

PATHFINDER[®]

CAMPAIGN SETTING™



INNER SEA TAVERNS

CLAW BEAST.
KILL IT.
REWARD.
SEE DWARF
IN THE
RED CLOAK.

WARE



THIEVE

BY ROYAL DECREE

THE SCION TAVIS FALNEEN
IS MISSING FROM HIS ESTEEMED
BARONESS MOTHER'S ESTATE.
RETURN HIM TO OPPARA FOR
A GREAT REWARD.

Adventurers
desired for
inquiry into
delicate matter
involving missing
apprentices.
Details available
at town hall.

BANNED



FROM THIS ESTABLISHMENT
FOR HIGH LARCENY,
LEGERDEMAIN, AND
SARCASTIC IMPERTINENCE.

ON BEHALF OF
GRAND PRINCE
STAVIAN III



HELMIRA'S HERBS

SOOTHING
IN TOXICANTS MADE
FROM A DRAGON'S
TOOTH.

5 SILVER FOR A
HANDFUL

INQUIRE AT BAR

SAW YOU AT THE
BAR, TOO SHY
TO SAY HELLO.
YOU SPOKE SO
INTELLIGENTLY
ABOUT THE UPPER
PLANES AND
WORE A CRIMSON
SCARF. I'M DERIL.
FIND ME AT THE
SMITHY.

MISSING
Heirloom sword,
in family for
generations. Hilt
set with rubies.
Much gratitude
and gold for its
return. See Maxi.

BODYGUARDS WANTED!

For an expedition to
Osirion. Help my family
recover our lost treasures!
Inquiries to Maleena.

HEARD THE GOOD
WORD ABOUT
THE ACCIDENTAL
GOD? SERVICES
AT CAYDEN'S
BALL IN ABSALOM
INCLUDE MEAD!





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REFERENCE

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE

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ON THE COVER

A cheerful night of merrymaking in the bar turns into a harrowing escapade for Merisiel and Amiri when a fossil golem plows onto the scene in this spectacular cover art by Igor Grechanyi.



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INTRODUCTION

Brewmaster Stonehearth, I have almost completed my tour of notable bars, taverns, and watering holes of the Inner Sea region, as decreed by our beloved Drunken God. It has been an enlightening and intoxicating experience, if you will forgive the pun. The people of these nations—diverse in their appearance, politics, and beliefs—actually have much in common. When the pressures of the day get to them, so many of them want to find a shared space to escape and relax. That relaxation takes many forms; perhaps they have a few drinks, engage in a casual game of chance, or simply chat with their friends and neighbors. Regardless, so often the night ends with disagreements hashed out or forgotten, rivals who become friends, and friends who are bonded even more closely. In Cayden's name, I wish everyone could understand the power of a friendly toast and a rousing song. They may not win wars or stop evil, but when it's simple squabbling that's involved, they sure can bring folks together.

—Excerpt from a letter by Brienna Reeves, priest of Cayden Cailean

From the most cosmopolitan cities in the Inner Sea region to the most rural backwaters in parts unknown, taverns are a staple of the adventuring lifestyle. These establishments play myriad roles, including as hometown hangouts, comfortable inns, and snapshots of life in faraway locales. No matter where they're located, taverns are perfect places to meet the locals, snag odd jobs, or accept quests that can blossom into entire campaigns. Taverns are also natural breeding grounds for new friendships, rivalries, and everything in between. When things go sideways, the brawls that erupt in taverns can hone player characters' martial skills—or provide just the chaotic fray necessary for PCs to accomplish their guileful goals without attracting unwanted notice.

Despite the iconic trope of adventures that start or revolve around a local tavern, it can be difficult and time-consuming to create a fully realized local establishment that captures the history and flavor of the surrounding locale, serves as an appealing base for the player characters, and provides hooks for adventures far and wide. To fill that need, this book provides Game Masters with six fully fleshed-out taverns located in various parts of Golarion, along with rules to supplement adventures and campaigns that take place in, involve, or kick off from these or any other such establishments.

The taverns presented here range from a ramshackle pirate pub in the Shackles to an elegant treetop elven wine bar in Kyonin to a partially outdoor Osirian eatery built around an enormous statue buried in the ground. Each section includes a brief overview of the tavern, its unique history, the type of clientele it attracts, and examples of the kind of food and drink it serves, as well as a detailed gazetteer and map of the building. The gazetteers are laid out in the style of adventures, designed so GMs can run encounters there with little preparation or extra work. In addition, each section includes two full stat blocks: one for the tavern's owner or main bartender, and one for a notable tavern patron who higher-level PCs might encounter as an employer, ally, or adversary. Finally, each tavern includes a handful of adventure hooks that revolve around that particular establishment.

The Inner Sea region is a large place, and the taverns presented here are by no means the only interesting ones found in their home nations. The details presented in each section are meant to inspire GMs and provide interesting locales for the next time that characters need to find a place to have a drink or two. The maps can easily be used to represent similar businesses in completely different locations, and with a few minor tweaks, the given stat blocks can be employed in other settings. To further stoke GMs' imaginations, a list of other unique taverns from all over Avistan and Garund is presented later in this section.

MORE RESOURCES

Though *Pathfinder Campaign Setting: Inner Sea Taverns* provides six new maps of tavern interiors, Paizo has a wide array of tavern Flip-Mats for you to use for your next bar brawl, clandestine meeting, or drinking contest. *Pathfinder Flip-Mat: Bigger Tavern*, *Pathfinder Flip-Mat: Seedy Tavern*, *Pathfinder Flip-Mat: Urban Tavern*, *Pathfinder Flip-Mat: Waterfront Tavern*, and *Pathfinder Flip-Mat Classics: Tavern* are all available at paizo.com or your local gaming store!

In addition to specific taverns, *Inner Sea Taverns* introduces content that can be used in just about any tavern, no matter where on Golarion an adventuring party may wander. The Drinking and Fighting chapter on pages 54–59 contains robust rules for intoxication that take a character from slightly tipsy all the way to passed out on the floor in a puddle of her own drool. That chapter also includes a way to represent nonlethal bar fights that lets all types of characters get involved, not just those with the Improved Unarmed Strike feat or other skills and class features that favor fighting unarmed. This subsystem is the perfect way to depict the chaos of an entire tavern devolving into drunken fisticuffs. The Drinking and Fighting chapter also presents feats and a pair of archetypes—the bouncer brawler and the mixologist alchemist—that interact with the intoxication rules.

