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# NIGHT AT THE GREEN GOBLIN



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## Rumours & Hooks

*The Green Goblin Inn & Taphouse? Yeah, I 'eard of it, down on Cinder Street if I remember right. What are you after the Goblin for? Not peace and quiet I hope. No? Didn't think so. Well, luck o' the Silver Wolf to you my friend. You'll be needin' it.*

## Green Goblin Inn & Taphouse

The *Green Goblin Inn & Taphouse* (typically shortened to the *Goblin*) is one of those establishments many have heard of, but few actually frequent, on account of its reputation for shady deals, questionable clientele, and regular rough housing.

But when the party needs to find someone, gather scuttlebutt and rumour, fence reclaimed goods, or procure gear frowned upon by members of the guard, the Goblin is open for business twenty four hours a day, seven days a week.

*Night at the Green Goblin* is a flexible, one night adventure site as opposed to an overarching plot scenario. Being a tavern, most PC activity involves interacting with NPCs, including: gathering information or rumours (**Area 10**), fencing goods or acquiring illegal equipment (**Area 7**), gambling (**Area 14**), recruiting hirelings (**Area 15**), drinking contests (**Area 13**), duelling in the street (**Area 6**), or good old fashioned bar brawls. The adventure also includes three set hooks however, as follows:

1. Tracking down *Vinceri* for her bounty (a spy of merchant house *Lorca*, carrying stolen accounts and schedules; **Area 20**),

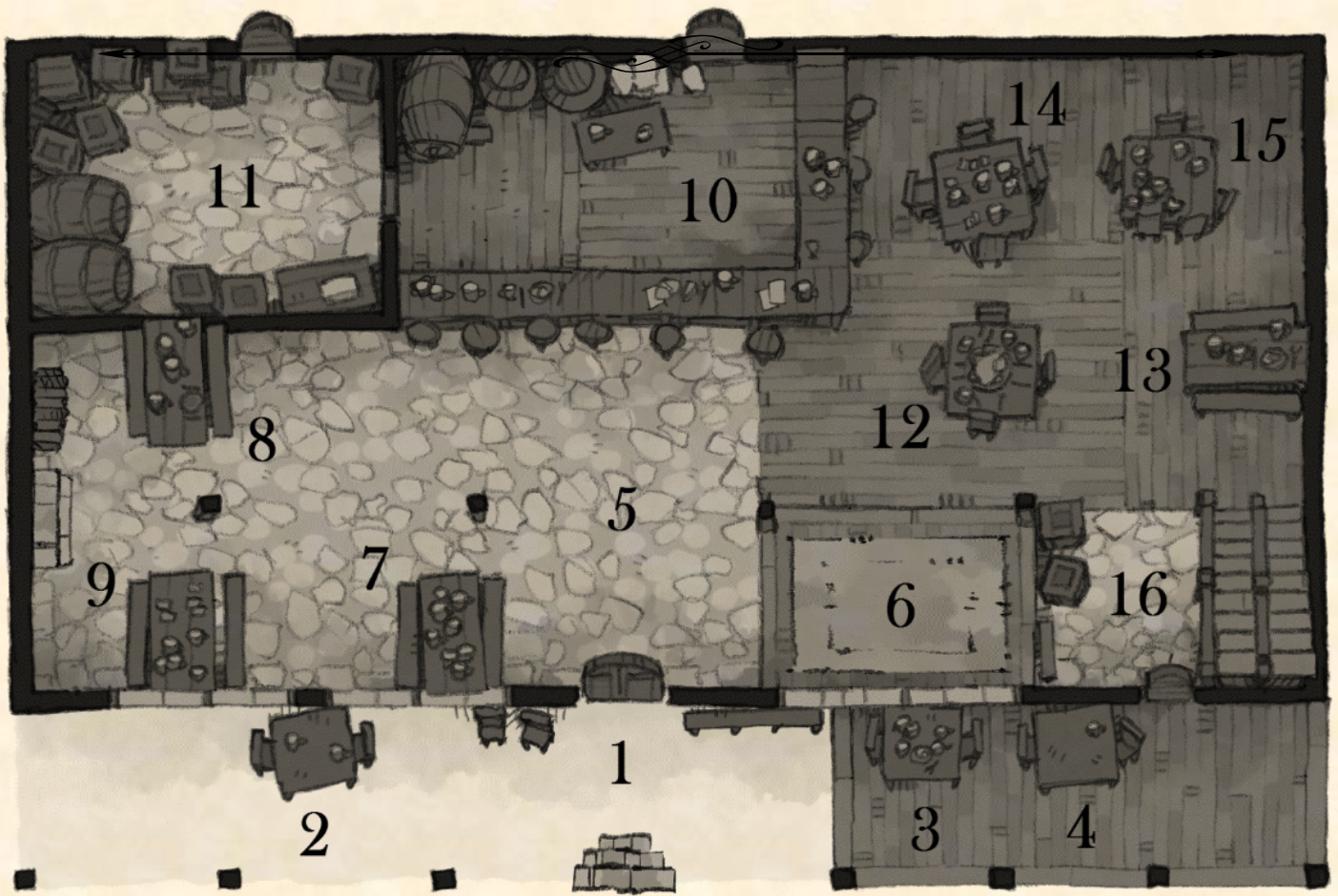
2. Deciding what to do with the *Amulet of Agometh*, palmed off to them by *Kya* when the party first enters the Goblin (**Area 1**).
3. Dealing with an enraged, uncontrolled *Void Drifter* demon that is inadvertently summoned by *Federgeist* late in the night (**Area 8, 23**).



