



ADVENTURE ESSENTIALS: INNS, TAVERNS, AND RESTAURANTS

THE DEFINITIVE SOURCEBOOK
OF TIPS AND TECHNIQUES FOR
GAME MASTERING
INNS, TAVERNS, AND RESTAURANTS



BY: **Johnn Four**



Requires the use of the Dungeons & Dragons(R) Player's Handbook, Third Edition, published by Wizards of the Coast, Inc.



ADVENTURE ESSENTIALS: INNS, TAVERNS, AND RESTAURANTS

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INTRODUCTION: INNS, TAVERNS & RESTAURANTS

ABOUT THIS BOOK

Inns, taverns, and restaurants – these are the places of role-playing legend. Well, maybe not so much restaurants, but places to eat are important too! Such businesses are often the first place characters go when they enter a city, and the last place they leave before waving goodbye. In the history of RPGs, taverns have spawned more adventures than any other location. Inns are important too, because they serve as urban home bases and refuges for recuperation. Restaurants are less common game elements, though I hope this book will change that. They are a fresh break from typical locations, and are places for PCs and NPCs to meet, intrigue, and plan.

In many campaigns and groups, inns and taverns are gamed so much they've stopped being special. They've become clichés. Many GMs run the same ideas and concepts over and over, stuck in a rut they might not even know they are in. If it isn't broken, don't fix it, right? However, breathing new life into these classic pillars of your game sessions is important. Nothing should be taken for granted. Don't let things become mundane, stale, and uninspired. This is a sure route to burnout and player apathy.

Next time the characters enter an inn, tavern, or restaurant, surprise them. Let them know things are different this time around. Make them second-guess their assumptions. Inspire them to look around with fresh eyes, and bring the wonder back to your game.

It starts with fun and interesting designs. This book is about helping you craft cool, useful, and entertaining establishments. It will help you create locations that feel real and interactive.

This book will also guide you in creating important puzzle pieces that snap into your games. There's little point designing campaign elements that have small story payoff. You have little enough time for preparation as it is, so this book

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is about earning double or triple wins from your designs: world development, campaign development, and encounter development. If you make a single inn, tavern, or restaurant serve all three needs, you've saved time and improved your game sessions in one swoop. Let this book help you craft locations of superior quality. Your players will notice.

It's interesting to note that inns, taverns, and restaurants often overlap in gaming. Inns serve food and offer entertainment. Taverns and restaurants might sell lodgings in the back or upstairs. All three types of businesses have similar design elements, so by considering one, you'll learn and be inspired to design all three. That's why I wrote this book—to cover each of these types as a group to save you time and energy rather than writing three separate books. You can apply the tips and advice that follow to any inn, tavern, or restaurant—learn once, design often.

HOW TO USE THIS BOOK

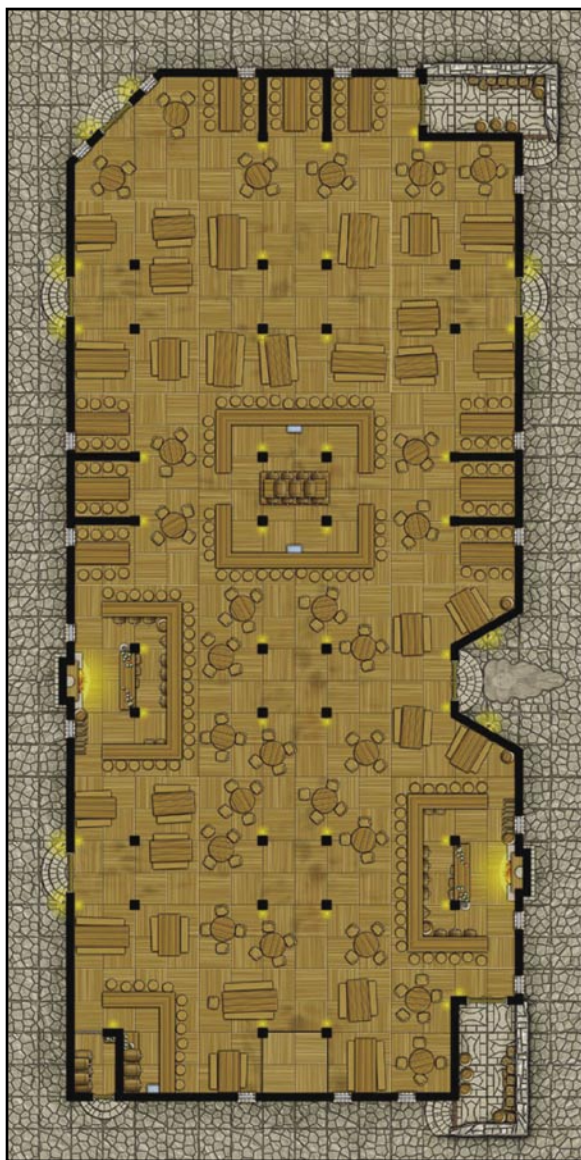
Wisdom on the Internet and from other sources says you should have fun while you design and that you should not design more than you need. This book provides detailed advice for crafting many different parts of inns, taverns, and restaurants. For gameplay purposes, you don't need to tackle everything for each business you build. Instead, use this guide to give you a constant stream of fresh ideas and new design angles so your craft—your art—stays new and interesting.

You might start with a skim of chapter one: How To Design An Inn, Tavern, Or Restaurant. This chapter covers general design advice as well as GMing tips. Perusing this chapter first lets you know what advice is on these pages so you can turn to it when needed.

Next, skim the tables in chapter three. These are meant to inspire you and supply random ideas and generators. Know what's contained here so you save time while designing.

Make chapter two your final stopping point. It contains the meat of this book. It details all the elements and parts of inns, taverns, and restaurants into a kind of content inventory. If you need help designing one particular thing, then find it in this chapter and read the advice and information. If you need help in general, then pick any part that seems interesting, or start at the beginning until you have enough to plunk your creation in front of your players.

CHAPTER I: HOW TO DESIGN AN INN, TAVERN, OR RESTAURANT



USES AND PURPOSES FOR INNS, TAVERNS, AND RESTAURANTS

In addition to providing characters food, shelter, and a place to party, inns, taverns, and restaurants are wonderful player and GM tools. GMs sometimes fall into the trap of running the same variations of establishments over and over. They build a limited menu of options, and because these places are common in cities, this robs gameplay of potential richness and entertainment.

Players use such locations as part of their tactics. Public places might be safer or make for easier escapes. They might force NPCs to act one way or another due to crowds, witnesses, or neutral territory. Such places are also good bases and places to gather information to plot their next move. The better you are able to GM these locations, the more options and interest players will have.

Following are some uses and purposes you might consider for your city's dining, drinking, and lodging businesses.

A PLACE TO MEET

When it comes to having a place to meet, there's nothing better than an inn, tavern, or restaurant. It offers food, drink, and entertainment in one place. With such inviting accommodations, many organizations reserve a large section of the floor for their regular meetings. The organizations are usually mundane groups whose membership can include prestigious individuals of the town, businessmen, and fraternity members. With simple, unassuming names like the Farmers Cooperative, the Civic Improvement Club, or the Money-Changers Guild, they are often more than what they appear.

In meetings, members network among one another, always using the organization to help better their financial or social position. Such meetings can provide interesting plot hooks for PCs if they're willing to eavesdrop. The Farmers Cooperative might be complaining about how the crops have been spoiled since the Witch Lord disappeared. The Civic Improvement Club might be rallying to put an end to the gargoyle problem. And the Money Changers might decide to hire out some mercenaries to destroy the orc raiders on the city's northern border.

Individuals like such places for meetings as well, for they offer neutral ground if the parties involved are in conflict. They are also fairly public places, though this doesn't stop some from casting spells and wreaking havoc. The relative anonymity of a hazy barroom appeals to many meeting participants.

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A PLACE TO EAT

The menu is a great tool for the GM to inject flavor into a game (pun intended!). Tavern food is legendary. Some provide a meal so succulent that a king would be envious, while others don't even wash the dirt off their turnips before mixing them into their stew. Restaurants' main service is dishing up food; it's often their exclusive service, so they produce the best menu possible. Inns might supplement their services by offering food, whether it's prepared in-house or brought in from a nearby restaurant or pub.

Varying food quality might incur an occasional Fortitude save for patrons. Those who fail might feel ill for a few hours, and suffer an action penalty, or serious cases might result in temporary Constitution point loss. This would definitely make an otherwise standard meal a memorable event! On the flip side, PCs might receive a temporary skill boost or other boon from sitting down for a good meal, particularly after they come in from a long adventure where they've subsisted on trail rations for weeks. Offering such a bonus might convince especially thrifty PCs they shouldn't always eat trail rations.

Your city will have its own eating customs, such as popular foods, standard eating times, and expected portion sizes, so be sure to make your eating establishments reflect them. Other ways you can use to make meals different and interesting are:

- **Type of dining:** buffet, smorgasbord, live animals, "normal"
- **Dishes and drink holders:** type, size, shape, pattern, material
- **Eating utensils, if any:** purpose, types, size, shape, material
- **Seating arrangements:** types of furniture, seating position and location
- **Servers:** many NPC opportunities here, plus types, nature, and quality of service
- **The bill:** who's expected to pay, payment rituals and processes

A PLACE OF EMPLOYMENT

At the start of many adventures, an employer and adventurers meet to discuss what needs doing. It's there that deals are struck and heroes begin their journey. This common theme can have interesting twists. Perhaps choose a different set of heroes—not the PCs—to pitch the scenario them for reasons they don't reveal. Maybe the PCs are not the ones chosen to partake in the adventure, but they overhear all the details about the job and can decide if they want to try beating their rivals to the location.

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Inn, taverns, and restaurants offer many mundane employment opportunities as well. These jobs are ideal for characters who live in the city, for PCs who need a temporary income, and for party members performing undercover work. The type and nature of establishment will dictate how the PCs can serve, but some example jobs are:

- Waiter, waitress
- Bouncer
- Stablehand
- Maid, manservant
- Butler, stewardess
- Maitre de, hostess
- Bellboy
- Messenger
- Cook, chef
- Bartender
- Manager

A PLACE FOR NEWS

Whether the news comes from a town crier who stops by once a day, a community bulletin board, or regulars who come in to gossip, inns, taverns, and restaurants are great locations to catch the PCs up on the latest rumors, plant plot hooks, and guide players to more productive paths.

Independent of PC and GM needs, many communities will meet at these places to exchange information, whether the news is true or not. Every community is unique in membership and flavor, and this will impact the establishment. Town guards will hang out with fellow guards at a traditional location that other citizens will probably avoid; mages will sip liqueurs at a tavern they insist on calling a club; sailors will drink and eat places full of cheap, non-breakable furniture.

Here's a sampling of news types to keep in mind when designing:

- New laws and how people think they'll be affected
- Recent events and their interpretations
- Engagement announcements
- Help wanted notices
- Important personages visiting the city
- Foreign relations and world events

In addition to news, PCs and NPCs might use these places to exchange messages:

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- Someone could post a mysterious warning: "The great gray beast lurks below." Such postings might provide clues to the PCs in their adventures. These might be posted by a villain who wants to lure the PCs into a trap or by a villain's hireling who is developing a conscience, but is afraid to cross his master openly.
- An adversary can exchange threats with the PCs: "Biddle Sickleave's bow has about as much pull as the boot shiner." While appearing to be simple insults, they help build a character's story. Through the bulletin board, a PC can swap barbs with an unseen adversary instead of swapping blows. Tension increases, as does the PC's appreciation of his counterpart. As the story plays out on the board, a variety of surprises can await the PC as to the identity of the poster. It could be the king, a former school mate, a polymorphed dragon, a monk under a vow of silence.
- A character can brag about his exploits: "On this day, Tantiv V, 1023, let it be known that Sir Frewtic of the Mountains did defeat a foul, evil black dragon of resounding strength, malicious magic, and vile intent, known as Tylkoputak. The destruction of this beast has ensured the continued safety of the City of Woodharp. Signed, with greatest appreciation, Mayor Grig Tarberry." Such postings provide excellent incentive for paladins and other PCs to brag about their deeds, let their exploits be known, and provide valuable public relations, which could lead to future missions. They are also a fun reward by issuing proclamations that bring honor. The PCs can use such proclamations as a resume of sorts as they travel.

A PLACE TO ENTERTAIN

The tavern is a fantastic place to find great live entertainment. Amazingly, there's a wide variety of it to be had: comedy, plays, acrobats, jugglers, weapon experts, song, and dance. In a high-fantasy world, those don't have to be the limits though. Other on-stage entertainment can include illusionary stories (a story of the gods), trained monster acts (Calavini and his Blink Dogs), magic shows (summon monster spells are always impressive), and even miracle shows (watch the Amazing Macu bring the dead back to life). Response to such shows vary from city to city; some will be stunned and amazed while others will think it's about as ordinary as a farmer plowing his fields.

Every bard knows the best tips come from drunkards who don't know how much they're spending—or spilling. Because of this, entertainers provide GMs plot opportunities in the guise of spies, informants, plot hooks, and encounter situations.

A PLACE TO SHOW OFF

Everyone has favorite haunts, and it's no different in a fantasy world. Politicians will have a favorite establishment, as will the president of the local thieves' guild. It's at these places PCs can find out who bends the ear of whom. In addition, if important people patronize an establishment then they'll draw a crowd of their own that contains servants, groupies, sycophants, and hangers-on. When a powerful person claims a tavern or other business as "his own," he approves who comes in and who's allowed to stay. He is always interested in whatever is happening inside. For example, if the PCs bust up The Fallen Acorn—the second home to the city guard captain—there will be retribution.

A PLACE TO STAY

Most inns' primary revenue source is offering shelter for coin. Taverns and restaurants are also places one can find room and board. Owners might clear the floor to be a common room at night, and rooms—often little bigger than a closet—above and at the back of the establishment might be made available to certain patrons.

PCs new to a city won't have permanent residence, thus they'll naturally go to these places seeking room and board. They might not think of restaurants and taverns as places to stay though, so you might have an NPC plant the idea in their heads. Such quarters might be a nice break from the classic night-at-the-inn routine.

Flavor of accommodations can vary greatly, so this element represents a great design opportunity. Consider mixing up these factors:

- **Cleanliness:** vermin, pleasant, too clean for bloody and dusty heroes
- **Size of rooms/space:** too small, huge, odd proportions
- **Furnishings:** lots, none, ruined, bizarre
- Quality of room service, if any
- **Sleeping arrangements:** small bed, four poster king-sized bed, palette on the floor, bunk bed, magical floating mat
- Private or common accommodation
- Quietness and peacefulness of location: busy intersection, serene inner garden, noisy club nearby

A PLACE TO GAMBLE AND GAMBLE

Inns, taverns, and restaurants form natural places to game and gamble due to their public accessibility, willingness of management to accommodate, and access to alcohol. Local laws will dictate what games are allowed in public and

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those that must be played outside of official eyes. Neighborhood customs will determine which games are popular.

Games are played for a number of reasons:

- Out of enjoyment, such as a pleasant game of dragon chess between scholars
- To bet on and support gambling
- Ego and bragging rights
- Neighborhood pride
- Public spectacle

Use these reasons to craft different encounter situations. The same game will play out different if competitors are motivated by defeating rivals versus trying to win a few coppers for supper.

A PLACE TO START ADVENTURES

Sowing adventure seeds and plot hooks are the classic GMing purpose for these public places. Though this GM tactic is often ridiculed and criticized on discussion boards these days, the truth remains that it's a fun, fast, and easy way to launch a new adventure or campaign. Unless your group is jaded and bored, it's ok to continue starting stories in these types of establishments. Most players enjoy roleplaying in familiar stomping grounds, and GMs often have a repertoire of tried and true tavern scenarios.

Next time you start an adventure in an inn, tavern, or restaurant, consider adding a slight twist to keep the players guessing:

- A bar fight breaks out and the plot hook is literally smacked out of an NPC. Perhaps the plot hook is fragile and the PCs must rescue and protect it until the fight is over.
- A mysterious stranger approaches the PCs with a job, but he's murdered before he can give them the details. Now the PCs must perform a pre-adventure investigation.
- A mysterious stranger approaches the PCs with a request for help. Then another stranger interrupts, denouncing the first NPC as a fraud and liar. Which NPC should the PCs trust? Which offer will they accept?
- While the PCs are negotiating a deal with a new employer, rival NPCs appear on the scene and try to lure the job away.
- The tavern is a trap. Patrons, barkeep, and wenches are all in on the scheme. As the floor opens beneath the PCs' table, a mysterious figure chuckles from the shadows.

A PLACE TO END ADVENTURES

Adventures are often born in places of food and drink, but they rarely end there, which is a shame—and an opportunity.

- Start your next adventure in a tavern and then be sure to have a celebration party in it once the world has been saved. This ties things up nicely, gives NPCs an opportunity to pat the PCs on the back, and provides satisfying closure.
- The villain's lair is a hotel, tavern, or restaurant. While there are some security issues to address, this would be a clever and interesting base of operations, and a cool location for a climactic battle.
- The mother of all barroom brawls. The final fight takes place in a tavern. The mighty spells and powers brought to bear during the battle turns the site into a place of legend within the city.

A PLACE TO UNCLUG ADVENTURES

If the PCs don't know what to do or where to turn next, bring them back to an inn, tavern, or restaurant. Such places make introducing clues, hints, and NPCs easy and logical. The party often stay or eat at such an establishment, so you can rely on the place to stage encounters that will get the game moving again.

A PLACE TO ROLEPLAY AND INTRIGUE

You never know who might be eating or staying at the local pub or inn. This gives you unlimited opportunities to introduce NPCs who are fun to roleplay with. Some groups enjoy gaming in-character for awhile without any plot considerations. Other groups prefer to roleplay with purpose. In either case, they can meet and chat with local and visiting non-player characters in uncontrived ways to their content.

A TYPICAL DESIGN PROCESS

It's important to optimize your design time because there's only 24 hours in a day and a GM always has a long to do list. More than once I've drilled down into a design only to come up for air and realize the game was a short time away and I hadn't started planning the session yet. Oof.

To avoid wasting time, below is a core design process for inns, taverns, and restaurants for gameplay purposes. Chapter two outlines many possible and interesting design elements you could craft, but I've hand-picked the essentials. If you develop the following for your establishment, you let your designs do their part to keep your campaigns and games thriving while minimizing in-game situations where you get caught off-guard or unprepared.

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1. **Name.** Every place needs a name. Names are useful tools because they help ground the location, and make it easy to identify, locate, and work with during games or while planning. You can pick the name at any time during the design process. If you are blocked or stalled, crafting a name is a quick way to make forward progress again. Choosing an imaginative, clever, or unusual name often cures GM's block as well.
2. **Location.** Is your design self-contained—something you can drop into the game at any time, in any place—or are you designing for a specific region, neighborhood, or plot of land? Figuring this out right away informs other parts of the design and avoids wasting time. For example, you might have a concept of turning an ancient, giant wood-burner into a tavern. This means you need a location that is (or was, while the burner was in operation) forested, or has an interesting backstory to explain the burner's presence. Best know this now before you realize too late the concept won't work for your game.
3. **Map.** There are two types of maps, and you need to decide which you need to craft. Avoid wasting time and pick the right type for your sessions:
 - **Floorplan.** This is a diagram of the establishment, its rooms, spaces, entrances, and exits. It sometimes contains furnishings and their positioning. Do you need a floorplan? A floorplan can kickstart a design because it's visual, tangible, and encourages decisions about building size, number of floors, space availability, and area usage.

A floorplan also maintains consistency. If the PCs return to the place, or wander in and out of various rooms and doors, the map helps you envision and describe things the same way each time.

Floorplans are recommended if the PCs are likely to explore or tactically interact with the establishment (skill use, seating tactics, spotting and listening, enter or exit in secret). You have enough things to track while GMing, and creating and remembering a layout mid-game gets taxing. If the PCs are likely to arrive, sit, drink, and leave, then no floorplan is required. Otherwise, the few minutes invested mapping will payoff.

- **Battlemap.** This is a map with a grid or hexes designed to referee a highly tactical situation where tracking precise location and position is important. Furnishings, cover, and boundaries created by large objects, such as fish tanks, poles, bars, tables, and so on, are also drawn out, in

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addition to walls, entrances, and exits. Combat, sensory or movement-oriented skill use, and detailed or tactical roleplaying benefit from gaming with a battlemap.

I tend to avoid crafting battlemaps unless I'm sure combat will erupt, or if the scene is important to the plot and is complex. If you have a floorplan, you can craft a scaled battlemap fast, which gives players a chance to plan and strategize while you draw. If it's guaranteed that important, tactical events will erupt, skip the floorplan and go directly to crafting a battlemap to save a bit of time—unless you think the PCs will explore the building before or after the fight.

You can usually get away with a quick sketch of the floorplan and just use description to run encounters that take place inside businesses. If tactics are required, such as positioning or combat, then yeah, accurately map it. If the PCs are likely to explore (“Is there a back door?” “I head up to the guest rooms to listen at doors and break-in.” “Do my elven senses pick up any secret doors as I casually wander through the place, pretending to admire the decor?”) then a map might be useful for refereeing timing, position, and player-GM coordination.

- 4. Room list.** It's valuable making a quick room list at this point. If you are drawing a map, the list becomes an inventory checklist and helps you remember to fit everything in the design. If you have ever forgotten to put the kitchen in a restaurant, you'll know what I mean. If you are going by description alone during games, the list helps you GM on-the-fly.
- 5. A theme or hook** is important, if you have the time. You want to make each place distinct and fun. If the players are presented with uninteresting game elements, they'll withdraw from gameplay, emotionally at first, and possibly even physically after awhile. Keep players interested, excited, and engaged by making things new and interactive. For example, if every tavern is a dingy room with a grumpy bartender and sullen patrons, the PCs and players will lose motivation to pay attention, interact, and roleplay.
- 6. Goods and services**, plus a price list. At least have a generic list of what the PCs can buy and how much it will cost. The Player's Handbook will often suffice. However, if every place offers the same goods and services at the same prices, you run the risk of boring your group.

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One trick is to add one or two interesting menu items to each place you design. Make sure to let the PCs know about these new offerings, either ahead of time (turning the items into hooks) or when they visit. The items can have pure descriptive value to enhance roleplaying, or a game mechanics value. For example, an inn might offer an exceptional massage that results in faster healing after a full night's rest, while a tavern might offer Goblin Ale, which is green in color and stains teeth, but has no game rules involved.

7. **NPCs.** Empty buildings are boring. What brings places to life are NPCs: the staff and customers. Optimize design time by creating a few NPCs you can drop into any tavern, inn, or restaurant the characters might visit, to add flavor and roleplaying possibilities.

Save more time by not fleshing out NPC game stats unless required (i.e., combat or skill use are likely). Wrap an interesting personality around a set of generic stats, such as those in chapter 4 of the DMG.

8. **Furnishings and features.** If you have the time, consider what furnishings and features are present. Keep the business's theme or motif in mind, and add at least one distinct item worthy of description. This is another way to keep your designs fresh and interesting. Perhaps the place has an unusual bar, fun graffiti on tables, or elaborate lighting. Simple touches like this, even just as one-liners in your description, engage player imaginations and create possible hooks that evolve into special game elements as you play.
9. **Stock encounters.** Craft a few encounters you can drop into any tavern, inn, and restaurant. Use when needed to spruce up lagging gameplay, keep an idle character engaged, or have an answer for, "So, what's going on in this place?"

Start by creating a bullet list of encounter ideas. Take your favorite ideas and flesh them out into partial or full encounters. This is time well spent because you can drop your encounter seeds and designs in at any time without being tied to a specific location the PCs must visit, or be dependent on specific PC actions.

10. **Everything else.** At this point, other design elements as described in chapter two are optional. The more you design and inject with imagination and thought, the better your creation will be. At minimum, design what is necessary to keep the game interesting and moving along, and craft what you consider essential according to your GMing style.

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Designing specific details deemed optional, such as backstory or business hours, is often a great cure for writer's block, whether you're stuck on making the business interesting or you need encounter ideas. If you have the time and inclination, design as much as possible, because design is a skill that improves with practice, and new details create greater potential to spark encounters, adventures, NPCs, and other game elements. This advice runs against other tips in this book that advise busy GMs to stay focused and efficient. You often want to save time where possible, but if you have the desire or opportunity, have fun with the design stage and wander a little.

DESIGN BASED ON GAME ROLE

As discussed in other GM Mastery books, busy GMs should avoid over-designing game elements or spending more time on them than is necessary. Though it's fun being carefree and creative while planning, you often need to design efficiently because you're on the clock with a session looming. Crafting inns, restaurants, and taverns with their game role in mind is one tool to help you build exactly what you need in the least amount of time.

Typically, you will find yourself in one of three design situations; each requires a different amount of detail and information. If you stay within category range, you should have what you need to GM your game while not spending time on detail that won't affect gameplay or other design tasks.

The design categories are:

1. World Building
2. Adventure Crafting
3. Encounter Design

DESIGN FOR WORLD BUILDING

You will have a few different needs when it comes to world, region, or setting design that affect how you craft an inn, tavern, or restaurant. Most of the time, you will want to design just the business basics. World building is a huge task and you don't want to get bogged down in details. Once the business becomes an adventure or encounter site, you can flesh out more information as needed.

TWO APPROACHES

You will likely have a long list of items to design for your world, and you won't have the resources to detail every building on every street. There are two general approaches you can take during the world building phase of your campaigns:

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1. **Maps and lists.** This is the most common approach, and during this stage you fill out a content inventory, of sorts. What does the region contain? What types of commerce, merchants, and businesses exist? You either draw a map and start noting locations and names of inns, restaurants, and taverns, or you create a list of business names, possibly with additional columns, such as district or location, owner's name, quality of goods and services, and so on.

For this method, you just need the business name (location is required too, if you are mapping). Other attributes, such as events, staff, and pricing, are optional.

2. **Archetypes.** I like dictionary.com's definition for archetype: "The original pattern or model from which all things of the same kind are copied or on which they are based; a model or first form; prototype."

With this approach, you pick a region to serve as an archetype, and then build a typical inn, restaurant, tavern. You use this design in the future as a template, either to copy on-the-fly while GMing, or to make design faster by using it as a prototype. This is a useful design method because it allows you to build in various differences (i.e. regional, cultural, technical) so your world doesn't feel like a bland, unchanging place. For example, for Region A you craft a tavern based on a typical English pub (http://en.wikipedia.org/wiki/Public_house); for Region B you model a restaurant after Chuck E Cheese (<http://www.chuckecheese.com/html/>); and for Region C you design an inn akin to a 5 star Paris hotel (http://europeforvisitors.com/paris/resources/paris_hotels_5_star.htm).

To design an archetype, I recommend going through the typical design process outlined previously in this chapter. Don't feel the need to create something generic; in case of emergency, you can use your archetype design.

The drawback of archetype design is that it can take as much time as a specific location design, whereas if you had crafted a region map or list instead, you would at least have a region fleshed out a bit. The benefit though, is you are building tools designed for reuse (copies of the original) to speed up future planning and building, while ensuring regions served by different archetypes are different and interesting.

SPECIFIC CASES

With the two approaches of mapping and crafting archetypes in mind, here is a short list of typical world building activities, and some brief comments on how to best manage your time:

Background Flavor—The place exists at this point to flesh out a region or community, and is mentioned only briefly in a chart or listing of businesses, PC backstory, adventure history, or regional background. Background flavor locations generally require just a business name and location.

Plot Points—Some businesses get tangled up in plots. Perhaps you need a location as a historical point in a villain's schemes, or you need a place for an important event, such as the meeting of racial leaders who hammered out a peace treaty last century.

Plot point locations often require just a business name and location. Sometimes other design elements come into play, such as a staff member or room number, if they are involved in the plot. To save yourself work, let the plot design drive this information, not the business design. In addition, plot points often have a timeline, which you can use to infer other details about the business as needed, such as age and architecture.

Community Seeds—You might need a reason or hook to establish a population center. Why is this village here? Inns, taverns, and restaurants are great community seeds. Travelers need food and shelter, the military needs way-points between strategic locations, farmers and herders need gathering places for trade and commerce, watering holes draw crowds that draw businesses, and so on.

From a design viewpoint, you can flesh out a community from details and questions spawned by a business design. Craft a tavern and then figure out what kind of community would patronize or support such a place. Design the history of a restaurant and expand that to create a city's history. Build conflicts surrounding an inn and from there craft the region's factions and villains.

Businesses acting as community seeds require a bit more design than just a name and location. What is required varies based on your needs, but some suggested starting points are theme, goods and services, clientèle, events, and history.

Map Points—You might be crafting a regional, urban, or village map and need to flesh it out with businesses. If you can get away with it, just put dots on the map, with perhaps an indication of whether the business is a place to eat, drink,

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and/or sleep. A name is not required unless you have a reason for putting in the effort at this point in the design.

DESIGN FOR ADVENTURE

In this design case, the business is the location or driving force for a whole adventure or campaign. This is a wonderful idea that I've used successfully, and a key benefit of the adventure approach is you get triple the value out of your preparation time. The business you design in detail for an adventure:

1. Fleshes out your setting (world design)
2. Generates conflicts, NPCs, and locations (encounter design)
3. Fuels campaign creation. Good job!

When crafting for adventure, I recommend a complete design to generate enough details to provide GMing choices, plotting inspiration, and interesting storytelling. Go through each of the topics in chapter two and craft as much as possible within a reasonable time limit. Remember, you are creating a game element that will serve as the basis for many sessions of adventures and encounters, so plan on several hours of work over time. You can always return to your design in iterative fashion to add more details and ideas, but having a solid base of information at the beginning of your adventure preparation will pay dividends as the campaign winds onward.

How can a tavern, inn, or restaurant be an integral part of an adventure? Check out these ideas:

Home Base—This is a classic use for a business, and a great one. The PCs use the location to rest, regroup, and prepare for new adventures. The friends and contacts they make at the location, plus the strangers they'll meet there, provide hooks, clues, assistance, and rewards. This type of campaign is great for groups with high absenteeism, infrequent sessions, or changing GMs because the location allows easy character change-ups and short adventures enabled and connected by an interesting setting.

- The Guild of Adventurers meets here regularly with news, rumors, and quests.
- Employers know the business is famous for the type and skill of mercenaries that hang out there, and the mercenaries know that employers often come to the place with job offers.
- Customers inadvertently serve as adventure hooks, much like an episodic TV show.

Plot Point—You might make an inn, tavern, or restaurant the basis of a key plot point, or the backdrop for one or more key plot points.

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- The object of a quest is hidden somewhere on the premises, perhaps buried in the cellar or built right into a wall.
- The PCs must infiltrate a resistance group that gathers frequently at the location.
- A puzzle is embedded into the place, and the PCs return often to learn the next clue or the next stage in the quest. Perhaps there is a prophecy, map, series of instructions, or a cryptic poem painted or engraved on the walls.
- The business is on neutral ground, and members of enemy factions often patronize the place—violence or adventure could erupt at any time.
- The business has underworld contacts, and is always buzzing with plot hooks and adventure opportunities.

PC Ties—Make the business a core component and motivation to one or more PCs. Incorporate the business into their background, if possible, to further bond the characters to the location. The idea is to have a group of characters who care about the place and will want to get involved in whatever business-based adventure or campaign you have cooked up.

- One or more PCs work at the place and get involved in the misadventures of fellow staff members and customers.
- A PC has inherited an inn, tavern, or restaurant. The PCs can engage in the business's management, or be required to protect the business from various dangers over time. For example, some player groups enjoy controlling guilds, and running a business offers fun and similar gameplay. Alternatively, the region could be caught in a war, and the business is constantly under threat; or it gives the PCs opportunities to be spies and learn about important missions they could thwart or take on themselves.
- One or more PCs has relatives who own or work at the place. They are frequently called upon to help with emergencies or opportunities. For example, the father of a PC owns an inn, and he gives the group free room and board that lets them use the place as a home base. Often, the father requires their help: one time it's flooding, another it's fire elementals raging through the neighborhood, another is influencing city council to renew the liquor license for another year, and most recently the father needs help dealing with a tough group of unruly NPC adventurers.

Adventure Site—You design the business to be its own adventure site. It's often possible to leverage this idea to formulate a complete campaign.

- The business was built on top of a dungeon. Finding the entrance is only the first part of the adventure....
- The place travels inter-dimensional space. Like *Dr. Who* and several other fantasy and science fiction concepts, the inn, tavern, or restaurant journeys through time or space, bringing the PCs to new adventures. Add interest

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by creating a central villain or conflict that reappears periodically to create a common thread between adventures. For example, perhaps a common theme of increased chaos permeates the places the PCs adventure—war, new stage bosses, strange happenings such as rifts, natural disasters, and so on. The chaos is the result of a new master-villain or a chaotic force in the universe stirring.

- The place is a gateway to the planes. This is a classic campaign concept, but because of all the possible places and adventures, the premise is still fun and exciting. For example, the PCs are lost and take refuge from a storm at a strange inn on the frontier. It turns out the doors down one particular hallway lead to different, random planes each time they are opened. The innkeeper becomes an ally who guides and advises the PCs as they explore the planes and return to the inn during or after adventures.

MAKE A LIST OF HOOKS

When designing a site to act as the hub of an adventure or campaign, you need to ensure the place will offer sufficient opportunities for adventure, encounters, and hooks over the long term. It would be unfortunate if you ran out of ideas, possibilities, and choices midway through the campaign. For example, the players might start to complain after the seventh time in a row a customer comes in with an adventure hook—players want variety.

The solution is to make a list of ideas before launching the campaign. What are the various ways you can deliver plot hooks, have the location serve as an adventure or encounter site, and keep the players interested in the business as a home base or place to return after each adventure?

The design stage is the best time to build this list. Not only will designing each element inspire new ideas that should be documented before you forget them, but as you go through the design you will get a feel for whether the concept has long-term life or if you should change things up before you commit to play.

INGREDIENTS FOR CAMPAIGN AND ADVENTURES

To be the successful basis of an adventure or campaign, the business needs a few game elements:

- **Conflict**—Even if the place is just a stopover for the PCs between adventures, it's wise to add one or more conflicts intrinsic to the business itself. For example, perhaps there are two owners who have become enemies and the business is caught in the middle and being used as a pawn in their petty struggles.

There are several ways you can use built-in conflicts:

- **Side plot**—The conflict can spawn minor plots not central to the campaign to change things up and add more dimension.
- **Relief**—If you need a change of pace or gameplay, such as a break from the main storyline, drop in an encounter or adventure spawned from the business conflict.
- **Plot fix**—A plot can stall, such as when the PCs miss a clue, take a wrong turn, or paint themselves into a corner. Use the business's conflict to introduce a quick encounter, clue, or hook that presents the PCs an opportunity to get back on track.
- **Design fix**—Just as the PCs can get into a plot jam, GMs can make errors that jeopardize the campaign. For example, you might make a stage boss impossible to defeat because the PCs are unable to penetrate his defenses and resistances. You can use the business conflict to introduce a short quest for new magic items or other solutions to your design emergency.
- **Storytelling**—Having multiple story threads is good storytelling. It varies gameplay, adds plot complexity, and potentially develops characters better over time. A business conflict can make its presence felt on occasion as a storytelling device. For example, you might notice the PCs have a good handle on the campaign's main plot and it's almost become business as usual as the players apply the tactics and strategies they've learned to good effect each session. To increase the challenge, you introduce a new twist based on the business conflict that requires the PCs to consider new tactics.

Alternatively, the main plot might offer characters only a limited array of development options, such as combat and dungeon skills. You can use the business conflict to present new learning opportunities, such as spell research or social skills.

- **Character hook**—The conflict is the basis for one or more PC backgrounds, and could even be the unifying theme for a party of adventurers to stick together.
- **Mystery**—Gameplay should include an element of the unknown. The players shouldn't know everything about their foes, the game world, and the adventure plot line. A good conflict should surprise the players and their characters at least once in awhile. Try to craft a mystery or two for your business, such as a twist that gets revealed in the place's history, a secret owner, an unknown supplier of exotic ingredients, a curse.

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- **NPCs**—Non-player characters are the lifeblood for roleplaying and gaming a business. To feed a campaign, be ready with a stream of new faces and situations or events that change old faces. Avoid static NPCs.
- **Reward**—Rewards come in many different forms, such as spotlight time, magic items, character development, players socializing, roleplaying opportunities, experience points, mundane treasure, and opportunity for discovery and exploration. Give your campaign as many reward possibilities as possible by working rewards into the business design.
 - Secret areas that have been buried, bricked over, or hidden and forgotten, waiting to be discovered.
 - Interesting NPCs and game time provided for interacting with them.
 - Character specific plots and side plots.
 - Contests and games with interesting prizes.
 - Foes with interesting equipment.

CAMPAIN IDEAS

Baba Yaga's Inn—The inn moves! Perhaps it is a machine, or has magical means of transport. Alternatively, the structure might travel through planes and dimensions at random or via a control mechanism. The inn might need rare or expensive fuel, such as diamond dust or demon blood, creating a need to adventure to acquire more fuel supplies when the gas gauge gets low.

Exotic Menu—The business, which the PCs own or manage, is famous for its exotic menu and requires the PCs to fetch fresh ingredients on a regular basis. When I ran a campaign with this concept, I made the chef a fun and interesting NPC, full of surprises and plot hooks. He had exclusive knowledge of all the exotic recipes and was a loyal friend of the PCs. One time he was kidnapped by a rival business and the PCs had to search and battle through many locations to find and rescue him. Another time he poisoned himself with his own ingredients and the PCs had to rush out and quest for an antidote. In addition, the chef was always experimenting and demanding new ingredients, requiring the PCs to explore for new monsters and plants to bring back.

Stable of PCs—Turning the classic campaign on its head, the business is the main character, shared and co-developed by the players. During sessions, players take their pick from a cast of characters they have access to for adventures related to the business. This lets the group play high and low level adventures as desired, and craft and develop new characters anytime.

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For example, a tavern might be the home base for an adventurer's guild, mercenary company, spy ring, or entertainer group. Perhaps it is the location of choice for a special military unit during their off hours, a sage collective with a large library in the cellar, or a group of urban heroes who run a business together by day and are super heroes when trouble strikes.

Finding Home—Here's another plane-walking concept. The PCs enter an empty inn only to get trapped. The front door leads to a hostile plane, and each of the inn's rooms lead to other planes. The PCs must explore the land behind each door and find the clues and items that are required to bring them home.

DESIGN FOR ENCOUNTERS

Encounters are the building blocks of adventures and game sessions because all the action with the PCs takes place in encounters. Inns, taverns, and restaurants are frequent settings for urban and rural encounters, so it's important to design these businesses to the best of your ability according to need.

The best strategy overall is to keep your designs light, simple, and unique. Use the Typical Design Process outlined above to craft only what you need without wasting time, and to produce light and simple designs. Make each place unique by focusing on making one or more elements different from what you've designed before. Even though 80% of your designs might be similar, it's the 20% that will capture players' attention and offer new gaming experiences—and you usually only need to change up 20% to make this happen.

One catch with encounter design for hospitality businesses is their public and social nature. Parties tend to split up, pursue private conversations with NPCs, follow personal plot threads. Players' interests diverge and some want to roleplay, some want to hack, some want to gamble, pick pockets, and stir up a bit of action, and others want to progress the story and get on with the next quest. Keeping everybody happy is tough. Here are some tips:

- **Plan to keep it short.** If you and your players get on a roll (pun intended) then allow longer gameplay. Otherwise, short plans help keep the game moving while still giving folks opportunities to get what they want.
- **Make a player checklist.** Record each player's style and then run your planned encounter by each to see if any player will be unsatisfied with gameplay. Things don't often go as planned, but this quick test maximizes your chances of crafting a fun encounter for all.

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- **Plan for split parties.** Even if the PCs sit at the same table the whole time, they are likely to engage different NPCs in conversation, and focus on different things that are taking place in the background or foreground. In effect, they become a split party. To combat this, try to have one or two things designed for each PC. Interesting staff members, pub games, mysterious strangers, romantic interests or flirting NPCs, and bar brawls are good mini-encounters to stage within the main scene.
- **Create strong hooks.** If your encounter has a purpose, help players recognize what it is with a giant arrow pointing to it in the form of a strong hook. If your group wants to roleplay and explore different things while patronizing the business, that's ok. What's frustrating for players is not knowing what to do—that's when party bickering, time-consuming discussion, and random attacks begin.
- **Showcase your design.** Be sure to highlight what's new and interesting about your design. Don't hide the cool features you've crafted to make the business distinct. However, strike a balance between revealing the hooks and features of the place, and making the setting overbear the scene and steal spotlight time or interactivity.

For example, you describe the cool, magic lighting that creates illusions on the walls (also a good way to plant a clue or hook as the illusions can reveal something interesting), and the rogue PC declares he's going to try to steal one of the lights. Your first instinct might be, "Hey, don't mess with my hard work and imaginative creation." Instead, think of how you can turn this into an interesting side show to keep things fun for the rogue while the rest of the party takes cares of business. Perhaps you think of a security system (such as a silent Alarm spell summons a golem from the office upstairs), or a staff member succeeds with a Spot check, or you let the rogue succeed with several skill checks or quick player thinking and you decide this means the PCs can take the clue with them.

- **Include multiple plot threads.** Many things are possible in a place such as a tavern, and they can even happen at the same time without stretching sense of disbelief. With numerous NPCs and situations present, the setting allows for multiple plot threads to collide or co-exist. At one table a group is planning the robbery of a merchant's home, at another a couple are discussing rumored developments in the guard investigation of monstrous activity at the docks, and around the corner one staff member is confronting another for cheating with his wife and a dagger is drawn....

If you handle side plots, PC plot threads, or multiple ongoing storylines, don't hesitate to let more than one thread make an appearance during any given encounter. Hospitality businesses are the perfect nexus to help you advance multiple plot threads or tie things together, so take advantage of the opportunity.

- **Test your design.** Aim to make your design interesting, unique, and full of gameplay potential. Encounters are the testing bed for all these ideas. Don't hold back. Pick your favorite idea(s) and try to include them in your encounter design. Note what works well and what doesn't and factor what you learn into future designs.

To pre-test your designs, try to spawn off encounter ideas. If several ideas come to mind, and if the ideas feel good, then chances are your design is good as well.

- **Change up encounter types.** There are several different kinds of encounters. Be sure to use them all to keep gameplay interesting. If every visit to the tavern results in a brawl, players might get bored and the PCs start avoiding visits and drink at home instead.
 - Puzzle, skill—Gambling, games, challenges, contests.
 - Plot puzzles: riddles, clues.
 - Social puzzles: verbal sparring, gathering information, changing NPC attitudes.
 - Performance puzzles: paid to entertain, creating a diversion, gain prestige or reputation, battle of the bards, impressing or courting an NPC.
 - Roleplaying—NPC conversation, interrogation, spying, gathering information, avoiding a fight, rumormongering, confrontation.
 - Combat—Bar brawl, duel, contest, back alley or dark corner ambush, pit fight, caught in the middle of a fight between gangs/rivals/guards/criminals.
 - Plot—NPCs with needs, jobs, quests. Meetings with contacts, or contacts bumped into by coincidence. Rumors, gossip, news from locals and travelers. The bartender always has the answer.
- **Think 3D.** Unless the encounter takes place in a single common room where everybody stands, you have plenty of opportunities to inject all three dimensions into gameplay. 3D encounters stir players' imaginations, breaks ruts where encounters feel flat, and give you more GMing options.
 - Furniture—Climb on tables, climb walls and support beams, hop onto the bar, swing from the tapestries.

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- Stories—Spy from the top floor, hide in the cellar, ambush on the stairs, jump out the windows.
- Space—High ceilings, low ceilings. Open stairs and hallways, upper levels open to central room. Multiple floor levels and stages.

A FEW ENCOUNTER IDEAS

- The PCs stop at a tavern while it's undergoing renovations. While there, a mason pulls out a loose rock and finds an ancient manuscript inside.
- A beleaguered barkeep complains to the PCs that his wine cellar, where all his spirits are stored to keep them cool, is unusable because of the "fish beastly" who lives there. The PCs discover it to be a water mephit who has flooded the cellar and claimed it as his own.
- The PCs chase an enemy to an exclusive tavern. Once inside they find their enemy has cozied up to a powerful individual, such as a noble. The PCs must now maneuver around the noble's protections to get to their enemy.
- A barkeep asks the PCs to recover a special item from his motif collection that has just been stolen by a patron. The barkeep seals the doors to keep everyone in, but none of the patrons admit to the crime.
- The PCs discover a plot to destroy the tavern while an unwanted labor union holds a meeting inside. The PCs must protect the tavern and its patrons from the attack.
- An upper-class restaurant is renowned for having the best and most complete wine list in the entire city. It has recently installed a new security system for its wine cellar and is bragging to all patrons it is thief-proof. Perhaps the Thieves' Guild decides to test this claim with the help of a rogue PC, or the PCs are hired as part of the security system, or the PCs are hired by a competitor to break-in and tarnish the restaurant's reputation.

UPGRADING CATEGORIES

Note that circumstances often change during campaigns and game sessions, requiring a business design to shift to a new game role. An inn might start out as a dot on a map but then change to an encounter setting during play due to unexpected character actions. Likewise, an inn might not live up to its design expectations. A planned encounter might not happen before the PCs move on to another city, leaving most of the business's details unused.

This is a natural part of the game. If the design has upgraded to a more detailed category, it means you'll need to spend additional design time on the business between sessions. This process is a type of iterative design, and happens to be a great way to craft your game elements. It's tough getting a design perfect the

first time around, complete with all the details and shaped like a puzzle piece that exactly fits the hole you need to fill. By tackling design in two, three, or more design sessions, you can build just what you need as the current game role requires, your design becomes more complete, you react better to the current state of your campaign and actual play, and it removes pressure to imagine and design everything in one sitting.

For example, you might have crafted a basic tavern design for your game world, but then the place has a role in your new campaign, so you add the requisite details for that role. As the campaign plays out, the players make a surprise visit to the tavern, and you call a short break to flesh out a few more details you think will be required.

ROLE UPGRADING TIPS

Protect your designs by not giving out more information than is necessary, at least until the game role is certain. This saves information, details, and designs for later reuse if needed, and keeps your options open.

For example, the PCs stop for a quick overnight stay en route to the dragon's cave in a faraway land. You provide a detailed description of the inn, covering numerous design aspects, but the PCs are keen to keeping forging onward, and one minute later it's morning with the PCs moving on. You've just handed out several hooks and ideas and a neat design, but there was no game payoff. Often, it's best to keep your cards close to your hand until gameplay commits an inn, tavern, or restaurant to a role.

In addition, avoid making the whole place dependent on the name. Allow for a quick change of name so you can port your design to another location. For example, you might craft a tavern called the Troll's Head whose claim to fame is a troll's head that has been placed in a glass container and submersed in acid watered down enough to cancel its regeneration. The head can't regrow its body, but it can talk, sing, yell, tell jokes, and cuss, and is a great source of entertainment. You have a mystery planned when the PCs arrive—someone adds more water to the container, allowing the troll to regenerate overnight, kill the tavern owner, and escape the tavern. However, the PCs bypass the tavern unexpectedly after hearing about it. Putting the troll plot in another, future tavern is fine, but the players might remember the original tavern called the Troll's Head and realize what you've done, breaking immersion a bit. Your best bet is the name the tavern something else, such as Grody's Grill, and start using the locals' name of Troll's Head only after the PCs pay it a visit.

ADD CONFLICT TO YOUR DESIGNS

Conflict is a core RPG element. It gives the PCs something to fight for or against, and gives players a chance to roll dice, wield their characters' abilities, and earn dramatic rewards. Give campaigns, adventures, and encounters a boost by seeding each game element you design, including businesses, with a conflict of their own.

TYPES OF CONFLICT

Not all conflicts need to be combat, especially combat to the death. If your players prefer swords, blood, and deadly fights, then that's fine—serve it up. However, here are a few alternative types of conflict you might consider:

Physical—bar brawl, duel, contest, game. Some physical conflicts are combat, but there are other types, such as contests and games, where weapons aren't involved. Examples:

- Trying to get past an unruly patron who refuses to let people by
- A bouncer doing his job against the PCs, being malicious, or being illicitly paid to keep certain folks out
- A tug of war over the last mug of a tasty drink
- Removing the grasping hand of a drunk patron trying to clutch a server

Money—Gold is precious and everyone wants it. Money provides security, peace of mind, food, shelter, influence, and luxuries. Businesses need cashflow to cover operating expenses, such as wages, inventory, entertainment, and rent. They also want to build up equity to fund maintenance, expansions, and promotions.

Money conflicts are easy to set-up: NPC A has it and NPC B wants it, but the terms one side demands is more than what the other side will accept. Conflict arises when one side takes action to acquire the money against the other side's will. Examples:

- **Theft**—The most common form of money conflict. Perhaps a staff member is stealing from the business and a manager is watching closely, or the business is short-changing drunk patrons who are growing suspicious.
- **Extortion**—When one side forcefully extracts money from the other, usually through threats and violence. Perhaps a server's spouse beats them each night until they hand over their nightly wages. The server has had enough and plots a spouse-free life.
- **Blackmail**—An official is charging the business double for their liquor license and pocketing the difference. A staff member has discovered this and is threatening the official to reveal his crime if he doesn't hand over a share.

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Social—Honour, reputation, popularity, friends and enemies, relationships, fame, social class and station: these are all valuable things people can gain and lose. They are also wonderful plot levers for your businesses because inns, taverns, and restaurants have rich social atmospheres. Examples:

- A staff member is a noble, but her family fell too far into debt and now she must clean tables. Her humiliation is great, and noble customers just fan the flames of revenge by rubbing her nose in it every chance they get.
- The owner is jealous over the higher class of clientèle his competition attracts. What's wrong with his joint? Something must be done about this, and done soon.
- A timid customer sitting alone looks longingly at the boisterous table of friends seated beside him. He wishes he was trading jokes and stories with them. He needs to do something famous so that everyone wants to be his friend....

Business—Conflicts at the business level are a great way to make a place distinct, in addition to providing encounter fodder. Businesses need money, customers, and staff. They need to comply with laws, but at the same time protect their interests. They also need to keep one step ahead of the competition. Examples:

- A new law has been passed forcing businesses in the neighborhood to pay a nightly tax based on the size of the establishment. This has owners and managers outraged and they have begun to organize themselves to form a collective protest. The government has heard about this new association and plans on stopping it before it gains any momentum.
- To attract new customers, a business has issued a new server dress regulation that leaves little to the imagination. While this is bringing in new business, it has threatened to reveal many staff secrets that can no longer be hidden well, such as abuse, drug use, low charisma, racial heritage, birth marks, and so on.
- A customer has died on the premises and the manager wants the body removed immediately without being noticed. It would be bad for business if a death was reported, not to mention the demise of this particular person....

Secret—Secrets inherently contain conflict, and they often are surrounded by layers of related secrets that are akin to a dungeon map the PCs must delve deep into to discover the final truth. Secrets concern information about events, locations, things, or NPCs that need hiding. Additional secrets build up involving the reason or motives behind why the secret needs to be kept, who knows the secret, and who has knowledge of who has the secret. Examples:

- The current owner does not actually own the business. Perhaps the former

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owner was murdered by the current one, who then took control and has kept his secret intact all these years.

- The business earns extra income by providing shelter for illegal activities.
- A staff member discovers a secret room in the cellar containing something she wishes she hadn't learned about.

CONFLICT FACTIONS

Regardless of the conflict type, there will always be at least two opposing parties involved, and sometimes several. Factions is a good term for these parties, and it's important to consider each faction to help design an interesting conflict for the PCs to walk into. Where businesses are involved, you can map out the possible faction types as well as the combinations of opposition. For each conflict you design, choose from the list below and then assign specific NPC groups or names to work out the details:

PC versus staff—One or more employees oppose one or more player characters. Maybe it's prejudice against a certain race, social class, or character class. It could be that someone is allied with a religion, political group, or other group, which makes them enemies with a PC.

PC versus management—Management has a job to do, and this might create a conflict with the PCs. Perhaps there are policies on bringing weapons or using magic inside. Certain establishments wouldn't want adventurers as customers because of the trouble they tend to bring. Management might charge adventurers more as well, discriminating against them for various reasons.

PC versus service—The type and quality of service itself can be a conceptual faction and source of conflict. Thinking of service as a standalone faction might inspire your designs, helping you think about things in a different light.

Staff versus staff—This is a great pairing of factions to help a business feel real to the players. Their PCs will walk into an existing situation that doesn't involve them (yet), which makes the world seem like a bigger, more interesting place.

Staff versus customer—This is another good pairing. For example, how will the PCs react when they see a customer abusing a staff member, or vice versa. The conflict could be a subtle one that might catch the PCs' attention but which seems inexplicable or mysterious to the uninformed. For example, a staff member is blackmailing someone, and the victim has come according to instructions to buy a drink, take a quiet table in the corner, and hand over the payment.

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PC versus customer—The classic bar brawl fits this category perfectly. There are many other possibilities though.

Management versus customer—What can happen with PC versus management conflicts can happen with any customers. Like other NPC-only conflicts, these are great for establishing a believable world and creating interesting encounter contexts.

The above list only covers two-faction conflicts. Feel free to create conflicts involving three or more factions. Example factions might be: owner, management, staff, PCs, customers, competitors, government, religion and cults, and underworld.

Once you have selected your conflicting factions, determine who is involved from each faction. Some conflicts will involve the entire typical membership, while other conflicts might involve a single member or small number of individuals. For example, the entire staff could be in conflict with the PCs, perhaps over an accidental death they caused. Alternatively, it could be a single staff member who has been paid to spy on the PCs during their visit and report to the bar manager of any findings.

CONFLICT SITUATIONS

Changing up the situation is a good way to keep your conflict designs interesting. Here are a few example situations you can apply to a conflict to change it up a bit:

In media res—The PCs walk into the middle of an existing conflict. This creates credibility and an existing situation for encounters to hook PCs into. For example, the PCs walk into a bar brawl that's already in progress. It could be the brawl is a diversion for some other faction purpose, or it could be a way for you to create some instant game session action. Another example might be a staff that's not talking to each other. It seems everybody is mad at each other, possibly over the same thing. The PCs sense something weird is going on, and perceptive PCs realize a lot of the staff looks upset and that there is tension in the air.

Background—A conflict erupts but does not directly involve the PCs. They can remain spectators, ignore it, or jump in.

Sub-text—There is a hidden conflict, and the PCs can only sense its presence or effects. They'll need to investigate to uncover what the conflict is, exactly who is involved, and why. For example, the characters might be served by a staff

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member who is nervous, sweating, and noticeably avoiding looking at a certain person or area. The server might later drop the PCs' drinks or food, or they might suddenly burst into tears for no apparent reason.

Direct interaction—Something happens to the PCs. Maybe a sneaky customer tries to pick a pocket, or an unruly patron trips a server and a PC gets covered in pasta and sauce.

CONFLICT FORMULA

A good formula for crafting a conflict is to use the above lists and pick:

- Type
- Factions
- Situation

Armed with these decisions, specify the exact nature of the conflict and develop the details.

CONFLICT TIPS

- **Let them play**—If players are enjoying roleplaying and gaming out a conflict in-character, let play continue as-is until they prompt you for skill checks or opposed rolls. For example, a Sense Motive can quickly determine if an NPC is lying, but if your group is having fun trying to figure this out for themselves, then don't request a Sense Motive check until gameplay stalls or a player declares they're using the skill.
- **Create side-plots**—The conflict you add doesn't need to relate to your main plot. It can be independent of other campaign conflicts. If everything in the game always involves the primary plot, players might feel like they have no choices and get frustrated. Your plans might involve a linear plotline, but if you allow short, independent side-plots, your group is more likely to forgive, or not even notice, the campaign is on a single track.
- **Keep your options open for reuse**—Don't commit details until the conflict is engaged or unless they are immediately required. Keep as much information as secret as possible to maximize later reuse potential. For example, you might describe to the PCs there is a bit of tension in the air. Your plans were for the characters to interrupt a robbery-in-progress. However, the PCs ignore the hook and focus on the heavily tattooed barbarian at the bar (who is unrelated to the robbery) and start an encounter with him instead. Unless there's a win for you or the game somehow, change your plans accordingly, and put your tension side-plot on

hold unless the PCs' attention returns to it. You can rob the place next time the PCs visit, or rob a different business altogether.

- **Stakes**—What's at stake with the conflict? What are the possible consequences; what can be lost; and what can be earned or won? Interesting conflicts have important stakes, and dramatic conflicts have climactic stakes, such as a life, a fortune, or the safety of many. For typical business conflicts, keep your stakes small. You don't want to overshadow your main plot, or accidentally start a whole new major plotline.

HOOK

Give your business a strong feature hook. This distinguishes it from your other designs and motivates your players to interact with your plans instead of making a surprise decision.

Craft your hook as soon as possible while you design. It will provide clear focus so the business feels cohesive. It will also ensure from the beginning that the business will be interesting to the group and to gameplay. In addition, if you run short on planning time and don't get to flesh out your business design, a strong hook will help you improvise while you GM.

AIDA—ELEMENTS OF A WELL-DESIGNED BUSINESS HOOK

Attract attention—Player attention is short and sometimes fickle. You want to quickly capture their attention and pique their interest so they'll listen to the rest of the hook. Often, something dramatic, unusual, or reward-based captures attention well.

Interest—Once you have your players' attention, you need to arouse their interest and impart enough information so players think the place is worth visiting. Details that seem plot related, involve a reward of some kind, reveal an interesting conflict, seem to lead to an interesting story, or link to one or more PCs are good at developing interest.

Desire—Once your group becomes interested they need to have a strong desire to follow the hook. Individual players will often be interested, but group consensus puts the hook on hold while they follow other things; items on hold often get neglected or forgotten. You need to take them from being curious to strongly desiring a visit (or whatever action you want them to take) to maximize

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your chances of the hook drawing them in. Hooks with a deadline, hint at rivals or foes getting there first, seem quick and easy, appeal to PC greed, or seem to have a group benefit are good at creating desire.

Action—Design your hook to motivate a specific, desired action. If the players have noticed your hook and have become interested in it to the point where they desire to follow it, they need to finish by taking action. Ensure your hook implies or directly communicates what the PCs should do next. With regards to a business, the action is often “paying a visit”, so ensure your hook includes clear directions or a clear reference point (i.e. a name) so getting directions is easy.

These key elements of a hook form the mnemonic AIDA for easy recall while designing. Try to design your hooks so they attract player attention, capture their interest, make them desire to take action, and finish by taking that action.

¹ Thanks to Aki Halme for telling me about this formula way back in 1999.

PURPOSES OF HOOKS

RPGs are an adventure-oriented activity, so the primary purpose for most business hooks is to motivate a visit. However, hooks are useful in other ways as well:

Distinct—In some adventures, the PCs will visit several businesses. You want each to be different, and a hook is a good way to immediately create a distinction in the players’ minds.

Interesting—After visiting a few inns, taverns, and restaurants, gameplay can become a bit jaded. In campaigns where these businesses are all the same, players will get bored, make assumptions, and become disengaged. A good hook will ensure each place is interesting before the PCs even set foot inside, keeping the game exciting and fun.

Memory—You might need the PCs to return to the business for a future encounter, or they might need to remember the place for future reference and roleplaying purposes. For example, perhaps they need to give a report on where they met the double agent, and forgetting the name and description of the location would be embarrassing, interrupt the gameplay while players scramble through notes, and break any immersion you’ve built up. A good hook helps players sort out the places their characters have heard about or visited.

Clues—Subtlety often goes unappreciated in games. Players’ attentions wander or group dynamics prevent careful thought and analysis in favor of moving forward and taking action. If a part of your plot relies on the PCs getting a clue

or bit of information from or at a business, you can improve your chances by integrating it with your hook. If signs lead to the PCs' ability to contact the assassin's guild at a certain cafe, then perhaps calling it the Hit Man Cafe would entertain the players and inform them well enough to ensure they pay a visit.

SOURCES OF BUSINESS HOOKS

There are many possible sources of material on which to base hooks, but the best way I've found is to start with what action you want the PCs to take. From there, pick your source and craft the attention, interest, and desire elements in any order. Each design element in chapter two is a great source for a hook. You might choose to craft an intriguing name, add a bit of mysterious history that alludes to a secret treasure (side-plot), and then throw in an interesting rumor about the staff, for example.

In addition, if your design or idea for the place is clever, that often directly translates into an interesting hook. If the inn floats in the sky, the restaurant serves food only made from abominations, or the tavern has a strong wizardly motif, these become obvious and natural sources from which to develop your hook.

NUMBER OF BUSINESSES IN AN AREA

The question might come up, how many inns, taverns, and restaurants can fit within a certain area?

Unfortunately, there is no exact science governing a standard per capita amount. However, a good approach is to make a best guess that suits your game world and GMing needs, and create your own rule of thumb for easy future design reference.

Here are some key factors to consider:

Profits—Business owners demand their investments and properties generate profit. Profit is calculated by subtracting expenses from revenues. What's leftover is the profit. However, what is acceptable profit varies by owner—their tastes, lifestyle, business goals, family needs, and so on. For example, a drunken owner in a town full of restaurants might be satisfied running a greasy joint with low profits, barely getting by but always having a few coppers on hand for a bottle of rum.

Laws—In a bureaucratic environment, licensing will be a chief factor in who can run what business in what location. Governments and bureaucrats will have their own agendas, most often wealth and power. Bribes or connections might

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allow new business openings even if there are already enough in the region. Other governments might restrict licensing, keeping venues high in demand and short in supply.

Alcohol licensing might prevent openings as well. It's hard to run a tavern without the ability to serve ale and other drinks.

Legal segregation also affects the number of businesses per capita. A small village might technically only be able to support one restaurant, but empire laws might require separate eateries for dwarves, elves, and then everyone else.

Visitors—Inns are especially affected by travel, trade, tourism, and the flow of visitors, though restaurants and taverns with ethnic motifs, locations along travel routes, or specialized goods might also depend on the patronage of travelers. For example, a small community might support many inns and restaurants because it's a popular tourist destination.

Expenses—You can run a profitable business with few customers if your expenses are low enough. Employing family is an excellent way to cut costs. Avoiding taxes is another. Owning a garden, winery, and brewery cuts costs dramatically. A region that seems like it could only support two taverns might have 10 if management manages expenses carefully.

Location—Foot traffic, ease of access, and opportunity access can keep businesses in a competitive market afloat. For example, a new inn in a town that already contains several, but which is located near the castle, might be profitable indeed. An ale tent setup outside the city gates could make a handsome profit serving folk waiting permission to enter or who have been turned away or exiled, even though a dozen taverns might exist within the city walls.

Clientèle—Patrons will have certain tastes, which can impact the number of businesses in any size of community:

- **Social class:** The upper class will not want to dine or drink with the poor, sailors would sooner drink rain water than clean up, dress up, and leave elbows off the table in a posh establishment, and merchants will want someplace safe to talk business or drink profits. Depending on the social strata of the region, there will be several of each type of business to cater to different classes.
- **Race:** Another possibility is racial affiliation. Some races might prefer exclusive places to socialize. Some societies might make it illegal to serve certain races (creating the need for illegal businesses to serve these

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folk), or to have a certain mix of races in public. Certain business owners might have a policy of not serving specific races, such as Grendt the dwarf posting a no orcs sign out front.

- **Gender:** By law, custom, or preference, gender differences might create the need for additional bars, restaurants, and possibly even inns. Perhaps unchaperoned elven maidens can only gather in specially designated places, for example.
- **Character class:** In some places, it's rumored fighters don't like jostling with mages in the drink lineup. Nor do paladins and anti-paladins mix well in public. Businesses spotting a niche opportunity will seize it, and NPC and PC classes are one way an owner might draw new customers.
- **Culture:** As with real life, fantasy cultures will be full of allegiances, prejudices, and preferences. People feel comfortable when similar-minded folk are around. For example, you won't find many Southern Kesh eating at the Northern Kesh restaurant.

Population versus community area—Two competing factors are density and area. High density, where there are many souls per block or square of land, will generally feature fewer establishments, and those ones will be larger in size. There are too many efficiencies and profits involved to waste time on numerous small businesses.

A mitigating factor is the size of the community. There might be a million citizens in the city, but if the city covers several square miles, it takes a long time to journey from one end to other other. If people have to travel far for a drink, a warm bed, or a bite to eat, especially if there are dangers, inclement weather, or other hazards, then there's an opportunity to set-up a tavern, inn, or restaurant nearby.

Demand—Most of the time it comes down to demand. Is drinking and eating out a custom? Perhaps it is shameful to drink at home, so the number of restaurants and taverns is huge to support the booming demand. Perhaps certain industry or guild workers are populous in the region to drive up demand, such as miners, sailors and dock workers, mercenaries, and soldiers. Inns will be common if homes are small and guests frequent, or if the community is important and generates a lot of foreign trade or visiting statesmen. A religious culture that prohibits drink, an austere region, and a remote community are examples of how demand might not support many, if any, businesses.

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GM fiat—Ultimately, it comes down to your choice. What would best serve you, your GMing style, and the campaign's needs? For example:

- Lots of businesses means you need to be ready for random PC visits. For example, saying there's 1000 taverns and 100 inns in the city gives the PCs a lot of choice.... You need a naming system or a list of pre-generated business names. You need to arm yourself with strong hooks so PCs will want to choose to visit the places you've designed. Alternatively, you need to design places that can be dropped into whatever neighborhood and businesses the PCs pick.
- Few businesses gives you more control, but reduces player choice. This might result in a break of immersion or player suspicion. "Why are there only two restaurants in the entire city?"
- If your plot is dependent on Gather Information checks and other social investigation, you would best be served by offering numerous places for the PCs to make attempts in case they suffer bad luck.

EXAMPLE NUMBERS

The following figures have no scientific basis, especially in a world of character classes, races, magic, gods, monsters, and bizarre demographic patterns.

However, as rules of thumb, they're great for quickly building your world or region without raising red flags or breaking immersion:

- At least one tavern and inn per community. Keep in mind the inn need not be a fancy, two floor, five star place to stay. It might be a common room after closing time at the tavern, a boarding house, space at the village hall, and so on.
- One tavern per 2,000 residents. A community of 50,000 would have 25 taverns.
- One inn per 5,000 residents. A community of 50,000 would have 10 inns.
- One restaurant per 3,500 residents. A community of 50,000 would have 14 restaurants.

CREATING A WEIRD NUMBER = GREAT PLOT HOOK

Feel free to create an unusual number of inns, taverns, and/or restaurants in your community as a design plot hook. Why is the number unusual? How long has it been this way? How will this affect the near future? All sorts of possibilities open up if there are too few or too many of one type of business, such as turf wars, underground economies, rebellion. Until a balance is achieved, there will be some kind of conflict, either on the supply side or the demand side, and a smart GM creates such situations on purpose and mines them for campaign, adventure, or encounter hooks.

DESIGNING MENUS & SERVICES

Menus of food, drinks, and services are important. It makes a difference in realism when the group wanders in and asks for ale, and the barkeep queries, “Will ye be wantin’ Andover Black or Hillsden Pale?” It also helps you answer price questions quickly and consistently if the PCs pay repeat visits. Changing up menus between businesses also potentially helps design hooks, aids player memory of the place, and keeps the game fun and interesting. For money-poor campaigns where each gold piece counts, adding interesting items to menus is also a great way to encourage PC spending.

Chapter two goes into detail about the types of items that might go on your menus. Following are a few general menu design tips.

CREATE A TEMPLATE

It’s not the layout of the menu that counts, but the contents. Switching up the menu options, item quality, item labels, and pricing between places goes a long way toward building immersion and player interest.

You can speed this process up by creating a blank form or template you can reuse each time you design a menu. A fill-in-the-blank style is an especially good format to facilitate design. In your word processor or on a photocopiable sheet of paper, write the items available and draw underlines for where each item’s unique name and price would go. If you enjoy creating descriptions, leave blank sections for where short descriptions can go.

Creating a template might feel like busywork. It’s time spent designing a tool you can’t directly use in-game right away. It might seem painful to have to build a tool first, before you can build your first menu. It is extra work.

A potential solution is to go ahead and design your first menu. Fill it out, lay it out, and format it until you are satisfied. Then, use this as your template moving forward. If you have the menu on your computer, blank out the distinctive features, replace them with underlines, and you have your re-usable template. If you wrote it out on paper, use it to create another version with blanks and photocopy a few times, or use it as a guide when you create your next menu.

CREATE A DEFAULT MENU & HOUSE SPECIAL

If you are pressed for time or don’t like creating menus, feel free to have players reference the food, drink, and services information in the PH. If you are so inclined, make a list of these items yourself for your GM binder so you can

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provide pricing right away and not slow encounters down while players look things up. Either way, you have a ready source for a default menu available in any inn, tavern, and restaurant in your world.

A great way to make default menus distinct and fun is to add a House Special for at least one category of items on the menu. For example, there might be a House Special wine at one location, a House Special dinner at another, and a House Special room at the place down the street.

Make each House Special unique with its own name and description, and hopefully with different pricing and effects. If you are pressed for time, name each House Special after the name of the business. For example, “Bento’s Special Coffee.”

For effects, these can be purely descriptive for roleplaying purposes, or you might craft something rules-based or tangible, such as increased rate of drunkenness, or some embarrassment because the strong fighter (who failed a Fort save) can’t finish his plate of too-spicy sausage.

House Specials are often signature dishes, drinks, or services the business has built a reputation around. Try to add some flair to these menu options. Regardless, a House Special is a fast and easy way to make a menu and business feel unique and interesting, without committing to a lot of preparation.

CREATE AN EASTER EGG

In the video game industry, an Easter Egg is a hidden message or feature planted by the designers. It’s often a bonus for the player—something of benefit. To really wow your players, create Easter Eggs in your menus. Create an item that has some kind of boon, buff, or benefit if a PC consumes it.

- Make this the House Special if you want it to be an obvious game element.
- Hide the Easter Egg as a mundane item listing to encourage PCs to try out different menu items at each business.
- If you have a gritty game economy where PCs need to conserve their funds, this creates a fun gambling element that encourages PC spending.
- Ensure the Easter Egg doesn’t unbalance the game. Once discovered, you can count on all the PCs ordering the item and asking for second helpings.
- Feel free to make the item restrictive or put up an entry requirement.

Perhaps the Easter Egg only helps a certain race, class, or alignment. For example, the Green Leaf wine gives elves a 24 hour +1 boost to Listen, but the establishment will only serve it to elves. Another example might be the orcish joint-stretcher massage that grants +1 Dex for 12 hours if the customer makes a Will save DC 15 after the massage is finished, and those

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who fail suffer a Con -1 penalty instead for 24 hours due to the intense pain.

- You are highly encouraged to add rumors and NPC clues for your Easter Eggs. If the PCs talk to the right NPC, or are particularly diplomatic with their server, or keep their ears open while discussing good places to stay, eat, or drink, they might find out what the Easter Egg item is, or get a clue about it. This will encourage roleplaying and social skill use in your campaign, not to mention add a bit of mystique and depth to the milieu.

PLAYER HANDOUT VERSUS GM REFERENCE

Before craft your menu, first decide whether it's going to be something you hand to your players, or if it will be a reference for yourself in your notes or on your screen. A handout takes a bit of extra work. Dressing it up a bit with special paper, graphics, or special font will add more entertainment value to the menu at a cost of more prep time. However, the payoff is usually worth it, especially if you customize the menu, if it has a House Special, or if there's an Easter Egg. At the least, it's a reference for the players so they don't need to ask you what's available and the price for each item.

A GM reference takes less preparation time—you just need to craft something legible and accessible. It will help you keep the selection, naming, and pricing consistent. A GM reference also lets you call out Easter Eggs and any special GM-only notes directly on the menu, whereas you'll need to create additional notes elsewhere, or on a copy, for a player handout version.

Before you craft a menu, choose whether it's a handout or GM reference to save you the time and effort that a mid-stream change could cost.

SAMPLE MENU ITEMS

UPPER CLASS ESTABLISHMENT

10 Sample Hors D'oeuvres

1. Cherry tomatoes, baby dill, and capers painted with a sweet onion sauce
2. Giant crab and lobster cakes with a pepper vinaigrette
3. Purple worm chunks aged in dark ale
4. Chicken slices, breaded high elf cheese, lemon sauce
5. Singed "halfling ears" (mussels) in garlic
6. Smoked potato "shields" with goat cheese and lemon dip
7. Wilted spinach rolls stuffed with carrots, beets, and boar strips
8. Grilled squash glazed with wine and pepper sauce
9. Sautéed baby vegetables and "wizard blood" dip (tomatoes, rum,

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spices)

10. Flumph stalks, almonds, and miniature yellow peppers

10 Sample Salads

1. Spinach salad with blue cheese crumbles and tomatoes
2. Spring mix salad with carrots, cucumber, pear, and roasted almonds
3. Classic cabbage salad with mushrooms, treant nuts, and cucumber
4. Roasted leek salad with salted pork bits
5. Fried goat cheese salad with lettuce and crunchy bread
6. Maple leaf salad with wild elf herbs and a sharp wine vinaigrette
7. Baby mixed greens with sesame dressing
8. Chicken slice salad with balsamic vinaigrette, peanuts, almonds, and pecans
9. Sweet leaf salad on sticky wild rice and chunky triton cheese
10. Shrimp cocktail with cocktail sauce and shaved goat cheese

10 Sample Main Courses

1. Cured smoked paprika rubbed pork loin, diced sweet potatoes in an aged sherry vinegar gastrique
2. Crispy fried kraken tips with spice guild spaghetti in a searing hot chili pepper and tomato sauce
3. Seared rare sea elf “a la Plancha”, wild beets, toasted pine nuts, and a southern lemon vinaigrette
4. Triple meat Northwood stew with blood sausage, fresh, local herbs, and leek sauce
5. Wood oven baked focaccia with dire goat cheese
6. Grilled marinated vegetables, pickled trout, and a quarter wheel of bright gnome cheese
7. Poached chicken breast, a medley of wild rice, carrots, and turnips with a creamy aged cheese glaze
8. Smoked wild boar, sauteed spiced potatoes, and caraway seed buns
9. Steamed wild goose, salted shrieker slices, with a sweet onion vinaigrette
10. Dire crocodile pie, red beans and rice, with stuffed shrimp peppers

10 Sample Desserts

1. Rhubarb pudding with thin cheese slices
2. Halfling cheesecake and bourbon sauce
3. Sweet cream pretzel and clotted pudding
4. Caramel glazed pastries
5. Dark fruit cake with celestial badger eyes
6. Gingered apple pudding and crepes
7. Pumpkin, rum, and holy water custard
8. Orange brandy fudge
9. Diced roc in a sweetened plum sauce

10. "Green slime" (for the kids: pudding of goblin blood, fruit, and caramel)

MIDDLE CLASS PLACE

10 Sample Appetizers

1. Goblin fingers with goat cheese dip
2. Fried cheese blocks
3. Baked potatoes with garlic dusting
4. Vegetable platter
5. Baked apple slices
6. Garlic pretzels
7. Apricot bites
8. Fried dire pork slices
9. Bowl of nuts
10. Celery and cheese
11. Party platter: pick any three

10 Sample Main Courses

1. Aquatic elf steak, mashed potatoes, mixed vegetables
2. House stew with pork and goat meat, potatoes, turnips, leeks
3. Grilled salmon, fried cabbage, orc cheese
4. Lentil soup with crusty bread and garlic spread
5. Wizard tower sandwich (four slices of bread with chicken and vegetables in between)
6. Three cheese pasta bake
7. Seasoned trout, wild rice, a heel of fresh bread
8. Pork and double cheese pie
9. Grilled goat ribs, beets, quarter-loaf
10. Fried chicken and stewed beans

10 Sample Desserts

1. Rice pudding
2. Apple pie
3. Sugared sweet potatoes
4. Pear and custard pie
5. Apple and raisin pudding
6. Small pastries baked in honey
7. Honeyed yams
8. Almond cream pudding pie
9. Fresh fruit simmered in wine
10. Lemon and pecan fritters

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LOW CLASS JOINT

10 Sample Items (Each comes with stale bread and moldy cheese)

1. Gruel
2. Thin meat stew
3. Porridge
4. Cooked potato
5. Scrambled egg
6. Goat leavin's
7. Fried rice
8. Nuts in the shell
9. Turnips and cabbage
10. Blood soup (best not ask what type)

PLOT FIX

With the constant influx of so many people into a service business like a tavern, reports on current events and historical information won't be terribly accurate. This fuzzy history, and the gossipy nature of patrons, gives GMs great latitude for correcting plotting errors and player characters' wrong assumptions. In addition, the ease at which you can introduce or remove NPCs, run short encounters of fortunate "coincidence," and embed plot fixes through any design element covered in chapter two makes inns, taverns, and restaurants the perfect places to get your adventure back on track.

For example, you realize the players have decided they must destroy the Witch Lord when they should be trying to cure the Witch Lord. A simple conversation with one of the locals might at least get them thinking about alternatives:

Player: How about a beer for me and my friends, barkeep?

Barkeep: Sure thing, though they aren't the best tastin' brews anymore.

Player: Why's that?

Barkeep: Well, ever since the Witch Lord went mad, seems our fields 'ave been dying. He jus' ain't blessin' 'em the way he used to.

Player: Blessing? You mean he was good to you? I thought he laid waste to the countryside!

Barkeep: Oh, no. The most generous ruler these parts ever had. But, they say he went mad. Ever since that storm two seasons ago....

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Player: He went mad? Storm? I heard about that storm. (Turns to the other PCs) Hey, guys....

PLOT FIX METHODS

Here are a few ideas for how you can guide, steer, or advise players to fix a game that's gone down the wrong hole or has stalled:

- Rumors overheard
- An NPC gossips with a PC
- PCs notice rivals, who are on the right track, follow-up a lead
- Bribe a staff member for accurate information (ye old bartender cliché)
- A decoration or bit of architecture reveals accurate history
- A secret area, such as a space under a loose floorboard in the PCs' room, reveals new information
- A stranger arrives bearing clues or information
- A NPC hooks the PCs into an encounter that sets them straight
- PCs gain a knowledgeable friend or ally during an encounter
- An NPC hires the PCs for a job that inadvertently fixes the plot
- The prize of a game or contest reveals information or a clue

BAR BRAWLS

Aside from eating and drinking at a tavern, most PCs enjoy stirring up trouble—an activity that's sure to anger the owners, and which might also derail some of your plans. PCs on the run from the law can sometimes ruin an adventure.

Rowdy bars will be under constant supervision by the local town guards or specially hired bouncers. Still, such a presence is unlikely to deter PCs from picking a fight. You might want a fight to erupt, but other times a trip to a tavern might be meant as a time to roleplay or further the plot. Regardless, overzealous PCs can be put in check by any of the following conditions:

- **Too crowded**—For a tavern owner not concerned about modern concepts such as a fire code, more people packed into his establishment means more money. With that in mind, a bar could be packed with so many patrons that a PC finds it impossible to even draw his weapon, much less use it. Anyone he tries to attack would also get a hefty cover bonus thanks to the tavern's other patrons. You might also consider employing the squeeze rules.
- **Check the weapons at the door**—In restrictive settings, all weapons

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might have to be checked at the door. Each individual receives a special ticket or marker to retrieve his weapons. Patrons who attempt to smuggle weapons inside are barred from entry or thrown out upon discovery. For the most part, PCs will resist such an idea as leaving them defenseless, but it also gives spellcasters a chance to shine if a combat does erupt.