Finally, the Pub Games chapter on pages 60–63 provides the rules for several games that are popular in the Inner Sea region. This chapter provides detailed guidelines to help GMs actually run these games at the table, with the players using the listed supplies and mechanics to simulate their characters playing. Pub games that characters can participate in while relaxing with a drink (and possibly slinging bets!) include bootbeer, which involves competitive drinking from strange vessels; deadeye, a game that uses a tactical map and d4s to simulate dart throwing; and Irori's test, a game of memory that can involve any manner of creative props that the GM chooses. While sometimes having fun is as good a reason to play pub games as any, these games need not be low-stakes affairs. After all, what better way to take a break from dungeon crawling than to try to win a dragon's hoard with the toss of a dart or bet your soul on the roll of the dice against a dread lich!

OTHER TAVERNS

The taverns detailed in this book are far from the only interesting houses of libation in the Inner Sea region. The following notable taverns represent the diverse types of establishments found across the region.

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FORMIDABLY MAID

PORTHMOS CLUB

RUNOFF

WHISPERING STONE

THE WICKED FORK

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Cracked Anvil Brewery: Run by retired soldier **Skogg Bloodhammer** (LN male dwarf fighter 4), this Highhelm brewery and tap house in the Five Kings Mountains caters to those dwarves who are just looking to drink and relax. Skogg forbids talk of business deals in the tap house, especially those of a mercenary nature, and personally throws out anyone he discovers breaking this rule. The brewery makes a variety of beers, but it is known throughout the city for its deep-brown ales. Skogg keeps a special keg of a beer he calls Bloodhammer Reserve that he serves only to old friends and his former comrades-in-arms. Some say that Bloodhammer Reserve engenders strange but temporary physical changes in those who imbibe, but Skogg adamantly denies this as-of-yet unproven rumor.

Exquisite Torpor: One of the more popular pesh dens of Katapesh, Exquisite Torpor features dozens of dimly lit rooms filled with plush pillows and a wide variety of narcotics. The establishment's rooms are rented out by the hour and are warded from divination magic, making them excellent places to conduct clandestine meetings, even if no drugs are consumed. **Sima Ayzell** (N female sylph^{B2} aristocrat 4/rogue 2) maintains a good relationship with the Pactmasters, ensuring that trouble in her business is quickly met with aluum golems (*Pathfinder Campaign Setting: The Inner Sea World Guide* 306) looking to keep the peace.

Far Kasai: Though distant from its namesake in Tian Xia, this business in Absalom's Petal District is a faithful recreation of an authentic Minkai teahouse. Owner **Nakibashi Ansuko** (CG female human oracle^{APG} 3) traveled to the Inner Sea region on a trading mission with her family several years ago and fell in love with the City at the Center of the World. After she decided to stay, she began to miss the elaborate tea ceremonies of her homeland, so she brought them to her by having various teas and tea sets shipped to Absalom. She opened Far Kasai to share her traditions with her new home. Although she vehemently denies it, some gossips claim that Nakibashi lives so far from her homeland because she is fleeing something from her past.

Flotsam: The Flotsam is a galleon that appears to be cobbled together from the hulls of a dozen other ships. It plies the waters of the Shackles, stopping at various ports to sell alcohol to their inhabitants (and perhaps engage in more unsavory or illicit pursuits than its staff would admit). While there are plenty of bars in the region's pirate towns, the Flotsam offers unique cocktails not available anywhere else, as well as timely news and rumors from across the region. When not in port, the Flotsam's Captain **Elgin Tidus** (CN male halfling swashbuckler^{ACG} 6) and his crew raid ships specifically for booze and trade with aquatic races for special ingredients. Greenhorns are advised not to get

too drunk aboard the Flotsam, lest they wake up with a nasty hangover as the newest members of the crew.

The Fruiting Body: Deep under the Taldan city of Cassomir is Corgunbier, a community of derros (*Pathfinder RPG Bestiary* 71) and their mongrelmen (*Pathfinder RPG Bestiary* 2 191) slaves. Amid its twisting tunnel-streets is the Fruiting Body, an establishment that specializes in concoctions made with spores and other fungal by-products. The proprietor, **Fargapp** (CE female derro alchemist^{APG} 5), ensures that each drink has at least a mild psychotropic effect, and she is constantly experimenting with different recipes and dangerous ingredients. Fargapp grows the majority of her own fungi in a dank side cave adjacent to her business, but she has been known to pay handsomely for exotic specimens that don't grow in her region of Nar-Voth.

Galfrey's Banner: This simple tavern is as close to Mendev's border with the Worldwound as is allowed by the church of Iomedae. Many crusaders heading to or returning from the front lines stop at Galfrey's Banner for a nip to steel their nerves or to forget what they've seen, lending an odd mixture of hopefulness and despair to the establishment's atmosphere at any given time. **Astrusa Silassea** (LG female human paladin 12), who retired from the crusades when she lost both her legs in a demon attack, holds frequent prayer nights to the Inheritor in the bar and offers friendly advice to any would-be demon hunter who thinks to ask.

Jadwiga House: Decorated with purple and deep blue drapes and cushions on the inside, Jadwiga House serves tea and other warm drinks (some of which are alcoholic) to the wealthiest residents of the Irriseni capital of Whitethrone. Any who can prove a strong connection to the nation's ruling family drinks for free; the rest pay exorbitant prices for the chance to hobnob with the Jadwiga. Proprietor **Mordvinova Orlenna** (NE female human expert 8) has an almost encyclopedic knowledge of Irrisen's noble family lines, so fooling her is no small feat. Those who do and are found out face her wrath—often in the form of ice troll thugs.

