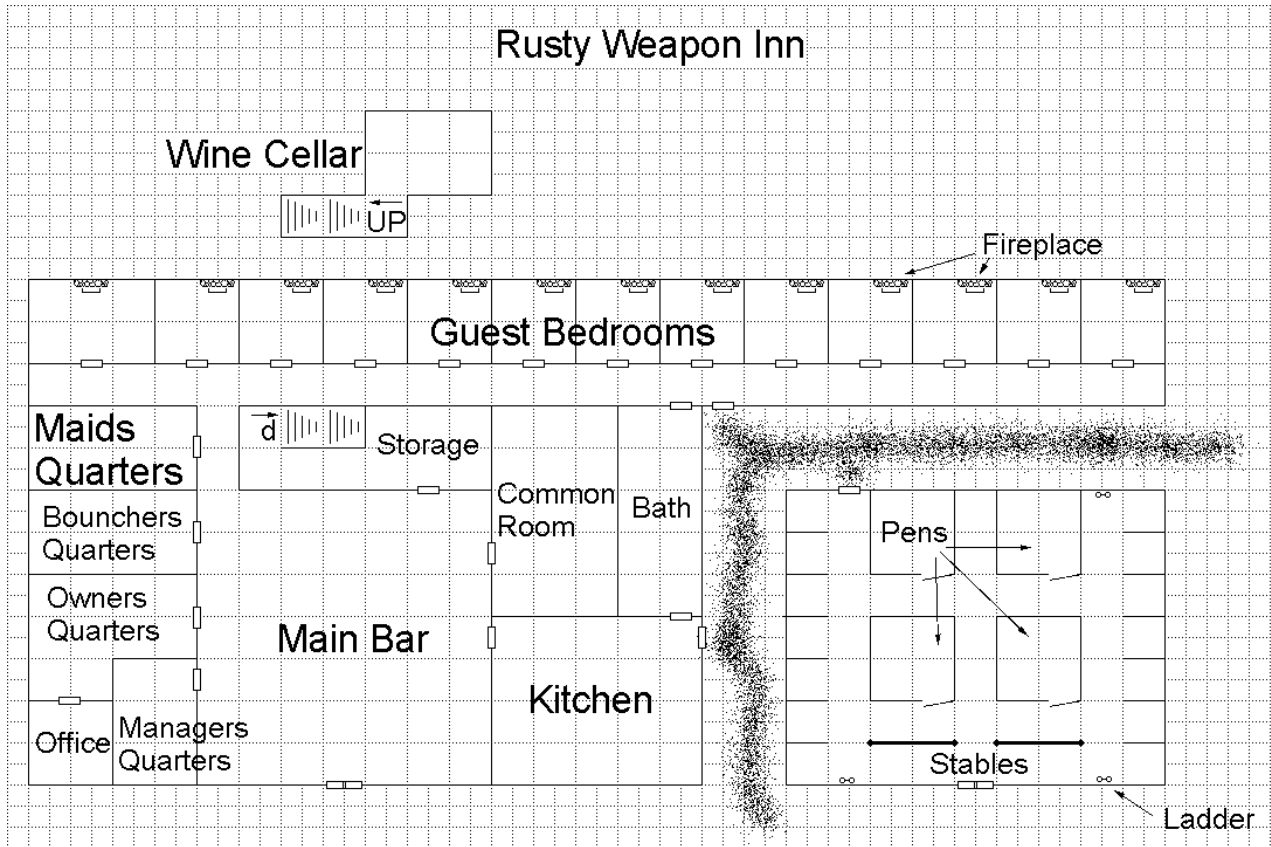


The Rusty Weapon



**Inn / Tavern Prices**

**Meals and Beverages**

	Economy	Average	Deluxe
Mead	-	10	25
Beer	-	10	25
Wine / Bottle	-	100	250
Ale	-	-	-
Whiskey	-	50	150
Brandy	-	50	150

	Economy	Average	Deluxe
Breakfast	25	50	100
Brunch	30	60	120
Lunch	50	100	200
Dinner	80	160	320