## Staff, Menu & Environs

By and large the inn is constructed of stone and timber, with plastered walls and mixed floors. Natural light enters via shuttered windows during the day, and there are candles, lanterns, the hearth, etc to provide illumination at night. Unless noted otherwise all characters are







human and all guest rooms have locks (one key for the tenant, otherwise the staff have keys).

Drinks at the Goblin run the gamut, from ales to meads to wines to whiskeys to cloudy, suspicious looking water. Their best brew is *Ironhook Ale*; (dark & bitter, full bodied). The menu choice tonight is:

1. Bison Stew with Tough Rind.
2. Back Alley Sausage & Greens.
3. Chary Cheese Pie.
4. Lucky Pigeon in Onion Broth.
5. Spicy Meatish Balls.

*Bishop* (40s, male, blonde moustache, twin gold earrings) is proprietor, an affable if sly fellow with more connections this side of town than a centipede's legs (inc the guard, thieves guilds, mercenary companies, information brokers, fences, etc). As manager, Bishop puts up with a lot, and keeps a cudgel behind the bar in case things get really out of hand. He has a soft spot for red heads and southern wines.

*Bishop*, AC 11, HD 4 (22 hp), Club 1d6+1, 19: target prone, S13 D13 C10 I14 P13 W12 Ch16 L7, Mv 30 ft. Bishop has advantage on social checks and may use the Bard ability *Inspire Greatness* twice per combat.

The other wait staff operating under Bishop's direction are:

- *Cylia* (female, 40s, dark hair, shapely, calls everyone "my love").
- *Cassie* (female, 20s, red hair, slender, mouth like a sailor).
- *Creya* (female, 20s, 6 ft pale skinned Varnori with blonde hair, boisterous).
- *Copelan* (male, 30s, dark hair, athletic, chef's apron with food stains, dry humour, sarcastic).

As the party explores the Goblin, GMs might make use of the *Rumours Table*, *Tavern Events Table* and *Tavern Brawl Table*. A list of random entertainers appears at **Area 6**, and barflies at **Area 10**. The Area 10 list might also be used for random passers-by, or small groups of drinkers standing about in huddles. Otherwise each of the tables and rooms has their own Area description.

## Rumours

PCs hunting for information or rumours are bound to pick up any number stories, some of which might even be true. Roll 1d10 and consult the table below (or insert your own rumour, adventure hook, etc).

1d10	RUMOUR
1	<i>Did ya hear about old Bengart's mill on the outskirts o' town? His fields are awash with rats big as your arm. Scary blighters! (True).</i>
2	<i>Thing about Bishop, ya unnerstand, is he's a wicked cruel son of a bitch. Loves nothin' more than beatin' honest folk with that soddin' club he keeps behind the bar. (GM's call; perhaps Bishop is overeager to lay about with his cudgel?).</i>
3	<i>Some say there's a warlock hiding out here in the Goblin. Baal's Balls! Imagine it! We'd have 'im trussed up and tossed into the hearth quicker 'an you can say Argona protects. No wizards here sister, I assure you." (False: see Area 23).</i>
4	<i>Lookin' for a good time, ye say? Speak with Hannah</i>

	(Area 10), she'll sort something out for you, I expect. <knowing wink> (True).
5	Poor Rivertop, eh? Lost their barbarian friends, now they want sellswords to defend their shanty town against the Skorn. Hahaha! Ah good luck to 'em, says I. Crazy scobs the lot of 'em. (True).
6	Just ain't right, what happened to old Dunky (a dog). Eaten by giant leeches down by the docks. Horrifyin'! (True).
7	<Whispered> Cassie's a shudding witch! Red hair ye know - that's the sign. See 'ow she's lookin' at Gerbert just now, all squinty like. She looked at Suza just like that last week. Ain't no-one's seen Suz since. (False, Suza is playing cards in Area 14).
8	Some say the Goblin was built atop an ancient graveyard. (False).
9	I was just saying to m' wife the other day, not a good time for travel is it? Not with Pentegast and her brigands prowling the mountains. Hiding in the caves, I heard. (True).
10	I heard Cole and friends (Area 9, 25) got chests full of rich folk clothes stashed in their room upstairs. (True).

### Tavern Events

At any stage the GM may call for a roll on the *Tables Events* table to decide what happens next. Roll 1d8, plus 1 per hour that has passed. If an event has become impossible, roll again.

1d8	TAVERN EVENT
1	Cylia hand delivers one of the PCs a drink, courtesy of a potential hireling (Area 15).
2	One of the <i>Slap the Hog</i> players (Area 14) is caught cheating, causing Bryce to flip the table. Unless he is calmed, a <b>Tavern Brawl</b> erupts.
3	The prostitute Hannah (Area 21) propositions one of the PCs (male or female).
4	Hangrief (Area 7), upset at the attention Cassie is showing the bard Artur (Area 6) declares him a "filthy horse scrotum" and demands a duel in the street! Artur might ask one of the PCs to be his "champion" (he can't risk marring his face, or injuring his playing hand, you understand).
5	Two antagonistic inebriates throw ale on each other, which swiftly escalates into a <b>Tavern Brawl</b> (random table or main bar).
6	The Kribb Twins (Area 3) finish up their meal and approach the PCs with an offer about Vinceti's bounty and location.
7	Vinceti (Area 20) appears from her room, looking for a meal and/or a quick drink.
8	Federgeist (Area 23) gets part way down the stairs, sees Inquisitor Avernus (Area 8), and swiftly returns to his room. Moments later, the <i>Void Drifter</i> is unleashed!