On a Whim: Located in Brastlework in Cheliah, this tavern is painted a rainbow of riotous colors that are changed and painted over regularly. Proprietor **Mittle Swifthouse** (CG female gnome expert 4) not only serves incredible, unique drinks (such as cocktails made with milk from unusual animals or brews with herbs from the other side of the world), but also offers special "experiences" to her gnome clientele. These range from unusual meals to elaborate schemes to convince patrons they have been poisoned, all in an effort to stave off the Bleaching. Mittle has been known to enlist adventurers in these schemes.

Perennial Glade: Deep within the Wilewood in the River Kingdoms is a constantly shifting glade that is

never in same place week to week. Those who stumble across this clearing are greeted by a group of leaf leshys (*Pathfinder RPG Bestiary* 3 179) offering crude wooden mugs that are filled with refreshing herbal tonics. The leshys ask travelers personal questions and seem interested in every story. Those who drink here have a pleasant night of sleep and find that the only price they have paid is a small change to a treasured memory: from then on, they believe a tiny plantlike person was also at the memory's scene.

The Splint and Scar: Located in the Scabtown district of the orc city of Urglin in Varisia, this rough tavern is frequented by gladiators from the nearby Bloodworks arena fresh from their fights. In addition to featuring medicinal drinks that numb pain, the Splint and Scar offers rudimentary first aid services from **Grawz** (N male orc adept 6), who is affectionately nicknamed the Nursemaid by the patrons. Grawz treats anyone who has the coin to pay, and he doesn't ask questions about where his patients got their wounds.

Ukuambi's: Situated among the ring of markets in the Mwangi Expanse city of Nantambu, this tavern is popular with students of the Magaambya. The tavern's proprietor, **Ukuambi** (N male human expert 9), offers quiet rooms in which these apprentices can focus on their arcane studies in peace while enjoying a sip of fine liquor—a luxury not found within the school. In the common room, the constant chatter and trading of magical secrets makes Ukuambi's a lively stop, even for those who don't practice the esoteric arts.

Verduran Verve: More of a salon where disgraced senators and fallen nobles can discuss plans to regain their power than the coffeehouse it purports to be, Verduran Verve in Woodsedge in Galt is owned by **Barthelemy Boulet** (N male human bard 3/mesmerist^{OA} 2), a charming fellow who always somehow manages to keep his business free of direct sedition and violence. Those seeking enemies of the Revolution find that the place is seemingly free of incendiary personalities, and those who draw weapons within the building are immediately whisked outside by some magical force. Some say these enchantments were put in place by the Pathfinder Society, whose members allegedly are using the establishment as a base while they rebuild their local lodge,

though most consider this idea a ridiculous rumor at best.

Vitality: Though blood and flesh is readily available throughout Geb for its undead citizens, the art of traditional distilling is foreign here, since intoxication is an irrelevant function of living bodies. Still, certain alchemists in this undead haven know the secret of spiking such foodstuffs with chemicals that mimic the effects of intoxication. **Lixxith** (LE agender elf lich necromancer 13) is one such authority and runs Vitality in Mechitar as something of a side project. Vitality caters mainly to vampires and other blood drinkers. A handful of barely living mortal chattel are strung up behind the bar and tapped for fresh blood, which is mixed with tinctures that produce the desired effects. Lixxith uses the money earned from the tavern to fund their research with the Ebon Mausoleum.





wine

Twilight Symposium

A BLEND OF BLUE, PINK, AND WHITE ELVEN WINES LAYERED TO FORM A DRINK THE COLOR OF A SUNSET SKY.

SWIRL OR SIP TO WITNESS YOUR BEVERAGE SPARKLE LIKE MOSES OF SUNSET'S LIGHT.

AMBROSIA

Squash Soup

SPICED WITH NUTMEG AND MAPLE, GARNISHED WITH SUNFLOWER SEEDS

Roasted Eggplant

WITH BALSAMIC VINEGAR AND GINGER, WALNUT, AND PEAR FILLING

Wild Mushroom Pie

WITH A WHITE WINE AND FENNELCAP SAUCE

Red Raspberry Liqueur Sorbet

WITH ROSE PETAL TEA

Honeycomb Cake

WITH LAVENDER ICING AND CHILLED BLACK CHERRIES

Aeylinth Vineyard

"DAMNED elves—stuck-up tree huggers, the lot of them. Did you even see the menu when we came in? Where's, you know, the meat? How can you call something a meal if it doesn't have meat? And this horrible glass of whatever they gave me—just look at it! It's beautiful! This isn't alcohol; it's some elf's art project. You can't ruin this by drinking it! Give me something I can quaff, not some delicate nectar that I have to sit and savor. Oh, hold on! There's the waiter. Flag him down and order three more pieces of the mushroom pie, would you? Actually, make it four. That stuff is delicious. By the way, you have to try their raspberry liqueur sorbet. It's incredible... and I hate it!"

—Verak Longtooth, a very conflicted half-orc visitor



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Located in Greengold, a major port city in the elven nation of Kyonin, Aeylinth Vineyard is known for its wines and other fruit-based liqueurs. This single-story, open-air wine bar is cradled among the living boughs of a massive white birch tree. Most of the establishment's ramps, walkways, and rooms are grown from this magnificent tree's elegantly sculpted roots and branches. Braided wisteria provides railings for visitors who are wary of heights, while the white tree's green foliage provides shelter from inclement weather. With its famous, magically maintained grapevines suspended among the treetops, the Aeylinth Vineyard is true to its name and has its own attached winery.

Both Aeylinth's common room and its outdoor terrace are largely open to the elements to allow a better view of the vineyard's surrounding gardens, though the common room has a wooden trellis covered in wisteria that serves

as a makeshift roof. The vineyard's kitchens, staff rooms, and wine production areas resemble a more typical human establishment, with closed walls, red-tiled roofs, and glass filling the gaps in the rooms' branches that serve as windows. At night, the tavern is lit with hundreds of magical paper lanterns.

Aeylinth Vineyard is perhaps surprisingly friendly to non-elven guests, as many of the non-elven members of its staff are human residents of Greengold. The proprietor, Mysanthir, prides herself on providing a welcoming and friendly environment to Greengold's many non-elven visitors. Mysanthir does not tolerate anyone who acts in bad faith, though; rude or offensive guests are tossed out on their ears, or Mysanthir plays her enchanting flute music to lure undesirables out of the establishment in a daze before she closes Aeylinth's doors to them for good.



