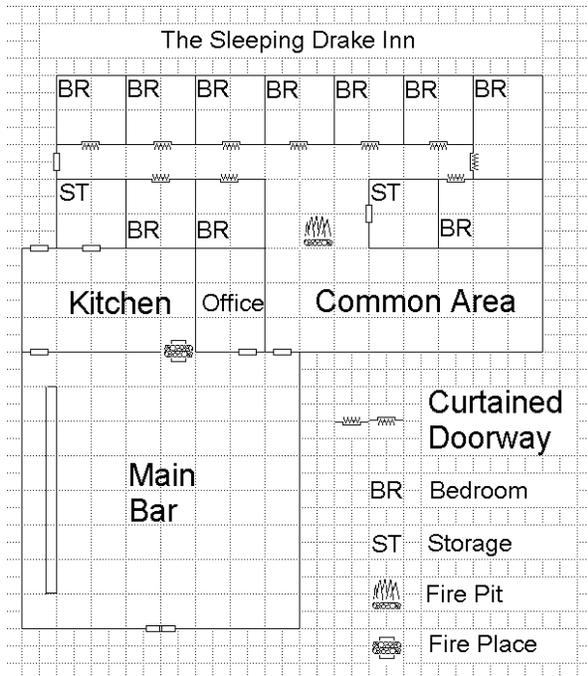


The Sleeping Drake



Staff

	Morning	Afternoon	Evening
Barmaids	1	1	3
Bouncers / Guards	-	-	2
Maids	-	-	-

Characters and NPC Personalities

Pio Peirs is the sole owner of the Sleeping Drake. He employs girls to help out in the bar as well as to cook for any who want some food. He does not provide his workers (other than the musicians and entertainers he manages to hire) with lodgings since he owns the smallest Inn in Sandpoint. Despite the Inns size, it does a booming business and Pio never has any problem finding people that want to work for him.

Owner: Pio Peirs

Nature: Very Friendly

Honesty: 7

Materialism: 6

Temper: 4

Pio will actively seek out any bards or musicians that come to town. There is only a 20% chance of his tavern having such entertainment (which will normally stay around for up to a week at a time), but when it does, it is the only place where you can hear news of the outside world. His bar tends to be particularly busy during these periods. Part of the pay for performing in his establishment is room and board.

Pio is romantically involved with Elizabeth, the manager of the Rusty Weapon Inn. It is a fairly well known secret around town. Pio's relationship with Elizabeth pretty well guarantee's the success of his bar. There are things that Elizabeth could do that would severely hurt his business (hiring the bards herself or not selling alcohol to Pio at reasonable rates) but she does not do this to him due to her involvement with him. In the back of her mind, she sees him as a long-term investment, not knowing just how well they will do once they are together.

Bar Maids

The bar Maids at the Sleeping Drake are friendly and tend to joke around a lot with the customers. The Inn's owner Pio's encourages this good work environment. The girl's names are:

Bar Maids

Lyssa

Amee

Neti

The three girls are friendly and easy to approach.

They know a fair amount about the people in the

Inn / Tavern Prices

Meals and Beverages

	Economy	Average	Deluxe
Mead	-	3	-
Beer	-	3	-
Wine / Bottle	-	20	-
Ale	-	-	-
Whiskey	-	10	-
Brandy	-	10	-

	Economy	Average	Deluxe
Breakfast	-	15	-
Brunch	-	15	-
Lunch	-	20	-
Dinner	-	25	-

Rooms

	Economy	Average	Deluxe
Common room	-	5	-
10 by 10	-	-	-
20 by 10	-	-	-
20 by 20	-	40	-
20 by 30	-	60	-
30 by 30	-	-	-
40 by 30	-	-	-
40 by 40	-	-	-
40 by 50	-	-	-
50 by 50	-	-	-

Patrons

	Morning	Afternoon	Evening
Bar	2d4	2d4	4d6
Common Room	-	-	-
Room Guests	-	-	1+1d3

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area and are generally willing to talk if someone is friendly towards them. Half the reason for this is their desire to dig up info on any new people that come through town.