**Patrons**

	Morning	Afternoon	Evening
Bar	3d6	2d4	3d4
Common Room	-	-	1d10-8
Room Guests	-	-	1d10-6

**Room Prices**

	Economy	Average	Deluxe
Common room	-	-	-
10 by 10	-	-	-
20 by 10	-	-	-
20 by 20	-	-	500
20 by 30	-	-	-
30 by 30	-	-	-
40 by 30	-	-	-
40 by 40	-	-	-
40 by 50	-	-	-
50 by 50	-	-	-

**Staff**

	Morning	Afternoon	Evening
Maids and Bar Maids	1	1	5
Bouncers	1	1	2
Cooks	1	1	3
Stable Hands	1	1	2
Musicians	-	-	1

The inn has a total staff of fifteen plus Ashley and Elizabeth

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### General Information

This is the place to go for an expensive meal and a great night's sleep. It is the only Inn in the area that has a bath and offers a fireplace in every room. Although it is expensive you have to remember that many of the people that come in from the wilderness have pack animals laden with pelts and items traded with the Orcs in the area (read that as gold and valuables). They sell what they have and then promptly spend the money they do get. And this is the place to go when wanting to spend money.

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 is brought by the inn come the morning.

### Characters and NPC Personalities

Ashley Tidbit owns the inn and has been here for about four years. He represents another individual whose father just did not want him around. He was given a large sum of money and told to make himself scarce. He came here to do that and promptly spent a huge amount of the money he was given to have the Inn built.

All things considered, Ashley has done well. In any normal situation he would go through staff like a meat grinder goes through flank steak. He can get away with being such a horrible man to work for, for two reasons. First the people that work for him need the job and second, he lets the one person who can wrap him around her finger actually run the day-to-day operations of the Inn. That person is Elizabeth Harcroft.

Elizabeth has no romantic intensions towards Ashley, and in fact she is involved with the owner of the Sleeping Drake Inn, Pio Peirs. Pio is a very easygoing, considerate, cheerful person whose personality offsets Elizabeth's perfectly. Once they are officially together, they will remain so for a very long time.

Elizabeth knows how to deal with Ashley and somewhere in the back of his head, Ashley knows this but more importantly he knows that should Elizabeth ever leave, this business like all those before would fail because Ashley is in no way a people person. He longs and dreams of the day when his father will be dead and he will simply be able to go and spend his money. In the meantime, he drinks way too much and has managed to piss off most of the long-term residence in the area.

All the women that work at the Rusty Weapon are aged 12 to 20). They are the daughters of those settlers that are trying to make a go of it in the area.

Owner: Ashley Tidbit

Nature: the term "Total Jerk" sums it up nicely

Honesty: 2

Materialism: 9

Temper: 8

Bravery: 3

Ashley often thinks he should hire an assassin to take out his father but just can't get up the nerve to actually do it. The only person he is civil towards is Elizabeth; mainly because he is just bright enough to know how bad things would be if he were running the Inn.

Inn Manager: Elizabeth Harcroft

Nature: Manipulative and Scheming

Honesty: 4

Materialism: 8

Temper: 2

Elizabeth is very good with people (never loses her cool or gets mad). She knows how to read them and more importantly, she knows how to use them. So long as she is the person the staff deals with, they will stay (not because they like her but because she is at least a reasonable boss to work for). Elizabeth has been accumulating a large sum of money but is willing to milk the current situation for a bit longer. She is not above scamming a group of wet nosed adventurers if they were to happen by and start up a conversation... she can just be so sweet when she wants to be.

Although Elizabeth does not know this, she will one day get the bar. Ashley's father cares nothing for the bar and would never come to claim it, even if Ashley were to die. By the same token, if Ashley's father were to die, Ashley would immediately leave the area and never look back.

### Bouncers

The bar employs two bouncers, both are mercenaries hired after a recommendation from Rhys Tsigane (leads the local militia). Both know Tsigane and are competent fighters. They will generally wrestle a drunk out of the bar rather than fight with actual weapons. Each man is of average size and has a wrestling skill of 18+12. The names of the two bouncers are:

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### Valtar Silas

See below under Huxlea and use Huxlea's combat sheet for fighting information.