HISTORY

Aeylinth Vineyard was once the private garden and residence of Inalos Vandoral, a reclusive elf with more interest in horticulture than socialization. It was Inalos who raised the tree in which the vineyard perches, in addition to importing the ornamental cherry trees that grace the winery's garden. The vineyard's signature wines began as nothing more than a hobby and experiment for the elven caretaker, who shared the results with her close friends and eventually capitulated to requests that she sell her wine to the wider population.

Using the most environmentally gentle elven magic, Inalos hollowed out a small portion of her garden's centerpiece white birch and created a larger fermentation facility and a small receiving room for her winery. There, guests were invited to sample batches of the elf's latest wines and purchase bottles as they saw fit, though the establishment's services ended there. Inalos named the vineyard after her young son, who was fascinated with winemaking and the finer points of the hospitality his family provided to the establishment's visitors.

After Inalos's death, Aeylinth saw the potential of expanding the vineyard into a destination establishment, where Greengold's residents and visitors could partake in fine elven drink and food. Aeylinth carefully pored over Inalos's notes about how she created the winery's rooms within the birch. He passed this information on to a team of alchemists, druids, and wizards, whom Aeylinth instructed to spare no expense transforming the massive white birch into a beautiful and functional facility with a common area, a sweeping terrace, kitchens, and more, all nestled within the tree's branches. Aeylinth expanded the winery into a full tavern with top-notch food service and experimented with creating other types of liquor.

Aeylinth Vineyard remained in the Vandoral family for several generations, bouncing to various cousins and descendants as owners wished to move on from the business. Each proprietor, however, meticulously and often magically preserved the white tree, its adjacent cherry groves, and the signature grapevines that crisscross the tree's heights. As a result, the tree and the rooms its trunk and branches shelter remained in pristine condition, even through those times when business was rough.

The winery fell into its worst slump some decades back when a string of absent proprietors neglected its operations, failed to replace top-notch oenologists and chefs who had parted ways with the vineyard, and in general let the business languish. Ownership of the vineyard then passed to an elven adventurer named Loralisel Vandoral, a grandniece of Aeylinth, who made the smartest move since her great uncle expanded the establishment centuries before. Loralisel immediately granted responsibility of the vineyard's operations to its longtime staff flautist and her close friend, Mysanthir Cirye (see page 9).

Mysanthir promptly brought in a talented staff, and with them she revamped the establishment's menus and spruced up its internal decor. Shortly afterward, about a decade ago, the Vandoral heir received word of the vineyard's newly robust status and growing business. Delighted to hear about these boon times and energized by what its operations manager might create with full control over the vineyard, Loralisel signed ownership of Aeylinth Vineyard over entirely to Mysanthir without hesitation. The talented new proprietor ushered in the profitable times the establishment has known ever since, securing Aeylinth Vineyard's reputation as a refined and welcoming destination for Greengold's visitors and residents alike.

ATMOSPHERE AND CLIENTELE

Aeylinth Vineyard caters to refined clientele, and most of its regulars are elves and humans who deeply appreciate the finer points of elven culture. On any given evening, the vineyard is full of those who seek sophisticated conversation in a calming environment. The common room is usually quiet save for murmured conversation or the sounds of nature from the gardens that surround the vineyard. The outdoor terrace is somewhat livelier, as Aeylinth's proprietor frequently hosts local artists, magicians, and debaters on its open-air stage. She also keeps a number of these performers on staff, providing entertainment for the tavern as needed and serving as conversational partners to guests if requested.

Aeylinth Vineyard also engages in many seasonal celebrations that align with the natural cycles of Greengold's gardens and parks. Seasonal fruits and other produce are celebrated with special food items and drinks. The rotating menu and limited availability of these dishes lure gourmands to visit all year round. The winery also celebrates multiple blossom festivals, especially the blooming of the prized cherry trees that surround the tavern. During the heat of the summer months, Aeylinth suspends its debates and symposiums in favor of dancing lanterns and music, serving cold sorbet and chilled brandy long into the night.

Thanks to the tight-knit atmosphere that Mysanthir fosters, the regular patrons and staff of Aeylinth Vineyard have something resembling a familial relationship with one another. The staff members especially go out of their way to protect other staff members; though employees may quarrel among themselves, they rapidly close ranks against any outside force. This close-knit community can be intimidating to new visitors, despite the fact those who work here do their best to be welcoming to strangers who enter their business. Though Aeylinth's proprietor attempts to keep a level head and a fair mind about such things, her base impulse is to side with her staff whenever disagreements with strangers erupt.

NOTABLE PERSONAE

The following individuals are nearly always on site at the Aeylinth Vineyard. Mysanthir is the vineyard's owner, proprietor, and operations manager, and Faelin is both a friend of the staff and a diplomat and low-key intelligence operative for Kyonin's elven government.

MYSANTHIR CIRYE

CR 3

XP 800

Female elf bard 4

NG Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +2 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +7, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 30 ft.

Melee mithral dagger +2 (1d4–1/19–20)

Special Attacks bardic performance 13 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +7)

2nd (2/day)—*cure moderate wounds*, *enthrall* (DC 15)

1st (4/day)—*comprehend languages*, *dancing lantern*^{APG}, *summon monster I*, *unseen servant*

0 (at will)—*detect magic*, *ghost sound* (DC 13), *light*, *message*, *prestidigitation* (DC 13), *summon instrument*

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 13, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +2; **CMD** 14

Feats Combat Casting, Secret Signs (*Pathfinder Campaign Setting: The Inner Sea World Guide* 288)

Skills Appraise +8, Bluff +10, Diplomacy +10, Perception +8, Perform (wind) +10, Profession (barkeep) +8, Spellcraft +8

Languages Common, Elven, Sylvan

SQ bardic knowledge +2, elven magic, versatile performance (wind)

Combat Gear *potion of cure light wounds*; **Other Gear**

mwk quilted cloth armor^{APG}, mithral dagger, *cloak of resistance* +1, braille bracelet^{ACG}, colored ink (2), fine wine (4), hooded lanterns (5), mask, mwk silver flute, 256 gp

Once a flautist and aspiring performer, Mysanthir's burgeoning musical career stalled when an accident left a pair of deep scars across her entire face. Her elven kindred insisted the damage didn't influence their views of her, but fewer of them were willing to hire her as a performer afterward, despite her immense skill. Lacking the money to magically heal her disfigurement, she began wearing a mask on the right side of her face. She soon thereafter took a job from an absent proprietor as a staff

flautist at Aeylinth Vineyard, performing for low wages at the struggling establishment.