## Tavern Brawls

If a tavern brawl erupts (if, LOL, when), it engulfs everyone in the immediate vicinity and the next closest table. Each round the fight spreads to the next closest table, until eventually the whole tavern is in uproar.

PCs in the brawl must face off against 1d3 patrons each round for approx 2d6 rounds (if a PC knocks out all opponents, another 1d3 accost him next round). Additionally, have one random PC roll on the *Tavern Brawl* table below.

*Brawling Patrons* AC 10, HD 1d6 hp, Fist 1d2 or chair 1d4, 19: grabbed, tripped or pushed, S10 D10 C10 I10 P10 W10 Ch10, L3, Mv 30 ft.

1d20	TAVERN BRAWL
1	<i>Break it up.</i> 3d6 guards enter the tavern, putting an end to the brawl.
2	<i>KO!</i> The PC is knocked out by a lucky haymaker for 2d6 rounds ( <i>Luck</i> (Con) save resists).
3	<i>Wear the Chair.</i> A brawler breaks a chair on the PC (roll on the <i>Injuries &amp; Setbacks</i> table, ignore permanent results, <i>Luck</i> (Con) save resists)
4	<i>Pile on!</i> 2d4 brawlers pile onto the PC, pinning them down (helpless, Str contest vs Str 16 to resist).
5	<i>Merrub</i> , one of the <i>Kribb Twins</i> ( <b>Area 2</b> ) skirting the edges of the brawl, yells out 3 to 1 odds on the PC being the last to be knocked out. 1d6 brawlers take up the wager and converge on the PC.
6	<i>Bloody ruffians!</i> One of the bar staff whacks a PC on the head with a skillet, stunning them (lose next action).
7	<i>Where'd you come from?</i> A small, old, grey haired dog, <i>Limpy</i> ( <b>Area 13</b> ) suddenly scuttles out from under a table, about to be crushed by a toppling brawler! (Dex check to intervene).

8	<i>Fire!</i> A shattered lantern flares in some spilt alcohol, setting part of the tavern on fire!
9	<i>Looters.</i> The PC glimpses <i>Bishop</i> (the proprietor) unconscious on the floor, being looted by an opportunistic brawler.
10	<i>Cat Projectile!</i> A flying feline ( <i>Ratsack, tabby, grumpy</i> ) rockets across the tavern, claws outstretched, latching onto the PC's head (blind, spend an action to make a Str check to remove).
11	<i>Duck!</i> A shower of mugs, bottles and plates hurtle across the tavern. All PCs must make a Dex check or suffer 1d8 damage.
12	<i>Gummy the Horn</i> ( <b>Area 13</b> ) yells above the din of the brawl: " <i>Hey! I'm tryin' ta drink here! Stop this ruckus and shut the hell up!</i> " Curiously, half the fighters pause to listen to her. If the PCs seize the opportunity, they might be able to end the brawl early.
13	The bard <i>Artur Excelsior</i> begins beating on a drum and shouting encouragement, inspiring the brawlers. All fighters gain advantage on their next attack.
14	<i>Kya</i> ( <b>Area 1</b> ) has snuck back into the tavern and attempts an opportunistic pick pocket (ideally against the PC she planted the amulet on, assuming that occurred (Perc (Detection) contest vs Dex 15)).
15	<i>Hard Steel.</i> One or more of the PC's opponents turns serious, pulling a knife.
16	The hulking <i>Hangrief</i> ( <b>Area 7</b> ) cracks the head of his current foe before pointing at the PC and nodding enthusiastically.
17	<i>Bitey.</i> An old man with crazy eyes suddenly bites at the PC from under a nearby table, causing 1d4 damage and tripping them (Dex check resists).
18	<i>Bar Slide!</i> The PC is grabbed by three brawlers and thrown across the bar, knocking off mugs and plates (1d6 damage and lose 1 Dex, <i>Luck</i> (Con) save resists).
19	<i>Window exit!</i> The PC is hurled out the nearest window into the street (Str contest



	vs Str 15 resists). 50% chance of being knocked out for 1d6 rounds.
20	<i>Surprise Refreshment.</i> In the rafters, a mischievous child pours a pitcher of ale on the PC, along with a cheeky grin. The PC restores 1d6 hp (regains consciousness if at zero hp, or if otherwise knocked out/incapacitated).

### Drunk & Disorderly

PCs that drink too much during the night risk becoming overly drunk. At the GM's option, after consuming a large quantity of alcohol, a PC must make a Con check or roll for a *Drunk & Disorderly* event. If the check is successful, any future d&d checks are at a cumulative -2 penalty. If unsuccessful, roll on the table below. Being drunk generally imposes a -2 penalty on combat actions (might provide a small bonus to social checks; GM's call).