- **Peace-tied weapons**—Under this option the tavern might require all weapons be peace-tied, which means they are tied into sheaths or belts with string or ribbon so the weapon can't be drawn. The weapons are peace-tied by the tavern's bouncer, who makes a Use Rope skill roll. If the PCs have to draw their weapon, they must untie the bond, or surpass the bouncer's roll on a Use Rope or Strength check. Patrons who undo the peace tie are also barred from entry or thrown out.
- **Cover charge**—Taverns might also levy a cover charge for entry. Typical cover charges vary depending on the person's appearance. For example, a tavern might post a cover charge of 5 copper pieces for an unarmed patron and 5 gold pieces for an armed patron.
- **Posted warning**—Clear communication about policies, laws, and consequences is a fair way to help the players stay out of trouble. For example, if the players have no respect for the city guard, you might have them spot a board of posted bounty notices with several bounties stamped "Served" and signed by the bounty hunter who brought the troublemaker to justice. The PCs learn that bounty hunters are no pushovers if they ask.
- **Fair play**—If you don't want the PCs to use deadly force, don't have their enemies employ it. You can be sure that as soon as a foe draws a blade, so too will the PCs.
- **Surrender**—Have foes immediately surrender if magic and weapons are brought to bear. The PCs could make powerful enemies this way, and you gain the potential for recurring NPCs.
- **Detect alignment**—Good aligned PCs won't murder people. Lawful PCs should obey the law. You might allow some places, such as those that serve the rich, to employ alignment detectors and refuse admittance to evil PCs. Rich patrons bypass the detector because of their reputation, they are vouched for by a trusted source, they are established members, or they pay hefty bribes.

BAR BRAWL TIPS

When bar brawls happen you want to make them fun and exciting. However, they can also be a pain to GM because of all the potential game statistics involved. Here are a few tips for making brawls fun:

- **Templated NPCs**—Have a typical NPC statted out and use this for most, if not all the participants. This helps you manage game stats better and gives you one set that you'll quickly memorize after a couple rounds of combat. If you feel the need to change things up, give NPCs different combat personalities and armor.
- **Don't use a battlemat**—If you normally use minis and maps, consider forgoing them. Use description and track rough positioning in your head to mimic the chaos of the scene. This forces the players to use their imaginations to picture things, and lets you control the scene better without having to micro-manage the details.
- **Don't roll NPC vs. NPC action**—Concern yourself only with the PCs. For NPCs fighting NPCs, just decide what happens or use a 50/50 roll.
- **Thin the fight out quickly**—Managing a large number of combatants is intimidating. Square the PCs off quickly with tougher foes to keep them occupied for a round or two, and then have half the remaining combatants flee or fall unconscious each round. The toughest NPCs should last longest, which makes for the best PC opponents anyway.
- **Use climb and jump**—Have NPCs use of the jump skill to get on top of things, such as the bar and tables, for flavor and the +1 higher ground bonus. Have NPCs climb the walls, tapestries, and furnishings to get out of the way or launch leaping attacks.
- **Roleplay**—Be sure to have NPCs cajole, insult, and threaten the PCs during the combat. Have spectators react to particularly good barbs.
- **Limelight fights**—Try to arrange a good match-up of NPC vs. PC. Perhaps the combatants are evenly matched, or the NPC has a reputation for being a bad-ass. The PC's foe might be a noble, an off-duty guard, or some other interesting NPC. Then have the crowd clear a zone around the pair so they can battle unmolested. Add spectators, perhaps some betting, and give the PC some limelight time. Feel free to do this for multiple PCs, with several party members facing off against interesting foes.

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- **Improvised weapons**—Become familiar with the improvised weapon rules (i.e., -4 non-proficiency attack penalty, relative sizing, 10' range increment) and then employ those as a form of roleplay. Get creative and have NPCs use all sorts of things for improvised weapons to get a laugh, create drama, or add interest. For example, hard loaves of old bread, expensive bottles of liquor, a barmaid's serving tray, a flaming log from the fire, a heavy sausage, or a large painting.

MAPS AND MAPPING

Restaurants, taverns, and inns require simple layouts compared to the complex dungeon and adventure locations you need to craft in other parts of your campaigns. They should center around the primary source of revenue—dining room, bar, guest rooms—and support areas should revolve around that. In addition, these are public places designed to serve and expedite traffic, not repel invaders, trap adventurers, or support monster ecologies. Use the following tips and advice to help you construct your maps:

- Brawls require clear spaces, strong, simple furniture, and easy exits. Partitions, clever layouts, and delicate furnishings are not ideal. An owner expecting violence will design with this in mind.
- Interactivity = clear line of sight. Check line of site from various tables, the bar, the stage, and other locations where the PCs and other patrons would gather. Blocked views means people won't have a chance to see each other or what people are doing. This reduction in senses means less interaction, and fewer interaction possibilities. Is this by design? For example, going with pure Listen checks allows you to add ambiguities for fun encounters, red herrings, and roleplaying. If the PCs are talking, close your eyes and imagine what others might be thinking based on hearing alone. Plan for NPC dialogue that can be easily misunderstood, and let the PCs jump to conclusions. Alternatively, if visuals are important to your encounter, keep clear line of site in your design.
- As a general standard, poor places will have simple, open room layouts with no privacy. Middle class places will have booths and cheap partitions for some semblance of privacy. Upper class places will have partitions, different floors or raised levels, private rooms, and places with secure privacy. It's more expensive to craft a place for privacy with broken line of sight, staggered layouts, partitions, and raised areas.

You might create layouts that deviate from the standard to add more interest. Perhaps a dive has an expensive, albeit rundown, layout because

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the building is old and has seen better days, or because the owner is an expert with carpentry. Maybe an upper class place is an open room because it's trendy and makes patrons feel like they're slumming a bit.

- Lighting is important and greatly affects mapping. Lots of light creates a bright, pleasant atmosphere. Too much light or sharp light creates a stark, uncomfortable atmosphere. Low light can be romantic, dangerous, or frustrating because it's hard to see or read. Windows provide natural light during the day, and sunlight is free (i.e., less expensive than lamp oil), so map out tables and booths to be near windows. Fireplaces also provide a wide ray of light, so many places will create clear line of sight to hearths to help provide illumination. Fireplace smoke usually goes up the chimney or out the ceiling hole with little spread.

Lanterns are usually clean burning, but expensive. They pose a greater fire danger than fireplaces, so they're often posted high or few and far between, which means seating needs to be closer together to take advantage of the light. Torches and candles are cheap, but smokey, so having to rely on lots of those for light means a smoke-clogged room. They do allow a more spreadout or spacious layout, because it's easy and not too expensive to illuminate things table by table. More expensive candles, or small lanterns provide private, clean-burning light sources that allow better class establishments to offer private layouts.

- Window seats are not private or secure. However, smart business owners will seat folks at windows to make the place look busy, social, and popular. Eating or drinking at an empty place is boring and sometimes uncomfortable. During the day most owners will want to keep window blinds and shutters open to let in free, natural light. Therefore, map out rooms, tables, and booths to be near windows, but also create a few, more private locations away from the public eye or insecure access.
- Big windows and skylights are great for light, comfort, visual interest, and cheery atmospheres. They are also expensive (think bar brawls), so map big windows out only for peaceful places. Glass might not be available in your world, or it might be expensive. Poor places will have small windows or openings to retain heat and keep costs down.

Mapping windows gives you some messaging opportunities. Big, open windows, skylights, and sunrooms (where the walls are glass too) communicates openness, freedom, and power. Small windows, lack of windows, and windowless holes for light and air communicate secrecy,

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poverty, and passive hostility. Design with purpose. You might, for example, place a thieves' den in a restaurant with many large windows for a twist or to subtly communicate power. A headquarters for agents of law and good that is small and windowless would be another neat twist.

- **Steps and stairs.** If the place caters to drinking, it's best to map level areas with few stairs. Drunk patrons are clumsy. Not only could they hurt themselves falling down stairs or tripping over a raised level, but they could damage dishes and furniture, or injure other patrons and staff. Alternatively, steps and stairs are often desired in more expensive places. There's a subtle feeling of superiority when sitting on high and looking down at others on lower levels.

It's also a tactical advantage to have the high ground. Not only does higher ground give combatants +1 to hit, but it can also provide better line of site for Spot checks and better cover. For places where you want interesting combats, add lots of stairs.

- **Entrances and exits** are a strategic mapping decision as well:
 - **Access.** Greater access, such as a street entrance, means more walk-in and spontaneous foot traffic. It also means less privacy for those who want their comings and goings out of the public eye. For PCs, greater access means more difficulty keeping their movements undetected and catching fleeing opponents.
 - **Location.** Front, rear, or side door? Front access makes it easier for customers to find the place and allows a public facade for catching the eyes of passersby. Side doors can offer prestige to patrons who qualify to enter, if operated in that fashion, or they can provide private access. Side doors are good for staff and suppliers to use so they don't get in the way of patrons.

Rear doors have a reputation for privacy, secrecy, escape routes, and alley access (where there's often garbage and offal). It's also a place for staff to take their smoke breaks, eject unruly customers, and have whispered conversations. On your maps, by default, craft a front and rear exit. More interesting designs might offer one or more side doors and additional exits depending on your adventure needs.

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Multiple exits provide more retreat options for your villains and foes. They also allow more entry options for PCs. The locations of access points affect future battles as well. An ambush against PCs exiting into a narrow alley is a different combat than against PCs in the middle of a wide street.

- **Size.** Door size depends on function and need. Folks prefer to have lots of room when entering and exiting. What constitutes lots of room varies by race, and creates interesting mapping and design opportunities. The Half-Pint Bar & Grill might specialize in serving halflings, and this is quickly communicated by the small door that larger races have to stoop or crawl through. Tactically, larger races require a squeeze maneuver to enter, which might be interesting during combat situations.

Suppliers and mounts might need larger portals. It's difficult rolling large ale barrels through narrow openings, and horses don't crawl. In addition, large entrances such as double doors and grand archways speak to the class and prestige of the business, and therefore to the class and prestige of its patrons.

Extreme sizes make things interesting for PCs. Very short or narrow spaces might prevent PCs in big armour with large weapons or large equipment from entering. Wide portals give opponents more chances to slip by, possibly even avoiding Attacks of Opportunity. Tall portals give climbers and flyers easy access.

- **Speed.** Narrow entrances and exits might get clogged with traffic or require Squeeze actions, slowing PCs or their opponents down. If you plan a villain encounter at a business location but are worried about his survival, give them speedy, accessible exits in case they need to flee.
- Floors communicate much about the establishment. Solid, expensive flooring is expected by upper class patrons. Middle class just want stable footing. Lower class prefer cheap prices and will put up with any flooring, such as dirt and straw.

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Some floor materials are easier to clean than others. This creates an expense for some owners, and a hazard for others. Slippery footing adds an exciting element to most brawls and combats.

Floor levelling is another design quirk option. Poor foundations, bad construction, and catastrophe are some of the ways floors can twist or sink, creating low and high points. Buckled floors create tripping hazards. Weakened or unsupported floors can give way or be stepped through at unexpected and often the worst times.

- Roof. Though most of the action in your business encounters and scenes will take place indoors, roof design is important if the PCs have climbers, flyers, or spies. Steep roofs, often used in areas with high snowfall, present greater climbing challenges, as do smooth and wet ones. Metal, thin, and creaky roofs are more difficult to tread without making noise. Thick roofs and high ceilings are harder to hear through.
- Private rooms and exterior buildings. These areas provide privacy and encounters where there aren't pesky crowds. They are also good places to store or hide things.
- Exotic features. Some places might sport grand or unusual features that require special mapping, such as fountains, indoor gardens, sculptures, fighting pits, or open kitchens. Keep in mind their primary benefit to the business, and map accordingly. For example, if they are crowd pleasers then they should be front and center in the main room or entrance area.

CHAPTER 2: DESIGN ELEMENTS OF INNS, TAVERNS, AND RESTAURANTS



INNS, TAVERNS & RESTAURANTS

This chapter contains all the major elements you need to design an inn, tavern, or restaurant. Each element has a description, design advice, and a few hooks or ideas. An element is like a piece of Lego that you fit with the other pieces in any way you like to craft a playable design. Example elements are Business Name, Staff Members, and Location.

You are free to build one-dimensional locations that serve a quick game purpose, or you can craft carefully planned and detailed urban businesses. As noted before, inns, taverns, and restaurants often offer overlapping services, so any and all of the following design steps can apply to each business type.

TWO APPROACHES

There are a couple of approaches you can take with the sections below while crafting.

1. A-Z thorough design process. For places of campaign importance where lots of details and a sense of completeness in design are needed, follow the sections below in order as a top-down crafting sequence. Use an iterative approach to flesh out each area until you feel the place is ready for the PCs.
2. Start with an idea and use the sections as hints. You'll often have a design seed in mind, such as a name or map, so you can use the sections in any order to prompt additional details in some or all of the other elements.

NEIGHBORHOOD

The location of the business can have global design implications, so it should be considered first, if known. Implications include what's outlined in this section, plus other factors:

- Campaign type and style: serious or goofy, high or low fantasy
- Climate, geography
- Residents: race, culture, alignment tendency, preferences
- Street layout and access
- Population, density, and traffic level
- Neighborhood theme, style, wealth, age

Chances are you have a good feel for, or notes on, the global situation, but it's always a good idea to take a step back for a moment and envision the big picture. This can prevent embarrassing errors or situations requiring fast

footwork, such as a silly-themed tavern in a regal neighborhood, or a design rut where the players notice every place is oddly similar.

BUILDING, STRUCTURE, ARCHITECTURE

The building that houses the business not only provides the PCs with a first impression about the mood and atmosphere of the place (or a second or third impression if the PCs have learned the name and heard gossip about it), but it will also impose various design constraints you'll need to take into account. See the Architecture section for detailed information to design with, but here is a list of factors specific to inns, taverns, and restaurants:

AGE

How old is the building? Think about some of the old buildings you might have walked through in the past:

- Smell
- Sounds
- Possible state of disrepair
- Mold
- Condition of the paint
- Architectural style, building layout, and design
- Decoration and furnishing style

Smell, sounds, and style are big points of difference you can take advantage of in your descriptions and encounters. Smell is a strong sense that's linked to memory—describing an old building smell has a good chance of eliciting a reaction from your group. Old building sounds are great red herrings and tension builders. Imagine the PCs being woken up during their stay at the old inn by a creaking floorboard outside their door. Older styles are useful in adventures as they can be linked to clues and provide points of visual difference so players can keep the numerous buildings they visit separate in their minds. In addition, buildings that have aged over time might have maintenance and antiquated design issues you can use to make encounters believable and interesting. For example, gaps in floorboards might allow spying, and an obsolete pipe heating system might permit unintentional eavesdropping.

New buildings have their unique features as well. The smell of new wood and paint, unfinished sections, and piles of unclaimed building equipment are ideas for making your business different in the players' minds.

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SIZE

It's good to have an overall impression of the building and businesses' size and space. If the PCs will be visiting the place and getting into trouble there, it's good to know the exact dimensions as well. Use a map or a mental picture to envision what kind of impression is given to further distinguish the place in players' minds, facilitate encounter details and planning, and design the interior.

Many inns, taverns, and restaurants will be single or two story buildings with a basement used to keep foodstuffs cold. For two story restaurants and taverns, the second is often the tavern owner's residence, rooms available for rent, or a storage area. Larger structures are possible as well. A tavern built with the assistance of magic can stretch several stories high by using Walls of Force and Immovable Rods for support. Additionally, food can be kept in storage much longer and in non-traditional spaces using insulation and spells that create cold effects.

Inside, many taverns and restaurants are dark places with tight spaces and low ceilings to help keep the patrons packed-in and opportunities to fight limited. Upon entry, you should mention the ceiling height to PCs and tell them what large weapons and other equipment might not be usable. Room and board businesses can be large or small, but they'll need to reserve some space for amenities, food preparation, staff areas, and other business functions, so take this into account in your designs.

MATERIALS

What materials were used in the building's construction, inside and out? This decision will lend further flavor to the establishment as well as give you some practical information when it comes to such things as fire hazard level, atmosphere, and PC skill use. For example, if the party's rogue wants to climb the exterior to the roof, you'll be able to confidently apply modifiers and a DC to the attempt.

Inns and taverns are often constructed out of a region's better building materials, as owners realize that one of the best services they have to offer is shelter from inclement weather. Exotic materials can be used, brought in, or requested for to add to the place's atmosphere and presence.

A lawful district might have by-laws restricting or requiring certain material use. These by-laws might be in place for a number of reasons, such as public safety (a detect poison spell might, for example, reveal lead-based paint as a hazard), fire safety, conformity, or neighborhood aesthetics. An evil neighborhood or

district council might have secret deals with guilds and suppliers requiring that owners must use their services and supplies in exchange for kickbacks or bribes.

Size is also a limiting factor. Large buildings will need stone or metal work for the support structure and some specific architecture techniques. If you have a specific material in mind for the business you're designing, try to ensure it's compatible with building requirements, although you could purposefully design an unsound structure for interesting gaming opportunities.

APPEARANCE

Treat your building's appearance like you would any well-crafted NPC. Give it a particular style, look, and impression. The factors discussed above all come into play now as you ponder appearance, as such things as size, building materials, age, neighborhood, and so on will affect how the place looks and feels.

Appearance is one of the easiest ways for players to remember and distinguish buildings. If they'll be in your city for awhile, the places they visit will start to blur together. Also, many players will impose their own vision of the inn, tavern, or restaurant that you design if you don't guide them with a good appearance description. This might not be a bad thing, but it can cause communication and gameplay issues if you and your players are playing based on different assumptions.

A fortunate aspect of buildings is they get two appearances: exterior and interior. This gives you lots of opportunities to make your buildings unique:

- Exterior and interior appearances are roughly the same (i.e., motif, color, style). This reinforces the overall impression of the building in the players' minds.
- Exterior and interior are quite different. The contrast can be used for effect, such as to shock, delight, or trick the players. For example, an immaculate, expensive exterior proves to be a façade for a vermin-infested, depressed interior.

EXTERIOR APPEARANCE

A building's exterior helps characters form a first impression. If you don't give some thought to this, then be warned their first impression will be left up to chance and the players' assumptions. Some questions to ponder while designing the exterior:

- What does the place look like from the outside?
- Does this fit with the neighborhood's style, or does it make the business stick out like a sore thumb?

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- What do the neighbors think of the exterior? A conflict over this can be the root of a conflict plot thread.
- What does the exterior say about the building? What attributes and personality traits does the exterior communicate? For example: clean, trustworthy, weak, strong, lazy. Most entries from any NPC personality trait chart can be applied to a building's appearance.
- Does the exterior appearance align well with the building's purpose? If not, does this hurt business?
- What type of clientèle would be attracted by the exterior appearance?

INTERIOR APPEARANCE

The interior appearance is a commonly crafted design element. You probably do this for most places the PCs visit and you are comfortable with the process. However, here are a few items for consideration to help tweak your interiors:

- The interior will give a first impression and then a second impression. The first impression is what the PCs will get upon entry for the first time. This is what most crafted descriptions consist of. You can add another dimension to your building by thinking of a second impression—what the PCs will perceive once they've been inside for a few minutes and had a chance to catch details, look beyond the veneer, and study the place. For example, beneath the incense in the air is another smell; underneath the tablecloths are tables with graffiti and bad varnish jobs; behind all the tasteless paintings and gaudy wallpaper is a structure of excellent construction and fortification.
- Think walls, ceiling, and floor first. Consider the materials used and why. If the place has a drop ceiling, is that for aesthetics, storage, or secret passages? Is there a polished dance floor that makes combat a bit tricky?
- Next, consider the lighting.
- Then, consider decorations, trappings, and furnishings. These should reflect the type and nature of the service provided.

Some of the items discussed below will help you factor more things into building appearance design.

ROOM TYPES AND QUANTITIES

Most buildings are compartmentalized into sections for various reasons, such as privacy, heating, business function, building support structure, and aesthetics. Each compartment we'll call a room, and all sorts of design possibilities exist in both crafting a floor plan and crafting each room.

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A good first step might be to consider the building's size and dimensions. That will determine how you can carve it up (number of floors and space per floor). Alternatively, if you're not sure how big the building is, you can start from the inside out by crafting rooms and then seeing where that gets you for overall building footprint.

For your tavern, inn, or restaurant, consider the following business needs and room purposes, then draw a floor plan or make a room list:

- **Kitchen**—This room often includes a basin, stove, oven, preparation counter, storage cabinet, cabinet for dinnerware, vegetable bin, rack of spices, set of butchering tools, bread rack, wood pile, and a garbage bin. Windows in a kitchen are frequently left open to keep it cool for workers.
- **Cellar** or cool place for perishables storage—This room is typically below ground. It can include storage shelves, hooks to hang sacks, bins in which to put potatoes and other vegetables, tables to lay food on, a removable lantern hooked on the door, stairs leading down, a locked delivery door to the outside, and a floor drain. There might also be traps for vermin, buried goods in a stage of curing, stored items and materials that wouldn't fit elsewhere, wine racks, crates, tuns, and rafters with hanging meat. Consider how the cellar might smell with cheese, meat, dirt floor, and other things factored in.
- **Private meeting room**—This is a special room that can be rented by the hour by organizations or individuals. This room often includes a large meeting table, chairs, coat hooks, storage shelves for cups, a podium for a speaker, and a chalkboard for planning. Such a room might be small or large, depending on how often it gets used and who uses it.
- **Stage**—Stages big and small often have several similar elements, including a heavy curtain separating the front of the stage from the backstage section, sandbags to ease the raising and lowering of additional curtains, ropes that hold the curtain and other set dressings, footlights to illuminate the performer(s), and a pot for tips. Consider also where the stage is in relation to the audience. Is it on the same level, lower, a little higher, or a lot higher? Switching up elevation can make each stage a bit different in your campaign. Once you've got the height factored in, decide how performers get to the stage—steps on the audience side, steps behind the curtain, trapdoor, a regular door, and so on.

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- **The main floor or taproom**—This section is for patrons to sit, possibly eat, and enjoy themselves. The main floor generally uses up most of the space in a hospitality building as it generates the most revenue per square foot. Potential furnishings might include tables, chairs, barstools, benches, water pails to provide drinking, spittoons, one or more fireplaces, a boot scraper at the front entrance to help keep the floor clean, a coat rack capable of holding several heavy winter garments, a bulletin board, gaming tables, and garbage bins. Lighting is a factor as well: chandeliers, lanterns, torches, candles, or various items of Continual Flame. Your lighting decision will affect the mood, atmosphere, temperature, and functionality of the room.
- **Bar**—While most PCs only see the front of the bar, the back is usually stocked with a variety of items, including a locked cash box with a coin slot, several racks of cups and mugs, cleaning towels, a weapon for protection, one or two Tanglefoot Bags for crowd control, beer kegs on tap, bottles of spirits and wines, a basket of bread or pretzels, water pails for cleaning, and a broom.
- **Guest room**—The establishment might have one or more guest rooms. Furnishings will depend on the rates charged, and rates depend on the finances of typical clientele, but potential items might include: bed, cot or palette; lantern, candles, or torches; fireplace; window shutters; desk and chair; clothes closet, footlocker, or chest of drawers; water jug and basin.

Guest rooms will also come in different flavors:

- Bare closet just large enough to shut the door and curl up inside for the night.
 - Simple space with room enough to sleep and store a few items of luggage or equipment.
 - Large space filled with a configuration you choose for sleeping, storage, and relaxation—generally used for long-term clients.
 - Huge space, often sub-divided into private, smaller rooms, such as bedroom, washroom, walk-in closet, recreation area, and kitchen. Depending on the amenities, the space might be labeled as an apartment or given a special name, such as “Lord’s Suite.”
- **Washroom or water closet**—This room provides patrons and employees a place to clean up and relieve themselves when nature calls. Among the items in a washroom are a draining basin to urinate in or a toilet, a full basin to wash in, rags to clean with, soap, a mirror, and possibly stalls for privacy.

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- **Feast hall**—Some establishments might have a space reserved exclusively for dining or for hosting large dining events. Feast halls might have tables, benches or chairs, fire pits, and wall decorations such as tapestries or paintings. There is usually a head table, which might be a specially built piece of furniture, have additional trappings, and be strategically positioned within the room to make it the center of attention. Feast halls are most often located beside the kitchen. They might also double as a private meeting room or have portable dividers so that smaller spaces can be rented as accommodations or for special functions.
- **Dance floor**—Some establishments might offer a space for patron's dancing, whether it's a drinking or eating area cleared away at a certain time of night, or a dedicated area that's rarely used for other purposes. Special lighting and music might be employed, and the floor might be of special material and construction depending on the type of dancing that takes place and the nature of the clientèle. The average tavern owner can't afford to give up much space for dancing, but other businesses might use it as a hook to bring in paying customers who can't go elsewhere to dance and to stimulate alcohol and special event sales.
- **Alcohol locker**—Liquor is a commodity whose value is modified by its rarity and legality. The average hospitality business owner must have a variety of drinks on hand in sufficient quantities to last until the next supply run or delivery. Thus the need to securely store the inventory in a place that's accessible to the bar or kitchen. The cold cellar might a logical place, or another location big enough to store racks, crates, or barrels, along with a big lock on the door.
- **Courtyard**—Finer establishments might have a courtyard that is walled or blocked off by secondary and neighboring buildings. Depending on the business's finances, the courtyard might be an extravagant, large area filled with fountains, gardens, or shrines, or it might be a humble space with a few potted plants. An exterior courtyard usually hooks up to the entrance and forms a strong impression of the establishment. Thus, many courtyards are designed to impress and help clinch the sale. Interior courtyards are a luxury guests can take advantage of to relax, find peace, hold quiet meetings, or worship. Consider the ground as well, during courtyard design. Grounds might be paved with stones, ceramic tiles, or mosaic tiles, they might be stone or marble, or they could be earth and grass. Courtyards often lead to stables, storage areas, and staff quarters. Guest rooms might have windows, balconies, doors, or stairs that open to the courtyard as well.

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- **Stables**—Guests can arrive mounted whether they've traveled from another district, an outlying farm, or a faraway place. Some establishments might be inclined to provide stables where mounts are groomed and kept out of the elements. A stable also provides a certain amount of security. Some businesses might charge for stabling, while others might provide the service for free or for a nominal fee to attract customers. A stable will require at least one employee to clean the area and tend the animals, straw and feed for the animals, and a minimum amount of equipment, such as a shovel, brush, and pail.
- **Staff room**—Management might supply a room or designated area where staff can change into uniform, store their personal belongings while on shift, and take breaks away from the public's demanding eye. Such a room might contain a coat rack, a table and one or more chairs, playing cards, small lockers or bins, and a board where the work schedule is posted. The larger the staff, the greater the need for an exclusive staff area.
- **Baths**—Some establishments might offer a place for customers to bathe. This can range from a portable tub brought to a guest's room for them to sit in and scrub, to a dedicated room with a tub and stove or fireplace to heat water, to a multi-room with hot and cold pools and sauna. A laundry service and barber service might also be offered. A bath room might contain a tub, towels and cloths, dim lighting, soap or oils, brushes, bandages and minor medical supplies, chair, and mirror.
- **Proprietor's quarters**—Does the owner or resident manager live on site? If so, they might maintain private quarters, if there's space. This room will be locked and contain items common to anyone's sleeping quarters, such as a bed, footlocker, desk, chair, lantern or candles, and so on. In addition, guests' special belongings might be secured here during their stay.
- **Coat room**—Dining, dancing, or drinking customers might want to be relieved of the burden of minding after their traveling clothes. Quite often these will be bulky, dirty, and heavy garments not easily stored at each patron's table, stool, or chair. The owner, mindful of keeping public areas clear and clean, and to maintain whatever mood or atmosphere the decor and entertainment conjures up, might supply a coat room near the entrance. This room might be under lock and key, have one or more attendants, and have a ticket or token system. The service might incur a charge that is levied immediately upon entry, tacked onto the bill at the end, or left to a tipping fee upon pick-up. Garments might be stored in closets on hangers, on racks, or simply dumped in a pile.

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- **Vault**—For businesses that supply rooms for rent, they might consider also supplying a vault to store the valuables of concerned guests, the proprietor, and staff. There will probably be a fee for the service and no insurance offered. Customers can demand to inspect the vault before entrusting their goods to the management, and they will need to weigh their observations and the establishment's reputation against the need and cost for storage. The vault should be located in a secure place away from public awareness, preferably near alert employees who will be present most of the time, such as in an office behind the front desk or in the kitchen.
- **Private booth**—A booth isn't technically a room, though it might have a door or private, exterior access. Booths can be appended to nearly any room, providing a quiet, romantic, or private place to meet, chat, or do business. A booth might contain a table and chairs or benches; dim lighting; a door, curtain, or barrier with a spy hole; and a water pail or jug plus glasses or mugs.

NUMBER OF LICENSED SEATS AND MAX SEATING CAPACITY

Your city or the municipality in which the establishment you're designing resides, might have by-laws regarding capacity and licensing. Licensing is a great tax revenue opportunity for sophisticated bureaucracies, and limiting capacity can serve public safety interests. While these elements are minor, they can spawn the occasional, immersive in-game situation, especially if the actual capacity is larger than the licensed capacity:

- An inspector must assess the business: neighborhood, type of business, type of clientele, access to exits, seating capacity, and standing capacity. Your business will want to be given the maximum seating capacity so it can serve the most customers possible, but it wants the minimum tax levy, which is often based on capacity. Most bureaucracies will use a formula, but there is often some room for variance. Thus, the PCs might get involved:
 - A PC is asked to use Diplomacy to optimize the inspector's assessment.
 - A character is asked to use Intimidation to optimize the assessment.
 - The PCs are asked to do some private investigation on the inspector to gain some kind of blackmail or negotiation leverage.
 - The inspector demands a quest or service from the owner in exchange for an optimal assessment, and the PCs are hired to do the job.

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- Once the business is assessed, it must decide if it will obey the law. If it doesn't, how does it deal with the situation? Does it flagrantly admit as many customers as it wants, is there a back door or secret entrance, or does it let in select customers on "the list" regardless of current capacity? Any of these situations could affect the PCs who need or want to get inside. Disguise might get a PC "on the list" inside, a search for secret doors and picking the lock might be another avenue.
- If the business obeys the law, how does it handle limited admittance? Are there guards, bouncers, or greeters at the entrance? Is there any signage posted about capacity levels? Perhaps the PCs are hired to keep demanding customers out until there's room, or perhaps they're hired to intimate, use diplomacy, or fight their way in.
- If a competitor sees the business breaking the law, how does it deal with this? Does it try to gain proof? Perhaps the PCs are brought in to investigate. Does it make threats? Maybe the PCs are hired to intimidate.
- How does the city deal with lawbreaking businesses? An evil city might send thugs, er, the PCs to deliver a warning. A lawful city might issue a fine that needs strong arms to extract. The businesses might be shut down and the PCs are told to keep everybody away from the building until the fines are paid.

BUILDING AND DESIGN HOOKS

- For a structure currently being built, the owner wants a certain exotic building material and needs the PCs to quest for it. The material might have a practical use (fireproof or strong), an aesthetic use (special smell or color), or esoteric purpose (it's porous allowing eavesdropping, it's repellent to insects or vermin).
- An innkeeper learns his place is structurally unsound, possibly through a calamity, an inspection, or by accident. This plot thread can spin off in numerous directions:
 - The PCs are friends with the innkeeper and want to help him raise repair funds. A bard might put on a benefit show, mages and clerics might sell their services, and the warriors might go door-to-door to politely raise funds. (Would you say no to a 7' half-orc barbarian using the skull of an enemy as a collection plate? ;)
 - The innkeeper must deal with a corrupt construction company and needs the PCs for bodyguards or to supply some intimidation.

- The PCs are asked to investigate other buildings by the local government, or they're asked to escort and protect an inspector. As they crawl through various tight spaces and explore attics and basements, a number of threats are encountered. Various PC skills are needed to deal with mundane situations as well, such as climb, rope use, diplomacy, and so on.

THEME, HOOK, STYLE, ATMOSPHERE

Taverns are often thematically decorated. This is usually done to the owner's tastes, but is always meant to help customers feel proud by going there. In addition, motifs are a great tool to impart clues and knowledge to the PCs. Here are some possible themes:

- **Monsters**—Taverns with monster motifs rarely feature humanoids, but instead focus on real monsters, such as harpies, griffons, and dragons. A character who spends hours studying the interior and decoration, or who uses Gather Information to chat with regular patrons willing to tell tales gains +2 to Knowledge checks about a specific creature featured in the motif. Possible business names and themes: Owlbear Roost, The Behir's Skull, Shambler's Pit.
- **Setting**—Rather than focus on a specific creature, some businesses select a setting motif, such as nautical scenes or forests. A character who spends hours studying the interior and decoration, or who uses Gather Information to chat with regular patrons willing to tell tales gains +2 Knowledge (Nature) bonus when working in such an environment. Possible names and themes: Desert Oasis, Captain Merla's Inn, Mountain Peak Keep.
- **Gods**—Some of the more pious tavern owners dedicate their business to the gods, and in doing so gather an eclectic mix of decor that symbolizes their particular deity. A character who spends hours studying the interior and decoration, or who uses Gather Information to chat with regular patrons or the owner gains a +2 to Knowledge (Religion) checks when dealing with that specific god. Possible names and themes: The Glitterhaus, Belkon's Blessing, The Bolt of Valor.
- **History**—Taverns, inns, and restaurants that use a historical motif often attract intellectual types who like to debate about the effects of age-old wars and the positives and negatives of long-dead kings. A character who spends hours studying the interior and decoration, or who uses Gather

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Information to chat with regular patrons willing to tell tales gains a +2 to Knowledge (Local History) checks in that specific area. Possible names and themes: War's End, Spear & Shield, House of Zupesh.

- **Occupation**—Some places look to draw in a particular working crowd by using motifs that honor their profession, such as mining or farming. A character who spends hours studying the interior and decoration, or who uses Gather Information to chat with regular patrons willing to tell tales gains +2 to Knowledge checks in that specific occupation. Possible names and themes: The Finest Cut (jewelers), Stone & Hammer (masons), The Saw's Tooth (lumberjacks).

NAME

Naming your establishment is a time-honoured tradition for GMs. For some, it's a favourite part of the design process. Sometimes, all a GM has is a name and the rest of the place is a question mark. If you're looking to get additional game value out of your inn, tavern, or restaurant name, consider the following options:

- **Compelling**—Once the PCs interact with the business, the name often becomes secondary and is just used as a reference. “Yeah, we're staying at Bordo's Inn, meet us there.” However, you can give your place a boost by crafting a compelling name. Each time a PC or NPC utters the name, your game gets a poetic thrill. Do this by picking words that sound interesting when said aloud, or that connote something interesting to serve as a reminder to the group each time the name is mentioned. For example: Rookrar's Resurrection, the Warrior Pit, Eye of the Wyrn.
- **Drama**—You can extract drama from a name if it becomes known before the party visits the place. Until the establishment becomes a known, defined entity in the players' minds, their active imaginations will create a mental picture for them. If you create a name that stirs their imaginations, that perhaps gives them an impression of danger, conflict, or mystery, you create a small bit of drama until the reality of the place indicates otherwise. For example, the Rusty Wound, the Missing Eye, Andragon's Woe.
- **Foreshadowing**—If you don't already provide names that are somewhat descriptive of the style, quality, or nature of the place, consider doing so, as it gives the players a heads-up about what to expect. You can combine this with other naming strategies. For example, Grog's Greasy Mug is more informative than just Grog's.

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- **Twist**—Craft a name that provides a surprise. Perhaps two or more places are similarly named, thus causing the PCs some confusion and a bit of deadline drama once they discover this fact. “Are we supposed to meet the Princess at the Silver Chalice, the Silver Cup, or the Silver Ewer? We’re already late!”

Another idea is to provide contrast: the place’s name indicates one thing, but the reality is far different. For example, the Golden Helm inn is actually run-down and filthy.

- **Clue**—Consider creating descriptive name that serves as clue fodder. The more nouns you put in the name, the better chance you have of using it as a clue. For example, the PCs might find a note with a rooster drawn on it and then have an Aha! moment when they discover the Red Rooster restaurant. Perhaps the party is on a quest to find the location of a gate and they hear of the Yawning Portal bar.
- **Location**—You don’t need to get fancy with your name. It can serve the mundane purpose of communicating the place’s location. To the owner, the location might be prestigious or easy to find and thus worth advertising. For example, the Four Corners Inn, Grandle’s On 4th, the Palace Bistro.
- **What do locals call it?** In your world, taverns, inns, and restaurants might not have weird or explicit names. They just go by whatever the locals have come to call it. For example, Serge’s, the Pub, the Choke & Puke. This begs the question of whether the place has any signage, and if it does, why do the locals call it something different?

FOOD, DRINK, AND SERVICES

The core business of an inn, tavern, and restaurant is selling food, drink, lodgings, and services. This design area is a key way to make encounters and settings interesting to players who’ve seen it all. Conversely, you also need to plan for a quick-hit type of game circumstance where the PCs don’t want to roleplay or game the scene out, and they just want to resupply, roll the Gather Information check, or make the encounter quick.

If you need to quickly stock your business with a menu, see chapter three for lists and tables of food, drink, and services ideas. Below are a few design tips and considerations to ponder.

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PERSPECTIVES

TAVERNS

Behind the typical tavern bar is a relatively limited selection of food and drinks. That doesn't mean made-to-order meals aren't available. Instead, when a person orders a "unique" meal, the cook sends out an errand boy to pick up the necessary ingredients. PCs should be warned that anything other than the house special will take additional time. House specials, usually a stew of some kind, are offered because they can be prepared ahead of time in the kitchen. Once prepared, they can sit warming for hours or even days until the supply is gone. Almost all meals are served in a bowl or directly on the table. Plates aren't commonly used because they simply aren't needed in a world where germs aren't a concern. Spoons and forks are rarely provided. In lieu of spoons, most patrons use bread to "mop up" the meal.

Taverns might offer the floor as a place to sleep off the booze, but only after closing time. Closing time is often when the last paying customer leaves or stops ordering. A tavern might have a private room, but this is rare as all available space is put to use in the more profitable pursuit of selling drinks. Services and goods for sale tend to focus on what bored, drinking, or partying patrons want. Prostitution is common. Other services might be a shoe shine, game area, and flowers for the sweetie at home.

INNS

The core product of a typical inn is offering shelter. However, canny inn owners know that customers will pay for safety, comfort, and convenience. Innkeepers also know they have a captive audience because patrons' mounts, carriages, and belongings are lodged at the inn. For example, if presented with the option of eating downstairs or weathering the elements to eat down the street, many patrons will pay to eat at the inn's restaurant or tavern. Even better, some patrons will pay a little extra to have food delivered to their rooms! Another example is an inn that offers the services of a tailor who will visit a patron's room, take the work away, and deliver it back quickly. In exchange for letting the tailor serve the inn's customers, the craftsman will hand over a portion of his fees. In an abstract fashion, inns sell space. They sell temporary space to patrons, and they will profit by selling other merchants access to that space.

With this in mind, many inns offer more than just a room. They'll also have a kitchen, and a common area where guests can socialize, eat, and drink. Inns will also have a list of services available, such as cleaning clothes and belongings,

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baths, and grooming. Inns charge more for larger rooms, privacy, and increased security. Some inns might have a safe in which to keep patron' valuables. Most will offer lodgings for mounts, and grooms to care for and feed them.

RESTAURANTS

Restaurants exist to serve food. Consequently, they are structured around the serving room (or rooms) and the kitchen. Most restaurants typically serve a limited number of dishes, but some will try to make money by offering variety. Fare quality and complexity is based on the clientèle—fancy dishes require fancy prices.

Drinks are always offered with food, but restaurants also often host a bar or lounge. This will be a separate space for some businesses, while others will convert the serving room during non-peak dining hours.

Sometimes additional services are available, such as a coat check, grooming and feeding for mounts. Some restaurants might also cater to parties and offer dancing, bards, and other forms of entertainment.

FROM A PROFIT PERSPECTIVE

Inns, taverns, and restaurants are in the business of making profits for their owners. Profits come from revenues, and revenues are derived from selling goods and services to new, returning, and loyal patrons. Figuring out how the establishment you're crafting makes money is a great design opportunity. The decision of what goods and services are offered is not only a way to differentiate the business from its competitors, but also a way to differentiate the place from all the others that experienced characters and jaded players have visited in the past.

We are fortunate in that these types of businesses can employ the use of themes to stand out from the crowd. This not only helps profits, it helps you craft interesting designs as well. Theme and hook are interchangeable concepts. You want to create a cool theme or hook for the business to draw the PCs in, or to make encounters interesting. See chapter one for tips on crafting hooks.

BETTER, TWIST, OR NOVEL?

Differentiation often comes down to three approaches: better, twist, or novel.

1. You can provide the merchant with a better good or service—an advantage competitors will strive to copy, sabotage, or craft an alternative for. For example, a restaurant might offer magic food, a tavern might have a bartender priest who heals and blesses for the right price, and an inn might offer secure rooms with locks that have higher than normal Open Lock DCs.

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2. You can take a standard good or service and add a twist to make it fresh and interesting for the PCs. For example, an inn might offer iron rations for sale from their kitchen in the form of pretzels in the shapes of well-known local monsters and NPCs.
3. You can also create a new good or service your group has not heard of or has not associated with an inn, tavern, or restaurant before. For example, after a hearty five-course meal, the owner invites the PCs to the restaurant's spa, a small building out back with a steam room, cold pool, and hot pool.

GOODS & SERVICES TIPS

When deciding what goods and services the business will offer, consider the following quick tips:

DESIGN WITH THE CUSTOMER IN MIND

Goods and services in RPGs come in two categories based on the type of customer:

1. **Regular citizens.** What does the average citizen in the neighborhood want and need? What are their tastes and preferences? A business that serves these people will not have specialized or esoteric offerings because they wouldn't sell well. It's fine for a restaurant to sell a special chocolate cake of Cure Moderate Wounds, but would regular customers order it or find it affordable?
2. **The PCs.** In most games, the PCs aren't regular citizens and they have different needs than regular folk. The game master also has an agenda, such as game balance and story requirements. A business that serves PCs and adventuring NPCs will have unusual or more expensive goods and services available.

It's fine to provide the business you're designing with goods and services for both types of customers, but differentiating them this way offers opportunities to add realism, unique designs, and interesting gameplay. For example, after several incidents involving fights between "powerful folk" that resulted in property damage and a loss of regular business (who wants to get caught between a Flaming Orb and a Wand of Magic Missiles?) a neighborhood tavern might decide to cater only to locals. As soon as a staff member spots a PC decked out in armor and gear, the character will be asked to leave. "We don't serve your kind here, sir. You should go to The Grinnin' Basilisk down the lane."

RARITY & VALUE

Factoring in the rarity and cost (value) can make a good or service special and offer additional gameplay opportunities. If you are crafting a something new or adding a twist, figure out the rarity and cost to best position the good or service within the marketplace in terms of price and availability. For example, an inn might offer feather beds and pillows, ensuring a blissful sleep. While this has no rules effect, it does make the establishment different, adds extra silver to the price, and offers interested players a new roleplaying opportunity.

MONITOR GAME BALANCE

When plotting, designing, and differentiating goods and services, it's tempting to layer on game rules. For example, special drinks might give PCs temporary buffs and boons, or massage services might restore non-lethal hit points or speed up fatigue recovery. This is great, and makes games fun when GMs find new and interesting ways to deliver rewards and choices to players. Just be careful where game balance is concerned:

- **Increased power.** PCs consist of a delicate balance of damage they can dish out, damage they can avoid, and damage they can take, among other balance factors, and skewing this might create headaches.
- **Disbelief.** Helping players maintain their sense of disbelief is an important game balance issue too. For example, if every tavern offers a magical brew, some players might wonder how it's possible that there's such a huge supply.
- **Expectation.** If every inn, tavern, and restaurant offers some form of character buff, players and characters will come to expect it. This reduces the sense of wonder and the specialness of the offering.

It is best you cycle through the types of benefits your businesses offer via their special goods and services to maintain game balance:

- Role-playing opportunity
- Adventure or encounter hook
- A clue
- A character buff
- Is fun and interesting

You decide what ratios to apply to each benefit above, but forcing yourself to cycle through the list keeps gameplay fresh, helps with inspiration, and keeps the design process interesting over time. For example, how can a good or service

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be a clue? Perhaps the special silk sheets on one PC's bed contain a stars and moons design that relates to their current quest. After inquiring, the group learns the innkeeper's wife made the sheets based on a painting she saw one time at the Innkeeper's Guild hall, and the PCs now have a new lead.

RESTRICT THE MENU

Consider offering only a limited selection at each place of business. If you offer everything, the PCs won't have reason to go elsewhere, though perhaps this is what you prefer. If a business has a limited selection, it encourages more interaction with the city: the PCs will need to visit more inns, taverns, and restaurants to find what they're looking for, which means more NPCs, which means more adventure seeds, roleplaying, and plot hook possibilities. The downside is you'll need to design more businesses or be ready to whip more up mid-game. For example, inns might be fully booked or only offer cheap or expensive rooms. Taverns might not have wine for the elf PC. Restaurants might offer ethnic-themed food, which might not appeal to all PCs.

THE NATURE OF THE OFFER

First, consider the nature of the good or service. For example:

- **Legality.** If it's illegal, what precautions would the owner and employee(s) take to not get caught? Does the legality affect price and availability?
- **Secrecy.** Is the good or service something the business doesn't want to advertise? Perhaps public knowledge of its availability would stain the establishment's reputation—or enhance it.
- **Connections.** Is the offering based on who you know or what you know?
- **Popularity.** Is the good and service in constant demand? This might drive up the price or create shortages.

Second, consider how this would play out in the game and the locale. For example:

- Line-ups
- Waiting lists
- Importance of establishing reputation
- Importance of establishing contacts
- Secret rooms or areas at the establishment
- Off-site business deals
- Special form of payment

PRICES

Pricing is an important consideration. The business needs revenues to meet and exceed costs. Higher prices means more profits earned per dish, drink, or room

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sold, but customers might look elsewhere if prices are too high, and revenues will drop. It's a tricky balancing act.

Use pricing in the PH as an average baseline. Lower class establishments will offer cheaper prices, and upper class establishments will be more expensive. A factor of 50% is a nice, round number to wield that makes calculations easy: cheap = 50% less, expensive = 50% more.

For GMs, pricing offers interesting opportunities. PCs need to spend their treasure because money sitting in the bank isn't fun and doesn't kill them more critters. Most PCs will be saving up for magic items, property, and such. At low levels, you can add a new expense by placing encounters at taverns, eateries, cafes, and restaurants. When the characters need a place to stay, you can not only expense them for rooms at an inn, but try to increase their expenses by offering additional, interesting services. Every gold piece spent at a hospitality business is a gold piece that must be re-earned.

Most characters won't want to spend their hard-won money on fripperies, and they won't be happy about exorbitant prices. This creates a fun design game where you try to craft ways to separate the PCs from their money. For example, businesses won't let the PCs loiter without buying something. Next time you have a choice for encounter location, pick a tavern so the PCs will need to buy a few drinks. Perhaps the PCs need the help of a certain NPC. Make the encounter at an upper class restaurant—if the PCs are serious about making a good impression they'll not only have to buy an expensive meal, but they should spend some gold beforehand to clean themselves up and possibly get some fine clothes.

At high levels, the PCs will likely be swimming in power and money. Paying an extra gold piece for a leg of celestial rabbit won't mean anything to them. At this point, you can turn prices into a reward. Business owners won't hesitate to offer freebies to folks who draw crowds (of the good, paying kind) or who have done them favors. Getting free room, board, expensive meals and drinks, cleaning, and so on makes a nice reward for successful PCs.

Alternatively, cunning GMs can create fun role-playing opportunities with this. Imagine an NPC angered that the PCs aren't paying for their own meals. The PCs are rich, right? And powerful? They ought not be the ones getting the free ride—it ought to be the poor, the hard-workin' folk, who deserve the break. What an outrage! Perhaps rivals of the PCs get even bigger discounts or perks. Many players would be motivated to act if they learned their enemies were

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getting 50% off instead of their paltry 25% discount. If your campaign has a tax man, would he consider free offerings from local businesses taxable income? While these considerations are mere annoyances, they add fun role-playing opportunities during a period of the PCs' lives where many challenges are beneath them and boring.

BUSINESS HOURS

Hours of operation might seem like a minor, picky point of design, but you can have a lot of fun with them. For example, the PCs might need to meet an agent in the dangerous part of town at a certain restaurant that is only open after midnight when the chances of an encounter are high.

Most merchants will remain open for as long as possible, curbed by any of the following factors:

- Lack of customers. If no one arrives or spends money before or after a certain time, there's little point in being open.
- Laws. Communities might regulate business hours:
 - To manage neighborhood noise levels
 - To minimize fighting and drunken misbehavior
- Religion. To respect days of worship, hours of worship, and holidays.
- Salaries and wages. If the business takes in fewer revenues than it costs to keep the place open during certain times, there's no sense in staying open.
- Danger. In some places, it's safer to stay closed at certain times.
- Preference. Some owners care less about earning every last copper piece and make business just one part of their lifestyle. For example, a wealthy owner might close during the hot season to cool off in a villa on the coast.
- Culture. The society might hold various traditions about business hours. For example, during afternoon siestas, most innkeepers close shop and head to the nearest tavern for a cool drink.
- Ability. Some places might have a single owner, who might not have the staff or ability to stay open all the time.

RESERVE UNUSUAL HOURS FOR SPECIAL PLACES

If every inn, tavern, and restaurant had unusual hours of business, then the hours wouldn't be unusual. You will get the most impact by designing unusual hours for special locations. Pick weird hours for businesses important to your plot or where an interesting encounter is likely to occur. Too many places with unusual hours ruin the effect.

IDEAS FOR INTERESTING HOURS

- Only open weekends. The business is only open one or two days each week. This can pose interesting adventure possibilities if the PCs need something much earlier than the next scheduled opening, such as to speak with an employee, to examine or search the premises, or to purchase a good or service.
- Private hours. The business is open to the public just a few hours each day, or a few days each week. The rest of the time it caters to private functions or factions.
- Open after midnight. The place is closed during the day. This might interfere with PC rest routines, especially for priests with rigid prayer hours and spellcasters who need a full night's rest before re-spelling. Why would such a place be only open after midnight? Perhaps it's the local hangout of vampires, or humanoids with sensitivity to light.
- Open early and late. The place is closed midday, but keeps early and late hours – perfect for adventurers who are notorious for their unusual schedules.
- Only open during holidays. Such a place would need a good reason why it's able to support such strange hours, but otherwise it creates a neat schedule for the PCs to encounter. This scenario would be a good long-term hook or encounter to sew early, where the PCs must wait weeks or months before the place opens, or they must strategize their traveling and adventuring plans so they'll be in the right place at the right time.
- Open early or late. The place opens its door well before dawn and closes by noon, or it opens late at night and closes in the wee hours of the morning. In either case, it might be a great “after-hours” party location where key contacts can be met, or it could make patronizing the business tricky for PCs. Imagine a busy bar open late that also helps smuggle people into and out of the city—tracking who enters and leaves the busy, noisy place at such a time is difficult for authorities.

DAILY CYCLES

An interesting aspect of business hours is the daily cycles they create. This is most often reflected in the types of customers who typically visit at certain times of the day. In turn, this affects what services and foods are in demand, staff levels and type, decoration, and so on. To facilitate design, split each day

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into four stages, each of which has different characteristics that your place of business will reflect: morning, afternoon, night, late night.

MORNING

Morning patrons are a mixed bunch, but usually quiet. Some are recovering from the night before, some are waking up, and some are full of energy and ready to tackle another day.

One easy distinction to make is a breakfast menu. Most cultures eat and drink a certain range of things in the morning. Businesses serving foreign customers must be aware of their patrons' strange tastes as well.

In most places, mornings are alive, active, and bustling. Therefore, crime is lowest during this period. Most places won't need bouncers or guards, and commerce should be brisk and straightforward. Note, though, that pickpockets and petty thieves are always attracted by busy times and places.

Patrons range from commoners who can afford a good meal to merchants taking a late morning rest to visitors preparing to resume their travels.

AFTERNOON

Lunch is often the busiest time for inns, taverns, and restaurants. People are hungry after a morning's work—or they've recovered enough to be able to eat. Some folks use lunch to begin their daily assault on their livers. Guests are checking out or trickling in from their travels. The unemployed or those with early shifts start to wander in, according to habit.

Staff levels often rise during the day, supplies are at their highest demand, but crime and bad behavior is still limited, except in seedy places that cater to such. Patrons are most often travelers or merchants. Lunch menus and stronger drinks are served up. As afternoons get late, dinner menus are brought out or chalked up, along with wine and special drink offerings.

NIGHT

For many places, this is the peak earning time. Hungry travelers and citizens demand appeasement of growling stomachs and quenching of mighty thirsts. Afternoon drinks spill into the beginnings of night-long binges. Merchants and workers done for the day arrive to eat dinner, socialize, and cater to vices. Pre-party celebrants start out early to "take the edge off." Guests check-in after a weary day of travel and demand all sorts of services. Rogues and scoundrels turn out to ply their skills and make their own kind of livings.

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More muscle is often added to staff at this time, and more staff are working to cater to the variety of services the business offers and to the higher traffic and demand. Dinner menus are queued up, along with wines and special drinks, entertainment suitable to the mood of the place, banquet rooms, meeting rooms, and dance floors.

LATE NIGHT

Late night is when things get the wildest—and most dangerous. Parties are reaching their peaks, drunks are at their drunkest, and thieves and cutthroats are poised to strike.

Dinner is long forgotten by now, and kitchens are bustling with orders for snacks, while bartenders struggle to keep up with thirsty patrons. Bouncers and guards are also at their busiest, and entertainers push themselves to the limits.

Some places might cater to a different crowd. Instead of parties, these businesses offer people a quiet place to drown their sorrows, seduce their dates, conduct after-hours business and transactions, play quiet games, or read.

Other places might feature specialized entertainment or services, which attracts certain types of audiences. Poetry readings, brothels, speak-easies, political gatherings, night courses, and special interest groups all need shelter and places to gather.

EXAMPLE: CINDRO'S FOUNTAIN

Following is a brief example of how an inn can change its character as each stage of the day passes. Subtle changes like this make a location feel real and interesting to your players. Cindro's inn would make the perfect base for a band of PCs, and as your campaign wore on, each stage of the day would grow in detail, value, and possibly game importance.

Cindro is an ex-mercenary who has traveled far and wide across the continent. During his last mission he discovered a magic fountain. At great cost, he managed to transport the fountain to the city and make it the centerpiece of his retirement project: a small inn a half-mile outside the city walls. Hidden in a copse of trees and a ways off the main road leading to the city, this place is known only by word of mouth, and that's the way Cindro wants it.

Cindro and his family keep the place open twenty-four hours a day, twelve days a week. In the mornings, fresh bread, cheese, weak ale, and juice is served, along with light harp music played by Cindro's youngest daughter. The windows

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are opened wide, as is a skylight specially built by Cindro to flood the floor with warm, morning sun rays. Departing guests are treated to baths, massages, and news before checking out. Staff head out into the large garden for picking and tending. Groomsmen saddle mounts that will soon be leaving, and trot them around the fenced back yard to warm them up and check their health.

Afternoons come all-to-quickly for the staff. Lunch is prepared and served, stronger drink from the cellar brought up, and harp music replaced with mandolin. The patio is opened as the day's heat drives folk to the open-air shade. Shutters, with colorful paintings on the inside, are drawn to keep the hot sun out. Travelers begin arriving, though never in great numbers. Mounts and pets are taken away and cared for, and new guests offered many comforts.

In late afternoon, while most guests sip cool drinks, nap in their rooms, or chat on the porch, Cindro's staff rest and recoup energies. The kitchen, however, is always busy, and at this time of day, the dinner menu is being prepared.

At night, most new guests have arrived by now, and are drinking and eating in the main room with the others. Tables have been rearranged so folk can enjoy the entertainment on center stage where Cindro's children play music and put on skits and plays. New tapestries and wall banners are hung that reflect merry scenes and times. Trusted, hired staff serve as bouncers (who keep low, amiable profiles) and as servants who are busy cleaning clothes and equipment, sharpening blades and tools, and mending items as per guests' requests.

Late at night, the main room empties out and staff clean up and switch night decorations to day. One of Cindro's sons minds the bar and the kitchen for guests still up or who can't sleep. To deter rogues, Cindro picks the more valuable currency out of the magic fountain, which is said to grant luck and healing to those who make a wish and toss in a coin.

As dawn nears, breakfast is prepared and Cindro's family wakes again for another day. Just before light, Cindro heads to a shed near the edge of his property. There, several shadowy figures often wait inside a small room below the ground, supping and drinking light ale put there the night before. Cindro somberly greets these men, hands them coins from the fountain and a portion of his profits. The real magic fountain gurgles merrily nearby and flasks are dipped in to capture the mysterious waters that impart strength, grace, and invisibility. Cindro passes on any news garnered during the day and then asks how the rebellion is going. As always, the answer is, "Following the plan nicely." And Cindro knows this is true from the news he hears. One day, Cindro plans to be King.

CLIENTÈLE

The best way to bring life to your design is through NPCs. In terms of business, these take the form of staff, patrons, customers, and guests. If the business you're designing will get repeat use, then effort spent on this element will pay big dividends over the course of your campaign.

Staff gets a section of its own in this chapter, so let's focus on clientèle. In GMing terms, there are four types of clientèle:

1. **Regulars.** These are NPCs who patronize the business often. Some might spend more time at the inn than they do at work or home. These are important NPCs: design once, play often! If crafted well, over time, regulars will bring life to the business, or even be the life of the business.

Think of a few TV shows you've watched with recurring minor characters. You come to know these and enjoy their interactions with the main characters and the side plots they occasionally spawn. Regular NPCs are no different, and each time they appear, they present more GMing options.

2. **Guest stars.** Liven up any business with a celebrity. In game terms, this can be a villain; a villain's minion; a famous NPC; an NPC who relates somehow to a legend, historical NPC, or important campaign element; or an NPC the characters have only heard about but never met.

A guest star appearance at businesses is a great GMing tool. It gives you opportunities to introduce folks before they become important to the PCs, to foreshadow, and to drop clues and hooks.

3. **Adventure Related.** These are specific NPCs you've plotted out to be important to the encounter, adventure, or campaign. Classic examples are the shadowy stranger in the corner table who has a mission for the group, the minion who attacks the PCs while they eat, and the drunk guard who starts a bar brawl.

Use the business to help bring this type of NPC to life. Have them using the business's services or interacting with staff when the PCs enter. Put the NPCs in the middle of doing something believable or interesting as the encounter starts to make the players feel like there's a world going on around them. Inns, taverns, and restaurants offer services, staff, tables, a

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bar, rooms, and other patrons for NPCs to interact with—a rich array in which to portray adventure related non-player characters.

4. **Mr. No Name.** These are throwaway NPCs that fill an encounter so the players don't feel like they're in an empty box. Most of the time these NPCs will never be met or interacted with—they're just part of the crowd. Have a names list ready though in case a PC decides to chat up a fellow patron.

It's important to fill your businesses with clientèle to simulate a living game world. While certain situations might need an empty dining room or bar, in most cases try to at least add a few Mr. No Name NPCs, and if you have time, quickly craft a couple of regulars. If you have an encounter planned, then you can add one or more adventure related NPCs to the scene. Also, sparingly use guest stars to flesh out the cast, as desired.

Clientèle also make good witnesses and impromptu hooks. If the PCs get out of hand, the guard can question those who saw what they did as a fair way for you to put the law on the group's trail. Alternatively, if an encounter stalls or a hook fails, you can bring a customer forward to help things out.

CLIENTÈLE ARCHETYPES

Here are a few interesting clientèle ideas:

- **Informant**—Collector of gossip and prier of information, this person feigns interest, drunkenness, or whatever it takes to gather valuable knowledge for their faction or for sale. *Quote:* “So friend, where are you from? I'm afraid I don't stray much from this seat, but you seem like a man of the world. Tell me, what have you seen? What's your story?”
- **Obnoxious drunk**—Fueled by booze, this patron insults, bullies, and bludgeons their way through each day. *Quote:* “Whatcha-you-lookin-at? If'n weren't fer yer fanshy shord, I'd wipe the floor wiff ya. Ash a matter o' fact, I might anyway! Whatcha-you-gotta-say-aboo-that?”
- **Depressed**—Many customers just want their sorrows and troubles to blur away in a drunken haze. *Quote:* “Go away. I'm not good company tonight. Bartender! Get me another. And some for my new friends too. Let me tell you about women....”

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- **Critic**—In places where there are many restaurants, inns, and taverns, a few earn a reputation as worth listening to about where to eat and party. Many businesses will give these individuals preferential treatment. *Quote*: “I’m from the Royal Examiner, and you folk have been blessed with an opportunity to be mentioned. I suggest bringing out your finest. Remember, impression *is* presentation.”
- **Newb**—A fish out of water, this patron is naive and possibly in danger from those who would seek to take advantage. *Quote*: “Don’t worry bartender, I’ve got a pouch full o’ gold and can pay. Now, what’s a good, strong drink? I can take it.”
- **Mysterious stranger**—Often menacing through presence alone, the mysterious stranger attracts furtive attention and speculation. *Quote*: “Who am I? The wise and the long-lived know what questions to ask—and what questions to keep to themselves....”
- **Loudmouth**—Cliff Claven, from the TV show *Cheers*, fits this archetype. This person has a loud opinion about everything, and never admits they’re wrong. They often brag, to the annoyance of all within hearing range, but beware—not all are cowards or weaklings. *Quote*: “Red dragon, you say? I’m sorry to inform you gentlemen, that it couldn’t possibly have been a red dragon you slew. Did your beast have yellow or black wing tips? Ha! Everyone knows that red dragons have white wing tips. No, you must’ve slain a lesser beast—a wyvern maybe, or a large bird.”
- **Pious**—This NPC seeks to save those who’ve lost their way, in whatever way as defined by their faith. Bars are a natural place to find those in need, but inns and restaurants are also potential locations for interesting encounters. *Quote*: “You’ll not find salvation in drink, my friend, but in service to the nine gods. Repent now, before it’s too late.”
- **Deadbeat**—Some folk always have trouble paying the bill or settling their tab. This customer is either headed off at the door and causes a scene, or they admit their lack of funds only after the bill is presented, also causing a scene. *Quote*: “Can you buy me a drink, good sir? I’ve left me coin pouch at home again, stupid me. I’ll pay you back on godsdays, I swear.”
- **Farmer**—Sodbusters stop by the tavern on their way to or from the market. These grumpy but quiet fellows are always up on what’s happening on the outskirts of the city, where they toil daily in the fields.

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Quote: “I’ll tell ya, if it don’t rain soon, there ain’t gonna be enough fo’ the family, and not a thing to sell at market.”

- **Worker**—The average city worker can be anything from an accountant to a scribe to a maid. They’re often privy to high-level gossip from city officials and upperclassmen. *Quote:* “The tax collector came calling yesterday. Said the leatherworker up the street from me was getting hauled to prison for not paying on time. It’s a shame. You can’t keep your head above water, living in this kingdom.”
- **Sailor**—At port towns, sailors make up the bulk of most patrons. Sailors are known for their tall tales of the buccaneers they’ve killed and the creatures they’ve conquered. *Quote:* “I’ll tell you, I’ve seen some real strange beasts out there on the east sea.”
- **Adventurer and Soldier**—These hardy fellows make a living with combat and cleverness. They are always happy to tell the tales of the battles they’ve fought and the sights they’ve seen. *Quote:* “Just came back from the Pit of the Fire Demon. Barely came out of that alive, but my buddy here, he saved me more than once. You should’ve seen us in the final battle—against a fire demon no less!”

REUSE NPCs FOR ONE-SHOTS

Many of the inns, taverns, and restaurants you design will be one-shot locations. Use the roles advice in chapter one to determine how to efficiently design a one-shot so you don’t waste prep time.

A great method for fleshing out one-shots with minimal effort is to reuse existing NPCs. Hopefully you’ll have some non-player characters that are not villains and monsters, but are minor and available. Place one or two of them patronizing the business when the PCs arrive. They’ll be pleasantly surprised. Most game worlds consist of strangers. It’s the nature of the beast, for it would take too long for you to develop every inhabitant. Therefore, when the characters encounter somebody they already know, it’s a fun and interesting event.

You get two-for-one with this technique. You already have the NPC on file, so that’s one less patron to craft. You can also ease-up on design required for the business, because meeting a familiar face will overshadow most one-shot business designs anyway. In the course of roleplay, there will be opportunities to flesh out the location, saving you further prep time. Just note what you make up so the place remains consistent should the PCs visit again.

STAFF MEMBERS

GOOD HELP IS HARD TO FIND

Staff members are an underused gold mine of gameplay potential. Inns, taverns, and restaurants need staff to run the day-to-day operations and serve customers, but they are more than trivial fixtures during encounters. Staff members are NPCs too.

Not only does crafting NPC staff members make each business unique, you also get double the benefit for your efforts. You need NPCs for your game anyway. Why not give them a job at the local restaurant and improve gameplay at the same time?

Following are tips on fleshing out your businesses in a way you might not have previously given much thought: the staff. If you change up who serves the PCs drinks and why, you uncover a new angle on this game element, a refreshing new avenue of roleplay, and a nest of potential plot hooks.

The staff roles outlined below are suggestions only. Use them as inspiration to staff the inns, taverns, and restaurants you design. Each location won't need all of the staff below, nor will all the positions be applicable to any given business. In many cases, such as in smaller establishments, one NPC will perform multiple job roles, which reduces staff design requirements.

DESIGNING STAFF

The staff outlined below use the following block of information for consistency and quality. You can also use this outline for creating your own staff positions in your notes and game world designs.

Role: An introductory paragraph describing the position and summarizing the staff member's role in the business.

Quote: A short phrase to help you get into character when roleplaying the NPC during game sessions.

Authority: Some staff give orders and others take them, whether it's a boss-employee relationship, or an influence relationship, and it's important to know where a staff member resides in the business and social pecking order. This creates a roleplaying foundation as well as helps you flesh out the NPC's personality, job function and duties, and power base.

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For interesting hook generation, ask yourself:

- What would happen if the employee exceeded their authority? How would the other staff react? What would the consequences be?
 - What would make them exceed their authority? (For example: blackmail, ego, villainous plans.)
- What would happen if the employee refused to live up to their authority? How would the other staff react? What would the consequences be?
 - Why would they not lead or command to the extent they're allowed and expected? (For example: weakness, another staff member is bullying them, lack of ambition, focusing on other plans.)

Duties and Responsibilities: Describe what is required of the employee overall, and on a daily basis. Get a feel for their job to help game the inn better. A duty list will let you know who is to serve the PCs in what capacity when required.

This section is also a great game world development tool. If you want to break the mold, try adding new and interesting duties to staff members. Players make numerous assumptions and have various expectations based on previous gameplay. Challenge these and you'll surprise and entertain your group.

For example, perhaps servers sing a short ditty when presenting each beverage. The ditties might contain plot clues, or just for fun flavor. A search on the Internet could quickly build you a library of songs. Perhaps managers get played in public if the establishment doesn't turn a profit the previous night. That would send an interesting message about the culture to the player characters.

NPC And Adventure Hooks: This is an important section. You want to reap GMing rewards for time spent designing, so turn your staff members into adventure hooks. You might also include any NPC hooks that come to mind to help each business's staff be a little different from the previous.

OWNER

As a private business, an inn, tavern, or restaurant needs an owner who pays the bills, takes final responsibility for keeping the doors open, complies with laws, and funds supplies and wages. With regards to design, an establishment often reflects the characteristics of its owner, and his goals, dreams, troubles, and tastes can help theme the place.

Quote: "Hello there. Welcome to the finest restaurant in the district. Whaddya think? Not too shabby, eh?"

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AUTHORITY

The owner is usually the final authority where staffing and business decisions are made. It's his money and investment at risk. In a few cases, a manager or spouse might take on some or all of these responsibilities.

DUTIES AND RESPONSIBILITIES

You need to make a decision that depends on the size and location of the business, and on the interests of the owner. Does the owner have a hand in the day-to-day affairs of the place, or is he hands-off, letting his manager(s) run the place?

A hands-on owner might take on additional roles, such as manager or bartender. If the establishment is small, if he's trying to save on paying another salary or two, or if he just enjoys getting involved and working, then it's likely the owner will be a part of the daily chores and duties.

In bigger establishments, or for NPCs who just want to collect profits, the owner manages the managers and lets them run things. In this case, you might consider making the owner a guest star who visits once in awhile, putting the staff on their best behavior. Alternatively, the owner might visit daily to observe or enjoy the fruits of his investment.

Potential duties and responsibilities might include:

- Dealing with city or regional officials (business license, inspections, taxes, bylaw compliance, reacting to changing laws or policies).

HOOKS

- A new neighborhood by-law is being voted on that will shorten the hours of taverns. Influential residents are tired of drunken, departing revelers waking them each night and want to force taverns to close earlier. A desperate tavern owner approaches a PC (ideally a bard or one known to have good diplomacy skills) and asks him to present a defense to the neighborhood council on the morrow.
- Each year taverns must renew their business license. This year the greedy Magistrate has tripled the rate! The owner might approach the PCs for some intimidation action, to find some blackmail material on the Magistrate, or perhaps with information a patron passed on about a treasure trove that he'll split to cover his costs.

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- Collecting and storing profits. Does the owner store his growing pile of doubloons in his mattress? If there are banks, he'll have to deal with banking and money delivery. If not, what does he do with each day's earnings?

HOOKS

- Thieves have been watching over their mugs each night as the owner collects all the gold at nine bells, puts it in a small, locked chest, and disappears into the back alley. Thieves hiding there watch as he enters the same building down the street each time, and they begin to form a plan. The owner is nervous and feels he's being watched. Perhaps the PCs can do some surveillance of their own?
- The PCs are hired as guards to transport each day's earnings across the city to the Royal Vault Bank.
- The dwarf PC is consulted about digging an underground safe. This lets the dwarf use some knowledge or racial skills, and it could lead to adventure, because who knows what could happen once digging commences?
- Paying expenses. Expenses range from buying more ale to paying wages to repairs to adding new additions to the establishment. Owners without an inclination or sense for managing money will probably hire an accountant or one who is knowledgeable in the arcane ways of double entry accounting.

HOOKS

- What if the owner can't pay this week's wages? This situation would create a wonderful subtext to any tavern scene, as employees react in their own ways to the bad news.
- What if the owner can't pay other expenses? Will he turn to loan sharks or the thieves' guild for help? Will services stop? Imagine the PCs being served drinks that are 50% water because alcohol stores are running low and no new deliveries are scheduled until the last delivery is paid up.
- Hiring, firing, disciplining, and training managers. Depending on the owner's skill set, he might shuffle off some of these duties to a senior manager.

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HOOKS

- The owner had to fire a manager for skimming profits and now that NPC bears a deep grudge and is out for revenge.
- The PCs watch as the owner tries to train a half-orc manager some basic customer service skills. "Ok, now smile when you do that. But not with so many teeth!"
- Making major decisions about the theme, type of establishment, and budget for decoration, furniture, and facilities.
- Dealing with the competition. An owner might spy on nearby taverns to learn about their layout, facilities, menu, pricing, clientèle, and services offered. An owner will also have to react to competitors who employ various tactics to get more business or harm the owner's business.

HOOKS

- Four taverns vie fiercely for business on each corner of a busy intersection. One owner has decided arson is a viable business tactic, while another has a mage contact, and the third has a lot of political sway and deep pockets for bribes. The owner of the fourth approaches the PCs for help with the threats he faces.
- Last month it was dragons; the month before it was dungeons; and this month the theme is purple, all because the tavern down the street is making barrels-full of gold from its novel beggars theme. Rumor has it the employees are real beggars, which delights the rich when they patronize the place on "slum night."
- A clever GM can get triple value from their tavern owner NPC. Not only is he an NPC involved in a PC thread, he also owns the tavern the PCs visit, and he frequently dons a disguise and visits other nearby taverns to spy, thereby providing an NPC client for those places as well.

NPC AND ADVENTURE HOOKS

- **Mentor**—The tavern owner is a wise old man or woman who takes the PCs under her wing. Perhaps she's a former adventurer, or she has seen so many foolhardy folks pass through her doors on some quest or job never return that she wants to help the PCs with their longevity.

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- **Adversary**—The NPC, while not evil, has conflicting goals with the PCs. Perhaps they both seek the same relic, or perhaps the PCs are loyal to a competing tavern. The owner tries to give the party misinformation, hires thugs to ambush them, or gets them in trouble with various guilds and powerful NPCs by spreading lies and exaggerations.
- **Rival**—A neat possibility is the owner is a (secret?) patron of a rival group of NPC adventurers. Tavern profits are poured into the NPCs' equipment (a potential point of contention and jealousy for the PCs who must equip themselves), to purchase quest clues from sages, mages, and patrons, and to buy opportunities to slow the PCs down at every point.
- **Partnership**—Two or more business partners own the tavern. Adventure and encounter possibilities could arise based on distrustful, backstabbing, swindling, or jeopardized partners. The PCs could be hired as spies, investigators, bodyguards, or rescuers. The NPCs might have equal stakes in the business or not, and multiple owners allow for some great NPC relationship and roleplay design.
- **Group ownership**—A consortium owns the business. This arrangement differs from partnership in that the individual NPCs are loyal to a group purpose and the tavern is just one tool at the group's disposal. Design the group motive, theme, and purpose, and you have great material for NPC and plot design.
- **Mystery owner**—I've used this successfully in past campaigns and highly recommend it. No one knows who owns the tavern. A manager runs the place and seems to make all the big decisions. And the manager is the only one who knows the owner's identity, or not—the manager might just deal with the owner's minions.
Who owns the place? Why does he keep his identity hidden? How can you make the owner's identity part of your adventure and a sub-quest for the PCs?
- **Business person**—The owner is all about making gold pieces. He doesn't care if the staff is happy, if the place is clean, or if the patrons are loyal. He just wants his manager to report how much money was made each week. Alternatively, the owner is a smart business person who understands regular patrons, happy staff, and well-maintained premises lead to greater long-term profits, and he takes an active interest in his investment.

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- **Socialite**—The tavern lends the owner prestige and influence. Perhaps the place caters to the rich and powerful. Perhaps it's a dive but with ties to the underworld. Maybe famous adventurers are regulars who pass on their fantastic stories to large, thirsty crowds. Regardless, the owner is given some form of social prestige because he is seen as the architect of a popular establishment, he gets to hobnob with important folk, or he facilitates important transactions.
- **Politician**—The owner is a wily politician who uses the tavern as a venue for increasing his popularity and influence. A classic tactic is to hire a talented bard to draw in the crowds, sing the owner's virtues, and cast barbs at the owner's rivals. An owner can also make himself popular by offering cheap drinks to the masses, giving special benefits and services to important patrons, or creating an enjoyable menu of services and activities for a specific segment of the voting population.
- **Addict**—The owner has an addiction (such as drugs, gambling, gnomes) that is ruining his life and the business. Decide what stage of addiction the NPC is at (just beginning, the early days, in deep, the end is near, or how can he still be alive?) and base the NPC's personality and behavior around that.

MANAGER

Running a tavern requires a lot of work. An eye needs to be kept on the staff, executive decisions are required about everything from wine stocks to the day's specials, maintenance needs constant prioritization, and business could always be better. Larger taverns cause larger headaches, and some establishments require more than one manager to keep tabs on all the issues. With regards to design, the style and personality of the manager can impact the characters' impressions and experience of the establishment, so consider the manager carefully as a unique NPC and the influence they have on a business.

Quote: "I beggin your pardon sirs, how were things tonight? Hopefully to your satisfaction?"

AUTHORITY

The manager answers to none but the owner, or, if the business employs multiple managers, the junior ones might answer to a senior manager. Managers are given budgets and quotas and are expected to use every tool and staff member at their disposal to make the tavern a profitable enterprise. In some ways, this gives them more authority than the owner.

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Owners might also be the manager in small taverns or if the owner is the hands-on type, giving him indisputable authority within the bounds of his business.

DUTIES AND RESPONSIBILITIES

Unless a manager is criminally lazy or an impeccable delegator, his life will be the busiest of any employee. While the stablemaster, bartender, and servers go home and think about other things off-shift, the manager struggles to keep the tavern running smoothly day and night. When not at work, the manager is thinking about it, and so he is never truly off the clock.

Managers are responsible for:

- Stores, stocks, and supplies—procurement, quality, and quantity. To run out of ale at peak hours could cost the manager his job, and even his life in some towns.
- Hiring, firing, training, and disciplining staff.
- Ensuring customers are being served.
- Preventing and catching corrupt staff.
- Dealing with dishonest and troublesome patrons.
- Bringing in new and regular business.
- Decorating the establishment.
- Maintenance—budgets, prioritization of projects, hiring contractors, supervision of contractors, assessing finished projects.
- Dealing with the law, bureaucracy, inspections, and possible bribes and perks to keep the establishment running.
- Daily revenues—collecting, counting, safe delivery to the owner, bank, or storage location.

All these responsibilities double as plot hooks. The PCs could be brought in to help with certain tasks, or to fix a situation that prevents a responsibility from being fulfilled. Perhaps a loyal staff might stick together, so a PC is hired to watch which server is shaving coins. Maybe business is flagging, so the PCs are given free drinks, room, and board if they tell tall adventuring tales five times a week.

NPC AND ADVENTURE HOOKS

- **Shift managers**—Some taverns might be open most, if not every, hour of the day. This requires a day and night managerial shift. Who manages days and who manages nights? Is this their preferred shift, and why or why not? Does the day manager get along with the night, and if not, why? Do the employees try to take advantage of the shifts to work one manager against the other? Perhaps an employee being punished by the night manager has

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his case appealed and punishment revoked by the day manager. How will the night manager react?

- **The incompetent**—A wise old halfling once said, “You’re either working *on* the business or *in* the business. You can’t do both at the same time.” A young man has just inherited his late father’s tavern and is trying to manage the place as best he can, but things get worse every day. Patrons are leaving early vowing never to return, and there’s rumors of a mutiny amongst the senior staff.... What can the beleaguered manager/owner do? How can the PCs get involved and help?
- **The tyrant**—The staff cowers under their new manager who rules with an iron grip. Profits are up so the owner is happy, but the staff doesn’t know what to do. Perhaps a PC is a friend, relative, or regular patron who is asked to help get rid of the tyrant via a set-up, blackmail, intimidation, or foul act. For pure background purposes, such a manager would be a fun NPC to run!
- **A management team**—The tavern is the largest in the region, and several managers are employed, each with their own portfolio of responsibilities. One monitors wine stocks and approves each bottle that’s served along with the price, which is based on the patron ordering. Another is responsible for the servers and kitchen, and a third manager is responsible for maintaining the facilities, including the stables. A fourth schmooze the important patrons, ensuring they’ll return and keeping up on the latest gossip, then reports to the owner with anything important learned. The senior manager keeps on top of the big issues each day, handles the money, and assists the other managers as needed. As you design each manager NPC, use their portfolio as a hook to base their personality.
- **The softhearted**—A tavern has a manager who avoids conflict at all costs to the detriment of the business. Staff walk all over him and order him about, patrons bully him into discounts and getting away with abusive behavior, and the owner has a yes-man to assuage his ego.