The job, however, had many perks in the form of wine, food, and conversation, and as a result, Mysanthir spent most of her time at the vineyard, forming deep bonds with her coworkers. During these economically difficult times, Mysanthir found that she had a knack for streamlining the vineyard's operations and prioritizing the well-being of its staff members, even if as the establishment's lead musician she could make only limited decisions.

Mysanthir caught a break when her friend and newly minted Aeylinth Vineyard heir, the elven adventurer Loralisel Vandoral, held no illusions about her ability to operate the vineyard from outside Kyonin's borders. Loralisel enlisted Mysanthir as the vineyard's operations manager. Later, upon hearing how her friend's skills and caring touch had transformed the vineyard from a struggling business into a burgeoning one, Loralisel happily handed its ownership over to Mysanthir.

The musician now goes out of her way to hire others with disadvantages or disabilities such as her own, offering welcoming employment that pays a fair wage. She has put together a system of color codes, hand signals, and touch patterns to help with her staff and clientele's different needs. Mysanthir keeps her scars despite now having the money to magically heal them—her appearance is part of who she is, and she has no desire to change it.

FAELIN

CR 7

XP 3,200

Male elf illusionist 8

CN Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +11

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 deflection, +2 Dex)

hp 46 (8d6+16)

Fort +2, **Ref** +4, **Will** +7; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk longsword +4 (1d8–1/19–20)

Arcane School Spell-Like Abilities (CL 8th; concentration +12)

At will—invisibility field (8 rounds/day)

7/day—*blinding ray*

Illusionist Spells Prepared (CL 8th; concentration +12)

4th—*charm monster* (DC 18), *greater invisibility*, *lesser geas* (DC 18), *phantasmal killer* (DC 18)

3rd—*clairaudience/clairvoyance*, *deep slumber* (DC 17), *illusory script* (DC 17), *nondetection*, *suggestion* (DC 17)

2nd—*detect thoughts* (2, DC 16), *glitterdust* (DC 16), *invisibility*, *whispering wind*

1st—*charm person* (2, DC 15), *color spray* (DC 15), *comprehend languages*, *disguise self*, *mage armor*

