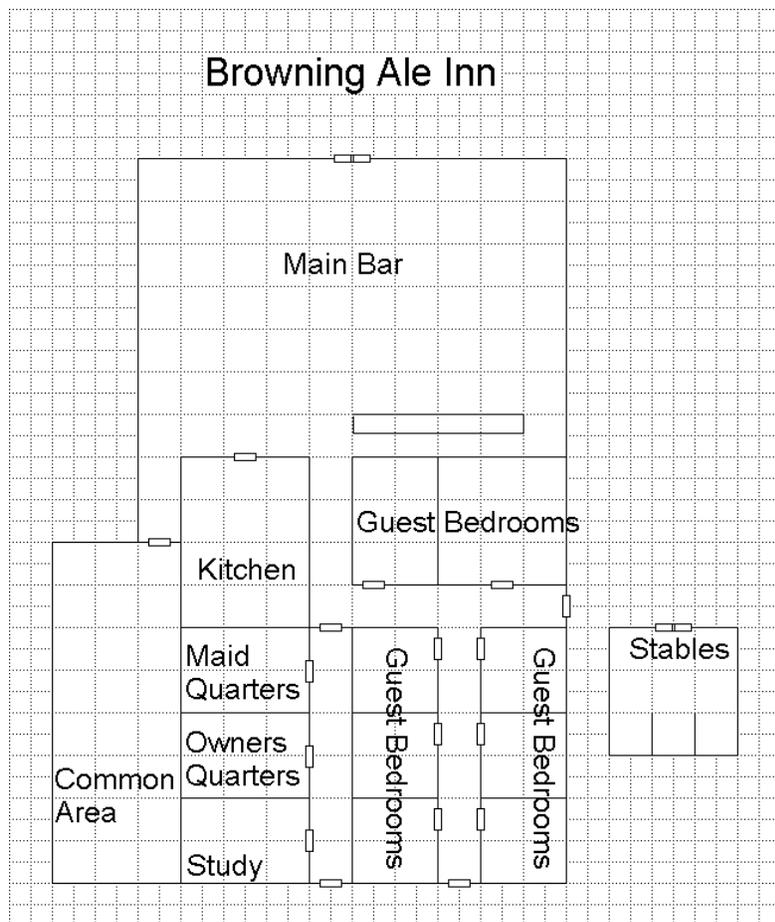


## The Browning Ale



### Inn / Tavern Prices

Meals and Beverages			
	Economy	Average	Deluxe
Mead	-	3	5
Beer	-	3	5
Wine / Bottle	-	20	60
Ale	-	-	-
Whiskey	-	10	20
Brandy	-	10	20
	Economy	Average	Deluxe
Breakfast	-	15	20
Brunch	-	15	30
Lunch	-	20	40
Dinner	-	25	50
	Economy	Average	Deluxe
Common room	2	5	10
10 by 10	-	-	-
20 by 10	-	-	-
20 by 20	-	30	90
20 by 30	-	50	120
30 by 30	-	70	200
40 by 30	-	-	-
40 by 40	-	-	-
40 by 50	-	-	-
50 by 50	-	-	-
Patrons			
	Morning	Afternoon	Evening
Bar	2d4	2d4	3d4
Common Room	-	-	4d6
Room Guests	-	-	1d20-17
Staff			
	Morning	Afternoon	Evening
Barmaids	1	1	2
Bouncers	-	-	-
Maids	-	-	-

### Characters and NPC Personalities

Meinrad Brooks owns the inn situated in the SE corner of the town square. He has been in business since before Lucas Urban was given the area to run. He is a good businessman and has done well because he has been in the area for such a long time. The fur traders and prospectors that make their home in Shanty Town tend to keep his bar busy.

#### Owner: Meinrad Brooks

Nature: Abrupt and Ill Tempered

Honesty: 4

Materialism: 7

Temper: 7

Silas is basically neutral but has tendencies to be a bit mean, cruel and short tempered. He is a fairly large man that is un-shaven more often than not. He will not hesitate to yell and swear at those on his staff that make mistakes, including his wife.

Silas carries around a small pouch with which he can make change if needed. Within the pouch he carries about 30 talons in various sized coins.

#### Spouse: Emerald Brooks

Nature: Forgiving and Soft Hearted

Honesty: 6

Loyalty to Husband: 8

Materialism: 8

Emerald is a very small woman with a pale complexion. Those who know her call her Emma.

Emma loves her husband and does not consider his harsh words or abruptness to be a bad thing. Emma likes being the wife of a businessman. She will put up with a lot to continue in the life she knows. For this reason she will defend her husband and what he does.

#### Bar Maids

Two bar maids are employed at this establishment. Both share a room at the back of the inn. Customers

that come down really late at night may find either one or both in the bar area as they are good friends.