### Huxlea Mah

Both men are large and strong. They are both very professional in their approach and will give a customer several chances before giving him the boot, unless told specifically by the boss to get rid of someone. If Ashley tells them to get rid of someone, they will always look to Elizabeth for confirmation. They are a bit lenient towards any militia that might make use of the bar (not many do since they do not get paid enough to make it a regular haunt).

### Cooks

Elizabeth has managed to find an exceptional cook that can take garbage and make it taste great. The food is definitely a plus and keeps the inn busy. The cook's name is Quiana. During the Evening Quiana has two helpers, both are local girls and are named Lallie and Moira.

### Maids and Bar Maids

The Rusty Weapon treats Maids and Bar Maids as one and the same. The five women that are employed at the inn alternate between cleaning and preparing the rooms and serving the patrons within the bar. All of the barmaids are young and fairly similar in disposition. Their names are:

Karla  
Agata  
Jaine  
Kristeen  
Joie

The only one that is exceptional is Joie.

### Bar Maid: Joie

Although Joie is only 14 she is very mature for her age. She does not wish to be a bar maid all her life and is in fact much too smart for such a mundane job. About 3 months after the group has started the adventure Arista Kemp (the mage from the tower) will take Joie on as an apprentice. A few kind words to Joie now could be remembered later and might even lead to a meeting with Arista.

### Patrons

Generally, the bar area is very busy. Most people that have money will eat here due to the quality of the food. This assumes they have the money and can afford to eat here.

You will find 3d4 people in the bar on any normal evening. About once a month the bar really gets

packed. There will be no special reason for this, but when it happens there will be 20 to 30 people whooping it up.

The bar normally has (1d20-17)+1 guests staying the night. Most that stay at the inn remain for three or four days before moving on. However, there is one permanent guest staying at the inn. Her name is Krystal Grietree. Although nothing is known of her, she has been in town for a several months as if waiting for someone. She wears a robe with a hood that is often pulled up over her face. She has specifically paid the two bouncers to tell her if anyone should ask them questions about her. Other than that she tends not to socialize and sits by herself in one of the inns more shadowed corners. Once every week or so, she heads out of town and spends a day or two in the bush, then returns and resumes her wait.

### Krystal Grietree

Krystal is a blank slate that the group may wonder about.

### Area Descriptions

#### Bar Maids Sleeping Quarters

The barmaids that work at the inn share this bedroom. It is very plain with neither girl owning a lot of things.

#### Basement

Stairs down by the back of the storage area, give access to the Inns basement. The Inn makes most of its own alcohol here, including the harder liquors that it sells. Grains used in the process are kept here as well.

#### Bath Room

Patrons renting a room can make use of either one of the two baths that are present in this room. Water is heated in the kitchen and brought to the baths themselves. The bathtubs are kept full of hot water from between 6 and 9 pm each night. Once the water is used, it is drained into a trough, which exits the east side of the inn. Generally, patrons can expect clean water and towels when they take a bath. If fresh bath water is not available a maid will come to the room and let the guest know when it has been replenished (usually not more than a half hour).

#### Bouncers / Stable Boy bed room

The male staff employed by the Inn sleep here. Yes, it is right beside the woman's quarters and Yes, the men and the women do enjoy each other's company from time to time.

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### Common Room

The common room has an additional 20 beds. They are barely more than cots but do give good nights sleep for those who want to use them.

### Guest Rooms

All the guest rooms have the exact same contents. Each room has a large comfortable pre-made bed. The beds are soft and have thick fluffy blankets. At the foot of each bed is a chest. The chest may be shut but does not have a lock. Each door has a dead bolt that secures the door. At the back of the room there is a small shuttered window to the right of a fireplace. There is a pile of wood in each room, sufficient for the nights need. In addition to the above, each room has a small table with a pitcher of water and drinking cups.

A maid will come in and light the fire just after dark for any rented room.