BARTENDER

What’s a tavern in an RPG without a bartender? This person prepares and hands out drinks to servers and patrons. He also serves the occasional meal in smaller establishments. Depending on the layout of the place and the staff and management dynamic, a bartender is often the quarterback of the tavern team. The bar is often in a central or accessible spot to better serve the tavern’s number one revenue source, so the bartender can see, and sometimes hear, a lot of what’s

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going on at all times.

Quote: “Greetin’s. Pull up a chair and drown yer sorrows in a nice, smooth lager.”

AUTHORITY

In some places, a bartender is just another server; in others, he’s a celebrity; and in some bars, he’s the senior staff member. Often, this role is responsible for age restriction compliance. He keeps an eye on the patrons and asks servers and bouncers to kick youths out who are too young to legally drink.

HOOKS

- It could be a fun twist to make the bartender the lowest member of the staff hierarchy. Servers treat him with contempt, patrons spit on him, and he does twice the work of everyone else.
- At the opposite end of the scale, the bartender is the star of the tavern. He has a high charisma and dexterity, knows how to use them, and folks come from all around to watch him ply his trade.

DUTIES AND RESPONSIBILITIES

- Managing inventories. The bartender accesses the alcohol stores most often, whether it’s tapping a new keg or going to the cellar for more bottles of elven wine, so he’s responsible for letting the manager know when more booze needs ordering. If he’s dependable, he might be allowed to handle the ordering and deliveries himself.
- Mixing drinks. If mixed drinks are common, the bartender is required to know all the popular recipes and to get the ratios right.

HOOKS

- Stump the bartender. Patrons try to order mixes the bartender doesn’t know. A free drink is the usual prize.
- A bartender with vast knowledge of special drinks makes concoctions for effect upon request: knockout, silliness, aggressiveness, sickness, blue tongue, and so on. These requests are for such events as patron contests, bachelor parties, and nasty surprises.
- Age compliance. If there are age restrictions, the bartender must keep an eye out for under-aged people trying to order drinks. The region might have a simple law (everyone under 16 summers must drink at home) or a complicated law (ale is for 164 and over, wine for 18 plus, and mixed drinks for 21 and over unless the mix contains ale, wine, or 2/3 water).

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Fantasy offers a couple of twists on age compliancy. The first is that most regions will not have identification cards. Totalitarian regimes might require age of birth tattoos or paperwork, but likely it's up to the bartender's judgment. If the tavern is part of a small or close-knit community, the veteran bartender will know everyone in the area and their approximate ages anyway.

Another twist is the different races. Do elves look their age? Do dwarves or half-orcs? Perhaps the laws are different for these folks.

Age compliance is a city design option, but for the reasons above, not enforceable. Perhaps it's an archaic law carried over from when the city was a village, or perhaps politicians keep it in the books for capricious use.

HOOKS

- Age compliance is strictly maintained and monitored in a secular district. The PCs are having drinks when an inspector enters. A server rushes over and takes away young-looking PCs' drinks without explanation just in case any are underage.
- It is forbidden for all humans under 20 winters to imbibe alcohol upon pain of torture for tavern owners and staff. The state ensures its temples supply cheap quantities of Truth potions to allow taverns to check patrons' ages. Other races are unaffected by the law.
- There's an old law that states a patron must supply two witnesses in person to vouch for his age if ever questioned to be allowed drink. A competitor across the lane has bribed a politician to clamp down on the tavern the PCs are currently patronizing. Guards surround the place and start demanding ages and witnesses from the patrons.

NPC AND ADVENTURE HOOKS

- **The retired hero**—In popular taverns, the bartender often enjoys a bit of fame. During NPC design, decide how he reacts and uses or abused his privileged status. Compare his charisma score as well. A low or high charisma might create good roleplaying opportunities.
- **The informant**—In a classic role, the bartender is the hub of good information. Who he chooses to share it with and why is another matter. Bribes, favors, quests, or simple attitude adjustments could be required.
- **The gossip**—The bartender has loose lips. This NPC is a good tool to disseminate clues and hints, but he could also trip up the PCs by revealing their comings and goings to the wrong person.

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- **The easy mark**—Though the laws require age checks, the bartender lets anyone who begs enough to drink. He also can be tricked or coerced for free drinks with ease.
- **Multiple bartenders**—The tavern is so busy, and the bar big enough, that at least two bartenders are required. For NPC design, you can create a number of different relationships between the bartenders for good roleplaying. Perhaps the bartenders compete with each other over something such as the fanciest presentation for drinks, seducing the most elven maiden, the most drinks served, or the most money cheated from patrons. Perhaps the bartenders bicker or hate each other. Maybe they are lovers and quite distracted.
- **The illusionist**—The bartender has a few levels of sorcerer and is armed with illusion spells. For special customers or by request, he adds an enchanted touch to his drinks.
- **The mastermind**—The bartender is secretly an underworld chief. He uses his job as cover to gain information, pass along messages, and coordinate deliveries and drop-offs in the back alley.

SERVERS

A few taverns will be self-serve, but most will be staffed with one or more people who take orders and serve food and drinks. Servers will be a primary point of roleplay, as PCs on a mission will likely ask their server first for clues, gossip, or information. In many groups, the drink ordering process is a nice way to break the ice and get into character before more serious events unfold.

Server NPCs let you set the tone or reinforce the theme of the establishment. Through their dress, personality, and presentation of drink options, food menu, and prices, they allow you to show what makes the business interesting.

Quote: “Hey sweetie, what’ll you have?”

AUTHORITY

Servers are near the bottom of the staff hierarchy, though long-time employees might have established additional authority through local area knowledge, business knowledge, patron knowledge, or force of personality. Most new servers would deem themselves subservient to their experienced peers. In a large tavern, there might be a senior server who is a quasi-manager.

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Servers can use what authority they have to demand the best sections, which means the most profitable, easy to access, or closest to the bar/kitchen (less walking for tired feet).

DUTIES AND RESPONSIBILITIES

- **Serve.** Servers must accurately take orders for food and drink and deliver them without mishap in a speedy fashion to the patrons.
- **Payment.** They might also collect payment, usually on the spot, and provide exact change. They must watch their floats carefully. Floats too small make money-changing difficult; floats too big increase risk of loss or theft. It's unlikely servers will be entrusted with money handling however, as managers and owners will want to minimize risk of theft and mistakes.
- **Tip generation.** Servers' earnings are often based on tips. Therefore, their decisions on dress, demeanor, and level of service are important. Some establishments might pool and split tips, in which case servers might use peer pressure to ensure fellow employees are pulling their tip-earning weight.
- **Preparation, mixing, and pouring.** Taverns without a bartender, that are busy, or that have cheap owners, will make servers dish out their own food and mix or pour their own drinks. This can slow down the whole serving process.
- **Prevent fights.** A competent server can distract or talk-down combatants before the first blow is struck.

NPC AND ADVENTURE HOOKS

- **Friendly**—The server begins all transactions with a friendly attitude, and it's up to the patrons to put him in a bad mood.
- **The grump**—The server begins all transactions with an unfriendly or even hostile attitude, and it'll require some good roleplay to make him friendly.
- **The flirt**—The server uses flirting to improve tips. Good roleplaying possibilities here.
- **The bumbler**—The server spills drinks, slops food, gets orders wrong, overcharges, and undercharges. It's up to you whether the NPC is apologetic, apathetic, or belligerent when confronted by upset patrons.
- **The gossip**—The server keeps his eyes and ears open and spreads his knowledge to other patrons with little provocation. The source of more

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than one divorce, bar fight, and misunderstanding, the server is most content when the place is busy and the drinks start to loosen lips.

- **The informant**—The server looks for opportunities to be in the right place at the right time to add juicy pieces of information to their knowledge base. If the PCs are talking, the server will wait until it looks like sensitive topics are being discussed and then quietly sneak up to eavesdrop before delivering their orders. The informant will share knowledge gained, for a price.

GREETER

Some taverns employ a greeter to welcome patrons at the door. Upscale establishments will have a greeter perform a coat check, assist patrons to find a table or waiting friends, and signal servers to scurry over immediately to take refreshment orders. Other taverns will employ a bouncer thinly veiled as a greeter who keeps unwanted people on the outside and who sends a subtle (or not) message that mischief is rewarded with a boot.

Quote: “Oh, you’re adventurers, eh? Yes, of course you are. Who brings a flail to dinner? Not a worry, we’ve got special seating for you.”

AUTHORITY

Greeters usually have little to no authority within the tavern staff hierarchy. Their jobs are sometimes considered soft compared to the bustling servers or responsibility-laden managers. Alternatively, greeters might enjoy great authority and prestige, responsible for ensuring important patrons are treated well and satisfied enough to return. Consequently, being a face-man, the greeter earns a bit of prestige and sway over less prominent staff members.

DUTIES AND RESPONSIBILITIES

- **Screener.** A greeter is responsible for who is allowed admittance. If trouble arises, a snap of the fingers brings the bouncers over quick. A greeter is also responsible for picking important patrons out of the line-up for fast admittance, whether they be politicians, celebrities, or comely lasses who'll inspire male patrons to drink more.
- **Customer service.** A greeter must remember important customers' names and their preferences so they can usher them quickly and without fuss to their preferred table with signaled drinks pre-ordered coming right away. A greeter should also learn personal information about the tavern's patrons to make them feel welcome and at home, and to be a resource for the other staff who need to interact with the customers. "Brenn, please serve the

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esteemed Count and Countess at the unicorn table their favorite drinks and a basket of fresh bread and Birgonian cheese on the house. Oh, and do not mention the labor strike to the Count, it makes him furious!"

- Some greeters are little more than bouncers. See the Bouncers entry for details.
- Greeters must also warmly address departing patrons, invite them back again, and try to survey them about their experience. Any complaints or issues are apologized for, possibly recompensed, and then immediately reported to the manager. If of sufficient status, a patron might receive a personal note the next day offering apologies or enticements to return.
- A greeter might also maintain records of who visited, their orders, gossip, and other information at the manager or owner's request. A sly greeter can often glean important bits of info from departing, drunken patrons, or from staff members who've kept their eyes and ears open. A manager or owner might use this information to improve business or for less ethical reasons.

NPC AND ADVENTURE HOOKS

- **Bribes**—The greeter accepts bribes from patrons so they can jump the queue. Whether this is arranged with management or a private endeavor is up to you. This situation speaks to the NPC's personality. Be sure to assign an interesting motive for the bribe-taking. Perhaps a university fund, an outstanding gambling debt, or a savings for a magical operation.
- **The twit**—The greeter is the owner's son and despised by the staff. After unsuccessful stints at serving, bartending, and managing, the twit has landed the cushy greeter's job. However, he can't even do this right. He gets names wrong, forgets whose coats and cloaks belong to whom, and seems to say the wrong thing all the time, upsetting patrons and staff alike. Fortunately, he's too dull-witted to notice the hushed conversations of the bouncer and manager....
- **The celebrity**—The greeter is the reason people come to the tavern. His charm and quick wit keeps customers laughing, drinking, and clustered around the greeter's station. He makes everyone feel welcome and important, regardless of income or station. While off-shift, however, he plots against the government. His subtle digs and insinuations are having their intended effect, as patrons' opinions seem to be slowly swaying to his views.
- **The child**—The tavern owner has placed his six-year-old daughter at the door. Each time a customer enters, she's supposed to say, "Greetings kind [sir or lady]. Welcome to the Copper Urn! Today's special is stew and

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roasted lamb. Please, have a seat or amble up to the bar to quench your thirst.” However, each time she either repeats the script exactly (including “sir or lady”), she mispronounces a word in a humorous way, or she forgets a part. Customers find this hilarious, and they’ll either help her with her lines or, as one, the whole room chants the greeting along with her in their loudest voices followed by much laughter and banging of mugs.

- **The con artist**—Sid is a professional greeter. Each night he wanders the city streets, targeting the busiest taverns. He slips inside, cases the joint, and then forms his plan. He either disables the real greeter somehow, perhaps through drugged drink or a sap to the temple, or he just assumes the greeter role—outside the door if the inside is too obvious. He’ll warmly welcome patrons, taking their coats or picking their pockets, and leave after his money pouch is full of coin and baubles.

BOUNCERS

The bouncer is another classic RPG tavern role. This person or persons are responsible for keeping the peace, ejecting troublesome patrons, and keeping the riff-raff outside. Try to keep the bouncer role fresh in your campaigns so players don’t take this aspect of taverns for granted or abuse assumed default details.

Quote: “Those mighty fine weapons of yours is all tied up, ain’t they, good sirs?”

AUTHORITY

Bouncers don’t wield much intra-staff authority and are often at the bottom of the staff hierarchy. Bouncers tend to come and go, don’t accumulate much seniority, and aren’t expected to be intelligent. Their physical nature can lead to bad, base habits, making long term employment difficult.

However, some bouncers break the stereotype. They have traits that allow them to build authority one shift at a time, such as intelligence, good manners, savviness, or leadership. Alternatively, perhaps their combat and physical presence is enough to command or bully the staff into submission.

DUTIES AND RESPONSIBILITIES

- The first duty of a bouncer is to keep unwanted patrons out, whether that’s by preventing entry or giving folks the boot. Some places might require this to be done in tactful ways, such as at an upper class tavern in the King’s district. Other establishments will request that the job be done in the quickest way possible with minimum property damage. Some taverns will

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pay their bouncers to throw in a little pain to teach rowdy patrons a lesson to consider before returning.

- The best bouncers are paid to stop trouble before it begins. These employees keep an eye on who is drinking what (some drinks are known to cause aggressiveness) and how much. Regular customers are profiled by smart bouncers who know how much they can drink before they get anti-social, what drinks they can tolerate to what levels, and the expected behavior when they reach high levels of inebriation.

Good bouncers also have a keen eye for troublemakers, such as off-duty guards with a chip on their shoulder, dark strangers with bulges at their cloaked hips, and boss-types who enter with a following of thugs.

Bouncers will use a variety of tactics to prevent trouble before it starts:

- Make their presence known, such as by sending over a free drink on the house and waving when the patron(s) look around for their benefactor, or by serving the first drink himself.
- Building a reputation. Patrons will keep well-behaved if they know the bouncer on duty is tough, mean, or never loses.
- Issue warnings. A bouncer might decide wander over and lean on a table for a bit, flexing his muscles. He might send a warning through a server, and when the patrons look up he'll be wearing his best intimidating look.
- Tamper with drinks. Unscrupulous bouncers or managers might put in sedatives or other substances in a rowdy patron's drinks to calm him down or knock him out.
- Protect the staff. A bouncer also tries to protect the staff from physically and verbally abusive customers (such as PCs just back from the dungeon) and from abusive staff. As in various stories, bouncers might also be mentors or guardians of select staff.

NPC AND ADVENTURE HOOKS

- **The adventurer**—The bouncer likes adventure and dungeon-delving as well, but has no leads on quests or is waiting for a group of heroes to come along. As a twist, the bouncer tries to get hired on, weasels as much information out of the adventurers as possible, and then departs before dawn to get a step ahead of the group and claim the prize for himself.
- **The epic bouncer**—The bouncer is level 20+! Why would a powerful NPC work in such a lowly position? Perhaps he's hiding from enemies, or secretly protecting a staff member. Maybe he's had enough of epic life and just wants to be normal again.

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- **The bully**—Instead of protecting the staff, the bouncer threatens them. He demands their tips and various personal services on threat of a sound beating.
- **The scholar**—To break the stereotype, the bouncer is a meek, knowledgeable scholar. He has a magic item or special ability that makes him an ideal bouncer though. Why would a scholar become a bouncer? Perhaps a relative is forcing him to, or maybe he needs a reason to hang out as a tavern employee for a while.
- **The owner**—The bouncer is secretly the owner of the tavern. From his lowly position he gets to observe his staff and patrons without suspicion. Alternatively, the bouncer is part owner. He's poured his life savings into purchasing a partial ownership and will use all the means at his disposal to protect his investment.

COOK

Depending on the menu, this person will prepare a simple dish each day, possibly slamming together potatoes, meat, and vegetables in a pot for stew, or preparing something more complex with numerous courses, sauces, trimmings, and such. The cook is the person responsible for serving up whatever the place offers without poisoning the patrons.

Quote: “Whadya mean it’s horrible? If it’s so bad, why don’t the dog spit it up?”

AUTHORITY

Cooks could have a small or great amount of authority, based on their prestige, how important the menu is to the tavern’s business, and the size of the kitchen and kitchen staff. Often, a cook has much authority where food and kitchen staff matters are concerned, but little authority in the rest of the place.

Try to break the fantasy novel cliché of the tyrant cook. It’s great to have the party interact with one of these as the personality is fun to roleplay, but avoid making every cook and chef a domineering perfectionist. Mix it up.

DUTIES AND RESPONSIBILITIES

- The cook might be responsible for deciding the contents of the tavern’s food menu. If not, then they’re assigned what meals are being cooked each day or week.

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HOOK

- If the menu changes according to inventory levels or the cook's whim, it's unlikely the tavern will use printed menus. Give some thought as to how patrons learn about what's to eat. Servers might have to memorize the daily menu. There might be a chalkboard that gets updated regularly. A regular rotation of painted signs might be hung.

Pick a system that becomes a neat detail for your tavern, and then think how it could be subverted to communicate secret messages. To whom, from whom, and why are up to you, but the players will have great fun finally figuring out that stew today means an attack on the legislature, or that gnome ear salad means there's a pick-up waiting at the usual spot.

- Food ordering, and possibly, gathering. The cook must match the contents of each recipe with the expected demand. He must then order the required types and amounts of food, or obtain the items on his shopping list himself.

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- The tavern grows a garden in the back. This lets the cook harvest fresh herbs and vegetables at certain times of the year, giving the tavern's menu a nice boost. Who is the gardener? How big is the garden? Could secret crops be grown amongst the leafy vegetables, such as magical herbs, poisonous plants, or illegal crops?
- The tavern only serves mystery meat stew called Cook's Brew. The tavern is a busy place, so a lot of meat is needed each day. A current butcher's strike has the cook in a tither though. Perhaps he turns to the PCs to go out and "scare me up some meat, and me don't be caren' what kind it is...."
- The chef demands a small amount of rare, secret herbs for his special desserts. His regular supplier has gone missing. The PCs are either asked to find the missing herbalist, or if a PC has herbalism knowledge, to go out and find the herbs (the herbs could be parts of dangerous monsters, plants found in a dangerous local, or weeds in a location where you can place another adventure hook or encounter).
- Learning new recipes. If the tavern operates in a competitive sphere, it could be the cook's duty to roll out extravagant new dishes each month to keep patrons coming back.
- Teaching. Taverns with a large staff and high food demand might have several people working stations in the kitchen: a bread maker, a pastry chef, a sauce maker, a salad maker, a meat cutter, and so on. It could be the main cook's job to oversee and train people in their daily duties.
- Cooking. To make this aspect interesting, change up management's expectation of meal quality. An apathetic stance might let a careless

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cook produce crap with all kinds of foul things in the food, a careless attitude might let the cook have good days and bad days, and a demanding manager might force the cook to produce amazing, over-the-top dishes that seem out of place in a humble tavern.

NPC AND ADVENTURE HOOKS

- **The monster chef**—The tavern has a unique menu of specially prepared monsters, such as manticores, unicorn steaks, and violet fungi and assassin vine salad. The PCs might be enlisted to fetch, tame, or breed ingredients. As for the chef, where did he learn the bizarre skill of cooking monsters, and where does he get his recipes?
- **The celebrity**—Folks from all around come to the tavern just to taste its succulent dishes, making the cook a local celebrity. How does the NPC handle fame? How does he react to competitors trying to learn his secrets, steal his recipes, and kidnap his staff?
- **On the lamb**—The cook is wanted for heinous crimes in another jurisdiction. Each new customer could be the law, a bounty hunter, or an old associate who could rat him out.
- **The imposter**—A desperate beggar, who has no cooking skills, has tricked or blackmailed the owner into giving him the cook's job. How long can he cook these appalling dishes until he gets fired, or...disposed of. Fortitude saving throws are the order of the day.

KITCHEN HELP

If there's enough demand, a cook or chef will need help doing errands, preparing food, or creating side dishes. Kitchen help is often untrained, as the job doesn't pay much. There could be a lot of pressure or abuse to deal with as well.

Quote: "Clean th' pots, peel th' spuds, pound th' dough. I ain't got time fer your questions mates."

AUTHORITY

The kitchen help are on par with the stable boy for staff authority—they're at the bottom. In your design, decide how these people are treated. This is often a measure of the overall leadership of the place and a good hook with which to design other aspects of the tavern.

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For example, the kitchen's five helpers are paid with room and board: two day old bread, moldy cheese, and bug-ridden palettes in the chilly cellar. Hey, it's better than the beggar's life, but as time goes on they could become bitter at their mistreatment and seek ways to retaliate....

DUTIES AND RESPONSIBILITIES

- Keeping the fire. Most kitchens will have one or more stoves or ovens that burn wood, coal, or other fuel that need constant replenishment.
- Minding their station. If provided a specific job, such as preventing the sauces from burning, or taking pastries in and out of the oven, then the helper is expected to perform their tasks well, without distraction and supervision.
- Helping out as required. Whether asked to fetch something from the market, clean up a mess, or shoo rats out of the cellar, kitchen helpers are expected to obey and perform a variety of tasks as needed.

NPC AND ADVENTURE HOOKS

- **The little spy**—No one notices or cares if the common labor is about, and a wise helper knows that to stay out of sight is to avoid extra work. This makes him privy to all sorts of gossip and information, which could be sold to interested parties.
- **Demoted**—Due to incompetence, lack of adherence to policy, theft, or other reason, the employee has recently been demoted to kitchen help. Is the demotion temporary? Does the employee harbor a grudge?
- **The dreamer**—The helper has always wanted to work in a tavern, with the great parties, singing and merriment, warmth and drink. Now their dream has come true. Is it what they expected, toiling in the hot kitchen? Do they have greater ambitions, such as becoming owner or manager?

STABLEMASTER

Smart tavern owners know patrons will stay and drink longer if their animals are safe, secure, and well-tended. If there's space on the grounds, there could be a stable to shelter animals, in which case someone needs to be responsible for the area and its charges.

Quote: "That's a right fine mount you got there sir. Nice coat on the dog too. Don't you worry, yer animals be in good hands now. Best you get inside where it's warm and the lasses be thirsty too, har, har!"

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AUTHORITY

The stablemaster is lord of his demesne, whether it is a simple, roofed area, or a large building with numerous stalls. Outside of the stables, he commands little authority amongst the tavern staff.

DUTIES AND RESPONSIBILITIES

- **Animal care.** Depending on his level of expertise, he might just be expected to tie animals to hitching posts and ensure they don't wander, or he might offer the expert services of a professional animal handler, tending and mending tired mounts.
- **Stable maintenance.** Stables need hay, oats, functional tools, and lots of shoveling. Carpentry skills are a must if building repairs and additions are part of the stablemaster's responsibilities.
- **Tracking.** If the tavern is in a rural locale, the stablemaster must track down any animals who've escaped his charge, whether by negligence, sabotage, or storm damage.
- **Purchasing.** The stable needs feed for the animals, hay, tools, medicines, and other items, and the stablemaster could be made responsible for procuring these things at the best possible price in addition to handling pick-up or delivery.
- **Repairs.** If patrons need saddles or gear repaired, the stablemaster will fix it for a price. Some stablemasters might do the repairs at no charge without being asked for the benefit of chafed or mistreated animals.
- **Pet and livestock care.** A tavern might keep guard dogs, family pets, a cow or two, goats, chickens, and other creatures on the premises for protection and food. The stablemaster might be responsible for the care of these animals as well.

NPC AND ADVENTURE HOOKS

- **The expert**—Patrons come not just for the food and drink, but also to take advantage of the expert stablemaster's services. Is it pure knowledge, experience, and skill, or is the secret to his wondrous services something else?
- **The novice**—The old stablemaster just quit and didn't train a protégé. In desperation, the tavern owner hired a young boy. As the PCs and other patrons drop off and pick up their mounts, the boy pelts them with animal handling questions.

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- **The druid**—A druid has been charged with conducting a long-term investigation within the city. Combining a way to still be around animals and don an unassuming disguise, he took the job of tavern stablemaster. Staff and patrons think the man is crazy. He not only keeps to himself, stays in the stables all the time, and dresses like a wild man, he's also been heard making animal sounds late at night as if he were carrying on a conversation with the horses and dogs!
- **The Prince**—A deposed member of a far away royal family is hiding out in the stables. Without being asked, he's taking care of patrons' animals. This would be a fun NPC to roleplay (cultured and mannered, shoveling animal dung), or to base an encounter around as the manager eventually hears of his "stablemaster" and goes out to confront the young man.

STABLE HELPER

One or more stable helpers might be present to do the chores and tasks the stablemaster doesn't have the time or inclination to do. It's possible a helper is on a career path to become a stablemaster some day, or they could just be working for the room and board.

Quote: "A nail was comin' outta your horse's shoe m'lord, but she's all fixed up now. Been in a few tussles, has she?"

AUTHORITY

The helper has no authority and is at the bottom of most tavern staff hierarchies. Being related to an important staff member might give them some unofficial authority, however.

DUTIES AND RESPONSIBILITIES

The stable helper is required to perform any tasks set to him by the stablemaster or other staff who manage to catch him. The tasks must require a low level of expertise, knowledge, and experience, such as shoveling, lifting, grooming, feeding, hammering, and so on.

NPC AND ADVENTURE HOOKS

- **The orphan**—In a classic situation, a baby was abandoned at the tavern one night and the child was cared for by the sympathetic owner. Now five years old, the child is old enough to help with the basic chores, such as fetching water and dumping oats in troughs.

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- **The old crank**—An old man helps the stablemaster each day, and no one knows much about him, where he sleeps each night, or why he can't get better work. The staff has learned to keep out of his way though, because he's ornery and barks worse than a dog.
- **The wannabe**—A young woman desperately wants to be ranger someday. She enjoys helping around the stable while her mother serves drinks, but unfortunately, she has no animal empathy whatsoever. Animals shy away from her; they bite her as she combs them the wrong way; and they cry out if she gets too close.

SPOUSE

This is a variable role that includes spouse(s) of influence (male or female) from any of the other staff or ownership positions. This is a fun type of NPC that can possess any range of personality traits, goals, and relationships.

Quote: "This place ain't bad. But when we save up enough, we're open'en up our own inn that'll put this 'un ta shame."

AUTHORITY

By default, a spouse inherits the authority of the employee, depending on the forcefulness and charisma of the NPC. Whether from threats to report or tattle on, seduction and flirting, or sheer force of personality, a spouse can try to carve as much authority as they want, sometimes even surpassing the authority of the employee.

DUTIES AND RESPONSIBILITIES

While a spouse has no official capacity unless they're also made an employee, the NPC most often is responsible for supporting their significant other. This can mean ensuring the employee gets to work on time, stays sober enough to keep their job, stays on good terms with the manager or owner, obeys any dress codes, and so on.

NPC AND ADVENTURE HOOKS

- **The glue that keeps things together**—The tavern would have collapsed long ago if it weren't for the owner's wife. When the owner is out spending the profits on booze and the goblin races, the wife is working hard keeping it all together.

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- **The power behind the throne**—An employee is nothing more than the hands and legs for a cunning spouse whose goal is to gain control and ownership over the tavern some day. The manipulated employee, seen as incompetent or simple-minded, makes the occasional clever move to maneuver them into a more influential position within the tavern hierarchy. Some employees just shake their heads at this, while others plot against the spouse.
- **Greasing the wheels**—A range of diverse and opposing personalities work at the profitable tavern, and the place would surely have erupted into an all-consuming brawl by now if it weren't for ongoing the diplomatic interventions of an employee's spouse whose charming and soothing ways keeps the peace...for another day.
- **The disturber**—When this spouse comes in the staff are on guard. This person is unhappy in general and seems to derive great satisfaction from making others miserable, especially the tavern's employees who, without realizing it, are often pitted against each other because of a well-placed insinuation or incriminating piece of gossip.
- **Love interest**—A PC becomes the love interest of a manager's spouse. The tavern attracts powerful patrons, so the PC will need to be careful, whether the amorous advances are returned or not, else the manger might call in a few favors.
- **The purse strings**—The manager responsible for expenditures and wage increases is incompetent where money is concerned. Fortunately, their spouse is not and their career remains intact because of this. A benevolent spouse would be approachable for money and raise requests, while a miserly spouse would be a hurdle all employees dread dealing with, whether for a holiday bonus petition or for an invoice to purchase new tablecloths.

MAGICKER

Some taverns might be lucky enough to have a magic-using member on their staff. The employee might wield arcane spells, divine spells, or both, depending on the NPC's background and training. The person can use his magic for entertainment, protection, or detection purposes, based on his abilities and the needs and imagination of the tavern owner.

Quote: "Let me light that for you sir. Don't mind the finger, it always burns like that, ha ha!"

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AUTHORITY

The magicker's authority ranges from small or great due to a number of factors.

- **Status of magic.** A magicker will suffer lower authority if magic is common and accepted, and will enjoy more authority if magic is rare or feared.
- **Perceived ability.** If his job is to use cantrips and orisons to help with cleaning, mending, and lighting, his authority will be reduced. If the staff believes he can destroy dragons, become invisible, and turn people into rot grubs, his authority will rise. Note that it's his perceived abilities that will earn the fear, respect, or disdain of the staff.
- **Personality and demeanor.** Commoners rarely understand magic. Who's to say a wizard can't raise and level mountains? Stories might circulate about a sorcerer who can turn people inside out with a nose twitch. Rumors might exist about magickers controlling your body and mind with just a single hair from your head. How the magicker comports himself will help determine what the other staff thinks of him and how much authority they're willing to relinquish.
- **Value.** Does the magicker perform a valuable service to the establishment? If they're a drain on resources or a hindrance, they'll be dealt with, if possible, and what authority they have could be temporary.

DUTIES AND RESPONSIBILITIES

Many variables affect the possibilities of what a magicker could do in a tavern.

Here are a few examples:

- **Chores.** A single spell can mend and clean in seconds what would take another employee hours to do. Light sources mounted high up in rafters or on outside eaves can be lit with a few finger twitches.
- **Food.** A magicker might have the ability to create enough food and water to feed many people or to provide magic food to those patrons who prefer it ("It's better for the skin", "It makes you live longer").
- **Security.** An owner might want magic guards, wards, symbols, and other defenses erected to protect his livelihood, valuables, special documents, and so on.
- **Enforcement.** If things get rowdy, a magicker could step in before property damage ensues.
- **Entertainment.** The king of reasons for having a magicker on your payroll would be to draw in more business. Illusions, fire shows, disappearing tricks, and other entertainments can add many coins to the bottom line.
- **Prestige.** Perhaps owners in the district vie for fame, prestige, reputation, and word of mouth, and having a magicker on the payroll is an essential ingredient.

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- **Chicanery.** Armed with illusion, mind-affecting spells, spying spells, and the like, a magicker could be put to many unethical uses by an unscrupulous business owner.

NPC AND ADVENTURE HOOKS

- **The cult's gift**—A cult bequeaths a mage to an inn, perhaps as a thank you for selflessly helping a member in dire need. The mage is a cult member as well, and his ulterior motive is to serve the cult's secret agenda.
- **Smoke and mirrors**—Having convinced the staff and owner that he has terrible powers, a minor magician is at the top of the social ladder and does as he likes. He avoids any situations, though, that would reveal his deception, but he can't help enjoy bullying staff and patrons for his cowardly pleasure. A fun NPC to run and a possible mission for the PCs who might be hired by the owner to test the mage's powers.
- **Prestige wars**—Along a certain street lies several hospitality businesses, each trying to garner more prestige and fame than the other. Magickers are brought in to earn more prestige and to sabotage others'.
- **The spy**—Similar to the cult hook, a magicker takes on work at a local establishment to spy on staff or patrons for his lord or employer. This NPC has a nice sub-text to roleplay with during sessions.
- **Settling down**—A magicker has had enough of cold, stone towers, fireballing slaadi, and research. He just wants to settle down and live like a commoner. Will his past catch up to him though?
- **The owner**—The owner of the place also knows a few spells. This could be a secret or well known to locals. Consider variations on this NPC by adjusting his class levels. How would a low level magicker be different from a high level one as an inn, restaurant, or tavern owner?

ENTERTAINER

Business is about generating revenues and minimizing expenses. Entertainers are valuable because they can serve more than one person at once with their services. They can attract large crowds or tend to small groups. They can perform several gigs each night, keeping new folks coming in or keeping existing customers glued to their seats. Their rousing performances will get people drinking, eating, and coming back for more.

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Quote: “And for my next trick, I’ll make a gold piece disappear before your very eyes! You sir, yes you. Do you have any gold on you?”

AUTHORITY

Entertainers are often not permanent employees, and as such they have little authority. However, fame, prestige, and skill can lend them a corresponding degree of authority wherever they perform.

DUTIES AND RESPONSIBILITIES

- **Entertain.** Job number one is to perform for the business's customers. This requires practice, skill, and talent. It also requires a good sense for what a crowd wants. If the entertainer is in a tough neighborhood, they might want to avoid performing an opera and focus on ribald songs instead. If they're entertaining in a posh establishment, they should consider putting away their bongos and bringing out their harp.

Most entertainers will be required to make several performances each shift. Some places will have several entertainers on the schedule, reducing the number of performances required from each entertainer.

- **Sell food and drink.** It's not enough to just keep the customers awake. An entertainer must also make people hungry and thirsty so they'll order from the establishment's kitchen and bar. This could simply be done by playing dancing tunes the whole night. It could also require a keen sense of audience empathy and good performance skills to make people comfortable and relaxed with key moments of excitement or activity.

NPC AND ADVENTURE HOOKS

- **Killer mimes**—Instead of a single performer, the entertainment consists of a group of mimes who are skilled at enthralling audiences and making them laugh. What better disguise for a group of assassins?
- **The scoundrel**—Between acts, this crafty performer likes to apply his second trade: pick pocketing. After each rousing show, as the crowd surges around to buy him drinks, make requests, and clap him on the back, his hands are busy darting in and out of vest pockets, snatching at bejeweled wrists and necks, and dipping into purses.
- **The heartbreaker**—This handsome and charming performer's biggest fans are love struck lasses and the daughters of rich, powerful, or tough

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men in the neighborhood. Though he has the best of intentions, his job and his nature keep him from staying at one place for too long. He also has a tough time saying no and often winds up dating several girls at once, which inevitably causes great heartbreak, wrath, and fury. Ah well, it was time to move on again anyway.

MAGIC

Magic offers business owners many possibilities, and you, as designer, lots of fun options. Keep in mind you're designing a business, which means the expense of magic must either save the owner money, or make the owner money. All other considerations should be considered unusual, which is great if you have a special inn planned or an adventure cooked up; otherwise, you risk realism and the wonder of magic if it's overused or frivolous.

INDIRECT VERSUS DIRECT MAGIC

Patrons and the PCs won't care where the magic comes from—they just want access to it. Direct versus indirect magic is important to profit-oriented businesses though, so bear this distinction in mind.

DIRECT MAGIC

Direct magic is magic the inn, restaurant, or tavern owns and controls. If it turns out Continual Flame lamps are cheaper over the long-term than burning oil each night, for example, then purchasing several and adding them to the inventory represents direct magic.

Direct magic usually has a higher up-front cost than indirect magic, though long-term profits or savings might offset this cost. Direct magic also requires potential protection (see Theft of Magic below).

INDIRECT MAGIC

Indirect magic is magic the inn can offer to patrons, but in the role of a middleman. It does not control or own the source. An example might be a standing arrangement with a nearby temple to offer in-house healing and collecting a small commission for each service rendered to an ill or wounded customer.

Indirect magic is much less expensive and requires no upfront investment, though long-term profit might be lower. It also requires a source, preferably one that is nearby and reliable.

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MIX IT UP

Mixing up direct and indirect magic is one way to keep your designs fresh. Players might be delighted to learn about an arrangement to bring priests in for curative care, and then be surprised at the next place to learn the barkeep is a cleric or that certain dishes have curative properties.

THEFT OF MAGIC

Theft of the magic is another factor to consider. Depending on the class of the place, most items of value will be placed under lock and key, or kept under strict supervision. If you are considering a magic item or service, first check to see if it could be easily stolen or difficult to guard. If so, it likely isn't worth the business investing in it, though an indirect magic source might be a possible solution.

SPECIAL CASES

Sometimes special circumstances allow a business access to unusual, expensive, or unprofitable magic. Unless you have specific magic in mind, this is a great opportunity to flex creative muscles. Ask, "what if?" Think big and think weird. Hammer out interesting story angles or adventure possibilities. What if the restaurant had golem servers? What if their creator came back one day and had them perform crimes when the place was closed, unbeknownst to the owner? What if the whole building was magic? Perhaps the inn is housed in an Instant Fortress. What adventure, story, and encounter possibilities does that present? Special case ideas:

- The location is magical—the ground, water, or air has magical properties
- The building is magical
- The building is haunted
- A staff member is a spellcaster, or is related to one
- The business is blessed by the gods
- The owner is an ex-adventurer who has kept some of his old magic items for business use

DON'T FORGET CURSES

Magic serves story and challenge purposes as well. Not all magic will be a boon. A cursed owner or employee adds flavor to your design. A haunted location with mischievous undead might attract as many patrons as repel. The business might have a curse that management struggles against every day, or perhaps it's the land or location that's cursed.

CATEGORIES OF MAGIC

Magic primarily helps business in five ways:

- **Security**—Theft is often a high expense for businesses, especially ones that sell food and drink in fantasy worlds where it's every man for himself. The daily earnings must be guarded as well. It's also important to secure the personal safety of the owner—who might be the target of kidnappings or extortion—and for the staff, if possible.
- **Products and services**—If customers demand something and are willing to pay, most business folk will scramble to fill the need and make a profit in the process. Inn, tavern, and restaurant owners find hospitality oriented products and services in the most demand, so magic of this orientation is sought after.
- **Sales**—Magic that sells more to existing customers or brings new customers in is valuable. Whether it's profitable is another matter. Unscrupulous businesses might also use magic to unfairly influence spending and sales, though this is against the law in most places.
- **Expenses**—The name of the game is to lower expenses and increase revenues. Owners pocket the difference, so they'll look to any solution that helps the expense side of the equation, even magic.
- **Administration**—Bureaucracy costs money. Whether it's paying accountants to keep the books balanced for the royal tax office, spending time sorting out wages, shifts, or managing supplies and inventory, administration is a necessary evil. The cost of admin is reflective of the size of the business and the bureaucracy of the administering body. Magic that can help reduce the costs of admin will be in demand.

The trick when designing is to assess any particular piece of magic against those five categories. If the magic seems to fit one or more categories, then establish its cost. Would a business consider such magic a wise and profitable investment? Could the business profit more by offering the magic as indirect magic if a reliable source could be located?

MAGIC TYPES

If you get stumped when thinking up magic use in an establishment, consider these potential magic types and sources:

- **Spells**—Be sure to consider spells of all schools and character classes.

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For each spell you consider, picture the inn you are designing and how the spell could be used. Mending, for example, would be inexpensive to purchase.

- **Magic Items**—These include items owned by the business owner or staff, or ones purchased over time from customers or other sources. Most core rulebooks don't offer much in the way of day-to-day magic items, so feel free to craft your own, such as candles that keep away insects, or pots and pans that need no fire to cook things.
- **Creatures**—Monsters and magical animals might be made pets or they could be caged and used for their special abilities. Will-O'-Wisps, for example, could be caught and used for cheap lighting.

MAGIC SOURCES

- **Temples, churches, priests, and druids.** For example, a god of travelers might ask his priests to donate time at hospitality places. A priest might grant certain favors to his favorite restaurant that knows how to cook his mother's recipe just right.
- **Wizards, sorcerers, and magic guilds.** Services could be exchanged for regular or special spellcasting. Timid casters who fear the adventuring life and are looking for a little extra coin on the side could offer their services to patrons and guests, with the business collecting a monetary or spellcasting commission.
- **Past guests and patrons who were adventurers.** If total party kills happen to player character groups, they will afflict NPC groups as well. Innkeepers might keep some or all of their equipment left in rooms, some of which could be magical. Other possible scenarios might be purchasing magic from adventurers at a good rate, or accepting spellcastings or unwanted magic booty in exchange for food and lodgings. Unscrupulous managers might hire pickpockets to steal from a class of folk, like adventurers, who aren't likely to be citizens, and therefore outside the protection of the law in many places.
- **Quests.** Places like restaurants and taverns bear witness to all kinds of interesting conversations. Knowledge gleaned by perceptive staff about the location of buried or lost magic could be negotiated with mercenaries, ahem, adventurers, in exchange for a fee, such as a portion of the magical treasure obtained.

MAGIC IDEAS

SPELLS

- **Acid Splash**—Businesses with a dark side might offer this as a service or to protect themselves from unwanted questions and associations, and use this spell to quickly destroy bodies. A dead patron from a bar fight might attract unwanted attention; a skirmish in a guest room might need a quick clean up.
- **Aid**—A spell that grants temporary hit points for a few minutes might be useful to bouncers, though muscle is cheap and it might not be worth the cost. Barroom brawls in fantasy worlds can involve more than feet, fists, bruises, and bloody noses. Security staff need every advantage they can get. In areas where dueling is common, businesses might make a profit offering aid spells and other buffs to hapless strangers caught up in fights of honor.
- **Alarm**—This spell lasts hours and is a perfect ward to protect businesses and customers. Prosperous businesses will have a supply of money from the night's take, and some will even keep life savings close at hand if there's no other trusted repository. An Alarm spell will alert owners about would-be thieves breaking into a safe, possibly using the audible variant to hopefully scare away thieves. Customers who want goods, valuables, and rooms protected and might also be willing to pay for the casting.
- **Alter Self**—Though this spell does not allow a Charisma change, servers could take on a form more likely to get tips. It is also a useful spell in performances. Celebrity guests might even use it to slum for a while in the common room without the burden of being recognized.
- **Animal Messenger**—Rapid communication that includes delivery of a token or scroll is a valuable service.
- **Animate Dead**—Many places that serve food will want their own garden to reduce costs and to secure access to various rare foods and spices. Animated dead could be used for basic, manual labor, such as watering, plowing, and attacking hungry animals looking for tasty fruits and vegetables.

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- **Animate Objects**—This nifty spell combined with permanence supplies unlimited uses and possibilities for business. Though it requires an expensive initial investment, the object's durability ensures long-term use.
- **Antimagic Field**—Now we're thinking big! Upscale places that serve as neutral ground where powerful rivals agree to meet could supply such a spell as part of the meeting arrangements. A business that establishes a reputation for good security and trustworthiness could earn big profits for this service, even after paying for expensive spells such as Antimagic Field.
- **Arcane Lock**—Guests who want valuables kept safe in their rooms might pay for an Arcane Lock. The business might also boast about their arcane locked guest safes, or Arcane Lock their own safe each night.
- **Awaken**—Though rare to find, this spell would be a boon for most places as it creates a permanent, magical beast with intelligence and ability to speak one language. It could be a talking coat rack or a staff member that doesn't draw any wages and never complains. Imagine the novelty of being served cocktails or appetizers by a colorful vine from the ceiling.
- **Comprehend Languages**—Useful for translating the tongues of foreign patrons, or providing translation services for delegations and meetings.
- **Create Food and Water**—This spell nourishes three people or one horse per caster level for one day. It's an expensive spell, but access to it could save kitchen expenses, and it's guaranteed to be clean, fresh, and plague-free.
- **Darkvision**—Excellent for bouncers and security personnel who need to see in the night or dark and smoky tavern rooms.
- **Floating Disk**—A handy tool that lasts one hour per caster level and can help carry food and dishes, be a portable bar to serve drinks at guest tables or rooms, carry luggage to guest rooms, hold ice sculptures in mid-air at parties, or be a novelty to keep patrons talking about the establishment long after their visit.
- **Hallucinatory Terrain**—While an expensive spell, it's perfect for developing a mood, atmosphere, or motif. This could create an edge over the competition, perhaps to attract young noble customers to a trendy new club. It could also be used for special occasions, such as visiting royalty.

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- **Illusion School spells**—Illusion spells can enhance décor or performances to generate more business and better tips.
- **Magic Mouth**—This spell, coupled with permanency, could be quite useful and fun to design with. It can be cast on any object, and responds to visual or auditory cues. It could welcome arriving guests, provide instructions or menus, or generate warnings against illegal entry via back doors or through guest room windows.
- **Monster and Animal Summoning spells**—Creatures summoned this way are great for performances because they don't need food and water and can be instantly dismissed. In addition, these are good security spells to help catch fleeing thieves or overcome various threats.
- **Prestidigitation**—This is a cheap, wonderful, multi-use spell. It cleans, mends, and adds flavor. It could be used to create enticing drinks and meals, as part of a performance, to maintain the premises, to clean the mud from arriving guests shoes, and so on.
- **See Invisibility**—A good spell for security. It can also tip various gambling games, such as card games, to the house's favor if the dealer can see an invisible staff member who stands behind customers hands and signals what they're holding.
- **Stinking Cloud**—This nasty spell is perfect for clearing rooms as a brawl and riot control tactic. It could be worth the cost of the spell to save expensive or rare furnishings from brawl situations.

MAGIC ITEMS

- **Amulet of Proof against Detection and Location**—This is a fine item to rent to guests who want to remain anonymous, hide out for a while, or attend important meetings on the premises without being scryed.
- **Bag of Holding**—Sometimes the best hiding place is in plain sight. A common sack stuffed in the cellar corner might make a better coin holder than a guarded safe that screams, "rob me!" Guests might also find the extra-dimensional storage space useful. A Bag of Holding might also be a handy place to store wine and other valuable liquors that require a consistent temperature and quick access.

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- **Chime of Alarm**—This object could be used for security, or be rented to guests to secure their room or belongings.
- **Cloak of Charisma** – Any server or manager would do well by this item to help keep patrons happy, buying, and tipping, or to keep staff happy and in line.
- **Continual Flame Torches, Candles, Lanterns**—To light up the main patrons' area. The items can be placed in switchable painted glass boxes or crafted fixtures to further enhance décor and ambiance.
- **Cube of Force**—This item is great for defense and security. It can also be used as an instant, secure room for short meetings – staff just throw cloths and tapestries over the magic cube, or use foldable screens, to create privacy.
- **Dancing Light Lanterns**—Combine the spell Dancing Lights with Permanency, and you get something that functions similarly to Continual Flame objects, but have a bit more charm and ambiance.
- **Gust of Wind Bottle**—Combine the spells Gust of Wind and Permanence, and you have a quick way to clean smoky rooms. Some clever crafting or engineering would let you funnel most of the wind harmlessly away to leave a forceful flow staff could direct. I dare not say “leaf blower,” but the principle is similar.
- **Immovable Rods**—These items can secure construction features or special decorations in place.
- **Ring of Animal Friendship**—Stablemasters would find this a boon, and places with stables would gain a reputation for the fine handling of guests' mounts and pets.
- **Ring of Freedom of Movement**—Such an item would help comely servers dodge grasping patrons or navigate crowded rooms. Fast service and no spills means bigger tips.
- **Ring of Telekinesis**—It's an expensive bauble, but it would make a bartender famous and draw curious crowds, allow fast clean up of unconscious patrons, or deliver heavy luggage and loads.

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- **Staff of Charming**—Obnoxious drunks are bad for business. They make other customers leave or miserly, and they can kill staff morale. A Staff of Charming can solve this problem quickly.

MONSTERS

- **Blink Dog**—A useful pet as its limited teleport ability allows it to traverse crowded rooms. It could be used for guarding, to clean up scraps, to keep unruly customers in line, and to deliver messages.
- **Dire Ape**—A trained dire ape is perfect for menial labor and security. It's excellent climb ability lets it access all sorts of places as well (though mind its weight).
- **Dire Rat**—A domesticated dire rat is useful to have around. It will eat the organic trash the business produces, and can be trained to fetch things, deliver messages, and carry light loads. It can also fit into small places, which can be handy.
- **Water Elemental, Small**—Fire is the bane of many cities and buildings. A water elemental would make a useful fire extinguisher for when drunken patrons and open flame mix, or when the cook gets a bit wild in the kitchen. It's vortex ability every ten minutes would make a novel water attraction, and profitable if a coin was required to "activate" it.
- **Genie**—Imagine a Djinni or Efreeti as a staff member. Such a creature might have been defeated in combat and a deal was struck to work at the business for a period of years. More likely, the creature has its own goals and motives and finds the place a means to an end. The creature could even be part or full owner, as an interesting twist on that staff member position.
- **Ghost**—This is one of the best creatures for GMs to put in an inn, tavern, or restaurant. If the creature is not malicious, it could be good for business if marketed right. Its existence begs for an interesting business history. It's powers will make any visit memorable. And at some point, the monster can lead to an adventure, with the PCs perhaps solving the mystery of its death or fulfilling a quest to free it. It could also spawn many adventures and encounters with its knowledge, if it chose to communicate.

EVENTS

Design is not the only thing that can become stagnant. Gaming inns, taverns, and restaurants often gets stale over time as well. Due to GMing pressures, businesses often get short shrift and are unconsciously given a similar template each time based on a GM's default conception of what these places are about. This book will go a long way toward designing fresh new locations.

Adding events is a quick method to beef up a business you haven't had a chance to do a full design for; they are also a great way to add even more flavor to an existing design. If you are ever caught off-guard by PCs who decide to visit a business you haven't prepared, you can make up what you can on-the-fly and add an event to ensure things are interesting. Events also make great standalone tools for encounter design, hooks, stalling, and keeping idle players busy.

Many places make a tidy profit by hosting events. All kinds of events are possible, especially in roleplaying games, so use your imagination or draw inspiration from the examples listed a bit further down.

From a game master perspective, you might find events useful for these reasons:

- **Interesting backdrop**—Make your inn, tavern, or restaurant an interesting backdrop for your encounter. Imagine the drama added during an encounter where the PCs have chased a foe into a tavern that's holding a grim contest of Wizard's Last Stand. Amidst the shouting, betting, cheers, jeers, and primitive atmosphere of violence and hunger for bloodshed, the PCs must elbow their way through the crowd, avoid distractions such as betting on the game, and avoid challenges to fight from unruly patrons. The mass of sweating bettors and onlookers makes spotting the foe difficult. This is a much better scene to game than the PCs chasing an enemy into a quiet and sleepy bar.
- **Participation = Encounter**—If any of the PCs join the event, you've just turned a design into an encounter, getting two benefits out of one creation. Congratulations!
- **World design**—An event helps flesh out your game world. It's an added detail that makes your world different from others, including our own. The better the event design, the more immersed your players will become.
- **One Design, Many Uses**—Consider making your event recurring. Perhaps it's daily, weekly, monthly, or yearly. Greater frequency means more reuse of something you've designed, saving you preparation. With each play

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through, the event will grow in detail, you'll GM it better, and the players will play it better, making it a fine game within the game.

- **Hook**—A single event can spawn many different hooks, if desired. Events have history, which can provide clues to places for exploration and quests. Events sometimes require prizes, supplies, and special items, which can become encounters or quests, or lead to such. For example, weekly pit fights with a feature end battle against a monster requires a steady supply of monsters. Events can also create encounters as PCs interact with the crowd, get caught up in intrigue surrounding the situation, get hired on as security or servers, and so on.
- **Adventure Design**—An event can be an adventure. For example, a race with the inn as the start and end point; a scavenger hunt; a pit fight where the pit is actually a small, underground cavern complex.

From a business perspective, events are useful:

- **Draw in new customers**—A fraction of new customers become repeat customers. And a fraction of repeat customers become regulars. The math says an inn needs to draw in a continual stream of new customers to build a profitable client base of regulars.
- **Draw influencers**—Certain people are natural magnets. If an event can attract women, the men will soon follow. If an event can attract the rich, the leeches, seducers, and entourage will accompany them. If an event attracts leaders, the followers will not be far behind.
- **Make customers hungry and thirsty**—Dancing, merriment, and entertainment keep patrons at the establishment, and hopefully in a renewing state of thirst and hunger.
- **Create demand for the most profitable offerings**—This need also creates a good event design hook. Canny owners will hold events that create demand for the food, drinks, or services that profit them most. For example, wine might have more profit than ale, so a restaurant holds a wine tasting event. As wine can get expensive, the rich mostly attend the event. Elves often make the best wine, so many elven wine makers travel from afar to sell their stock. Many encounter and adventure opportunities abound with the PCs acting as bodyguards for NPCs, working as security for the inn, getting hired to track down a stolen case of ancient wine, getting mixed up in an elven conspiracy, and so on.

NPC COUNT

The first thing you should ponder to avoid getting yourself in design trouble is the NPC count involved with the event. How many NPCs do you feel comfortable handling for the event? How much time do you have to whip up a cast of NPCs? Some events can draw in hundreds, while others only commit you to just two or more. You likely won't need game statistics for each NPC, but differing personalities would help. If you don't feel comfortable GMing NPCs without planning, then you should create events that require fewer NPCs or set aside enough planning time. If you are in the middle of the game, planning time isn't an option, so recognize whether your event idea requires a lot of NPCs and then decide whether or not you should change the event.

EVENT STRUCTURE

Here is a basic structure to follow when crafting or GMing events:

1) Event build-up

- Planning, organization.
- Announcements, invitations.
- This stage is good for planting event and location hooks and for setting up encounters.

2) Event begins

- Organizers and staff members are present.
- First guests arrive. For parties and similar social events, arriving late ensures people see your entrance and that the event is in full-swing. Often, there is a bit of stigma attached to being one of the first to arrive, so underlings, guests of low status, and guests with poor reputations arrive at this stage of the event. For some events, such as contests and casual occasions, this is not an issue however.
- This stage is great for private and sober encounters, and for setting up circumstances that will lead to stage three or four encounters.

3) Event gains energy and momentum

- Activities, speeches, games, food, and drink—whatever is on the itinerary—are brought out for consumption.
- Fashionable entrances by NPCs are made.
- Guest count achieves critical mass.
- This stage is ideal for noisy, busy, chaotic, and anonymous encounters.

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4) Peak

- The event reaches its climax.
- NPC emotions are at their highest and wildest.
- This stage is perfect for stage three type encounters, in addition to dramatic, show-stopper encounters that interrupt the whole event. Alternatively, event planners might time this stage with their intended purpose, such as leading a march to town hall.

5) Wind-down

- Slowly or quickly, the energy leaves as guests get tired or depart; as activities, food, and drink runs out; or the event is shut down and the place closes.
- This stage is good for discovery type encounters. For example, as the crowd thins out or the smoke and illusions clear, a body is found or a theft is discovered.

The stages present additional design and GMing options. For example, holding several parties at places the PCs visit during the campaign might get predictable, but if you change up the PC entry point, you keep things interesting. For the first party the PCs arrive during stage four, at the second party they arrive while the party is just beginning at stage one, and so on.

If you are planning to run an entire event as part of an adventure, then use the stages to help plan out encounters, NPC moods and reactions, and descriptions.

EXAMPLES OF EVENT TYPES

BANDS

Bards and musicians entertain while patrons tap their feet, listen enraptured, or chat, according to the type of music the band plays. These events are good, paying gigs for NPC entertainers, and can start their road to celebrity status. House bands and musicians can also gain a loyal following, ensuring their performances keep customers coming, and therefore the pay and tips coming as well.

HOOKS

- A band member has food poisoning. Would a PC mind filling in?
- The band dresses up in the skins of animals or monsters and will pay handsomely for the hides of a certain creature.
- The band uses a magic instrument to Mass Charm Monster the crowd to earn better tips, which it splits with management. The PCs are hired

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by a competing business to investigate, in the hopes of discrediting the establishment and the band.

- While the band plays at the inn downstairs, the band manager is upstairs breaking into rooms and stealing things from guests.
- The band is named after a legendary bard who performed with a powerful, magic instrument. The band will tell the PCs that the bard was last seen in this area thirty years ago, plus they'll provide a few other clues that are enough to get the characters started on a new quest.

DANCES

Dances can cater to specific themes, groups of people, or dancing styles, and are a great way to attract customers and keep them entertained for hours.

Some dance event ideas:

- Young nobles
- Old-fashioned dance for well-off, middle class merchants
- A grand ball
- Dance contest
- Costumed dance
- Strange event with wondrous illusions, smoke and lighting, and pyrotechnics

HOOKS

- One or more PCs are asked out on a date to a dance. Who are the date's parents, and how will they react?
- A murder takes place on the crowded dance floor. A PC spots three possible suspects.
- The dance has a monster theme, and the business hires the PCs to bring back monsters, dead or alive. (You can never have enough reasons to send PCs out after monsters, right?)
- One or more PCs are asked to be chaperons.
- A drunken youth demands a duel, perhaps to win the admiration of a certain woman. A PC could be involved as a second or as the one challenged.

POLITICAL RALLIES

Politics usually requires careful planning. Even events that seem spontaneous are often carefully arranged spectacles. Any place where the public gathers is a good spot for an impromptu rally, a sudden political statement or act, or a meeting of like-minded political individuals. A business might rent out space for a rally or be the victim of one. They are also the perfect place to hold political fundraisers, with space, catering, and a full bar.

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- A political extremist runs into the main room and lights himself on fire. The fire threatens to spread when stupid customers throw their alcoholic drinks on him in an effort to put the fire out.
- A politician asks a charismatic PC to speak on his behalf at a rally. This might create enemies for the party.
- During a rally, someone shoots a politician with a poisoned arrow. The PCs can spot the shooter and give chase, or the shooter escapes and they are hired to investigate.
- A spellcasting PC is asked to provide magic entertainment or support at a political dinner, and a rival wizard tries to stop or sabotage him.
- NPC thugs crash a political rally. Innocents are being harmed. Will the PCs jump in to help?

MEETINGS

Meetings are lucrative business because they can bring in lots of customers at a time. Groups that don't have local meeting facilities, such as arranged gatherings of travelers, guilds without enough space, cults, and clubs of amateur enthusiasts, can rent rooms at inns, taverns, or restaurants to congregate.

HOOKS

- Unbeknownst to the inn, a dangerous cult has rented the main floor for a night to meet. The PCs are asked by a certain agency to infiltrate the meeting and report on what was discussed. Attendants confer about regular trade and logistics in front of the inn staff, and several secret and whispered meets take place throughout the night away from prying ears.
- A group of craftsmen or artisans meet while the PCs are eating, and a character happens to share the same skill, interest, or ability.
- A flustered group gathers in the corner or rents space to talk about how to solve an emergency. Something has gone missing or gone wrong, or something evil has been stirred or discovered. The PCs are spotted and assessed as potential hires, or a PC happens to overhear the group's plight.
- Maybe the rumors are true—there is a conspiracy. A small guild meets to discuss how to deal with the unseen threat, of which little is known, and the characters are invited to share their opinions.
- The Eyes Of Nine gather each year to discuss news and events of the land. This year, the group doesn't show, a member has gone missing, or a matter of import is brought up that could use the PCs' attention.

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GAMES AND CONTESTS

Among the most popular attractions an owner can provide is a place for patrons to game and gamble. In such an environment, PCs can make and lose fortunes in a roll of the die. Here are a few simple games for them to play, all based on dice rolling.

MEET ME AT 23

Goal: Be the closest to 23 points without going over.

Rules: Each player rolls 2d12, one in plain view, and the other hidden under a cup. The player totals the roll. If the total is more than 23, he loses. If the total is less than 23, he may keep that total, or roll another open 1d12 in an attempt to reach 23 and add it to the total. Again, if the total is more than 23, he loses.

Once everyone is satisfied with their totals, the hidden roll is revealed, and the player at or closest to 23 wins. Ties are resolved by another 1d12 roll, the highest is the winner.

Special: Players with a Profession (Gambling) skill may make an “in the cup” skill check roll as they make their 2d12 roll. If that total is a more desirable result than their 2d12 total, they may use their skill check number as their new total.

Betting: Players place bets on what they know they have, and what other players have showing.

Cheating: Players can cheat by making a Sleight of Hand skill check. It is opposed by a Spot or Sense Motive check. Successful cheaters change their die roll to a more favorable number.

100 HEADS

Goal: Get 100 points first.

Rules: Players toss darts at a board on a wall as a thrown attack. Their modified, thrown-weapon attack roll is the points they earn per toss.

Special: Players with a Profession (Gambling) skill may make a skill check roll as they make their attack roll. If that total is a more desirable result than their attack roll, they may use their skill check amount as their per-dart points.

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Betting: Most bets are simply on who will reach 100 points with the fewest dart throws.

Cheating: Players can cheat by adding up their points wrong. It is opposed by an Intelligence check or Sense Motive check.

Gnomish Poppup

Goal: Two player game. Eliminate the opposing player's dice.

Rules: Each player rolls 6d8, which is called a set. Each player's dice are then arranged in highest to lowest order. Compare the two players' highest rolls against one another. The highest roll wins, and the losing die is removed from play. Continue to compare each die in descending order, removing the losing die in each row.

Turns continue as each player rolls their remaining "surviving" dice set and compares them with their opponent, again removing the lowest die per row until all of one player's dice have been eliminated. Ties mean both players keep their dice. If a player rolls at least one eight per set for three sets (but not three eights in one set), he gets an extra die to roll.

Special: Players with Profession (Gambling) skill may make a DC 20 skill check roll per set. The overage spell check points can be divided among their dice rolls.

Betting: Most bets are taken on a round-by-round basis.

Cheating: Players can cheat by making a Sleight of Hand skill check. It is opposed by a Spot or Sense Motive check. Successful cheaters change one dice per check to a higher number.

Gnomish Poppup Example: Sami rolls a set of 7, 7, 6, 4, 4 and 2. Lucas rolls a set of 8, 6, 5, 5, 3, and 2. This means Lucas' 8 eliminates Sami's 7. Sami's second 7 and 6 eliminate Lucas' 6 and 5. Lucas' second 5 eliminates Sami's first 4. Sami's second 4 eliminates Sami's 3. Their matching 2s cancel one another. This leaves Sami with four dice and Lucas with three dice for the next round. In the next round, Sami rolls 6, 4, 2, and 2. Lucas rolls 8, 5 and 1. Lucas' 8 and 5 eliminate Sami's 6 and 4. Sami's 2 eliminates Lucas' 1. Sami's second two is considered not to have been opposed, so it stays in play. This leaves Sami with two dice and Lucas with two dice. Play continues in this fashion until one player is eliminated.

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PARTIES

Parties are profitable. They involve, food, drink, decorations, staff, services, and space. Some parties make money with an entrance fee. Others profit from private bookings. It's also possible to profit from pure alcohol sales if managed right.

Public Parties. These are events organized and advertised by an individual, group, agency, or the business. For example, a guild might host a party at a tavern and split drink profits with the business in exchange for free use of the facilities and staff. Alternatively, as part of a holiday celebration, an inn might host a public party in the hopes it will attract many overnight guests who attend for free, in addition to profits from food, drink, and prize lotteries.

Private Parties. Large or small affairs, groups will book a place to party with the privacy and amenities an inn, tavern, or restaurant can supply. The business might cordon off part of its space or close off the whole establishment to accommodate. For example, the city might hold a party at a restaurant for all the senior guards of all the districts, and will want to keep the public away so guests can enjoy themselves without hassle.

HOOKS

- A party for “adventurers” is advertised and catches the PCs’ attention. This could be a diabolical set-up by a villain, a trick by the guards to capture many law-breaking mercenaries at once, or a way to introduce rival NPCs to the player characters.
- A party involving the PCs turns violent and combat erupts.
- A patron or grateful NPC holds a surprise birthday party for a PC that involves a comely dancer who pops out of a giant birthday cake. However, a foe kidnaps the dancer and places a monster inside the cake instead!

MAGIC SHOW

In a world of real magic, shows that feature such abilities could be popular. With summonings, evocation, and illusion, stage shows small or large would be impressive. That's not to say all such shows would require actual magic though. As with real life magicians, skill, showmanship, and misdirection can entertain as well.

HOOKS

- As part of his act, a real monster is used, but it escapes its bonds and runs amok. (Bring on the monsters!) A demon or devil would be a good candidate. Perhaps it tricks the entertainer into thinking it can be

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controlled, and then during a show with important people in the audience, it attacks with assassination in mind.

- A magician who can't cast spells feels slighted by, or is jealous of, a spellcasting PC. He invites the PC up on stage for his terrifying knife act....
- A magician friend asks a spellcasting PC to join his show or do his act for him because he's too ill to perform.
- The magician's assistant is a princess in hiding. The PCs overhear royal agents trying to pierce her stage disguise and muse whether she's the missing King's daughter or not.

READINGS

Quiet groups gather in dark taverns and small inn rooms to hear poets, thinkers, storytellers, and natural philosophers read their works. Though tame compared to parties and rallies, these groups bring in extra profits with space rentals and some food and drink consumption. Hosting such groups might also help feed a certain reputation the business is trying to establish in an effort to draw a specific type of customer, or to differentiate it from its competition.

HOOKS

- A particular reading by an extremist turns a quiet group into a frothing band of vandals who start ripping the place apart, catching the PCs in the middle.
- A special reading off a scroll by a dabbler in summonings accidentally summons a raging monster that attacks nearby PCs. Use of the Extend Spell feat during scroll creation ensures the beast will be around long enough to put up a good fight.
- A legendary reading by an old, itinerant priest is rumored to make listeners wiser and more skilled at sensing the motives of others. The priest happens to be in the same inn, tavern, or restaurant as the PCs, and local leaders are beseeching him to give them a reading. If the request is granted, the reading is done behind closed doors and for a select few. The PCs overhear this—are they interested, and if so, how will they convince the priest they are worthy of his reading?
- A storyteller hops up on stage or on a table and begins reading out a compelling tale while the PCs are in the audience. His story is the adventure background to a module of your choosing or an adventure of your design.

FIGHTS

Fights attract hungry and thirsty patrons like no other event. A sequence of fights that escalate in ferocity, bloodshed, prowess, or scale keeps customers around for a long time as the action builds up to the eagerly anticipated championship

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match.

The types of bouts held depend on a number of factors:

- **Social class of establishment.** For example, saber duels versus mud wrestling.
- **Laws.** Are fights to the death legal? Are certain weapons, magic, and spells illegal? Are animal or monster fights legal?
- **Tastes.** What do the customers want to see?
- **Supply.** What kind of warriors and skill sets are available? Desperate warriors and slaves will engage in almost any battle; certain fights require true skill or special circumstances that must be recruited for.
- **What's up for grabs?** Most fighters won't risk their lives for just a few gold.
- **Facilities.** There must be enough space for the type of battle, and protection for important onlookers.

FIGHT IDEAS

- **Pit Fights.** Great for RPGs, these fights let the PCs square off against opponents of your design. Feel free to get creative with interesting opponents, costumes, and roleplaying opportunities, in the same way professional wrestling functions today.
- **Gladiator bouts.** A business could build a small arena in a back field, or the arena could be the central focus of an establishment.
- **Wizard's Last Stand.** Entrants each get a Magic Missile wand and sit in a circle. Each person puts a wand to the head of the person seated on their right. On command, all participants fire off their wands. Anyone can quit the contest at any time, but fatality rates are usually high. Rounds are repeated until there's one person left.
- **Challenge the Black Knight.** This warrior is so skilled and such a deadly fighter that he's defeated over a hundred challengers to date. Anyone can challenge the knight, but they must pay 1,000 gps to do so. The prize for defeating the Black Knight is 25,000 gps and the opportunity to take his place and get rich defeating new challengers.
- **Grappling match.** Grapple until an opponent yields or is rendered unconscious.

GAINING THE FIGHT

A straight-up battle is fun from time to time. However, if you plan on making fights a recurring element in your campaign, then consider adding a little extra game design to make them interesting.

- **Prizes.** Offer up more than partial proceeds from door receipts or a fixed sum. Perhaps adventure hooks are the prizes and rival groups of adventurers compete. For example, maps, important clues, and first-hand

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access to eye witness accounts.

- **Ladder.** Craft a ranking system. High rankings motivate players, and gives them access to powerful patrons and a shot at the title.
- **Additional challenges.** The PCs must do more than kill the monster or defeat their opponent. There might be a time limit. Specific victory conditions might exist, such as the opponent surrendering (tough to do without killing or knocking a foe unconscious), or making a magic missile the killing blow, or using only daggers and slings.
- **Weird foes.** It can be tough introducing unique creatures in your campaigns without ruining players' sense of belief, but stage fights make this entirely believable.
- **Storyline.** Add a bit of romance and intrigue to the fights. Perhaps the PCs are tempted by a hefty reward to lose on purpose. An opponent might become so sympathetic to the players they don't want to win, but they can't afford to lose. Maybe the PCs get caught up in the schemes of the patrons, powerful employers, or the fight organizer.

HOOKS

- The PCs are invited to battle a tough monster as a tavern's feature fight in one week's time. A source informs them that several such creatures are known to inhabit the nearby swamp. The source advises fighting a few in the swamp first to learn the strengths, abilities, and weaknesses of the creatures, for the specimen they're to fight in one week is said to be the biggest and toughest ever found.
- To settle a dispute, the PCs are challenged to a weird fight, such as with nets and clubs, or in a pool with deadly creatures making random attacks.
- The PCs are asked to champion a noble. If they win, then the gods have ruled the noble innocent and he'll be set free. If the PCs lose, the noble hangs. Between the time they accept the fight and the time of the match, the PCs are drawn into a series of intrigue encounters, ambushes, and investigation encounters. They learn the noble is actually guilty. Then they learn he acted out of honor to save another. Then it's revealed the person he saved is a notorious criminal. But the criminal was blackmailing him and the noble needed him alive to win back his father's honor. Keep the PCs swinging back and forth until just before the fight, where they learn the noble's cause is, ultimately, just.

ORIGINS, HISTORY, AND BACKGROUND

Most inns, taverns, and restaurants are built near a main road where they attract farmers on their way to and from the market, travelers, workers, and locals. Some businesses seem to be ages old, with vine-covered stonework

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walls and ancient architecture. Some businesses will be brand new, with fresh construction, novice staff, and high hopes.

Older places will often have historical significance. Some might have entertained kings and generals, some might be the site of a famous battle or fight, and a rare few might be the final resting place of a famous warrior or the secret storage place for a long-lost artifact. You don't need to make every place centuries old though. Instead, keep your game elements fresh and interesting by varying the business's origins, history, and background.

AGE

The age of a business is a good place to start. Once decided, it gives you a strong hook to with which ponder other background aspects.

NEW: 0-5 YEARS OLD

If the business is new it begs the question what circumstances motivated and permitted its creation. The first requirement is an available location. Crowded urban areas usually have an established array of businesses that are handed down from generation to generation. Openings in such areas are rare, and bureaucracies and corruption prevent most entrepreneurs from seizing the opportunity, especially to build accommodation or eateries. Indeed, if a location does become available, that matter has probably been decided amongst guilds, city council, and wealthy merchants long before the opportunity became public knowledge. For these reasons, new businesses are often established on a frontier or after a disaster or war when there are lots of sites available.

If the new business is located within an inner city area, then you have a great hook to give the place a distinct background. Who owns the new tavern, inn, or restaurant? How did they manage to get permission, make the requisite payments or bribes, and outmaneuver all the other merchants who competed to start up their own business at the location? Why were such resources spent to start up the inn, tavern, or restaurant, as opposed to another business type, such as a bank, guild, or craft shop?

New taverns built on the heels of urban calamity or on the frontier will not have the amenities of more established businesses. For example, they might not have a fixed structure, and are located in a tent or shaky, wooden frame building. They might have a dirt floor, as good floors are expensive. They might not even be thinking long-term, and are set up for temporary or short-term profits, such as to serve troops during wartime, or to serve folks temporarily displaced by flooding or other disaster.

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A neat thing to consider is that even the oldest inns were new at one time. Your decisions about the circumstances of new businesses will someday become legend if the place survives decades or centuries. Also, you can borrow and tweak what you design for new inns, taverns, and restaurants to serve as the histories of older businesses in other parts of your world or for different campaigns, saving you time during future design cycles.

Design questions to ponder for new businesses:

- Who motivated the opening of the new business? (Examples: could be the owner, an agency influencing the owner, a family, a group.)
- What was the motivation? (Examples: profit, passion for the business type, guild decision, political decision, family decision, a dream.)
- What resources were available for business setup? An easy way to answer this is to note a gold piece amount and then translate that into startup budget. However, you can improve design if you can weave in other assets, such as underworld connections, inherited antique furniture, a famous chef who owes the owner a huge favor, and so on.

ESTABLISHED: 6-25 YEARS OLD

Slightly older taverns are often built with timber and put together well.

Expensive flooring might not yet be affordable though, so there's a good chance the place will still have dirt, pebble or sawdust floors. Established businesses are most common in small towns and side streets in major cities. These are often neighborhood places where regulars gather.

Established taverns, restaurants, and inns will have a motif, but a weak one that needs aging before becoming a strong theme that informs decor, services, and staff. For example, an established tavern with an Nature God motif might have a few religious symbols and some garland wrapped around some beams, but nothing else.

A business in this age category has survived the riskiest period during which most enterprises close—the first five years—due to money problems, mismanagement, or victorious competitors. Questions to ponder for established businesses:

- How has the business survived this long? (For example: lots of customers, deep investment pockets, illegal profits, great location, famous attraction.)
- What improvements have the business made since it opened its doors?
- How does the future look?

LANDMARK: 26-100 YEARS OLD

Landmark businesses have a distinct look to them, and are used by the locals when giving directions. Going to these taverns, inns, and restaurants is considered a big event for common folk, and usually reserved for special

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occasions. Buildings in this age category typically have a stone-masoned first story and timber-built second and third stories. The first-story floor is usually planked.

Landmarks will have well-developed motifs where nearly everything in the place matches the theme. Some magical illusionary effects might add to the atmosphere as well. Taverns and inns might offer special rooms for rent, and restaurants will likely have at least one signature dish.

Questions to ponder for landmark businesses:

- What do locals call the business?
- Is the business waxing, waning, or in a stagnant state? Why?
- Has the business changed ownership or management since inception? Why? How has this affected it?
- Chances are the business has survived at least one disaster or emergency. What was it, did the event change the place, and if so, how?

VENERABLE/LEGENDARY: 101+ YEARS OLD

These taverns, inns, and restaurants attract patrons of all sorts, including kings, high-level NPCs, and celebrities. Legendary businesses often have one motif per floor, and offer several levels for customers to use. They often have magic-enhanced construction, and expensive decorations and furnishings. Admission policies are sometimes strict, requiring tough bouncers and solid customer reputations. Reservations are needed far in advance. Prices will be high and only the best performers in the region will be allowed to entertain.

- Name three famous past guests.
- Name three famous past events involving the business.
- Though there will likely be several motifs present, for several floors, drinks, dishes, and so on, there should be a central, unifying theme. What is it?
- Legendary businesses are often key pieces in regional politics, economies, and events. What role(s) does the business play in its region?

PREVIOUS OWNERS

Owners often have a strong influence on their businesses. As such, they deserve a historical design category of their own. While other employee types can influence the nature and reputation of a business, most often the biggest imprint comes from the top and trickles down:

- **Finances:** Owners are responsible for supplying funding, especially when a business is new or losing money each month.
- **Final decision:** Owners are empowered to make final decisions. Some will

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delegate certain decisions to other staff, some will micro-manage every detail. This becomes a good gameplay element when the PCs are involved and a good design element when the situations are tricky.

For example:

- The PCs badly misbehave, causing property damage. How will the owner react?
- A civil war erupts in city streets. The side the owner takes determines which side the business is friendly to, unless employees take matters into their own hands....
- A city official tries to blackmail the business by threatening licensing. How will the owner react? Perhaps the PCs are hired to negotiate, but are they expected to use words or swords?
- **Personality:** The owner's personality often influences the business's personality in terms of architecture, services and products, hiring decisions, and motif. A key personality aspect to consider is how the owner faces adversity. How does the owner react when profits drop or disappear? How does he react when staff are caught stealing?

CHANGES IN OWNERSHIP

How many times has business ownership changed hands? If never, then move to the next design step. Otherwise, briefly describe each new owner in a sentence or two, and how they've influenced the business. Use the following questions to help design new ownership:

- Did the business change in appearance? Building facade changes, improvements, renovations?
- Did staff change? Hirings, firings, promotions, demotions, morale?
- Did themes or motif change?
- Did services and goods offered change?
- Did relations with neighbors, government, and competitors change?
- Did the business face any new risks or challenges, perhaps from loose ends in the new owner's past, or from weaknesses in the owner's abilities or personality?
- Was the business more or less profitable? Why?
- Why did ownership change? This answer is perhaps the most interesting ownership design opportunity!

Make each new owner and change in ownership drastically different from the previous one. This might not be true to life, but it creates excellent design opportunities and makes parts of the business's history distinct and interesting. Consider each owner a phase or stage in the life of the business, and give each phase a name and distinct feel.

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You can achieve a double win if you can make previous NPC owners important in other parts of your campaign or adventure's history, backstory, and current gameplay. Design once, use often.

PAST EVENTS

Events are interesting because of the effects, great and small, they can have on a business, its staff, and its customers. They can change a business in numerous ways, from a windfall that allows expansion to a disaster that levels the place.

You can craft as many events as you like, the more the merrier where adventure and campaign design is involved, but a rule of thumb for time-challenged GMs is to give businesses a memorable minor event every decade, and a major event every 50 years.

MINOR EVENTS

A minor event changes one or two aspects of the business. Use the sections in this chapter to guide how the business is affected. First, pick what the event is. Next, decide if there are any obvious consequences, and if so, map those out. If you want more changes, then pick one or two sections from this chapter, such as staff and furnishings, and design how those categories were affected. Be sure to make changes distinct and significant, else they won't be memorable or worth your design time.

MAJOR EVENTS

Major events should affect the business at every level. They often also affect the business's region or neighborhood in a life-changing way.

Give some events a twist. If an event seems like it should bring disaster, make it generate a boon, and vice versa. Give a simple event complicated repercussions, a complicated event simple repercussions. Have evil turn up unexpectedly, and perhaps be revealed as an event cause. Create unexpected losses. Choose unusual consequences or event catalysts.