INNER SEA
TAVERNS

INTRO

AEYLINTH
VINEYARD

FORMIDABLY
MAID

PORTHMOS
CLUB

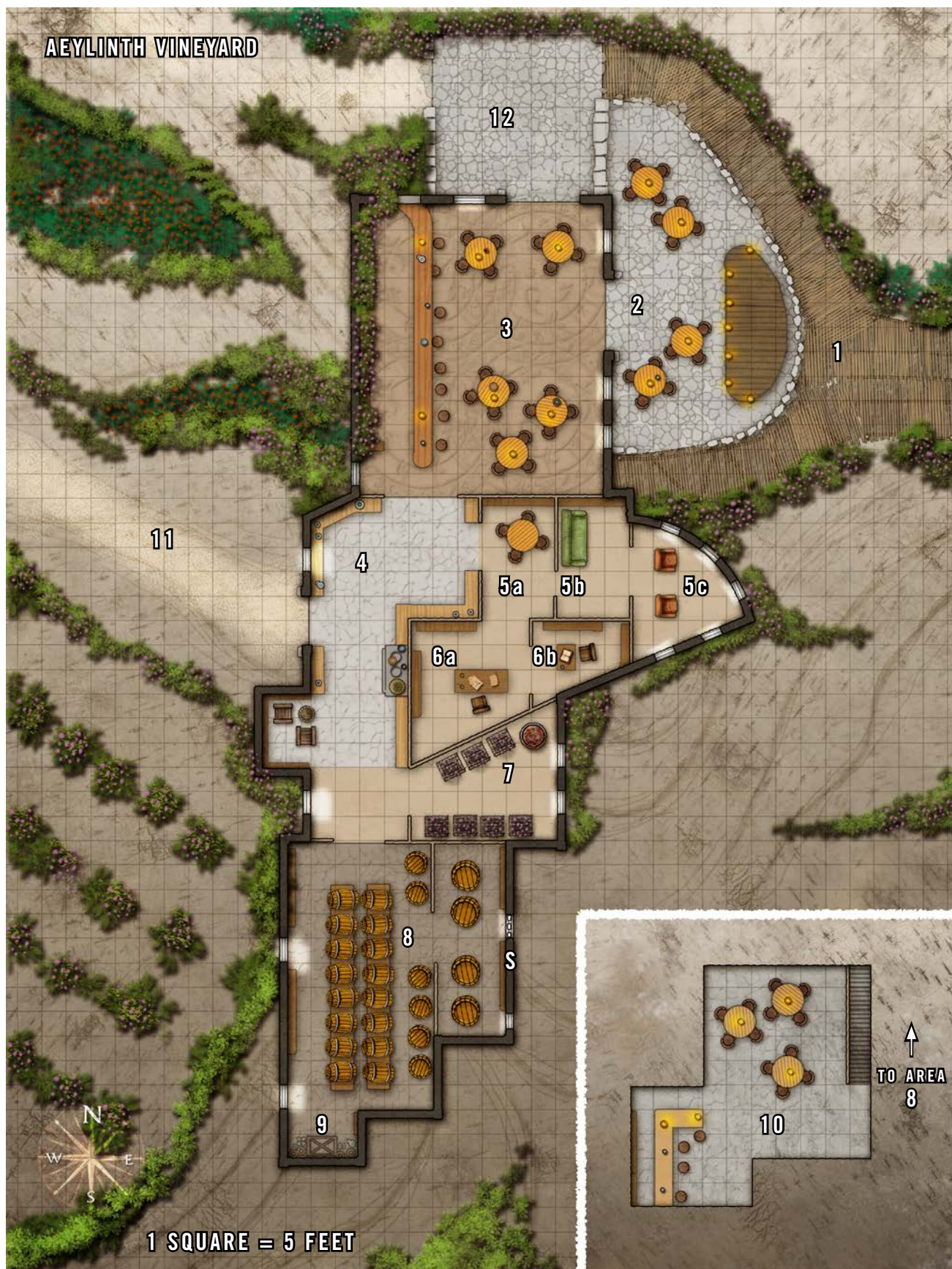
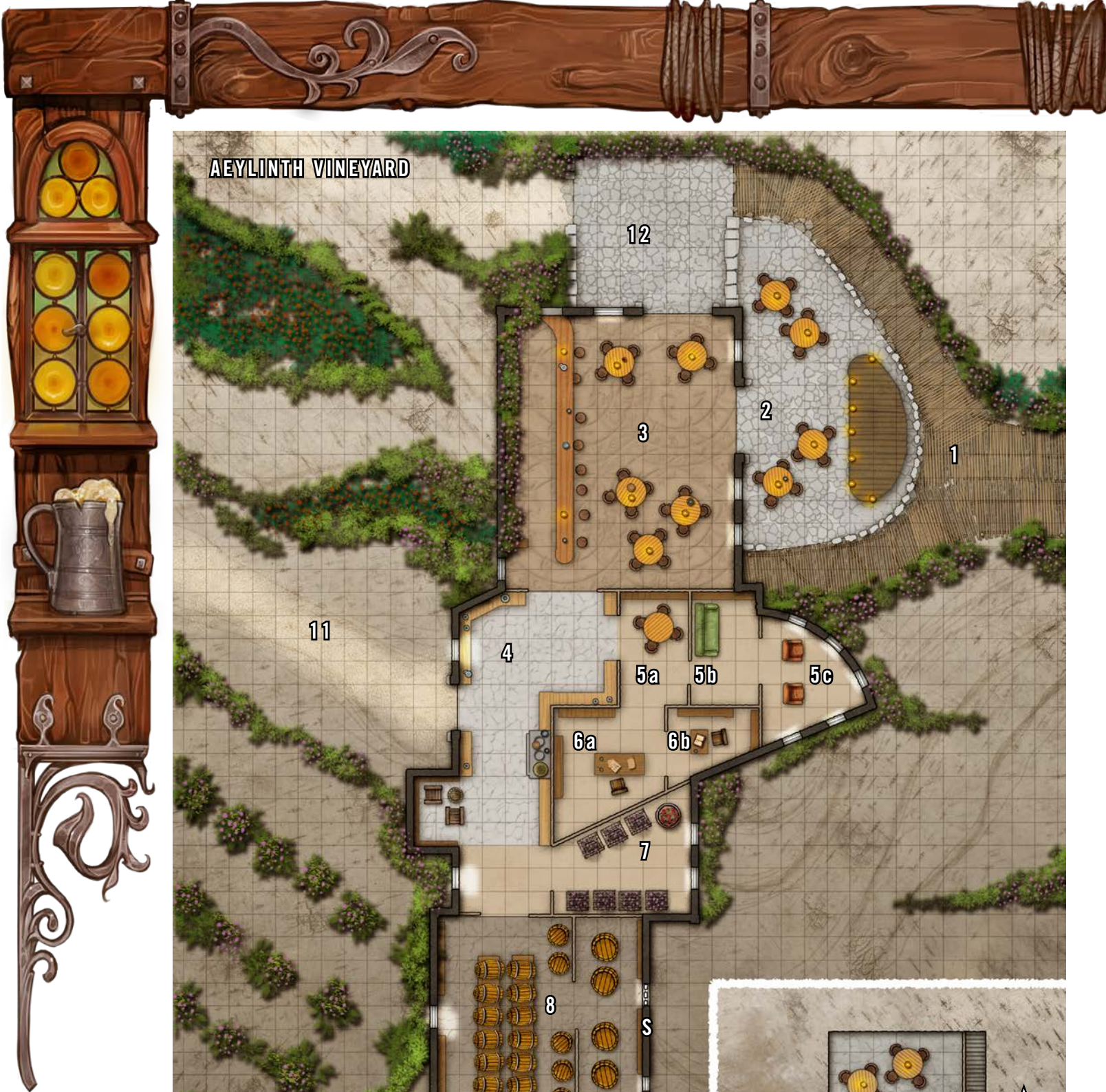
RUNOFF

WHISPERING
STONE

THE
WICKED FORK

DRINKING
AND
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PUB GAMES



0 (at will)—*detect magic*, *detect poison*, *ghost sound* (DC 14), *mage hand*

Opposition Schools evocation, necromancy

STATISTICS

Str 8, **Dex** 14, **Con** 10, **Int** 19, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 16

Feats Combat Casting, Cunning (*Pathfinder RPG Villain Codex* 128), Improved Familiar (voidworm; *Pathfinder RPG Bestiary* 2 217), Scribe Scroll, Still Spell, Toughness

Skills Bluff +4, Diplomacy +4, Disguise +4, Knowledge (arcana) +15, Knowledge (local) +15, Perception +11, Sense Motive +5, Spellcraft +15, Stealth +8

Languages Celestial, Common, Draconic, Elven, Orc, Sylvan

SQ arcane bond (familiar), elven magic, extended illusions (4 rounds)

Combat Gear *battle strider's boots* (*Villain Codex* 177), *pearl of power* (1st level), *potion of cure serious wounds*, *scroll of invisibility*, *scroll of spider climb*; **Other Gear** mwk longsword, *pliability elixir* (*Villain Codex* 45), *ring of protection* +1, spell component pouch, wizard spellbook, 210 gp

Faelin is a diplomat and spy for Kyonin's elven government. He formerly worked in the River Kingdoms, until an outbreak of violence there cost the elf a hand and drove him back to Kyonin. The experience left him physically unable to continue fieldwork for a time, though he eventually regenerated his lost limb.

