, Thorhalla will be flogged and turned out and chased from the region. She is a very desirable woman, busty, favoring tight, green bodices that heighten her voluptuous chest and flaming red hair and green eyes. She does quite handsomely in either of her hobbies and rarely is alone at night. She has taken to teasing Tahir, gaining information on the guests and occasionally using him as a lookout.

Thordis, Female Human Com3: CR 2; Size M (5 ft., 4 in. tall); HD 3d4+6; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +2 ranged; SV Fort +5, Ref +4, Will +3; AL N; Str 14, Dex 12, Con 14, Int 12, Wis 15, Cha 9.

Languages Spoken: Common, Dwarven, Gnome.

Skills and feats: Alchemy +3.5, Appraise +2, Disable device +1.5, Escape artist +3.5, Hide +3, Knowledge +3, Listen +2, Move silently +1, Speak language +1, Spellcraft +2, Spot +2; Great fortitude, Lightning reflexes, Run.

Possessions: 12 gp in gear.

After Polirio, Thordis is the head cook. Polirio handles all the pastry but Thordis handles the stews, stripping the games and trimming the seasoning. An immense woman, Thordis is her favorite customer of her cooking. Her graying hair is braiding dwarven style and tucked into a bandana.

Hrefna, Female Human Com1: CR 1; Size M (4 ft., 7 in. tall); HD 1d4-2; hp 2; Init +0; Spd 30 ft.; AC 10; Attack +3 melee, or +0 ranged; SV Fort +0, Ref +0, Will +2; AL CN; Str 16, Dex 10, Con 7, Int 11, Wis 15, Cha 11.

Languages Spoken: Common, Draconic.

Skills and feats: Hide +0, Listen +2, Move silently +0, Ride +2, Sense motive +4, Speak language +1, Spot +2, Use rope +6; Great fortitude, Skill focus (use rope).

Possessions: 4 gp in gear.

Hrefna handles milk, butter and cheese preparation; she also assists getting the breads and pastries ready. A very heavy woman, she hopes to take over the kitchen when Polirio retires.

Charmaine, Female Halfling (lightfoot) Com2: CR 1; Size S (2 ft., 10 in. tall); HD 2d4+2; hp 9; Init +3 (+3 Dex); Spd 20 ft.; AC 14 (+3 Dex, +1 Size); Attack +3 melee, or +5 ranged; SV Fort +2, Ref +4, Will -3; AL CG; Str 13, Dex 17, Con 13, Int 13, Wis 3, Cha 12.

Languages Spoken: Common, Gnome, Halfling.

Skills and feats: Alchemy +3, Climb +3, Escape artist +5, Hide +11, Jump +3, Listen +1, Move silently +5, Spot +3, Swim +2; Alertness.

Possessions: 10 gp in gear.

Charmaine is a general helper and drudge in the kitchen. She is a very fastidious woman, every pot in its place and everyone sparkles. She gets very distressed when the game is gutted all over the kitchen floors.

Valanua, Female Half-elf Com2: CR 1; Size M (4 ft., 10 in. tall); HD 2d4+2; hp 9; Init +1 (+1 Dex); Spd 30 ft.; AC 11 (+1 Dex); Attack +3 melee, or +2 ranged; SV Fort +1, Ref +3, Will +1; AL CG; Str 14, Dex 13, Con 13, Int 7, Wis 13, Cha 12.

Languages Spoken: Common, Elven.

Skills and feats: Hide +1, Listen +2, Move silently +1, Ride +6, Search -1, Spot +2; Lightning reflexes.

Possessions: 10 gp in gear.

Valanua gets the plates ready and helps Lavender and Brynhild with feeding the tavern guests after the boarders are fed. A younger girl, she wants to get out of the kitchen and spend more time carousing in the tavern. She enjoys the attention of the male patrons but is not as wanton as Thorhalla.

The kitchen is Polirio's pride and joy. A huge fire pit, that she uses to cook the daily stew and bake in, is always blazing, a small stove off to the side cooks the smaller dishes. Two large prep tables dominate the floor, one for food prep and one for serving prep. Pots

are hung above both tables, while service and utensils are kept below. Pegs are on the wall to hang aprons, and meat hooks are near the fire pit to hang game to be cleaned. Only boarding house guests and family may eat in the dining room. The fine china and service are kept in the butler's pantry in the corner. Grestond family portraits are hung in the dining room.

The sitting room features a large plush couch in front of the fireplace. It is used mainly by dignitaries and guests to have discussion in and finds more use during the evening when the tavern is in full swing. A spiral stair leads up to the common rooms above.

Second Floor

The small room above the parlor is the chamber of the two maids, Arnora and Thorhalla. Thorhalla pilfered the table beside Arnora's bed once, after that Arnora had the table enspelled by Marchise to protect her belongings. Thorhalla often sneaks her johns in here while Polirio is occupied in the kitchen. The girls share an armoire filled with their dresses and sewing tools.

The room across the hall is the common room for guests, who stay for several days. They are given an enspelled key to unlock the wizard locked night table and a massive armoire for keeping garb and cloaks. This room rents for 2 gp per week per bed.

The Spiral stair continues upwards.