Create at least one secret from an event. These secrets make great hooks for present day adventures and encounters. Secrets might include:

- A cause or catalyst (i.e., hidden evil, a recurring event about to happen again)
- A consequence or effect (i.e., buried treasure or evil, a sealed and forgotten section)
- Who profits and why (i.e., an "accidental killing," a threat enacted and successful)
- Who loses and why (i.e., a guest watches the enemy breach the city gates, returns to his room and hides the magic relic, before falling to an invader's

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sword)

- Who is responsible for an event (i.e., a cook causes the fire but successfully hangs the blame on the bartender)

EXAMPLE MINOR EVENTS:

1. Customer is murdered
2. Kitchen fire
3. Strange monsters attack
4. Something weird discovered buried under the building
5. A legendary performance that launches a career
6. A secret meeting between powerful enemies
7. Lightning strikes the building
8. A conspiracy is unmasked before surprised patrons
9. The owner is murdered and his evil brother takes over
10. A bizarre birth

EXAMPLE MAJOR EVENTS:

1. Major flood carries the building away with guests and staff inside
2. Earthquake levels the upper stories, or the whole building
3. An epic battle between rival adventuring or mercenary groups
4. A revolution begins with a meeting, ceremony, or rally held at the business
5. A great religious event takes place, such as divine intervention or a miracle
6. A magic relic is wielded with major consequences
7. The business is a turning point in a war in some way, such as withstanding a short siege
8. A villain makes his first or last grand, evil act
9. A planar rift opens up
10. A construction accident kills dozens of people

BRIEF SUMMARY FOR REFERENCE

Crafting a summary of your design is optional, and is best done when the design is finished because you'll have all the information at hand and finalized. A summary is ideal when your work is a page or more in length so that you have a quick reference at hand for future gaming or planning sessions:

- **Future recall**—If your inn isn't immediately used, you can return to the summary anytime to quickly freshen up on what makes the place interesting and special.

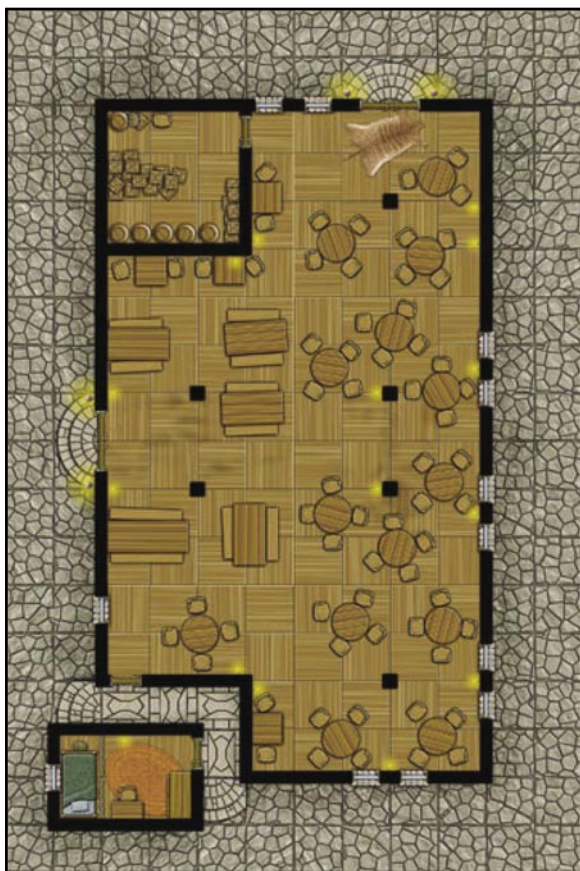
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- **Avoid bad planning**—As noted in the Summary Tips below, you'll want to note any preparation issues so you won't get caught off-guard.
- **Diagnostic**—Summarizing your design often reveals flaws, weaknesses, or contradictions. Your summary might reveal parts of your design as goofy, incomplete, or off-mark from your original vision. These are signs you might want to tweak a few things.

SUMMARY TIPS

- Keep it short. Keep your summary short, from one sentence to one paragraph in length. You don't want to take time away from other GMing tasks.
- The key benefit of a summary is to quickly inform you about what's important and interesting about the inn, tavern, or restaurant. It helps you get into character during games, reminds you while planning why you designed the place, and points out critical bits of information. For example, "Silver Chalice, fancy place for the rich, secretly owned by half-orc who hides identity to protect business reputation and works in kitchen, local thugs planning to rob the place in near future."
- During games and preparation sessions you'll have pages of notes, made over a range of time. Game elements get blurry, and a summary will jog your memory in a flash. This will help with consistency and fun—nothing is worse than designing something cool and forgetting about it in the heat of gameplay.
- Is there anything important that still needs to be designed before the place is ready to play? For example, you don't want to ambush yourself by discovering at the game table a blank line titled Business Name....
- Note the intended campaign role you've designed for. You don't want to get caught off-guard thinking you have an Adventure Foundation tavern prepped when it's been designed at the Incidental Interaction level.
- Feel free to use point form.

CHAPTER 3: CHARTS AND TABLES



50 EXAMPLE THEMES AND HOOKS

1. **Tree house.** The place is inside or on top of a large, ancient tree. Think Dragonlance or of various movies that have featured this theme.
2. **Famous chef.** The business's reputation for fine food is overshadowed only by the fame of its chef. Perhaps the chef is incredibly rude, which amuses patrons, or maybe the chef is of unusual race or has a legendary history.
3. **Jungle.** Boiling water pumps perpetual steam and heat into the common area. Vines and creepers, small trees, strange birds, and exotic animals bring the jungle to patrons.
4. **Monsters on the menu.** If adventurers can kill it and bring it back, this place will cook it.
5. **A tent.** Everything in the place can be packed up and ready to travel within two hours. Nothing is permanent or fixed in place, which sometimes makes it hard to keep the weather out. Perhaps the owner moves on when business slows, he follows a circuit of annual fairs and festivals, or he is a fugitive just trying to make an honest gold piece.
6. **Birds.** The business is themed after birds and flying creatures of all kinds, and even allows wild birds to nest in the rafters and fly around patrons. Some birds are in cages, but none are ever on the menu. An employee runs a nice side business supplying quality and unusual quills to a scribe supply store.
7. **Horror.** Unless pressed, most locals won't tell strangers the business is known as the last stop before people disappear. They figure if travelers and visitors keep the supply up, then they'll be safe in their homes. In truth, maybe the owner is part of an underground escape network who prefers locals don't stick their noses in his business, or perhaps the owner has a curse or horrific need for bodies.
8. **End of the line.** The place is a slum. It's infested with vermin, smells horrible, and serves putrid food and drink. Yet, all know only those without hope go there, probably to die, and that it is the end of the line.

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9. **Good.** Only those with good alignment are welcome. Perhaps magical detection is employed, in secret or out in the open, to weed out evil. The reputation alone keeps most evil-aligned folk away. This premise sets up some interesting plots and encounters with those who can mask their alignment or are powerful enough they don't care.
10. **Never closes.** Despite local laws, license restrictions, and regulations, the business is open all day and night. Bribes and influence might be what keeps the place from being shut down. Certainly, the owner doesn't want to ruffle official feathers or get undue attention from the guard.
11. **Sex appeal.** The business is popular these days because word is spreading of a voluptuous dancer who does five shows a night. Men from all over the community are falling in love with her. Angry wives and girlfriends claim she uses magic to entrap her male audiences. Regardless, while the owner rakes in the money, there is growing unrest and tension as men begin to fight over her and spouses begin to plot.
12. **Rogue hideout.** The place is rumored to be a base for thieves. If it's a small location, it could be a cell of the thieves' guild, and if it is a large structure, it could be the guild headquarters. There is undoubtedly a system of underground tunnels and caves the rank and file uses, while guild big wigs conduct large transactions in the offices on the second floor.
13. **Rare goods.** It is said one can arrange to buy anything here, if you have the coin. Brokers of all types are always present, but they don't advertise themselves and they expect customers to be professional, courteous, and circumspect. Those who deal with gray and black market items will set qualified buyers up with new meetings in shadowy places that give them tactical advantage and help weed out the law.
14. **Metal-free.** No metal is allowed in the place due to a weird rule enforced by the strange, one-armed owner.
15. **Advertising.** One or more walls is completely devoted to customer-posted want ads. Bounty posters, missing pets and persons pleas, small jobs, and mercenary and adventure hooks abound.
16. **Guards only.** This is the local hangout for off-duty guards who want to unwind, get drunk, share news, and talk shop. Those who aren't fellow guardsmen are glared at and usually provoked into a fight.

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17. **Bounties.** The business is crawling with bounty hunters, some who are obvious as such, and some who prefer to remain undercover or unidentified. It's said that innocent people who don't know better and take a table are ambushed, disfigured, and claimed falsely for bounties.
18. **Pocket dimension.** The building is somehow larger on the inside than it is on the outside, and it can serve hundreds without feeling crowded. A quiet rumor is currently making its rounds that certain, hidden doors lead to other planes. Best be careful when looking for the washroom.
19. **Half-orcs only.** Shunned by society, half-orcs gather here to drink in peace. Of course, there can't be peace without a nightly brawl. Those who don't have orc blood are immediately jumped, and unfortunately, the guard fear the place enough to let the half-bloods get away with murder.
20. **Beware:** halflings. This is a place where halfling locals hang out. Furniture, furnishings, food, and drink all cater to halfling proportions. Be warned, though, folk say you always leave with your pockets empty.
21. **There's no place like gnome.** Though not exclusive to the race, here is where many of the community's gnomes gather to tell jokes, play games, and show their latest tricks. Its fun and lively atmosphere attracts many non-gnomes to stop by and spend a night laughing and joking.
22. **Magic grudge match.** After a wizard and priest bludgeoned each other into unconsciousness one night, the owner got the idea of catering to grudge matches amongst the arcane and divine communities. Magic is not allowed, and any spellcaster who is willing can step into a ring and pummel their opponent until one side yields. While fights are not spectacular to watch and involve a lot of scratching and biting, the entertainment draws large crowds. Multiclassed individuals either seek each other out for grand matches, or hide their prowess to deliver terrible punishment to their surprised opponents.
23. **Windowless box.** The building has no windows and always feels damp and cold. It's dark inside and patrons enjoy the near anonymity.
24. **Many corner tables.** One enterprising owner realized tables in corners were always being taken. He redesigned the layout with a bit of investment money and created an interior with many walls, levels, and dividers. Most can still see the entrance, and now there are dozens of corner tables, most with extra shadow for the shy.

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25. **Animated garden.** What could have been a tranquil, garden-themed business has become a creepy place due to animated plants that are free to roam. This puts off most customers, who tend to leave abruptly after the first vine curls around their ankles, but it suits druids and some elves just fine. GMs might consider putting a plant master in the cool, moist basement, ala Little Shop of Horrors.
26. **Gambling in the back.** A quaint business run by a sweet, motherly old lady is a front for a gambling den situated in the rear. Inquirers are interviewed by the matron, who has hard edges when required, and if they pass inspection they are given a special ale mug that gets them past the guards in the kitchen to the gambling area.
27. **Drop center.** Being the busiest place in the neighborhood, there is constant freight coming and going. A steady stream of supplies arrives each day, and trash, returns, and spoiled goods stream out. This traffic creates the necessary diversion for smugglers to use the location for their drop center. Stolen goods by arrangement are dropped off and re-distributed to select deliveryman via the back alley.
28. **Slavers.** It seems there's a new face in the staff every day. The owner buys and sells people, and those who will fetch a high price are put on display under the guise of being new hires. Comely ones are servers, tough ones bouncers. The other slaves are kept under lock and key in the cellar, in which is located a bidding and purchase area where prospective buyers sit at comfortable tables, enjoy good food and drink, and inspect the offerings.
29. **Underground railroad.** Escaped slaves and those on the run are helped through a mysterious network of inns, taverns, and restaurants. Each location supplies secret areas for exiles to enter and leave, hide, rest, and replenish. The people are given instructions on how to find the next place in the system, until they have reached the frontierlands.
30. **Risky magic item seller.** The business facilitates the buying and selling of dangerous or evil magic items. A room upstairs has the requisite enchantments and protections to keep such transactions safe—most of the time. Whether the business serves the purpose of good (who sequester or destroy the items) or some nefarious purpose is up to you.
31. **Expert.** The owner is legendary for his expertise in a certain area (GM's choice). Patrons come from all over the world to pick his brain, which makes the place popular with locals as well those who would get news and meet

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strange travelers for entertainment. The place is themed according to the type of knowledge of craft the owner possesses.

32. **Keymaster.** The place is decorated with thousands of keys of all shapes and sizes. Though rumor has it this is a favorite hangout for rogues, that is not the case as any rogue worth his salt can open locks without a key. It is also said that one of the keys is a master key that can open any door in the palace. It's likely no one will ever know unless they are given some clue as to what the key looks like.
33. **Posh party home.** This was once the home of a socialite whose parties grew so popular that she decided to convert it into a business. Only those with invitations are allowed entrance, and each night a party of a new theme is thrown, attracting many of the community's rich and powerful with strong liners who crave diversion.
34. **Clockworks.** The business boasts hundreds of clocks, most of them functioning. Where clocks don't rest, metal cogs and spindles are mounted for further decoration. At certain times the devices create a huge cacophony that can be heard for miles.
35. **Monster refuge.** The owner is a monster that keeps its identity a secret. The staff are sympathetic and are happy to serve other, non-dangerous monsters who are hiding in the community. The back door is extra large to accommodate wide girths, a trapdoor in the roof grants access to flying customers, and the structure and furniture have been magically reinforced to bear great weight and resist various energy types.
36. **Spicy pepper.** This place only serves spicy food and strong drink. It advertises a free meal to any first-time customer who doesn't cry after taking a bite of the House Special.
37. **Yar!** A favorite hangout for pirates, the business doubles as a broker in stolen goods. Nightly bar brawls and dozens of burly sailors with anger issues keep the guard at bay, and so smuggling commerce is thriving. It is said to be a good place to find a captain who will sail where others won't or to carry cargo that others don't.
38. **Tree house II.** Druids have molded and tailored this upscale place from plants and trees to create a wondrous tree house. Towering above all other buildings, patrons can catch a breathtaking view of the area, making it a popular place for rogues and others planning urban forays. All furniture is

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shaped from living wood and plant, and many special sap- and plant-based drinks are said to convey wondrous properties to those who can afford them.

39. **Herbmaster.** The owner is a master herbalist who has applied his knowledge to creating incredible drinks and meals. Drying herbs dangle from rafters, the hearth crackles with red, blue, and green flames, and plant pots brimming with herbs decorate the main room. If one knows what to ask for, the herbmaster will concoct one of several special brews or meals said to convey near-magical effects.
40. **The place is alive.** Animated objects made into furniture and various devices serve patrons and automate many of the cooking, pouring, and cleaning tasks. While some folk are repulsed by the lack of humanity, others are drawn to the novelty and reliable service, and the place is doing a booming trade.
41. **Hunting lodge.** The heads of animals decorate the walls, showing off hundreds of successful hunting trips. These are great conversation starters, and hunters and adventurers from all over the region compete to get a worthy kill up on a wall. Exotic animal and monster heads are especially desired by the owner, who'll pay a generous bounty.
42. **Necromancer lair.** This dark, unsettling place is run by a necromancer for necromancers. If necromancy is illegal in the area, then clientele keep a low profile, with the creepy mood and atmosphere scaring regular folk away. If necromancy is permitted, then various rooms are made available for lectures, experiments, and unspeakable practices.
43. **Fast and cheap.** This small, bustling location is known for quick service and low prices. The staff are run off their feet each day, but volume is making those who don't waste their pay quite wealthy. Customers are brusquely ordered to be quick and leave fast so the ones waiting in line can be served right away.
44. **Pipe smokers.** The business specializes in patrons who enjoy smoking tobacco. Tabbac is available for sale, an impressive pipe collection adorns the walls, and the smell of pipe smoke will never leave the place. Connoisseurs gather to trade stories, sample tabbac, and relax in a staid environment. Children tend to line the windows outside and strain to hear the tales customers tell until the owner rushes outside to sweep them away.

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45. **Retired** [class]. Serving folk who made a career out of a particular skill, set of abilities, or profession, this type of place is adorned with old tools of the trade and pictures of folk plying their trade. Goods and services are named after various aspects of the class, and servers are uniformed accordingly, though in a serious, respectful way. A community might feature several such places, each specializing in a specific class (i.e., druids, warlocks, rangers), or to a grouping of similar classes (i.e., spellcasters, warriors).
46. **The gaming hall.** This place is dedicated to games of all sorts. Space has been made available for games, competitions, groups, and quiet matches. Patrons must bring their own supplies, though materials for popular activities are available for sale. At night, the business reveals a sinister face however, where death matches of various sorts are held downstairs for invitation-only, rich patrons who place exorbitant bets or who sponsor competitors.
47. **Trendy nightclub.** Closed during the day, the business opens its doors after the sun(s) retreat and the moon(s) come out. Loud entertainment keeps young folk drinking and dancing until sun-up. Complaints from neighbors seem to fall on deaf ears, and it's rumored the owner is connected to the underworld.
48. **Fake wealth.** The canny owner has decorated the place with fake gems, thinly plated gold decorations, and cheap mirror glass to create the impression of grandeur. Until recently, it was a hot spot for nobles to hob nob and party. However, once the true nature of the decor was discovered, the scandal spread quickly and the nobles party elsewhere. Now the middle class come in droves to drink, eat, and mock the nobility who formerly patronized the place.
49. **Steampunk.** Dry ice, large wall fans backlit by white light, and big pipes and plumbing with huge handwheels give this place a distinct atmosphere. Magic and illusion create a visual spectacle that draws a steady stream of young people to come, drink, and socialize.
50. **Monk's rest.** This out-of-the-way place is clean, quiet, and austere. It's simple fare and sparse furnishings turn most of the locals away, which is how the owner and his monk patrons like it. Non-monks are welcome, but they must be respectful and make little noise.

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RANDOM TAVERN/INN NAMES (GENERAL)

1	The Badge Bed & Breakfast	55	The Lady & Soup
2	The Bludgeoning Cove	56	The Beefy Gate
3	Guardian's Lair	57	The Dulled Trim
4	The Fearsome Ethereal Filcher	58	The Battered Touch Of Fatigue
5	Soldier's Slay Living	59	Yawen's True Seeing
6	The Tiedling & Geas	60	The Bralani & Sense Motive
7	The Land Hall	61	The Harp Café
8	The Toad & Big House	62	The Water Naga & Big House
9	Rascal's Forcage	63	The Lawful Cheetah
10	The Ruby Guesthouse	64	The Symbol & Dart
11	Belindra's Inn	65	The Barrel & Chain Lightning
12	The Goblin & Web	66	The Gnome & Cage
13	The Flying Horse	67	The Savage & Bat Swarm
14	Adventurer's Gunwale	68	Boatman's Mole
15	Oriel's Heal	69	Knight's Snare
16	Maid's Jetty	70	The Symbol Of Death Tavern
17	The Boatman & Bartender	71	The Hideout & Stronghold
18	The Burg & Bowline	72	Umassa's Guesthouse
19	The Port & Desecrate	73	The Cutpurse & Nest
20	The Harlot & Retriever	74	The Salty Haft
21	The Cup & Trident	75	The Bashing Eaterie
22	The Star & Spell Immunity	76	The Wizard Eye
23	Karran's Bed & Breakfast	77	The Nalfeshnee & Destrachan
24	The Nest & Jetty	78	The Acrobat & Bone
25	The Scorching Ray	79	Dancer's Resistance
26	The Perimeter Guesthouse	80	The Jester & Bread
27	The Pearl & Arson	81	The Brandished Entropic Shield
28	The Portal Inn	82	Cambree's Pike
29	The Hezrou & Astral Deva	83	Warrior's Abbey
30	The Honest Miller	84	The Stockade & Garrot
31	The Nightmare & Skull	85	The Prankster & Brand
32	The Wooden Dire Ape	86	Mauriana's Hooked Hammer
33	The Sulphur Protection From Good	87	The Split Quarter
34	The Box & Longspear	88	Ishara's Brewery
35	The Sorcerous Handspring	89	Vesta's
36	The Stirge	90	Knight's Leeward
37	The Cup & Heroes' Feast	91	Vartan's Signals
38	Boatman's Owl's Wisdom	92	The Blizzard & Obscuring Mist
39	The Dire Wolf & Ray Of Enfeeblement	93	The Labyrinth & Climb
40	The Rune & Arrows	94	The Cap & Club
41	Kona's Arrest	95	The Blur
42	The Incorporeal Repeating Crossbow	96	The Glass Orb Tavern
43	Hermit's Keel	97	The Foppish Wind Wall
44	Wanderer's Bluff	98	The Pony & Mole
45	The Labyrinth & Forceful Hand	99	The Elf & Mirror
46	The Brick	100	The Solar
47	Herald's Valley	101	The Curse Water
48	The Gruesome Triton	102	The Babau & Kick
49	Cadaewen's Bow	103	The Script
50	Vixen's Chalice	104	The Forgotten Silence
51	The Bulkhead	105	The Salt Mephit & Longsword
52	The Polar Ray Tavern	106	The Dale & Limp
53	The Port & Talon	107	The Bowline Eaterie
54	The Shattered Gold Dragon	108	The Tarrasque & Cleaver

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109	The Helpful Hero	167	Wanderer's Flame Strike
110	Mage's Throne	168	The Sprightly Behir
111	Adventurer's Stern	169	The Unknown Arrest
112	The Crock & Obscuring Mist	170	The Nest
113	The Spectral Hand Café	171	The Anvil & Trap
114	Lotheid's Longsword	172	The Vest & Cabin
115	The Gynosphinx & Continual Flame	173	The Star
116	Monk's Eyepatch	174	The Gypsy & Bridge
117	The Pier Pub	175	The Avoral & Tyrannosaurus
118	The Salty Fingers	176	The Nunchaku
119	The Janni & Dire Boar	177	The Shining Keel
120	The Missile	178	Peasant's Crystal
121	The Rainbow Pattern	179	The Thoqqua & Quarrel
122	The Devourer & Buckle	180	The Athach & Thorn
123	The Lord & Gypsy	181	Forester's Ship
124	Urchin's Leeway	182	The Belt & Robe
125	The Nightwing & Wheel	183	The Lair Restaurant
126	Handmaiden's Deep Slumber	184	The Portal & Divine Power
127	The Buckler Restaurant	185	The Friar & Jeweler
128	The Ruby & Rod	186	The Statue Tavern
129	The Frightening Court	187	The Battlement & Fang
130	Bieven's	188	Squire's Eye
131	Weaver's Dismissal	189	Adventurer's Evasion
132	The Green Hag & Chainmail	190	Friend's Spiked Gauntlet
133	Gavina's	191	The Whelp & Belt
134	Dagda's Ice Storm	192	The Slay Living Hall
135	The Unforgettable Word Of Chaos	193	The Aquatic Hold
136	The Glass	194	Priest's Biscuit
137	Tucien's Shadow Walk	195	The Frolicking Inn
138	The Tumbling Geas	196	The Bag & Resilient Sphere
139	The God & Hamatula	197	The Prober Restaurant
140	The Unseen Servant Inn	198	The Rust Monster & Spiked Chain
141	Master's Sword	199	The Fisherman Eaterie
142	Bouncer's Magic Mouth	200	The Mill & Apprentice
143	The Proud Skeleton	201	The Lake Lodge
144	The Shipwright	202	Diadra's Divine Favor
145	The Dretch & Kilt	203	The Chain Devil & Dress
146	The Crazy Arrowhawk	204	The Tattooed Anvil
147	The Whetstone & Fang	205	The Quarter Alehouse
148	The Spot Lodge	206	Elf's Earring
149	The Pearl	207	The Sanctum & Waterline
150	Zawen's Banishment	208	Egeria's Probe
151	The Nightwing & Disable Device	209	The Land & Silent Image
152	Govannon's Harm	210	Guardman's Bag
153	The Cozy Deep Slumber	211	The Destrachan & Pick
154	The Earring & Crank	212	Nidawi's Lockstep
155	Trader's Bridge	213	Hero's Sigil
156	The Hail & Shortspear	214	The Lake & Burning Hands
157	The Toad & Flask	215	The Stockade & Intimidation
158	The Palm & Chokepoint	216	The Barterer & Hellcat
159	The Mighty Dinghy	217	Kota's Cutter
160	The Key Bed & Breakfast	218	Oriel's Cure Minor Wounds
161	The Sorcerer & Hermit	219	The House & Arcane Eye
162	Agri's Pier	220	The Dale & Sounding
163	The Key & Spine	221	The Emerald Diamond
164	Nidawi's Brewery	222	The Bone & Starboard
165	The Dire Wolverine & Agent	223	Melia's
166	Alyvia's Ballista	224	Handmaiden's Staff

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225	The Native Leeward	283	Hord's Fist
226	The Donkey & Disable Device	284	Boatman's Beam
227	Vaossi's Beam	285	The Wind Walk
228	Ranger's Rune	286	The Sulphur Reverse Gravity
229	The Illusionist & Tunic	287	Edlin 's Restaurant
230	The Pseudodragon & Gate	288	Maid's Shuriken
231	The Master & Mug	289	The Boot & Draft
232	The Fort Eaterie	290	The Pirate & Lair
233	Landrea's	291	The Bat Swarm
234	Mage's Prober	292	The Knight
235	Friar's Blowgun	293	The Hippogriff & Hold
236	The Scabbard Brewery	294	The Traveling Operative
237	The Harmless Forgery	295	The Golem & Forcecage
238	The Ford & Flail	296	The Wizard & Tomb
239	The Horseman & Sail	297	The Centipede Swarm & Continual
240	The Sunburst Brewery	298	The Slammer Eaterie
241	The Sigil & Faithful Hound	299	The Throne Eaterie
242	Baron's Point	300	The Miller & Bat
243	The Temple & Dagger	301	Alyvia's Veil
244	The Woozy Frost Giant	302	Adilan's Fingers
245	Dydia's Arquebus	303	The Burned Tavern
246	Drunkard's Amulet	304	Edric's Hatch
247	The Tunic Pub	305	The Drooling Lucubration
248	The Creek & Galley	306	The Whistle & Glaive
249	Sage's Prober	307	The Eyepatch
250	Legoreth's Restaurant	308	The Helmet & Magic Circle
251	The Minotaur & Mole	309	The Singing Signals
252	The Lamp & Cloak	310	The Scoundrel Bed & Breakfast
253	Agri's Sending	311	The Drowsy Intimidation
254	The Dire Bat & Fingers	312	Barbarian's Glitterdust
255	The Burg	313	The Bluff & Current
256	Roeloth's Hammer	314	The Wasp & Symbol Of Fear
257	The Bearded Meadhall	315	The Glass Polearm
258	The Shrine & Teleport	316	The Foppish Cloak Of Chaos
259	The Rascal Lodge	317	Friend's Wine
260	The Crushing Hand	318	The Bag & Dead Drop
261	The Arrest Bed & Breakfast	319	The Midship Tavern
262	The Crypt	320	The Gnome & Log
263	The South Virgin	321	The Peaceful Staff
264	The Soup & Pike	322	The Navigator & Black Pudding
265	The Paladin & Storm	323	The Lusty Horn
266	The Dire Badger & Tiedling	324	The Sailor
267	The Crossbow	325	The Barkeep & Armorer
268	The Bouncer & Abbey	326	The Stolen Parchment
269	The Haven	327	The Azure Spot
270	The Bridge Cellar	328	The Sinister Longbow
271	The Mithril Citadel	329	King's Dimension Door
272	The Steel Missile	330	The Sapphire & Stem
273	The Invisible House	331	The Sorcerer & Forge
274	Narisa's Read Magic	332	The Safe House Café
275	The Beam	333	The Duerger & Teleport
276	Cleric's Emerald	334	The Iron Golem
277	Raoch's Stow	335	Gildan's Flood
278	The Hideout Eaterie	336	The Golem & Sail
279	The Rascal	337	The Cryohydra & Treant
280	The Fort & Locked Gauntlet	338	The Sanctum & Cure Light Wounds
281	The Balor & Rapier	339	The Valley & Stinking Cloud
282	The Glorious Inevitable	340	Witch's Box

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341	The Boot & Jetty	399	The Hungry Planetar
342	The Lair Bed & Breakfast	400	The Palm Brewery
343	The Copper Wail Of The Banshee	401	The Silver Dragon & Symbol Of Death
344	The Barmaid & Retriever	402	The Splendid Cave
345	The Gleeful Glass	403	The Olde Intimidation
346	Hakon's Brewery	404	The Aquatic Baptism
347	Harlot's Dimension Door	405	The Cloaked Crib
348	The Dungeon Alehouse	406	The Rest
349	The Spectre & Pendant	407	The Urgrosh Meadhall
350	The Keep & Scythe	408	The Tiefling & Mnemonic Enhancer
351	The Sagely Wererat	409	Attor's Balance
352	The Bison & Cutter	410	The Helmet Café
353	The Ghostly Shuriken	411	The Ravid & Aquatic Elf
354	Rascal's Creek	412	The Ranger & Pearl
355	The Cave & Magic Mirror	413	Wanderer's Transformation
356	The Treant & Cure Critical Wounds	414	The Choker & Consecrate
357	The Mug & Ethereal Jaunt	415	The Apprentice & Shrieker
358	Odriana's Dancing Lights	416	Rascal's Stockade
359	The Steel Tackle	417	The Alehouse & Vision
360	The Pin & Shatter	418	Vaossi's Antimagic Field
361	The Horn & Phase Door	419	The Lady & Tavern
362	The Pirate Eaterie	420	The Slashing Ford
363	Adventurer's Land	421	The Splendid Galley
364	The Spiked Gauntlet	422	The Half-Fiend & Dire Flail
365	Bouncer's Hollow	423	The Arcane Stone
366	The Forest Gnome	424	The Star & Line-Up
367	The Vale & Mark Of Justice	425	The Fey & Move Silently
368	The Sleep	426	The Zombie & Log
369	The Signals Lodge	427	The Cutting Steel
370	The Peasant Alehouse	428	Rascal's Leeward
371	Scoundrel's Temple	429	Bieven's Squall
372	The Gibbering Moulder & Fathom	430	Traveler's Ale
373	The Plume & Needle	431	The Rabbit Lodge
374	Bersi's Urgrosh	432	The Hanging Spiked Shield
375	The Ravid & Tail	433	Pari's Mace
376	The Queen & Mast	434	The Chock
377	The Bluff & Resistance	435	Huntress's Chair
378	Traveler's Handaxe	436	Brogan's
379	The Scales & Audible Glamer	437	The Glove & Bowline
380	Pyotr's	438	The Badger
381	The Grey Grimoire	439	The Elemental Mark Of Justice
382	The Flag	440	Cleric's Portal
383	The Evil Dire Animal	441	The Sun Shower & Crib
384	The Shadow & Eye	442	The Enchantress & Crypt
385	The Battered Forge	443	The Lake & Chock
386	Alwyn's Brewery	444	Bandit's Blight
387	The Jetty Brewery	445	The Pick & Eyebite
388	Hero's Shrine	446	The Vixen & Maiden
389	Thug's Handle	447	Laraon's Shield Of Law
390	The Valley & Poison	448	The Skirt & Protection From Evil
391	The Goddess & Crystal	449	The Springs & Cantrip
392	The Determined Guardsman	450	The Bronze Shatter
393	The Enraged Bullet	451	The Creek & Maze
394	The Forge & Fender	452	Warrior's Poleaxe
395	The Righteous Might Café	453	Goddess's Arson
396	The Forester & Temple	454	The Gnome & Crypt
397	Urchin's Goblet	455	The Astral Inn
398	Cleric's Gate	456	The Trident

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457	The Baby Chair	515	The Gray Render & Chart
458	The Remove Disease Cellar	516	The Crown & Bolas
459	Fatina's Tumble	517	The Torch & Earthquake
460	Cutthroat's Conjunction	518	The Steading & Energy Drain
461	The Magic Mouth	519	Trader's Hilt
462	The Baron & Sailor	520	The Spice & Incendiary Cloud
463	The Archer & Ankheg	521	The Kytton & Sap
464	The Unforgettable Pub	522	The Scribe & Ice Devil
465	The Flask & Quest	523	The Stirge & Timber
466	The Glove & Free Stand	524	The Grim Inn
467	Dydia's Vestment	525	The Slaughtered Burned
468	The Magic Jar Tavern	526	The Emerald Escape Artist
469	Farmer's Statue	527	The Fathom Eaterie
470	The Dusty Ambush	528	The Barmaid
471	The Sun Shower & Daylight	529	The Creek & Gaseous Form
472	The Forgotten Glass	530	The Soldier & Bartender
473	The Cutlass Tavern	531	The Tail & Symbol Of Sleep
474	The Jeweler & Diamond	532	The Shrine & Air Walk
475	The Gunwale Brewery	533	The Animal & Coin
476	The Dagger Lodge	534	The Crock & Spider Climb
477	The Edge	535	The Razor Boar & Piling
478	The Stranger Brewery	536	The Beefy Cleric
479	Acrobat's Scale Mail	537	The Rope Restaurant
480	Mercenary's Quarrel	538	The Conjunction
481	The Greatsword	539	The Skum & Horned Devil
482	Barmaid's Whip	540	Knave's Staff
483	The Dismissal Guesthouse	541	The Sad Signals
484	Lord's Citadel	542	The Bearing Brewery
485	The Obscuring Mist	543	The Frozen Citadel
486	Rabican's Shortspear	544	The Giant Squid & Reptile
487	The Head Meadhall	545	The Forge & Sleight Of Hand
488	Prankster's Ethereal Jaunt	546	Derrin's
489	The Celestial Creature & Razor	547	Cooper's Keep
490	The Manor & Quarter	548	The Frightening Current
491	The Air Elemental & Whetstone	549	The Manor & Arrows
492	The Soul Bind Alehouse	550	The Shambling Mound & Window
493	Beggar's Ford	551	The Plane Shift Cellar
494	The Roc & Freezing Sphere	552	Tinker's Regenerate
495	Rascal's False Life	553	The Polearm Cellar
496	The Mug & Crib	554	The Head & Fork
497	The Burned Inn	555	The Spine
498	The Dazzling Prober	556	The Duergar & Quest
499	The Nixie & Telekinesis	557	The Saber Bed & Breakfast
500	The Dirty Deathwatch	558	The Plume & Scorching Ray
501	The Blue Prober	559	The Babau & Sigil
502	The Locked Gauntlet Eaterie	560	Scoundrel's Resurrection
503	The Fire Beetle & Half-Elf	561	The Cauchemar & Steam Mephit
504	The Storm Bed & Breakfast	562	Galan's Inn
505	The Glove & Crushing Hand	563	The Camel & Shortspear
506	The Rest & Wake	564	The Fog & Scimitar
507	The Cup & Dire Flail	565	The Signals
508	Witch's Wake	566	The Rumbling Vampire
509	The Goddess & Flint	567	The Mule & Partisan
510	The Bottle Tavern	568	The Animated Object & Eagle
511	The Whale & Antimagic Field	569	The Doom Cellar
512	The Gleeful Tower	570	The Earring
513	The Goddess & Miller	571	The Mummy Lord & Secret Page
514	The Rowdy Roc	572	The Warrant Brewery

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573	The Rhinoceros	631	Beggar's Silence
574	The Geas Hall	632	The Topsides Eaterie
575	The Weaver Alehouse	633	The Fungus & Cure Moderate Wounds
576	The Weary Troglodyte	634	The Symbol Of Death
577	The Virtuous Evasion	635	The Log Lodge
578	Peasant's Longsword	636	The Vixen & Earring
579	The Citadel & False Life	637	Koali's Dinghy
580	Kota's Ambush	638	The Salty Implosion
581	The Hill & Burned	639	The Domain & Ship
582	The Hungry Sleet Storm	640	The Enchanted Giant
583	The Quarterstaff Guesthouse	641	Lodica's Knot
584	The Tail & Stem	642	The Apprentice Pub
585	The Ogre Mage & Piling	643	The Wench & Friar
586	The Priest & Master	644	The Humble Yaw
587	Shipwright's Coin	645	Bartender's Scroll Tube
588	Barterer's Den	646	The High Goblinoid
589	The Blur Guesthouse	647	The Devourer & Cloak
590	The Web Café	648	The Owl's Wisdom Meadhall
591	The Chaotic Alehouse	649	The Steam Mephit & Rope
592	Olinda's Deeper Darkness	650	The Sheath Pub
593	The House & Bear's Endurance	651	The Elasmosaurus & Eyepatch
594	Enchantress's Whetstone	652	The Lazy Helmet
595	Cadedri's Defector	653	Micolai's Warrant
596	Lotheidr's Cantrip	654	The Fog & Anchor
597	Deogol's Cellar	655	Yiran's Spell Resistance
598	Guard's Divine Favor	656	The Rogue & Glibbering Mouter
599	The Tojanida & Dagger	657	Shurik's Pub
600	The Grim Ogre	658	Enchantress's Flame Strike
601	The Elemental & Crib	659	The Barbarian Guesthouse
602	The Pole Brewery	660	The Key & Arson
603	The Divination	661	The Augmented Gladiator
604	The Hall & Unhallow	662	The Singing Turquoise
605	The Dancing Pirate	663	The Falls Tavern
606	Torr's Secure Shelter	664	The Gruesome Coin
607	The Aberration	665	The Freeboard
608	King's Wizard Lock	666	The Bolas Café
609	The Window	667	The Protection From Good Cellar
610	Astalella's Quarter	668	The Bandit & Nalfeshnee
611	The Chock Café	669	Micolai's Darkness
612	The Skeleton	670	Sorcerer's Burg
613	The Mount & Arquebus	671	The Palace & Climb
614	Halfing's Wake	672	The Spice & Mace
615	The Lord	673	The Peasant Inn
616	The Naga & Open Lock	674	Pyotr's Waterline
617	The Cabin Meadhall	675	The Peaceful Monkey
618	The Operative Bed & Breakfast	676	The Sanctum & Ice Storm
619	Scribe's Tumble	677	The Flask & Chalice
620	The Stinging Piling	678	The Bugbear & Sword
621	The Dire Badger & Mead	679	Thug's Den
622	The Enchanted Winter Wolf	680	The Arrowhawk & Statue
623	The Rest & Bow	681	The Ornate Hill
624	The Stockade & Heal	682	The Dire Boar & Flask
625	Lady's Rod	683	The Nest & Whip
626	The Stockade & Arson	684	The Silly Stow
627	The Pyrohydra & Mast	685	Vaossi's Pole
628	The Lazy Warrior	686	The Wall Of Stone Bed & Breakfast
629	The Steam Mephit & Deep Dwarf	687	The Gray Elf & Disguise
630	The Huntress & Cap	688	The Clay Golem

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689	The Fort & Poleaxe	747	The Sword
690	The Skull & Tiller	748	The Mountain Dwarf
691	The Dire Lion	749	The Buckler & Ambush
692	The Mug & Snare	750	The Abbey Lodge
693	The Ladder & Obscuring Mist	751	Baron's Arrows
694	The Veil	752	The Pouch & Agent
695	The Mount Cellar	753	The Mill & Hunt
696	The Sigil Restaurant	754	The Buckler & Symbol Of Stunning
697	The Landing & Open Lock	755	The Spinning Lake
698	The Misty Tapestry	756	The Vest & Banger
699	Carpenter's Magic Circle	757	Priest's Scuppers
700	The Scroll Eaterie	758	The Limp Eaterie
701	The Waif & Creek	759	The Wall Of Force
702	The Air Elemental & Ship	760	The Merchant & Friar
703	The Salty Sailor	761	The Sahuagin & Sheath
704	The Creek & Hooked Hammer	762	The Split Rapture
705	The Citadel Alehouse	763	The Enchanter & Symbol
706	The Chair & Crib	764	The Tiger
707	The Shifty Plane Shift	765	Muriel's Inn
708	The Grimlock & Cudgel	766	Nerine's Eye
709	The Bearded Merchant	767	Fyren's
710	The Harlot & Urn	768	The Bashing Spike
711	The Maze Tavern	769	The Clay Golem & Hunt
712	The Cold & Pile	770	The Red Dragon & Spiked Shield
713	The Tornado	771	The Shining Crock
714	The Torch & Ballista	772	The Razor Boar
715	The Inn & Garrot	773	The Jeweler & Cap
716	The Gold Brand	774	The Pony & Horn
717	The Pendant & Morningstar	775	The Vermin & Wake
718	The Crock & Cannon	776	The Polished Bear's Endurance
719	The Rookery & Needle	777	The Pier Lodge
720	The Vrock	778	Lotheid's Bed & Breakfast
721	Edric's True Seeing	779	The Osylth & Green Dragon
722	Traveler's Battleaxe	780	Guardian's Slay Living
723	Mora's Helm	781	Goddess's Castle
724	The Ivory Fire Charm	782	The Chair & Dinghy
725	The Disguise	783	Trymman's Transom
726	The Rookery & Handaxe	784	The Handmaiden & Behir
727	The Scribe & Phasm	785	The Mount & Energy Drain
728	Bersi's	786	Witch's Bluff
729	The Wraith & Warrant	787	Ferragol's Phase Door
730	The Defector Tavern	788	The Pilgrim Restaurant
731	The Native Boss	789	Forester's Leeway
732	Chanti's Inn	790	The Mirror
733	Sunita's Meadhall	791	The Mace Guesthouse
734	The Perimeter	792	The Lake & Balance
735	Hord's Guisarme	793	The Enchanter
736	The Earring & Quarrel	794	The Priestess & Key
737	Cleric's Guisarme	795	The Dusty Eaterie
738	The Hideout & Arrow	796	Govannon's Restaurant
739	Onua's	797	The Barbazu & Fang
740	The Brigand & Goblin	798	The Broken Pub
741	The High Cup	799	The Merfolk & Blade Barrier
742	The Stockade & Gunwale	800	The Statue Bed & Breakfast
743	The Hermit	801	The Spike & Shield Of Faith
744	The Valley	802	Dancer's Wind Wall
745	The Mug & Beam	803	The Gladiator & Boot
746	The Battlement & Symbol Of Fear	804	The Spell & Meteor Swarm

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805	The Bashful Rope Trick	863	The Line-Up Tavern
806	The Hermit & Maze	864	The Weary Read Magic
807	The Copper Dragon & Tendriculos	865	The Bolt
808	The In The Black	866	The Soldier
809	Sunita's Double Axe	867	Kaelyn's Perimeter
810	The Wine Bed & Breakfast	868	The Steam Mephit & Flesh Golem
811	The Mule & Gunwale	869	The Hideout & Flail
812	The Olde Restaurant	870	The Unremarkable Wizard Mark
813	The Fort Pub	871	The Roc & Vase
814	The Gladiator & Stew	872	The Virgin & Torch
815	The Tumbling Flail	873	The Fire Trap
816	The Flash Hall	874	The Empty Disguise
817	The Buckler	875	The Divine Power Meadhall
818	The Fearsome Phase Door	876	The Traveler & Sea Hag
819	The Barkeep & Water Mephit	877	The Nest & Glitterdust
820	Yiran's Climb	878	The Sigil & Conspiracy
821	The Blade	879	The Magma Mephit & Purple Worm
822	The Cloak	880	Brenna's Plane Shift
823	Agrin's Bed & Breakfast	881	The Fabulous Tavern
824	The Scarlet Priestess	882	The Dreaming Crypt
825	The Stinking Cloud Pub	883	The Babau & Goblet
826	The Emerald & Glass Orb	884	The Shrew & Mage
827	Paladin's Forbiddance	885	The Scribe & Spirits
828	The Fort & Gunwale	886	The Diamond Balance
829	The Forbidden Barmaid	887	The Mirthful Helmet
830	Santio's Magic Stone	888	The Spot
831	The Climb Café	889	The Zone Of Truth
832	The Vision Inn	890	The Hook Meadhall
833	The Tackle Cellar	891	The Battlement & Heavy Crossbow
834	Laromald's Fang	892	Ranger's Valley
835	The Furious Ghost Sound	893	The Land & Seaworthy
836	The Ewer & Warhammer	894	The Emerald Hermit
837	The Kama	895	The Hapless Chalice
838	The Bolt Alehouse	896	The Grimoire
839	The Falconer & Fort	897	The Ghaele & Troglodyte
840	Shipwright's Dungeon	898	The Blasphemy Hall
841	Elf's Flood	899	The Banger
842	The Allip & Skirt	900	The Spell & Quarter
843	The Augmented Axe	901	Monk's Hook
844	The Dire Animal & Mooring	902	Prince's Garnet
845	The Helpful Fathom	903	The Jester & Pin
846	The River	904	The Bumbling Lycanthrope
847	The Refuge Café	905	The Lake & Secret Page
848	The Bowman	906	The Wood & Scuppers
849	The Confused Banner	907	The Boss Pub
850	The Gladiator & Shrieker	908	The Cleric & Flag
851	The Djinni & Arson	909	The Slaughtered Magic Jar
852	Lodica's Flame Strike	910	The Flail
853	The Frustrated Boss	911	Urchin's Banishment
854	The Lock Picks & Knot	912	The Dolphin Lodge
855	The Horse	913	The Labyrinth & Knife
856	The Chest & Midship	914	The Dangerous Sanctuary
857	The Tavern Bed & Breakfast	915	The Bread & Obscuring Mist
858	The Ghoul & Sunburst	916	Oleg's
859	The Snare Tavern	917	The Weary Cantrip
860	Cutpurse's Buckle	918	The Singing Meadhall
861	The Kilt & Dock	919	The Citadel & Rope
862	Torsten's Haft	920	The Magmin & Flask

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921	The Brass Navigator	979	The Candle Restaurant
922	The Thug & Throne	980	Jaden's Arrows
923	The Mace	981	The Lawful Transom
924	The Salt Mephit & Headway	982	The Extraplanar Domain
925	Harek's	983	The Dire Badger & Roper
926	The Quasit & Forgery	984	The Eye & Scrying
927	The Lost Alehouse	985	The Crushing Despair Pub
928	The Mummy Lord & Bow	986	The Monitor Lizard & Port
929	The Incendiary Cloud	987	Ranger's River
930	The Thug & Illusionist	988	The Cap & Wind Walk
931	The Rude Scimitar	989	Landailyn's Trap The Soul
932	The Reverse Gravity Meadhall	990	Paladin's Amulet
933	Adalind's Freeboard	991	The Rude Hitch
934	Helinda's Kama	992	The Hapless Demon
935	The Journeyman & Sphinx	993	The Hoist Bed & Breakfast
936	The Creek Café	994	The Unknown Black Dragon
937	The Shield Guardian & Orb	995	The Garnet & Boat Hook
938	The Peasant & Bridge	996	Wanderer's Light
939	The Geas Alehouse	997	The Thief & Adventurer
940	The Construct & Dolphin	998	Rabican's Dock
941	The Ancient Basilisk	999	Queen's Cloak
942	The Crazy Hyena	1000	The Keep & Hoist
943	The Clever Restaurant	1001	The Sequester
944	Mendal's	1002	The Weasel & Leeway
945	Attor's	1003	The Miller & Glasses
946	The South Planar Ally	1004	Hero's Boat Hook
947	The Spike Café	1005	Cavia's Blind
948	The Scare Brewery	1006	The White Marut
949	The Animal & Sigil	1007	Kona's Helping Hand
950	The Cutter Alehouse	1008	Peasant's Sending
951	The Bartender & Cooper	1009	Penrith's Irresistible Dance
952	The Star Tavern	1010	The Magical Beast & Brick
953	The View Guesthouse	1011	The Whelp Pub
954	The Phase Spider & Prayer	1012	The Ghost & Ladder
955	The Vengeful Fauchard	1013	The Vest Bed & Breakfast
956	Sailor's Leeway	1014	Priestess's Mill
957	The Amazing Barkeep	1015	Sorcerer's Disable Device
958	The West Boatman	1016	The Gasping Spiked Chain
959	The Ruby Boss	1017	The Rast
960	Tamar's Magic Mouth	1018	The Thoughtless Hero
961	The Fabulous Hull	1019	The Weeping Spear
962	The Lamia & Rope Trick	1020	The Eye & Stern
963	The War Pony & Bona Fides	1021	The Frolicking Toad
964	Beggar's Whispering Wind	1022	The Ghost Restaurant
965	The Handmaiden & Virgin	1023	The Earth Elemental & Bridge
966	The Unremarkable Magma Mephit	1024	Rabican's Cellar
967	Wanderer's Wail Of The Banshee	1025	Nidawi's Transformation
968	The Dullied Orb	1026	The Shrew & Barterer
969	The Lord Bed & Breakfast	1027	Lar's Flood
970	The Gladiator & Giant	1028	The Baby Sense Motive
971	The Mount & Javelin	1029	The Tower Tavern
972	The Grey Tavern	1030	The Lawful Fog Cloud
973	The Maze & Shield Of Law	1031	The Tin Steading
974	The Rabbit Eaterie	1032	The Shining Alehouse
975	The Gate & Expeditious Retreat	1033	The Wench Bed & Breakfast
976	The Ogre Mage	1034	The Barbarian & Shrine
977	The Friend & Owl	1035	The Tankard & Cloudkill
978	The Palace & Stronghold	1036	Gladiator's Tooth

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1037	The Thirsty Hall	1095	The Skull & Veil
1038	The Hefty Jetty	1096	Plowman's Symbol Of Persuasion
1039	The Charming Camel	1097	The Dancer & Yeth Hound
1040	Agatha's Leeward	1098	The Sea Cat & Roper
1041	The Glass Bullet	1099	The Alehouse & Haft
1042	The Mystic Scuppers	1100	The Vault & Virtue
1043	The Jeweler & Ewer	1101	The Boatman & Giant
1044	The Ice Devil & Ambush	1102	Guard's Prisoner
1045	The Heavy Sending	1103	The Locate Object Hall
1046	The Greedy Broadsword	1104	The Bitter Crib
1047	The Helpful Tooth	1105	Lady's Bona Fides
1048	The Brandished Burned	1106	The Gypsy
1049	The Aquatic Morningstar	1107	Hunter's Valley
1050	The Rust Monster & Spice	1108	The Gypsy & Bodak
1051	The Fender Meadhall	1109	Lodica's Lightning Bolt
1052	The Bone & Seaworthy	1110	The Fire Trap Inn
1053	Baron's Vampiric Touch	1111	The Ford Eaterie
1054	Navigator's Rapture	1112	Lady's Magic Jar
1055	The Hippogriff & Krenshar	1113	Eryke's Conspiracy
1056	The Stool & Stinking Cloud	1114	The Manor
1057	The Ravid & Merrow	1115	The Crock Bed & Breakfast
1058	The Citadel & Ethereal Jaunt	1116	The Knave & Pearl
1059	The Lead Mace	1117	Megenlind's Inn
1060	The Misty Resistance	1118	The Imp & Dock
1061	The Mead Bed & Breakfast	1119	The Wail Of The Banshee
1062	The Weasel & Dead Drop	1120	The Porpoise & Bear's Endurance
1063	Bartender's Quarrel	1121	The Ice Mephit & Kick
1064	The Bracer & Eye	1122	The Jovial Defector
1065	Fredek's Mending	1123	The Cave & Gangway
1066	The Honorable Gate	1124	Kira's Eagle's Splendor
1067	The Stone Shape	1125	Rabican's Pile
1068	The Crest Hall	1126	The Shrine Restaurant
1069	The Knight Guesthouse	1127	The Fearsome Sapphire
1070	Edric's Spell Resistance	1128	The Brigand
1071	The Warrior	1129	The Eye & Vampiric Touch
1072	The Rascal & Bowman	1130	The Soup & Sling
1073	Baron's Staff	1131	The Hidden True Seeing
1074	Hermit's Free Stand	1132	The Lake & Mending
1075	The Paladin & Lantern	1133	The Hawk & Dinosaur
1076	The Sulphur Bowline	1134	Micolai's Quest
1077	The Waif & Fungus	1135	The Illusionist & Gray Render
1078	The Blizzard Hall	1136	Lander's Log
1079	The Red Chest	1137	The Brand & Pile
1080	The Weretiger & Fluke	1138	The Red Valley
1081	Horseman's Tiller	1139	The Den & Air Walk
1082	The Frost & Intimidation	1140	The Broadsword
1083	The Reptile & Implosion	1141	The Amazing Burg
1084	The Broken Quarterstaff	1142	Horseman's Contagion
1085	The Tomb & Dolphin	1143	The Throne
1086	The Hurricane & Scuppers	1144	The Chaotic Cure Minor Wounds
1087	The Salt Prying Eyes	1145	The Cyclone & Shuriken
1088	Tinker's Disable Device	1146	The Hobgoblin & Free Stand
1089	The Prancing Hellwasp Swarm	1147	The Cleric & Tomb
1090	Karayan's Restaurant	1148	The New-Forged Ant
1091	The Slammer	1149	The Drow & Glove
1092	The Balor & Stone Giant	1150	Cavia's Stem
1093	The Rusty Insect Plague	1151	The Binding Alehouse
1094	Maid's Inn	1152	The Vale & Deathwatch

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1153	Skapti's Probe	1211	The Sneezing Giant
1154	The Lizard & Dire Weasel	1212	The Wandering Escape Artist
1155	Fisherman's Geas	1213	The Adult Cure Minor Wounds
1156	Enchantress's Spirits	1214	Tamar's Rapier
1157	The Sapphire & Divination	1215	The Soldier & Sheath
1158	The Behir & Mask	1216	The Temple Eaterie
1159	The Ravid & Chest	1217	The Cat's Grace Eaterie
1160	The Jewel & Geas	1218	The Guard Inn
1161	The Honest Thoqqua	1219	Hedin's Spot
1162	The Duergar & Shocker Lizard	1220	The Diamond Bona Fides
1163	The Nightcrawler & Irresistible Dance	1221	The Bearing Bed & Breakfast
1164	Halfling's Broadsword	1222	The Eye
1165	Fool's Cure Serious Wounds	1223	Fredek's Meadhall
1166	The Keep Pub	1224	The Clout Tavern
1167	The Fathom Guesthouse	1225	The Cold Case Pub
1168	The Sunless Sword	1226	The Whelp & Undead
1169	Cooper's Point	1227	The Elf Pub
1170	Yazdan's Stow	1228	The Magic Jar Restaurant
1171	The Snare	1229	The Manor & Mancatcher
1172	The Spellbook & Geas	1230	The Hatch
1173	The Barrel Lodge	1231	Falmrinth's Longspear
1174	The Lightning Bolt Café	1232	Yiran's Pub
1175	The Scale Mail Cellar	1233	The Apprentice & Rose
1176	The Big House Lodge	1234	Nagvar's Lodge
1177	Jaden's Brick	1235	The Scythe Restaurant
1178	The Tallfellow Halfling & Kolyarut	1236	Friar's Move Silently
1179	The Ranseur	1237	The Candle & Infraction
1180	The Cyclone & Operative	1238	The Gauntlet Inn
1181	The Creek & Trim	1239	The Basilisk & Lacedon
1182	The Kapoacinth & Hydra	1240	The Prismatic Sphere Inn
1183	The Tattooed Abbey	1241	The Guardian Café
1184	The Necklace & Disjunction	1242	The Tail Alehouse
1185	Tylwyth's Bow	1243	The Anvil & Knock
1186	The Cauchemar & Disguise	1244	Armorer's Jewel
1187	The Divination Alehouse	1245	The Festive Biscuit
1188	The Court Eaterie	1246	The Park & Grasping Hand
1189	Hero's Citadel	1247	The Fang
1190	The Friend & Mimic	1248	The Chair & Jib
1191	The Flask & Storm Of Vengeance	1249	Highwayman's Sanctum
1192	The Galley Brewery	1250	Flouerana's Mancatcher
1193	Avenal's	1251	The Ugrish Bed & Breakfast
1194	The Rowdy Symbol Of Stunning	1252	The Foppish Stone Shape
1195	Archer's Cove	1253	The Eye Cellar
1196	The Handmaiden & Landing	1254	The Pick & Bow
1197	The Xill & Bolts	1255	The Dagger Cellar
1198	The Pick & Blade	1256	The Wood & Rainbow Pattern
1199	The Bowman & Labyrinth	1257	The Ooze & Spike
1200	Odlenda's Spell	1258	The Seaworthy Inn
1201	The Basilisk & Wizard Eye	1259	Fisherman's Flask
1202	The Lady & Crystal	1260	The Svifneblin & Blowgun
1203	Shipwright's Wagon	1261	Thalem's Chart
1204	Bartender's Bullet	1262	The Parchment Lodge
1205	The Ant & Insect Plague	1263	Lypilla's Tiny Hut
1206	Witch's Ambush	1264	The Jester & Fort
1207	Shipwright's Fog	1265	The Jetty Lodge
1208	The Dancer & Pin	1266	The Bison & Scourge
1209	The Jade Inn	1267	Narisa's Shadow Walk
1210	The Brick Restaurant	1268	The Nalfeshnee & Bauble

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1269	The Vest Meadhall	1327	Muriel's
1270	The Rampant Eaterie	1328	The Titan & Magic Circle
1271	The Stem Pub	1329	The Mask & Waraxe
1272	The Roc & Window	1330	Journeyman's False Life
1273	The Hatchet Inn	1331	The Crown & Remove Disease
1274	The Spoon & Bounce	1332	The Assassin Vine & Planetouched
1275	The Field & Hallow	1333	The Midship Lodge
1276	The Giant Owl & Gauntlet	1334	The Aranea & Ballista
1277	Thord's Restaurant	1335	Galan's Whip
1278	The Ville & Lockstep	1336	Urchin's Gate
1279	The Doom Guesthouse	1337	The Trap
1280	The Scare Guesthouse	1338	The Land & Flag
1281	The Garrot Guesthouse	1339	The Pint Bed & Breakfast
1282	The Vault & Lockstep	1340	The Pile Hall
1283	The Ethereal Filcher & Hatch	1341	The Silver Pub
1284	The Contented Table	1342	Journeyman's Storm Of Vengeance
1285	The Bronze Dire Ape	1343	The Gruesome Bulkhead
1286	The West Cloak	1344	The Sleeping Crib
1287	Peasant's Hooked Hammer	1345	Hord's Dagger
1288	The Bread & Dismissal	1346	The Disappearing Cantrip
1289	The Fool & Bridge	1347	The Prancing Prisoner
1290	Shipwright's Whip	1348	The Chuckling Ghoul Touch
1291	The Manor & Dead Drop	1349	The Battleaxe Lodge
1292	The Virtue Inn	1350	The Remarkable Clout
1293	The Glorious Chainmail	1351	Adryn's Restaurant
1294	The Abbey Meadhall	1352	The Tavern & Cabin
1295	The Lake & Chalice	1353	The Woozy Shaft
1296	The Sense Motive	1354	The Sanctum & Spiked Chain
1297	The Handmaiden & Spell	1355	The Iron Body Cellar
1298	Waif's Labyrinth	1356	The Lion & Bulette
1299	The Hail	1357	The Falls & Boat Hook
1300	The Stockade & Fingers	1358	The Azure Hall
1301	The Osyluth & Tapestry	1359	The Forge & Animate Dead
1302	Preni's Holy Aura	1360	The Spell & Tooth
1303	The Cage & Crib	1361	The Jester & Ville
1304	The Tomb & Perimeter	1362	The Eyepatch Meadhall
1305	Torr's Remove Curse	1363	The Rusty Café
1306	Hermit's Trap	1364	The Shrew & Forge
1307	The Stone & Rage	1365	The Eagle's Splendor Restaurant
1308	The Flaming Megaraptor	1366	The Cloak & Bastard Sword
1309	The Baron & Gauntlet	1367	Giant's Perimeter
1310	The Cleric & Springs	1368	The Gnome & Lamia
1311	The Steam Mephit	1369	The Girallon & Retriever
1312	The Flag & Spike	1370	The Throne & Freeboard
1313	Gildan's Jib	1371	The Longspear
1314	Prince's Irresistible Dance	1372	The Whelp & Doppelganger
1315	The Bluff & Telekinesis	1373	The Amazing Bread
1316	Hermit's Finesse	1374	The Squall Hall
1317	The Vase & Lockstep	1375	The Dulled Water Breathing
1318	The Skirt & Chain Lightning	1376	The Black Pole
1319	Brogan's False Vision	1377	Bersi's Flare
1320	Nidawi's Moment Of Prescience	1378	The Porpoise & Gangway
1321	The Vrock & Halberd	1379	The Javelin Alehouse
1322	The Sorcerer & Tomb	1380	The Bread & Refuge
1323	The Neutral Time Stop	1381	The Avenging Bearing
1324	Knight's Obscuring Mist	1382	The Sail & Gaseous Form
1325	The Waif & Manticore	1383	The Dire Ape & Glass Orb
1326	Drunkard's Hatch	1384	The Dale & Seaworthy

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1385	Nidawi's Lodge	1443	The Tower & Sepia Snake Sigil
1386	The Polar Bear & Arrest	1444	The Ladder & Pyrotechnics
1387	The Cold & Spell	1445	Boatman's Lockstep
1388	The Barkeep & River	1446	The Topsides Tavern
1389	The Horse & Haft	1447	The Crown & Righteous Might
1390	The Knave & God	1448	The Stalwart Magma Mephit
1391	The Grick & Cutter	1449	The Sorcerer Café
1392	Vaossi's Brewery	1450	Alchemist's Jade
1393	The Buckle & Mallet	1451	The Witch & Table
1394	Siveth's Hitch	1452	The Hezrou & Siangham
1395	The Shrine & Talon	1453	The Air Mephit & Timber
1396	The Manor Lodge	1454	Stranger's Prismatic Spray
1397	The Blasphemy Pub	1455	The Mirthful Scorching Ray
1398	The Jewel & Trident	1456	The Keg & Cantrip
1399	The Crazy Rest	1457	Mirardol's
1400	The Soup & Righteous Might	1458	The Haven & Topsides
1401	The Shifty Winter Wolf	1459	The Silver Digester
1402	The Dire Bear & Fire Trap	1460	The Park & Irresistible Dance
1403	The Nixie & Safe House	1461	The Steading & Scimitar
1404	The Astral Eagle's Splendor	1462	Hunter's Starboard
1405	The Solar & Tumble	1463	Alchemist's Tornado
1406	The Barkeep Eaterie	1464	The Missing Girallon
1407	The Potion & Arson	1465	The Den & Battleaxe
1408	The Window & Stone	1466	Alyvia's Hook
1409	The Gnome & Silent Image	1467	The Stockade & Hide
1410	The Grim Deep Slumber	1468	The Leeway Meadhall
1411	Thief's Yaw	1469	Horseman's Stockade
1412	Paladin's Doom	1470	Stranger's Needle
1413	The Clever Scrying	1471	The Traveler & Palace
1414	The Furious Light	1472	The Dwarf
1415	The Implosion	1473	The Bralani & Spoon
1416	The Frolicking Abbey	1474	The Missing Meadhall
1417	The Head Brewery	1475	Koali's Cure Serious Wounds
1418	The Frost & Pier	1476	Monk's Cold Case
1419	The Haven & Needle	1477	The Singing Bed & Breakfast
1420	Plowman's Dictum	1478	Theдела's Café
1421	The Rakish Deck	1479	The Barmale Alehouse
1422	Scribe's Gangway	1480	The Nunchaku Pub
1423	Barterer's Mace	1481	The Ghaele & Boar
1424	The Field & Tide	1482	Merchant's Freeboard
1425	The Battering Curse Water	1483	The Ville & Hooked Hammer
1426	The Tojanida & Anvil	1484	The Titan & Key
1427	The Haven & Leeway	1485	The Bolt Lodge
1428	The Mummy Lord	1486	The Glove Bed & Breakfast
1429	The Pixie & Window	1487	Barkeep's Continual Flame
1430	The Hall & Sounding	1488	The Peasant
1431	The Adult Spiked Shield	1489	The Beefy Warrant
1432	The Cyclone & Daylight	1490	The Arcane Bridge
1433	The Regenerate	1491	The Swirling Wind Walk
1434	The Knight & Camel	1492	The Box & Daylight
1435	Radella's Spine	1493	The Catapult Pub
1436	Tinker's Quarterstaff	1494	The Restoration Hall
1437	The Prying Eyes Cellar	1495	The Jester & Labyrinth
1438	The Iron Brewery	1496	The Ancient Gauntlet
1439	The Paladin & Cove	1497	The Hurricane & Sai
1440	The Fathom Hall	1498	Archer's Free Stand
1441	The Half-Celestial & Hide	1499	The Hill & Forbiddance
1442	The Astral Deva & Window	1500	The Lawful Spike

INNS, TAVERNS & RESTAURANTS

1501	The Majestic Inn	1559	The Tower & Piling
1502	The Monkey & Mark Of Justice	1560	The Bridge Bed & Breakfast
1503	Agreri's Trap	1561	Brenn's Headway
1504	The Monk & Drunkard	1562	The Sun Shower & Probe
1505	The Dire Ape	1563	The Golden Eaterie
1506	Journeyman's Court	1564	Alchemist's Sounding
1507	The Air Mephit & Standard	1565	The Cold Case
1508	The Tired Chill Touch	1566	The Red Dragon & Skirt
1509	The Troglodyte & Enchanted Weapon	1567	The Sailor Cellar
1510	The Honorable Bed & Breakfast	1568	The Vest & Axe
1511	The Landing & Prismatic Wall	1569	The Squall Inn
1512	The Cave	1570	The Vulgar Symbol Of Insanity
1513	The Mirror Image Café	1571	The Spinning Stew
1514	The Hitch	1572	The Mead & Balance
1515	The Rookery & Phantom Trap	1573	The Kolyarut & Mug
1516	The Horned Devil & Longspear	1574	Edlin's Sound Burst
1517	The Delver & Yaw	1575	Warrior's Prober
1518	The Wereboar & Crock	1576	The Gelugon & Tinder
1519	Miller's Sling	1577	Thalem's Shield Other
1520	The Dimensional Anchor Cellar	1578	Odlenda's Knock
1521	The Dragonne & Wall Of Stone	1579	The Wanderer & Ruby
1522	The Thoqqua	1580	Megenlind's Hook
1523	Highwayman's Bracer	1581	Squire's Gate
1524	Bersi's Meteor Swarm	1582	The Scales
1525	The Watery Partisan	1583	The Behir & Harp
1526	The Chaotic Inn	1584	The Ruby & Bullet
1527	The Gloves & Symbol Of Pain	1585	The Chain Devil & Energy Drain
1528	Barmaid's Wine	1586	Prendar's
1529	The Salty Fathom	1587	The Earth Elemental & Finesse
1530	Mora's Hall	1588	The Watery Bulkhead
1531	Lander's Scorching Ray	1589	The Sail & Shatter
1532	Dagda's Prisoner	1590	The Rose & Faithful Hound
1533	The Lillend	1591	The Goddess & Fisherman
1534	Forester's Cookhouse	1592	The Landing Restaurant
1535	The Scales & Spell	1593	Carpenter's Broadsword
1536	The Breastplate & Scythe	1594	The Guardian & Springs
1537	The Crib Bed & Breakfast	1595	The Modest Hunter
1538	The Pearl & Chalice	1596	The Steading Pub
1539	The Herald & Winter Wolf	1597	The Snoring Stern
1540	The Cooper & Rookery	1598	Fool's Phantom Trap
1541	The Skirt & Overboard	1599	Pyotr's Nightmare
1542	The Blazing Rope	1600	The Shatter Guesthouse
1543	The Swaying Shadow Mastiff	1601	Koali's Dead Drop
1544	Onua's Haft	1602	The Glyph Of Warding Lodge
1545	The Biting Lesser Geas	1603	The Huntress
1546	The Barrel	1604	The Badge Restaurant
1547	The Chest & Banishment	1605	The Sapphire & Shield Of Law
1548	Hero's Starboard	1606	The Weathered Wine
1549	The Scabbard & Dagger	1607	The Bone & Leeway
1550	Harek's Quarter	1608	The Flash Meadhall
1551	Priestess's Globe Of Invulnerability	1609	The Sleight Of Hand
1552	The Spinning Sling	1610	The Enraged Black Dragon
1553	The Club	1611	Egeria's Mace
1554	The Invisible Fingers	1612	The Vase & Gangway
1555	The Zealous Monkey	1613	The Stranger & Apprentice
1556	The Lady & Table	1614	The Wereboar & Sail
1557	The Gate & Port	1615	The Hunter Cellar
1558	The Bearded Devil & Cudgel	1616	The Citadel & Scuppers

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1617	The Beggar Cellar	1675	The Dark Naga & Trap The Soul
1618	The Blue Dragon & Cloak Of Chaos	1676	The Wandering Cellar
1619	The Knave Hall	1677	The Air Walk
1620	The Banner Tavern	1678	The Baboon & Hook
1621	Hakon's Animate Dead	1679	The Rune & Dinghy
1622	Iana's Hatch	1680	The Rascal & Dragon
1623	Sarea's Wake	1681	The Sinister Green Hag
1624	The Alchemist & Standard	1682	The Soul Bind
1625	The Annis & Earth	1683	Athelstan's Touch Of Idiocy
1626	Merchant's Unhallow	1684	The Blasphemy Tavern
1627	The Illusionist & Planetar	1685	The Piling Brewery
1628	The Hallow	1686	The Wood & Hitch
1629	Highwayman's Cloak	1687	The Dire Lion & In The Black
1630	Alwyn's Whip	1688	Attor's Hide In Plain Sight
1631	The Chalice Lodge	1689	The Mask & Longbow
1632	Nordrada's Anchor	1690	The View & Quarrel
1633	Prince's Sanctuary	1691	The Heavy Crossbow Tavern
1634	The Urchin & Nixie	1692	Child's Intimidation
1635	The Overboard Café	1693	Handmaiden's Magic Jar
1636	The Dale & Iron Body	1694	The Cave & Battlehammer
1637	Urchin's Floating Disk	1695	The Flag & Climb
1638	The Triton & Pile	1696	Jaden's Handspring
1639	The White Disguise	1697	Mora's Soul Bind
1640	The Peasant Eaterie	1698	The Aquatic Flail
1641	The Traveling Treasure	1699	The Centaur & Fire Mephit
1642	The Knave & Rookery	1700	The God & Lantern
1643	The Skewering Sickle	1701	The Mimic & Wall Of Fog
1644	The Glorious Shocking Grasp	1702	The Halfling & Navigator
1645	The Scoundrel & Coin	1703	The Nomadic Move Silently
1646	Hrut's Topsides	1704	The Sunray
1647	Witch's Tackle	1705	The Furious Prismatic Wall
1648	The Shattered Herald	1706	The Lost Lodge
1649	The Lawful Current	1707	Traveler's Bow
1650	The Harness Meadhall	1708	The Anvil & Augury
1651	The Landing & Water Breathing	1709	The Royal Guardian
1652	The Magic Jar Cellar	1710	The Tarnished Banishment
1653	The Bridge & Divine Power	1711	The Spot Eaterie
1654	The Lair & Fathom	1712	The Enchanted Grimoire
1655	Drunkard's Dancing Lights	1713	The Forbidden Bowman
1656	The Tavern & Unhallow	1714	The Mimic & Limp
1657	Caylin's Helping Hand	1715	Pari's Port
1658	The Ranger & Kettle	1716	The Nightwing & Mallet
1659	The Farmer & Virgin	1717	Kenric's Blur
1660	The Inn & Entropic Shield	1718	The Rest Hall
1661	The Bridge & Rope	1719	Talia's Tooth
1662	The Helmet & Cloudkill	1720	Naviel's Port
1663	The Garnet & Color Spray	1721	The Razor Boar & Mending
1664	Shurik's Chain Shirt	1722	The Black Bag Job Brewery
1665	The Thug & House	1723	Guardsmen's Hurricane
1666	Barkeep's Hook	1724	The Refuge Lodge
1667	The Rat & Flash	1725	The Helpful Mnemonic Enhancer
1668	Barkeep's Arcane Eye	1726	The Fender Restaurant
1669	The Crucible Tavern	1727	The Skum
1670	The Yrthak & Longbow	1728	The Mallet Cellar
1671	The Valley & Curse Water	1729	The Thoughtless Broadsword
1672	The Labyrinth & Forgery	1730	Queen's Trinket
1673	The Thug Meadhall	1731	The Phase Spider & Barrel
1674	The Sending	1732	The Grove & Vision

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1733	Icava's Midship	1791	The Standard & Voulge
1734	Adryn's Double Axe	1792	The Conjured Tomb
1735	The Arrest Eaterie	1793	The Doppelganger & Clenched Fist
1736	The Ogre	1794	Journeyman's Mace
1737	Friar's Bona Fides	1795	The Inn Alehouse
1738	The Swaying Hideout	1796	The Emerald Apprentice
1739	Knave's Wizard	1797	Cavia's Bona Fides
1740	The Ladder & Teleport	1798	The Mast & Handaxe
1741	The Blind	1799	Kurush's Tavern
1742	The Mast & Tiller	1800	The Head Alehouse
1743	The Spetum Hall	1801	The Ape & Fey
1744	Karolek's	1802	The Carpenter Bed & Breakfast
1745	The Claw	1803	The Springs & Jib
1746	The Stolen Bowman	1804	Serf's Cage
1747	The Dire Wolf & Forgery	1805	The Atonement Inn
1748	The Magma Mephit & Buckle	1806	Naviel's Cleaver
1749	Gavina's Polar Ray	1807	The Hero Guesthouse
1750	The Dangling Plowman	1808	The Gleeful Cutter
1751	The Alehouse & Deathwatch	1809	Nidawi's Chart
1752	The Owlbear & Dimensional Anchor	1810	Giant's Cannon
1753	The Tippy Owl	1811	The Stolen Springs
1754	The Dress & Signals	1812	The Cap & Snare
1755	The Ravid & Holy Strike	1813	The Clever Master
1756	The Tinder & Quest	1814	Nerine's
1757	The Throne & Port	1815	The Weary Gate
1758	The Mage & Half-Orc	1816	The Nest & Dinghy
1759	Soldier's Mill	1817	The Porpoise & Dart
1760	The Dark Holy Aura	1818	The Annis & Remove Curse
1761	Hermit's Zone Of Truth	1819	The Half-Fiend & Lich
1762	The Wyvern & Snare	1820	Ishara's Spear
1763	The Crushing Hand Bed & Breakfast	1821	Jaden's Deuce
1764	The Hideout & Waraxe	1822	Horseman's Axe
1765	The Destrachan & Azer	1823	The View & Black Bag Job
1766	The Blue Gambler	1824	Onua's Shortspear
1767	The Honest Guesthouse	1825	Ferragol's Café
1768	The Fool Tavern	1826	The Mighty Forcecage
1769	The Jade & Crushing Despair	1827	The Protection From Good Guesthouse
1770	The Hidden Bounce	1828	Bieven's Hook
1771	The Virgin	1829	The Gentle Dimensional Lock
1772	Knight's Mill	1830	Plowman's Landing
1773	The Empty Sleep	1831	The Mug & Hitch
1774	The Cat & Spell	1832	Barbarian's Pile
1775	The Leopard & Bone Devil	1833	The Grick & Net
1776	The King & House	1834	The Friend
1777	The Merchant & Pint	1835	Child's Pearl
1778	The Mask & Hitch	1836	Dwarf's Big House
1779	The Stool & Shaft	1837	The Pyrohydra & Antimagic Field
1780	The Lucky Deck	1838	The Deep Dwarf & Magic Mouth
1781	The Agent Inn	1839	The Dungeon & Saber
1782	The Disjunction Inn	1840	The Iron Missile
1783	The Silent Image	1841	The Keep & Stern
1784	The Famished Infraction	1842	The Quest
1785	The Ruby & Longspear	1843	The Tankard & Trim
1786	The Chaotic Park	1844	The Lake & Cantrip
1787	The Bridge Hall	1845	The Enraged Dagger
1788	Alchemist's Ville	1846	The Key & Hold Person
1789	The Good Freeboard	1847	The Den & Dolphin
1790	The Plane Shift Café	1848	The Spell & Transformation

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1849	Iana's Shield Of Faith	1907	The Hapless Antimagic Field
1850	The Wood & Fork	1908	The Paladin
1851	The Alchemist & Port	1909	Thana's Kama
1852	The Snoozing Lamia	1910	The Hill & Refuge
1853	Jeloth's Climb	1911	The Spellbook
1854	The Dirty Bluff	1912	The Tyrannosaurus & Crib
1855	The Volcano & Symbol Of Stunning	1913	The Mistress & Owl
1856	The Frost & Disguise	1914	The Holy Word Inn
1857	Illusionist's Hitch	1915	The Blizzard
1858	The Polar Bear & Sword	1916	The Resistance
1859	The Hill & Mage Hand	1917	The Dopey Burned
1860	The Flawless Riding Dog	1918	The Augmented Mage Hand
1861	The Wandering Vault	1919	Prankster's Dancing Lights
1862	The Wyvern & Anvil	1920	The Falls & Forceful Hand
1863	Galatea's Intimidation	1921	The Biting Hatch
1864	Adventurer's Tomb	1922	Nordrada's Curse Water
1865	The Brigand & Pilgrim	1923	The Cup & Crossbow
1866	The Sai Pub	1924	The Ogre & Glove
1867	Virgin's Forge	1925	Plowman's Head
1868	The Halfling Lodge	1926	The Rudder Café
1869	The Pouch Hall	1927	The Amulet Inn
1870	The Weary Enchanter	1928	The Park Pub
1871	Barmaid's Gangway	1929	Leidub's Staff
1872	Lord's Hoist	1930	The Whetstone & Magic Missile
1873	The Hideout Hall	1931	The Castle & Khopesh
1874	Micolai's Rage	1932	Fool's Sail
1875	The Table & Jetty	1933	Edlin 's
1876	The Dire Badger & Pile	1934	The Wizard Inn
1877	Carpenter's Trap The Soul	1935	Monk's Magic Missile
1878	Maid's Arrest	1936	The Keen Edge Restaurant
1879	Monk's Spell Immunity	1937	The Hell Hound
1880	Gambler's Slammer	1938	Savage's Rudder
1881	The Holy Aura	1939	King's Operative
1882	The Archer & Tomb	1940	The Faithful Hound Pub
1883	The Field	1941	The Drunken Cyclone
1884	Barmaid's Beam	1942	The Festive Star
1885	The Olde Friar	1943	Jayna's Brewery
1886	The Cone Of Cold Hall	1944	Giant's Spectral Hand
1887	The Soldier & Criosphinx	1945	The Wooden Symbol Of Pain
1888	The Sai Eaterie	1946	The Jade & Energy Drain
1889	Priest's Spot	1947	Guard's Buckler
1890	Bard's Castle	1948	The Crock & Crossbow
1891	Elf's Claw	1949	The Standard & Sunburst
1892	The Waif & Stew	1950	The Green Hallow
1893	The Magic Mouth Tavern	1951	The Chaotic Steading
1894	The Cooper & Dungeon	1952	Acrobat's Bow
1895	Child's Resistance	1953	The Sharpened Mole
1896	The Brown Bear & Pearl	1954	The Window & Resistance
1897	Caryne's Tide	1955	The Flying Locked Gauntlet
1898	Ishara's Inn	1956	Cambree's Alehouse
1899	The Animate Dead Pub	1957	Adilan's
1900	The Half-Dragon & Slay Living	1958	Scoundrel's Waterline
1901	The Hatchet Eaterie	1959	The Weasel & Galley
1902	The Pier Restaurant	1960	Hermit's Disjunction
1903	The Bluff Alehouse	1961	The Chart Café
1904	Gnome's Locked Gauntlet	1962	Oleg's Hammer
1905	The Boot & Shades	1963	Prankster's Read Magic
1906	Ishara's Piling	1964	The Warrior & Sanctum