1d12	DRUNK & DISORDERLY
1	<i>Dance Off.</i> The PC takes a shine to one of the Varnori sisters in <b>Area 12</b> , asking one of them to dance. In fact, all four get up to dance, and end up fighting over the PC; lose 1d4 hp in the fisticuffs.
2	<i>Hug It Out.</i> The PC is swept up by feelings of comradery and begins hugging their party members. The hugs soon expand to nearby "fellow drinkers!" and "fellow tavern lovers!" There is a 50% chance they attempt to embrace <i>Hangrief</i> (Area 7), who punches them instead (1d4 dmg).
3	<i>That Floaty Feeling.</i> The PC is feeling rather floaty for 1d2 hours, slurring their words and swaying gently in place as they concentrate to maintain balance. A Con check is required to avoid falling over if they have to fight or move quickly. On the plus side, if a bar brawl erupts, no-one pesters the PC once they fall over (Will check to get up).

4	<i>Rounds.</i> The PC becomes fast friends with the textile merchants in <b>Area 9</b> , with whom they begin shouting rounds (deduct 5 gp). Learn two rumours. On a successful Cha (Persuasion) check, <i>Cole</i> accidentally lets slip about their smuggling operation. The PC must make a Will check or give up a secret of their own (or of another party member perhaps; GM discretion).
5	<i>Gangway!</i> The PC is suddenly overcome by waves of potent nausea. Projectile vomiting is inevitable in 1d10 seconds. A successful Con check doubles the time. Might precipitate a tavern brawl.
6	<i>Fancy Meeting You Here.</i> The PC ends up under the stairs in a passionate tryst with a random tavern goer (50% chance it is <i>Gummy the Horn</i> , <b>Area 13</b> , otherwise <b>Area 10</b> list or random table).
7	<i>Merry Making.</i> The PC has a merry old time, making many new introductions and friendly acquaintances. Gain adv on social checks for the rest of the night.
8	<i>New Allies.</i> The PC has a grand time for 1d2 hours, making new friends amongst the regulars and potential hirelings in <b>Area 15</b> . In fact, by the end of it, the PC has signed up <i>Grogan</i> , <i>Samwick</i> , <i>Red &amp; Raquel</i> for their next adventure! (11 gp/day for all 4).
9	<i>Party Time.</i> The PC parties for the next 1d3 hours, making friends with half the patrons (learn two rumours). <i>Bishop</i> and the staff take a liking to them (adv on social checks with staff). At some point they make an enemy of <i>Inquisitor Avernus</i> ( <b>Area 8</b> ), declaring that he "smells like turnip" and "has a head like a bison's sack".
10	<i>Side Alley Shenanigans.</i> The PC somehow ends up in a side alley with <i>Hannah</i> ( <b>Area 10</b> ) for a brief intimate encounter (Will check to resist, deduct 1 gp). Add <i>Hannah</i> as a future street contact.
11	<i>Arm Wrestling.</i> The PC ends up in an arm wrestling contest with 2d4 regulars (Str 1d4

	+10). If the PC bests all these, <i>Lord Hargraves</i> ( <b>Area 10</b> ) gets involved (S16). The winner gains 2d6 gp and the grudging respect of other contenders.
12	<i>Passed Out.</i> The PC passes out where they are, head down on the table (or slumped against a wall, if not at a table). They awaken in 1d6 x 10 minutes, or if forcefully roused. If no-one is minding them, 50% chance any coins or valuables are stolen.

## Ground Floor

### Area 1 – Main Entry

After descending some short stone steps, an extra wide door is the main entry to the inn. A sign depicting the face of a green goblin hangs overhead. The smell of pipeweed and sounds of the crowd can clearly be heard from outside.



As the party approach to enter, the door slams open and *Kya* (solid female, late teens, scar on her nose) bursts outward, crashing into the lead PC (or a random PC, if the lead PC is unclear).

The collision is a fortuitous accident, and *Kya* takes the opportunity to plant a metal amulet (stolen from *Maldwin*, **Area 9**, only moments earlier) in the PC's backpack, pocket or other accessible location (Perc (Detection) check vs Dex 15; you might make this check on behalf of the PC so as not to tip off the players if they aren't already suspicious). *Kya* mistakenly believes one of the barflies in **Area 10** saw her take the amulet, and wants to offload it ASAP.

Without a word of apology, *Kya* beats hasty retreat, pushing her way past the PCs and out onto the street, glimpsing back once as she disappears down a dark lane (she might reappear later in the night, see **Tavern Brawl #14**).

### Area 2 – Maris & Grotnik

Sitting at this table are *Maris* (male, scrawny with thin lips, labourer's garb) and *Grotnik* (male Barb 2, 20 HP, S16 C15) with minimal clothes, sizable biceps and a toothy grin). The two are old buddies, amicably catching up on old times between ales. They might part with a rumour if the PCs are sociable. *Grotnik* in particular is happy to speak with any female PCs.

### Area 3 – The Kribb Twins

The *Kribb Twins* (*Merrub* & *Marco*, tanned, stocky dock workers with limp hair) are eating a meal, enjoying having just been paid. They eye off any intrusion with disinterest, but might be brought around with free drinks (bottle o' *Bodric's Finest* will do nicely).

The twins are here most nights, and keep a sharp eye on comings and goings. They know *Federgeist* has been living in **Area 23** for a week, for instance, and that *Vinceri* is hiding out in **Area 22** (they know about *Vinceri's* bounty, but aren't game to claim it. They'll spill her location for 30 gold however).



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### Area 4 – Inquisitor’s Lookout

A lone female (*Afena*, tanned, high ponytail, worn travel cloak) is sitting at this table, drinking from a flagon (water). She is one of Avernus’s hired crew (**Area 8**), keeping an eye on both front doors for *Federgeist* (**Area 23**) or any magical happenings.