In addition to these bar maids there are a dozen local girls that come in and help in the kitchen during the evening meal. The patrons rarely see these girls.

Bouncers / Guards

The local militia sends two soldier a night into the bar to act as bouncers. The place will be packed for the entire evening as soldiers come in to eat their supper. Since the leaders of the town's militia also eat here, there is never any trouble. The bouncers actually stay until morning, making sure the patrons get a good night sleep.

Patrons

The bar is always packed since Pio has struck up a deal and feeds the town's militia (they get one meal a day from the Sleeping Drake Inn and boy do they eat). At any given time during any given evening there will be 2d6 patrons and 20+1d10 militia present within the bar.

As part of their pay, The Sleeping Drake supplies all of the town's militia with food. This includes Rhys Tsigane and Maia Sedgwick, the two leaders of the town's militia.

General Atmosphere

Despite the crowding, this bar offers the best service in town. The people that work here like working here since Pio is such a good boss. He has such a reputation that should a position come up, he can pick and choose whom he wants to fill it.

That attitude transfers right to the customers. Even though his Inn is plain by the comparisons of the other two inns in Sandpoint, it is always busy and the rooms are always at least half full. The better behaved of the town's militia come here often to have a drink and relax. In addition to this Rhys (leads the local militia) sends two men over every night to act as bouncers. It is a sweet deal for Pio, but then he is one of the most liked people in town.

Area Descriptions

Main Bar Area

The main bar is fairly packed with tables and chairs. The bar tender (Pio) serves drinks from behind a long table that runs the length of the west wall. The fire that is used to help cook food in the kitchen also heats the main bar. In actual fact, when the fire is out, you can move through the fireplace from the main bar area into the kitchen.

Kitchen

The kitchen is well stocked and is the domain of Delany Leith. She comes in for 3 hours in the morning and again for 3 hours in the evening. Meals are served between 8 and 9 in the morning and 7 to 9 in the evening. The town's militia supplies all the meat the tavern uses in its meals. Hunting parties go out every morning and bring back the meat for the evening meal.

Guest Room

The guest rooms do not have doors, but rather blankets that hang over the door. Each room has a bed and small table. There are pegs on the wall to allow an adventurer to hang his personal belongings on the wall. The bouncers that watch the bar in the evening keep an eye on the rooms and the Inns guests to make sure that nothing much happens while they sleep.

Common Room

The common room is very plain and has 20 cots for guests. There is a large fireplace in the NW corner of the Common Room. This fire provides heat for the guest rooms.

Owners Bedroom

Pio's bedroom has a large comfortable bed, a worktable filled with stacks of papers and a dresser filled with cloths. In a small chest, pushed beneath the head of the bed, Pio keeps his wealth (around 1200 talons worth of coin). In addition, Pio keeps a pouch of gems in a secret compartment at the back of one of his desk's drawers. The gems have a total base value of 3200 Talons.

Hitching Posts

The Sleeping Drake Inn does not have stables. Along the side of the building there are a series of hitching posts. The posts will hold up to about 15 horses.

Storage

The Inn has two storage areas, one off the kitchen and one off the common room. The storage area off the common room is locked and

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Pio normally has the key. Its contents are mainly the linen and inn supplies. The storage area off the kitchen is used to keep kitchen food and extra supplies.

Adventure Hooks

The town's militia sent out a hunting party and only one of its members returned. He tells the tale that a horrid creature descended upon the party and nearly killed them to a man. Rhys Tsigane will want this creature killed, preferable without losing any more of his men. He will hire the group to do so, if they want the job.

The creature can be anything you want. One of the group's members should have the ability to track otherwise there may be a whole lot of stumbling around in the bush before the creature finds them.