Faelin is a brilliant strategist, if perhaps a bit scatterbrained, and he's dedicated his career to protecting Kyonin from a variety of outside threats that might arise. Although he no longer works outside the nation, the queen's court still employs him as a diplomat and occasional covert operative in Greengold, where opportunities to observe visitors and non-elven political players in the region are abundant. Faelin maintains various contacts throughout neighboring nations, doing his best to manipulate local situations to the elves' advantage.

Faelin bases his operations out of Aeylinth Vineyard, his favorite hangout. The vineyard's general tolerance toward outsiders allows Faelin to gather news from the surrounding area and scout out visitors who might prove useful as agents in one of his many schemes. Faelin uses his magic and his familiar to spy on promising visitors—his voidworm companion, Fenlocke, is slightly better at following orders than most of its kind, though it often plays pranks on people it has been sent to watch.

GAZETTEER

The Aeylinth Vineyard is located in the heart of Greengold. The majority of Aeylinth Vineyard is located in a massive tree trunk, up a large ramp (area 1) and about 20 feet off the ground. Most of the establishment is situated fully within the trunk and presents no danger of

falling, though the outdoor terrace (area 2) and part of the employees-only chambers (area 5c) are exposed to the air.

Due to the magic involved in creating this winery and restaurant, however, the vineyard's walls are much stronger than normal wood and its rooms are remarkably standard in their construction. The vineyard's walls are as strong as superior masonry (hardness 8, hp 90, break DC 35), and the interior ceilings are all 8 feet high. Day and night, natural lighting and paper lamps illuminated by *light* spells ensure that the illumination is always normal.

1. WISTERIA RAMP (CR 2)

A gently sloping ramp formed from one of the white tree's massive branches allows easy access into Aeylinth Vineyard's common room and the rest of the establishment. Braided wisteria forms sturdy railings for guests to hold on to, and magically illuminated paper lanterns light the path when daylight is not in abundance.

Creature: Fenlocke, the voidworm familiar of the elven wizard Faelin (see page 9), often hides among the wisteria blossoms while disguised as a small songbird to watch for new guests. While generally harmless, the voidworm listens in on conversations and relays the most interesting bits back to Faelin. Fenlocke also occasionally uses his magic to prank visitors.

FENLOCKE

CR 2

XP 600

Male voidworm (*Pathfinder RPG Bestiary* 2 217)

hp 16

2. OUTDOOR TERRACE (CR 5)

This open-air treetop terrace overlooks the vineyard's gardens beyond. Bound in by wisteria railings, this outdoor dining area boasts a stage for musicians and other performers to put on public shows. Aeylinth Vineyard's proprietor often hires entertainment for the evenings, leaving the natural sounds of gentle birdsong and the wind through the trees as accompaniment for afternoon meals. Unfortunately, this pleasant soundscape has been known to be overly relaxing for non-elven guests.

Hazard: The songbirds that gather in trees and bushes east of the vineyard are the loosed experiments of eccentric elven spellcasters who live nearby and can't keep their pets away from this vegetation's tasty berries. The small pink-breasted songbirds sing a little too sweetly for the winery's non-elven clientele. Creatures within 60 feet of the birds hearing their song for more than 10 minutes are affected as if by *symbol of sleep* (CL 9th, Will DC 17 negates). The elven staff and patrons are immune to magical sleep and thus sometimes forget the songbirds might affect other guests. The songbirds can be stopped from singing simply by shooing them off or throwing out crumbs for them to eat.

INNER SEA
TAVERNS

INTRO

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VINEYARD

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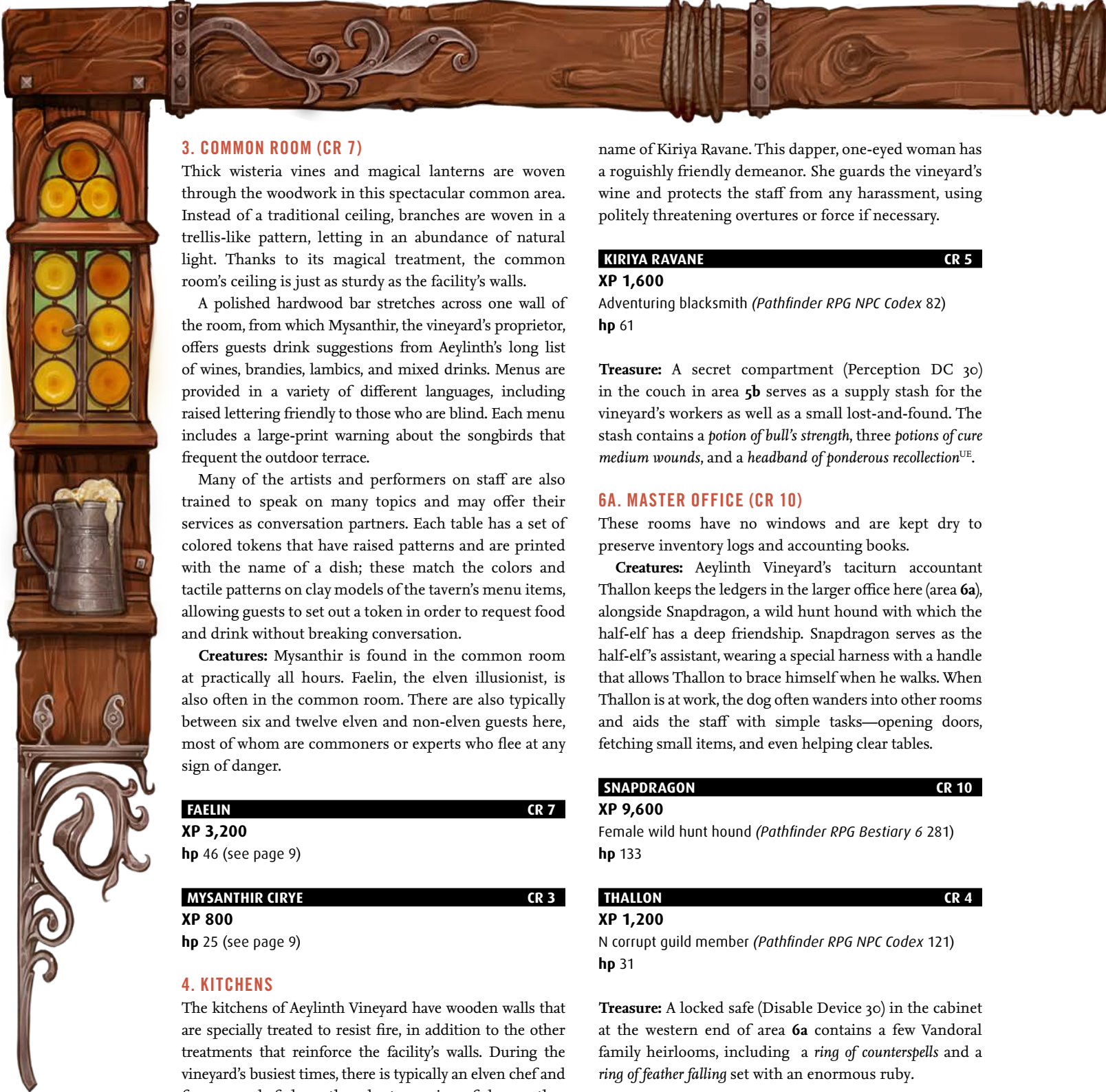
RUNOFF