Being on duty, she’s unlikely to engage in much chit chat, and will simply say she’s waiting for someone. If pressed or somehow won over, she might discuss a recent rumour she’s heard. Any signs of magic are reported to her boss.

### Area 5 – Common Room

The Green Goblin’s “L” shaped common room has a long bar with stools, seven large tables and ample additional standing space. Tonight the tavern is moderately crowded; patrons mill around the bar and tables areas, along with small standing groups. Pipeweed, the clinking of mugs, and general hubbub fills the air.

*Bishop* and *Creya* (p.4) are behind the bar serving drinks at a cracking speed, whilst his other three staff (*Cylia*, *Cassie* & *Copelan*) manage table orders.

### Area 6 – Entertainer’s Stage

The raised wooden stage is approximately a foot off the ground, giving patrons a better view of the night’s entertainment. Curtains, screens and other props are available for use by the performers. Roll 1d6 every hour or so to determine which act is up next.

1. A travelling troupe of 2d4 *Mimes* hit the stage, pretending to be walking against strong winds, trapped in a box, etc. One of the mimes catches the eye of a PC, at which point they all mimic that character until their session ends. (Random? Part

of the act? Something unsavoury and inexplicable? GM’s call).

2. Wandering bard *Artur Excelsior* (long hair, handlebar moustache) plays his lute for the crowd, smiling and singing as he goes. He is actually quite skilled, and the crowd seem to like him well enough. *Cassie* pays him special attention, much to the growing aggravation of *Hangrief* (**Area 7**).
3. *Grumpleton of the Seven Suns* (70’s, thinning grey hair, jet black robe embroidered with seven golden suns) is a theatrical “wizard”, making some extra coin whilst his travelling carnival is on hiatus. He employs a mix of flash powder, rudimentary fireworks and other parlour tricks to achieve his “magical” effects. He carries a curious staff, carved in the likeness of a serpent.
4. The “*Four Princes*”, a capella quartet, *Merek*, *Vineburg*, *Arrat* and *Janice* (female, dressed as a male, including false beard, best performer of the night) manage to get the crowd singing along with their bawdy tunes and cheeky lyrics. Crowd favourite.
5. A pair of athletic gymnasts (*Romara* and *Entigo*) dazzle onlookers with their contortions, feats of balance, juggling, and spike throwing. Many a melon is split whilst being held aloft by volunteers (a random PC is asked to assist, perhaps a *Luck* check is required to avoid an accident?).
6. “*Dragon Born*” a dancer and fire eater, with prosthetics/make up to mimic

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green, reptilian scales. Bursts of flame, revealing clothing, and suggestive moves prove distracting to many patrons (at the GM's option, a pickpocket might take advantage, perhaps in cahoots with the dancer?).

### **Area 7 – Lester & Hangrief**

*Hangrief* (40s, hulking male, one white eye (prior disease), possessive of *Cassie*) a local enforcer/bodyguard is sitting with *Lester* (50s, balding, shabby with a gold tooth), an infamous fence.

They are here on business tonight, meeting with patrons in the common room before heading up to **Area 22** to finalise deals (note also their arrangement with *Hannah* **Area 10**). If the PCs are in search of any illegal goods (or want to offload any), chances are Lester can help. Hangrief has a recent failed relationship with *Cassie*, and has developed an unhealthy obsession/jealousy for her (see **Tavern Event #4**).

*Lester*, AC 13, HD 3, Knife + poison, 19: extra strong dose of poison save at disad, S11 D13 C10 I15 P15 W15 Ch14 L9, Mv 30 ft. Lester has *Backstab*, *Skirmisher* and *Finisher* abilities like a 3rd level rogue, and may choose from the following tricks twice times per combat: *Hidden Blade*, *Quick Reflexes*, *Rapid Dose*. He has approx 200 gp on him (more in Area 22), and 1d4 doses of *Fireblood* poison.

*Hangrief*, AC 13, HD 3, Sap 1d4+3, 19: target hurled through nearby window, S17 D10 C11 I10 P10 W12 Ch10 L7, Mv 30 ft. Hangrief has the Fighter *Adaptable* ability (default *Charger*).

### **Area 8 – Inquisitor Avernus**

*Inquisitor Avernus* (dark skinned *Nydissian* male, bald head, brightly coloured monk robes) is a burnt out, unstable member of the *Ordo Malefactoris* (witch hunters) come to flush out *Federgeist*, whom he suspects is hiding at the inn. He is accompanied by three men-at-arms (*Tommet*, *Windle* & *Mhegan*) not particularly loyal to the order, but fond of their coin).

Unfortunately for Avernus, he gets more than he bargained for (assuming *Federgeist* sees him first and the *Void Drifter* is unleashed - see **Area 23**). If the demon manifests, Avernus finally snaps, suffering a severe madness (homicidal rage) and attacks anyone nearby (including his own men).

*Inquisitor Avernus*, AC 13, HD 4, 2 x Cold iron shod staff 1d6+2, 19: target tripped, prone or disarmed, S15 D16 C14 I10 P11 W15 Ch10 L7, Mv 30 ft. Avernus has *Martial Arts* like a 4<sup>th</sup> level monk, and may choose from the following techniques three times per combat: *Formless Water*, *Moon Shields*, *Sun, Heaven's Leap*, *Unchain the Dragon*, *Fork the River*.

