

A Night at the Tavern

Adventurers usually visit taverns for pick up rumors, follow up on information, or simply enjoy some downtime. Sometimes the tavern becomes the adventure itself.

Hooks

- War veterans have been meeting at the tavern lately, and some have picked up talk of a “big change,” leaving everyone concerned. They have now disappeared, but somewhere someone knows what’s going on.
- Criminal gangs have threatened the innkeeper, and both parties may hire adventurers to deal with the problem. The criminals want a larger take from the tavern, and the innkeeper thinks this is unfair.
- There are rumors the innkeeper secretly is a member of a thieves’ guild. Discerning the truth can both be valuable and required to uphold the law - should the adventurers care about either.

Entrance

This tavern is a small two-story ramshackle building with the sole purpose of serving food, drinks, entertainment, and making money.

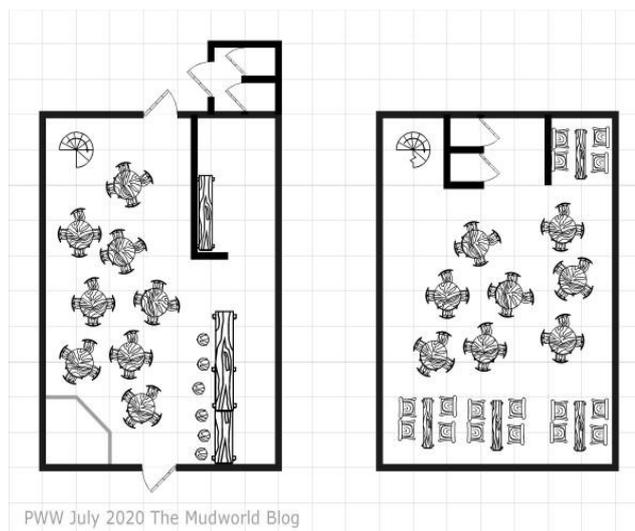
Areas

The ground floor is dominated by a long tavern and a small stage. There are a half-dozen tables on each floor and space at the tavern. The restrooms are in the backyard and upstairs. Upstairs is just a large room with more seating.

People at the Tavern

The tavern may serve dozens of people on a crowded night. Here are a few regulars:

- **Tabb “the Cleaver”, the Innkeeper, Female Human.** Tabb is a butcher’s daughter, turned mercenary, then retired and bought an inn. She claims to not know anything or anyone. Plays cards with visiting necromancers whenever they are in town.
- **Gareth Strom, City Watch Member, Male Human.** Strom was demoted for excessive violence, which says something considering the guard. Bitter, and now works with brigands.
- **Jera Micera, Alchemist, Female Half-Elf.** Jera sells remedies to locals and doubles as a fence. Patches up city watch members for free and secretly works for the thieves’ guild. Pays for a table but never eats or drinks at the tavern.
- **Dugas Brak, Merchant, Male Dwarf.** Brak owns a store and several apartments for rent. Loan-shark and member of the thieves’ guild. Ruthless. Known to cry when hearing sentimental songs.
- **Neft Siv, Sorcerer.** Siv is a mercenary sorcerer of unclear ancestry and shifting appearance. Siv was hunted by cultists and has no tolerance for nonsense. Siv is looking for fragments of a lost book of great power.
- **Irra Hesp, Investigator, Female Human.** Hesp is a socialite turned investigator, who frequents the bar looking a dark cult. Skittish after she killed her would-be assassin.



Rumors at the Tavern

- Brigands sponsored by an enemy city have attacked an outgoing caravan. Local officials and caravan masters have promised a reward to anyone who brings the brigands to justice.
- Local merchants are expecting sabotage from rivals, and need someone to watch their warehouse a few nights.
- The neighborhood has been haunted by serial killers in the past. Some believe dozens of bodies are buried under the floorboards of a secret basement.
- An ongoing smuggling operation is working through the tavern. Cultists are watching the operation, waiting for something or someone to appear.

Events at the Tavern

- The locals celebrate a wedding, birthday, or just someone who got a bit of money. The place is roaring.
- A young patron takes the stage and publicly proposes to a loved one. The place is at an uproar over this happy occasion.
- The locals mourn and celebrate the life of a departed regular patron. The mood is emotional.
- A celebrity bard is entraining tonight.
- Assassins kill a guest during the evening, and nearby player characters become witnesses and possible suspects.
- The scholarly wizards of a remote country need aid and need someone to investigate a local ruin to uncover a magic item. The wizard offers to pay the full market price for the item if recovered and supply a few scrolls in advance.
- The city watch searches the tavern, looking for something or someone. They crack down hard on anyone trying to sneak away or in possession of contraband. Also, what are the local laws regarding carrying weapons?
- An old rival, enemy or nemesis reappear, attempting to socially disgrace, or simply kill one the characters.

Reward/Resolution

A night out should be its own reward, and it is even better if you get paid. Hanging out at the tavern, asking questions should open opportunities.