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1965	The Tower & Chainmail	2023	The Amazing Monkey
1966	The Archon & Shocking Grasp	2024	The Sturdy Scuppers
1967	The Valley & Warrant	2025	The Contagion
1968	The Juggling Burned	2026	The Boar & Flesh Golem
1969	The Red Dragon & Dart	2027	The Cure Serious Wounds Pub
1970	The Baron & Giant	2028	Dallandra's Hatchet
1971	The Tornado & Ray Of Enfeeblement	2029	The Neutral Poleaxe
1972	Bartender's Contingency	2030	The Archer Guesthouse
1973	The Ancient Ape	2031	The Mercenary & Rat
1974	The Ship Tavern	2032	The Naga & Chock
1975	The Wood Elf & Fog	2033	Merchant's Biscuit
1976	The Deck Meadhall	2034	The Bread & Bolts
1977	The Unremarkable Cloudkill	2035	The Weaver & Cloak
1978	Boatman's Zone Of Truth	2036	The Nightcrawler & Pendant
1979	The Frozen Gnoll	2037	The Grove
1980	The Jealous Bullet	2038	The Sturdy Pub
1981	Cutthroat's Righteous Might	2039	The Battlement Café
1982	The Enchanter & Pseudodragon	2040	The Flying Chaos Beast
1983	The Tawdry Overboard	2041	The Lucky Rogue
1984	The Phase Spider & Stone To Flesh	2042	The Tumbling Mind Blank
1985	The White Pegasus	2043	The Shapechanger & Snake
1986	The Brandished Wizard	2044	The Innocent Wall Of Stone
1987	Knight's Helmet	2045	King's Dire Flail
1988	The Barbazu & Cure Serious Wounds	2046	Brenn's Eaterie
1989	The Stranger & Hero	2047	The Shipwright & Rogue
1990	The Elf Restaurant	2048	The Prankster Meadhall
1991	The Eye & Magic Mirror	2049	The Shattered Tavern
1992	Sage's Bless	2050	Sadi's
1993	The Azure Barterer	2051	Preni's Gentle Repose
1994	The Interposing Hand	2052	Adilan's Inn
1995	The Belker & Chock	2053	The North Backpack
1996	The Sounding Restaurant	2054	The Mooring Cellar
1997	The Sheath	2055	The Bridge & Color Spray
1998	Barbarian's Forge	2056	The Eye & Leeward
1999	The Ray Of Enfeeblement	2057	Prince's Boat Hook
2000	The Enchanter & Stirge	2058	The Key
2001	The Jester Cellar	2059	The Gargoyle & Grig
2002	The Elf & Ghast	2060	The Abbey
2003	The King & Shield Guardian	2061	The Disable Device Tavern
2004	The Topsides	2062	Korian's Cellar
2005	Grindan's Crossbow	2063	The Contented Blight
2006	Barkeep's Blight	2064	The Prankster & Marilith
2007	The Fighting Acrobat	2065	The Elemental Brewery
2008	The Guisarme Hall	2066	Weaver's Nest
2009	The Plowman & Stirge	2067	The Lamia & Touch Of Idiocy
2010	Child's Heroes' Feast	2068	Lar's Hitch
2011	The Chalice	2069	The Labyrinth & Longbow
2012	The Bison & Hoist	2070	The House & Dimensional Lock
2013	The Gate & Purify Food And Drink	2071	The Mead Alehouse
2014	The Bracer & Crib	2072	The Hideout & Unholy Aura
2015	Siveth's Stow	2073	The Highwayman & Buckle
2016	The Breastplate & Prismatic Wall	2074	The Battleaxe
2017	The Creek & Spike	2075	The Doom
2018	The Standard & Magic Mirror	2076	The Spectre & Glass
2019	The Throne & Prisoner	2077	The Storm & Owl's Wisdom
2020	The Palace	2078	Serf's Mill
2021	The Fisherman & Crocodile	2079	The Battering Spell Resistance
2022	Talia's Explosive Runes	2080	The Homunculus & Urn

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2081	The Port Bed & Breakfast	2139	The Vermin & Virtue
2082	The Steel Meadhall	2140	The Werewolf & Infracrion
2083	The Howler	2141	Acendra's Symbol Of Death
2084	Abudric's Longsword	2142	The Topsy Cornugon
2085	The Spellbook & Regenerate	2143	The Scales & Resilient Sphere
2086	The Mill & Bow	2144	Lord's Move Silently
2087	The Burg & Wind Wall	2145	The Cookhouse Inn
2088	The Cure Serious Wounds Inn	2146	Fisherman's Vale
2089	The Staff Cellar	2147	The Soul Bind Cellar
2090	Dwarf's Guidance	2148	The Balance
2091	The Guards And Wards	2149	The Brigand & Tower
2092	The Field & Trap	2150	The Horseman Lodge
2093	The Dretch & Sap	2151	The Frustrated Vrock
2094	The Crocodile & Stone	2152	The Khopesh Meadhall
2095	The Deep Dwarf & Sail	2153	The Dungeon & Gate
2096	The Star & Dinghy	2154	The Huntress & Bombardier Beetle
2097	Savage's Hammer	2155	The Mill & Banishment
2098	Hunter's Claw	2156	Naviel's Crossbow
2099	Jeloth's Regenerate	2157	The Symbol Of Sleep Brewery
2100	The Barghest & Window	2158	Drun kard's Pin
2101	The Jester & Ford	2159	Fredek's Gate
2102	The Chill Touch	2160	Argi's Restaurant
2103	The Skull & Arquebus	2161	Thatram's
2104	Eder's	2162	The Wagon & Pyrotechnics
2105	The Crest & Khopesh	2163	The Enchantress & Alehouse
2106	The Sanctum	2164	The Giant
2107	The Lord Hall	2165	The Retriever
2108	The Medusa & Contagion	2166	The Barkeep & Stirge
2109	The Fox's Cunning	2167	The Transom
2110	The Hound Archon & Heroes' Feast	2168	The Domain & Garrot
2111	Torr's Eaterie	2169	The Dopey Spiked Gauntlet
2112	The Valley & Raise Dead	2170	The Cheetah & Bread
2113	The Maid & Belt	2171	The Storm Of Vengeance Pub
2114	The Tyrannosaurus & Swarm	2172	The Keep & Bulkhead
2115	The Crown Eaterie	2173	The Master & Hero
2116	The Cyclone Tavern	2174	The Trinket & Insect Plague
2117	The Kama Inn	2175	The Crown & Cannon
2118	The Eagle & Tiger	2176	The Earth & Rope
2119	The Dangling Touch Of Idiocy	2177	Laromald's Remove Disease
2120	The Box Pub	2178	The Wood Lodge
2121	The Mistress & Cave	2179	The Quarter
2122	The Banishment	2180	The Air Walk Café
2123	The Royal Hall	2181	The Dire Boar & Club
2124	The Solar & Tack	2182	The Spellbook & Hide In Plain Sight
2125	Ladia's Head	2183	Maid's Resistance
2126	The Catapult Hall	2184	The Misty Handspring
2127	The Piling Alehouse	2185	Queen's Tower
2128	The Land	2186	Gildan's Burned
2129	The Royal Ranger	2187	The Construct & Rope
2130	The Medusa	2188	Dariul's Crossbow
2131	The Frail Ghoul Touch	2189	The False Vision Café
2132	The Splendid Sailor	2190	The Lock Picks & Homicide
2133	Hord's Overboard	2191	The Talon Brewery
2134	Ellette's	2192	Pyotr's Remove Disease
2135	The Keep & Battlehammer	2193	The Drowsy Tavern
2136	The Vest & Deep Slumber	2194	The Gargoyle & Geas
2137	The Lamp & Sickle	2195	The Daylight Restaurant
2138	The Dancer Cellar	2196	Lander's Dock

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2197	The Scroll Tube	2255	Prince's Prisoner
2198	The Warrior & Cyclone	2256	The Duergar & Tumble
2199	The Bluff	2257	The Sneezing Entropic Shield
2200	The Snoozing Valley	2258	Giant's Knife
2201	The Slashing Staff	2259	The Eagle & Steel
2202	Megenlind's Broadsword	2260	The Ooze Mephit & Keel
2203	Witch's Keel	2261	The Fingers Café
2204	The Soldier & Fire Giant	2262	Dydia's
2205	The Read Magic	2263	The Boatman
2206	The Monstrous Humanoid & Kraken	2264	The Gibbering Mouther & Secure
2207	The Priest & Hero	2265	The Silver Signals
2208	The Virtue Brewery	2266	The Tiller Meadhall
2209	The Colorful Chokepoint	2267	Cadaewen's Stick
2210	Merand's Draft	2268	The Peaceful Alehouse
2211	The Chuul & Pick	2269	The East Saber
2212	The Balor & Iron Body	2270	The Tower & Heal
2213	The Golden Demon	2271	The Bracer & Scale Mail
2214	The Spinning Navigator	2272	The Orb
2215	Sage's Heal	2273	The Werebear & Glove
2216	The Stalwart Nunchaku	2274	The Cloaker & Draft
2217	The Unforgettable Flag	2275	The Tavern Meadhall
2218	The Rune Eaterie	2276	Serf's Pin
2219	The Wall Of Stone Café	2277	The Fort Brewery
2220	The Barghest & Cannon	2278	Bandit's Buckler
2221	The Frost Worm & Shield	2279	The Gate & Sounding
2222	The Wood & Squall	2280	The Gray Elf & Spice
2223	The Stockade & Net	2281	The Gnome & Master
2224	The Witch & Vale	2282	The Hidden Bridge
2225	The Forgotten Meadhall	2283	The Witch Restaurant
2226	The Mask & Feeblemind	2284	Priestess's Tavern
2227	Armorer's Cutlass	2285	Brigand's Agent
2228	Caylin's Club	2286	The Cloak Of Chaos Cellar
2229	The Air Elemental & Zelekhut	2287	Lypilla's
2230	The Bleary Point	2288	The Abbey & Raise Dead
2231	The Helm Pub	2289	The Glove & Dead Drop
2232	The House & Plane Shift	2290	The Bouncer & Ville
2233	Bouncer's Candle	2291	The Continual Flame Bed & Breakfast
2234	Goddess's Bear's Endurance	2292	Cendarwen's Fire Trap
2235	The Violet Fungus & Hook	2293	The Bounce
2236	The Herald & Alchemist	2294	Drunkard's Breastplate
2237	The Master & Gauntlet	2295	Yawen's Eaterie
2238	The Green Gargoyle	2296	The Dangerous Dire Flail
2239	The Dancer & Carpenter	2297	Fatina's Cellar
2240	The Alchemist & Treasure	2298	The Tack Lodge
2241	The Harness & False Vision	2299	Melia's Jetty
2242	The Steading & Hammer	2300	The Ancient Keep
2243	The Arrowhawk	2301	The Ruby & Scare
2244	The Chimera & Divine Favor	2302	The Trident Pub
2245	The Quasit & Scythe	2303	The Tendriculos & Octopus
2246	The Homunculus & Hook	2304	Carpenter's Flash
2247	The Tavern & Bolt	2305	The Spell & Hide
2248	The Passwall	2306	The Spider Climb
2249	The Potion & Storm Of Vengeance	2307	Falmrith's Dancing Lights
2250	Giant's Forbiddance	2308	The Plume & Holy Word
2251	The Nightshade & Turquoise	2309	The Allip & Helm
2252	The Cap & Fox's Cunning	2310	The Tawdry Blasphemy
2253	Paladin's Dolphin	2311	The Bat & Bag
2254	Scoundrel's Amulet	2312	The Sprightly Brewery

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2313	The Desecrate	2371	The Thorn Tavern
2314	The Burg & Hammer	2372	Queen's Thorn
2315	The Manta Ray & Tooth	2373	Acrobat's Delay Poison
2316	The Sunless Hill Giant	2374	The Jade & Polar Ray
2317	Handmaiden's Shades	2375	Onua's Secret Page
2318	The Frosty Point	2376	The Rest & Siangham
2319	The Roaming Glass	2377	The Tack & Midship
2320	The Shapechanger & Vermin	2378	Child's Necklace
2321	Pilgrim's Gate	2379	Alyvia's Miracle
2322	The Statue Alehouse	2380	The Baleful Sanctum
2323	Hedin's Blowgun	2381	Wench's Mole
2324	The Golden Divine Favor	2382	The Feather Fall Meadhall
2325	The Magic Stone Pub	2383	The Clenched Fist
2326	The Hide In Plain Sight	2384	Shurik's Resistance
2327	The Small Prankster	2385	Laurana's
2328	The Dwarf & Sail	2386	The Magical Beast & Limp
2329	The Whetstone & Topsides	2387	The Chest & Fire Storm
2330	The Tinder & Hoist	2388	The Prince Hall
2331	The Zealous Bolas	2389	The Bastard Sword Eaterie
2332	Trader's Move Silently	2390	The Paladin & Pouch
2333	The Tackle Café	2391	Goddess's Secure Shelter
2334	The Mystic Conspiracy	2392	The Fathom Bed & Breakfast
2335	The Handmaiden & Mage	2393	Thief's Chair
2336	The Lazy Wall Of Iron	2394	Navigator's Cyclone
2337	Icava's Telekinesis	2395	Onua's Polearm
2338	The Mead Restaurant	2396	The Bottle & Forceful Hand
2339	The Ambush Guesthouse	2397	The Volcano & Dagger
2340	The Fire Giant & Ray Of Enfeeblement	2398	The Turquoise & Fist
2341	Nordrada's Short Sword	2399	The Sailor & Buckle
2342	Witch's Phase Door	2400	Gnome's Gunwale
2343	The Hungry Hold	2401	The Palm & Perimeter
2344	Thana's Sling	2402	The Temple & Freeboard
2345	The Stuffed Leeward	2403	The Floating Disk Lodge
2346	The Pilgrim & Bridge	2404	Legoreth's Sling
2347	The North Perimeter	2405	The Crypt & Quarter
2348	The Mount	2406	Mora's Ballista
2349	Cadmon's Teleport	2407	Rykath's Bed & Breakfast
2350	The Fiendish Creature & Standard	2408	Umassa's Hallow
2351	The Horseman & Garnet	2409	Lotheid's Hatch
2352	Grindan's Remove Curse	2410	The Majestic Draft
2353	The Purse & Banishment	2411	The Frosty Banger
2354	Laraon's Hide In Plain Sight	2412	Goddess's Current
2355	Halfling's Key	2413	Pari's Fender
2356	The Longspear Inn	2414	Maiden's Insect Plague
2357	The Barding & Spiked Chain	2415	The Nessian Warhound
2358	Rabican's Mole	2416	The Enraged Blur
2359	The Highwayman Restaurant	2417	The Dimensional Anchor Restaurant
2360	The Shifty Doppelganger	2418	The Stew
2361	The Quiver & Tide	2419	The Evasion
2362	The Stockade & Shuriken	2420	Naviel's Spell Resistance
2363	The Weary Virtue	2421	Galatea's Dimension Door
2364	The Witch & Acrobat	2422	Leidub's
2365	The Wandering Hall	2423	Bouncer's Obscuring Mist
2366	The Darkness	2424	The Battlement & Dimensional Lock
2367	The Boot	2425	The Illusionist & Bauble
2368	The Onyx Pub	2426	Tucien's Magic Missile
2369	The Weathered Tomb	2427	Friend's False Vision
2370	The Sheath & Sunburst	2428	Navigator's Domain

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2429	The Juggling Cellar	2487	The Adult Pendant
2430	The Elf & Land	2488	The Astral Squid
2431	The Stumbling Park	2489	Beggar's Sleep
2432	The Weretiger & Trap	2490	The Minstrel & Alchemist
2433	The Haven & Holy Word	2491	The Longsword Eaterie
2434	Bersi's Razor	2492	The Palace & Cold Case
2435	The Forge & Bridge	2493	Nerama's Word Of Chaos
2436	The Weeping Cave	2494	The Cone Of Cold
2437	The Frost & Wall Of Iron	2495	The Volcano & Implosion
2438	The Ankheg & Rat Swarm	2496	The Leopard
2439	Argi's Witch	2497	The Springs
2440	The Amulet & Entropic Shield	2498	The Dire Lion & Planar Ally
2441	The Anvil & Forceful Hand	2499	The Nalfeshnee & Wraith
2442	The Point Meadhall	2500	The Soup & Purify Food And Drink
2443	Hakon's Edge	2501	The Green Whetstone
2444	The Merrow & Big House	2502	The Hook
2445	The Vase Guesthouse	2503	The Field & Incendiary Cloud
2446	The Finesse	2504	The Green Hag & Jade
2447	The Barterer & Wench	2505	Jaden's Escape Artist
2448	The Gem & Death Ward	2506	The Ford & Silent Image
2449	The Flying Phantom Steed	2507	Barkeep's Purse
2450	The Den & Vestment	2508	The Fool & Drider
2451	Barmaid's Seaworthy	2509	The Den & Silent Image
2452	Lord's Deathwatch	2510	Astalella's Augury
2453	Avenal's Topsides	2511	Vixen's Mount
2454	The Acrobat & Herald	2512	The Hidden Cove
2455	The Hag & Bolt	2513	The Cove Guesthouse
2456	Queen's Alehouse	2514	The Ray Of Frost Pub
2457	The Sneezing Hall	2515	Naviel's Café
2458	The Pouch & Whip	2516	The Ewer & Cloak
2459	The High Jester	2517	The Sheath & Blasphemy
2460	The Scrying	2518	The Phantom Trap Inn
2461	Caylin's Fluke	2519	The Roaring Sense Motive
2462	The Vixen	2520	The Box Bed & Breakfast
2463	The Barrel & Point	2521	The Chest & Garrot
2464	The Twisted Longpear	2522	The Spell & Repulsion
2465	The Wall Of Stone Tavern	2523	The Hell Hound & Banishment
2466	The Quiver & Perimeter	2524	The Half-Fiend & Needle
2467	The Frail Cone Of Cold	2525	The Wyvern
2468	The Key Lodge	2526	The Misty Stem
2469	Kona's Guesthouse	2527	The Manta Ray & Holy Word
2470	The Nightwing & Cure Light Wounds	2528	The Temple & Dolphin
2471	The Hobgoblin & Shambling Mound	2529	The Halfling & Dire Animal
2472	The Inevitable & Sleep	2530	The Navigator & Hell Hound
2473	The Harpy & Vision	2531	The Giant Owl & Open Lock
2474	The Babau & Stone	2532	Pari's Ship
2475	The Guisarme Alehouse	2533	The Shrew & Plowman
2476	The Contingency	2534	The Guardian Naga & Axe
2477	The Mug & Vessel	2535	The Point
2478	The Fire Arrows	2536	Bandit's Shield
2479	The Open Lock Lodge	2537	Rhodia's Meadhall
2480	God's Frost	2538	God's Interposing Hand
2481	Serf's Buckler	2539	The Thoquua & Chair
2482	The Air Mephit & Fathom	2540	The Head & Resistance
2483	The Scribe & Storm	2541	The Cage & Headway
2484	The Olde Alehouse	2542	The Sea Hag & Flaming Sphere
2485	The Giant & Mast	2543	The Shocker Lizard & Ghost
2486	The Shimmering Consecrate	2544	The Crimson Prisoner

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2545	The Gladiator	2603	The Dancer & Sailor
2546	The Pick & Geas	2604	The Ranger & Sailor
2547	Gypsy's Free Stand	2605	Barkeep's Resistance
2548	The Ford & Flood	2606	Galewen's Read Magic
2549	The Khopesh Alehouse	2607	The Barbed Devil & Point
2550	The Roaming Wind Walk	2608	The Praying Mantis & Hatchet
2551	The Barbarian & Pearl	2609	The Purple Worm & Gauntlet
2552	Farmer's Bolt	2610	Priest's Wand
2553	Plowman's Antimagick Field	2611	The Sense Motive Guesthouse
2554	The Harpoon Tavern	2612	Mora's Tavern
2555	Blacksmith's Bridge	2613	The Belt & Sorcerer
2556	The Candle & Court	2614	The Lucky Ale
2557	The Bashing Owlbear	2615	The South Pub
2558	Guard's Phantom Steed	2616	The Steel Eaterie
2559	The Homicide	2617	The Remove Curse Cellar
2560	Korian's Hall	2618	The Hatch Meadhall
2561	The Silly Crossbow	2619	The Green Field
2562	The Bronze Dragon & Shatter	2620	The Goddess & Enchanter
2563	The Sahuagin & Tide	2621	The Helping Hand
2564	Hermit's Mask	2622	The Cup Pub
2565	The Dress & Current	2623	The Stone
2566	The Native Warlock	2624	The Guardsman & Pirate
2567	Herald's Solid Fog	2625	The Dulled Keen Edge
2568	The Resistance Tavern	2626	The Gargoyle & Cloak Of Chaos
2569	The Glabrezu & Harness	2627	The Symbol Of Sleep Café
2570	Guardsman's Signals	2628	Laurana's Bolas
2571	Forester's Blasphemy	2629	Armorer's Domain
2572	The Probe Lodge	2630	The Sleet Storm Alehouse
2573	The Handmaiden & Darkmantle	2631	Torr's Sickle
2574	The Rose & Ice Storm	2632	The Ankheg & Fauchard
2575	The War Pony	2633	Bard's Gate
2576	The Unholy Aura Restaurant	2634	Vartan's Lodge
2577	Godric's Touch Of Fatigue	2635	Knave's Deuce
2578	The Chuckling Assassin Vine	2636	The Stone Shape Cellar
2579	Boatman's Bracer	2637	The Entropic Shield Restaurant
2580	The Shrine & Deuce	2638	The Guard & Tarrasque
2581	The Chainmail Lodge	2639	The Gate & Divination
2582	Ishara's Starboard	2640	Bersi's Sling
2583	The Crystal & Telekinesis	2641	Witch's Warrant
2584	The Grimoire Lodge	2642	The Tackle & Spike
2585	The Mystic Prisoner	2643	Bouncer's Sense Motive
2586	The Boat Hook	2644	The Wake
2587	The Window & Disguise	2645	The Arquebus
2588	The Tower & Flaming Sphere	2646	The Creek & Eye
2589	The Dark Gunwale	2647	The Priest & Ruby
2590	Elf's Wake	2648	The Sounding Guesthouse
2591	Grindan's Head	2649	The Frosty Cellar
2592	The Dead Drop Brewery	2650	Legoreth's Hall
2593	The Battlement & Log	2651	The Buckler & Bear's Endurance
2594	The Harp & Symbol Of Stunning	2652	The Arquebus Café
2595	The Fighting Brewery	2653	The Nixie & Scale Mail
2596	The Cage & Wall Of Force	2654	The Enchanter & Gloves
2597	The Hammer Hall	2655	The Grimlock & Cure Light Wounds
2598	Adilan's Continual Flame	2656	The Frail Mallet
2599	The Blizzard & Wizard Eye	2657	Barkeep's Tomb
2600	The Operative	2658	The Deck
2601	The Lockstep Tavern	2659	The Tattooed Keel
2602	The Herald & Star	2660	The Pseudodragon & Turquoise

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2661	The Whistling Scroll	2719	The Frolicking Short Sword
2662	Oleg's Shield Of Law	2720	The Darkmantle & Commune
2663	Lady's Landing	2721	The Belker
2664	The Svirfneblin & Entropic Shield	2722	The Gruesome Prankster
2665	The Air Mephit & Shield	2723	The Prince
2666	The Leopard & Sickie	2724	Lotheid's Abbey
2667	Edric's Dimension Door	2725	The Mage Hand Inn
2668	The Crystal & Deuce	2726	The White Cure Minor Wounds
2669	The High Domain	2727	Hakon's
2670	The Astral Projection Eaterie	2728	The Necklace & Hook
2671	Ogma's	2729	The Bartender & Nixie
2672	The Quarterstaff Bed & Breakfast	2730	The Vampire Spawn
2673	The Sorcerer Restaurant	2731	The Rapture Guesthouse
2674	Bieven's Hammer	2732	Kathran's Scroll
2675	The Armorer & Sigil	2733	The Dagger
2676	The Falls & Spot	2734	The Will-O'-Wisp & Wall Of Ice
2677	The Tomb & Pick	2735	The Half-Fiend & Lockstep
2678	Jeweler's Move Silently	2736	The Throne & Blade Barrier
2679	Soldier's Purse	2737	The Crimson Tower
2680	The Snare Pub	2738	Dagda's Stem
2681	The Nest Restaurant	2739	The Mage Lodge
2682	The Dopey Necklace	2740	The Antimagic Field Cellar
2683	The Shocking Grasp Brewery	2741	The Harmless Emerald
2684	Brogan's Bed & Breakfast	2742	The Lycanthrope & Chuul
2685	Adilan's Ship	2743	The Star & Blade
2686	The Giant Octopus & Wraith	2744	The Hag & Fingers
2687	The Bearded Banishment	2745	The Adult Urn
2688	The Hill & Homicide	2746	The Scripture Restaurant
2689	The Drunkard & Bowman	2747	The Ogre Mage & Shrieker
2690	The Dire Wolverine & Wind Wall	2748	Serf's Teleport
2691	Narisa's Quarter	2749	Bandit's Glyph Of Warding
2692	The Valley & Bearing	2750	The Hezrou & Outsider
2693	The Park & Trim	2751	The Ventriloquism
2694	The Stranger Bed & Breakfast	2752	The Bardiche
2695	The Safe House Restaurant	2753	The Bluff & Shaft
2696	The Skeleton & Point	2754	The Wine & Prayer
2697	The Stockade & Prismatic Wall	2755	The Jewel & Lance
2698	The Palace & Fauchard	2756	The Rumbling Clenched Fist
2699	Edlin 's Mole	2757	Nerama's Restoration
2700	The Touch Of Fatigue Brewery	2758	The Scroll Restaurant
2701	The Copper Crypt	2759	The Spoon & Cudgel
2702	The Leonal	2760	The Pearl & Sanctuary
2703	The Eagle & Ettin	2761	The Ancient Spike
2704	Shipwright's Magic Missile	2762	The Unholy Aura
2705	The Hippogriff & Court	2763	The Abbey & Divine Favor
2706	The Timid Cure Light Wounds	2764	The Lantern Archon & Rope
2707	The Bell Pub	2765	The Dulled Hide
2708	The Tomb & Rapier	2766	Kenric's Ethereal Jaunt
2709	The Shattered Sense Motive	2767	The Rhinoceros & Deep Slumber
2710	The Horn Eaterie	2768	Vixen's Cloak
2711	The Dirty Animate Dead	2769	The Drunken Temple
2712	The Steading & Dolphin	2770	Rodor's Blade
2713	The Palace & Chock	2771	The Amorous Meadhall
2714	The Ornate Bronze Dragon	2772	The Spice & Blind
2715	The Bearded Pub	2773	The Bluff & Guidance
2716	The Arrowhawk & Banner	2774	The Keg & Court
2717	The Astral Deva	2775	Jasara's Restaurant
2718	The Mount & Cure Serious Wounds	2776	Bard's Burning Hands

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2777	The Cage Eaterie	2835	The Lucky Cleric
2778	The Abbey & Cannon	2836	The Reptilian Dagger
2779	The Magical Yaw	2837	The Death Knell Inn
2780	The Thoughtless Café	2838	The Lamp
2781	The Valley Guesthouse	2839	The Crazy Inevitable
2782	The Archer & Vale	2840	Terentia's Color Spray
2783	The Homunculus & Steel	2841	The Falls Hall
2784	Cleric's Agent	2842	The Tornado Meadhall
2785	The Twisted Buckle	2843	The Phantom Trap
2786	Kona's	2844	The Volcano & Double Agent
2787	The Cap & Line-Up	2845	Friar's Light
2788	The Lantern & True Seeing	2846	The Spellbook & Polearm
2789	The Tunic & Perimeter	2847	The Thirsty Dagger
2790	The Waif & Mage	2848	The Traveler & Friar
2791	The Navigator & Symbol	2849	The Leaping Court
2792	Bouncer's Infraction	2850	The Flint & Crushing Despair
2793	The Chuckling Stew	2851	The Gambler & Hall
2794	Pilgrim's Divine Favor	2852	Mora's Light
2795	The Calm Cellar	2853	The Arrows Café
2796	The Svirfneblin & Glasses	2854	The Ville & Net
2797	The Evil & Open Lock	2855	The Overboard
2798	The Blazing Repulsion	2856	The Lusty Spell
2799	Bouncer's Flaming Sphere	2857	The Royal Shaft
2800	The Maze & Port	2858	Traveler's Purse
2801	Tradith's Script	2859	The Overboard Restaurant
2802	The Table & Chock	2860	The Spiked Chain Brewery
2803	The Dripping Stone	2861	The Lazy Polar Ray
2804	The Hero	2862	The Ballista
2805	The Vestment	2863	Kathran's False Life
2806	The Hypnotic Pattern	2864	The Dire Bear & Lamp
2807	The Land & Shuriken	2865	The Alehouse & Deeper Darkness
2808	Acrobat's Prober	2866	The Shiny Open Lock
2809	Athelstan's Trap	2867	The Phase Spider & Open Lock
2810	The Bridge & Ghost Sound	2868	The Lusty View
2811	The East Unholy Aura	2869	The Buckle & Quarter
2812	The Lacedon & Intimidation	2870	Iana's
2813	The Humanoid & Hatch	2871	The Mount & Hoist
2814	The Reptilian Disjunction	2872	The Castle & Cudgel
2815	The King & Dwarf	2873	The Gargoyle & Yaw
2816	The Krenshar & Topsides	2874	The Achaierai & Flag
2817	The Rogue & Wereboar	2875	The Stirge & Tapestry
2818	The Pick Bed & Breakfast	2876	The Chain & Raise Dead
2819	Jeweler's Tide	2877	The Gate & Wall Of Stone
2820	The Chock Alehouse	2878	The Ogre & Dictum
2821	The Native Time Stop	2879	The Whistle & Magic Weapon
2822	The Serf & Minstrel	2880	The Warrant
2823	Siveth's Piling	2881	The Chaotic Meadhall
2824	The Halfling & Helping Hand	2882	The Magical Mast
2825	The Fog & Sounding	2883	The Glass Night Hag
2826	The View & Chart	2884	The Daylight Meadhall
2827	The Whistling Mace	2885	Kaelyn's Disguise
2828	The Lock Picks & Lucubration	2886	Barbarian's Baptism
2829	The Plant & Climb	2887	The Potion & Crossbow
2830	The Fist	2888	The Eagle's Splendor Tavern
2831	Archer's Slammer	2889	The Farmer & Lock Picks
2832	Merchant's Speak With Dead	2890	The Lemure & Spider Swarm
2833	The Grove & Big House	2891	The Creek & Sense Motive
2834	The Wheel & Rage	2892	The Backpack & Starboard

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2893	The Burg & Quest	2951	The Hook Guesthouse
2894	Tellan's Arrow	2952	The Ship Hall
2895	The Glyph Of Warding Meadhall	2953	The Mark Of Justice
2896	The Hermit & Earring	2954	The Cave & Stronghold
2897	The Pick & Mind Fog	2955	The Cold & Move Silently
2898	The Wall Of Fog Brewery	2956	The Flask Café
2899	The Glass Warrant	2957	Kahina's Brewery
2900	The Shrew & Wheel	2958	The Mount & Protection From Evil
2901	The Witch & Hermit	2959	The Kettle & Mancatcher
2902	Mercenary's Slammer	2960	The Rest & Gate
2903	Bruswen's	2961	The Horn & Scourge
2904	The Wine & Insect Plague	2962	Cadaewen's Battlehammer
2905	The Window & Wall Of Iron	2963	The Ladder & Symbol Of Weakness
2906	The House	2964	Cambree's
2907	Hermit's Repulsion	2965	The Sunburst Pub
2908	The Scorpionfolk & Feeblemind	2966	The Flame Strike Bed & Breakfast
2909	Muriel's Sequester	2967	The Standard & Bulkhead
2910	The Festive Rapier	2968	The Krenshar & Aboleth
2911	The Harmless Giant Eagle	2969	The God & Gambler
2912	The Riding Dog & Spot	2970	The Leaping Pub
2913	The Proud God	2971	The Scarlet Sahuagin
2914	Bartender's Disable Device	2972	The Baby Helmet
2915	The Ice Mephit & Baleful Polymorph	2973	Whelp's Desecrate
2916	The Defector Café	2974	The Sunless Blowgun
2917	Govannon's Midship	2975	The Tickled Alehouse
2918	The Treant & Kraken	2976	The Humanoid & Jetty
2919	The Undead	2977	The Druid
2920	The Slaughtered Zelekhut	2978	The Purse & Stone Shape
2921	The Forge & Tome	2979	The Labyrinth & Conspiracy
2922	The Hide In Plain Sight Inn	2980	The Mount & Current
2923	The Abbey & Helm	2981	The Majestic Knight
2924	The Scribe & Whelp	2982	The Augmented Howler
2925	Pilgrim's Defector	2983	The Vixen & Apprentice
2926	Ragnar's	2984	The Harlot & Star
2927	Plowman's Cure Moderate Wounds	2985	The Wizard & Pin
2928	The Sailor Hall	2986	Onua's Geas
2929	The Locathah & Merfolk	2987	Brenn's Galley
2930	The Lake & Blade Barrier	2988	Sarea's Cellar
2931	The Spellbook & Animate Dead	2989	The Duergar & Anvil
2932	The Vault Tavern	2990	The Copper Dragon & Read Magic
2933	The Forge Tavern	2991	The Heavy Handspring
2934	Pirate's House	2992	The Bracer & Stick
2935	The North Restaurant	2993	The Stinging Brick
2936	The Drunkard & Field	2994	Gavina's Gauntlet
2937	The Halfling & Formian	2995	The Sounding Eaterie
2938	The Crown & Eyebite	2996	The Scribe & Criosphinx
2939	Navigator's Daylight	2997	Kota's Eyepatch
2940	The Shadow	2998	The Amulet & Hunt
2941	The Spinning Water Breathing	2999	Naviel's
2942	Thief's Free Stand	3000	The Wooden Bottle
2943	Cadedri's Dancing Lights	3001	The Ruby Bison
2944	Virgin's Gangway	3002	Nagvar's
2945	The Rose	3003	The Gunwale Eaterie
2946	The Ville & Prayer	3004	The Grey Obscuring Mist
2947	The Lusty Shield Other	3005	The Mighty Earthquake
2948	The Glass Ville	3006	The Guard & Weretiger
2949	The Remarkable Shortbow	3007	The Copper Owl's Wisdom
2950	The Ethereal Filcher & Lacedon	3008	The Elf

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3009	Legoreth's Wall Of Iron	3067	The Point Restaurant
3010	The Barmaid & Creek	3068	Waif's View
3011	The Hallow Hall	3069	The Dire Shark & Flag
3012	The Amulet & Horrid Wilting	3070	Egeria's Poleaxe
3013	The Harlot	3071	Brielle's Port
3014	The Owlbear & Light	3072	The Whelp & Grove
3015	The Tunic & Bolt	3073	The Skirt & Fox's Cunning
3016	The Manor & Talon	3074	The Miller & Trophy
3017	Egeria's Cone Of Cold	3075	The Helmet & Shortspear
3018	Elf's Gloves	3076	The Springs & Waterline
3019	The Lawful Overboard	3077	Falconer's Arson
3020	The Dress & Arson	3078	The Parchment Inn
3021	The Clever Minstrel	3079	The Cookhouse & Forgery
3022	The Mithril Symbol Of Weakness	3080	The Trumpet Archon & Boots
3023	Archer's Open Lock	3081	The Fog & Glaive
3024	The Camel	3082	The Hill & Vestment
3025	Weaver's Flash	3083	Gest's Deeper Darkness
3026	Brithael's Dimensional Anchor	3084	Hedin's Seaworthy
3027	The Maiden & Athach	3085	The Apprentice & Cloak
3028	The Scrag & Blade Barrier	3086	The Landing & Augury
3029	The Mount Hall	3087	The Vulgar Banishment
3030	Torsten's Wish	3088	The Blazing Death Ward
3031	Penrith's Café	3089	The Free Stand Pub
3032	Prince's Black Bag Job	3090	Huntress's Black Op
3033	The Battering Boat Hook	3091	The Glass Bed & Breakfast
3034	Deogol's	3092	The Brass Dragon & Sense Motive
3035	Galewen's Dinghy	3093	The Clever Guesthouse
3036	Athelstan's	3094	The Bashing Disable Device
3037	Peasant's Commune	3095	The Log Tavern
3038	The Tomb & Witch	3096	The Fearsome Lake
3039	The Shrine & Evasion	3097	The Sharpened Locked Gauntlet
3040	The Jealous Barkeep	3098	Maid's Ray Of Exhaustion
3041	The Transformation	3099	The Throne & Jetty
3042	Flouerana's	3100	The Druid & Crock
3043	The Trinket & Probe	3101	Mora's Hook
3044	The Pick & Fork	3102	Farmer's Dale
3045	The Thief Restaurant	3103	The Silver Pick
3046	The Helm Hall	3104	The Hideout & Leeward
3047	The Beggar	3105	Paladin's Handle
3048	The Daze	3106	The Vault & Balance
3049	Tinker's Jewel	3107	Merchant's Sigil
3050	Lar's Fork	3108	The Pin & Spell Resistance
3051	The Hunter & Portal	3109	The Rumbling Inn
3052	The Spell & Fender	3110	Ragnar's Fingers
3053	The Rampant Barghest	3111	The View & Tumble
3054	The Ghost	3112	The Stew & Grasping Hand
3055	The Huntress & Mount	3113	The Heavy Flail Lodge
3056	The Tojanida & Death Knell	3114	The Cloak & Flag
3057	The Nightwing & Fingers	3115	The Stranger & Alchemist
3058	The Chimera & Dolphin	3116	The Lumbering Bluff
3059	Tradith's Dire Flail	3117	The Ghaele
3060	The Arcane Bed & Breakfast	3118	Friar's Haven
3061	The Vorpall Burned	3119	The Ladder & Ethereal Jaunt
3062	The Priest & Child	3120	The Rune & Badge
3063	The Fire Cat	3121	The Pony & Cantrip
3064	Shaundra's Miracle	3122	Dydia's Cure Minor Wounds
3065	The Trophy & Freeboard	3123	The Glass Prober
3066	The Hail & Prismatic Wall	3124	The Forgotten Tavern

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3125	Shipwright's Tornado	3183	The Tavern & Fender
3126	The Impish Brewery	3184	The Ethereal Jaunt Bed & Breakfast
3127	The Good Spice	3185	The Vault & Refuge
3128	The Kyton & Longspear	3186	Trader's Stone To Flesh
3129	The Lamp & Cure Light Wounds	3187	The Spike
3130	The Rampant Falconer	3188	Falmrinh's
3131	Santio's Thorn	3189	The Minstrel & Ville
3132	The Ice Mephit & Probe	3190	The Dragonne & Ice Storm
3133	The Sickle Hall	3191	The Lightning Bolt
3134	Iana's Scorching Ray	3192	The Pirate & Violet Fungus
3135	The Gynosphinx & Infraction	3193	The Animated Object & Cloak
3136	The Banger Tavern	3194	The Fighting Vessel
3137	The Frozen Inn	3195	The Digester & Tiny Hut
3138	Child's Obscuring Mist	3196	Bruswen's Partisan
3139	The Crazy Hold	3197	Koali's Sling
3140	The Vorpai Astral Projection	3198	The Confused Lodge
3141	The Fearsome Lady	3199	The Dress & Fathom
3142	The Camel & Merrow	3200	The Animated Object & Troglodyte
3143	The Crocodile & Pint	3201	The Nomadic Boar
3144	The Symbol Of Insanity Hall	3202	Wizard's Crypt
3145	Thatram's Pick	3203	The Dire Wolf & Fender
3146	Gambler's Daze	3204	The Humanoid
3147	The Navigator & Illusionist	3205	The Urchin & Mill
3148	The Lucky Fiendish Creature	3206	Cooper's Scorching Ray
3149	The Creek	3207	The Lawful Throne
3150	The Hapless Brand	3208	The Wood & Chart
3151	Shrew's Forgery	3209	Kurush's Double Agent
3152	The Gate Eaterie	3210	The Harlot & Tapestry
3153	Waif's Stick	3211	The Glove & Apprentice
3154	Shrew's Forge	3212	Eryke's Bearing
3155	Arella's	3213	The Laughing Divination
3156	The Splendid Flood	3214	Gypsy's Handspring
3157	The Crown & Insect Plague	3215	The Gnoll
3158	Serf's Heavy Flail	3216	The Locust Swarm
3159	The Vengeful Tower	3217	The Knight & Nymph
3160	The Charming Resistance	3218	Forester's Stern
3161	The Keep & Knife	3219	The Manor & Headway
3162	The Flesh Golem & Bow	3220	The Crocodile
3163	Siveth's Talon	3221	The Frightening Overboard
3164	The Quartz & Fang	3222	Tellan's
3165	The Spice Pub	3223	Barmaid's River
3166	The Crypt & Siangham	3224	The Medusa & Gangway
3167	The Giant Eagle & Flint	3225	The Pouch & Point
3168	Navigator's Banner	3226	King's Righteous Might
3169	The Scarlet Jetty	3227	The Soul Bind Brewery
3170	The Death Ward Bed & Breakfast	3228	Fool's Eye
3171	The Glass & Scourge	3229	Guardsman's Dungeon
3172	Tradith's Brick	3230	The Steading & Geas
3173	The Ville & Probe	3231	Yiran's Shadow Walk
3174	The Soldier & Temple	3232	The Dungeon & Spear
3175	The Sagely Knave	3233	Cethien's Ghost
3176	The West Meadhall	3234	The Cookhouse & Cannon
3177	Flouerana's Stake	3235	The Scrag & Owl's Wisdom
3178	The Draft	3236	The Dripping Infraction
3179	The Cloaker	3237	The Abbey & Deck
3180	The Piling	3238	Vaossi's Bona Fides
3181	The Contented Storm Giant	3239	Ragnar's Transom
3182	The Gelugon & Quarter	3240	The Hamatula & Pile

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3241	The Bowman & Blacksmith	3299	The Knight & Pouch
3242	The Sinister Inn	3300	The Lair & Scare
3243	The Stew & Prisoner	3301	The Remarkable Agent
3244	The Defector	3302	The Mill Café
3245	The Bashing Clout	3303	The Harmless Augury
3246	The Virtuous Nightmare	3304	The Savage & Anvil
3247	The Ruby	3305	The Harness
3248	The Throne & Chart	3306	The Giant Owl & Pyrotechnics
3249	The Roc & Wall Of Fire	3307	The Cyclone & Gate
3250	The Current Hall	3308	The Chuckling Simulacrum
3251	The Angry Mead	3309	The Elf & Dire Bear
3252	The Steading & Deathwatch	3310	The Huntress & Gelugon
3253	The Megaraptor & Double Axe	3311	The Angry Creek
3254	The Wood	3312	The Restoration
3255	The Hurricane & Dimensional Lock	3313	The Roc
3256	The Box	3314	Madora's Cloak
3257	Belindra's	3315	Savage's Timber
3258	The Ethereal Marauder & Spike	3316	The Ford & Locate Object
3259	The Night Hag & Brand	3317	The Glass & Prober
3260	The Barding Café	3318	Dariul's Seaworthy
3261	The Halfling & Bardiche	3319	The Lazy Bed & Breakfast
3262	The Lammasu & Rod	3320	The Parchment
3263	The Homunculus & Telekinesis	3321	Herald's Shield Of Faith
3264	Santio's Meadhall	3322	The Giant Squid & Bona Fides
3265	The Kyton & Slammer	3323	The Baby Virgin
3266	The Symbol Of Insanity	3324	The River & Light
3267	Virgin's Land	3325	The Mystic Dimensional Lock
3268	The Bitter Restaurant	3326	The Sapphire & Intimidation
3269	The Giant Crocodile & Brand	3327	The Horned Devil & Pier
3270	The Dale & Chalice	3328	The Voulge Bed & Breakfast
3271	The Knot	3329	The Rhinoceros & Blind
3272	The Androsphinx & Portal	3330	The Sturdy Springs
3273	The Storm & Morningstar	3331	The Sorcerous Port
3274	The Ruby Potion	3332	The Sailor & Gate
3275	Soldier's Kilt	3333	The Warhammer Tavern
3276	The View & Holy Strike	3334	Soldier's Plume
3277	The Zombie & Sending	3335	The Fire Holy Strike
3278	Cutthroat's Stone Shape	3336	The Lantern Archon & Giant Owl
3279	The Friend & Handmaiden	3337	The Sanctum & Wake
3280	The Timid Scabbard	3338	The Wizard Lock
3281	The Leeward Guesthouse	3339	The Creek & Dagger
3282	The Gibbering Mouther & Ethereal	3340	The Dancing Lights
3283	The Jovial Anchor	3341	The Abbey & Gangway
3284	Sailor's Unhallow	3342	Wench's Poison
3285	The Tinder & Boss	3343	The Halfling & Nunchaku
3286	The Shady Café	3344	The Symbol Of Pain Pub
3287	The Giant Owl & Eye	3345	The Ruby Word Of Recall
3288	The Dire Badger & Cutter	3346	The Landing & Rope
3289	The Arrowhawk & Zone Of Truth	3347	The Inn & Topsides
3290	Avenal's Wail Of The Banshee	3348	Brithael's Alehouse
3291	The Fighting Cloak	3349	The Amazing Sahuagin
3292	The Outsider & Snake	3350	The Stinging Safe House
3293	The Sinister Tavern	3351	The Kilt
3294	Bouncer's Hoist	3352	The Squall Brewery
3295	The Vengeful Child	3353	Jester's Resurrection
3296	The Shrine & Ray Of Frost	3354	Chanti's Ranseur
3297	Adilan's Clout	3355	The Helmet & Polearm
3298	The Split Spice	3356	The Crock & Fog Cloud

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3357	The Disable Device Guesthouse	3415	The Open Lock
3358	The Carpenter & Cutpurse	3416	Wench's Soul Bind
3359	The Brown Bear & Midship	3417	Horseman's Ship
3360	The Giant Eagle & Arrest	3418	The Garrot Café
3361	The Sail & Fender	3419	Govannon's
3362	Megara's	3420	The Ant
3363	The Wagon Restaurant	3421	The Urn & Perimeter
3364	The Pick	3422	The Hideout & Remove Curse
3365	The Manor & Bolas	3423	The Prince & Portal
3366	The Symbol & Breastplate	3424	The White Dragon & Divine Favor
3367	The Harlot & Snake	3425	The Tomb Hall
3368	The Wine & Chock	3426	The Spell & Yaw
3369	The Wolverine & Spike	3427	Priestess's Phantasmal Killer
3370	The Symbol Lodge	3428	The Cloaked Contingency
3371	The Crystal & Shaft	3429	The Palm & Shocking Grasp
3372	The Spectral Hand	3430	Cadaewen's Chokepoint
3373	The Rhinoceros & Symbol Of Death	3431	The Cove Eaterie
3374	The Palace Lodge	3432	The Cap & Port
3375	The Staff Inn	3433	Kota's Sap
3376	The Plane Shift Brewery	3434	The Abbey Hall
3377	The Sanctuary	3435	The Field Meadhall
3378	Vaossi's Hook	3436	Dancer's Fang
3379	Journeyman's Leeway	3437	The Lion & Maze
3380	The Baby Pint	3438	Thatram's Orb
3381	Roeloth's Restaurant	3439	The Statue & Log
3382	Knave's Teleport	3440	The Dismissal Meadhall
3383	The Wyvern & Repulsion	3441	The Ewer & Mooring
3384	The Buckle & Crushing Hand	3442	The Throne Brewery
3385	The Bottle & Prober	3443	Farmer's Vision
3386	Thief's Rabbit	3444	The Maze & Double Axe
3387	The Purse & Quest	3445	The Stabbing Symbol Of Weakness
3388	The Blizzard & Limp	3446	The Ogre Mage & Desecrate
3389	The Crystal & Mace	3447	Apprentice's Hide In Plain Sight
3390	The Volcano & Fist	3448	Rogue's Flame Strike
3391	The Cleric & Hell Hound	3449	The Backpack & Contingency
3392	The Shrine & Longspear	3450	The Ewer & Chokepoint
3393	The Stabbing Steading	3451	The Rookery Guesthouse
3394	The Virgin & Gate	3452	The Golem
3395	The Cutpurse	3453	The Ring & Sap
3396	Melia's Timber	3454	Horseman's Bull's Strength
3397	The Salty Glaive	3455	Adryn's Cold Case
3398	The Gladiator & Keep	3456	The Bleary Tavern
3399	The Cave & Dart	3457	Gerazan's Bolts
3400	The Chaos Beast & Arson	3458	The Shipwright & Fog
3401	Friend's Ice Storm	3459	The Necklace Restaurant
3402	The White Eye	3460	Hakon's Meadhall
3403	The Silver Dragon & Ship	3461	Drunkard's Sigil
3404	The Polished Trim	3462	The Stockade & Jetty
3405	The Bull's Strength Hall	3463	The Emerald Trader
3406	The Domain & Cure Light Wounds	3464	The Snoring Jester
3407	The Mercenary & Wood	3465	The Brand & Garrot
3408	Urchin's Sounding	3466	The Magic Missile
3409	The Vrock & Balance	3467	Tamar's Move Silently
3410	Halfling's Stew	3468	The Leopard & Shortbow
3411	The Goddess & Goddess	3469	The Maiden Meadhall
3412	The Wanderer Café	3470	The Vase & Gauntlet
3413	The Spirits & Forceful Hand	3471	The Tattooed Mask
3414	The Remorhaz & Eye	3472	The Spike Inn

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3473	Thug's Timber	3531	The Ivory Hammer
3474	Abudric's	3532	The Skeleton & Window
3475	The Prismatic Spray	3533	The Frozen Lucubration
3476	The Mysterious Bolas	3534	Egeria's Cure Moderate Wounds
3477	The Winter Wolf & Arms	3535	The Warrior & Horseman
3478	The Trader & Keep	3536	The Fisherman & Erinyes
3479	Mage's Bearing	3537	The Blade Barrier Brewery
3480	The Waraxe	3538	Cadedri's Midship
3481	The Palace & Script	3539	The Boar & Crossbow
3482	The Split Magic Mouth	3540	The Vixen Inn
3483	The Ooze Mephit & Tack	3541	The Spot Guesthouse
3484	The Pick & Ship	3542	Hermit's Headway
3485	The Grimlock & Scabbard	3543	The Thug & Purple Worm
3486	Lady's Boot	3544	The Crystal & Staff
3487	The Kolyarut & Tallfellow Halfling	3545	The Vermin & Mind Fog
3488	The Create Food And Water Bed &	3546	The Knife
3489	The Catapult	3547	The Charming Chaos Beast
3490	The Tack Café	3548	The Dale
3491	The Wood & Wall Of Fire	3549	Pyotr's Cellar
3492	The Potion Guesthouse	3550	The Raven & Timber
3493	The Den Inn	3551	The Aquatic Elf & Devourer
3494	The Jewel & Free Stand	3552	The Chest & Helping Hand
3495	The Palace & Hatch	3553	The Tarnished Glibbering Mouther
3496	The Emerald & Badge	3554	The Abbey & Defector
3497	The Bauble & Water Breathing	3555	The Bison & Breastplate
3498	Ibearwen's Scry	3556	The Laughing Chalice
3499	The Ray Of Enfeeblement Alehouse	3557	The Orc & Lemure
3500	The Good Line-Up	3558	Tamar's Freeboard
3501	The Astral Café	3559	The Dire Boar & Tiller
3502	The Prancing Alehouse	3560	The Quartz & Wind Walk
3503	The Rakshasa & Handspring	3561	The Kettle & Waraxe
3504	The Ville & Restoration	3562	Guard's Rudder
3505	The Split Tavern	3563	The Kettle & Apprentice
3506	The Steel Sending	3564	The Dazzling Headway
3507	The Pick & Pile	3565	Raoch's Guesthouse
3508	Queen's Piling	3566	The Salamander & Rope Trick
3509	The Window & Chock	3567	The Web
3510	The Falconer & Giant Owl	3568	Shipwright's Mill
3511	Weaver's Stow	3569	The Miller & Bridge
3512	Abudric's Divine Favor	3570	The Dimensional Lock
3513	The Inn & Secret Chest	3571	The Bag & Warlock
3514	The Transformation Guesthouse	3572	The Grimlock & Dire Bear
3515	Rascal's Crossbow	3573	Blacksmith's Boss
3516	The Sneezing Pike	3574	Mora's Orb
3517	The Lock Picks & Hooked Hammer	3575	Muriel's Wizard Mark
3518	The Landing & Wail Of The Banshee	3576	The Gruesome Fork
3519	The Tail Meadhall	3577	The Snoozing Café
3520	The Kettle & Burned	3578	The Bard & Baboon
3521	The Dire Rat & Earthquake	3579	The Lillend & Whistle
3522	The Ale & Disguise	3580	Arella's Glaive
3523	The Naga & Wall Of Stone	3581	The Flying Guard
3524	The Mask & Poison	3582	The Sanctum & Wall Of Stone
3525	The Xorn & Temporal Stasis	3583	The Erinyes & Meteor Swarm
3526	The Astral Free Stand	3584	The Headway Bed & Breakfast
3527	The Dimensional Lock Cellar	3585	Thug's Pick
3528	Serf's Grove	3586	God's Bridge
3529	The Rat Swarm & Arquebus	3587	The Tower & Bowline
3530	The Helpful Allip	3588	Peri's Eaterie

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3589	The Priest & Kraken	3647	The Fungus & Armor
3590	Attor's Banger	3648	The Peaceful Mummy
3591	Pilgrim's Mallet	3649	The Harp & Floating Disk
3592	The Stow	3650	The Archer & Tower
3593	The Dire Boar & Shuriken	3651	Acrobat's Soul Bind
3594	Savage's Cure Serious Wounds	3652	The Probe Alehouse
3595	The Manor & Vision	3653	Peri's Wind Wall
3596	The Brass Cove	3654	The Wizard Eye Cellar
3597	The Sleepy Winter Wolf	3655	The Gelugon & Spoon
3598	The Alchemist & Cleric	3656	The Tornado & Polearm
3599	Friar's Hall	3657	The Jovial Dragonne
3600	The Ford & Dead Drop	3658	The Crown & Glaive
3601	The Cutpurse & Maiden	3659	Herald's Atonement
3602	The Harness Pub	3660	The Barbarian
3603	Cambree's Intimidation	3661	The Hideout & Mole
3604	Torsten's	3662	The Innocent Café
3605	The Balor & Stronghold	3663	The Rainbow Pattern Alehouse
3606	The Boar & Arrow	3664	Aideen's
3607	The Anvil & Limp	3665	The Grim Crest
3608	The Palace & Ambush	3666	The Dress & Gangway
3609	The Fabulous Spectral Hand	3667	The Dust Mephit & Ooze
3610	The Tail & Pier	3668	The Janni & Battleaxe
3611	The Stockade & Spiked Shield	3669	The Boots
3612	The Calm Mount	3670	The Acrobat & Scorpionfolk
3613	The Weathered Nightmare	3671	The Dire Bear & Jib
3614	The Tiefling & Bona Fides	3672	The Shambling Mound
3615	The Emerald & Righteous Might	3673	Hord's
3616	Caylin's	3674	The Ford & Irresistible Dance
3617	The Green Dire Flail	3675	Archer's Saber
3618	The Bracer & Lance	3676	The Shadow Mastiff & Finesse
3619	Mora's Cellar	3677	The Scribe & Window
3620	The Giant Eagle & Shield	3678	The Lantern & Escape Artist
3621	The Hill & Draft	3679	The Prancing Naga
3622	The Mercenary & Steam Mephit	3680	The Happy Anvil
3623	The Tomb & Rudder	3681	Icava's
3624	The Stone Lodge	3682	The Gorgon & Pile
3625	The Trim	3683	The Cyclone & Infraction
3626	The Gem & Poleaxe	3684	Letow's Chart
3627	Eder's Lodge	3685	The Nest & Implosion
3628	The Pick Hall	3686	The Dancing Elasmosaurus
3629	Prankster's Sorcerer	3687	The Guardian Inn
3630	Squire's Touch Of Fatigue	3688	Hero's Symbol Of Death
3631	The Lamp Alehouse	3689	The Stinging Blade
3632	The Pike	3690	The Queen & Crystal
3633	The Determined Blind	3691	Mauriana's Alehouse
3634	The Dire Badger & Statue	3692	The Stinging Cat
3635	The Onyx & Ethereal Jaunt	3693	The Hail & Battlehammer
3636	The Rascal & Breastplate	3694	Prince's Labyrinth
3637	Rogue's Rabbit	3695	The Brand & Blasphemy
3638	The Sneezing Aquatic Elf	3696	Wizard's Open Lock
3639	The Solid Fog	3697	Rabican's Rope
3640	The Sleight Of Hand Lodge	3698	The Silly Skirt
3641	The Transom Tavern	3699	The Tojanida & Sword
3642	The Disappearing Stronghold	3700	Govannon's Holy Strike
3643	The Thorn Inn	3701	Wizard's Battlement
3644	The Fire Prismatic Sphere	3702	Cutpurse's Rod
3645	Maid's Sounding	3703	The Troglodyte & Shatter
3646	The Sneezing Safe House	3704	Sarea's Spectral Hand

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3705	The Ranseur Guesthouse	3763	The Rudder
3706	Lodica's Flare	3764	The Handmaiden & Roc
3707	The Water Elemental & Forcecage	3765	The Ogre Mage & Dagger
3708	Adryn's	3766	The Hobgoblin & Symbol Of Insanity
3709	Cambree's Poison	3767	Drunkard's Rage
3710	The Dire Shark & Hammer	3768	Ladia's Point
3711	The Sleight Of Hand Alehouse	3769	The Grig & Energy Drain
3712	The Thug & Archon	3770	Goddess's Sanctum
3713	The Storm & Sleet Storm	3771	The Gold Dragon & White Dragon
3714	The Rowdy Bardiche	3772	The Maze & Piling
3715	The Emerald & Divine Favor	3773	The Half-Celestial & Kettle
3716	The Harp	3774	The Blowgun Café
3717	The Animal & Ghost	3775	The Blight Hall
3718	The Bless Brewery	3776	The Dusty Hall
3719	The Druid & Blizzard	3777	The Battlehammer
3720	The Sai	3778	Thief's Probe
3721	The Scoundrel & Dungeon	3779	The Gangway Brewery
3722	The Leaping Tumble	3780	The Vale & Sleight Of Hand
3723	The Cutpurse & Lantern	3781	The Hanging Forester
3724	The Silly Bag	3782	The Fearless Lacedon
3725	The Shrine & Scripture	3783	Wench's Bluff
3726	The Griffon & Leeward	3784	The Ford & Death Ward
3727	The Ranger Brewery	3785	The Undead & Rage
3728	The Giddy Symbol Of Death	3786	Urchin's Pile
3729	Sunita's Quarter	3787	The Tarnished Starboard
3730	The Spinning Gate	3788	Lady's Boat Hook
3731	The Um & Fork	3789	The Axe
3732	Faran's Midship	3790	The Wheel Brewery
3733	The Mirror Image	3791	The Turning Glasses
3734	The Dead Drop Restaurant	3792	The Midship
3735	The Magic Mirror Tavern	3793	The Dictum Hall
3736	The White Feather Fall	3794	The Flag & Magic Weapon
3737	The Secret Chest	3795	Gavina's Handspring
3738	The Queen & Burg	3796	The Moment Of Prescience Hall
3739	The Fey & Phase Door	3797	The Cure Light Wounds Inn
3740	The Ghoul & Magic Vestment	3798	The Stew & Forgery
3741	Gypsy's Banger	3799	Radella's
3742	The Furious Alehouse	3800	The Rascal & Wolf
3743	The Ethereal Jaunt Cellar	3801	The Gnome & Banner
3744	The Citadel & Deck	3802	Master's Wagon
3745	Gerazan's Current	3803	The Sanctum Lodge
3746	Tradith's	3804	The Lemure & Giant Octopus
3747	The Dripping Insect Plague	3805	The Arrow Restaurant
3748	The Longsword Restaurant	3806	The Cage & Nightmare
3749	Nerine's Floating Disk	3807	Sarea's Inn
3750	Blacksmith's Vessel	3808	The Harp Guesthouse
3751	The Purple Worm & Locked Gauntlet	3809	The Manticore & Arquebus
3752	The Zelekhut & Lance	3810	The Tendriculos & Point
3753	The Krenshar & Steel	3811	Dagda's Magic Missile
3754	The Reptilian Locked Gauntlet	3812	The Wizard
3755	The Gaspig Bridge	3813	The Phase Spider & Backpack
3756	The Sagely Move Silently	3814	The Giddy Gate
3757	Adryn's Lucubration	3815	Fisherman's Bridge
3758	The Chain Shirt Brewery	3816	The Green Blind
3759	Nerama's	3817	Stranger's Domain
3760	The Merchant Meadhall	3818	The Friend Alehouse
3761	The Flawless Barrel	3819	The Kolyarut & Half-Celestial
3762	The Sapphire Inn	3820	The Shortspear

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3821	The Backpack Guesthouse	3879	The Fearless Sailor
3822	The Pendant Brewery	3880	Attor's Bed & Breakfast
3823	Tinker's Shield	3881	The Scribe Brewery
3824	The Warhammer Inn	3882	The Valley & Wizard Lock
3825	The Scabbard Restaurant	3883	The Wine & Piling
3826	The Keep & Staff	3884	The Half-Dragon & Shadow Walk
3827	The Troll & Temporal Stasis	3885	The Crest & Darkness
3828	Hakon's Inn	3886	The Dungeon & Javelin
3829	The Table Café	3887	The Manticore & Prismatic Spray
3830	The Thorn	3888	The Ghostly Abbey
3831	The Dancing Voulge	3889	The Spice & Obscuring Mist
3832	The Palace & Safe House	3890	The Symbol & Raise Dead
3833	The Reveling Cleric	3891	The Centipede Swarm & Quarter
3834	Faran's Cellar	3892	The Domain & Climb
3835	The Forceful Hand Meadhall	3893	The Forbidden Continual Flame
3836	The Light Hall	3894	Trader's Prisoner
3837	The Stabbing Fire Storm	3895	The High Café
3838	The Mill & Mace	3896	The Black Bear & Rudder
3839	The Mug & Magic Vestment	3897	The Sigil & Orb
3840	The Citadel & Siangham	3898	The Janni & Flood
3841	The Ochre Jelly & Guidance	3899	The Armorer & Hero
3842	The Barding & Chill Touch	3900	The Brigand & Cooper
3843	The Thief Tavern	3901	The Haven & Fauchard
3844	The Battlement & Hatch	3902	Jeloth's Hold
3845	The Temple & Wall Of Fire	3903	The Longsword Café
3846	The Mule & Bezekira	3904	The Halberd Cellar
3847	The Black Bear & Blind	3905	Thormod's
3848	The Blue Soldier	3906	The Snake & Flame Arrow
3849	The Storm & Badge	3907	Lotheidr's
3850	The Battered Cleaver	3908	Hermit's Disable Device
3851	The Chair Alehouse	3909	The Avenging Dire Flail
3852	The Enchanted Weapon	3910	Jeloth's Helm
3853	The Hall Meadhall	3911	The Treasure
3854	The Expeditious Retreat Meadhall	3912	The Hezrou & Bowline
3855	Agrin's Apprentice	3913	The Shiny Wizard Eye
3856	The Brown Bear & Azer	3914	The Violet Fungus
3857	The Bauble & Apprentice	3915	The Fort & Hook
3858	The Mummy Lord & Read Magic	3916	The Savage & Landing
3859	The Monk	3917	Thug's Greatsword
3860	The Stumbling Gem	3918	The Move Silently Hall
3861	The Rowdy Handaxe	3919	The Cleric
3862	The Fabulous Dwarf	3920	The Rage Alehouse
3863	The River & Crook	3921	The Lusty Gnome
3864	The Soup Inn	3922	The Sagely Vermin
3865	The Enthrall Eaterie	3923	Bandit's Plane Shift
3866	The Mill	3924	The Augmented Creek
3867	The Cave Café	3925	The Ford & Ranseur
3868	The Bugbear & Hatch	3926	The Fort
3869	The Warrior & Harlot	3927	Brenna's Timber
3870	Dydia's Café	3928	The Planetouched & Urgrosh
3871	The Greatsword Guesthouse	3929	The Crown & Bona Fides
3872	The Fearless Chair	3930	The Cookhouse & Deathwatch
3873	Yazdan's Hatchet	3931	The Timid Weretiger
3874	The Ethereal Table	3932	Ranger's Head
3875	The Pony	3933	Rascal's Blade
3876	The Green Dragon & Double Agent	3934	Goddess's Knock
3877	The Cage & Quarter	3935	The Barkeep & Jade
3878	The Burned	3936	The Elephant & Anchor

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3937	The Fire Mephit & Kick	3995	The Cave Pub
3938	The Scroll Tube Meadhall	3996	Giant's Flame Strike
3939	The Vale & Cloak	3997	The Hideout & Line-Up
3940	The Tower & Ballista	3998	The Sunray & Vestment
3941	Prankster's Dirk	3999	The Death Knell
3942	Falmrith's Silent Image	4000	The Rest & Touch Of Fatigue
3943	The Silence Pub	4001	The Plume & Veil
3944	The Jester & Harlot	4002	The Vest & Timber
3945	The Green Hag & Shield Other	4003	The Rascal & Construct
3946	The Abbey & Point	4004	Barterer's Spell Immunity
3947	The Vale & Keel	4005	The Fire Elemental & Wagon
3948	The Sapphire & Burned	4006	The Monitor Lizard & Enthrall
3949	Shrew's Summon Monster	4007	The Mount & Time Stop
3950	The Brown Bear	4008	The Hapless Blade
3951	The West Cure Light Wounds	4009	The Furious Tavern
3952	The Devourer & Energy Drain	4010	The High Bounce
3953	Cavia's Headway	4011	Goddess's Leeway
3954	The Trinket & Word Of Chaos	4012	The Ethereal Filcher & Gloves
3955	Guardsman's Lockstep	4013	The Burg Bed & Breakfast
3956	The River & Ventriloquism	4014	The Port & Shatter
3957	The Kettle	4015	The Salt Mephit & Stick
3958	The Pirate & Flag	4016	The Jester Restaurant
3959	The Snoozing Conspiracy	4017	The Sheath & Flag
3960	The Magical Deeper Darkness	4018	The Dulled Delay Poison
3961	Gladiator's Wizard Eye	4019	The Deep Dwarf
3962	The Domain	4020	Landaily's Brewery
3963	The Sleepy Disguise	4021	Urchin's Agent
3964	The Whistling Diamond	4022	Cadaewen's Hold
3965	The Wandering Priest	4023	The Manor & Teleport
3966	The Wererat & Handspring	4024	The Thoughtless Desecrate
3967	The Ring & Arcane Mark	4025	Bandit's Repeating Crossbow
3968	The Lake & Seaworthy	4026	The Creek & Transformation
3969	The Vixen & Rascal	4027	The Crown & Free Stand
3970	The Atonement	4028	The Tower & Dinghy
3971	Mistress's Domain	4029	The Angry Table
3972	The Lantern Hall	4030	Peasant's Vessel
3973	The Tyrannosaurus & Blasphemy	4031	The Mage Hand
3974	The Nickel Tavern	4032	The Alehouse & Whispering Wind
3975	The Spirits	4033	The Shuriken Café
3976	Thrand's Move Silently	4034	The Vorpall Gauntlet
3977	The Bashing Creek	4035	Muriel's Flag
3978	The Magic Vestment Inn	4036	The Crank Alehouse
3979	The Whistling Keel	4037	The Bumbling Brick
3980	The Hall & Finesse	4038	The Lazy Black Op
3981	Gest's Wall Of Fire	4039	The Swinging Cleric
3982	The Iron Golem & Flash	4040	The Fog & Brick
3983	The Dog & Shark	4041	The Geas Bed & Breakfast
3984	The Archer	4042	The Battered Ranger
3985	The Shrew & Horn	4043	Mercenary's Air Walk
3986	The Ogre Mage & Key	4044	The Lock Picks & Wake
3987	The Wizard & House	4045	The Mill & Unhallow
3988	Rodor's Eyebite	4046	The Boots & Moment Of Prescience
3989	Fool's Abbey	4047	The Wheel
3990	The Bowline Inn	4048	Ellette's Overboard
3991	Ishara's Stone	4049	The Cannon Brewery
3992	Apprentice's Mount	4050	The Keg & Infracrion
3993	The Dust Mephit & Mace	4051	Waif's Field
3994	The Hood & Flood	4052	The Glass Meadhall

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4053	The Crock & Bona Fides	4111	The Passwall Pub
4054	The Giddy Stronghold	4112	Iana's Earthquake
4055	The Sanctum Café	4113	The Barterer & Merchant
4056	The Overboard Bed & Breakfast	4114	The Net Tavern
4057	The Battlement & Jetty	4115	The Steading & Edge
4058	Adalind's Gunwale	4116	The Nymph & Cloudkill
4059	The Hero & Gray Elf	4117	Warrior's Battlement
4060	The Waif Brewery	4118	Navigator's Word Of Recall
4061	The Maze & Refuge	4119	The Hideout & Probe
4062	The Barterer & Bard	4120	The Weaver Eaterie
4063	The Rose & Bolas	4121	The Black Bear & Gem
4064	The Lizard & Net	4122	The Valley & Hypnotic Pattern
4065	Nidawi's Lance	4123	Letow's Ray Of Enfeeblement
4066	The Darkmantle & Bullet	4124	The Chair & Hide In Plain Sight
4067	God's Phantom Steed	4125	The Forge & Climb
4068	The Black Pudding & Signals	4126	The Salt Scuppers
4069	Hedin's Water Breathing	4127	Ellette's Gauntlet
4070	The Dolphin Bed & Breakfast	4128	The Fort & Evasion
4071	The Ghostly Chair	4129	Santio's
4072	The Gorgon & Knot	4130	Karayan's Arrow
4073	The Hide	4131	Prince's Gate
4074	The Shining Monk	4132	Mauriana's Yaw
4075	Alwyn's Homicide	4133	The Hezrou & Rod
4076	The Minstrel & River	4134	The Gladiator Guesthouse
4077	The Black Dragon	4135	The Barding Inn
4078	The Lock Picks Inn	4136	The Happy Bed & Breakfast
4079	Barterer's Glitterdust	4137	Jester's Conspiracy
4080	The Ship	4138	The Boot & Protection From Evil
4081	The Volcano Restaurant	4139	Barmaid's Eyepatch
4082	The Barmaid & Hound Archon	4140	The Knock
4083	Lady's Lamp	4141	The Bartender Tavern
4084	The Lusty Sling	4142	The Astral Projection Café
4085	The Pouch	4143	The Fog & Move Silently
4086	The Bear's Endurance Tavern	4144	The Cooper & Wagon
4087	Ardra's	4145	The Dinghy Inn
4088	The Rune & Shield Of Law	4146	The Mead & Sleight Of Hand
4089	The Gate & Boss	4147	Mora's Symbol Of Fear
4090	The Rapture Tavern	4148	The Spider Swarm & Chart
4091	The Cauchemar & Dolphin	4149	Harek's Bolt
4092	The Lycanthrope	4150	The Battlement & Handle
4093	The Elf & Incendiary Cloud	4151	The Dungeon
4094	Fool's Seaworthy	4152	The Blink Dog & Infraction
4095	The Guard & Skum	4153	Tylwyth's Fox's Cunning
4096	The Insect Plague	4154	The Polished Baron
4097	Cadaewen's Flood	4155	Flouerana's Flood
4098	Barterer's Wail Of The Banshee	4156	The Hall & Banger
4099	The Flying Spider Swarm	4157	The Rookery Hall
4100	The Scabbard & Jib	4158	The Celestial Creature & Solar
4101	The Tumble	4159	Rhodia's
4102	The Giant Squid & Ambush	4160	The View & Fender
4103	The Dale & Symbol Of Insanity	4161	Narisa's Fathom
4104	The Knave & Owl	4162	The Comical Boat Hook
4105	The Onyx & Wizard Mark	4163	Sadi's Fluke
4106	The Crib	4164	The Landing & Stick
4107	The Aquatic Planetar	4165	The Candle & Double Axe
4108	Gypsy's Bell	4166	The Labyrinth
4109	The Wood & Resistance	4167	Shurik's Anchor
4110	Elf's Trophy	4168	The Beam Inn

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4169	The Barkeep & Dire Ape	4227	The Mountain Dwarf & Storm
4170	The Mast Alehouse	4228	Vixen's Scroll
4171	The Evil & Pony	4229	Giant's Bearing
4172	The Baneful Haven	4230	Siveth's Glyph Of Warding
4173	The Abbey & Owl's Wisdom	4231	The Planar Ally Bed & Breakfast
4174	The Virtue	4232	The Tunic Inn
4175	Vesta's Blowgun	4233	The Contented Meadhall
4176	The Bee & Battlehammer	4234	The Silence Alehouse
4177	The Tackle & Kick	4235	The Sailor & Tinker
4178	The Haven Brewery	4236	The Stone Golem & Fist
4179	The Warhammer	4237	The Hideout & Crank
4180	Friar's Tomb	4238	Belindra's Tiller
4181	The Stalwart Air Elemental	4239	Wizard's Knot
4182	Lypilla's Bow	4240	The Ornate Short Sword
4183	The Howler & Prismatic Sphere	4241	Apprentice's Slay Living
4184	The Scourge Pub	4242	The Handspring
4185	The Ethereal Pirate	4243	The Summon Monster
4186	The Backpack & Head	4244	The Archer & Dire Badger
4187	The Locathah & Ankheg	4245	Diadra's Polar Ray
4188	The Bridge & Handaxe	4246	The Guardian & Hellcat
4189	The Monstrous Humanoid & Raven	4247	Yazdan's Mind Fog
4190	The East Tooth	4248	The Mnemonic Enhancer
4191	Nerine's Cabin	4249	The Battlement Pub
4192	The Bread & Dolphin	4250	The Hill & Squall
4193	The Potion & Spiritual Weapon	4251	The Amulet Café
4194	Mendal's Café	4252	The False Vision
4195	The Warlock Inn	4253	The Maze & Flaming Sphere
4196	The Fabulous Lady	4254	The Red Glasses
4197	The Mummy & Agent	4255	Priestess's Javelin
4198	The Cyclone	4256	Elf's Planar Ally
4199	The Dirk Alehouse	4257	Vesta's Brick
4200	The Shrew & Merrow	4258	The Finesse Bed & Breakfast
4201	The Twisted Bugbear	4259	The Cutlass
4202	The Crystal & Cure Minor Wounds	4260	The Den & Hold
4203	The Augmented Seaworthy	4261	The Splendid Nymph
4204	Barbarian's Pouch	4262	The Urn & Short Sword
4205	The Hill & Starboard	4263	Miller's Kettle
4206	The Trinket & Arrows	4264	The Seaworthy Restaurant
4207	The Bluff & Seaworthy	4265	The Vest & Stick
4208	The Black Dragon & Tinder	4266	The Werewolf & Protection From Good
4209	The Vampiric Touch Eaterie	4267	The Apprentice & Mast
4210	The Astral Pole	4268	The Kyton & Symbol Of Death
4211	Derrin's Fork	4269	The Volcano & Stake
4212	The Waterline Tavern	4270	The Forest Gnome & Cannon
4213	The Park & Glitterdust	4271	The Hellwasp Swarm
4214	The Elf & Knave	4272	The Proud Bridge
4215	Friar's Augury	4273	The Dale & Longspear
4216	The Dress Pub	4274	The Rhinoceros & Succubus
4217	Ogma's Talon	4275	The Sanctum & Current
4218	The Stockade & Ghoul Touch	4276	The Gauntlet
4219	The Sanctum & Lucubration	4277	The Invisible Café
4220	The Apprentice & Blacksmith	4278	The Vault & Summon Monster
4221	The Brown Bear & Kyton	4279	The Ballista Inn
4222	The Tarnished Wood	4280	The Lantern & Unhallow
4223	The Warrior & Hall	4281	The Paladin & Turquoise
4224	The Bee & Scuppers	4282	The Harpy & Rudder
4225	The Bell	4283	The Wolverine & Spot
4226	The Jester & Portal	4284	The Falconer

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4285	The Field & Zone Of Truth	4343	Fredex's Hall
4286	The Forge Bed & Breakfast	4344	Cleric's Landing
4287	The Azure Fender	4345	Pirate's Knife
4288	The Ranger & Erinyes	4346	Fisherman's Head
4289	The Steading & Gunwale	4347	The Lake
4290	Navigator's Spot	4348	Odriana's Café
4291	The Emerald & Blade	4349	Godric's In The Black
4292	The Friar & Sea Hag	4350	The Remarkable Stew
4293	The Dreaming Stone Shape	4351	The Worg & Meteor Swarm
4294	The Armor & Balance	4352	Vesta's Wind Wall
4295	Thalem's Bridge	4353	Brenna's Enervation
4296	The Lusty Disable Device	4354	The Spellbook & Yaw
4297	The Lumbering Apprentice	4355	The Mirthful Guesthouse
4298	The Wasp & Stem	4356	The Rust Monster & Deck
4299	The Backpack	4357	The Chaos Beast & Eye
4300	The Web Eaterie	4358	Mauriana's Finesse
4301	The Falconer & Wizard	4359	The Cure Light Wounds Brewery
4302	The Honest Spider Eater	4360	Olinda's Jib
4303	The Diamond & Insect Plague	4361	The Roaring Bastard Sword
4304	Sunita's Guisarme	4362	The Hull Meadhall
4305	Bartender's Port	4363	Thatram's Bed & Breakfast
4306	Ferragol's Forgery	4364	The Ambush
4307	The Rest & Hallow	4365	The Cabin
4308	Serf's Enthrall	4366	The Mount & Spike
4309	The Mourning Animated Object	4367	The Cooper & Illusionist
4310	The Arrows	4368	The Den Guesthouse
4311	The Forge	4369	The Garrot
4312	The Adult Steading	4370	The Tackle & Rod
4313	The Lair & Sepia Snake Sigil	4371	The Falls
4314	Mercenary's Line-Up	4372	The Nomadic Dale
4315	Adryn's Ambush	4373	The Word Of Recall Tavern
4316	The Cannon	4374	The Mule & Cure Moderate Wounds
4317	The Pole Pub	4375	The Cooper
4318	The Storm Giant & Evil	4376	The Flawless Daylight
4319	The Centipede Swarm & Stone Shape	4377	The Wererat & Bone
4320	The Frost Worm & Dinosaur	4378	The Amulet & Delay Poison
4321	Kira's Scripture	4379	The Maiden
4322	The Cure Light Wounds Lodge	4380	The Ring & Divine Favor
4323	The Wizard & Mill	4381	The Urchin Cellar
4324	The Magical Beast & Turquoise	4382	The West Helm
4325	The Regenerate Pub	4383	The Spider Eater & Topsides
4326	The Glasses & Forgery	4384	The Water Mephit & Mole
4327	The Dreaming Pirate	4385	The Stew & Ethereal Jaunt
4328	Lady's Dolphin	4386	The Timid Secret Chest
4329	Hero's Dictum	4387	The Humble Black Bag Job
4330	The Skirt	4388	The Rakish Warrior
4331	The Alehouse & Arrest	4389	The Contented Spiked Shield
4332	Galewen's Port	4390	The Candle & Dart
4333	The Dire Shark	4391	The Holy Aura Cellar
4334	Barkeep's Backpack	4392	Fool's Sepia Snake Sigil
4335	The Whetstone & Keen Edge	4393	Nidawi's
4336	The Wood & Tiny Hut	4394	The Fog Inn
4337	Tellan's Trim	4395	The High Sigil
4338	The Split Hall	4396	Serf's Log
4339	The Portal & Hide	4397	Illusionist's Energy Drain
4340	The Ethereal Elasmosaurus	4398	The Phase Door Alehouse
4341	The Deathwatch Cellar	4399	The Half-Orc
4342	Bouncer's Nunchaku	4400	Legoreth's Overboard