*Tommet*, *Windle* & *Mhegan* (men-at-arms) AC 14 (chain & shield), HD 1+3, Sword/Axe 1d8, 19: as weapon, S14 D10 C12 I10 P10 W10 Ch9, L4, Mv 30 ft.

If the inquisitor is killed and his body searched, 1x Carry Loot and 1x Valuables is found.

### **Area 9 – Cole, Betheena & Maldwin**

A trio of textile merchants (*Cole*, *Betheena* & *Maldwin*, 30's, finely dressed, faint accents) travelling together from a nearby city are eating at this table, enjoying some downtime between trades (and just a hint of smuggling, namely counterfeit coins). They are playing cards in an



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amicable way, swapping stories as they whittle away the hours.

When the party approaches, *Maldwin* has just become aware that his eye amulet has been stolen (cut from his belt by *Kya* (**Area 1**). He stands up immediately and begins searching about for it, accusing nearby folk of taking it, getting angrier and angrier by the minute.

If the amulet is returned to him, things swiftly calm down and he offers the returner a reward (4d6+20 gp, plus he “owes them a favour”). If not returned, *Maldwin*’s accusations eventually offend several members of the crowd, setting off a *Tavern Brawl* (p.6).

The amulet is in fact a magical talisman, a relic of the ancient *Suun* people, dedicated to the demon *Agometh* (*Fate Eater*). If attuned to, the user may turn back time for a brief moment (1 round) by making a *Luck* check (no action). Once used, the amulet vanishes and does not resurface for 10d10 years. Invoking the amulet ages the user 3d6 years and automatically triggers a *Dark & Dangerous Magic* effect.

At the GM’s option, the amulet might be quasi sentient, with Will 16. If so, it does not wish to be returned to *Maldwin* and will attempt to influence the PC to keep it (assuming they try to return it), requiring a Will contest. What the amulet might want from the PC is left to the GM to determine.

### Area 10 – Bar

The large “L” shaped is tended to by the proprietor *Bishop* (p.3) and *Creya* (the other three staff (*Copelan*, *Cassie* & *Cylia*) generally wait on the tables/floor).

Both *Bishop* and *Creya* are happy to take the party’s orders or engage in general chit chat and rumours. If the party want lodging, only the bunk room is available (**Area 21**) for 3 sp per PC/night. Each PC gets a key.

The stools around the bar are mostly taken, but someone might leave just as the PCs approach, giving up a seat (50%). Roll 1d10 twice to determine who the PC sits next to (or they might scan the patrons and choose who to approach). The below entries might also be useful for random folk standing around the common room in small groups.

1. *Hannah* (30s, athletic, dark shoulder length hair, low cut dress, a little unkempt), regular prostitute for the *Goblin*, is soliciting patrons. She has an arrangement with *Bishop*, and uses *Lester*’s room for any business (see **Area 7, 22**). Will share a rumour or local info for a drink. She charges 1 gp for a quick tryst upstairs (if she gets into any trouble, she seeks out *Hangrrief* (**Area 7**)).
2. *Warrick* (male, 50s, corpulent, fine clothes, drinking away his failing marriage woes).
3. *Gwendolyn* (female, 30s, attractive smile that somehow isn’t reflected in her eyes). A secret cultist, looking for a sacrificial victim to tempt into the alley where 1d4+1 accomplices are waiting in ambush).
4. One of tonight’s entertainers is eating at the bar (**Area 6**).
5. *Saleria* (Bard 2, 5’ 9” female, albino Karok, hair pulled back in fierce ponytail)

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a *House Tergoza* agent (jewellery, gemstones, mining), accompanied by her servitor dwarf (*Mergrim*, Fighter 2, 24 hp, bald with crown sigil brand). She has a meeting to procure a certain gemstone.

6. *Wester* (lanky, fine brown hair in a man bun, neatly dressed, finishes every sentence with “ay”) a professional gossip, is talking up a storm, giving and taking stories like a boss. He’s happy to share a rumour with anyone who’ll listen.

7. *Megosh* (13 yrs old, curly brown hair, I14, D14, quick witted, stout heart) is a street pickpocket in training, hoping to practice on some drunkards. He’s not a bad guy, and Bishop has a soft spot for his sheer gall. Megosh waits till late in the night to ply his craft. If he’s successful, he shares part of his gains with *Cylia* (whom he sees as a kind of mother figure (and vice versa)). In the meantime, he’s happy to swap rumours.

8. *Farris* (5’ 10”, labourer’s garb, stout, tattoos), just returned from a long voyage, is the unwitting carrier of *Simian Lumps* disease (hair falls out over 1d6 days, followed by painful glandular lumps, 1d3 Cha and Dex loss). Touch and fluid vectors. *Luck* (Con) check to resist being infected if shake hands, etc. An apothecary might spot tell-tale signs.

9. *Lord Hargraves* (Fighter 3, 60’s, 6 ft 3”, very heavy set with dark eyes and an impressive silver beard) infamous for his boozy bar crawls, is in full swing this

evening, partying with local barflies. *Lady Hargraves* would be mortified.

10. *Deidra* (20s, female, fit, bold, red coat, S13, W14) lost her labouring job and is looking for better paid work. She recently heard about the clifftop outpost of *Rivertop* (**Rumour 5**), and is keen to investigate. She carries her grandfather’s cold iron bastard sword, a family heirloom.