**Bar Maid: Karla**

Karla is 23 years old and has worked at the Inn for too long a period. Although she likes Emerald, she has never really cared for Silas but will be careful about saying so should she be asked. She has taken a lot of guff from customers over the years and has little tolerance for it now and even tends to ignore those customers that give her a hard time (which causes her no end of grief from Silas). She is a hard worker though and knows the people who frequent the inn. She will be willing to talk only if treated with respect over a period of time. She knows Silas well enough that she can generally second-guess what he will charge someone for a meal. She will always refer a person to Meinrad regarding information on room pricing.

**Bar Maid: Lainey**

Lainey will generally be the most receptive to strangers. She is a fairly young girl of plain appearance and nice smile. She will come over and ask if there is anything she can get for the group. She will refer people to Meinrad for all room pricing.

**Bouncers**

The bar does not employ any bouncers. See below under general atmosphere.

**Patrons**

Generally, you will find 3d4 people in the bar on any given evening, of which 1d20-17 will be staying at the bar (a negative result means there is no one staying at the bar). When a roll does indicate that someone is staying at the bar, then he / she / they will remain for 1d3 days then move on.

**General Atmosphere**

The bar is generally gloomy and dark. Although it is safe enough, the patrons are not likely to embrace strangers. Conversation, hushed to begin with, will tend to die down if an outsider enters. It will pick up once the strangers are seated.

If there is a problem, Silas will deal with it.

The food that is served depends totally on what is available to buy. Like most of the Inns and Taverns in the area that serve food, they pay the locals to bring in game. There is no set meal of the day; it is whatever comes in that morning.

**Area Descriptions**

**Common Room**

The common room has an additional 36 beds. It is connected directed to the bar so people who are staying here will generally stagger in from the bar and collapse on a bed. Meinrad will allow this for the regulars and even allows them to pay in the morning (at the economy rate).

**Guest Rooms**

All the guest rooms are basically the same, although Meinrad will charge more for a larger room. There is a plain but adequate bed in the corner of each room. At the head of the bed there are a half a dozen hooks for hanging the occupants cloths on. At the foot of the bed there is a small chest for storing a pack and other articles. There is no lock on the chest. Each room also contains a small table and a chair. A small shelf above the table holds a lantern. There is a small nightstand by the bed that will hold a lamp for the evening.

Room doors do not have locks but do have a peg that will slide into place securing the door for the evening. The windows looking out of the room have shutters that are normally closed.

When the group is shown the room, they will be told that it will get cold by morning. Emma will normally show a guest to a room but if she is busy (i.e., it is too early in the evening) she will have Karla do it. Whoever is showing the guest the room will bring in a large stake of blankets to put on the bed. The guest will get a good sleep beneath the stake of blankets that is supplied.

**Kitchen**

This is the domain of Emerald Brooks, the owner's wife. She runs a tidy kitchen. A large cast iron stove allows her to prepare a variety of food. The implements of her trade hang upon the walls of the area, as well as fill the drawers and cupboards that fill the room. A meat and vegetable larder can be found in the northeast corner of the room. Meat the veggies will stay fresh for a couple of days in the larder.

During the day one of the barmaids will be here (usually Lainey) helping out. During the Evening Emerald tends to let the girls serve customers until it's time to clean up.

## The Browning Ale

### Main Bar Area

There are a couple dozens tables spread throughout the area. Lamps that spew oil and soot cling to walls and hang from ceiling hooks and fill the room with smoke and shadow. The room is filled with low conversations and shadowy figures (the shadowy figures are due to the poor light). In the evening a pair of barmaids drift from table to table making sure the patrons have what they want. The bar tender is a large surly looking man that keeps busy behind the bar.

### Owners Bedroom

Meinrad and Emerald enjoy a large comfortable bed. Silas has a large worktable here (though he hardly ever uses it). The room also contains dressers and a closet and a fireplace. Silas keeps a cash box in one of the table drawers. In it there is a total of 380 talons in various coins. In a small hidden compartment near the foot of the bed is the Inns real wealth, a cash box with 4800 talons within it.

### Stables

The stables can hold a half dozen horses comfortably. It currently holds two horses owned by Meinrad and Emerald. Although they both own horses, neither has ridden in years.

### Study

Meinrad and Emerald spend most of their spare time in this room. There is a table for eating as well as chairs for sitting and enjoying a private drink at the end of the day. In the rooms corner is a small table that holds the company books, such as they are.

## **Adventure Hooks**

Food is getting scarce.

The food is very plain. No one has been doing much hunting lately because the people that have been doing the hunting have become part of the hunted. There is a rather nasty critter that has been killing people and leaving their half eaten remains for others to find. A very nasty business!