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4401	The Plume Alehouse	4459	The Helm Bed & Breakfast
4402	The Grey Scry	4460	The Stout Plane Shift
4403	Priest's Touch Of Idiocy	4461	The Desecrate Brewery
4404	The Cloak & Cutter	4462	The Ogre & Gate
4405	The Innocent Pole	4463	Boatman's Holy Word
4406	The Temporal Stasis	4464	The Temple & Parchment
4407	Barkeep's Cutter	4465	The Color Spray
4408	The Shield Other Meadhall	4466	Giant's Sanctum
4409	The Armor Bed & Breakfast	4467	The Dire Animal & Cleaver
4410	The Rude Scroll	4468	The Conjured Forbiddance
4411	The Hill Giant & Pin	4469	Wizard's Boot
4412	The Rest Lodge	4470	The Shipwright Lodge
4413	The Olde Pouch	4471	The Shark & Horn
4414	The Big House Restaurant	4472	Karran's Inn
4415	Lord's Crest	4473	The Ghoul & Hood
4416	The View Inn	4474	The Shadow Mastiff & Transformation
4417	Hord's Deep Slumber	4475	The Troll & Chain Shirt
4418	The Fire Guisarme	4476	The Mount & Point
4419	The Harpoon Cellar	4477	The Humanoid & Riding Dog
4420	The Gem & Whispering Wind	4478	The Festive Shuriken
4421	The Grimlock & Agent	4479	The Bottle Alehouse
4422	Brenna's Restaurant	4480	The Mummy Lord & Big House
4423	The Hall	4481	The Breastplate & Fluke
4424	Kurush's Alehouse	4482	The Den & Create Food And Water
4425	Guard's Statue	4483	The Fire Hydra
4426	Alchemist's Club	4484	The Scribe
4427	The Castle	4485	The Flawless Druid
4428	Fatina's Conjuraton	4486	Barterer's Deep Slumber
4429	The Happy Mnemonic Enhancer	4487	The Knock Brewery
4430	The Allip & Spike	4488	The Lillend & Chainmail
4431	Scribe's Shuriken	4489	The Mill & Slay Living
4432	The Bluff & Protection From Good	4490	The Salt Fort
4433	The Sleepy Druid	4491	The Missing Net
4434	Ogma's Headway	4492	Merand's Atonement
4435	The Criosphinx & Table	4493	The Buckler & Breastplate
4436	The Citadel & Longbow	4494	The Girallon
4437	Forester's Passwall	4495	The Rapture Alehouse
4438	The Steading & Symbol Of Sleep	4496	The Twisted Castle
4439	The Frightening Bone	4497	The Elemental & Onyx
4440	The Sigil & Telekinesis	4498	The Pseudodragon & Nightwalker
4441	The Dinosaur & Bell	4499	The Ghost Sound
4442	The Unknown Black Bag Job	4500	The Hydra & Shield Of Law
4443	The Gray Elf & Stone To Flesh	4501	Bowman's Longbow
4444	The Enervation	4502	The Swirling Rod
4445	The Cutpurse & Window	4503	The Keg Cellar
4446	The Stinging Burned	4504	Torr's Gauntlet
4447	The Ford & Pier	4505	Alchemist's Shield Other
4448	The Flint & Climb	4506	The Rakish Longspear
4449	The Lacedon & Handaxe	4507	The Wench
4450	Stranger's Crypt	4508	The Volcano & Crib
4451	Highwayman's Maze	4509	The Bluff & Repulsion
4452	The Thug & Enchanter	4510	The Leonal & Heroes' Feast
4453	Hakon's Safe House	4511	The Minotaur & Pint
4454	The Eagle & Overboard	4512	Friar's Wind Wall
4455	The Ale & Righteous Might	4513	Vixen's Chain
4456	The Adventurer & Gargoyle	4514	The Slaughtered Janni
4457	The Harm	4515	Weaver's Piling
4458	The Ooze Mephit & Quiver	4516	The Lead Squire

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4517	The Scroll	4575	The Turquoise
4518	The Crest & Sleight Of Hand	4576	The Lawful Lantern
4519	The Burned Cellar	4577	The Achaierai & Spear
4520	Navigator's Jetty	4578	Barbarian's Dead Drop
4521	Harlot's Bridge	4579	The Star Alehouse
4522	Queen's Crossbow	4580	The Tomb & Fauchard
4523	The Bluff Eaterie	4581	The Sulphur Scabbard
4524	The Kobold & Imp	4582	The Magic Vestment Lodge
4525	The Stone Giant & Wagon	4583	The Mooring Inn
4526	The Glove & Secure Shelter	4584	Icava's Pub
4527	Bordat's	4585	The Cloak
4528	The Bridge & Javelin	4586	The Wine & Symbol Of Persuasion
4529	The Purple Worm & Spiked Chain	4587	The Horseman & Burg
4530	The Erinyes & Plume	4588	The Pendant & Conjunction
4531	The Statue	4589	The Weaver & Dark Naga
4532	The Foppish Scourge	4590	The Stockade & Doom
4533	The Erinyes & Tide	4591	Megara's Bed & Breakfast
4534	The Poleaxe	4592	The Land & Hammer
4535	Journeyman's Mill	4593	Ketil's Bed & Breakfast
4536	The Tendriculos & Fathom	4594	The Dazzling Ville
4537	The Death Ward	4595	The Leeway Eaterie
4538	The Bashing Handspring	4596	The House & Spiritual Weapon
4539	The Rapier Pub	4597	The Priest & Tapestry
4540	Soldier's Rose	4598	The Cave & Repeating Crossbow
4541	Whelp's Heavy Crossbow	4599	The Beggar & Thug
4542	The Symbol Of Pain Meadhall	4600	Avenal's Unhallow
4543	The Battlement & Hide In Plain Sight	4601	Horseman's Stern
4544	Agrin's Word Of Recall	4602	Minstrel's Clout
4545	The Crypt & Tiller	4603	The Keep
4546	The Sapphire Bed & Breakfast	4604	The Queen
4547	Fool's Scare	4605	The Tinder
4548	The Crock & Lightning Bolt	4606	The Swaying Battlement
4549	The Stockade & Helm	4607	The Gray Render & Mage Hand
4550	Onua's Finesse	4608	The Stool & Wind Walk
4551	Odriana's Tavern	4609	The Bandit & Maid
4552	The Sahuagin & Gate	4610	The Hunter Hall
4553	The Gate Café	4611	The Twisted Locate Object
4554	The Stranger & Mount	4612	The Nymph & Glove
4555	Horseman's Wall Of Iron	4613	The Dispel Magic
4556	The Nixie & Chain Shirt	4614	Tradith's Overboard
4557	The Blue Mirror	4615	The Bluff & Blasphemy
4558	The Baleful Nightcrawler	4616	The Troglodyte & Poison
4559	The Gruesome Climb	4617	The Hall Restaurant
4560	Tinker's Slammer	4618	The Tide Restaurant
4561	Minstrel's Robe	4619	The Falls & Obscuring Mist
4562	The Baron & Vale	4620	The Fire Shield Hall
4563	The Sapphire & Enchanted Weapon	4621	The Deeper Darkness Alehouse
4564	The Maze & Prismatic Sphere	4622	The Flying Backpack
4565	The Wandering Soldier	4623	The Clay Golem & Bebilith
4566	The Animated Object & Dire Wolf	4624	The Table & Wind Wall
4567	The Flawless Sheath	4625	The Hawk & Stone To Flesh
4568	The Enchanted False Life	4626	The Alehouse
4569	The Thoughtless Tavern	4627	The Earth Mephit & Bone
4570	Mistress's Energy Drain	4628	The Gangway Restaurant
4571	The Sling Guesthouse	4629	The West Sap
4572	The Forcecage Pub	4630	The Mistress & Keep
4573	The Barbed Devil & Sense Motive	4631	The Hoist Restaurant
4574	The Snoozing Spiked Gauntlet	4632	The Khopesh

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4633	The Cloaked Wind Wall	4691	The Hero & Domain
4634	The Dire Animal & Trim	4692	The Tyrannosaurus & Stick
4635	The Pouch Tavern	4693	The Purse & Knot
4636	Peasant's Rod	4694	Savage's Incendiary Cloud
4637	Regana's	4695	Guardian's Wagon
4638	The Maze Pub	4696	Roeloth's Ambush
4639	The Abbey Guesthouse	4697	Scribe's Crook
4640	The Lake Restaurant	4698	The Native Gauntlet
4641	Sage's Phantom Steed	4699	Wanderer's Poleaxe
4642	The Dinosaur & Statue	4700	Priest's Secret Chest
4643	The Catapult Brewery	4701	The Owl & Thoqqua
4644	The Bow	4702	The Shrew Eaterie
4645	The Swinging Stranger	4703	Oleg's Earthquake
4646	The Bat & Sling	4704	The Homunculus & Flash
4647	The New-Forged Passwall	4705	Priest's Staff
4648	The Angry Evasion	4706	Rodor's Scroll Tube
4649	The Devil & Flag	4707	The Jester & Giant Crocodile
4650	The Pile Lodge	4708	The Owl's Wisdom Alehouse
4651	The North Port	4709	Mora's Fog Cloud
4652	The Zelekhut & Arcane Mark	4710	The Abbey & Prying Eyes
4653	The Rumbling Lesser Geas	4711	The Domain & Free Stand
4654	The Guidance Meadhall	4712	Urchin's Deck
4655	Jasara's Escape Artist	4713	The Trinket
4656	The Dwarf & Banner	4714	The Baneful Meadhall
4657	The Gorgon & Keen Edge	4715	The Restoration Alehouse
4658	The Cage & Dolphin	4716	The Spiked Gauntlet Meadhall
4659	The Deathwatch	4717	The Blue Dragon & Commune
4660	Tinker's Eye	4718	The Bouncer & Trumpet Archon
4661	The Disguise Restaurant	4719	The Free Stand
4662	Barmaid's Grove	4720	The Paladin Inn
4663	Urchin's Poleaxe	4721	The Haven & Iron Body
4664	The Timber	4722	The Outsider & Ettercap
4665	The Amulet & Burning Hands	4723	Dagwyn's Club
4666	The Hapless Dagger	4724	The Raven & Pin
4667	Weaver's Bridge	4725	Nordrada's Shield
4668	The Nixie & Janni	4726	The Cookhouse & Delay Poison
4669	The Stake	4727	The Titan & Gangway
4670	The Incorporeal True Strike	4728	Knight's Baleful Polymorph
4671	The Skewering Trinket	4729	The Box & Bridge
4672	Preni's Cure Light Wounds	4730	Ibearwen's Deuce
4673	The Tendriculos & Leeway	4731	The New-Forged Handspring
4674	The Bombardier Beetle & Silent Image	4732	The Fire Dragon Turtle
4675	The Mind Blank Eaterie	4733	The Continual Flame
4676	The Chainmail	4734	The Drow & Brick
4677	The Festive Agent	4735	The Gynosphinx & Hunt
4678	Weaver's Boss	4736	The Deep Slumber
4679	The Giant Octopus	4737	Horseman's Skirt
4680	The Peaceful Broadsword	4738	The Feeblemind
4681	Shaundra's Edge	4739	The Bashful Bottle
4682	The Waif & Water Mephit	4740	Dwarf's Phase Door
4683	The Dragonne & Bone	4741	The Annis & Quest
4684	The Wood & Big House	4742	The Bolas Inn
4685	The Shady Prayer	4743	The Rude Gust Of Wind
4686	The Tunic & Desecrate	4744	Prankster's Earthquake
4687	The Azure Knife	4745	The Deep Halfling & Script
4688	The Elemental & Ghost	4746	The Steel Bolas
4689	The Crib Alehouse	4747	The Black Copper Dragon
4690	Dydia's Dictum	4748	The Vale & Perimeter

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4749	The Fresh Wood	4807	Edlin 's In The Black
4750	Ragnar's Beam	4808	The Knot Bed & Breakfast
4751	Wanderer's Ladder	4809	The Bauble & Gate
4752	Lodica's Poison	4810	The Nest & Stoneskin
4753	The Centaur & Treasure	4811	The Bashing Forgery
4754	The Leopard & Doom	4812	The Tail
4755	The Dangerous Sounding	4813	The Grey Climb
4756	The Weretiger	4814	The Fighting Bag
4757	Ferragol's Chainmail	4815	Journeyman's Waterline
4758	Sage's Creek	4816	The Assassin Vine & Planar Ally
4759	The Hammer Lodge	4817	The Cove & Shuriken
4760	The Gray Ooze & Wagon	4818	The Pint & Moment Of Prescience
4761	Priest's River	4819	The Prisoner
4762	The Soup & Hold	4820	The Boat Hook Alehouse
4763	Bard's Dungeon	4821	Harlot's Hide
4764	The Fisherman Restaurant	4822	The Grove & Daze
4765	The Divination Hall	4823	The Tower & Atonement
4766	The Thief & Squid	4824	The Fearsome Crushing Hand
4767	The Battlement & Shield	4825	Brithael's Sleight Of Hand
4768	Sage's Tower	4826	The Crypt & Baptism
4769	The Gangway Cellar	4827	The Shipwright & Statue
4770	The Glasses Café	4828	The Hideout & Spectral Hand
4771	The Mithril Phantasmal Killer	4829	The Devil & Chest
4772	The Golden Sap	4830	The Phase Spider & Knot
4773	The Infraction Tavern	4831	The Steel & Leeward
4774	Savage's Limp	4832	The Vengeful Cure Minor Wounds
4775	Helinda's Quarter	4833	The Eye Inn
4776	The Intimidation	4834	Godric's Longspear
4777	The Soldier & Wagon	4835	The Stinging Land
4778	The Sigil & Log	4836	The Stick
4779	The Gelatinous Cube & Prying Eyes	4837	The Lock Picks & Wall Of Ice
4780	The Brown Bear & Ewer	4838	The Hatch Alehouse
4781	The Scribe & Lock Picks	4839	The Dopey Mace
4782	The Landing & Chokeypoint	4840	The Bronze Alehouse
4783	The Conjured Lair	4841	The Lamia
4784	The Forceful Hand	4842	The Window & Stow
4785	The Frolicking Vampiric Touch	4843	Master's Banger
4786	The Bearded Staff	4844	Pirate's Ford
4787	The Cookhouse & Arcane Eye	4845	The Tunic & Trim
4788	The Fog & Quarter	4846	The Bee & Ettin
4789	Karayan's Flood	4847	The Lucubration Pub
4790	The Arrowhawk & Achaierai	4848	Bandit's Guards And Wards
4791	The Nomadic Simulacrum	4849	The Trader Eaterie
4792	The Trap The Soul Pub	4850	Umassa's Sepia Snake Sigil
4793	Traveler's Teleport	4851	The Lock Picks & Cloak Of Chaos
4794	The Cutting Razor	4852	Peasant's Dale
4795	Paladin's Rudder	4853	The Juggling Club
4796	The Spice & Garrot	4854	Hero's Jewel
4797	The Brand Restaurant	4855	The Behir & Gauntlet
4798	Edlin 's Burned	4856	Talia's Telekinesis
4799	The Vale & Witch	4857	Knave's Eyepatch
4800	Thatram's Jetty	4858	The Time Stop Alehouse
4801	Brenn's Remove Curse	4859	The Priest Tavern
4802	The Air Mephit & Quarter	4860	The Bowman & Plowman
4803	The Gambler Tavern	4861	The Gnome & Goblin
4804	Weaver's Cabin	4862	The Azure Consecrate
4805	The Roaring Wind Wall	4863	The Kolyarut & Chain Lightning
4806	The Rookery & Trident	4864	The Salt Mephit & Barrel

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4865	The Inn & Dolphin	4923	Cutpurse's Fluke
4866	The Holy Word Hall	4924	The Mount & Web
4867	The Breastplate & Cudgel	4925	The Palm & Gunwale
4868	Rascal's Sickle	4926	Pari's Fist
4869	The Key & Energy Drain	4927	The Vessel
4870	The Coin & Cutter	4928	The Seaworthy
4871	The Storm & Stronghold	4929	The Vision Hall
4872	The Sleeping Shaft	4930	The White Sai
4873	Peri's Dictum	4931	The Open Lock Cellar
4874	The Miller Cellar	4932	The Mirthful Inn
4875	The Chaotic Statue	4933	The Impish Mirror
4876	The Stabbing Intimidation	4934	The Bralani & Storm
4877	Caryne's Stow	4935	Rodor's Hatchet
4878	The Wine & Saber	4936	The Annis & Voulge
4879	Hedin's Trim	4937	The Knot Café
4880	Cethien's Rapier	4938	The Bridge & Banishment
4881	The Temple & Tiller	4939	The Dancer & Ankheg
4882	Merchant's Heavy Flail	4940	The Silence Inn
4883	Jeweler's Water Breathing	4941	The Sanctum & Disguise
4884	The Vault & Flood	4942	The Nunchaku Alehouse
4885	The Deeper Darkness Meadhall	4943	The Avenging Bow
4886	The Flask & Darkness	4944	The Bard & Green Hag
4887	The Harm Alehouse	4945	The Sulphur Awl
4888	Dagda's Forgery	4946	The Head
4889	The Remorhaz & Flail	4947	The Ghoul & Locked Gauntlet
4890	The Giant Octopus & Earthquake	4948	The Mast & Timber
4891	Traveler's Pier	4949	The Dangling Giant Squid
4892	The Mercenary	4950	The Banishment Meadhall
4893	The Forester & Bee	4951	The Temple & Death Knell
4894	The Plowman Lodge	4952	The Shining Beam
4895	The Hitch Café	4953	The Gruesome Bouncer
4896	The Den & Port	4954	Wanderer's Flail
4897	Highwayman's Longsword	4955	The Festive Irresistible Dance
4898	The Reptilian Saber	4956	The Thirsty Ford
4899	The Guardian & Stone	4957	Squire's Wall Of Stone
4900	The Magical Beast & Praying Mantis	4958	The King
4901	The Spoon & Fender	4959	The Dolphin
4902	Sage's Coin	4960	The Azure Tomb
4903	The Dangerous Thief	4961	The Throne & Javelin
4904	The Bearded Flood	4962	The Bridge & Miracle
4905	Karayan's	4963	Godric's
4906	Helinda's Magic Missile	4964	The Grick & Mending
4907	Navigator's Table	4965	The Construct & Bona Fides
4908	The Boots & Claw	4966	The Mage Guesthouse
4909	The Phasm & Scrag	4967	The Polar Bear & Flash
4910	The Cure Serious Wounds Eaterie	4968	The Crypt & Rapier
4911	Jonaya's Trap The Soul	4969	Sailor's Shield
4912	Acrobat's Line-Up	4970	The Fey & Bone Devil
4913	The Vrock & Mancatcher	4971	The Bone & Resurrection
4914	Scribe's Crystal	4972	Falmrinh's Gate
4915	Sage's Hide	4973	The Wind Wall Inn
4916	Wanderer's Double Agent	4974	The Candle & Magic Vestment
4917	The Biting Cookhouse	4975	The Jester Lodge
4918	The Squid	4976	The Native Hill
4919	The Cap & Needle	4977	The Rest & Anchor
4920	The Reveling Citadel	4978	Mendal's Bed & Breakfast
4921	Cendarwen's Arson	4979	The Genie & Tide
4922	Gladiator's Floating Disk	4980	The Gypsy Tavern

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4981	Cadmon's Flaming Sphere	5039	The Vault & Hold
4982	The Gauntlet & Double Axe	5040	The Knot Tavern
4983	The Tavern & Contingency	5041	The Shrew & Stockade
4984	The Tack & Prober	5042	The Mace Restaurant
4985	The Unknown Squall	5043	The Gleeeful Stronghold
4986	The House & Guidance	5044	The Forgotten Water Walk
4987	The Phantom Trap Restaurant	5045	Raoch's Sounding
4988	Wench's Razor	5046	Mage's Wand
4989	The Druid & Mill	5047	Kira's
4990	Ranger's Helmet	5048	Ogma's Cellar
4991	The Green Glaive	5049	The Nymph & Dark Naga
4992	The Roaring Pub	5050	The Tarnished Ice Storm
4993	The Bowline Restaurant	5051	The Backpack & Transformation
4994	The Read Magic Pub	5052	Icava's Mace
4995	The Brandished Glaive	5053	The Cutting Armorer
4996	The Soup Bed & Breakfast	5054	The Tankard & Shaft
4997	The Maiden & Anvil	5055	Rykath's Battlehammer
4998	The Ford & True Seeing	5056	The Lock Picks & Cantrip
4999	Hedin's Ghost	5057	The Cure Critical Wounds Cellar
5000	The Formian & Mole	5058	Cutthroat's Temple
5001	The Secret Page	5059	Cutthroat's Manor
5002	The Gypsy Pub	5060	The Golden Barding
5003	Torr's	5061	The Dungeon & Net
5004	The Gauntlet & Dinghy	5062	The Cone Of Cold Café
5005	The Spirits & Starboard	5063	Bordat's Crushing Despair
5006	The Thirsty Sling	5064	Beggar's Mooring
5007	Rykath's Cellar	5065	The Barterer Cellar
5008	The Daylight Tavern	5066	The Troglodyte & Glass
5009	The Vengeful Beggar	5067	The Thief Hall
5010	The Fearsome Tinder	5068	The Grove Meadhall
5011	Gest's Café	5069	The Barrel & Daylight
5012	Caryne's Siangham	5070	The Skirt & Black Bag Job
5013	The Dire Bat & Cage	5071	Cadmon's Lodge
5014	Bersi's Forcecage	5072	The Chaos Beast
5015	The Hag & Anchor	5073	The Stake Brewery
5016	The Keg Guesthouse	5074	The Horse & Locate Object
5017	The Pilgrim & Field	5075	The Warrant Inn
5018	Gypsy's Doom	5076	Mora's Sequester
5019	Penrith's Eaterie	5077	Raoch's Baptism
5020	The Rookery & Beam	5078	The Lantern & Sequester
5021	Icava's Flood	5079	The Kilt Meadhall
5022	Peasant's Window	5080	Chanti's Deuce
5023	The Squire Restaurant	5081	The Animated Object & Hook
5024	The Greedy Jester	5082	The Weretiger & Scale Mail
5025	The Bandit & Lantern	5083	The Grey Nessian Warhound
5026	The Scry Guesthouse	5084	The Mithril Cure Minor Wounds
5027	The Wight & Fathom	5085	The Guardian & Trophy
5028	The Hilt & Entropic Shield	5086	Yazdan's Move Silently
5029	The Ice Storm Restaurant	5087	The Bridge & In The Black
5030	The Peasant & Cave	5088	The Steel Eye
5031	Shipwright's Barrel	5089	The Cockatrice & Hitch
5032	Merand's Overboard	5090	The Pirate & Friend
5033	The Singing Helping Hand	5091	The Sulphur Freeboard
5034	Adirak's Clenched Fist	5092	Landailyn's Draft
5035	The Reptile & Tail	5093	The Water Naga & Bracer
5036	The Cozy Bridge	5094	The Mirror Meadhall
5037	The True Seeing Cellar	5095	The Lammasu & Cleaver
5038	The Spectre	5096	The Whistle & Prismatic Wall

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5097	The Pouch & Head	5155	The Lock Picks & Battlehammer
5098	The House & Leeway	5156	The Frustrated Gambler
5099	The Virgin & Pouch	5157	The Palace & Eyepatch
5100	The Safe House	5158	The Sleepy Tavern
5101	The Storm Of Vengeance Café	5159	The Scoundrel Café
5102	The Ghost & Burned	5160	The Wanderer Restaurant
5103	The Devil & Soul Bind	5161	The Spoon & Pier
5104	Merchant's Axe	5162	The Ochre Jelly & Flame Strike
5105	The Fresh Contingency	5163	Sorcerer's Stinking Cloud
5106	Jayna's	5164	The Fang Eaterie
5107	The Wheezing Glove	5165	The Stabbing Stern
5108	The Megaraptor & Dress	5166	Knave's Bridge
5109	The Jester & Tomb	5167	The Heavy Eaterie
5110	The Cookhouse & Purify Food And	5168	The Purse & Mage Hand
5111	The Gambler & Devourer	5169	The Queen & Breastplate
5112	The Hapless Guesthouse	5170	The Jade & Fender
5113	The Fiendish Creature & Potion	5171	The Cove & Double Axe
5114	The Heavy Sanctuary	5172	The Behir & Longsword
5115	The Dragon & Troglodyte	5173	The View
5116	Arella's Knot	5174	Maiden's Pyrotechnics
5117	Edric's Arson	5175	The Bandit & Cleric
5118	The Huntress & Flag	5176	The Gargoyle & Port
5119	The Dire Badger & Lammasu	5177	The Candle & Operative
5120	The Apprentice & Cockatrice	5178	The Lantern & Blight
5121	Dydia's Atonement	5179	Nidawi's Beam
5122	The Double Agent Alehouse	5180	The Shipwright & Chimera
5123	The Red Dragon & Geas	5181	The Delay Poison Cellar
5124	The Anchor	5182	The Purse Tavern
5125	The Cozy Cockatrice	5183	The Stockade & Poison
5126	The Frosty Ewer	5184	Forester's House
5127	The Lead Titan	5185	The Wanderer & Palm
5128	The Ape & Greatsword	5186	The Sleeping Beam
5129	The Enchantress Bed & Breakfast	5187	The Agent Lodge
5130	Kenric's Prober	5188	The Frost & Fluke
5131	The Barkeep Restaurant	5189	The Candle & Conjuraton
5132	Priestess's Cure Critical Wounds	5190	The Harmless Tornado
5133	The Goblin & Prober	5191	Drunkard's Star
5134	The Citadel & Fang	5192	Handmaiden's Maze
5135	The Explosive Runes	5193	The Split Tomb
5136	The Aquatic Thug	5194	The Cutting Climb
5137	The Planetar & Rudder	5195	Lady's Belt
5138	The Jib	5196	The Owlbear & Double Agent
5139	The Hawk & Diamond	5197	The Symbol Of Persuasion
5140	The Gynosphinx & Regenerate	5198	Yawen's Guesthouse
5141	Weaver's Gate	5199	The Sage & Hideout
5142	The Ice Mephit & Banishment	5200	The Park & Dock
5143	The Drowsy Bandit	5201	Vartan's Timber
5144	The Guardian & King	5202	The Tornado & Lance
5145	Journeyman's Eye	5203	Agatha's Guesthouse
5146	Deogol's Stake	5204	The Swaying Snake
5147	The Fresh Mummy	5205	The Blue Dragon & Hull
5148	The Tinder & Summon Monster	5206	The Merchant & Owlbear
5149	The Valley & Sense Motive	5207	Dancer's Quiver
5150	The Grig & Big House	5208	The Donkey & Deathwatch
5151	The Lycanthrope & Head	5209	Mistress's Augury
5152	Mistress's Sense Motive	5210	The Carbon Toad
5153	The Vale Restaurant	5211	The Stool & Broadsword
5154	Highwayman's Bowline	5212	Chanti's Rod

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5213	The Aberration & Table	5271	Thug's Bag
5214	The Heavy Ruby	5272	The Topsy Spine
5215	The Stem Bed & Breakfast	5273	The Helpful Point
5216	The Archon & Tide	5274	The Pier
5217	The Woozy Djinni	5275	The Tail & Phase Door
5218	The Sounding	5276	The Wereboar & Hammer
5219	Rabican's Wind Wall	5277	The Gambler & Tower
5220	The Sheath & Forcecage	5278	The Hero & Bandit
5221	The Elasmosaurus & Flood	5279	The Crown & Holy Aura
5222	Dydia's Mace	5280	Penrith's
5223	Stranger's Tail	5281	Monk's Flaming Sphere
5224	The Merfolk & Sequester	5282	The Starboard
5225	The Merchant & Bralani	5283	The Word Of Recall Guesthouse
5226	The Goddess Restaurant	5284	Fatima's Magic Jar
5227	The Cudgel Lodge	5285	The Lake Tavern
5228	Enchanter's Spiritual Weapon	5286	The Bolor & Conspiracy
5229	The Trinket Eaterie	5287	Blacksmith's Dinghy
5230	The Armor & Freeboard	5288	Riberta's Chain Lightning
5231	The Mirthful Helping Hand	5289	The Water Walk
5232	The Dulled Tavern	5290	Bowman's Magic Weapon
5233	Mistress's Silence	5291	Derrin's Script
5234	The Overboard Alehouse	5292	The Gate & Topsides
5235	The Sad Sending	5293	The Mephit & Fang
5236	The Trinket & Crib	5294	The Operative Brewery
5237	The Boatman & Boots	5295	Kira's Spiritual Weapon
5238	The Frost Worm	5296	Merand's Veil
5239	The Fathom Meadhall	5297	The Bowline
5240	The Probe	5298	The Harp & Arcane Mark
5241	Dallandra's Edge	5299	The Sapphire Meadhall
5242	Bandit's Stinking Cloud	5300	The Gleeeful Badger
5243	The Giant & Black Dragon	5301	The Shrine & Prisoner
5244	Apprentice's Soul Bind	5302	The Urn & Headway
5245	The Hammer & Resistance	5303	Boatman's Eye
5246	The Otyugh & Spear	5304	The Protection From Evil Tavern
5247	The Sturdy Miller	5305	The Half-Orc & Cleaver
5248	The Bearded Jetty	5306	Queen's Flame Strike
5249	The Gnoll & False Vision	5307	Nidawi's Spectral Hand
5250	Priest's Tiller	5308	The Sunless Palm
5251	The Barkeep & Master	5309	Jasara's
5252	The Athach	5310	The Cave & Zone Of Truth
5253	Yazdan's Trap	5311	The Blowgun Hall
5254	The Bombardier Beetle & Wall Of	5312	The Planetar & Eye
5255	The Dryad & Prisoner	5313	Friend's Bluff
5256	The Miracle	5314	The Plume Cellar
5257	The Helm Alehouse	5315	The Throne & Horrid Wilting
5258	The Half-Elf & Bolas	5316	The Sorcerer & Adventurer
5259	The Split Freeboard	5317	Prendar's Piling
5260	The Triceratops & Chest	5318	The Ambush Meadhall
5261	The Black Pudding & Horrid Wilting	5319	The Crypt & Line-Up
5262	The Forcecage	5320	The Marut & Wake
5263	Barterer's Glasses	5321	Priest's Sanctum
5264	The Dryad & Magic Mirror	5322	The Cloak Of Chaos Eaterie
5265	The Cozy Yaw	5323	Bartender's Secret Page
5266	Pilgrim's Faithful Hound	5324	The Prisoner Inn
5267	The Monstrous Humanoid & Scale	5325	The Land & Bearing
5268	The Slumbering Sounding	5326	Cambree's Soul Bind
5269	The Flash Pub	5327	The Ivory Dispel Magic
5270	The Orb Café	5328	The Tasty Grove

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5329	The Whistling Beggar	5387	The Giant & Table
5330	Attor's Chain Lightning	5388	The Acrobat & Pin
5331	The Wench & Knight	5389	The Blade Barrier
5332	Squire's River	5390	The Golden King
5333	The Boorish Timber	5391	The Bag & Forgery
5334	The Assassin Vine & Interposing Hand	5392	Agrin's Perimeter
5335	Fyren's Stem	5393	The Wind Wall
5336	Miller's Bardiche	5394	The Cap
5337	Lady's Magic Mirror	5395	The Dangerous Lesser Geas
5338	The Dire Bear & Secret Chest	5396	The Trim Lodge
5339	The Den Lodge	5397	Prince's Field
5340	The Planetouched & Faithful Hound	5398	The Handmaiden & Spoon
5341	The Frost Hall	5399	The Steel Café
5342	The Swinging Homicide	5400	The Magmin
5343	Vaossi's Inn	5401	The Urchin & Riding Dog
5344	Naviel's Slammer	5402	The Royal Ethereal Jaunt
5345	The Grove & Heavy Crossbow	5403	The Gauntlet & Knot
5346	The Lance Meadhall	5404	Enchanter's Double Agent
5347	The Green Goblin	5405	The Spinning Maze
5348	The North Land	5406	The Animal & Hilt
5349	Dydia's Animate Dead	5407	The Silver Dragon & Helm
5350	The Land & Locked Gauntlet	5408	The Unforgettable Dale
5351	The Horn & Blade	5409	The Erinyes & Kilt
5352	The Zealous Cellar	5410	The Stockade & Arms
5353	The Kraken & Head	5411	Helinda's Spiked Chain
5354	The Helm	5412	The Wood & Fathom
5355	The Fisherman Lodge	5413	Jaden's In The Black
5356	The Telekinesis	5414	The Whistle Eaterie
5357	The Hide Pub	5415	The Forge & Warlock
5358	Dallandra's Guesthouse	5416	Preni's Wall Of Fog
5359	The Sinister Hurricane	5417	The Mast & Warrant
5360	The Rakshasa & Box	5418	The Vase & Teleport
5361	The Dagger Hall	5419	The False Vision Bed & Breakfast
5362	The Biscuit	5420	The Nixie & Darkness
5363	The Wheel & Fork	5421	The Water Naga & Morningstar
5364	Kona's Pub	5422	The Cozy Shocking Grasp
5365	The Half-Elf & Arquebus	5423	The Donkey & Bridge
5366	The River & Helm	5424	The Vulgar Bed & Breakfast
5367	The Gloves & Dictum	5425	The Laughing Banger
5368	The Geas Meadhall	5426	The Keen Edge Hall
5369	The Wolf & Devil	5427	The Glove & Web
5370	The Dire Tiger & Headway	5428	The Harlot & Ogre
5371	Aideen's Brewery	5429	The Crazy Banishment
5372	The Winter Wolf & Slay Living	5430	Queen's Vest
5373	Rascal's Pier	5431	The Port
5374	The Symbol	5432	The Lumbering Black Bag Job
5375	The Proud Axe	5433	Gildan's Silent Image
5376	The Master Restaurant	5434	The Ice Devil & Dress
5377	The Master & Wood	5435	The Death Knell Brewery
5378	The Inevitable & Conjunction	5436	The House & Glitterdust
5379	The Sentient Staff	5437	The Hatch Lodge
5380	Gnome's Flood	5438	Dancer's Bolas
5381	The Dire Ape & Staff	5439	The Sinister Land
5382	The Miller & Friend	5440	The Gypsy & Queen
5383	The Vault & True Seeing	5441	The Steel & Flame Strike
5384	The Naga & Chest	5442	The Sepia Snake Sigil Bed & Breakfast
5385	Halfling's Forcage	5443	The Splendid Cove
5386	The Conjured Holy Word	5444	Aideen's Headway

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5445	The Grey Summon Monster	5503	The Tavern & Blade
5446	The Jolly Knave	5504	The Tack & Ventriloquism
5447	The Will-O'-Wisp & Wizard Mark	5505	The Nightwing & Perimeter
5448	The Remarkable Quartz	5506	The Jolly Shocking Grasp
5449	Ragnar's Gaseous Form	5507	Jester's Flask
5450	Thord's	5508	The Springs & Wake
5451	Tellan's Badge	5509	The Maze & Blur
5452	Brigand's Prisoner	5510	The Dulled Wall Of Fire
5453	Adalind's Cantrip	5511	The Bard
5454	The Springs Bed & Breakfast	5512	The Righteous Might
5455	The Lumbering Café	5513	The Hunter & Palace
5456	The Glorious Volcano	5514	The Flood
5457	Alchemist's Arson	5515	The Half-Fiend & Spot
5458	The Belt & Hook	5516	Flouerana's Bless
5459	The Pirate	5517	The Gynosphinx & Knot
5460	The Lyrical Rapier	5518	The Sagely Scales
5461	The Quiver & Blind	5519	The Spice Bed & Breakfast
5462	The Ville & Unholy Aura	5520	Jester's Leeway
5463	The Zombie & Criosphinx	5521	The Gaseous Form Hall
5464	The Retriever & Freeboard	5522	The Tackle & Hook
5465	The Monk & Paladin	5523	The Barbazu & Partisan
5466	The Sage & Boar	5524	Umindra's Eaterie
5467	Boatman's Fender	5525	The Port & Resistance
5468	The Weathered Gentle Repose	5526	The Gold Mind Blank
5469	The Alehouse & Gunwale	5527	The Lance
5470	Highwayman's Protection From Evil	5528	Jayna's Topsides
5471	The True Seeing Meadhall	5529	The Storm & Rope
5472	The Whelp & Bowman	5530	The Mug & Saber
5473	Stranger's Miracle	5531	The Cozy Crossbow
5474	The Handaxe	5532	Rascal's Planar Ally
5475	Galatea's	5533	The Abbey & Handaxe
5476	The Silly Disable Device	5534	The Stool & Transom
5477	The Magic Circle Bed & Breakfast	5535	The Shimmering Wood
5478	The Baneful Cloudkill	5536	Lotheidr's Double Axe
5479	The Cleric & Jewel	5537	The Citadel & Parchment
5480	The Frost & Gunwale	5538	The Merchant & Land
5481	The Glabrezu & Limp	5539	The Drunkard & Battlement
5482	Herald's Amulet	5540	The Farmer Café
5483	Brenna's Brewery	5541	Attor's Voulge
5484	The Sap Pub	5542	The Serf
5485	The Lamp & Stow	5543	The Adventurer & Labyrinth
5486	The Hideout Meadhall	5544	The Rusty Court
5487	Pyotr's Flag	5545	Korian's Pub
5488	Waif's Water Breathing	5546	Lypilla's Word Of Chaos
5489	The Enchanter & God	5547	The Temple Pub
5490	The Praying Mantis	5548	The Chuckling Sanctum
5491	The Hail & Symbol Of Persuasion	5549	The Drunken Gate
5492	The Xill & Script	5550	The Treasure Hall
5493	The Helmet Brewery	5551	The Vrock & Head
5494	The Necklace & Mending	5552	Virgin's Homicide
5495	The Moment Of Prescience Lodge	5553	The Beggar & Earth
5496	The Ladder & Desecrate	5554	The Bullet Eaterie
5497	The Hyena & Khopesh	5555	The Black Dragon & Dismissal
5498	Muriel's Sling	5556	The Boatman & Devourer
5499	The Lawful Flame Arrow	5557	The Arrest
5500	The Symbol Of Pain Café	5558	The Sap
5501	The Sigil & Deck	5559	The Skirt & Morningstar
5502	The Forge & Agent	5560	The Whistling Jib

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5561	Goddess's Climb	5619	The Roaring Stranger
5562	The Tumbling Quest	5620	The Bridge & Ghoul Touch
5563	The Djinni & Pendant	5621	The Big House
5564	Knave's Shadow Walk	5622	Urchin's Speak With Dead
5565	Squire's Bag	5623	The Delver & Trinket
5566	Sunita's Restaurant	5624	The Mast & Deuce
5567	The Destrachan & Hold Person	5625	The Star & Dirk
5568	The Speak With Dead	5626	Zawen's Point
5569	The Temple & Guisarme	5627	The Traveler & Tallfellow Halfling
5570	The Scabbard & Catapult	5628	The Deep Dwarf & Mummy Lord
5571	Caylin's Stern	5629	The Hezrou & Vampire Spawn
5572	Lander's Cabin	5630	Sunita's Implosion
5573	The Amazing Crock	5631	The Coal Clout
5574	The Manor & Hold	5632	The Blue Handmaiden
5575	The Shrew & Prince	5633	The Trumpet Archon
5576	The Monkey & Cage	5634	The Ville & Hunt
5577	Trader's Table	5635	The Cauchemar & Spice
5578	The Sturdy Sounding	5636	The Shield Eaterie
5579	The East Alehouse	5637	The Priestess Bed & Breakfast
5580	The Dire Flail Hall	5638	The Battering Mage
5581	Monk's Haven	5639	The Phasm & Boots
5582	The Rumbling Longbow	5640	The Vorpal Point
5583	The Vale & Rope Trick	5641	The Avenging Flood
5584	The Baleful Shield	5642	The Cloaked Lair
5585	The Vault & Line-Up	5643	Egeria's Veil
5586	The Enraged Cat	5644	The Mace Tavern
5587	The Scare Pub	5645	The Emerald Saber
5588	The Urm & Vessel	5646	Cambree's Rapture
5589	The Bralani	5647	The Kilt Inn
5590	Mage's Kick	5648	The Lead Ville
5591	The Lyrical Pub	5649	The Dark Naga & Wake
5592	The Crystal & Daylight	5650	Egeria's Antimagic Field
5593	Fool's Lockstep	5651	Thatram's Freeboard
5594	The Stranger & Rat	5652	Trader's Whispering Wind
5595	Alyvia's	5653	The Shield & Flare
5596	The Den & Wall Of Fog	5654	The Troglodyte & Disguise
5597	The Dire Wolf & Dolphin	5655	The Evil Spice
5598	The Cozy Entropic Shield	5656	The Tiller
5599	Child's Stew	5657	Bowman's Arson
5600	The Cornugon & Faithful Hound	5658	The Giant Owl & Lockstep
5601	The Wooden Tavern	5659	The Planetar & Helm
5602	The Evil Grove	5660	The River & False Life
5603	The Mace Eaterie	5661	The Shady Balance
5604	The Sleepy Domain	5662	The Tomb & Boss
5605	Bieven's Beam	5663	The Ethereal Marauder & Tackle
5606	Adryn's Cloak	5664	The Modest Statue
5607	Maid's Disable Device	5665	The Vixen & Wench
5608	The Priestess & Mead	5666	The Park
5609	The Sapphire & True Seeing	5667	The Gem & Silence
5610	The Native Missile	5668	The Formian & Trap
5611	The Dirty Brick	5669	The River Alehouse
5612	The Hitch Eaterie	5670	The Copper Dragon & Box
5613	The Grim Perimeter	5671	Sailor's Mace
5614	The Mead & Polar Ray	5672	The Cooper & Lord
5615	The Dire Wolverine & Anvil	5673	The Virtuous Lamp
5616	Fatina's Ballista	5674	The Gnome & Dust Mephit
5617	The Rast & Balance	5675	The Mourning Window
5618	The Pick & Moment Of Prescience	5676	The Owl's Wisdom Lodge

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5677	The Savage	5735	The Shattered Meadhall
5678	The Nightwalker & Scorching Ray	5736	Grindan's
5679	The Fabulous Whelp	5737	The Edge Guesthouse
5680	The Iron Lodge	5738	The Labyrinth & Seaworthy
5681	Mercenary's Stone To Flesh	5739	The Ooze & Gem
5682	The Scuppers Lodge	5740	The Paladin & Creek
5683	The Priest	5741	The Buckle
5684	The Shades Guesthouse	5742	The Praying Mantis & Remove Disease
5685	The Crushing Hand Hall	5743	Thrand's Eaterie
5686	The Splintering Armor	5744	The Morningstar
5687	Raoch's Dire Flail	5745	The Den & Longsword
5688	The Tojanida	5746	The Magical Beast & Staff
5689	The Gold Warhammer	5747	The Stern Café
5690	The Elasmosaurus & Dolphin	5748	The Cozy Huntress
5691	Virgin's Rapier	5749	The Aasimar & Magic Missile
5692	The Blizzard & Flag	5750	The Dire Bat & Sun Shower
5693	Derrin's Guesthouse	5751	The Shiny Fathom
5694	Weaver's Leeway	5752	The Cozy Box
5695	The Ethereal Water Walk	5753	The Freezing Sphere
5696	The Guard	5754	Traveler's Gentle Repose
5697	The Broken Warrior	5755	The Pendant & Bluff
5698	The Goblet Meadhall	5756	Gladiator's Refuge
5699	The Stronghold	5757	The Pin
5700	The Cracked Erinyes	5758	The Glove & Flare
5701	The Fighting Golem	5759	The Xill & Dolphin
5702	The Glaive	5760	The Thoughtless Vessel
5703	The Tickled Hitch	5761	Belindra's Sleet Storm
5704	The Boatman & Horned Devil	5762	The Trinket Lodge
5705	The Copper Dragon & Current	5763	Gest's Point
5706	The Backpack & Shield Of Law	5764	The Hidden Waterline
5707	The Shambling Mound & Chart	5765	Traveler's Contingency
5708	Mistress's Arson	5766	The Elephant & Sheath
5709	The Scuppers Meadhall	5767	Nerine's Midship
5710	The Dancer Inn	5768	Rodor's Blind
5711	The Portal & Climb	5769	The Dust Mephit & Burning Hands
5712	The Stag Beetle & Symbol Of Pain	5770	The Bleary Spiked Shield
5713	The Achaierai & Scabbard	5771	The Cage & Stronghold
5714	Odriana's Raise Dead	5772	The Bridge & Prober
5715	The Port & Kick	5773	The Cutpurse & Scribe
5716	The Spoon & Conspiracy	5774	The Dark Naga & Boat Hook
5717	The Hill & Cure Moderate Wounds	5775	The Tiny Hut Alehouse
5718	The Key & Slammer	5776	The Bandit & Barghest
5719	Thug's Hatch	5777	The Ice Mephit & Word Of Chaos
5720	The Mead & Phantom Trap	5778	The Gem
5721	The Emerald Scare	5779	The Earring & Air Walk
5722	The Magic Circle	5780	The Helm & Sequester
5723	The Pint & Bullet	5781	The Azer
5724	The Falls & Yaw	5782	The Hilt & Dinghy
5725	The Magmin & Humanoid	5783	The Belt & Limp
5726	The Whistle & Scroll	5784	The Porpoise & Centaur
5727	The Virgin & Palm	5785	The Playful Trap The Soul
5728	The Nalfeshnee & Cap	5786	The Lake & Cleaver
5729	Squire's Dancing Lights	5787	The Floating Disk
5730	The Zealous Commune	5788	The Gold Chimera
5731	The Sturdy Cloud Giant	5789	The Gynosphinx & Wereboar
5732	The Maze	5790	Caylin's Storm Of Vengeance
5733	Micolai's Café	5791	The Nightwing & Bulkhead
5734	The River & Bless	5792	The Laughing Bell

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5793	Urchin's Cold Case	5851	The Lady & Wood
5794	The Gentle Spiked Gauntlet	5852	Sailor's Deep Slumber
5795	Tucien's Hook	5853	Ferragol's Javelin
5796	The Guardian & Barbarian	5854	The Enchanted Temple
5797	The Statue & Lockstep	5855	The Key & Spiritual Weapon
5798	Jasara's Thorn	5856	The Pick & Daylight
5799	The Honest Pub	5857	The Blue Dragon & Key
5800	The Faithful Hound Brewery	5858	Alchemist's Repulsion
5801	The Baron & Thief	5859	Cooper's Bow
5802	The Gloves & Silence	5860	The Tomb & Dispel Magic
5803	The Dock	5861	The Eye & Protection From Evil
5804	Gnome's Symbol Of Death	5862	Mercenary's Cold Case
5805	The Gold Tinder	5863	The Shimmering Bone
5806	Athelstan's Limp	5864	The Mast & Locked Gauntlet
5807	The Arrest Guesthouse	5865	The Daylight Eaterie
5808	The Ville & Hide In Plain Sight	5866	Eryke's Tavern
5809	Cendarwen's Halberd	5867	The Sinister Missile
5810	The Sentient Tumble	5868	Trymman's Sending
5811	Lord's Spell Resistance	5869	The Bugbear & Erinyes
5812	Kurush's Protection From Evil	5870	The Flint & Bulkhead
5813	The Svirfneblin & Current	5871	The Fearless Freeboard
5814	The Steam Mephit & Tumble	5872	Jonaya's Scale Mail
5815	The Manor & Bridge	5873	The Dangerous Prayer
5816	The Falls & Solid Fog	5874	Beggar's Daylight
5817	The Springs Pub	5875	The High Halfling
5818	The Lawful Cellar	5876	The Purse & Probe
5819	The Bleary Pouch	5877	The Barmaid & Tackle
5820	The Hideout & Wall Of Stone	5878	Nerine's Dead Drop
5821	The Keep & Bear's Endurance	5879	The Prankster & Lammasu
5822	Odriana's	5880	Rascal's Gloves
5823	The Fire Elemental & Bolts	5881	The Vixen & Lemure
5824	The Baboon & Stow	5882	Highwayman's Plane Shift
5825	The Chest	5883	The Urchin & Fool
5826	The Tomb & Deuce	5884	The Stow Lodge
5827	The Manticore & Crystal	5885	The Cleric & Inn
5828	The Dinosaur & Spell	5886	The Curious Cloak
5829	The Brandished Sage	5887	The Shrew & Serf
5830	The Azure Magic Stone	5888	The Forge & True Seeing
5831	The Ethereal Plane Shift	5889	Eder's Bed & Breakfast
5832	Child's Righteous Might	5890	The Gauntlet & Big House
5833	Agatha's Freeboard	5891	The Barrel & Handspring
5834	The Sage & Diamond	5892	The Cave & Arrow
5835	The Biscuit & Crushing Hand	5893	The Mask & Shaft
5836	Godric's Meadhall	5894	Karayan's Prober
5837	The Vixen & Bouncer	5895	The Barghest & Longsword
5838	The Locate Object Inn	5896	Onua's Death Knell
5839	The Stinging Swarm	5897	The New-Forged Slay Living
5840	The Pony & Quarter	5898	The Domain & Shocking Grasp
5841	The Evil	5899	The Ivory Spiritual Weapon
5842	The Earth & Spike	5900	Megenlind's Cellar
5843	The Tippy Tomb	5901	The Dreaming Chokepoint
5844	The Holy Strike Meadhall	5902	Priestess's Jib
5845	The Colorful Manor	5903	The Weaver & Fire Giant
5846	The Pseudodragon & Hellcat	5904	The Gnome & Restoration
5847	The Operative Pub	5905	The Disappearing Hall
5848	Megenlind's Grimoire	5906	The Landing & Fireball
5849	The Lyrical Steel	5907	The Tippy Zone Of Truth
5850	The Cookhouse & Tome	5908	Maid's Stone Shape

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5909	The Squall	5967	The Griffin & Rope Trick
5910	The Thirsty Nunchaku	5968	The Werebear & Seaworthy
5911	The Animated Object & Bottle	5969	Oleg's Mallet
5912	Lodica's Enervation	5970	The Glyph Of Warding
5913	Waif's Spiritual Weapon	5971	The Enchantress Inn
5914	Dagwyn's Heal	5972	Rykath's Ice Storm
5915	The Chaotic Missile	5973	The Belt & Longspear
5916	The Prince & Tavern	5974	The Brandished Alehouse
5917	The Mistress	5975	The Weaver & Gnome
5918	The Field & Bolts	5976	The Golden Spine
5919	The Field & Pile	5977	The Lair & Continual Flame
5920	The Javelin Lodge	5978	Hakon's Heroes' Feast
5921	The Shipwright & Merchant	5979	Paladin's Creek
5922	The Ooze & Vase	5980	The Dire Rat & Chimera
5923	The Blacksmith & Grove	5981	The Gate & Badge
5924	Oleg's Trap	5982	The Dark Lodge
5925	The Falconer Pub	5983	Thrand's
5926	The Lock Picks & Escape Artist	5984	Terentia's Shield Of Law
5927	The Maiden & Port	5985	The Haven & Jib
5928	Thieda's Pick	5986	Maiden's Glyph Of Warding
5929	The Salt Prince	5987	The Harlot & Outsider
5930	The Swarm & Resilient Sphere	5988	The Spider Eater & Hellwasp Swarm
5931	Hermit's Quarter	5989	The House & Curse Water
5932	The Sanctum Bed & Breakfast	5990	The Flint Eaterie
5933	The Minstrel & Sigil	5991	The Arson Tavern
5934	Minstrel's Move Silently	5992	Jeweler's Chain
5935	The Silver Dragon	5993	The Castle & Gangway
5936	The Navigator Meadhall	5994	The Inn & Big House
5937	The Azure Lockstep	5995	Icava's Ethereal Jaunt
5938	The Vampire & Tankard	5996	The Crocodile & Cure Light Wounds
5939	Fatina's Restaurant	5997	The Illusionist & Howler
5940	The Steading & Resurrection	5998	The Fire Mephit & True Seeing
5941	The Tomb & Banishment	5999	The Sprightly Shipwright
5942	The Buckle & Entropic Shield	6000	The Throne & Head
5943	The Planetouched & Gunwale	6001	The Locust Swarm & Urn
5944	The Hilt & Heal	6002	The Port & Fog Cloud
5945	The Rogue Inn	6003	The Polished Pub
5946	The Shapechanger & Chill Touch	6004	Trader's Gate
5947	Vixen's Palace	6005	Farmer's Perimeter
5948	The Storm & Wizard	6006	The Steel
5949	Thormod's Daze	6007	The Skull
5950	The River & Dirk	6008	Cavia's Stake
5951	Stranger's Lake	6009	The Frolicking Hammer
5952	The Virtuous Jeweler	6010	The Animal & Wagon
5953	The Glass & Bluff	6011	The Javelin
5954	The Sunray & Big House	6012	Priest's Vale
5955	The Mystic Elephant	6013	The Forge & Dinghy
5956	Thug's Sling	6014	The Wall Of Iron Hall
5957	Maiden's Nunchaku	6015	The Shifty Tomb
5958	Bouncer's Gunwale	6016	The Bodak & Ladder
5959	Falconer's Rope	6017	Bartender's Prayer
5960	Miller's Locked Gauntlet	6018	The Arcane Eye Café
5961	The Stirge & Barding	6019	The Lair & Bolas
5962	The Barkeep & Savage	6020	Helinda's Daylight
5963	The Shark & Fog Cloud	6021	Elf's Plane Shift
5964	Dariul's	6022	The Crypt & Eye
5965	The Evil Symbol Of Fear	6023	The Torch & Handle
5966	Merchant's Crook	6024	The Pirate & Hyena

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6025	The Dale Restaurant	6083	The Ford & Stern
6026	Thedela's Ray Of Frost	6084	Kaelyn's Black Op
6027	Abudric's Astral Projection	6085	Armorer's Poison
6028	The Green Shadow	6086	Strang's Defector
6029	The Wozy Sprite	6087	The Violet Fungus & Tail
6030	Cethien's Glaive	6088	The Sheath & Blade Barrier
6031	The Homunculus & Mending	6089	The King Restaurant
6032	The Mnemonic Enhancer Restaurant	6090	The Amazing Pub
6033	The Feather Fall Guesthouse	6091	Raoch's Crank
6034	Queen's Goblet	6092	The Gargoyle & Prober
6035	The Slay Living Tavern	6093	Gypsy's Draft
6036	The Ancient Wizard	6094	Gnome's Galley
6037	The Mistress Tavern	6095	The Djinni & Garrot
6038	Galewen's Stone Shape	6096	Godric's Café
6039	The Digester	6097	The Mark Of Justice Guesthouse
6040	The Handspring Lodge	6098	The Hapless Café
6041	Godric's Cellar	6099	The Tooth Café
6042	Urchin's Protection From Good	6100	Cadmon's Spell Immunity
6043	The Anvil & Divine Favor	6101	The Efreeti & Hood
6044	The Wanderer Pub	6102	The Belker & Volcano
6045	Kenric's Bed & Breakfast	6103	The Wall Of Fire
6046	Peasant's Tide	6104	The Hamatula & Cure Critical Wounds
6047	Karayan's Energy Drain	6105	The Shattered Leeward
6048	Carpenter's Table	6106	The Goddess & Flask
6049	Koali's Hall	6107	The Stake Inn
6050	Farmer's Fingers	6108	The Mount & Tooth
6051	The Hydra & Shadow Walk	6109	The Blacksmith & Traveler
6052	The Tack & Silent Image	6110	The Fort & Dictum
6053	The Dale & Flaming Sphere	6111	Thormod's Defector
6054	The Magma Mephit & Knot	6112	The Daylight Alehouse
6055	The Free Stand Alehouse	6113	Druid's Court
6056	The Singing Ghost	6114	The Bouncer & Tiger
6057	The Flag & Sling	6115	Astalella's
6058	Gest's Desecrate	6116	The Sorcerous Jetty
6059	The Gunwale	6117	The Hurricane Inn
6060	Rhodia's Arrows	6118	The Inevitable & Crib
6061	Leidub's Enchanted Weapon	6119	The Diamond & Parchment
6062	Muriel's Net	6120	The Timid Guesthouse
6063	The Ethereal Jaunt Brewery	6121	The Spirit Naga & Mage Hand
6064	Penrith's Freeboard	6122	The Weeping Rogue
6065	Thug's Symbol Of Pain	6123	The Magmin & Keen Edge
6066	The Probe Inn	6124	The Tomb & Bona Fides
6067	The Belt & Fire Charm	6125	The Guardsman Restaurant
6068	Laraon's Siangham	6126	The Boot & Court
6069	The Blade Barrier Guesthouse	6127	The Leonal & Buckler
6070	The Dinosaur	6128	The Ochre Jelly & Cabin
6071	The Weeping Park	6129	The Virgin & Jester
6072	Chevonne's Sap	6130	The Hunter Pub
6073	The Lusty Pick	6131	The Grey Coin
6074	The Lawful Flare	6132	Fredek's Lodge
6075	Archer's Port	6133	The Hezrou & Pike
6076	The Chest & Dimension Door	6134	Barkeep's Phantom Steed
6077	Thieda's Spiritual Weapon	6135	The Magic Mirror
6078	The Gnome & Fog	6136	The Hideout & Seaworthy
6079	Bowman's Sanctum	6137	The Throne & Blowgun
6080	Odriana's Hook	6138	The Clenched Fist Pub
6081	Beggar's Armor	6139	Herald's Cudgel
6082	The Storm Of Vengeance	6140	The Carbon Phantasmal Killer

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6141	Agrin's	6199	The Tawdry Alehouse
6142	Yawen's Spiritual Weapon	6200	The Vault Pub
6143	The Tavern	6201	The Babau & Chaos Beast
6144	The Spellbook & Forgery	6202	The Waterline Lodge
6145	The Flint & Draft	6203	The Highwayman & Springs
6146	The Potion Hall	6204	The Determined Bell
6147	The Sleeping Rabbit	6205	The Derro & Tiefling
6148	The Mill & Spiritual Weapon	6206	The Lamp & Cutter
6149	Elf's Free Stand	6207	The Enervation Eaterie
6150	The Bumbling Hammer	6208	The Red Flaming Sphere
6151	The Ruby Brewery	6209	The Unholy Aura Inn
6152	The Chill Touch Inn	6210	The Ranger & Gypsy
6153	The Whistling Elf	6211	The Bless Bed & Breakfast
6154	The Mug & Dinghy	6212	The Battering Wine
6155	The Key & Flag	6213	The View & Mirror Image
6156	The Sailor & Bell	6214	Gnome's Grimoire
6157	The Hefty Roc	6215	The Enervation Lodge
6158	Armorer's Double Agent	6216	Bartender's Blade
6159	Micolai's	6217	The Monk & Vault
6160	The Light Eaterie	6218	The Diamond Bow
6161	The Spirit Naga & Cantrip	6219	The Landing Cellar
6162	The Probe Meadhall	6220	The Quiver & Timber
6163	The Castle & Scale Mail	6221	The Swirling Finesse
6164	The Landing & Speak With Dead	6222	The Shimmering Gnome
6165	Icava's Magic Stone	6223	The Rookery & Spike
6166	Guardian's True Seeing	6224	The Pearl & Resurrection
6167	The Volcano & Mark Of Justice	6225	The Vorpall Alehouse
6168	The Crocodile & Horn	6226	The Dragonne & Rope
6169	Ragnar's Jib	6227	The Soldier & Forester
6170	The Stone Shape Alehouse	6228	Belindra's Animate Dead
6171	The Pegasus & Flail	6229	Mora's Cold Case
6172	The Skewering Goddess	6230	The Gray Render & Passwall
6173	The Huntress & Shipwright	6231	Leidub's Transom
6174	The Determined Annis	6232	The Falconer & Barkeep
6175	The Interposing Hand Lodge	6233	The Hellwasp Swarm & Leeway
6176	The Net	6234	The Tomb & Eagle's Splendor
6177	The Vrock & Current	6235	The Stern
6178	The Tarnished Mercenary	6236	The Infraction Inn
6179	The Chest & Hatchet	6237	The Priest & Skum
6180	The Doppelganger & Geas	6238	Druid's Scabbard
6181	The Salt Dinghy	6239	The Quest Alehouse
6182	The Gate Inn	6240	The Eye
6183	The Miller & Cap	6241	Dariul's Bow
6184	The Stuffed Eyepatch	6242	Lander's Ghost
6185	Edric's Deuce	6243	Gest's Infraction
6186	The Field & Mount	6244	The Crypt & Cure Serious Wounds
6187	The Pick & Hatch	6245	The Rose Inn
6188	The Dire Weasel & Unholy Aura	6246	The Rascal & Priestess
6189	Guardian's Vessel	6247	The Animated Object & Eye
6190	The Crossbow Restaurant	6248	The Elephant & Warrant
6191	The Ethereal Filcher & Cage	6249	The Comical Hoist
6192	The Urn & Knife	6250	The Sanctum & Transformation
6193	The Shapechanger	6251	The Falconer & Gelugon
6194	The Rusty Restaurant	6252	The Weaver & Devil
6195	The Merfolk & Rainbow Pattern	6253	The Crisphinx & Overboard
6196	The Bluff Tavern	6254	Ishara's
6197	Megara's Wand	6255	The Half-Fiend & Holy Aura
6198	The Domain & Spetum	6256	The Carpenter & Barkeep

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6257	The Lillend & Bulkhead	6315	Helinda's
6258	Galatea's Conjunction	6316	The Spider Swarm & Razor
6259	The Zealous Gate	6317	The Copper Unholy Aura
6260	The Harness & Spot	6318	The Barghest & Battleaxe
6261	The Symbol Of Persuasion Restaurant	6319	The Belker & Breastplate
6262	The Mule & Gate	6320	The Arson
6263	The Buckle & Handspring	6321	The Forge Meadhall
6264	The Hall & Moment Of Prescience	6322	The Tomb Cellar
6265	The Mithril Piling	6323	Skapti's Beam
6266	The Nest & Dire Flail	6324	The Cornugon & Big House
6267	The Shrine & Flood	6325	King's Pole
6268	The Wight & Mirror	6326	The View & Bardiche
6269	The Rakish Knot	6327	Beggar's Treasure
6270	Knight's Lucubration	6328	Hakon's Infraction
6271	The Crest Alehouse	6329	The Sad Sling
6272	Forester's Escape Artist	6330	The Shadow & Headway
6273	The Entropic Shield Eaterie	6331	The Flesh Golem & Magical Beast
6274	The Drunkard Alehouse	6332	The Battlement Cellar
6275	Drunkard's Handaxe	6333	The Elf & Pin
6276	The Battlement & Holy Strike	6334	The Armorer & Chimera
6277	The Goddess & Elasmosaurus	6335	The Royal Athach
6278	Cooper's Fork	6336	The Majestic Guards And Wards
6279	The Avenging Dimension Door	6337	The Trophy & Vampiric Touch
6280	Umindra's Hatch	6338	The Derro
6281	The Flesh Golem & Gauntlet	6339	The Broken Serf
6282	The House & Scuppers	6340	The Boots Restaurant
6283	The Horrid Wilting	6341	Ogma's Galley
6284	Lady's Yaw	6342	The Cookhouse & True Seeing
6285	The Guardsman Eaterie	6343	The Rest & Greatsword
6286	The Hunter & Ghost	6344	The Cutting Ale
6287	The Crypt & Arson	6345	The Green Hag & Stone
6288	The Pony & Witch	6346	The Bearing Pub
6289	The Ethereal Filcher & Emerald	6347	The Orc & Locate Object
6290	Fisherman's Rod	6348	The Headway Eaterie
6291	Horseman's Missile	6349	The Box & Stow
6292	The Palace Brewery	6350	The Breastplate & Mage Hand
6293	The Watery Prankster	6351	The Cookhouse & Black Bag Job
6294	Agatha's Scuppers	6352	The Herald & Fire Mephit
6295	The Bridge & Explosive Runes	6353	The Valley Meadhall
6296	Hermit's Valley	6354	The Beggar & Treasure
6297	The Mooring	6355	The Scales & Symbol Of Persuasion
6298	The Cloud Giant & Draft	6356	Ranger's Hold
6299	The Headway	6357	The Sorcerer & Water Mephit
6300	The Mole	6358	Yiran's Log
6301	The Starboard Hall	6359	Dagwyn's Polearm
6302	Minstrel's Symbol Of Fear	6360	The Fearsome Barrel
6303	The Rope	6361	Lord's Mace
6304	The Adventurer & Tomb	6362	The Telekinesis Pub
6305	The Magma Mephit & Wagon	6363	Falconer's Bluff
6306	The Herald & Retriever	6364	The Script Pub
6307	Ragnar's Touch Of Idiocy	6365	The Mast
6308	Trader's Quarterstaff	6366	Muriel's Chokepoint
6309	Ketil's Gangway	6367	Beggar's Cup
6310	The Plowman & Alchemist	6368	Thalem's Crib
6311	The Tavern & Eyepatch	6369	The Shield & Symbol Of Persuasion
6312	The Chest & Fist	6370	The Barmaid & Highwayman
6313	The Jester & Gibbering Moulder	6371	The Hill & Free Stand
6314	The Conspiracy	6372	Galan's Flail

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6373	The Minstrel	6431	The Dulled Eaterie
6374	The Harp & Scuppers	6432	The Beggar & Wasp
6375	The Biting Barkeep	6433	The Aasimar & Grasping Hand
6376	Barbarian's Midship	6434	Nordrada's Arcane Mark
6377	The Fort & Geas	6435	The Enchantress
6378	The Devourer & Ogre	6436	The Gray Ooze & Death Ward
6379	Guardsmen's Throne	6437	The Spell Meadhall
6380	The Giberber Moulder & Bearing	6438	The Enchanted Bed & Breakfast
6381	The Splintering Forest Gnome	6439	Guardian's Stronghold
6382	The Yeth Hound	6440	The Monstrous Humanoid & Skull
6383	The Naga & Remove Curse	6441	The Gold Protection From Evil
6384	The Giant Octopus & Sap	6442	Athelstan's Heal
6385	Giant's Jade	6443	The Line-Up
6386	The Ring Eaterie	6444	The Spellbook & Glyph Of Warding
6387	The Phasm & Blade	6445	Mendal's Spear
6388	The Gypsy & Burg	6446	The Hungry Doom
6389	Enchantress's Repeating Crossbow	6447	The Mount & Repulsion
6390	Guard's Amulet	6448	The Priest & Tyrannosaurus
6391	Maid's Plane Shift	6449	The Minotaur & Axe
6392	The Festive Octopus	6450	The Voulge Brewery
6393	Boatman's Haven	6451	Adilan's Beam
6394	The Fungus	6452	The Plowman & Baron
6395	The Barkeep & Barrel	6453	The Giant Squid & Shield Guardian
6396	The Sunray & Fender	6454	The Hood & Cudgel
6397	The Sleepy Bed & Breakfast	6455	The Fearsome Cap
6398	The Dress & Head	6456	The Plowman & Valley
6399	Armorer's Script	6457	The Thug Cellar
6400	The Happy Skirt	6458	The Missing Bezekira
6401	The Conjured Goblet	6459	The Cave & Big House
6402	The Badge Lodge	6460	Karran's Rabbit
6403	The Avenging Gem	6461	The Scale Mail Guesthouse
6404	The Criosphinx & Summon Monster	6462	The Monkey & Harness
6405	The Rest & Sanctuary	6463	The Gate & Stern
6406	The Salty Mage	6464	The Kobold & Vessel
6407	The Breastplate & Mooring	6465	Thieda's Glass Orb
6408	The Razor Boar & Badge	6466	The Sap Inn
6409	Mora's Javelin	6467	The Armorer
6410	The Peasant & Cutthroat	6468	The Fire Giant & Transom
6411	The Scorpionfolk & Lamp	6469	The Blue Cellar
6412	The Hammer	6470	The Valley & Stern
6413	The Boar & Athach	6471	The Urchin
6414	The Scare Meadhall	6472	The Hapless Vixen
6415	The Consecrate	6473	The Shark & Statue
6416	The Lacedon & Coin	6474	The Cove
6417	Fyren's Keel	6475	Brielle's Crib
6418	The Harpy & Lantern	6476	The Phantom Steed Hall
6419	Drunkard's Ghost	6477	The Sahuagin
6420	The Phantasmal Killer Cellar	6478	The Gasping Broadsword
6421	The Weaver & Vale	6479	Siveth's Cabin
6422	The Head & Death Ward	6480	The Mercenary & Cold
6423	The Cap & Knot	6481	The Maiden & Scoundrel
6424	The Druid & Animated Object	6482	Blacksmith's Bulkhead
6425	The Invisible Hitch	6483	The Shadow Mastiff
6426	Arella's Holy Strike	6484	The Silly Symbol Of Death
6427	The Hood & Magic Circle	6485	The New-Forged Dancer
6428	Savage's Spot	6486	Rhodia's Keen Edge
6429	Prendar's Cure Minor Wounds	6487	The Rast & Hull
6430	Carpenter's View	6488	The Turning Stew

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6489	Ranger's Magic Stone	6547	The Cold Case Bed & Breakfast
6490	The Neutral Gray Ooze	6548	Mirardol's Limp
6491	Merand's Tavern	6549	The Xorn & False Vision
6492	The Window Café	6550	Warrior's Planar Ally
6493	The Helm & Dolphin	6551	The Wereboar & Lockstep
6494	The Medusa & Iron Body	6552	The Mighty Barbarian
6495	The Sharpened Crank	6553	Mora's Meadhall
6496	The Barbarian & Creek	6554	Urchin's Keg
6497	The Bauble & Temporal Stasis	6555	The Lake & Death Ward
6498	Herald's View	6556	Forester's Sigil
6499	Ellette's Bowline	6557	The Weary Irresistible Dance
6500	The Cure Serious Wounds	6558	The Soldier & Merchant
6501	The Dust Mephit & Probe	6559	The Polar Bear & Monstrous Humanoid
6502	Armorer's Blizzard	6560	Ketil's
6503	The Dangerous Warrior	6561	The Priestess & Falconer
6504	The Falls & Lockstep	6562	The Helm & Flag
6505	The Beefy Mage	6563	The Giant Crocodile & Wake
6506	Peasant's Helm	6564	The Manor & Spike
6507	The Fisherman & Half-Orc	6565	The Jolly Peasant
6508	The Curious Friend	6566	Mirardol's Guesthouse
6509	The Polished Mule	6567	The Potion
6510	The Rune & Word Of Recall	6568	The Scripture
6511	The Potion & Tooth	6569	Jayna's Eagle's Splendor
6512	Mistress's Secret Page	6570	The Astral Projection
6513	The Alchemist Inn	6571	Odriana's Headway
6514	Guardian's Head	6572	Ragnar's Cloak
6515	The Dripping Starboard	6573	The Maid & Baron
6516	The Field Restaurant	6574	The Emerald Brigand
6517	The Clenched Fist Café	6575	The Nightcrawler & Knot
6518	The Barbarian & Plume	6576	The Frost
6519	The Merrow & Volcano	6577	Lady's Tinder
6520	The Citadel & Fauchard	6578	Carpenter's Lance
6521	The Gambler & Tornado	6579	The Erinyes & Keg
6522	The Monitor Lizard & Stew	6580	The Ettercap & Spectral Hand
6523	The Plane Shift	6581	The Famished Hatch
6524	The Glass Guesthouse	6582	The Scythe Cellar
6525	Soldier's Forge	6583	The Field & Arcane Eye
6526	The Spiked Chain Alehouse	6584	Maiden's Repulsion
6527	The Blizzard & Clout	6585	The Sunless Steading
6528	The Glibbing Moulder & Ghost	6586	The Choker & Heavy Flail
6529	Cadmon's Sling	6587	The Cap & Sound Burst
6530	The Boots & Fog Cloud	6588	The Coin
6531	The Pilgrim & Falls	6589	The Thirsty Priest
6532	The Park & Mancatcher	6590	The Chain & Kick
6533	Laurana's Dancing Lights	6591	The Hood & Repulsion
6534	The Mead & Net	6592	Rodor's
6535	The Barrel & Galley	6593	The Weeping Hunt
6536	The Tasty King	6594	The Tinker
6537	Apprentice's Banner	6595	Peasant's Death Knell
6538	Jester's Shield	6596	The Landing & Headway
6539	The Journeyman Meadhall	6597	The Lantern Restaurant
6540	Aideen's Stronghold	6598	The War Pony & Donkey
6541	The Tackle & Chill Touch	6599	The Doepy Lodge
6542	The Juggling Apprentice	6600	The Land & Sword
6543	Illusionist's Ranseur	6601	The Roaming Buckle
6544	The Dinosaur & Beam	6602	The Glass Trap
6545	The Quartz & Boss	6603	The Nightwalker & Conspiracy
6546	The Clay Golem & Cure Minor	6604	The Deathwatch Restaurant

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6605	The Pile	6663	The Dopey Binding
6606	The Gauntlet Bed & Breakfast	6664	Adryn's Hoist
6607	The Tippy Earring	6665	Thieda's Brewery
6608	The Agent	6666	The Keel
6609	The Enchantress & Huntress	6667	The Falls & Chill Touch
6610	The Slumbering Bowline	6668	The Holy Word Lodge
6611	Peasant's Rookery	6669	The Weretiger & Nightcrawler
6612	Sage's Iron Body	6670	The Lock Picks & Finesse
6613	Savage's Blade	6671	The Gargoyle & Purse
6614	The Steading	6672	The Nightwalker & Camel
6615	The Huntress Bed & Breakfast	6673	The House & Free Stand
6616	Traveler's Stockade	6674	The Erinyes & Half-Orc
6617	The Brawny Devourer	6675	The Cave & Yaw
6618	Prendar's Lesser Geas	6676	Hord's Dancing Lights
6619	Bouncer's Rope	6677	The Falls Bed & Breakfast
6620	The Laughing Cave	6678	The Sickle Cellar
6621	Miller's Arrow	6679	The Spell Cellar
6622	Aideen's Heroes' Feast	6680	Brenn's Handspring
6623	The Shady Vessel	6681	Horseman's Bearing
6624	The Bridge Eaterie	6682	The Blue Dragon & Bodak
6625	The Tackle & Shield	6683	The Heal Alehouse
6626	Fisherman's Ship	6684	The Kolyarut & Mancatcher
6627	Tellan's Scourge	6685	The Rod
6628	The Minstrel & Lake	6686	The Festive Ford
6629	The Key & Boat Hook	6687	The Flag & Owl's Wisdom
6630	Plowman's Prisoner	6688	Falconer's Point
6631	The North Dimensional Anchor	6689	Forester's Kick
6632	Hero's Cloak	6690	The Brass Ville
6633	The Keg	6691	Barmaid's Cap
6634	The Elf & Lamia	6692	The Pony & Locust Swarm
6635	Bowman's Heavy Flail	6693	Trader's Seaworthy
6636	The Castle & Bridge	6694	The Maze & Limp
6637	The Tumbling Alehouse	6695	The Stone Inn
6638	The Rookery & Summon Monster	6696	Dwarf's Chalice
6639	The View & Desecrate	6697	The Augmented Spot
6640	The Burg Pub	6698	The Double Agent
6641	The Rookery & Magic Circle	6699	God's Short Sword
6642	The Gypsy & Spirits	6700	Savage's Tomb
6643	The Pendant & Flood	6701	The Tornado & Shadow Walk
6644	Gildan's	6702	Guardian's Consecrate
6645	The Cage & Flail	6703	The Boot & Arrest
6646	The Mistress & Spectre	6704	Tylwyth's
6647	The Glass Pole	6705	Brielle's
6648	The Spectre & Centipede Swarm	6706	The Goddess Hall
6649	The Lantern & Repulsion	6707	The Crown & Gunwale
6650	The Aquatic Elf & Spell	6708	Nerama's Snare
6651	Merchant's Big House	6709	The Brigand & Tapestry
6652	The Shield Café	6710	Hermit's Mind Fog
6653	The Biting Incendiary Cloud	6711	The Keep & Homicide
6654	The Peaceful Mind Fog	6712	Trymman's Mace
6655	The Jester Inn	6713	Highwayman's Battlehammer
6656	The Fearsome Overboard	6714	Peri's Restaurant
6657	Archer's Dinghy	6715	The Sunray & Summon Monster
6658	The Quest Pub	6716	The Battered Double Agent
6659	The Camel & Standard	6717	The Steel Garrot
6660	The Jolly Inn	6718	Scribe's Move Silently
6661	The Port & Dart	6719	The Belt
6662	Grindan's Crook	6720	Avenal's Hold Person