### Kitchen

This is the domain of Quiana Reyd. During the evening she is helped by Lallie and Moira. Both are young local girls although Moira is quickly picking up Quiana's knack for putting just the right amount of spice in the cooking pots. The kitchen is well stocked. Quiana has the authority to purchase game if it is brought to the back door. Prices range from 5 talons for a duck or similar sized carcass to 50 or a 100 for a larger animal (a judgment call on the part of Quiana on how much of the animal she can use before the meat goes bad).

### Main Bar Area

The bar gets its name from the sword that hangs over the mantel of the room's main fireplace. It is a rusty sword. On the rare occasion when you see the bars owner, Ashley (1 in 20 chance on any given night) he will tell the story of how he reached the area with nothing but his rusty sword and that it served him in many battles against impossible odds as he adventured and won the money he used to build the place. It's all BS but he does tell a good story and having told it so many times he almost believes it. Those that frequent the bar, tend to ignore his ranting. The main area has a couple of dozen tables. A large fireplace on the east wall keeps the area warm. During the evening, the bar employs a musician that comes in and entertains the local patrons. Her music is good and her voice is sweet and she is fairly popular with the locals. The musician's name is Sancha Urit. She has been in the area for a long time and knows many of the people in

town (if the towns chancellor gives a reception she will normally be asked to play there). If anyone knows something specific about someone, Sancha will be that person.

### Musician: Sancha Urit

Nature: friendly and questioning

Honesty: 7

Materialism: 4

Sancha makes friends easily. During her breaks, she will visit and talk to the people in the bar. She seldom, if ever, has to buy her own drink as she is pleasant to talk to and nice to have around. Upon hearing a patron tell a story, whether a tall tale or not, she will often weave it into a song for the entire bars enjoyment the next time she plays (very popular with the guests).

### Managers Bedroom

Elizabeth has filled her bedroom with a variety of things, a nice plush bed, a dresser full of nice cloths, a vanity mirror and table full of perfumes and makeup. She has a table where she does what bookkeeping has to be done to keep the inn going. In addition, she has a safe that hold the inns money, or at least a portion of it (3200 talons worth of coin). In a secret compartment, by the head of her bed, she keeps the real bulk of the inns wealth (9500 talons worth of coin). She thinks of it as her nest egg.

Elizabeth's profile is found under "Characters and NPC Personalities" above.

### Office

This office was built off of the manager's bedroom. It is never used and has a thick layer of dust over most of it. Elizabeth keeps the companies books, such as they are.

### Owners Bedroom

Considering that Ashley owns the Inn his room is very sparse. In it has little more than a bed on which he sleeps and a closet for his cloths. The inn keeps him in booze and when he feels the need to talk, he simply goes out and alienates a few of the patrons. He lives for the day when he will receive word that his father is dead. On that day, he leaves the area and the bar behind forever.

Ashley's profile is found under "Characters and NPC Personalities" above.

### Storage Area

The Inn's manager uses this area to store supplies for the Inn, food as well as the alcohol that the Inn makes or buys from the merchant caravans that come through the area. In the NW

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corner of the area is a set of stairs that lead down to the cellar.

### **Adventure Hooks**

#### **Who Killed Ashley Tidbit**

Ashley Tidbit is killed during his sleep (or at least while he was trying to sleep). It is a vicious murder that should be solved (or so the sheriff openly states). The primary suspect is Pio Peirs, the owner of the Sleeping Drake Inn. There is only one problem. Everyone in town likes Pio and it would be such a shame for him to be the guilty one. This being the case it is just bad luck that he is having a secret affair with Elizabeth Harcroft. Elizabeth runs the inn owned by Ashley and there is an ever-present rumour that she keeps a large portion of the inns profits for herself.

The sheriff does not want Pio to be guilty and thinks it might be that Elizabeth has been using Pio as a chump or even that stranger Krystal Grietree is responsible since no one really knows anything about her (its always so easy to blame a stranger).

The sheriff will want the group to solve the murder since it will be easier for them to ask around and (cough, cough) he is so busy and has no time for such work (saying this with his feet up on his desk and large full coffee mug in hand).

The sheriff will say that he wants the truth but in fact he will be very agitated by any evidence that does not show Pio as innocent.

Who did have Ashley killed? His father! Ashley's father would like his new son Daniel to be the oldest living heir to his fortune. No love loss there.