### **Area 11 – Store Room**

The large storage room is mostly foodstuffs and barrels of ale, whiskey and wine. The back door is kept locked at night, each of the staff members has a key.

### **Area 12 – Haldi, Ragna, Asgrid & Yyrsa**

The four Varnori (viking) sisters, *Haldi*, *Ragna*, *Asgrid* & *Yyrsa* (each 6 ft, athletic, pale skinned,



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blonde) are eating roast chickens, washing them down with flagons of ale. They are quite intoxicated and looking for a bit of fun. All four women are keen dancers and might grab hold of a PC or two for a dance when *Artur* or the *Four Princes* are playing (**Area 6**). Refusing a dance won't go down well, perhaps precipitating a tavern brawl.

### **Area 13 – Gummy the Horn**

At the GM's option, this table becomes free just as the PCs approach (*Gummy* finally passes out (see below), and is dragged away by one of the wait staff, who lay her down under the table on her "resting matt"). She is accompanied by *Limpy*, her small, grey muzzled hound (old, friendly but protective, vicious 1d8 bite).

Alternatively, *Gummy the Horn* (elderly female, thin, pale translucent skin, with few teeth, always carrying her drinking horn) is drinking here and heavily intoxicated. Despite the table being very large, she won't let anyone else sit unless they either (i) pay for her drinks, or (ii) best her in a drinking contest.

If the party pay for her drinks, they get *Gummy's* interjections from time to time ("*Ya know, you look like an old flame of mine, Jerrack Highbottom. Any relation?*"). If challenged to a drinking contest, despite her inebriated state, *Gummy* still has a ways to go before passing out. Winning best of five rounds (Athletics (Con) check vs Con 10) will put her off to sleep (the PC becomes inebriated either way, -2 penalty on most checks (Con check for -1 instead).

### **Area 14 – Slap the Hog**

Four people (*Larkan*, *Greeble*, *Renee* and *Suza*) are gambling at this table, watched over by dealer *Bryce* "*stab 'em twice*" *Furlong* (tonight's agent of the *Brewbakers*, a local gang running

gambling, protection and house breaking operations – they have an arrangement with *Bishop* who gets a cut).

Their game is *Slap the Hog*, a local variant of blackjack with a house rule as follows. Anyone who scores 20 on their cards is the Hog for that hand. If the Hog wins, the player on their left may slap them while the other players make pig noises (snorting, squealing, etc). Players that refuse to participate must drink a whiskey shot instead, or retire for the night.

*Bryce* only allows four players at once, so if PCs want to play, they'll have to wait their turn. There is a 50% chance one player retires every half hour, increasing by 20% each interval.

If the PCs become involved, GMs might play out the game using a standard card deck, allocate a percentile chance of winning or require a *Luck* check. Cheating requires a successful Dex (Sleight of Hand) check vs the other players (plus *Bryce*). Anyone caught cheating is ejected from the game, and might suffer a public reprisal from the gang at some later time.

At the end of the night, 1d6 other gang members attend to escort *Bryce* and any winnings to their guild house.

*Bryce* "*Stab 'em Twice*" AC 11 (leather), HD 3, 2 x Knife 1d4+2, 19: target prone, S15 D10 C10 I10 P13 W10 Ch11, L6, Mv 30 ft. *Bryce* carries 3d6 x 10 gp in winnings.

*Brewbakers*, AC 11 (leather), HD 1, Knife 1d4, 19: NA, S10 D13 C10 I10 P11 W10 Ch10, L4, Mv 30 ft.

### **Area 15 – Potential Hirelings**

Four ambitious hirelings (*Grogan* & *Samwick*, mercenaries, and *Red* & *Raquel*, porters etc) are

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sharing a large chicken interspersed with mugs of mead. They just finished up a job with another adventuring company (most of whom died) and are looking for more work.

One of the four takes an shine to one of the PCs (determine randomly), and sends the PC a drink via the wait staff (*Tavern Event 1*).

*Grogan & Samwick* (mercenaries) AC 14 (chain & shield), HD 1+3 (10, 8 hp) Spear 1d6+2, 19: NA, S14 D10 C12 I10 P10 W10 Ch9, L4, Mv 30 ft. Spear grants 10 ft reach.

### Area 16 – Alternate Front Entry

This secondary storage area contains crates and shelves with blankets, foodstuffs, candles, crockery and other inn keeping paraphernalia. The single door is usually left open but does have a lock (and bar).

## Upper Floor

### Area 17 – Hall

The upper hall is quieter and more dimly lit than the common room. On hot nights the east and west shutters are left open for a cross breeze.

### Area 18 – Reading Desk

A large reading desk and sitting bench. A number of books belonging to the inn are stacked here, including *Twelve Signs of Witchcraft*, *A Halfskorn's Tale*, *Coves of the Pirate Kings*, and *Musings Beyond the Borderlands*.

### Area 19 – Bennin & Rogar

A pair of elderly men, *Bennin & Rogar*, are playing cards and drinking fortified wine. Non-guests are usually not permitted upstairs, but Bennin & Rogar are old friends of Bishop, so he makes an exception. The two are chatty enough, happy to discuss rumours or the people they've

seen tonight. When the *Void Drifter* is loosed, Bennin and Rogar make a run for it downstairs, but get eaten halfway down.