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6721	Navigator's Trap	6779	The Battlement & Transformation
6722	Highwayman's Tiller	6780	The Enchanted Flood
6723	Merchant's Coin	6781	The Tower & Quarterstaff
6724	The Goblinoid & Ship	6782	The Drowsy Bearing
6725	The Monitor Lizard & Ring	6783	The Domain & Catapult
6726	The Crock & Protection From Good	6784	The Lyrical Bolas
6727	The Carpenter	6785	The Vale Bed & Breakfast
6728	The Tower & Missile	6786	The Spider Eater & Bread
6729	The South Ale	6787	The Sad Bag
6730	The Prankster & Bluff	6788	The Fluke Hall
6731	Raoch's Eaterie	6789	The Badge
6732	The Rabbit Café	6790	The Sapphire Eaterie
6733	The Lyrical Longspear	6791	The Quartz & Wind Wall
6734	The Lawful Hall	6792	The Sorcerer & Shark
6735	The Harpoon Café	6793	The Rose & Wall Of Stone
6736	The Bard & Triceratops	6794	The Glasses & Cone Of Cold
6737	The Merfolk	6795	The Burg & Bow
6738	The Golden Dancing Lights	6796	The Insect Plague Eaterie
6739	The Dusty Piling	6797	The Acrobat & Kapoacinth
6740	The Pyrotechnics Bed & Breakfast	6798	Hunter's Amulet
6741	Tinker's Hideout	6799	The Bridge Guesthouse
6742	The Awl Alehouse	6800	The Wood & Leeward
6743	The Gem & Battleaxe	6801	The Frosty Lodge
6744	The Horseman & Volcano	6802	Fredek's Stone Shape
6745	Landrea's Rabbit	6803	The Chuul & Holy Strike
6746	Kira's Dart	6804	Grindan's Bull's Strength
6747	Karolek's Battleaxe	6805	The Trinket Café
6748	The Port Guesthouse	6806	Queen's Current
6749	The Winter Wolf & Gauntlet	6807	Umassa's Claw
6750	The Lycanthrope & Quarterstaff	6808	The Bone & Rod
6751	The Broken Operative	6809	The Bugbear & Jetty
6752	The Iron Badge	6810	The Mending
6753	The Quartz & Virtue	6811	Thord's Flag
6754	Farmer's Arson	6812	The Dirk
6755	The Talon Cellar	6813	The Magma Mephit & Whispering
6756	The Nest Brewery	6814	Edric's Blade Barrier
6757	The Cold & Lizard	6815	The Shrine
6758	The Lazy Squall	6816	The Hidden Belt
6759	The Sigil & Staff	6817	The Cove & Geas
6760	The Stone Giant & Geas	6818	The Thirsty Hero
6761	The Den & Quarter	6819	The Cave & Protection From Evil
6762	The Maid & Harness	6820	Illusionist's Current
6763	The Hunter & Armorer	6821	The Miller
6764	Letow's Guesthouse	6822	The Pendant & Chill Touch
6765	Journeyman's Deeper Darkness	6823	The Whistle & Heal
6766	Brigand's Dress	6824	The Jester & Backpack
6767	The Celestial Creature & Kilt	6825	Fool's Repeating Crossbow
6768	The Forge & Bulkhead	6826	The Stern Restaurant
6769	The Candle Hall	6827	The Field Inn
6770	Gnome's Cookhouse	6828	The Goblinoid & Keg
6771	The Amazing Witch	6829	The Stuffed Rat
6772	The Trader & Jester	6830	The Tavern & Fluke
6773	Thieda's Miracle	6831	Child's Disjunction
6774	Minstrel's Forbiddance	6832	Diadra's Refuge
6775	The Dire Weasel & Flint	6833	Eder's Climb
6776	The Warrior & Bracer	6834	The Jade & Storm Of Vengeance
6777	The White Bowman	6835	The Lawful Slay Living
6778	The Ochre Jelly & Wake	6836	The Wall Of Stone Meadhall

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6837	The Water Mephit & Box	6895	The Bag & Quarterstaff
6838	Pyotr's Razor	6896	The Enchantress & Elf
6839	The Azer & Broadsword	6897	Master's Yaw
6840	Mage's Flail	6898	The Xill
6841	The Arson Hall	6899	The Forcecage Tavern
6842	The Gunwale Alehouse	6900	The Daylight
6843	The Charming Illusionist	6901	The Delay Poison Lodge
6844	The Cantrip Restaurant	6902	The Astral Deva & Mind Fog
6845	The Child & Burg	6903	The Harness & Pile
6846	The Cutthroat & Lantern Archon	6904	The Guardsman & Wanderer
6847	The Battered Probe	6905	Adventurer's Garrot
6848	The Lair Hall	6906	The Hideout & Deuce
6849	Cooper's View	6907	The Miller & Dire Weasel
6850	Mirardol's Timber	6908	The Globe Of Invulnerability
6851	The Cove & Dagger	6909	The Brown Bear & Tumble
6852	Bowman's Kettle	6910	Plowman's Forbiddance
6853	The Magical Beast & Glove	6911	The Bridge & Sunburst
6854	The Bugbear & Arrest	6912	The Chaotic Sling
6855	Gest's Hook	6913	The Purse & Crook
6856	The Tojanida & Staff	6914	The Sail & Web
6857	The Temple & Symbol Of Fear	6915	Agrin's Lodge
6858	The Sorcerous Stern	6916	The Turning Shrine
6859	The Scourge Alehouse	6917	The Slay Living
6860	The Cure Light Wounds Cellar	6918	Sennet's
6861	Skapti's Timber	6919	Highwayman's Trap
6862	The Geas	6920	The Rabbit Inn
6863	Galewen's	6921	The Mole Cellar
6864	The Blacksmith & Landing	6922	The Gate & Sleight Of Hand
6865	The Apprentice & Flag	6923	The Lake & Scuppers
6866	The Urgrosh Hall	6924	Landalyn's Black Op
6867	The Jealous Stake	6925	The Shimmering Regenerate
6868	The Beggar & Ruby	6926	The Shining Handaxe
6869	The Sailor & Megaraptor	6927	The Hatch Tavern
6870	The Air Mephit & Cloaker	6928	Horseman's Creek
6871	The Protection From Good	6929	The Tower Pub
6872	The Land & Blur	6930	Brithael's
6873	The Mead & Enthrall	6931	The Disable Device
6874	The Slumbering Khopesh	6932	The Aquatic Hail
6875	The Good Cabin	6933	The Horn & Sleep
6876	The Salty Stone Shape	6934	The Alehouse Cellar
6877	The Traveling Prayer	6935	The Trap Lodge
6878	The Resurrection Tavern	6936	The Rogue
6879	Leidub's Sleet Storm	6937	Bandit's Anchor
6880	The Vault & Climb	6938	The Black Op
6881	The Androsphinx & Table	6939	The Shady Geas
6882	The Bandit & Rest	6940	The Pouch & Hitch
6883	The Beggar & Flask	6941	The Ornate Ballista
6884	The Treasure & Contagion	6942	The Cracked Meadhall
6885	The House & Crib	6943	The Thoquua & Current
6886	The Enchanter Brewery	6944	Talia's Flame Strike
6887	Strang's Maze	6945	The Unremarkable Obscuring Mist
6888	The Sneezing Lord	6946	Mistress's Evasion
6889	The Harlot & Spike	6947	The Rowdy Café
6890	The Virtuous Quiver	6948	The Bone
6891	The Proud Miller	6949	The Amorous Port
6892	The Jewel & Razor	6950	The Dungeon & Magic Mirror
6893	Legoreth's Stow	6951	The Chain Shirt
6894	The Cutpurse & Grove	6952	Adventurer's Flail

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6953	Cadmon's Audible Glamer	7011	The Dripping Deck
6954	The Citadel	7012	Odriana's Bowline
6955	The Iron Body	7013	The Neutral Shield Of Faith
6956	The Den	7014	Siveth's Line-Up
6957	Strang's Hall	7015	The Forge & Mount
6958	The Dopey Aranea	7016	The Stone Golem & Torch
6959	Serf's Dungeon	7017	The Guardsman & Falls
6960	The Proud Grimoire	7018	The Baboon & Hood
6961	The Dangerous Hall	7019	The Rose & Temporal Stasis
6962	The Bralani & Earring	7020	The Chalice Meadhall
6963	The Crown Café	7021	The Falconer & Wererat
6964	Ferragol's Dinghy	7022	The Domain Café
6965	The Boorish Badge	7023	The Hag & Barghest
6966	The Chain Devil & Sounding	7024	Preni's Lockstep
6967	The Haven & Bearing	7025	The Battlement
6968	The Clenched Fist Brewery	7026	Jonaya's Haft
6969	Miller's Draft	7027	The Soldier & Sigil
6970	The Crypt & Abbey	7028	Fatina's Cudgel
6971	The Nickel Keel	7029	The Cyclone & Fender
6972	The Rose & Shield Of Faith	7030	The Bluff Guesthouse
6973	The Zealous Blasphemy	7031	The Star & Garrot
6974	The Gem & Resistance	7032	The Current
6975	The Zombie & Bowline	7033	The Harmless Bed & Breakfast
6976	The Astral Deva & Head	7034	Herald's Headway
6977	The Girallon & Chair	7035	The Cave & Holy Aura
6978	The Scuppers	7036	Shipwright's Crossbow
6979	The Springs & Piling	7037	Narisa's Spot
6980	The Majestic Remove Curse	7038	The Bronze Dragon & Siangham
6981	The Fungus & Blizzard	7039	The Phantom Fungus & Bow
6982	The Wanderer	7040	The Spell
6983	The Cove & Tiller	7041	The Steading & Sleight Of Hand
6984	Mauriana's Inn	7042	The Amorous Grove
6985	The Tattooed Gnome	7043	The Huntress & Haven
6986	The Wheel & Yaw	7044	The Thug & Tavern
6987	The Shatter	7045	Dwarf's Entrhall
6988	The Ale & Perimeter	7046	The Crown & Blight
6989	The Symbol Of Weakness	7047	The Scribe Restaurant
6990	The Poleaxe Pub	7048	The Fool
6991	The Keg & Eyebite	7049	The Turning Bed & Breakfast
6992	The Emerald Tavern	7050	The Helm & Sap
6993	The Palm & Ghost	7051	Dancer's Crushing Hand
6994	The Sepia Snake Sigil Lodge	7052	Hakon's Maze
6995	The Sanctum Meadhall	7053	The Rumbling Dolphin
6996	The Calm Trap	7054	Micolai's Stone
6997	The Jeweler & Trader	7055	The Boatman & Inn
6998	The Flying Trim	7056	The Reptilian Black Op
6999	The Water Breathing Pub	7057	The Pyrohydra & Double Axe
7000	The Stuffed Hide In Plain Sight	7058	The Nomadic Restaurant
7001	The Lair & Gaseous Form	7059	The Wood & Vision
7002	The Lake & Dolphin	7060	Waif's Castle
7003	Letow's Mancatcher	7061	The Mount & Eagle's Splendor
7004	Pari's In The Black	7062	Tylwyth's Meadhall
7005	The Nest & Razor	7063	The Belker & Dead Drop
7006	The Palace & Symbol Of Death	7064	The Elf & Tinker
7007	The Bluff & Wizard	7065	Thief's Sleight Of Hand
7008	Faran's Perimeter	7066	The Creek & Tide
7009	The Kyton & Flail	7067	The Tomb
7010	The Banner	7068	Strang's Hull

INNS, TAVERNS & RESTAURANTS

7069	The Barterer & Handmaiden	7127	The Darkness Brewery
7070	The Priestess & Candle	7128	The Red Thorn
7071	The Tunic & Longbow	7129	The Maze & Phantasmal Killer
7072	The Overboard Pub	7130	The Pixie & Wheel
7073	The Bludgeoning Genie	7131	The Celestial Creature & Garnet
7074	The Stoneskin Alehouse	7132	The Chair Inn
7075	The Urchin & Ford	7133	Guardian's Wind Wall
7076	The Mourning Fist	7134	The Diamond & Free Stand
7077	Pari's Cloak	7135	The Mistress & Rhinoceros
7078	The Stumbling Ring	7136	The Guardian & Ranger
7079	The Bluff Lodge	7137	The Waraxe Hall
7080	The Rune & Waterline	7138	The Sinister Holy Strike
7081	The Gorgon & Beam	7139	The Ghost & Emerald
7082	Ragnar's Lance	7140	The Arrowhawk & Bulkhead
7083	The Veil Bed & Breakfast	7141	The Chest & Wall Of Stone
7084	The Mug	7142	Melia's Gauntlet
7085	The Devourer & Arrowhawk	7143	Guard's Arrest
7086	Prince's Cutter	7144	The Tinder & Evasion
7087	The Bronze Dragon	7145	Dallandra's Spiked Shield
7088	Megenlind's	7146	The Boat Hook Brewery
7089	The Gladiator & Lamp	7147	The Bridge & Stow
7090	The Mourning Climb	7148	The Bear's Endurance Lodge
7091	The Mark Of Justice Inn	7149	The Trader & Flint
7092	The Haven & Fathom	7150	The Gypsy & Landing
7093	Cambree's Tavern	7151	The Happy Polearm
7094	The Worg & Plume	7152	Cambree's Guesthouse
7095	The Swarm & Harness	7153	The Mercenary & War Pony
7096	The Salt Mephit & Fox's Cunning	7154	The Weeping Stool
7097	The Half-Orc & Disguise	7155	The Weretiger & Bag
7098	The Fluke	7156	Adventurer's Star
7099	The Silver Stem	7157	Roeloth's Finesse
7100	Witch's Tiny Hut	7158	The Elephant & Plume
7101	The Snoring Helping Hand	7159	The Vase & Pier
7102	Shipwright's Scry	7160	The Vulgar Head
7103	The Reptile	7161	The Split Hide In Plain Sight
7104	Squire's Scry	7162	The Fort Inn
7105	The Battleaxe Alehouse	7163	The Chain & Line-Up
7106	The Landing	7164	Thatram's Protection From Good
7107	The Battering Miracle	7165	The Sunless Meadhall
7108	The Alchemist & Throne	7166	The Whistle
7109	The Cutpurse & Falls	7167	The Shocker Lizard & Galley
7110	The Rose & Vision	7168	The Confused Sorcerer
7111	The Crook Meadhall	7169	The Flask & Pole
7112	The Fire Solid Fog	7170	The Skeleton & Rod
7113	The Allip & True Strike	7171	Prankster's Antimagic Field
7114	The Infraction Lodge	7172	The Grove Guesthouse
7115	Aideen's Tavern	7173	The Brandished Wall Of Stone
7116	The Vampire Spawn & Greatsword	7174	The Doepy Darkness
7117	The Disappearing Safe House	7175	The Priestess & Triceratops
7118	The Traveler & Shrine	7176	The Hall Tavern
7119	The Rust Monster & Allip	7177	Barkeep's Point
7120	The Conjured Urchin	7178	Ardra's Whispering Wind
7121	The Roaring Earthquake	7179	The Abbey & Jetty
7122	The Scabbard & Resistance	7180	The Turquoise & Solid Fog
7123	The Wooden Kilt	7181	Alwyn's
7124	The Ranger & Alehouse	7182	The Navigator & Gambler
7125	The Limp Tavern	7183	The Sulphur Brick
7126	The Claw Hall	7184	The Splintering Bed & Breakfast

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7185	Melia's Cellar	7243	The Baron
7186	The Rookery & Purify Food And Drink	7244	Brigand's Shrine
7187	Diadra's Scourge	7245	The Nixie & Flint
7188	The Blade Hall	7246	Herald's Stew
7189	The Magma Mephit & Boot	7247	Peri's Crushing Hand
7190	The Sapphire & Ghost Sound	7248	Zawen's Bless
7191	The Zealous Vampire Spawn	7249	Barterer's Axe
7192	Mage's Hitch	7250	The Cave Eaterie
7193	The Frail Jib	7251	The Chain Guesthouse
7194	The Dire Weasel & Chain	7252	The Vale & Broadsword
7195	The Poleaxe Guesthouse	7253	The Hellcat & Sepia Snake Sigil
7196	The Keep & Word Of Recall	7254	The Lair & Daylight
7197	The Tomb Eaterie	7255	Miller's Tavern
7198	The Cyclone & Lockstep	7256	The Iron Purify Food And Drink
7199	The Flawless Pub	7257	The Creek & Silence
7200	The Tooth	7258	The Ogre Mage & Light
7201	The Stew & Morningstar	7259	The Labyrinth & Needle
7202	Sorcerer's Hammer	7260	The Lost Draft
7203	The Battering Dungeon	7261	The Frolicking Conspiracy
7204	The Ravid	7262	Alyvia's Refuge
7205	The Gloves	7263	The Ranger & Wine
7206	Faran's Astral Projection	7264	The Spell & Energy Drain
7207	The Goblet	7265	Talia's Repulsion
7208	The Chest & Conspiracy	7266	The Crossbow Meadhall
7209	The Ghaele & Moment Of Prescience	7267	The Vault
7210	Laraon's	7268	The Passwall Café
7211	Cadmon's Sense Motive	7269	The Shrine & Eyepatch
7212	The Cloak Hall	7270	The Portal & Knot
7213	The Spear	7271	The Cove & Waterline
7214	Naviel's Black Bag Job	7272	Jonaya's Daylight
7215	The Enchantress & Hill	7273	The Baboon & Sail
7216	The Yeth Hound & Wind Wall	7274	Monk's Crib
7217	Grindan's Mnemonic Enhancer	7275	The Magic Stone
7218	The Lantern Archon & Hurricane	7276	Paladin's View
7219	The Fingers Brewery	7277	Bieven's Tavern
7220	Thieda's Longbow	7278	The Grig & Solid Fog
7221	Cadedri's Scuppers	7279	The Bleary Shortbow
7222	Knave's Silent Image	7280	The Bulette & Lacedon
7223	The Bashing Abbey	7281	The Ville
7224	The Bat & Transom	7282	Barterer's Labyrinth
7225	Acendra's Bed & Breakfast	7283	Thief's Rope Trick
7226	The Park & Sounding	7284	The Cutpurse & Green Hag
7227	The Bone Devil & Plume	7285	Laromald's Staff
7228	Edric's Pub	7286	Icava's Lockstep
7229	Waif's Gunwale	7287	The Black Dragon & Symbol Of
7230	Kurush's	7288	The Hideout & Banishment
7231	Diadra's	7289	The Barbed Devil & Holy Aura
7232	The Audible Glamer Brewery	7290	The Domain & Crossbow
7233	The Cure Moderate Wounds Tavern	7291	The Calm Hail
7234	The Balor & Keel	7292	The Trap Pub
7235	The Wanderer & Stockade	7293	The Shifty Port
7236	The Lake & Anchor	7294	Bard's Cloudkill
7237	The Stem	7295	The Tin Earthquake
7238	The Air Mephit & Lantern	7296	The Lord & Tower
7239	The Baron Pub	7297	Rogue's Partisan
7240	The Ochre Jelly & Spice	7298	The Honest Palace
7241	The Water Elemental & Bardiche	7299	The Alehouse & Nunchaku
7242	The Enchanter Café	7300	The Weary Mole

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7301	Lady's Bow	7359	Yazdan's Vestment
7302	The Red Dragon & Fox's Cunning	7360	The Cloak & Burned
7303	Lotheidr's Harpoon	7361	The River Cellar
7304	Korian's	7362	The Salty Fire Shield
7305	The Whistle & Knock	7363	The Cutting Helping Hand
7306	Ladia's	7364	The Lillend & Armor
7307	Ketil's Lodge	7365	The Splintering Ethereal Jaunt
7308	Kahina's	7366	The Repeating Crossbow
7309	Prince's Garrot	7367	The Jade
7310	The Lumbering Symbol Of Stunning	7368	Rogue's Chalice
7311	The Hold Person Restaurant	7369	The Apprentice & Mage
7312	The Siangham	7370	The Archer Brewery
7313	Harlot's Quartz	7371	The Scorching Ray Pub
7314	Thormod's Rope	7372	Gambler's Heal
7315	The Helm & Prayer	7373	The Wizard & Carpenter
7316	The Sulphur Goblin	7374	The Valley & Rapier
7317	The Crazy Pint	7375	The Derro & Sap
7318	The Chair	7376	The Native Café
7319	The Hag & Insect Plague	7377	The Springs & Cure Serious Wounds
7320	Pirate's Land	7378	The Air Mephit & Chart
7321	Tradith's Move Silently	7379	The Labyrinth & Voulge
7322	The Splintering Hull	7380	The Stinking Cloud
7323	The Jetty	7381	The Bearded Mule
7324	The Blizzard & Bear's Endurance	7382	The Palace Restaurant
7325	Hunter's Forgery	7383	The Sheath & Hypnotic Pattern
7326	The Steading & Forbiddance	7384	The Stinging Poison
7327	Alchemist's Lair	7385	The Adult Infraction
7328	The Gambler & Grove	7386	Sarea's Wail Of The Banshee
7329	The Haft	7387	The Charming Wereboar
7330	The Diamond Barkeep	7388	The Ruby & Protection From Evil
7331	The Dimension Door Cellar	7389	The Ettin & Scales
7332	The Wanderer & Mask	7390	The Sapphire & Trap
7333	The Park & Axe	7391	Monk's Jib
7334	The Unforgettable Inn	7392	The In The Black Café
7335	The Sleeping Alehouse	7393	The Pirate & View
7336	The Wheel & Brick	7394	The Fungus & Guisarme
7337	Huntress's Clout	7395	Iana's Heavy Flail
7338	The Ghost & Stern	7396	The Witch & Skum
7339	The Glorious Conjunction	7397	The Sleepy Plowman
7340	The Missing Virgin	7398	The Orc & Sheath
7341	The Crypt & Jetty	7399	The Ankheg & Mind Blank
7342	The Fire Elemental	7400	The Evil Wind Wall
7343	The Dazzling Meadhall	7401	The Banner & Magic Mirror
7344	The Destrachan & Partisan	7402	The Harmless Stake
7345	The Bearded Devil	7403	The Horned Devil & Chair
7346	The Soldier Café	7404	The Glove & Wail Of The Banshee
7347	The Sea Hag & Scare	7405	The Cornugon & Necklace
7348	The Stranger & Pit Fiend	7406	The Bezekira & Sanctuary
7349	The Rampant Ranseur	7407	The Spirits & Bounce
7350	The Cove Restaurant	7408	Ardra's Lance
7351	The Criosphinx & Handaxe	7409	The Jester & Jewel
7352	The Ghoul Touch Pub	7410	The Shimmering Chain Lightning
7353	The Manor & Chill Touch	7411	Hunter's Abbey
7354	Priestess's Hold	7412	The Bolas
7355	Godric's Maze	7413	The Rookery & Mnemonic Enhancer
7356	The Extraplanar Symbol Of Weakness	7414	The Rogue & Spellbook
7357	The Praying Mantis & Seaworthy	7415	The Frosty Miller
7358	Cambree's Rod	7416	The Lady

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7417	The Enchanted Locked Gauntlet	7475	The Forbidden Sailor
7418	The Grimoire Meadhall	7476	Soldier's Symbol Of Pain
7419	The Reptilian Valley	7477	The Timber Brewery
7420	The Weasel & Torch	7478	The Plowman
7421	The Heavy Rest	7479	The Pouch & Kick
7422	The Ancient Staff	7480	The Flame Strike Pub
7423	The Field & Symbol Of Death	7481	The Slumbering Mount
7424	Megenlind's Fireball	7482	The Worg & Tunic
7425	The Ghostly Cutpurse	7483	The Couatl & Stake
7426	Thalem's Flash	7484	The Wraith
7427	The Weary Cave	7485	The Mug & Bounce
7428	The Bless	7486	The Fisherman & Ford
7429	The Edge Bed & Breakfast	7487	The Cloak & Prober
7430	The Valley & Burned	7488	The Lady Tavern
7431	The Spike Pub	7489	The Salt Gate
7432	Adilan's Cat's Grace	7490	The Succubus
7433	Lotheidr's Meadhall	7491	The Harpy & Current
7434	The Leonal & Whip	7492	Laromald's
7435	The Steading & Bullet	7493	The Rookery Café
7436	The Lady & Gloves	7494	The Biscuit & Dirk
7437	Armorer's Urgrosh	7495	Siveth's Burned
7438	The Balor & Lance	7496	The Chart Cellar
7439	The Web Bed & Breakfast	7497	The Storm & Cure Moderate Wounds
7440	The Sprite & Restoration	7498	The Bludgeoning Hill
7441	Carpenter's Necklace	7499	The Turning Dimension Door
7442	Cleric's Valley	7500	The Crank
7443	The River & Mallet	7501	The Blue Dragon & Pin
7444	The Outsider	7502	The Mallet Pub
7445	The Mercenary & Centaur	7503	Letow's Sling
7446	The Horseman & Cookhouse	7504	The Horned Devil & Flood
7447	The Black Dragon & Destrachan	7505	Thana's Court
7448	Lodica's Magic Vestment	7506	Riberta's Open Lock
7449	The Irresistible Dance	7507	Highwayman's Scythe
7450	The Spirit Naga	7508	The River & Beam
7451	Odlenda's Passwall	7509	The Fort & Secret Page
7452	The Forbidden Den	7510	Alwyn's Awl
7453	The Hatch Guesthouse	7511	The Dreaming Mule
7454	The Sentient Baboon	7512	Thug's In The Black
7455	The Amazing Belt	7513	The Steading & Move Silently
7456	The Whispering Wind Brewery	7514	The Charming Fog Cloud
7457	The Rookery & Obscuring Mist	7515	The Transom Hall
7458	Stranger's Scourge	7516	The Chuul & Scuppers
7459	The Conjured Vrock	7517	Cleric's Wagon
7460	The Tumbling Vest	7518	The Ruby Scimitar
7461	The Stew & Bastard Sword	7519	The Handspring Inn
7462	The High Apprentice	7520	The Trophy
7463	Friar's Timber	7521	The Giant Squid & Missile
7464	The Port & Urgrosh	7522	The Crown & Voulge
7465	The Wereboar & Hag	7523	The Huntress & Domain
7466	Pari's Bulkhead	7524	The Alehouse Meadhall
7467	The Tiny Hut	7525	The Bridge & Spell Resistance
7468	Weaver's Gangway	7526	The Steel & Warrant
7469	Tucien's Bluff	7527	Traveler's Breastplate
7470	The Giant & Brand	7528	The Centaur & Burning Hands
7471	The Black Eyepatch	7529	The Buckle & Geas
7472	The Enthrall Cellar	7530	The Scoundrel
7473	Roeloth's Locked Gauntlet	7531	Beggar's View
7474	The Good Chart	7532	Jayna's Signals

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7533	The Manor Alehouse	7591	The Short Sword Inn
7534	The Hanging Restaurant	7592	The Battlement & Rudder
7535	The Shield Of Law Restaurant	7593	The Unicorn & Lightning Bolt
7536	The Fog Restaurant	7594	The Sheath & Keen Edge
7537	The Ray Of Frost	7595	The Ruby & Flood
7538	The Keg & Bolts	7596	The Forbidden Dinghy
7539	Monk's Sense Motive	7597	The Armorer & Plume
7540	Yiran's Continual Flame	7598	Tylwyth's Café
7541	The Scales & Edge	7599	The Wood & Cure Critical Wounds
7542	The Slammer Pub	7600	The Lamia & Scabbard
7543	The Slaughtered Belt	7601	The Forgery Restaurant
7544	The Whelp & Buckler	7602	The Leopard & Commune
7545	The Inn & Cudgel	7603	The Highwayman & Giant Owl
7546	The Locathah & Symbol Of Weakness	7604	The Frolicking Creek
7547	Nagvar's Jetty	7605	Sunita's
7548	The Plant & Rudder	7606	The Mallet
7549	Enchanter's Gunwale	7607	The Blizzard & Quarter
7550	The Grimlock & Missile	7608	The Bluff & Sequester
7551	The Bludgeoning Gangway	7609	The Ford & Dimensional Anchor
7552	The Shield	7610	The Festive Grimoire
7553	The Blink Dog & Centipede Swarm	7611	Queen's Read Magic
7554	The Brown Bear & In The Black	7612	The Heavy Flail
7555	The Vile Alehouse	7613	The Urchin & Sapphire
7556	The Lawful Plane Shift	7614	The Brand & Double Agent
7557	The Flask	7615	The Fire Charm Restaurant
7558	Galan's Fingers	7616	Tamar's
7559	The Sunless Guidance	7617	The Lead Treasure
7560	The Barterer & Glove	7618	Warrior's Grove
7561	The Brass Dragon & Standard	7619	The Whetstone Guesthouse
7562	Urchin's Gangway	7620	The Ankheg & Hoist
7563	The Hurricane & Free Stand	7621	The Herald & Bowman
7564	The Unremarkable Hall	7622	The Bat Swarm & Guisarme
7565	The Locathah	7623	The Skeleton & Double Agent
7566	Tylwyth's Helm	7624	The Chest & Wake
7567	The Triceratops	7625	The Ville & Haft
7568	The Nixie & Jib	7626	The Prancing Rakshasa
7569	The Highwayman Meadhall	7627	The Sorcerer & Nest
7570	The Sneezing Astral Deva	7628	The Darkmantle
7571	Agatha's	7629	The Svirfneblin & Contagion
7572	Sadi's Port	7630	Fyren's Forceage
7573	Karran's	7631	The Dungeon & Bulkhead
7574	The Fire Beetle & Kraken	7632	Drunkard's Lockstep
7575	The Witch	7633	The Mysterious Tallfellow Halfling
7576	The Knave & Boot	7634	The Invisible Crank
7577	Squire's Inn	7635	The Dancer
7578	The Lake & Pike	7636	The Bandit & Plant
7579	Tinker's Hammer	7637	Umassa's Hall
7580	The Barding & Conspiracy	7638	The Stronghold Pub
7581	The Soldier & Manor	7639	The Satyr & Candle
7582	The Dirty Crypt	7640	The Safe House Bed & Breakfast
7583	Merand's Mount	7641	Pilgrim's Tackle
7584	The Keg Brewery	7642	The Crystal & Feeblemind
7585	The Neutral Pub	7643	The Turquoise & Scry
7586	Dallandra's Mole	7644	Fool's Incendiary Cloud
7587	The Steading & Air Walk	7645	The Hieracosphinx & Candle
7588	The Tack & Probe	7646	Umassa's Mount
7589	The Sanctum & Court	7647	Galatea's Cabin
7590	The Magic Jar Café	7648	The Golem & Symbol Of Death

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7649	The Ranger Restaurant	7707	The Purify Food And Drink Café
7650	Goddess's Steel	7708	The Nomadic Vessel
7651	The Spetum	7709	The Good Fauchard
7652	Thug's Fluke	7710	The Roaming Flag
7653	The Fire Light	7711	The Confused Wheel
7654	Ferragol's	7712	The Prying Eyes Lodge
7655	The Refuge	7713	The Small Gnome
7656	The Shady Helm	7714	Odlenda's Forcecage
7657	Lar's Line-Up	7715	The Gypsy Alehouse
7658	Acrobat's Tiny Hut	7716	The Singing Alehouse
7659	The Trim Café	7717	The Glasses & Head
7660	The Steel Catapult	7718	The Frail Restoration
7661	The Unicorn & Arquebus	7719	The Adult Cabin
7662	The Sailor & Stone Golem	7720	Maid's Cone Of Cold
7663	The Inevitable & Staff	7721	The Fathom
7664	The Razor Boar & Intimidation	7722	Miller's Mancatcher
7665	The Deuce Inn	7723	The Leaping Mole
7666	Barmaid's Waraxe	7724	The Cold & Svirfneblin
7667	The Bolts Hall	7725	The Owlbear & Ambush
7668	The Shifty Crook	7726	The Apprentice & Torch
7669	The Unknown Tower	7727	The Acrobat & Wood
7670	Bieven's Inn	7728	The Window & Locate Object
7671	The Battering Brewery	7729	The Animated Object & Topsides
7672	The Tavern Brewery	7730	The Hammer & Stick
7673	Archer's Labyrinth	7731	The Dolphin Brewery
7674	The Wight & Fauchard	7732	The Mug & Dolphin
7675	The Garrot Eaterie	7733	The Nymph
7676	The Mill & In The Black	7734	The Infraction Hall
7677	The Port & Longspear	7735	The Contagion Cellar
7678	Thug's Badge	7736	The Sorcerer
7679	The Eagle & Cap	7737	Hero's Handaxe
7680	The Ford & Bounce	7738	The Serf Hall
7681	The Whelp & Bag	7739	The Acrobat & Skeleton
7682	The Bridge & Storm Of Vengeance	7740	The Goblet & Beam
7683	The Gasping Gentle Repose	7741	The Box Inn
7684	The Chalice & Word Of Recall	7742	The Hideout & Sling
7685	The Grey Tapestry	7743	Guardzman's Vault
7686	The Ring & Clenched Fist	7744	The Cloaked Inn
7687	The Citadel & Overboard	7745	The Gambler Cellar
7688	The Lamia & Apprentice	7746	The Swirling Probe
7689	Grindan's Battleaxe	7747	The Ville & Cutlass
7690	The Gargoyle & Fire Trap	7748	The Vampire Spawn & Helping Hand
7691	The Dancing Hide	7749	The Furious Black Pudding
7692	The Troglodyte & Ruby	7750	The Harp & Draft
7693	The Tumbling Park	7751	Barkeep's Urgrosh
7694	Elf's Prober	7752	The Half-Fiend & Galley
7695	The Glaive Eaterie	7753	The Prince Alehouse
7696	Hunter's Bona Fides	7754	The Thirsty Soul Bind
7697	The Prisoner Bed & Breakfast	7755	The Temple & Flag
7698	The Whelp & Keep	7756	The Bread & Spiked Chain
7699	Mauriana's Flame Strike	7757	Sadi's Mole
7700	The Frustrated Timber	7758	Bartender's Cudgel
7701	Lodica's	7759	The Magical Spell
7702	The Chart	7760	The Drider & Symbol Of Weakness
7703	The Ville & Boat Hook	7761	The Divine Favor
7704	Thieda's Inn	7762	The Cookhouse & Seaworthy
7705	Weaver's Harp	7763	The Gladiator & Navigator
7706	The Rose & Catapult	7764	Bandit's Transom

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7765	The Landing & Hitch	7823	The Dusty Antimagic Field
7766	Illusionist's Pin	7824	The Gypsy & Shipwright
7767	The Creek & Topsides	7825	The Lawful Armorer
7768	The Dungeon & Talon	7826	The Centipede Swarm & Intimidation
7769	The Halfling	7827	The Cure Moderate Wounds Café
7770	Enchanter's Earthquake	7828	The Lock Picks & Head
7771	The Child & Tornado	7829	The Potion & Safe House
7772	The Land & Spiked Chain	7830	The Lake & Arcane Mark
7773	The Mistress & Shield	7831	The Bullet Guesthouse
7774	The Helm & Dock	7832	The Dwarf & Cove
7775	The Minotaur & Burning Hands	7833	The Heroes' Feast
7776	The Blue Atonement	7834	The Dispel Magic Café
7777	The Chalice & Axe	7835	The Dragon Turtle & Spell Immunity
7778	The Fire Café	7836	The Pilgrim & Tower
7779	Nerama's Clout	7837	Knight's River
7780	The Sage & Triceratops	7838	The Hungry Eaterie
7781	Gest's Simulacrum	7839	Jeloth's
7782	Rogue's Creek	7840	The Halfling & Warrior
7783	The Priest & Alehouse	7841	Hrut's Symbol Of Sleep
7784	The Dinghy Bed & Breakfast	7842	The Thug
7785	The Dale Bed & Breakfast	7843	The Water Mephit & Cup
7786	The Yaw	7844	The Barding
7787	The Emerald & Point	7845	The Dimensional Anchor Café
7788	Odlenda's Brewery	7846	The Breastplate & Rod
7789	The Farmer & Diamond	7847	The Vault & Dirk
7790	The Stone & Shuriken	7848	The Starboard Lodge
7791	Agreri's Mole	7849	Raoch's Court
7792	The Hoist Hall	7850	The Arcane Tome
7793	Thormod's Alehouse	7851	The Brigand & Forge
7794	The Soup Pub	7852	The Rakish Dire Shark
7795	The Bracer Café	7853	The Whelp & View
7796	Gladiator's Harp	7854	The Homunculus & Locust Swarm
7797	The Wood & Homicide	7855	Astalella's Homicide
7798	The Baleful Polymorph Alehouse	7856	The Silence
7799	The Wagon & Glaive	7857	Legoreth's Café
7800	The Glasses & Spiked Chain	7858	The Jewel & Bounce
7801	Child's Pike	7859	The Bronze Dragon & Trophy
7802	The Nightshade & Cheetah	7860	The Boat Hook Pub
7803	The Augmented Domain	7861	Hakon's Perimeter
7804	The Iron Golem & Kettle	7862	The Troglodyte & Flaming Sphere
7805	The Point Hall	7863	The Merchant & Friend
7806	The Werewolf & Poison	7864	The Sinister Gentle Repose
7807	The Glitterdust	7865	The Dripping Kapoacanth
7808	The Land & Halberd	7866	The Chain Lightning
7809	The Silent Bed & Breakfast	7867	The Water Naga & Waraxe
7810	The Troglodyte & Jewel	7868	The Frozen Guard
7811	The Fabulous Brick	7869	The Flawless Jeweler
7812	King's Phase Door	7870	The Dark Skull
7813	The Gambler & Magical Beast	7871	The Spectre & Jewel
7814	The Child	7872	The Vampire & Bread
7815	The Blazing Midship	7873	The Gray Render & Daylight
7816	The Gate Brewery	7874	The Forest Gnome & Prismatic Sphere
7817	Kathran's Lodge	7875	The Helm & Stone
7818	The Sharpened Hook	7876	The Boss Eaterie
7819	Brigand's Badge	7877	The Chaotic Magic Mouth
7820	The Arrow	7878	The Incorporeal Trim
7821	The Lantern Archon & Quest	7879	The Spider Swarm & Gloves
7822	The Cookhouse	7880	Sage's Hallow

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7881	The Sorcerous Eaterie	7939	The Bludgeoning Fiendish Creature
7882	The Sounding Cellar	7940	The Dark Naga & Anchor
7883	The Crypt & Blur	7941	Baron's Scuppers
7884	Nagvar's Pyrotechnics	7942	The Slammer Guesthouse
7885	The Silly Ghost	7943	The Polished Enchanter
7886	The Mummy Lord & Ring	7944	Bartender's Jade
7887	The Kill & Lycanthrope	7945	The Comical Tavern
7888	The Fauchard	7946	Nerama's Freeboard
7889	The Vampire Spawn & Flail	7947	Soldier's Glass
7890	Jonaya's Gangway	7948	Bard's Moment Of Prescience
7891	The Snoozing Torch	7949	The Tavern & Zone Of Truth
7892	Oleg's Dinghy	7950	The Emerald & Glaive
7893	The Snoring Contagion	7951	Hrut's Mallet
7894	The Furious Cellar	7952	The Dimensional Lock Bed & Break-
7895	The Salty Guesthouse	7953	The Rudder Eaterie
7896	Warrior's Longsword	7954	The Ville & Explosive Runes
7897	The Diamond Bandit	7955	The Mead & Cure Moderate Wounds
7898	The Vale & Spetum	7956	The Shambling Mound & Delver
7899	The House & Geas	7957	Pyotr's Tumble
7900	The Plume & Chill Touch	7958	Minstrel's Consecrate
7901	The Bluff Cellar	7959	The Good Meadhall
7902	Lord's Urgrosh	7960	The Medusa & Bracer
7903	Barmad's Rod	7961	The Battered Kilt
7904	The Dire Bat	7962	Mauriana's
7905	The Meteor Swarm	7963	The River & Escape Artist
7906	Terentia's	7964	The Elemental Hall
7907	The Empty Fathom	7965	The Choker & Cat
7908	The Barbed Devil & Stinking Cloud	7966	Jeweler's Handle
7909	The Wanderer Bed & Breakfast	7967	The Nightmare & Symbol Of Fear
7910	Urchin's Shatter	7968	The Hammer & Pole
7911	The Stone Giant & Intimidation	7969	The Glass & Intimidation
7912	The Coal Repulsion	7970	Urchin's Hitch
7913	The Ville & Bow	7971	Prince's Razor
7914	The Springs & Fireball	7972	The Guardsman & Kettle
7915	The Green Dragon	7973	Rykath's Restaurant
7916	The Savage & Aboleth	7974	The Galley Eaterie
7917	Hakon's Bear's Endurance	7975	The Glasses & Touch Of Idiocy
7918	The Bartender Inn	7976	Caryne's Homicide
7919	The Polearm	7977	The Spirit Naga & Crossbow
7920	Guard's Standard	7978	The Rascal & Earring
7921	The Forceful Hand Guesthouse	7979	The Skirt & Sense Motive
7922	The Unhallow Hall	7980	The Evil Monstrous Humanoid
7923	The Stabbing Lamp	7981	The Diamond Café
7924	The Valley & Urgrosh	7982	Enchantress's Protection From Evil
7925	The Turquoise & Ghost	7983	The Helpful Peasant
7926	The Nest Eaterie	7984	The Janni & Glyph Of Warding
7927	The Devourer & Resistance	7985	The Steading & Arrow
7928	The Knave & Acrobat	7986	The Ghost Inn
7929	Navigator's Bluff	7987	The Staff Tavern
7930	The Gentle Repose Hall	7988	The Green Valley
7931	Dwarf's Bridge	7989	The Winter Wolf & Hypnotic Pattern
7932	The Waterline Eaterie	7990	The Tail Hall
7933	The Burned Meadhall	7991	The Choker & Longsword
7934	The Lake & Wish	7992	The Wheezing Eaterie
7935	Leidub's Inn	7993	The Sapphire & Agent
7936	The Temple Guesthouse	7994	The Gate & Light
7937	The Curious Catapult	7995	The Ornate Boatman
7938	The Hatchet	7996	The Battered Shield Of Law

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7997	The Spider Eater & Svirfneblin	8055	Yiran's Agent
7998	The Infraction Restaurant	8056	The Orb Guesthouse
7999	The Gate	8057	Shipwright's Cantrip
8000	The Mead & Chart	8058	The Bag & Stone Shape
8001	The Palace & Timber	8059	The Shimmering Polearm
8002	The Cloaked Soup	8060	The Throne & Doom
8003	Barmaid's Cure Critical Wounds	8061	The Storm & Plane Shift
8004	Hero's Sickle	8062	The Inn Meadhall
8005	Brithael's Anchor	8063	The Magmin & Resilient Sphere
8006	The Blizzard & Blasphemy	8064	The Flask & Bearing
8007	Brielle's Continual Flame	8065	Gest's Climb
8008	The Barding & Galley	8066	The Overboard Inn
8009	Forester's Leeward	8067	The Singing Dancer
8010	The Earth Mephit & Gate	8068	The Scales & Gunwale
8011	The Tickled Ville	8069	The Stockade Lodge
8012	Goddess's Fingers	8070	The Tumbling Volcano
8013	The Baptism Hall	8071	Jeloth's Dart
8014	The Arrowhawk & Brand	8072	The Gnome
8015	Thieda's	8073	The Titan & Mending
8016	The Darkness Cellar	8074	The Boat Hook Tavern
8017	Navigator's Kilt	8075	The Sunless Rat
8018	The Genie & Helmet	8076	The Big House Tavern
8019	The Temple	8077	Kaelyn's Guesthouse
8020	The Tickled Move Silently	8078	The Dungeon & Irresistible Dance
8021	The Drider & Wheel	8079	The Svirfneblin & Probe
8022	The Head & Battlehammer	8080	The Rune & Holy Strike
8023	Falconer's Bolts	8081	The Symbol Of Pain
8024	The Lemure & Garrot	8082	The Magic Vestment Alehouse
8025	The Bracer	8083	The Megaraptor & Signals
8026	Knave's Heavy Crossbow	8084	Sadi's Holy Word
8027	The New-Forged Water Mephit	8085	The Splintering False Vision
8028	The Knight & Mount	8086	The Dirty Land
8029	Vixen's Ruby	8087	The Octopus & Sling
8030	The Wheezing Ale	8088	The Genie & Quarter
8031	The Dead Drop	8089	The Flag & Freeboard
8032	The Rose Alehouse	8090	The Dire Wolf & Topsides
8033	Jeweler's Torch	8091	The Dripping Dinosaur
8034	The Dress & Scorching Ray	8092	The Chair & Scuppers
8035	The Acrobat & Hilt	8093	The Magical Beast & Crossbow
8036	The Manta Ray & Fingers	8094	The Barding & Dagger
8037	The Lord & Nessian Warhound	8095	Friend's Cold Case
8038	The Trophy Lodge	8096	The Treant & Turquoise
8039	The Jade & Summon Monster	8097	The Harp Brewery
8040	The Beggar & Mirror	8098	The Lizard
8041	Friend's Battleaxe	8099	The Shadow & Eyepatch
8042	The Quiver & Galley	8100	Karran's Stow
8043	Drunkard's Explosive Runes	8101	Huntress's Spell
8044	The Dire Shark & Rope	8102	The Galley Cellar
8045	The Gnoll & Symbol	8103	The Gauntlet Hall
8046	The Peaceful Anvil	8104	The Vale & Bona Fides
8047	The Harmless Field	8105	Farmer's Arrow
8048	The Lock Picks & Operative	8106	The Chokepoint Restaurant
8049	The Stool & Wind Wall	8107	The Scry Alehouse
8050	Peri's Knife	8108	The East Inn
8051	Goddess's Yaw	8109	The Gate & Javelin
8052	Paladin's Flood	8110	The Plant & Banishment
8053	The Vale	8111	Regana's Scrying
8054	Cutpurse's Wagon	8112	The Guardian & Air Elemental

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8113	The Griffon & Lantern	8171	The Maze & Vessel
8114	The Miller & Temple	8172	The Lock Picks Café
8115	The Castle & Chain Shirt	8173	The Sling
8116	The Boorish Glaive	8174	The Misty Paladin
8117	The Forbiddance Brewery	8175	The Aquatic Harp
8118	The Rookery & Bona Fides	8176	The Heavy Crossbow Pub
8119	The Guard Café	8177	The Goblet & Gate
8120	The Falconer & Throne	8178	The Park & Jib
8121	The Storm	8179	The Night Hag & Spell
8122	The Astral Deva & Hammer	8180	The Tack & Shield
8123	The Vault & Fluke	8181	The Dust Mephit & Storm Of Ven-
8124	King's Lockstep	8182	The Guardian
8125	The Warrior & Pilgrim	8183	The Ancient Quartz
8126	The Throne & Big House	8184	The Cookhouse & Fingers
8127	The Lion & Nunchaku	8185	The Rapture
8128	The Hammer Cellar	8186	Argi's Black Op
8129	Vaossi's	8187	The Scourge
8130	The Neutral Fluke	8188	The Arcane Mark Eaterie
8131	The Rust Monster & Volcano	8189	The Nest & Phantom Trap
8132	The Landing & Dimensional Anchor	8190	The Magmin & Cure Serious Wounds
8133	The Fingers	8191	The Basilisk & Banner
8134	The Lacedon	8192	The Goblet & Lockstep
8135	The Avenging Color Spray	8193	The Springs & Interposing Hand
8136	The Furious Symbol	8194	The Siangham Brewery
8137	Squire's Bolas	8195	The Frozen Palm
8138	The Chest & Disable Device	8196	The Cornugon & Mug
8139	The Rogue & Illusionist	8197	The Enchanter & Invisible Stalker
8140	Acendra's Dinghy	8198	Chevonne's Rapture
8141	The West Fire Shield	8199	The Lance Eaterie
8142	The Ford & Evasion	8200	Laraon's Brick
8143	The Bridge Inn	8201	The Sequester Eaterie
8144	Cutthroat's Cookhouse	8202	The Vixen & Ravid
8145	Bard's Nightmare	8203	The Remove Curse
8146	The Vargouille & Rose	8204	The Minstrel & Prince
8147	The Bolt Guesthouse	8205	The Wall Of Ice
8148	The Giant & Pirate	8206	Archer's Whetstone
8149	The Lair & Haft	8207	The Mug & Knot
8150	The Temple & Bluff	8208	The Spider Climb Restaurant
8151	The Ogre Mage & Spoon	8209	The Black Bag Job
8152	The Royal Slay Living	8210	The Candle & Rapture
8153	Cutthroat's False Life	8211	Gerazan's Warlock
8154	Warrior's Baptism	8212	The Yrthak & Blade Barrier
8155	The Tapestry & Point	8213	Helinda's Cloak
8156	The Locathah & Bulkhead	8214	The Mercenary & Land
8157	The Purple Worm & Belt	8215	The Mystic Park
8158	The Invisible Stalker & Wind Walk	8216	The Cloak Pub
8159	Onua's Alehouse	8217	The Hitch Pub
8160	The Trophy & Hold Person	8218	The Bell Meadhall
8161	Jeloth's Scimitar	8219	The Throne & Escape Artist
8162	The Hideout & Bounce	8220	The Steading & Mace
8163	The Steading & Nightmare	8221	The Clever Feeblemind
8164	Serf's Prober	8222	The Maiden & Domain
8165	The Peaceful Tomb	8223	The Vampire & Hatch
8166	The Eagle's Splendor Eaterie	8224	The Port & Agent
8167	The Enchantress & Trader	8225	The Nest & Parchment
8168	Kaelyn's Forceful Hand	8226	Jonaya's Meadhall
8169	Harlot's Ballista	8227	The Keep Bed & Breakfast
8170	The Drunkard & Tavern	8228	The Mooring Alehouse

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8229	Prendar's Guidance	8287	The Rakish Dock
8230	The Crazy Mace	8288	The Journeyman Inn
8231	Bartender's Signals	8289	The Stake Tavern
8232	The Honest Pick	8290	The Crimson Azer
8233	The Bearing	8291	The Cutting Cutlass
8234	The Stick Brewery	8292	The Bracer & Badge
8235	Gambler's Line-Up	8293	The River & Point
8236	Hrut's	8294	The Rookery
8237	The Aranea & Blade	8295	The Sprightly Helm
8238	Jonaya's Shortbow	8296	The Manor & Dimensional Anchor
8239	The Shipwright & Keep	8297	The Creek & Wind Wall
8240	Peasant's Gate	8298	The Water Elemental & Dragon Turtle
8241	The Grim Deck	8299	Oleg's Cellar
8242	The Soup Restaurant	8300	The Cauchemar & Daylight
8243	Cendarwen's	8301	The Dictum
8244	Enchantress's Squall	8302	Gavina's Meadhall
8245	The Spoon Pub	8303	Fatina's Rapier
8246	The Miller & Monk	8304	The Maze Brewery
8247	Harlot's Divine Favor	8305	Gest's Quest
8248	The Glabrezu & Potion	8306	Chanti's Flame Arrow
8249	The Crypt & Blight	8307	The Stew & Lance
8250	The Nightwalker & Dirk	8308	The Prince & Springs
8251	The Candle	8309	The Bugbear & Cold Case
8252	The River & Spell	8310	The Snoring Prince
8253	Beggar's Wine	8311	The Curious Thug
8254	Kota's Bearing	8312	The Domain & Read Magic
8255	The Plowman & Burg	8313	The Rakish Big House
8256	The Worg & Riding Dog	8314	The Dragon & Ewer
8257	Thormod's Symbol Of Sleep	8315	The Dock Pub
8258	The Throne Guesthouse	8316	The Fearless Point
8259	The Spice & Augury	8317	The Tower & Cloak
8260	The Illusionist & Tackle	8318	The Silly Mooring
8261	The Flint Bed & Breakfast	8319	The Park & Leeway
8262	The Honorable Wanderer	8320	Fool's Dimensional Anchor
8263	The Beefy Eaterie	8321	The Falls & Hitch
8264	The Dead Drop Alehouse	8322	Egeria's Inn
8265	Halfling's Owl's Wisdom	8323	The Frustrated Gem
8266	The Blacksmith & Eye	8324	Mauriana's Righteous Might
8267	The Squid & Missile	8325	The Glass Orb Eaterie
8268	Rodor's Finesse	8326	The Proud Deck
8269	The Camel & Holy Word	8327	The Naga & Handaxe
8270	The Simulacrum	8328	The Mysterious Tavern
8271	Vixen's Crank	8329	Iana's Pub
8272	The Harlot & Annis	8330	The Barterer & Highwayman
8273	The Manta Ray & Leeway	8331	The Burg & Mole
8274	The Landing & Locate Object	8332	The Beggar Brewery
8275	The Storm & Web	8333	Lotheidr's Inn
8276	The Lamia & Clout	8334	The Megaraptor & Crystal
8277	The Apprentice & Lair	8335	The Teleport Lodge
8278	Bowman's Forge	8336	The Sage
8279	The Goddess & Halfling	8337	The Forest Gnome & Sleep
8280	Mistress's Purify Food And Drink	8338	The Vault & Fingers
8281	The Lost Timber	8339	Whelp's Mind Fog
8282	The Mourning Hideout	8340	The Dire Ape & Nixie
8283	The Limp	8341	The Ford
8284	The Gynosphinx & Horrid Wilting	8342	Traveler's Probe
8285	Landailyn's	8343	The Falls & Cloak Of Chaos
8286	The Octopus & Solid Fog	8344	The Maid

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8345	The Maiden & Succubus	8403	The Treasure Restaurant
8346	The Iron Magic Mouth	8404	The Dress Brewery
8347	Kona's Polar Ray	8405	The Weretiger & Sending
8348	The Helmet	8406	The Silent Wake
8349	The Topsides Cellar	8407	The Hanging Savage
8350	The Famished Pier	8408	The Field & Mark Of Justice
8351	The Soldier & Soup	8409	The Wagon
8352	The Diamond & Safe House	8410	The Cutting Throne
8353	The Falconer & Master	8411	The Tickled Ship
8354	Prince's Signals	8412	The Scripture Tavern
8355	Barmaid's Log	8413	The Beam Bed & Breakfast
8356	Knight's Ville	8414	Pirate's Moment Of Prescience
8357	The Urn Alehouse	8415	The Hungry Horn
8358	Weaver's Belt	8416	The Harmless Horrid Wilting
8359	The Imp & Troglodyte	8417	The Bear's Endurance
8360	The Amulet & Disable Device	8418	Prince's Infraction
8361	The Sling Bed & Breakfast	8419	The Honest Bullet
8362	Megenlind's Touch Of Idiocy	8420	Madora's Wall Of Stone
8363	The Mohrg	8421	Weaver's Catapult
8364	The Nightwing & Green Hag	8422	The Scourge Tavern
8365	The Spiked Shield	8423	The Gangway Bed & Breakfast
8366	The Coal Spear	8424	The Drider & Magma Mephit
8367	The Weathered Khopesh	8425	The Ettercap & Crib
8368	The Festive Fisherman	8426	Faran's Protection From Good
8369	The Ankheg & Resilient Sphere	8427	The Knife Hall
8370	The Knave & Grove	8428	The Mage
8371	The Glaive Brewery	8429	The Warhammer Café
8372	The Tower	8430	Shrew's Ford
8373	The Drowsy Café	8431	The Snoring Desecrate
8374	The Shocker Lizard & Veil	8432	The Trader & Priest
8375	The Water Naga	8433	The Double Agent Inn
8376	The Barterer & Gladiator	8434	The Skirt & Resistance
8377	Dydia's Cold Case	8435	The Bluff & Zone Of Truth
8378	The Dragon Turtle & Whip	8436	The Donkey & Portal
8379	The Cove & Slammer	8437	Maiden's Inn
8380	The Hanging Weaver	8438	The Confused Symbol Of Fear
8381	Leidub's Dancing Lights	8439	The Locked Gauntlet
8382	The Battering Dale	8440	Bard's Helm
8383	The Furious Finesse	8441	The Gloves & Raise Dead
8384	The Bull's Strength	8442	The Hill Giant & Sail
8385	The Ewer & Stronghold	8443	The Sage & Scabbard
8386	The Highwayman & Illusionist	8444	Acendra's Word Of Recall
8387	The Behir & Ventriloquism	8445	The Treant & Helm
8388	The Comical Urgrosh	8446	The Quarterstaff
8389	The Sigil & Boss	8447	Talia's Obscuring Mist
8390	Dwarf's Unseen Servant	8448	Pari's
8391	The Lamia & Witch	8449	The Landing & Rope Trick
8392	The Forester & Mead	8450	The Evil Axe
8393	The Tide Meadhall	8451	The East Wind Wall
8394	Hakon's Divination	8452	The Guardian & God
8395	Cadmon's	8453	The Maze & Spiked Chain
8396	The Blacksmith Eaterie	8454	The Ghoul & Morningstar
8397	The Manta Ray & Poleaxe	8455	The Audible Glamer Cellar
8398	The Master & Cyclone	8456	The Troglodyte
8399	The Bolts	8457	The Jeweler Tavern
8400	The Hideout	8458	The Reptilian Rudder
8401	The Wooden Teleport	8459	The Frosty Trim
8402	The Shrew	8460	The Hamatula & Line-Up

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8461	The Famished Rhinoceros	8519	The Ewer & Hitch
8462	The Scuppers Hall	8520	The Scare Eaterie
8463	The Arms	8521	The Vale & Wall Of Iron
8464	The Mill & Hatch	8522	Brenna's
8465	The Tower & Bounce	8523	The Dagger
8466	The Tapestry	8524	The Hood & Fluke
8467	The Handmaiden	8525	The Juggling Guesthouse
8468	The Gasping Darkmantle	8526	The Balance Inn
8469	The Fire Giant & Hypnotic Pattern	8527	Blacksmith's Mind Fog
8470	Mendal's Entropic Shield	8528	The Fork Tavern
8471	The Dusty Shark	8529	The White Evasion
8472	The Journeyman & Chair	8530	The Cloaker & Ladder
8473	Tinker's Wizard	8531	The Wolf & Perimeter
8474	The Crown & Bulkhead	8532	The Word Of Recall
8475	The Den & False Vision	8533	God's Expeditious Retreat
8476	The Honorable Whelp	8534	The Scry
8477	The Blasphemy Brewery	8535	The Torch & Raise Dead
8478	The Herald & Salamander	8536	The Diamond & Flame Strike
8479	The Wasp	8537	The Frolicking Minstrel
8480	Miller's Crib	8538	Warrior's Flaming Sphere
8481	The Contented Gloves	8539	Gavina's Clenched Fist
8482	Iana's Rope	8540	The Alchemist & Rascal
8483	The Steading & Symbol Of Persuasion	8541	The Witch & Bone Devil
8484	The Woozy Bulkhead	8542	The Snare Restaurant
8485	Nerama's Cure Critical Wounds	8543	The Blink Dog & Treant
8486	Enchantress's Mead	8544	Dancer's River
8487	The Temple & Iron Body	8545	The Rusty Bulkhead
8488	The Ghostly Battleaxe	8546	The Hezrou & Pearl
8489	The Fungus & Vest	8547	The Wood & Trap
8490	Adryn's Dolphin	8548	The Impish Cloak
8491	The Locate Object	8549	Prince's Steel
8492	The Wyvern & Crossbow	8550	Gambler's Wind Wall
8493	Minstrel's Agent	8551	The Stockade Hall
8494	The Remarkable Disable Device	8552	The Flying Barrel
8495	The Frozen Hoist	8553	The Forbiddance
8496	The Eagle's Splendor Lodge	8554	The Flint
8497	The Blazing Citadel	8555	The Domain & Vampiric Touch
8498	The Undead & Pike	8556	Barbarian's Warrant
8499	The Symbol Of Pain Cellar	8557	Ranger's Enthral
8500	Maid's Banner	8558	Waif's Restoration
8501	The Duergar & Lantern	8559	The Sprite & Dog
8502	The Haven & Current	8560	The Rakshasa & Longspear
8503	The Nixie & Tunic	8561	Kota's Eye
8504	The Nest & Prisoner	8562	The Apprentice & Vampire Spawn
8505	The Vault Bed & Breakfast	8563	The Heavy Fox's Cunning
8506	The Wood & Protection From Evil	8564	Eder's Light
8507	The Trim Bed & Breakfast	8565	The Dreaming Star
8508	The Shield Other Cellar	8566	The Cutting Cyclone
8509	Dancer's Garrot	8567	The Dungeon Restaurant
8510	The Olde Hall	8568	Brogan's Sounding
8511	The Baptism Lodge	8569	The Locate Object Alehouse
8512	The Doom Restaurant	8570	The Snake
8513	Scribe's Fork	8571	The Giant Octopus & Brick
8514	The Rudder Hall	8572	The Soldier & Creek
8515	The Candle & Ethereal Jaunt	8573	Edlin's Cure Serious Wounds
8516	The Huntress Pub	8574	The Blue Spetum
8517	Bowman's Hammer	8575	The Read Magic Café
8518	The Bread & Repulsion	8576	The Diamond Witch

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8577	Barkeep's Rod	8635	The Helpful Field
8578	The Dark Naga & Trim	8636	The Tornado & Unseen Servant
8579	The Sailor Guesthouse	8637	The Savage & God
8580	Halfing's Beam	8638	The Symbol Of Weakness Restaurant
8581	Herald's Chokepoint	8639	The Barghest
8582	Sailor's Tomb	8640	The Farmer Alehouse
8583	The Light	8641	The Innocent Yaw
8584	The Spike & Script	8642	The Quiver & Cloak Of Chaos
8585	Cooper's Voulge	8643	The Slaughtered Black Op
8586	The Erinyes & Bless	8644	The Dryad & Rhinoceros
8587	The Baneful Dire Badger	8645	Tradith's Locked Gauntlet
8588	Hedin's	8646	The Hilt & Topsides
8589	Mage's Potion	8647	Urchin's Hall
8590	The Mast & Escape Artist	8648	The Cookhouse & Intimidation
8591	The Kick	8649	The Kapoacanth & Gate
8592	The Tavern & Word Of Recall	8650	The Forge & Cure Serious Wounds
8593	The East Overboard	8651	The Enchanter & Brand
8594	The Read Magic Brewery	8652	The Sleight Of Hand Bed & Breakfast
8595	God's Bolts	8653	The Glasses & Chock
8596	The Glasses & Cantrip	8654	Traveler's Fort
8597	The Symbol Inn	8655	Priest's Geas
8598	The Haven & Explosive Runes	8656	The Helm Brewery
8599	The Rose & Atonement	8657	Alchemist's Springs
8600	The Guardian Naga & True Seeing	8658	The Tattooed Weaver
8601	The Weeping Pick	8659	The Bebilith & Portal
8602	The Table Guesthouse	8660	Warrior's Shield
8603	The Animate Dead	8661	The Enervation Bed & Breakfast
8604	The Cap & Pyrotechnics	8662	The Playful Inevitable
8605	The Landing & Cantrip	8663	Scoundrel's Hideout
8606	The Hill & Ghost Sound	8664	The Cold
8607	The Boatman Bed & Breakfast	8665	Tamar's Hull
8608	The Hideout & Sickie	8666	The Ethereal Filcher & Tail
8609	The Steel & Cloak	8667	The Tickled Warrant
8610	The Neutral Deep Slumber	8668	Peri's Midship
8611	Plowman's Stick	8669	The Den & Khopesh
8612	The Cloaked Continual Flame	8670	The Abbey Bed & Breakfast
8613	The Cure Critical Wounds	8671	The Djinni & Flask
8614	The Pilgrim Meadhall	8672	The Zombie & Flare
8615	The Gambler & Fool	8673	The Turning Magic Stone
8616	The Escape Artist	8674	The Burg & Solid Fog
8617	The Mithril Mancatcher	8675	The Phantasmal Killer Café
8618	The Savage Restaurant	8676	Riberta's
8619	The Dripping Crest	8677	The Animated Object & Flask
8620	The Dragonne & Fender	8678	The Paladin & Fog
8621	The Chaotic Garrot	8679	Brenn's Spiked Chain
8622	The Kapoacanth & Sleight Of Hand	8680	The Shining Ford
8623	The Barding Bed & Breakfast	8681	Bouncer's Disable Device
8624	The Sage & Park	8682	The Spellbook & Rage
8625	Mercenary's Wand	8683	The Black Bear & Hurricane
8626	The Urn & Storm Of Vengeance	8684	Priestess's Fork
8627	The Black Bag Job Tavern	8685	The Helm & Trim
8628	The Guard & Half-Celestial	8686	The Gloves & Prying Eyes
8629	The Scales & Apprentice	8687	The Candle & Spiked Gauntlet
8630	The Flint & Flail	8688	Vesta's Symbol Of Sleep
8631	The Forbidden Inn	8689	The Buckle & Whip
8632	The Sleet Storm Bed & Breakfast	8690	Hakon's Glyph Of Warding
8633	The Bodak & Stronghold	8691	The Burg & Helm
8634	The Flask & Hammer	8692	The Reverse Gravity

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8693	The Lillend & Glass	8751	The Red God
8694	The Horned Devil & Lockstep	8752	The Fighting Read Magic
8695	The Wanderer & Helmet	8753	Hunter's Box
8696	The Helmet & Dismissal	8754	The Lycanthrope & Flame Strike
8697	The Sorcerous Rogue	8755	The Black Flash
8698	The Trader & Rast	8756	The Neutral Bed & Breakfast
8699	The Giant & Tavern	8757	Archer's Throne
8700	The Centipede Swarm	8758	The Goddess & Lamp
8701	The Sad Eagle's Splendor	8759	The Citadel Tavern
8702	The Mysterious Deeper Darkness	8760	The Orc & Mole
8703	Koali's Earthquake	8761	The Cloaked Kama
8704	Edlin 's Spike	8762	The Roaming Defector
8705	The Dazzling Battlehammer	8763	The Stockade
8706	The Hall & Clout	8764	The House Lodge
8707	The Eagle & Spot	8765	The Quartz
8708	The Table & Finesse	8766	
8709	The Glabrezu & Flame Strike	8767	The Knave & Cyclone
8710	The Tomb & Hitch	8768	Siveth's
8711	Hero's Vale	8769	Preni's Hoist
8712	The River & Crossbow	8770	The Tapestry & Trap
8713	Hedin's Eaterie	8771	The Mount Alehouse
8714	Friar's Lantern	8772	The Wizard Mark Tavern
8715	The Mummy	8773	The Cutthroat & Stockade
8716	Laromald's Banishment	8774	The Plowman & Dungeon
8717	The Cage	8775	Barbarian's Chair
8718	Enchantress's Doom	8776	The Zealous Jetty
8719	The Creek & Prismatic Wall	8777	The Confused Forgery
8720	The Palace & Shortspear	8778	Fisherman's Battlement
8721	The Harp & Bless	8779	Kurush's Apprentice
8722	The Standard & Awl	8780	The Bat Swarm & Polar Ray
8723	Cleric's Bluff	8781	The Vase Pub
8724	The Vessel Tavern	8782	The Magical Den
8725	The Flame Strike Inn	8783	The Lake & Word Of Chaos
8726	The Battlement & Halberd	8784	The Proud Prismatic Sphere
8727	The Zombie & Gorgon	8785	The Giant & Temple
8728	The Whip	8786	The Inn & Whip
8729	The Freeboard Bed & Breakfast	8787	Lord's House
8730	The Thug & Boot	8788	The Crock & Vestment
8731	The Whelp & Dale	8789	The Fog & Magic Jar
8732	The Minstrel & Storm	8790	The Rest & Spiked Shield
8733	The Dire Badger & Refuge	8791	The Inevitable & Battlehammer
8734	The Rabbit	8792	Shipwright's Hitch
8735	The Cat	8793	Mage's Magic Circle
8736	The Tarrasque & Box	8794	The Park & Witch
8737	The View Cellar	8795	Ranger's Dress
8738	The Forbidden Wagon	8796	The Horn & Helping Hand
8739	The Druid Café	8797	The Ring & Port
8740	The Watery Unicorn	8798	The Breastplate
8741	The Biscuit & Entropic Shield	8799	The Topsy Bridge
8742	The Crown & Black Bag Job	8800	Kona's Bolts
8743	The Giant Octopus & Bull's Strength	8801	The Tackle & Bullet
8744	The Sapphire & Arson	8802	The Earring & Hook
8745	The Wood & Pier	8803	The Gasping Gust Of Wind
8746	The Osyluth & Homicide	8804	The Prober Bed & Breakfast
8747	Ibearwen's Climb	8805	The Stirge & Conjuraton
8748	Acrobat's Perimeter	8806	The Torch
8749	King's Shield	8807	Kenric's
8750	The Ring & Rope Trick	8808	Iana's Glyph Of Warding

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8809	The Tomb & Spiked Gauntlet	8867	The Sulphur Pirate
8810	The Falls & Deuce	8868	The Traveling Righteous Might
8811	The Armorer Hall	8869	The Skirt Café
8812	The Disable Device Inn	8870	The Pilgrim
8813	Legoreth's Prayer	8871	The Divine Power
8814	The Standard & Bow	8872	The Journeyman & Friar
8815	Faran's Gate	8873	Gest's Pier
8816	The Otyugh & Sickle	8874	Flouerana's Stronghold
8817	The Glove & Handle	8875	The Dungeon Brewery
8818	The Buckler & Current	8876	The Steading & Double Axe
8819	The Burg & Polar Ray	8877	Ishara's Blight
8820	The Ranger & Cookhouse	8878	The Kraken & Continual Flame
8821	The Domain & Telekinesis	8879	The Dress & Daze
8822	The Crystal & Orb	8880	The Wooden Daylight
8823	The Buckler & Prisoner	8881	The Dark Naga & Commune
8824	The Frightening Kytton	8882	The Spell Immunity
8825	The Quartz & Gaseous Form	8883	The Whetstone & Shatter
8826	The Traveling Stronghold	8884	The Fisherman
8827	The Coal Hero	8885	The Lady & Ant
8828	The Shrine & Water Walk	8886	The Hawk & Mace
8829	The Ravid & Gloves	8887	The Vixen & Keep
8830	The Barding & Resistance	8888	Mage's Javelin
8831	The Tickled Thorn	8889	The Cove & Knot
8832	Dagwyn's Lockstep	8890	The Tawdry Monstrous Humanoid
8833	The Banner & Wall Of Ice	8891	The Bartender Hall
8834	The Shining Ghoul Touch	8892	The Jovial Guesthouse
8835	The Tunic & Mark Of Justice	8893	The Crypt & Jib
8836	The Spiked Shield Brewery	8894	The Lawful Burg
8837	Odlenda's Hunt	8895	The Potion Bed & Breakfast
8838	Huntress's Shortspear	8896	The Harness Brewery
8839	The Torch Hall	8897	Lander's Slay Living
8840	The Sorcerous Tapestry	8898	The Ettercap & Hood
8841	Radella's Ray Of Frost	8899	Harlot's Protection From Evil
8842	The Scrag & Mark Of Justice	8900	The Vault Cellar
8843	The Mountain Dwarf & Buckle	8901	Fredek's Point
8844	Enchantress's Dinghy	8902	The Olde Café
8845	The Obscuring Mist Meadhall	8903	Acrobat's Hitch
8846	The Skirt & Rage	8904	The Lockstep
8847	Talia's Hall	8905	Friar's Pier
8848	Thrand's Symbol Of Weakness	8906	The Master & Harp
8849	The Ford Restaurant	8907	The Nickel Sphinx
8850	The Ford & Voulge	8908	The Half-Dragon & Wine
8851	The Chimera	8909	The Kettle & Holy Strike
8852	The Archer & Unicorn	8910	The Mead & Crook
8853	The Handmaiden & Achaierai	8911	The Disguise Café
8854	The Giant Crocodile & Hypnotic Pat-	8912	The Shield Tavern
8855	The Nightwing & Bread	8913	The Roaring Magic Mouth
8856	Witch's Lamp	8914	Gambler's Hurricane
8857	Regana's Lodge	8915	Horseman's Gust Of Wind
8858	Grindan's Meadhall	8916	The Mistress & Centipede Swarm
8859	The Keep & Flag	8917	The Cage Cellar
8860	The Pirate & Tinker	8918	Lander's Crossbow
8861	The Symbol Of Fear	8919	The Dopey Scimitar
8862	The Pilgrim Cellar	8920	The Wraith & Shortbow
8863	The Dog & Black Bag Job	8921	Rodor's Eaterie
8864	The Marut & Cloaker	8922	The Undead & Glaive
8865	The Sigil	8923	The Rascal & Sun Shower
8866	The Rumbling Black Bag Job	8924	The Grey Earth Elemental

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8925	The Sanctum & Enervation	8983	The Gibbering Moulder & Cheetah
8926	The Gypsy & Crest	8984	The Glyph Of Warding Café
8927	The Will-O'-Wisp & Symbol Of Sleep	8985	The Table & Cure Minor Wounds
8928	The Haven Tavern	8986	The Choker
8929	The Shifty Alehouse	8987	The Jade & Astral Projection
8930	The Hooked Hammer	8988	The Olde Handle
8931	The Rumbling True Seeing	8989	The Timid Enchanter
8932	Cambree's Cellar	8990	The Curse Water Café
8933	The Ford & Daylight	8991	The Bauble & Insect Plague
8934	The Rowdy Robe	8992	The Bona Fides
8935	The Wooden Plume	8993	The Pint & Dolphin
8936	Jeloth's Shatter	8994	The Flying Burg
8937	Yawen's Pick	8995	The Vest & Symbol Of Weakness
8938	The Palace & Touch Of Fatigue	8996	Shipwright's Unseen Servant
8939	The Mount & Silence	8997	The Copper Spiked Shield
8940	The Serf & Valley	8998	The Shrine & Longsword
8941	The Chain Devil & Wall Of Stone	8999	The Scabbard
8942	The Symbol & Ghost	9000	The Tankard & Spear
8943	The Miller & Palm	9001	The Acrobat
8944	Thord's Magic Missile	9002	The Goddess & Cove
8945	The Whistle Inn	9003	The Cave & Abbey
8946	The Port Restaurant	9004	The Frolicking Waterline
8947	Carpenter's Haven	9005	The Razor Boar & Bugbear
8948	Handmaiden's Knot	9006	The Snoozing Chokepoint
8949	Flouerana's Sound Burst	9007	The Keg & Bow
8950	The Blizzard & Symbol Of Death	9008	The Bodak & Barding
8951	The Divination Lodge	9009	The Point
8952	Terentia's Wizard Mark	9010	Alchemist's Trap
8953	Govannon's Handaxe	9011	The Silly Stone Shape
8954	Karran's Topsides	9012	The Dancer & Girallon
8955	Shipwright's Abbey	9013	The Dulled Bowline
8956	The Pier Cellar	9014	The Brigand & Spike
8957	Edric's Alehouse	9015	The Disappearing Mnemonic Enhancer
8958	Prendar's Wizard	9016	The Dryad & Ewer
8959	The Needle	9017	The Bridge & Conjunction
8960	The Spell Pub	9018	The Stool
8961	The Bag Alehouse	9019	The Shortbow Hall
8962	The Trophy & Defector	9020	Master's Shocking Grasp
8963	The Skull & Leeward	9021	The Royal Wanderer
8964	The Bat Swarm & Hell Hound	9022	The Keep & Current
8965	The Crossbow Alehouse	9023	The Bezekira & Manta Ray
8966	God's Bolas	9024	The Pike Guesthouse
8967	The Cove & Dock	9025	The Shapechanger & Mooring
8968	Nerama's Telekinesis	9026	Acendra's Bastard Sword
8969	Mistress's Dismissal	9027	The Wood & Stake
8970	The Ford Bed & Breakfast	9028	Nordrada's Boss
8971	The Double Axe Cellar	9029	The Citadel & Log
8972	The Chain & Meteor Swarm	9030	The Spider Swarm & Buckler
8973	Fool's Temporal Stasis	9031	The Bone Pub
8974	The Battlehammer Lodge	9032	The Sounding Brewery
8975	The Stout Catapult	9033	The Hawk & Orb
8976	The Polar Ray	9034	The Inn & Operative
8977	The Augmented Beam	9035	The River Restaurant
8978	The Bezekira & Fox's Cunning	9036	The Fender
8979	The Plume Lodge	9037	The Aquatic Bed & Breakfast
8980	The Domain & Daze	9038	The Den & Magic Mirror
8981	The Tired Flint	9039	Kurush's Prying Eyes
8982	The Shark	9040	The Ethereal Magic Stone

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9041	The Flare Alehouse	9099	Waif's Tail
9042	The Bless Eaterie	9100	The Bowman Bed & Breakfast
9043	Dwarf's Symbol Of Persuasion	9101	The Fabulous Palace
9044	The Cantrip	9102	The Rest Cellar
9045	The Monk & Biscuit	9103	The Farmer & Mount
9046	The Razor Cellar	9104	Koali's Whip
9047	The Frosty Inn	9105	The Ale & Sap
9048	The Tack	9106	The Jib Café
9049	The Vale Lodge	9107	Shipwright's Chainmail
9050	Gavina's Blade	9108	The Flying Pub
9051	The Hero & Baboon	9109	Karran's Meadhall
9052	The Blasphemy	9110	The Lizard & Jetty
9053	Rogue's Fox's Cunning	9111	The Blink Dog & Mast
9054	Thord's Guesthouse	9112	The Mummy Lord & Geas
9055	The Gladiator & Shipwright	9113	The Mercenary Restaurant
9056	The Keg Alehouse	9114	The Giant & Holy Word
9057	The Jeweler	9115	The Amulet & Bearing
9058	The Peaceful Scorching Ray	9116	Pirate's Bounce
9059	The Baleful Red Dragon	9117	Bersi's Handle
9060	Pirate's Hammer	9118	The Rune & Freeboard
9061	The Abbey & Ghoul Touch	9119	The Sprightly Pub
9062	The Bridge	9120	The Potion & Lucubration
9063	The Tiger & Wind Walk	9121	The Gypsy Eaterie
9064	The Blade Brewery	9122	The Soup Guesthouse
9065	The Grove & Keen Edge	9123	The Tiger & Starboard
9066	The Crock & Spiked Gauntlet	9124	The Salt Mephit & Bulkhead
9067	The Disappearing Emerald	9125	The Jovial Emerald
9068	Bartender's Ladder	9126	The Bread & Chain Shirt
9069	The Herald Hall	9127	Kira's Gangway
9070	Megenlind's Starboard	9128	The Gelugon & Crushing Hand
9071	The Dripping Palace	9129	Galewen's Double Agent
9072	The Baby Rest	9130	The Falls & Heavy Crossbow
9073	The Hanging Bodak	9131	The Planar Ally
9074	The Elemental & Disjunction	9132	The Spinning Inn
9075	Dagwyn's Badge	9133	Jonaya's Café
9076	The Praying Mantis & Hood	9134	Rascal's Longspear
9077	Iana's Siangham	9135	Enchantress's Shrine
9078	The Enchantress & Glasses	9136	Lotheid's Timber
9079	The Kapoacinch & Gem	9137	The Fresh Potion
9080	Journeyman's Sai	9138	The Frost & Mole
9081	The Guidance	9139	The Boat Hook Café
9082	The Rookery & Pile	9140	The Thug Lodge
9083	The Ankheg	9141	The Hapless Merfolk
9084	The Urchin & Savage	9142	The Carbon Rascal
9085	Lady's Eagle's Splendor	9143	Galewen's Eyepatch
9086	The Dire Ape & Freeboard	9144	The Happy Passwall
9087	The Rope Trick	9145	The Gorgon & Antimagic Field
9088	The Ford & Seaworthy	9146	The Magic Vestment Cellar
9089	The Tail & Keel	9147	The Black Pudding & Holy Aura
9090	The Garnet	9148	The Bashful Mnemonic Enhancer
9091	The Arcane Tinker	9149	The Throne & Boat Hook
9092	The Prince & Mount	9150	The Standard
9093	Agreri's Poleaxe	9151	The Brand & Stick
9094	The Vest	9152	Barmaid's False Vision
9095	The Word Of Recall Eaterie	9153	The Manta Ray & Anvil
9096	The Roc & Helm	9154	The Port Cellar
9097	The Violet Fungus & Bauble	9155	The Daylight Lodge
9098	The Forge Pub	9156	The Harmless Hoist