Third Floor

The characters rent this floor. The disposition and arrangement is up to the party and the DM. The floor features a secret room, a linen closet, and 4 bedrooms. Rooms on this floor rent for 20 gp a month.

The Spiral stair continues upwards.

Fourth Floor

The attic, Thorhalla has snuck johns up here and stashes her stolen swag in one of the crates. Spare beds, chairs and rugs are stacked up here along with sealed crates containing the Grestonds possessions. Thorhalla has avoided looting these as Marchise has them spell trapped to teleport the thieves to the cells below his tower.

Grestond Tower

The tower is an unremarkable cylinder of stone. The fireplaces have been removed and sealed as Marchise enchanted the stones to heat in the winter and cool in the summer. There are few windows following the orc attack. The outer walls are charmed against climbing and fire. The roof is accessible only by Marchise's spells and he uses it for his astronomical studies and divinations. Only the Grestonds and their invited guests are allowed inside. Given some of the captured items stored in here, Ventig the Elder made this a hard and fast rule. Thorhalla has schemed and attempted to seduce Marchise to get inside, to no avail.

Tower Cellar

Accessed through a secret trap door in the tower, a secret door from the tavern cellar and a hidden passage to the stable. Two storage rooms hold the

Grestond family treasure and the captured weapons and items from the brigands, monsters, rogues and other would-be conquerors. These rooms are hidden by secret doors, covered by illusion and trapped with a rune of sleep, a rune of stunning and a rune of explosion. Ventig built two holding cells for any captured foes that needed justice that had to be dispensed by a higher authority than he is. There is also a safe room under the stairs with enough food for a week kept inside along with a *wand of fireballs*, a *+2 longbow* and *4 cloaks of invisibility*, 3 sheathes of arrows and 500 gp in small gems to be used for emergencies.

The northern storage room contains about 2000 gp, 3500 sp and 6000 gp in gems. Locked into the chests are several cured hides and furs, 2 suits of *+2 elven chain*, *boots of striding and springing*, *monk's belt*, *rope of climbing* and an *orb of the storm*.

The southern storage room has a *skull mask*, *gauntlets of fumbling*, *net of snaring*, *robe of vermin*, *lodestone* and 3 *berserking swords* are sealed in crates additionally charged with runes of *feign death*.

The two cells are charged with the same set of runes as the rest of the secret doors and incorporate a *rope trick* to trap escaping felons in the other-dimensional space.

1st Floor Tower

The ground floor of the tower is nothing out of the ordinary, containing a couple of sofas and chairs and a coat rack. Hidden under a rug is the secret trap door to the cellar. Stairs leading up are charmed to not allow admittance to anyone but the Grestonds. Covering the walls are tapestries woven by Ventig the Elder's mother, depicting elven life in the woods.

2nd Floor Tower

The second floor contains the personal chambers of the Grestonds. The western room is Polirio's. It is very feminine in appearance and is unremarkable except for the jewelry case hidden in her bureau containing a 500 gp sapphire ring, a 3000 gp pearl pendant and a 500 gp ruby bracelet. A secret door leads to a safe closet containing 3 crossbows and 6 quivers of bolts.

Ventig the Younger occupies the southern room. It also is unremarkable except for the hidden compartment in his bed where he keeps the tavern's day receipts. He also has access to the secret safe closet.

The northern room belongs to Ventig the Elder. He balances the Inn's books and plans his hunting patrols at his desk.

The stairs are charmed further with a revulsion charm to deny access to the mage's rooms.

3rd Floor Tower

The third floor of the tower is Marchise's personal chambers. The western room is a study chamber. Two bookshelves filled with books of mundane topics. His sleep chamber is covered with thick area rugs,

including an Arctic Tiger rug bagged by his Grandsire.

The stairs up are charmed further with a Fear charm.

4th Floor Tower

This is Marchise's spell chamber. A wooden circular rail dominates the room surrounding a magical circle. Two tables of alchemical material and spell components (choose randomly) are to the west of the circle. The bookshelves contain a book of exalted deeds, a scroll of burning hands, eyebite and slow, a *scroll of acid fog*, and a *golembane scarab*. Many texts on magical theory and formula also fill the shelves. The locked chests in the north contain *slippers of spider climbing*, a *purple prism ioun stone*, a *mantle of spell resistance*, a *portable hole* and a *robe of stars*.

5th Floor Tower

The top floor of the tower is Marchise's study. Most of his magical texts and tomes are in the floor below but there could be a stray 3rd to 6th level spell scroll here. The long circular shelf has various oddities and souvenirs from the years of protecting the forest, spent magical items, monster skulls, and broken weapons, among other things.

The Inn can be placed near any large forest, near a major crossroads or lake or river. Populate it with any further Npcs needed to fill your campaign and fill the rumor mill with your campaign needs.

OPEN GAME LICENSE Version 1.0a

THIS LICENSE IS APPROVED FOR GENERAL USE.
PERMISSION TO DISTRIBUTE THIS LICENSE IS MADE
BY WIZARDS OF THE COAST!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax

D20Zine!, Volume 3, December 2002 Copyright 2002, d20 Magazine Rack

Designation of Open Game Content:

§ The entire content of this document is declared open game content.