### Area 20 – Vinceri

*Vinceri* (Female, 30s, athletic, hood, leather armour) is a spy for *House Lorca* (a mercantile noble family of the Mountain Fortress *Dol-Karok*, specialising in weapons and armour). She recently acquired accounts and shipping schedules of a major rival which she intends to hand off to a messenger later in the week. Unfortunately for Vinceri, one of Lorca's many enemies recently ousted her, and set a bounty on her head (150 gp dead, or 250 gp alive, to be delivered to the *Rinwolde* estate in *Crow's Keep*).

Vinceri has been around a long time however, and is no slouch when it comes to quick getaways and desperate melees. If pressed in her room, she uses her grapple line to escape out the shuttered windows to the street below (or to the roof, or an adjacent building).





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*Vinceri, Boss Monster*, AC 14, HD 6 (41 hp), 2 x Shortswords 1d6+2, 19: target disarmed, S14 D17 C10 I14 P14 W13 Ch14 L12, Mv 30 ft. Vinceri is a Boss Monster with *Off Turn Attacks*, *Stronger Luck* and *Major Exploit Protection*. She has *Backstab*, *Skirmisher* and *Finisher* abilities like a 6th level rogue, and may choose from the following tricks three times per combat: *Cat's Grace*, *Hidden Blade*, *Quick Reflexes*, *Glue Pot*, *Rapid Dose*, *Unseen Whip*. 1d4 doses of *Ghoulshen Admixture*, caltrops (5 ft area, Dex check or half movement rate until short rest), knives, light crossbow (6 bolts) and grapple line.

Vinceri's shortswords are custom made by House Lorca's finest smiths, of perfect length and balance for her body type and fighting style. When fighting with them she ignores fumbles.

#### **Area 21 – Bunk Room**

The bunk room is currently empty, should the PCs wish to hire bedding for the night.

#### **Area 22 – Business Room**

*Lester (Area 7)* the fence is operating out of this room tonight (along with *Hannah*, see below). Two chests of illegal wares are watched over by *Rollo* and *Nyrden* (both pale skinned, 6 ft Varnori, fur cloaks and platted beards). They keep the door locked, Lester has the key. They don't let anyone in except Lester, Hangrief or Hannah.

If the party do business with Lester, he has up to 900 gp worth of currency available (mostly in small gems), and a 80% chance of having any illegal items (poison etc) they might want (otherwise he can get it for them, but it will take 1d8 days). GM's call as to how many of each item, but not more than 2d4 doses/object per request.

*Rollo & Nyrden* (muscle) AC 14 (reinforced leathers, shoulder guards), HD 3, Sword 1d8+2, 19: disarm, S15 D13 C12 I9 P11 W10 Ch10, L6, Mv 30 ft. Rollo and Nyrden are part of Lester's regular crew, gaining adv on morale checks. They have the *Fighter Adaptable* ability (default *Two Hander*) which they may use twice per combat.

Note the prostitute *Hannah (Area 10)* has an arrangement with Lester to use the room for clients tonight if he isn't using it. In that case, Rollo and Nyrden wait outside while Hannah conducts her transaction.

#### **Area 23 – Federgeist**

*Federgeist* (Magic User 2, olive skin with neat dark hair, traveller's garb, well spoken) is a sorcerer and recent arrival to the region. He is in hiding, masquerading as a reclusive writer, seeking to throw off *Inquisitor Avernus* (Area 8) who is hunting him.

Regrettably for all at the tavern tonight, Avernus has successfully traced the sorcerer to the inn. By happenstance, at some point during the night, Federgeist descends the stairs and spots Avernus's men before they see him. Retreating back to his room, he attempts a panicked spell, catastrophically summoning a *Void Drifter* by accident.

The demon immediately eats Federgeist (with a horrifying death wail), then rampages through the tavern, slaughtering everyone it can get its claws on before being dragged back through the Veil (after approx 2d4 minutes).

*Void Drifter*, AC 11, HD 8, 6 x Claws 1d4 plus 1 Will drain, and 2 x Bite 1d6, 19: the Void Drifter saps 1d4 *Luck*, S12 D10 C18 I9 P14 W15 Ch4, L9, Mv 30 ft flying. Like all *Demons*, drifters are

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immune to non-magical weapons except those of cold iron. *Major Exploit Protection.*

The void drifter is a shocking affront to nature and sanity, a demonic fusing of eyes, mouths and spindly, grasping limbs. Seeing one for the first time threatens severe madness (*Luck (Will) save resists*). Beings of manifest hunger and cruelty, drifters seek to inflict as much suffering and pain as possible before devouring their terrified victim.

#### **Area 24 – Bishop’s Room**

Bishop resides here in this spacious room. Things are a little untidy but clean. A safe set into one of the cupboards (*Dex (Traps & Locks) check at -3 penalty to open, Bishop has the key*) contains 1 x Carry Loot and 1 x Valuables.

#### **Area 25 – Textile Merchant’s Room**

The three textile merchants *Cole, Betheena* and *Maldwin* (Area 9) are renting this room. Three locked chests contain their trade goods (various silks, clothes, etc) worth 1d100 + 300 gp each, plus 2,000 worth of counterfeit gold crowns. The door has a high quality lock, as do the shutters (disadvantage on *Dex (Traps & Locks) checks*). The door also has steel brackets and a wooden bar for additional security.

#### **Aftermath**

Depending on how effectively the party is able to deal with the demon (if at all), the PCs might be the saviours of the Goblin. If the demon cannot be contained, it kills anyone who remains and damages the tavern such that the inn is closed for repairs for the next 10 months.







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