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9157	The Flesh Golem	9215	The Wanderer Tavern
9158	Horseman's Resistance	9216	Helinda's Anchor
9159	The Lost Crypt	9217	The Yrthak & Box
9160	Pala's Deuce	9218	The Castle Tavern
9161	Roeloth's Dagger	9219	The Geas Tavern
9162	The Friar	9220	The Bronze Crossbow
9163	The Cloak Of Chaos	9221	The Laughing Snake
9164	Alyvia's Conjunction	9222	The Ruby Waterline
9165	The Soup Meadhall	9223	The Phase Door
9166	The Pegasus	9224	The Belker & Tiny Hut
9167	The Ventriloquism Restaurant	9225	The Bluff & Tumble
9168	Wanderer's Trap	9226	The Chuul & Hilt
9169	The Dragon Turtle & Ambush	9227	Stranger's Move Silently
9170	The Hill & Double Axe	9228	Mage's Jewel
9171	The Werebear & Phase Door	9229	The Adult Guesthouse
9172	The Leeward	9230	The Thirsty Land
9173	The Cutting Galley	9231	Pyotr's Cure Minor Wounds
9174	The Hill & Trap	9232	The Keep & Dire Flail
9175	The Wandering Maze	9233	The Move Silently
9176	Monk's Khopesh	9234	Halfling's Bounce
9177	The Diamond Temple	9235	Queen's Sorcerer
9178	The Furious Fluke	9236	Urchin's Knot
9179	The Digester & Audible Glamer	9237	The Eagle & Backpack
9180	The View & Bow	9238	Merchant's Arquebus
9181	Bard's Point	9239	Lord's Word Of Recall
9182	The Giant & Magic Circle	9240	The Bartender & God
9183	The Confused Alehouse	9241	The Throne Cellar
9184	The Traveling Stow	9242	Onua's Freezing Sphere
9185	The Battlement & Vision	9243	Shipwright's Current
9186	Brenn's Zone Of Truth	9244	The Amulet Hall
9187	The Tomb & Evasion	9245	The Slashing Bugbear
9188	Hord's Bridge	9246	The Ettin & Locked Gauntlet
9189	The Standard & Freeboard	9247	The Majestic Lodge
9190	The Tack & Sequester	9248	The Shield Guardian
9191	Jayna's Morningstar	9249	The Dungeon & Rudder
9192	The Pearl Brewery	9250	The Bouncer & Hideout
9193	The Boots & Spetum	9251	Yazdan's
9194	The Wooden Inn	9252	The Gelugon & Pearl
9195	The Buckle & Refuge	9253	Rascal's Shatter
9196	The Knock Restaurant	9254	The Hall & Hammer
9197	Fisherman's Needle	9255	The Storm Giant & Fire Charm
9198	The Reptilian Slay Living	9256	The Cheetah & Blade Barrier
9199	The Jade & Big House	9257	The Sea Hag & Plane Shift
9200	The Grove & Wind Wall	9258	The Landing & Warlock
9201	The Bralani & Air Walk	9259	The Friend Bed & Breakfast
9202	The Goddess & Scabbard	9260	Galewen's Orb
9203	Scoundrel's Cure Critical Wounds	9261	Minstrel's Wizard Lock
9204	The Boots & Waterline	9262	The Skirt & Bullet
9205	The Clout	9263	The Cure Minor Wounds
9206	The Turquoise & Vile	9264	The Hatch Hall
9207	Godric's Chokepoint	9265	The Sleepy Boat Hook
9208	The Lord & Ladder	9266	The Guardian & Dryad
9209	The Feather Fall Alehouse	9267	The Flint & Cone Of Cold
9210	The Mask & Time Stop	9268	The Lamia & Roper
9211	Harek's Conjunction	9269	The Wooden Chalice
9212	The Snoozing Lodge	9270	The Swaying Lamp
9213	Laraon's Inn	9271	The Crown & Dagger
9214	The Kytan & Chokepoint	9272	The Titan & Knot

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9273	The Stalwart Gentle Repose	9331	The Glorious Bowline
9274	The Shortbow	9332	The Goblin & Cap
9275	The Quiver & Spell	9333	Ranger's Stone To Flesh
9276	Thug's Awl	9334	The Praying Mantis & Commune
9277	The Holy Word	9335	The Magical Beast & Mug
9278	The Pyrotechnics Restaurant	9336	Forester's Falls
9279	The Splendid Gunwale	9337	The Stockade & Seaworthy
9280	Galan's	9338	The Dimensional Anchor
9281	The Gargoyle & Sahuagin	9339	The Bone Devil & Double Agent
9282	The Wild Elf & Stool	9340	Thug's Daze
9283	The Hull	9341	Brithael's Speak With Dead
9284	Master's Sail	9342	The Flying Point
9285	The Bottle & Mooring	9343	Maiden's Pearl
9286	The Expeditious Retreat	9344	The Wolf & Necklace
9287	The True Strike	9345	The Hall Hall
9288	The Bag & Bow	9346	Trymman's Head
9289	The Urn & Owl's Wisdom	9347	Barkeep's Pin
9290	The Bearing Meadhall	9348	The Sprightly Sunray
9291	Rhodia's Hook	9349	Huntress's Chain Lightning
9292	The Festive Pole	9350	The Waif
9293	Sennet's Glyph Of Warding	9351	The Waterline
9294	Dydia's Unhallow	9352	Dallandra's Sleight Of Hand
9295	Halfing's Bridge	9353	The Frosty Pin
9296	Warrior's Magic Weapon	9354	The Landing Meadhall
9297	The Dwarf & Prince	9355	The Shining Skirt
9298	The Shady Lady	9356	The Haven & Waterline
9299	The Ford & Grasping Hand	9357	Thord's Finesse
9300	The Annis & Enthrall	9358	The Catapult Guesthouse
9301	The Handle Lodge	9359	The Haven Eaterie
9302	The Homunculus & Nightmare	9360	The Bowman & Springs
9303	The Wolf & Dire Bat	9361	The Half-Dragon & Lance
9304	The Whelp	9362	The Ancient Chalice
9305	The Spiritual Weapon	9363	The Weary Sea Cat
9306	The Guardian & Shadow Mastiff	9364	The Lyrical Peasant
9307	Letow's	9365	Journeyman's Throne
9308	The Dire Rat & Scuppers	9366	The Journeyman
9309	The River & Heavy Crossbow	9367	The Manor & Cone Of Cold
9310	The Bee	9368	The Shambling Mound & Sending
9311	The Falls & Passwall	9369	Prendar's Talon
9312	The Bearded Devil & Bow	9370	The Lair Tavern
9313	Kira's Eye	9371	The Draft Inn
9314	The Frightening Bona Fides	9372	Thana's Deck
9315	The Pin Hall	9373	The Greedy Hermit
9316	Miller's Onyx	9374	The Chokepoint
9317	The Point Café	9375	The Lost Vault
9318	The Boatman & Lair	9376	The Scrag & Scare
9319	Barterer's Leeway	9377	The Lion & Earth
9320	Nerama's Ranscur	9378	Ibearwen's Symbol Of Persuasion
9321	The Cove & Operative	9379	The Alehouse Tavern
9322	The Fire Anchor	9380	Strang's Kama
9323	The Gangway	9381	The Flash
9324	The Virgin & Steading	9382	The Hermit Inn
9325	Priestess's Pile	9383	The Cutthroat Pub
9326	The Stockade Pub	9384	Legoreth's
9327	The Cabin Brewery	9385	The Dog & Hail
9328	The Azure Cellar	9386	Narisa's Restaurant
9329	The Tawdry Read Magic	9387	The Greedy Bed & Breakfast
9330	The Gelugon & Contingency	9388	Cadaewen's Meadhall

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9389	The Owl & Protection From Good	9447	The Stone Golem & Rudder
9390	Hermit's Bow	9448	Jester's Warrant
9391	The Create Food And Water	9449	The Water Elemental & Silence
9392	Bouncer's Dirk	9450	The Aranea
9393	The Remove Curse Eaterie	9451	Brenna's Draft
9394	The Sling Eaterie	9452	The Vault & Ethereal Jaunt
9395	Melia's Beam	9453	The Pouch & Tooth
9396	The Plume & Knot	9454	The Stockade & Line-Up
9397	The Gold Dragon & Eagle's Splendor	9455	The Salty Ankheg
9398	The Ice Mephit & Chain Lightning	9456	Cooper's Heavy Crossbow
9399	The Ethereal Cellar	9457	The Fog & Headway
9400	Trader's Vessel	9458	The Land & Point
9401	The Gentle Repose	9459	The Warhammer Lodge
9402	The Helpful Symbol Of Sleep	9460	The View & Clout
9403	Thatram's Death Knell	9461	The Current Eaterie
9404	The Amorous Guardian Naga	9462	The Olde Guesthouse
9405	Faran's Water Walk	9463	The Pint & Bridge
9406	Blacksmith's Haven	9464	The Barbazu & Sorcerer
9407	The Annis & Parchment	9465	The Abbey & Spiked Chain
9408	The Cup & Bearing	9466	The Crimson Bandit
9409	The Manta Ray & Secret Page	9467	Astalella's Deuce
9410	The Mirthful Stew	9468	The Glasses Alehouse
9411	The Palace & Edge	9469	The Violet Fungus & Safe House
9412	The Hilt	9470	The Flawless Remove Curse
9413	Urchin's Crest	9471	The Mistress & Tower
9414	The Giant Octopus & Poison	9472	Alwyn's Shades
9415	Kaelyn's	9473	The Ivory Contagion
9416	The Frost Giant & Archon	9474	The Staff
9417	The Baleful Polymorph Eaterie	9475	The Hoist
9418	Thug's Cloak	9476	Prankster's Ford
9419	Umindra's Bulkhead	9477	Bowman's Word Of Recall
9420	The Maze & Brick	9478	The Ford & Dinghy
9421	Thieda's Spike	9479	Beggar's Gangway
9422	Hrut's Shuriken	9480	Fyren's Escape Artist
9423	The Nest & Water Walk	9481	The Citadel & Blowgun
9424	The Glove & Sleet Storm	9482	The Ale & Glass Orb
9425	The Protection From Evil	9483	Alwyn's Rage
9426	Farmer's Cup	9484	The Sapphire & Ethereal Jaunt
9427	The Kraken & Brass Dragon	9485	The Steading & Crossbow
9428	The Stinging Wind Walk	9486	Oriel's Mending
9429	Landrea's Cat's Grace	9487	The Minstrel & Badger
9430	The South Dimensional Lock	9488	The Shifty Dungeon
9431	The Soup	9489	Bordat's Hall
9432	The Swaying Zone Of Truth	9490	The Flail Alehouse
9433	The Chaotic Glaive	9491	The Battlement & Spot
9434	The Half-Orc & Sapphire	9492	The Lucky Hall
9435	Hero's Passwall	9493	The High Alehouse
9436	The Wood Elf & Purse	9494	The Forgery
9437	The Darkmantle & Sling	9495	The Kilt & Fluke
9438	The Crushing Despair Cellar	9496	Druid's Waterline
9439	The Earring & Dinghy	9497	Micolai's Reverse Gravity
9440	The Drunkard & Giant	9498	Pilgrim's Chock
9441	The Manor & Poleaxe	9499	The Missile Guesthouse
9442	Stranger's Dictum	9500	Argi's Black Bag Job
9443	The Nest & Bluff	9501	The Fool & Chimera
9444	The Haven & Midship	9502	The Illusionist & Elephant
9445	The Quiver & Flag	9503	Brenn's Move Silently
9446	The Magical Eaterie	9504	The Hill & Staff

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9505	The Criosphinx & Water Breathing	9563	Legoreth's Prismatic Sphere
9506	The Inn & Double Agent	9564	Adryn's Handspring
9507	The Cutpurse Café	9565	The Svirfneblin
9508	Thana's Brewery	9566	The Temple & Rapier
9509	The Priestess Lodge	9567	The Touch Of Idiocy
9510	The Contagion Brewery	9568	The Criosphinx & Mole
9511	The Piling Tavern	9569	The Delver & Harp
9512	The Eagle's Splendor Alehouse	9570	The Gate & Air Walk
9513	The Boss	9571	The Antimagic Field
9514	The Fog & Chart	9572	The Gray Elf & Bell
9515	The Hill	9573	The Stinging Waterline
9516	The Phasm & Leeway	9574	The Crank Lodge
9517	The Stew & Knot	9575	The Shuriken
9518	Mistress's Lair	9576	Thief's Cutter
9519	Rodor's Flail	9577	The Boorish Mount
9520	Sarea's	9578	The Wheel & Hook
9521	Wanderer's Cantrip	9579	Archer's Symbol Of Weakness
9522	Journeyman's Lake	9580	The Dripping Forge
9523	Cooper's Prayer	9581	Priest's Mace
9524	Blacksmith's Vile	9582	Thormod's Repulsion
9525	Arella's Blowgun	9583	The Trumpet Archon & Divine Favor
9526	Elf's Cutlass	9584	Miller's Sap
9527	Sunita's Missile	9585	Friend's Forgery
9528	The Phantom Fungus & Blade	9586	The Cure Moderate Wounds Meadhall
9529	Journeyman's Garrot	9587	The Ewer
9530	The Garnet Meadhall	9588	Boatman's Dictum
9531	The Coin & Buckler	9589	The Ewer & Warrant
9532	The Guardian & Citadel	9590	The Spirits & Blowgun
9533	The Bell & Dead Drop	9591	The Stinging Dress
9534	Paladin's Phase Door	9592	The Shady Lodge
9535	The Forceful Hand Brewery	9593	The House & Forceful Hand
9536	The Frost Giant & Witch	9594	Sorcerer's Speak With Dead
9537	The Scribe & Inn	9595	The Achaierai & Slammer
9538	Brenn's Café	9596	The Sea Hag & Wood Elf
9539	The Keep & Eyebite	9597	The Torch & Darkness
9540	The Tavern & Line-Up	9598	The Half-Elf & Buckler
9541	The Horned Devil & Haft	9599	The Vixen & Volcano
9542	Helinda's Doom	9600	Monk's Glaive
9543	The Rogue & Cap	9601	The Enchanter & Cave
9544	The Trap Bed & Breakfast	9602	The Friend Café
9545	The Weary Harness	9603	The Monk & Dress
9546	The Trader & Palm	9604	Attor's Cold Case
9547	The Signals Café	9605	The Spectral Hand Guesthouse
9548	Lypilla's Alehouse	9606	The Key & True Seeing
9549	Chevonne's	9607	The Wereboar
9550	The Hull Pub	9608	The Archon & Ballista
9551	Oleg's Agent	9609	The Amazing Scrying
9552	The Pint & Warrant	9610	The Storm & Khopesh
9553	The Animal	9611	The Palm
9554	Vartan's Headway	9612	The Priestess
9555	Traveler's Web	9613	Journeyman's Prying Eyes
9556	The Ornate Banner	9614	The Grim Valley
9557	The Ewer & Divine Power	9615	The Trumpet Archon & Cloak Of
9558	The Manticore & Rapture	9616	Apprentice's Obscuring Mist
9559	The Grick & Coin	9617	The Wereboar & Prisoner
9560	The Symbol Of Persuasion Lodge	9618	The Sleep Restaurant
9561	The Frail Whispering Wind	9619	The Helmet & Flare
9562	The Hyena	9620	The Tapestry Inn

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9621	The Drooling Archer	9679	The Gold Ranseur
9622	Megenlind's Lightning Bolt	9680	The Soldier & Tyrannosaurus
9623	The Palace & Fluke	9681	The Cyclone & Waraxe
9624	Virgin's Regenerate	9682	The Big House Inn
9625	The Stabbing Parchment	9683	Rascal's Sail
9626	The Disappearing Scuppers	9684	The Gray Render & Plume
9627	The Warrior & Halfling	9685	The Cutpurse Bed & Breakfast
9628	The Falls & Storm Of Vengeance	9686	The Zelekhut & Helm
9629	The Cyclone & Unholy Aura	9687	Ranger's Hull
9630	Megara's Contagion	9688	The Landing & Deck
9631	The Siangham Tavern	9689	The Dazzling Safe House
9632	Lotheidr's Refuge	9690	The Inn & Chain Shirt
9633	Thieda's Repulsion	9691	The Disappearing Alehouse
9634	The Talon	9692	The Infraction
9635	Jester's Chokepoint	9693	The Sheath & Gentle Repose
9636	Mage's Tavern	9694	The Clever Land
9637	The Avoral & Sun Shower	9695	Umindra's Port
9638	Dwarf's Implosion	9696	The Werebear & Intimidation
9639	The Tickled Pub	9697	The Grove & Continual Flame
9640	The Park & Harm	9698	The Hill Giant & Fire Shield
9641	The Shrine & Chokepoint	9699	Maiden's Line-Up
9642	The Cloak & Dart	9700	Agreri's
9643	Bartender's Hide In Plain Sight	9701	The Heavy Crossbow Cellar
9644	The Pirate & Spellbook	9702	The Trophy Eaterie
9645	The Fog & Resurrection	9703	Enchantress's Burg
9646	The Flask & Resurrection	9704	The Whistling Resilient Sphere
9647	The Cheetah & Line-Up	9705	The Prying Eyes Café
9648	The Ford & Locked Gauntlet	9706	The Otyugh & Rune
9649	Cutthroat's Crank	9707	The Boots & Rage
9650	The Rope Trick Alehouse	9708	The Bread
9651	Lander's Deeper Darkness	9709	The Crib Café
9652	The Gunwale Lodge	9710	The Biscuit & Ventriloquism
9653	The Evasion Tavern	9711	The Foppish Planar Ally
9654	The Anvil & Sounding	9712	Goddess's Trim
9655	The Horseman & Harlot	9713	The Giant Owl & Lacedon
9656	The Turquoise & Helping Hand	9714	Knight's Chalice
9657	The Poison	9715	The Needle Meadhall
9658	The Star & Rage	9716	Gest's Stronghold
9659	The Silent Wolf	9717	The Lusty Tiefling
9660	The Handspring Brewery	9718	The Head & Dolphin
9661	The Jovial Curse Water	9719	The Labyrinth Pub
9662	The Dangling Light	9720	The Water Mephit & Hold
9663	The Mace Bed & Breakfast	9721	The Dazzling Guisarme
9664	The Tinder & Lucubration	9722	Wench's Gunwale
9665	The Master & Camel	9723	Gladiator's River
9666	The Citadel & Symbol Of Persuasion	9724	Eryke's
9667	Tinker's Leeway	9725	The Grove & True Seeing
9668	The House & Trim	9726	The Forge & Symbol Of Persuasion
9669	Cadaewen's Flare	9727	The Half-Celestial
9670	The Battlement Meadhall	9728	The Spice
9671	The Vale & Arcane Mark	9729	The Mug & Handaxe
9672	The Domain & Port	9730	The Secret Chest Tavern
9673	The Log	9731	Abudric's Fingers
9674	Koali's Pick	9732	The Buckle & Hooked Hammer
9675	The Hanging Brewery	9733	Hunter's Fork
9676	Thatram's Siangham	9734	The Forge & Boss
9677	The Minstrel & Steading	9735	The Wild Elf & Coin
9678	Pala's Obscuring Mist	9736	The Creek Alehouse

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9737	The Mystic Creek	9795	The Dire Rat & Lemure
9738	Landailyn's Bed & Breakfast	9796	The Lyrical Haven
9739	The Ranger & Skirt	9797	Ishara's Deeper Darkness
9740	The Palace & Keel	9798	Herald's Barrel
9741	Harlot's Remove Disease	9799	Iana's Chock
9742	Wizard's Buckler	9800	Zawen's Alehouse
9743	The Child & Hunter	9801	The Missing Glaive
9744	The Elasmosaurus & Flail	9802	The Partisan Bed & Breakfast
9745	The Tomb & Squall	9803	The Jib Brewery
9746	The Baby Bed & Breakfast	9804	The Sail
9747	The Yeth Hound & Vest	9805	The Rose & Daze
9748	Eryke's Zone Of Truth	9806	The Lord & Manor
9749	The Steading & Simulacrum	9807	The Turning Crank
9750	Lar's Meadhall	9808	Rykath's Audible Glamer
9751	The Amazing Resurrection	9809	The Hold
9752	The Mystic Mirror	9810	The Kapoacinch & Scabbard
9753	The Fire Elemental & Turquoise	9811	The Abbey Cellar
9754	The Rascal & Troglodyte	9812	Jester's Pole
9755	Abudric's Flame Strike	9813	The Evil & Fluke
9756	The Rhinoceros & Mole	9814	Vixen's Beam
9757	The Baby Symbol Of Death	9815	The Silver Dragon & Shortbow
9758	The Gust Of Wind Eaterie	9816	The Playful Mage
9759	Jayna's Shaft	9817	The Confused Bridge
9760	The Majestic Solid Fog	9818	The Native Bed & Breakfast
9761	The Nixie & Hook	9819	The Blacksmith & Bone
9762	Blacksmith's Conspiracy	9820	The Empty Bag
9763	Oriel's Cleaver	9821	Apprentice's Intimidation
9764	The Whispering Wind	9822	The Trader & Bridge
9765	The Grim Field	9823	The Giant Squid & Virtue
9766	Farmer's Bull's Strength	9824	The Necklace
9767	Shipwright's Gentle Repose	9825	The Slaughtered Hook
9768	The Flag Lodge	9826	The Hungry Defector
9769	The Honest Seaworthy	9827	The Bluff Meadhall
9770	The Owl's Wisdom	9828	The Ghoul
9771	The Springs & Dolphin	9829	The Wereboar & Wolf
9772	The Cutpurse & Svirfneblin	9830	The Potion & Stern
9773	Virgin's Chain	9831	The Piling Café
9774	The Scroll Tube Pub	9832	Scribe's Anvil
9775	The Bashful Magic Missile	9833	The Grig & Pole
9776	The Illusionist & Brigand	9834	Maid's Atonement
9777	The Dark Naga & Bear's Endurance	9835	The Climb
9778	The Greedy Troglodyte	9836	Armorer's Labyrinth
9779	The Gasping Bartender	9837	The Standard & Ambush
9780	The Rune	9838	The Elasmosaurus & Bow
9781	The Wight	9839	Edlin's Magic Circle
9782	The Broken Inn	9840	The Heavy Crossbow
9783	Miller's Planar Ally	9841	The White Dragon & Starboard
9784	The Waif & Wanderer	9842	The Earring & Bless
9785	The Mountain Dwarf & Gunwale	9843	Koali's Head
9786	The Prince Lodge	9844	The Sea Cat
9787	The Trident Eaterie	9845	Shaundra's Handspring
9788	The Onyx & Mole	9846	Knave's Moment Of Prescience
9789	The Slumbering Inn	9847	The Happy Fluke
9790	The Hippogriff & Free Stand	9848	The Ice Storm Tavern
9791	The Star & Freeboard	9849	The Elemental
9792	Cavia's	9850	The Shield Of Law
9793	The Happy Restaurant	9851	The Secret Chest Hall
9794	The Alehouse & Pick	9852	The Adult Eaterie

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9853	The Impish Blasphemy	9911	The Owl's Wisdom Café
9854	The Anvil Eaterie	9912	Warrior's Quarrel
9855	The Shattered Owl's Wisdom	9913	The Fisherman & Portal
9856	Arella's Crossbow	9914	The Adventurer
9857	Muriel's Bow	9915	The Cutter
9858	The Tunic & Draft	9916	Guard's Manor
9859	Eder's Harm	9917	Vesta's Net
9860	Thrand's Hatch	9918	The Black Pudding
9861	Argi's Cloak	9919	The Ettercap & Keen Edge
9862	The Tin Café	9920	The Dryad & Sword
9863	The Hall & Poleaxe	9921	The Ghast & Tiedling
9864	The Eye & Transformation	9922	The Ewer & Hold Person
9865	The Pyrohydra	9923	The Landing & Urgrosh
9866	The Symbol Of Sleep	9924	Squire's Handaxe
9867	The Weeping Heroes' Feast	9925	The Harness & Hook
9868	The Purse & Parchment	9926	The Flesh Golem & Quarter
9869	Flouerana's Spell Resistance	9927	The Shortspere Restaurant
9870	The Torch & Dolphin	9928	The Friend & Grick
9871	The Ravid & Cantrip	9929	The Kick Guesthouse
9872	Iana's Lodge	9930	The Headway Pub
9873	The Helmet & Stick	9931	The Frustrated Master
9874	The Wizard & Cave	9932	The Earthquake
9875	The Waterline Meadhall	9933	The Water Mephit & Touch Of Idiocy
9876	Queen's Purify Food And Drink	9934	Hermit's Armor
9877	Adryn's Cellar	9935	The Repulsion
9878	The Foppish Symbol Of Death	9936	Tellan's Crossbow
9879	The Violet Fungus & Arrowhawk	9937	The Flaming Inn
9880	Brenn's	9938	Edric's Robe
9881	The Misty River	9939	The Sapphire & Waterline
9882	The Contagion Hall	9940	Baron's Double Axe
9883	The Honest Jetty	9941	The Rest & Speak With Dead
9884	The Guard & Land	9942	Vartan's
9885	The Whistling Bed & Breakfast	9943	The Eye Restaurant
9886	The Creek & Arms	9944	Ragnar's Hooked Hammer
9887	Kenric's Sequester	9945	The Donkey & Tankard
9888	The Ford & Scorching Ray	9946	The Expeditious Retreat Guesthouse
9889	The Pick & Deeper Darkness	9947	The Tippy Sorcerer
9890	The Sling Cellar	9948	The Geas Café
9891	The Spirit Naga & Dire Weasel	9949	The Tower & Hatchet
9892	Odriana's True Strike	9950	The Star & Symbol Of Insanity
9893	The Fire Mephit & Eye	9951	The Barbarian & Acrobat
9894	Nagvar's Cellar	9952	The Hall & Lance
9895	The Nickel Symbol Of Death	9953	The Weathered Arson
9896	The Sharpened Lord	9954	The Prober
9897	The Touch Of Fatigue	9955	Cethien's Café
9898	The Skirt & Scythe	9956	The Cozy Violet Fungus
9899	The Barmaid & Child	9957	The Crucible
9900	The Boar	9958	The Burg & Dagger
9901	Knave's Prober	9959	The Rascal & Acrobat
9902	The True Seeing	9960	The Queen & Brigand
9903	The Scribe & Vale	9961	The Shipwright Tavern
9904	The Tower & Open Lock	9962	The Spellbook & Create Food And
9905	Minstrel's Knock	9963	The Adventurer Tavern
9906	King's Mace	9964	The Throne & Handle
9907	Priestess's Log	9965	The Conjured Refuge
9908	The West Tower	9966	The Crest
9909	The Whelp & Blacksmith	9967	The Falconer & Bluff
9910	Rascal's Cage	9968	The Gnome & Move Silently

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9969	The Citadel & Rope Trick
9970	The Emerald
9971	Lar's Warlock
9972	The Evil & Teleport
9973	The Beggar Meadhall
9974	The Boatman & Star
9975	The Flail Tavern
9976	The Deuce
9977	The Silver Dragon & Cup
9978	The Dusty Energy Drain
9979	The Tyrannosaurus
9980	The Dripping Creek
9981	The Log Pub
9982	Waif's Sanctum
9983	The Vampire Spawn & Quarter
9984	The Ladder & Spear
9985	Shrew's Hill
9986	The Manticore
9987	The Slaughtered Eyepatch
9988	The Pick & Rod
9989	The Frustrated Traveler
9990	The Shambling Mound & Red Dragon
9991	The Belker & Zone Of Truth
9992	The Flint & Fox's Cunning
9993	The Fungus & Scabbard
9994	The Rowdy Trader
9995	Govannon's Eaterie
9996	Lord's Garrot
9997	The Adventurer & Sea Cat
9998	The Vale & Prayer
9999	The Port & Stow
10000	The Sanctum & Magic Weapon

INNS, TAVERNS & RESTAURANTS

TAVERN/INN NAMES WARRIOR ORIENTED

d100	Warrior Oriented		
1	The Shining Dagger	53	The Torch & Bolt
2	The Razor Pub	54	The Throne & Thorn
3	The Weeping Arquebus	55	The Sword Eaterie
4	The Peaceful Cleaver	56	The Star & Quarterstaff
5	The Battlement & Handaxe	57	The Coin & Awl
6	Karran's Handaxe	58	The Rowdy Repeating Crossbow
7	Mendal's Mancatcher	59	The Boar & Morningstar
8	The Charming Shield	60	Rabican's Fauchard
9	Dydia's Scale Mail	61	Madora's Arrow
10	The Khopesh Restaurant	62	Urchin's Double Axe
11	The Garnet & Blade	63	Gavina's Waraxe
12	The Catapult Bed & Breakfast	64	The Volcano & Arms
13	The Jewel & Spiked Chain	65	Trymman's Scimitar
14	The Skum & Blade	66	The Peaceful Arrow
15	The Boot & Bolts	67	The Fort & Double Axe
16	Abudric's Trident	68	The Bridge & Fauchard
17	The Biscuit & Shuriken	69	The Barrel & Missile
18	The Krenshar & Missile	70	The Awl Inn
19	The Turquoise Arrows	71	The Den & Thorn
20	The Bone & Needle	72	Diadra's Fang
21	Horseman's Handle	73	The Pike Café
22	The Unforgettable Shortsppear	74	The Tankard & Scourge
23	The Scimitar Tavern	75	Urchin's Arms
24	The Arquebus Eaterie	76	Giant's Locked Gauntlet
25	Maiden's Spear	77	The Knife Tavern
26	The West Stick	78	Guard's Shaft
27	The Dagger Pub	79	The Knife Eaterie
28	The Wood & Sickle	80	The Empty Thorn
29	The Gate & Spiked Chain	81	The Poleaxe Guesthouse
30	The Bardiche Restaurant	82	The Plume & Dire Flail
31	The Drowsy Hunt	83	The Valley & Shield
32	Drunkard's Arms	84	The Palace & Edge
33	Caylin's Gauntlet	85	The Dire Bear & Khopesh
34	The Awl Café	86	Onua's Breastplate
35	The Fearsome Bastard Sword	87	Brielle's Net
36	The Vengeful Partisan	88	Fredek's Cantrip
37	The Tin Lance	89	The Famished Buckler
38	Giant's Fork	90	Hakon's Pick
39	The Owlbear & Bolas	91	The Arms Alehouse
40	The Dusty Arrow	92	The Standard & Ballista
41	The Grimlock & Quarterstaff	93	The Gnome & Shortsppear
42	The Rampant Javelin	94	The Tavern & Chainmail
43	The Aasimar & Thorn	95	The Baby Longbow
44	The Chainmail Bed & Breakfast	96	The Whetstone & Pike
45	Bordat's Pick	97	The Ghost & Urgrosh
46	The Scale Mail Lodge	98	The Manor & Stone
47	Hunter's Snare	99	The Spirits & Handle
48	The Mallet Restaurant	100	The Tower & Spiked Chain
49	The Horn & Longspear		
50	The Park & Battleaxe		
51	The Helm & Mallet		
52	The Azure Pick		

CHAPTER THREE

TAVERN/INN NAITIES ARCANES ORIENTED

0	Arcane Oriented	53	The Keen Edge
1	The Dimension Door	54	Acrobat's Scry
2	The Lantern & Refuge	55	The West Refuge
3	Lady's Mirror Image	56	Raoch's Astral Projection
4	The Sorcerer	57	The Gate
5	Muriel's Grasping Hand	58	The Weasel & Rage
6	The Rookery & Rope Trick	59	The Frost & Ghost Sound
7	Sage's Vampiric Touch	60	Avenal's Blur
8	The Wizard Mark	61	Scribe's Fire Trap
9	Lypilla's Glass Orb	62	Mistress's Orb
10	Leidub's Incendiary Cloud	63	The Shrine & Shades
11	Dydia's Phantom Steed	64	The Lusty True Vision
12	The Magic Jar	65	Trap The Soul
13	The Cookhouse & Lightning Bolt	66	The Sinister Flaming Sphere
14	The Twisted Clenched Fist	67	The Mind Blank
15	The Derro & Shield	68	The Guards And Wards
16	The Lake & Apprentice	69	The Quartz & Witch
17	The Righteous Might Magic Missile	70	The Crystal & Tome
18	The Dog & Obscuring Mist	71	The Ghost Sound
19	Queen's Cat's Grace	72	The Lucubration
20	Wanderer's Crushing Despair	73	The Enchanted Weapon
21	Beggar's Flame Arrow	74	The Shady Secret Page
22	The False Life	75	The Shadow Walk
23	Enchantress's Daylight	76	Ragnar's Burning Hands
24	The Ladder & Fog Cloud	77	The Rakish Phantasmal Killer
25	The Owl's Wisdom	78	Jeloth's Fire Charm
26	The Interposing Hand	79	The Stinking Cloud
27	Prince's Lightning Bolt	80	The Color Spray
28	The Woozy Rope Trick	81	Bouncer's Scroll
29	The Touch Of Fatigue	82	Kira's Wall Of Fog
30	The Orb	83	The Prismatic Wall
31	The Den & Burning Hands	84	Enchanter's Keen Edge
32	The Helping Hand	85	The Wine & Nightmare
33	The Staff	86	The Shatter
34	Thrand's Orb	87	The Grimoire
35	The Pick & Light	88	The Silent Image
36	The Magic Circle	89	Dydia's Crushing Despair
37	The Stone Shape	90	The Sphinx & Whispering Wind
38	The Silent Apprentice	91	Torr's Phantom Steed
39	Preni's Eagle's Splendor	92	Baron's Horrid Wilting
40	The Phantom Trap	93	Dwarf's Unseen Servant
41	The Planar Ally	94	Forester's Grasping Hand
42	The Black Pearl	95	The Spoon & Orb
43	The Explosive Runes	96	Nordrada's Crucible
44	The Pyrotechnics	97	Gildan's Feeblemind
45	The Tiny Hut	98	The Pony
46	The Enraged Fire Shield	99	The Clenched Fist
47	Fool's Irresistible Dance	100	The Cap & Rod
48	The Wand		
49	The Diamond Dust		
50	Attor's Cat's Grace		
51	The True Seeing		
52	The Lazy Wall Of Fire		

INNS, TAVERNS & RESTAURANTS

TAVERN/INN NAMES DIVINE ⊕ ORIENTED

0	Divine Oriented	53	The Doom Tavern
1	Hedin's Magic Weapon	54	The Sanctuary
2	The Crypt & Cudgel	55	The Healer Lodge
3	Peasant's Refuge	56	The Modest Shatter
4	The Happy Srying	57	The Plane Shift
5	The Royal Mark Of Justice	58	The Dictum
6	Eder's Vestment	59	The Succubus & Prayer
7	The Magic Weapon	60	The Virtue Inn
8	The Bear's Endurance	61	Virgin's Shield Of Faith
9	The Buckle & Blade Barrier	62	Word Of Recall
10	The Death Knell	63	The Flame Strike
11	The Chalice	64	The Dancing Atonement
12	Wanderer's Wind Wall	65	The Royal Water Walk
13	The Daylight Inn	66	The Coin & Spiritual Weapon
14	The Cold & Unholy Aura	67	The Rude Poison
15	The Rowdy Atonement	68	Helinda's Vestment
16	The Stolen Chalice	69	The Purse & Flail
17	Abudric's Planar Ally	70	The Air Walk Pub
18	Traveler's Protection From Evil	71	The Bluff & Resurrection
19	The Continual Flame	72	Mora's Blasphemy
20	The Mark Of Justice Restaurant	73	The Weeping Mace
21	The Commune Bed & Breakfast	74	The Prayer Pub
22	The Urn & Water	75	The Vase & Gate
23	The Bread & Hallow	76	The Forge & Scripture
24	The Temple	77	Leidub's Helping Hand
25	The Continual Flame Restaurant	78	The Plume & Hammer
26	The Speak With Dead Cellar	79	The Dimensional Anchor Brewery
27	The Mace	80	The Bottle & Abbey
28	The Holy Strike	81	Rhodia's Quest
29	The Resurrection Lodge	82	Serf's Light
30	The Heroes' Feast	83	The Dimensional Lock
31	The Dragon & Virtue	84	The Holy Word Lodge
32	The Zone Of Truth	85	The Battered Rapture
33	The Delay Poison Eaterie	86	The Prancing Hamer
34	Sadi's Dismissal	87	The Cove & Vestment
35	The Fire Storm	88	The Deeper Darkness
36	The Crypt	89	The Scripture
37	The Dungeon & Magic Circle	90	The Heal Pub
38	The Golden Word	91	The Dopey Quest
39	The Vengeful Hammer	92	The Pint & Daylight
40	The Stew & Banishment	93	The Cove & Geas
41	The Death Knell Tavern	94	The Shield Of Law
42	The Blessed Restaurant	95	The Frolicking Heal
43	The Sleepy Script	96	The Enthralling Meadhall
44	The Gate Meadhall	97	Barterer's Bless
45	The Sapphire & Light	98	The Bear's Endurance
46	Guardian's Chalice	99	The Flail Brewery
47	Falconer's Flail	100	The Shrine
48	The Ewer & Refuge		
49	The Entropic Shield		
50	The Tarnished Shield Of Law		
51	The Keg & Miracle		
52	The Whistling Mace		

CHAPTER THREE

TAVERN/INN NAITIES ROGUE ORIENTED

0	Rogue Oriented	54	The Arrest
1	The Court Café	55	The Dead Drop
2	Miller's Cold Case	56	The Slashing Ambush
3	The Spot	57	The Keep & Spot
4	The Fort & Blade	58	The Humble Agent
5	The Slammer	59	The Rowdy Forgery
6	The Weeping Deuce	60	The Blind
7	Gambler's Black Bag Job	61	The Dagger Cellar
8	The Badge	62	The Garnet & Eye
9	The Giddy Dagger	63	The Finesse
10	The Signals	64	The Boot & Blade
11	The Cap & Signals	65	The Fearless Deuce
12	The Bluff & Arrest	66	The Goblin Agent
13	Jester's Conspiracy	67	The Ornate Sap
14	The Black Op Pub	68	The Grey Agent
15	Nagvar's Line-Up	69	The Homicide Pub
16	The Free Stand	70	The Eyepatch Lodge
17	Drunkard's Safe House	71	The Sheath & Prisoner
18	The Ewer & Mole	72	The Infraction Hall
19	The Hide In Plain Sight Guesthouse	73	The Chokepoint Restaurant
20	The Blind Café	74	The Vault & Court
21	The Empty Intimidation	75	Savage's Signals
22	The Deuce	76	The Garrot
23	The Falls & Crossbow	77	Faran's Sleight Of Hand
24	The Golem & Arson	78	The Golden Big House
25	The Prisoner Inn	79	The Throne & Tumble
26	The Bounce Pub	80	The Den & Garrot
27	The Chain & Badge	81	The Royal Blind
28	The Cudgel	82	The Vale & Perimeter
29	The Frosty Slammer	83	Mirardol's Tumble
30	The Lockstep Cellar	84	The Hood & Badge
31	The Skirt & Safe House	85	The Chokepoint
32	The Infraction Inn	86	The Buckle & Badge
33	The Black Conspiracy	87	The Tumble
34	Torsten's Hide	88	The Ambush Lodge
35	The Blade	89	The Springs & Bluff
36	The House of Evasion	90	The Fingers
37	The Stronghold	91	The Cloak & Dagger
38	The Arson Hall	92	The Wheel & Ambush
39	The Lockstep	93	The Escape Artist
40	The Defector Eaterie	94	The Gentle Slammer
41	The Hideout & Clout	95	The Cloak Bed & Breakfast
42	The Rose & Dagger	96	Gnome's Conspiracy
43	The Creek & Dead Drop	97	The Chuckling Crib
44	The Port & Crib	98	Thug's
45	The Trinket	99	The Tunic & Fingers
46	The Big House	100	Ketil's Trap
47	The Hook Cellar		
48	The Ambush Alehouse		
49	Adilan's Free Stand		
50	The Move Silently Alehouse		
51	Knight's Disguise		
52	The Disguise		
53	The Crib		

INNS, TAVERNS & RESTAURANTS

TAVERN/INN NAMES SAILOR ORIENTED

0	Sailor Oriented	53	The Galley Pub
1	The Nixie & Rudder	54	The Diamond & Dock
2	The Rat & Vessel	55	The Seaworthy Brewery
3	The Fluke Pub	56	The Boot & Fender
4	The Squall	57	The Spice & Galley
5	Leidub's Headway	58	The Leeward Alehouse
6	The Fort & Anchor	59	Sailor's Port
7	The Whistle & Rope	60	Master's Overboard
8	The Mount & Flag	61	Chevonne's Rope
9	The Dinghy	62	The Tiller Pub
10	The Vessel Brewery	63	The Cave & Waterline
11	The Kettle & Midship	64	The Knot Pub
12	Stranger's Port	65	The Mill & Helm
13	Dagda's Jetty	66	The Bow Pub
14	Wench's Dock	67	The Fender Restaurant
15	The Elf & Midship	68	The Jolly Mooring
16	Trymman's Knot	69	Caylin's Headway
17	The Bluff & Tide	70	The Deck
18	The Deck Café	71	The Candle & Knot
19	Merchant's Overboard	72	The Maze & Current
20	The Boat Hook	73	Peri's Hitch
21	The Troll & Gunwale	74	The Dolphin
22	The Hoist	75	The Palace & Rudder
23	The Steading & Scuppers	76	The Pick & Pier
24	The Peaceful Squall	77	The Keel
25	The Boorish Gunwale	78	Thana's Beam
26	The Stockade & Pier	79	The Pile
27	The Bearded Vessel	80	The Flawless Ship
28	The Flag & Cabin	81	Lord's Fender
29	The Gasping Mooring	82	The Harmless Hatch
30	The Ship	83	The Golden Hull
31	Journeyman's Chart	84	The Wooden Anchor
32	The Greedy Bearing	85	The Royal Leeway
33	The Hitch	86	Vesta's Tiller
34	The Current Tavern	87	The Sounding Pub
35	The Tattooed Knot	88	The Mill & Flag
36	The Chaotic Cutter	89	The Tavern & Hatch
37	The Bridge & Fathom	90	The Wheezing Jetty
38	The Calm Pier	91	The Brand & Tide
39	The Trophy & Ship	92	The Freeboard Alehouse
40	The Pearl & Hoist	93	The Dirty Piling
41	Handmaiden's Hatch	94	The Galley
42	The Cutter	95	The Gangway Brewery
43	The Contented Gangway	96	The Boots & Dinghy
44	The Dusty Tide	97	The Draft Café
45	The Dazzling Vessel	98	Godric's Dinghy
46	Gypsy's Timber	99	Minstrel's Cabin
47	The Confused Flag	100	The Mighty Fathom
48	Waif's Squall		
49	Hord's Bearing		
50	The Quarter		
51	The Stern		
52	The Haven & Cutter		

CHAPTER THREE

MENU DRINKS

Fermented	Wine	Distilled	Liqueur
Lager, pale	Types:	Whiskey	Afrikoko
Lager, light	Red	Run	Royal Mint-Chocolate
Pilsner	White	Brandy	Kahlua
Lager, dark	Table	Gin	Tia Maria
Bock, may	Dessert	Arrack	Amarula
Bock, wheat	Fortified	Toddy	Carolans
Bock, double	Brands:	Waark	Crème de Banane
Bock, ice	Champagne	Cognac	Crème de Cerise
Beer, mild	Port	Rum	Crème de Menthe
Beer, bitter	Sherry	Tequila	Grand Marnier
Beer, porter	Chardonnay	Desi	Triple sec
Beer, stout	Merlot	Raki	Anisette
Barleywine	Cabernet	Vodka	Frangelico
Imperial stout	Zinfandel	Aquavit	Amaretto
Beer, white	Shiraz	Absinthe	Drambuie
Ale, pale	Grenache	Ouzo	Highland Mist
Ale, cream	Pinot Blanc	Sambuca	Qi
Beer, steam	Pinot Gris	Applejack	
Ale, amber	Pinot Noir	Bourbon	
Pilsner	Riesling	Schnapps	
Ale, scotch	Semillon	Rye	
Ale, farmhouse			
Beer, potato			
Mead			
Sake			
Cider			

Name	Type/Descriptor
Orc	Ale
Dwarven	Beer
Halfling	Blood
Elven	Cider
Gnome	Coffee
Goblin	Flask
Ettin	Gruel
Spider	Mead
Zombie	Nectar
	Oil
	Shooter
	Spirits
	Tea
	Wine

INNS, TAVERNS & RESTAURANTS

MENU FOOD

Preparation Type	Main Dish	Side Dish	Breads
Battered	Beef	Apple	Black bread
Boiled	Beets	Potatoes	Crustry black bread
Breaded	Black bread	Black Bread	Sourdour
Buttered	Chicken	Wild rice	Rye
Dried	Chicken	Lentils	Pumpernickle
Fried	Codfish	Field greens	Flat
Garlic	Crab	Leeks	Onion
Grilled	Eggs	Gravy	Raisin
Herb	Field greens	Applesauce	Poppy seed
Marinated	Goat cheese	Dumplings	Zucchini
Mashed	Halibut	Onions	Sesame seed
Pickled	Leeks	Pastries	Caraway seed
Poached	Lentils	Cheese	Pumpkin
Raw	Lobster	potatoes	
Roasted	Mutton	carrots	
Salted	Oatcakes	turnips	
Sautéed	Pork	onions	
Seasoned	Potatoes	tomatos	
Smoked	Rabbit	peas	
Spiced	Salmon	green beans	
Steamed	Stale bread		
Stewed	Trout		
Toasted	Turnips		
Cured	Venison		
Rubbed	Watercress		
Crispy	Gruel		
	Porridge		

Fruit			
Apple	Bilberries	Mulberries	Guava
Pear	Crowberries	Arhat	Kumquat
Blueberries	Wineberries	Kiwi	Olive
Strawberries	Salmonberries	Persimmon	Pomegranate
Raspberries	Loganberries	Papaya	Orange
Chokeberries	Thimbleberries	Dragonfruit	Mandarin orange
Saskatoon berries	Cranberries	Cantaloupe	Tangerine
Grapes	Huckleberries	Honeydew	Banana
Cherries	Currants	Watermelon	Breadfruit
Plum	Raisins	Figs	Coconut
Rowan	Elderberries	Dates	Mango
Peach	Gooseberries	Grapefruit	Pineapple
Blackberries	Hackberries	Lemon	
Cloudberries	Honeyberries	Lime	
	Wolfberries	Avocado	

CHAPTER THREE

Vegetables			
Ahipa	Daikon	Moth bean	Tarwi
Amaranth	Dolichos bean	Mung bean	Tepary bean
Arracacha	Drumstick	Nopal	Ti
Artichoke	Eggplant	Oca	Tigernut
Arugula	Endive	Okra	Tinda
Asparagus	Ensete	Onion	Tomatillo
Avocado	Epazote	Orache	Tomato
Azuki bean	Fava bean	Parsnip	Turnip
Bamboo shoot	Fiddlehead	Parwal	Ulluco
Beetroot	French bean	Pea	Urad bean
Bitter melon	Globe Artichoke	Pignut	Velvet bean
Bitterleaf	Gobo	Plectranthus	Wasabi
Black-eyed pea	Golden samphire	Potato	Water chestnut
Black cumin	Goundnut	Pumpkin	Water spinach
Bok choy	Green pepper	Radicchio	Watercress
Broadleaf arrowhead	Guar	Radish	Wild leek
Broccoli	Iceplant	Rapini	Winged bean
Brussels sprout	Jicama	Red pepper	Winter melon
Cabbage	Kale	Rhubarb	Winter purslane
Caigua	Kohlrabi	Rice bean	Yam
Canna	Kuka	Runner bean	Yardlong bean
Cardoon	Kurrat	Rutabaga	Yellow pepper
Carrot	Lagos bologi	Samphire	Zucchini
Cassava	Land cress	Scorzonera	
Catsear	Leek	Sea beet	
Cauliflower	Lentil	Seakale	
Cayenne pepper	Lettuce	Shallot	
Celeriac	Lima bean	Skirret	
Celery	Lizard's tail	Snake gourd	
Celtuce	Lotus root	Soko	
Ceylon spinach	Luffa	Sorrel	
Chayote	Maca	Soybean	
Chickpea	Malabar gourd	Spinach	
Chicory	Malanga	Summer purslane	
Cress	Marrow	Sweet pepper	
Cucumber	Mashua	Sweetcorn	
	Mauka	Swiss chard	
	Melokhia	Taro	

INNS, TAVERNS & RESTAURANTS

Exotic Meat	Cauchemar	Dragonne	Guardian Naga
Aasimar	Centaur	Dretch	Hag
Aboleth	Centipede	Drider	Half-Elf
Androsphinx	Chain Devil	Drow	Half-Orc
Angel	Cheetah	Dryad	Halfling
Ankheg	Chimera	Duergar	Harpy
Annis	Choker	Dwarf	Hawk
Ape	Chuul	Eagle	Hell Hound
Aquatic Elf	Cloaker	Efreeti	Hellcat
Aranea	Cloud Giant	Elasmosaurus	Hezrou
Archon	Cockatrice	Elephant	Hill Giant
Arrowhawk	Copper Dragon	Elf	Hippogriff
Assassin Vine	Couatl	Erinyes	Hobgoblin
Athach	Crocodile	Ettercap	Horned Devil
Avoral	Dark Naga	Ettin	Horse
Azer	Darkmantle	Fire Giant	Hound Archon
Babau	Deep Dwarf	Forest Gnome	Howler
Baboon	Deep Halfling	Formian	Hydra
Badger	Deinonychus	Frost Giant	Hyena
Baleen Whale	Delver	Frost Worm	Ice Devil
Balor	Demon	Fungus	Imp
Barbed Devil	Derro	Gargoye	Invisible Stalker
Barghest	Destrachan	Gelatinous Cube	Janni
Basilisk	Devil	Genie	Kobold
Bat	Devourer	Ghaele	Kraken
Bear	Digester	Ghast	Krenshar
Bearded Devil	Dinosaur	Ghoul	Lamia
Bebilith	Dire Animal	Giant	Lammasu
Behir	Dire Ape	Gibbering Mouther	Lemure
Belker	Dire Badger		Leonal
Bison	Dire Bat	Girallon	Leopard
Black Dragon	Dire Bear	Glabrezu	Lich
Black Pudding	Dire Boar	Gnoll	Lillend
Blink Dog	Dire Lion	Gnome	Lion
Blue Dragon	Dire Rat	Goblin	Lizard
Boar	Dire Shark	Gold Dragon	Lizardfolk
Bodak	Dire Tiger	Gorgon	Locathah
Bone Devil	Dire Weasel	Gray Elf	Locust
Bralani	Dire Wolf	Gray Ooze	Lycanthrope
Brass Dragon	Dire Wolverine	Gray Render	Manta Ray
Bronze Dragon	Djinni	Green Dragon	Manticore
Bugbear	Dog	Green Hag	Marilith
Bulette	Donkey	Grick	Medusa
Cachalot Whale	Doppelganger	Griffon	Megaraptor
Camel	Dragon	Grig	Mephit
Cat	Dragon Turtle	Grimlock	Merfolk

CHAPTER THREE

Mimic	Phasm	Shocker Lizard	Vampire Spawn
Minotaur	Pit Fiend	Shrieker	Vargouille
Monkey	Pixie	Silver Dragon	Violet Fungus
Monstrous Centi- pede	Pony	Skum	Viper Snake
Monstrous Scorpion	Porpoise	Snake	Vrock
Monstrous Spider	Pseudodragon	Spectre	Warhorse
Mountain Dwarf	Purple Worm	Sphinx	Water Naga
Mule	Pyrohydra	Spider Eater	Weasel
Mummy	Quasit	Spirit Naga	Werebear
Myrmarch	Rakshasa	Sprite	Wereboar
Naga	Rat	Squid	Wererat
Nalfeshnee	Raven	Stirge	Weretiger
Night Hag	Ravid	Stone Giant	Werewolf
Nightcrawler	Razor Boar	Storm Giant	Whale
Nightshade	Red Dragon	Succubus	White Dragon
Nightwalker	Remorhaz	Svirfneblin	Wight
Nightwing	Retriever	Tarrasque	Wild Elf
Nixie	Rhinoceros	Tendriculos	Winter Wolf
Nymph	Roc	Thoqqua	Wolf
Ochre Jelly	Roper	Tiefling	Wolverine
Octopus	Rust Monster	Tiger	Wood Elf
Ogre	Sahuagin	Titan	Worg
Orc	Salamander	Toad	Worker
Orca	Satyr	Tojanida	Wraith
Otyugh	Scorpionfolk	Treant	Wyvern
Owl	Scrag	Triceratops	Xill
Owlbear	Sea Cat	Triton	Xorn
Pegasus	Sea Hag	Troglodyte	Yeth Hound
Phantom Fungus	Shambling Mound	Troll	Yrthak
Phase Spider	Shark	Tyrannosaurus	Zelekhut
	Shield Guardian	Unicorn	Zombie
		Vampire	

INNS, TAVERNS & RESTAURANTS

MENU FOOD

Service	Poor	Good	Best
Bard performance	1 cp	1 sp	1 gp
Bard performance, private	2 cp	2 sp	2 gp
Bath, per guest	1 cp	3 cp	1 sp
Coach cab	3 cp per mile	6 cp per mile	1 sp per mile
Coat check	1 cp	3 cp	1 sp
Common Room, 1 night	2 cp	1 sp	2sp
Cot-n-cabinet	4 cp	15 cp	25 cp
Courtesan, high, 1 hour	1 gp	2 gp	10 gp
Courtesan, low, 1 hour	25 cp	5 sp	1 gp
Cover charge, armed patron	2 cp	1 sp	1 gp
Cover charge, by class	1 cp	5 cp	1 sp
Cover charge, by race	1 cp	5 cp	1 sp
Cover charge, female	1 cp	2 cp	free
Cover charge, general	1 cp	5 cp	1 sp
Cover charge, male	1 cp	5 cp	1 sp
Cover charge, unarmed patron	1 cp	5 cp	1 sp
Foreign exchange	50%	20%	10%
Gambling and gaming, winnings tax	20%	10%	no fee
Grooming	2 sp	5 sp	2 gp
Healer, per treatment	3 gp	5 gp	10 gp
Horse feed, 1 night	2 cp	5 cp	1 sp
Laundry, per garment	1 cp	3 cp	5 cp
Massage	1 cp	3 cp	1 sp
Meeting room, 1 hour	2 cp	1 sp	1 gp
Messenger, per mile	2 cp	6 cp	1 sp
Party room, 1 hour, not including damages	5 cp	5 sp	5 gp
Priest	as per spell	as per spell	as per spell
Private booth, per hour	1 cp	3 cp	1 sp
Private entrance, tip or bribe	1 cp	1 sp	1 gp
Private gambling, entrance fee or bribe	1 sp	5 sp	1 gp
Room, double, per night	35 cp	4 sp	15 sp
Room, single	2 sp	5 sp	2 gp
Saddle repair	5 sp	15 sp	2 gp
Shoe shine	1 cp	2 cp	5 cp
Shoeing, per hoof	1 cp	3 cp	5 cp
Shopping services, per hour	1 cp	5 cp	1 sp
Stabling, horse (or other medium creature) 1 night	5 cp	1 sp	1 gp
Stabling, large creature, 1 night	1 sp	2 sp	2 gp
Stabling, private/secure, horse, 1 night	1 sp	2 sp	2 gp

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Stabling, winged mount (medium size), 1 night	1 sp	2 sp	2 gp
Stolen items, buy from customer	75%	50%	25%
Stolen items, sell to customer	+300%	+200%	+150%
Storage	1 cp	3 cp	1 sp
Strongbox rental, 1 night	1 sp	5 sp	1 gp
Tailoring, per outfit, not including outfit cost	1 sp	1 gp	10 gp
Veterinary services, per treatment	3 gp	5 gp	10 gp
Weapon check, per person	1 cp	3 cp	1 sp

FURNISHING IDEAS

Furnishing Ideas	
Balcony	Garderobe
Bar stool	Hanging wall painting
Basin	Liquor cabinet
Bath	Mattress
Bed, double	Mirror
Bed, four poster	Mural
Bed, single	Pallet
Bench	Pillow
Blanket	Plant
Bookcase	Rack of mugs, bottles, glasses
Booth	Run
Cabinet, locking	Shutters, reinforced
Cabinet, no lock	Shutters, simple
Candles	Soap stone
Chair	Stage, large
Chamber pot	Stage, small
Chandelier	Strongbox
Chest	Table, large (8 people)
Cot	Table, medium (4 people)
Cupboard	Table, small
Curtains	Tapestry
Dancing pole	Torches
Dart board	Towels
End table	Trophies
Fireplace	Vase
Folding screen	Wall pegs
Footstool	Wallhanging
Fountain	Wardrobe
Fresh towels	Water basin
Game table	Writing desk

INNS, TAVERNS & RESTAURANTS

ROOM LIST

Location Ideas	Notes
Animal pen	Where pets and future food are kept
Backstage	Small area where performers prepare and wait for their cues
Bakery	Special kitchen area devoted to pastries and desserts
Balcony	Interior or exterior, off of rooms or surrounding a stage
Bar	A room or area where drinks are served, might have room for seating as well
Barn	For feed and animal storage
Baths	Private or semi-private, tubs or bucket showers
Casino	A large room devoted to gambling and games
Cellar	A cool place to store food and drink
Coat room	Where checked-in coats, weapons, and gear are kept for patrons, usually guarded
Cold room	A room kept near or below freezing to store perishables
Common Room	During hours, where most eat and drink; after business hours, a place to sleep where you can find space on the floor
Corral, private	Private and secure place for valuable or dangerous animals and mounts
Corral, public	A place to exercise, store, and tend to animals and mounts
Cot-n-cabinet	Cot provided to renters in a small, private room; the door key also locks a cabinet in the room
Courtyard	Usually walled; an entry point or place where customers can leave mounts, carriages, and gear; also provides privacy, intimacy, and security
Dance floor	A separate place from the common room, or just a common room section cleared of tables and chairs
Dining Hall	Large or small, filled with tables and chairs
Fighting ring or pit	Often with spectator seating
Front desk	Staff handle reservations, find rooms for new customers, handle payments and guest requests

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Front porch	Offers shelter from the sun and the elements
Game room	A place for gambling and gaming
Garden	For growing food or adding to the ambiance
Kennels	For guests' pets and animals, and guard animals of owner
Kitchen	One or more rooms with cooking and food preparation equipment and supplies
Larder	Food storage
Lobby or foyer	Staff serve new customers, handle payments, handle customer requests
Lounge	A place for socializing and entertainment with tables, benches, or booths
Meat locker	A cool place to store meat that's curing or ready to cook
Office	A place where meetings and paperwork get done, sometimes contains a safe or secure money storage
Owner's Residence	Could be a single room, a suite, or adjoining rooms
Patio	Exterior area for eating, drinking, or dancing
Room, Double	Private room with a bed for two, or two beds, pallets, or cots
Room, Single	Private room with single, narrow bed, pallet, or cot
Secret storage	Used by the establishment to store valuables
Stables	For mounts and pets
Staff quarters	Usually small rooms in places that wouldn't sell well to guests
Staff room	A place for staff to store their belongings and take breaks
Stage	Small or large platform, sometimes just a roped-off area, sometimes supplied with lighting, curtains, and other theater paraphernalia
Storeroom	A place for storage
Suite	Private room that includes two beds, a locking cabinet, full water basin, and fresh towels and linens
Water closet	A privy or bathroom
Well	A private source of water
Wood shed	Fuel for fireplaces and exterior storage for tools and other items

INNS, TAVERNS & RESTAURANTS

50 ROOM QUIRKS

d50 50 Room Quirks

- 1 A clear patch on a burned wall looks remarkably like a person cringing in pain
- 2 A full chamber pot has been tipped over
- 3 A map of the building scrawled on floor with skull marking the room
- 4 A small shrine left behind by the previous patron
- 5 A strange stain that looks like a PC
- 6 All furniture, including bed, missing one leg
- 7 Bed has fleas in it
- 8 Bird heads mounted on the walls
- 9 Bite marks on furniture
- 10 Broken window shutter bangs in wind
- 11 Ceiling drips brown liquid
- 12 Cold draft
- 13 Colored lighting (GM's pick of color)
- 14 Continual Flame torches
- 15 Dead vermin swept into the corners
- 16 Door handle breaks from inside
- 17 Encoded message scratched on back of door
- 18 Everything is dirty
- 19 Everything is greasy
- 20 Exotic animal/monster pelts used for rugs
- 21 Furniture is old and won't bear much weight
- 22 Graffiti on walls
- 23 High quality furnishings that would please a king
- 24 Hole in door lets you spy into hallway
- 25 Hole in the wall lets you spy into room next door
- 26 Jawbone hanging on a nail
- 27 Large bloodstain on the floor poorly cleaned up
- 28 Large stain of unknown type on wall
- 29 Linens are filthy
- 30 Monster heads mounted on the walls
- 31 Mouse, rat, or other nest

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- 32 Neighbors bang on wall telling PCs to shut up, even if quiet
- 33 Neighbors never stop arguing
- 34 No windows
- 35 Noisy floorboards
- 36 Noisy neighbors
- 37 Pokers with burnt skin on them rest in a cold fireplace
- 38 Rats scurry in the shadows
- 39 Room left trapped by previous guest
- 40 Scorch marks on ceiling
- 41 Skylight
- 42 Smells like something died in here
- 43 Smells of incense
- 44 Someone's peg leg hangs behind door
- 45 Strange whistling sound
- 46 The furniture is all actually a permanent illusion
- 47 Two staff members caught pairing
- 48 Walls are actually paper
- 49 Water streams from ceiling cracks
- 50 Window is broken

INNS, TAVERNS & RESTAURANTS

100 INTERESTING PATRONS

d100	100 Interesting Patrons
1	A beautiful, but sad-looking elven maiden accompanied by stern elf warriors
2	A beggar on a quest for sainthood asking for alms
3	A bejewelled noble who seems oblivious to appraising stares directed at him
4	A bodyguard, carefully watching over his client
5	A cartographer drinking and working
6	A charismatic man sits with two pretty ladies on his knees, laughing and drinking
7	A charismatic paladin, bragging to a lady, with broccoli stuck between his teeth
8	A corpulent dwarf with gossip to tell (mostly untrue)
9	A crazy old patron yells strange prophecies at any who pass near
10	A disfigured warrior with many dungeons under his belt quietly sits at the bar and drinks hard liquor
11	A druid and his snake animal companion sit quietly, staring at the other patrons
12	A drunken bard singing racial slurs
13	A drunken poet, who spent more money than he has, starts looking around the room for escape
14	A dwarf and elf miffed, not talking to each other
15	A dwarf dancing alone beside his table
16	A friend of the owner, who has been polymorphed into a wolf, sits at the bar having a drink
17	A gnome in a jester's costume smoking a cigar
18	A gnome with good news buys the house a drink
19	A group celebrating seven days of sun in a row
20	A group of adventurers pour over a map
21	A group of adventurers with newfound wealth ready to party
22	A group of apprentices practicing Ray of Frost
23	A group of five laborers engaged in an armpit noise contest
24	A group of old men singing poorly
25	A group of priestesses eating a sparse meal and watered wine
26	A group of warriors angry at the slow service
27	A guard sits alone, covered in blood, staring without blinking at his untouched drink
28	A half-orc and a half-elf take a seat and immediately begin bickering
29	A dwarf and elf in a heated argument

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- 30 A half-orc barbarian demanding a live meal
- 31 A half-orc with a pile of books stacked beside him
- 32 A known bandit sits at the bar, drinking heavily
- 33 A lonely, terse hunter with a belt full of scalps
- 34 A mage casting a variety of detection spells, peering closely at patrons
- 35 A mage drinking quietly, guarded by his iron golem
- 36 A man dressed in frippery, looking like a parrot but thinking he's stylish
- 37 A man sneaking food to a fat rat
- 38 A man whose face is covered in sauce slams his table and demands more food
- 39 A merchant, recently robbed on the road, sobbing in his cups
- 40 A monk with a glass of water in front of him practicing meditation in a noisy place
- 41 A pair of dung collectors sitting alone — very alone
- 42 A paladin bragging there's no evil he can't smite
- 43 A pale young man dressed as a vampire
- 44 A pilgrim on a quest to serve his deity
- 45 A pilgrim on route to worship at a nearby shrine
- 46 A poison merchant talking quietly to a pair of rogues
- 47 A poor wizard selling pages from his spellbook
- 48 A priest on a quest to root out heretics in the area
- 49 A priest or monk who has taken a vow of silence
- 50 A priest selling potions and scrolls
- 51 A priest, a monk, and a sorcerer walk into the bar...
- 52 A retired adventurer describing creatures he's fought to an artist making sketches
- 53 A rich merchant and his entourage demanding better service
- 54 A rival business owner in disguise snooping around
- 55 A scribe with a 'stab me' sign stuck to his back
- 56 A small, sullen group of adventurers who just lost several companions
- 57 A spellthief looking for a high level target
- 58 A strange young elf repeatedly making signs to ward off evil
- 59 A table of barbarians eating noisily
- 60 A table of patrons abusing the staff
- 61 A table of wenches rating patrons and debating over who is the ugliest
- 62 A trapper trying to barter with his mangy pelts
- 63 A trio of foreigners playing an odd game with gems
- 64 A young elf trying to pose as a human

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- 65 A young man and woman on the run
- 66 An angry warrior whose hand never leaves the hilt of his sword glares at the entrance
- 67 An artist sketching portraits of patrons without their permission
- 68 An elderly couple being verbally abused by their son
- 69 An exotic trio with strange tattoos
- 70 An expedition leader just returned empty-handed, team lost to monsters
- 71 An intelligent creature disguised with magic observes city life
- 72 A man in exotic dress with a sack of scrolls at his feet
- 73 An old crone winks lasciviously at any male who makes eye contact
- 74 An old man sags under the weight of his heavy weapons and poorly fitted armor
- 75 An ugly wench looking for paid company
- 76 An unemployed guide, down on his luck
- 77 An unpopular politician and two half-orc bodyguards
- 78 Bored noble sits while sycophants try to keep him entertained
- 79 Captain of the guard having a meal with his miscreant son
- 80 Drunk dwarven miners who start farting loudly
- 81 Farmers complaining about the weird weather
- 82 Freak show performers huddle in the corner, keeping to themselves
- 83 Gnomes checking out each others' wind-up toy creations
- 84 Gravediggers taking a break, talking shop
- 85 Hotheaded gamblers who curse loudly when losing
- 86 Military officer off duty getting drunk and belligerent
- 87 Off-duty carnival workers drop in for food and drink
- 88 Off-duty sergeant who keeps his head in his drink and doesn't want trouble
- 89 Pregnant woman and her boyfriend scared about how they'll support the baby
- 90 Rich son of a widow who's a bit careless with money
- 91 Scribe students doing homework
- 92 Servants from opposing religions glare at each other from across the room
- 93 Several guild members bitching publicly about the guildmaster
- 94 Snobby young noble makes sure others know he disdains them
- 95 Strange tourists from a distant land
- 96 Three drunk halflings playing darts
- 97 Three rogue-types checking everyone out and subtly signing to each other
- 98 Two patrons are spies spying on each other
- 99 Two thirsty guards and a prisoner in chains
- 100 Young men getting rowdy on their last night before joining the military

CHAPTER THREE

100 EVENTS OR ENCOUNTERS

d100	100 Event or Encounter Hooks
1	A corpulent man suddenly yanks open his long coat in front of an isolated PC or patron; three halflings strapped to his stomach shoot hand crossbows with poisoned (sleep) bolts and then rob their victim
2	A barbarian half-orc gets violent after being refused service
3	A blackguard takes a seat, demands fare, and begins bullying nearby staff and patrons
4	A card player arrives offering to teach a friendly new game to anyone who is interested
5	A charismatic cult leader speaks quietly at the far end of the room and starts to attract more and more listeners
6	A crazed traveller fresh from the road thinks he spots the object of his blood hunt and charges at a patron
7	A crew of thugs has taken over the top floor, and the owner and staff are afraid
8	A customer accuses the server of serving dog, cat, or something worse
9	A customer spills his drink on an outraged patron and demands a free refill
10	A decrepit section of the ceiling collapses, trapping patrons underneath
11	A distraught staff member locks himself in a room and declares he's going to burn the place down
12	A doppelganger lurks near the washroom and ambushes patrons once they enter
13	A druid tries to enter with his dire rat animal companion and kicks up a fuss when he's told the rat can't enter
14	A drunk priest casts animate dead on the roasted pig about to be served, much to the horror of all present
15	A gambler is caught cheating and the other players start shouting and reaching for their weapons
16	A gem cutter off-duty talks to anyone who'll listen about the massive raw gems brought in today by a group of adventurers
17	A giggling mage keeps casting Summon Monster
18	A gray ooze crawls out of a newly tapped keg and begins attacking
19	A group of barbarians is being taunted by a group of effeminate young nobles
20	A group of bored halflings pull out blow guns and start playing a called-shot game
21	A group of known bandits with a fresh haul strut in and start celebrating
22	A group of masked, halfling rogues try to rob the business
23	A group returning from a funeral and a bit on edge enters and orders a drink for every customer

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- 24 A group returns from hunting and reports sighting a strange creature
- 25 A halfling mage gets violent after being mistaken for a child and refused service without his parents present
- 26 A horrific monster bursts through the front door - it's just a child in a costume trying to play a joke
- 27 A loaded server trips and injures a patron with cut glass
- 28 A man consumed with rage confronts his girlfriend and her lover and raises a wand of fireballs menacingly
- 29 A newly arrived noble displaces the PCs from their room or table
- 30 A paladin's mount crashes through the door to summon his master and stop a nearby crime-in-progress
- 31 A party being held for a group of subdued adventurers who depart on a dangerous mission in the morning
- 32 A patron gets caught trying to spend forged coin to pay for his meal
- 33 A patron has a seizure
- 34 A patron mistakes a PC for the person on a wanted poster, kicks up a fuss, and starts to convince others of the PC's likeness as well
- 35 A patron on a dare looking to impress his date uses his ring of invisibility with great fan fare and proceeds to dump a drink on a PC's head, which causes the patron to reappear, much to his surprise
- 36 A patron starts giving birth
- 37 A plague-ravaged beggar stumbles in the front door and collapses into a PC or patron
- 38 A political extremist tries to stir up the patrons
- 39 A politician having a drink with his aids is assassinated by a poisoned arrow shot through an open window
- 40 A priest shows up to preach about the sins of alcohol
- 41 A private party spills out into the common area and moods from both places clash
- 42 A quick beggar who snuck in tries to steal a PC's drink or food
- 43 A retired rogue now tends bar, but his old friends return and demand he work one last job
- 44 A rogue runs up to the PCs and places a sack of stolen goods at their feet; moments later chasing guards spot the sack and approach suspiciously
- 45 A shadow lurks in the corners, quietly draining the strength from drunk patrons
- 46 A shrill official enters with a squad of guards, brandishes a smeared document, and says he's closing the place down due to license violations
- 47 A spy walks around trying to sell patrons a dire rat on a stick; patrons with observed valuables are reported on, as are overheard conversations
- 48 A staff member and manager have a screaming, object-hurling, shouting match

CHAPTER THREE

- 49 A staff member fighting with a customer over their tip has a heart attack
- 50 A staff member mistakes a wizard's familiar as vermin and attacks the familiar with a broom or kitchen knife
- 51 A staff member opening the rear door lets in a spider swarm
- 52 A staff member scoops up a young boy and throws him out, ordering him to quit bugging the patrons and to not come back
- 53 A strange lady approaches the PCs and attempts to sell them magic good luck charms and potions (rocks and water vials with Magic Aura cast upon them)
- 54 A sultry stage performer walks around the room during her performance, boldly picking pockets as she goes
- 55 A swarm of dire rats pour in and start attacking patrons
- 56 A table of mercenaries suddenly erupts into song, drowning out conversation
- 57 A vicious monk skulks around the room delivering lethal-damage blows to random patrons for fun
- 58 A wizard enters and asks the room if anyone has seen his runaway familiar
- 59 A young bard gives a horrible, impromptu performance, prompting patrons to start throwing things at him
- 60 Drunken lady attacks PC
- 61 Drunken epic level fighter taunts PCs
- 62 Abusive group of soldiers taunt PCs and harass the staff
- 63 An angry woman storms in and tries to drag her drunk husband out by the ear
- 64 An arm wrestling contest erupts between two weak mages
- 65 An armed foreigner who cannot speak the local language asks for directions and starts getting agitated when no one can understand him
- 66 An earthquake makes patrons fall, drinks spill, tables clatter around, and shelves collapse, perhaps causing a fire from a tipped candle or lantern
- 67 An inebriated patron begins urinating on a PC's leg or beside their table
- 68 An outraged family looking for their daughter barges in, demanding to see all the courtesans currently working
- 69 Bats swarm the place for several minutes
- 70 Caravan arrives and tells (false) tales of monsters and bandits
- 71 Caravan arrives with slaves as cargo
- 72 Crew members from a military ship that just docked stream in looking for drink and entertainment
- 73 For some reason, the manager is loyal to a loud, abrasive, egotistical friend who comes in everyday and mooches for hours
- 74 Guard patrol stops by to check on things and bullies a few patrons
- 75 Local thug comes in for his regular free food, drink, and "protection" payment
- 76 Loud thumping, banging, and crashing is heard from upstairs, then a scream that suddenly cuts-off

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- 77 Patron is supposed to meet his wife's kidnapper here, but the kidnapper is late
- 78 Patron tries to rob a PC
- 79 Patron tries to rob a staff member
- 80 Press gang storms in and starts recruiting while giving the senior staff member a small purse of coins
- 81 Smoke starts filling the common room - the kitchen is on fire!
- 82 Someone from a group of rival adventurers introduces himself as a fan and pries the PCs for adventure hooks that the NPCs can beat them to
- 83 Starving wererats newly laired in the attic skulk down to steal food
- 84 The loser of a race and his consolors enter, complaining bitterly about cheating and unfairness; the winner and his entourage arrive shortly thereafter
- 85 The owner is an ex-adventurer with painting skills and has covered every inch of the walls with paintings of his adventures, sites, monsters, and other lore
- 86 The owner is behind on his taxes, and the tax man barges in with a squad of guards to shut the place down
- 87 The owner proudly displays a bottle of 2000 year old elven wine and a PC spots two thugs who look like they want to steal or break it
- 88 The place, rumoured to be haunted and catering to tourists wanting a good scare, suddenly goes dark
- 89 There is a chest in the corner, used as a short table, that no-one has been able to open in the five years it's been there
- 90 Three bounty hunters barge in and attack a patron who begs for help saying they have the wrong person
- 91 Tough warrior purposefully drops his plate on the floor and demands a new serving, hand on sword hilt
- 92 Troops enter and attempt to apprehend two AWOL soldiers who put up a fight
- 93 Two guards stand at the front door performing a weapons check scam - they confiscate weapons and run away once patrons are inside
- 94 Two men are talking about an unpaid debt - one man is trying to hire the other to collect it
- 95 Two men are talking about unfaithful spouses - one man is accusing the other of sleeping with his wife
- 96 Two tipsy patrons collide and a bloody ear dislodges out of one patron's pocket
- 97 Undercover guards are in the middle of a sting
- 98 Undercover guards are surveilling the place from the inside and the outside
- 99 Vandals struck the place the night before, leaving the place a mess, and the owner casts an accusing glance at the PCs
- 100 While trying to figure out what it does, a patron accidentally discharges a Wand of Lightning Bolts they recently acquired

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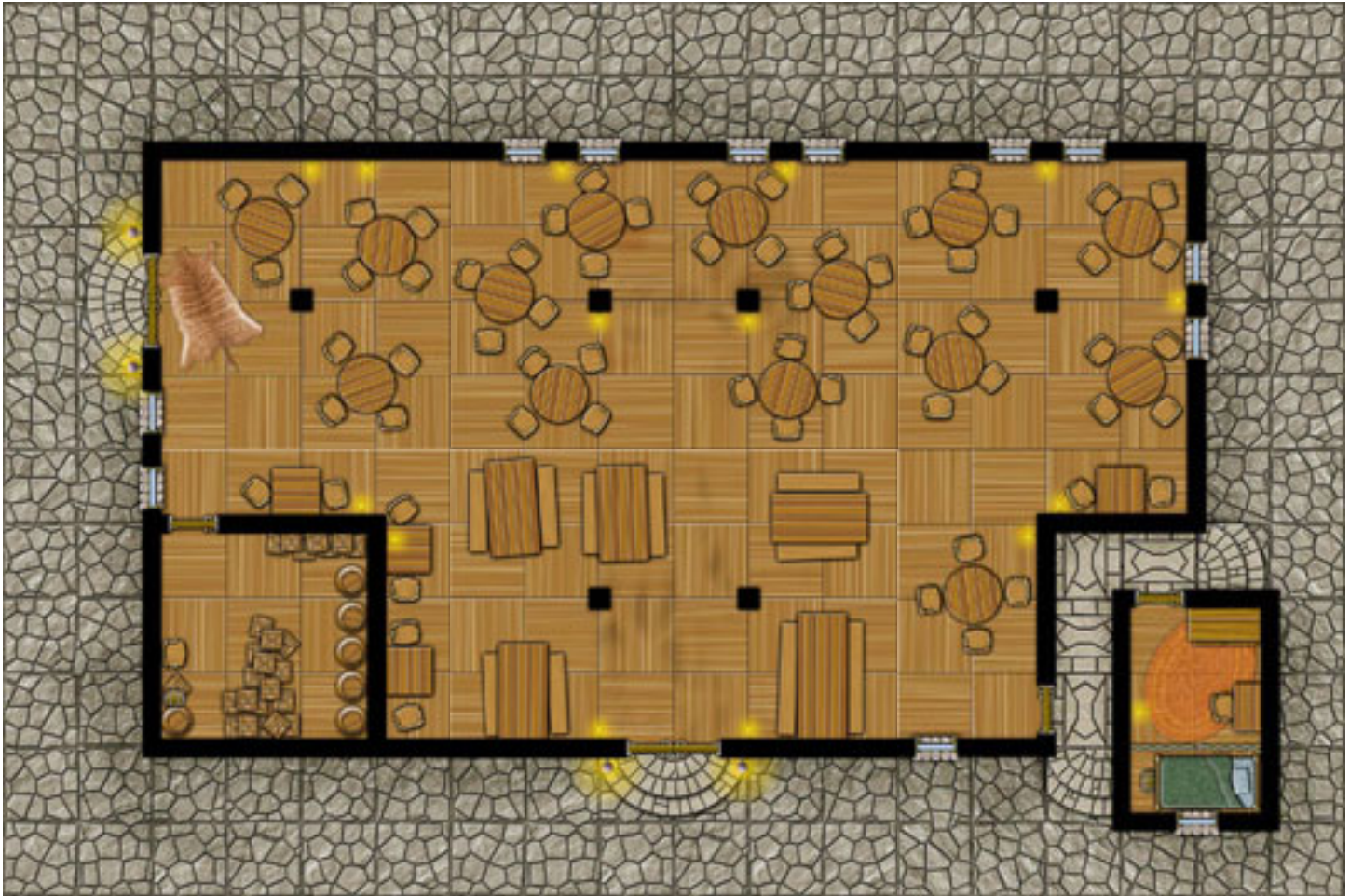
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tavern 2



tavern1



tavern 2