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3. COMMON ROOM (CR 7)

Thick wisteria vines and magical lanterns are woven through the woodwork in this spectacular common area. Instead of a traditional ceiling, branches are woven in a trellis-like pattern, letting in an abundance of natural light. Thanks to its magical treatment, the common room's ceiling is just as sturdy as the facility's walls.

A polished hardwood bar stretches across one wall of the room, from which Mysanthir, the vineyard's proprietor, offers guests drink suggestions from Aeylinth's long list of wines, brandies, lambics, and mixed drinks. Menus are provided in a variety of different languages, including raised lettering friendly to those who are blind. Each menu includes a large-print warning about the songbirds that frequent the outdoor terrace.

Many of the artists and performers on staff are also trained to speak on many topics and may offer their services as conversation partners. Each table has a set of colored tokens that have raised patterns and are printed with the name of a dish; these match the colors and tactile patterns on clay models of the tavern's menu items, allowing guests to set out a token in order to request food and drink without breaking conversation.

Creatures: Mysanthir is found in the common room at practically all hours. Faelin, the elven illusionist, is also often in the common room. There are also typically between six and twelve elven and non-elven guests here, most of whom are commoners or experts who flee at any sign of danger.

FAELIN

CR 7

XP 3,200

hp 46 (see page 9)

MYSANTHIR CIRYE

CR 3

XP 800

hp 25 (see page 9)

4. KITCHENS

The kitchens of Aeylinth Vineyard have wooden walls that are specially treated to resist fire, in addition to the other treatments that reinforce the facility's walls. During the vineyard's busiest times, there is typically an elven chef and four sous chefs here, though at any sign of danger, they flee to the common room to alert Mysanthir, Faelin, or any other similarly capable regular.

5. EMPLOYEE FACILITIES (CR 5)

The employee area of the vineyard contains two roofed rooms and an outdoor terrace, allowing staff members to take a break, eat, catch some fresh air, or take care of any other personal business that might need attending to.

Creature: This is also the favored hangout of the closest thing Aeylinth Vineyard has to a bouncer, a half-elf by the

name of Kiriya Ravane. This dapper, one-eyed woman has a roguishly friendly demeanor. She guards the vineyard's wine and protects the staff from any harassment, using politely threatening overtures or force if necessary.

KIRIYA RAVANE

CR 5

XP 1,600

Adventuring blacksmith (*Pathfinder RPG NPC Codex* 82)

hp 61

Treasure: A secret compartment (Perception DC 30) in the couch in area 5b serves as a supply stash for the vineyard's workers as well as a small lost-and-found. The stash contains a *potion of bull's strength*, three *potions of cure medium wounds*, and a *headband of ponderous recollection*^{UE}.

6A. MASTER OFFICE (CR 10)

These rooms have no windows and are kept dry to preserve inventory logs and accounting books.

Creatures: Aeylinth Vineyard's taciturn accountant Thallon keeps the ledgers in the larger office here (area 6a), alongside Snapdragon, a wild hunt hound with which the half-elf has a deep friendship. Snapdragon serves as the half-elf's assistant, wearing a special harness with a handle that allows Thallon to brace himself when he walks. When Thallon is at work, the dog often wanders into other rooms and aids the staff with simple tasks—opening doors, fetching small items, and even helping clear tables.

SNAPDRAGON

CR 10

XP 9,600

Female wild hunt hound (*Pathfinder RPG Bestiary* 6 281)

hp 133

THALLON

CR 4

XP 1,200

N corrupt guild member (*Pathfinder RPG NPC Codex* 121)

hp 31

Treasure: A locked safe (Disable Device 30) in the cabinet at the western end of area 6a contains a few Vandoral family heirlooms, including a *ring of counterspells* and a *ring of feather falling* set with an enormous ruby.

6B. ANCILLARY OFFICE

This smaller office is functional but contains little of note.

7. CRUSH PAD

This room contains equipment for removing grape stems and pressing grapes to extract the juice.

8. FERMENTATION ROOM

This temperature-controlled room contains stacked barrels of aging wine. In the alcove are four massive tanks

filled with pure, fresh water. A secret door (Perception DC 25) in the easternmost portion of this room leads to a passage with a stairway down to area 10.

9. EQUIPMENT ROOM

This small closet contains tools for maintaining the vineyard, as well as bottling equipment, corks, and other materials essential for running a winery.

10. BRANCHGROWN ROOMS (CR 13)

Accessible via a passageway in area 8, this area is an exclusive dining room and bar. Though only 10 feet above the ground, there is no outside access save for the passage upward.

In recent years, Mysanthir has turned this room into a haven for staff members and their personal friends, who use its facilities for joyous private gatherings. Occasionally, Mysanthir allows Faelin to use the area for clandestine meetings, or she allows a visiting friend or relative to stay here for a short length of time.

Creature: In recent weeks, a mysterious visitor who calls herself Mielene has been staying in this area. Mielene superficially looks like a striking elven woman with elegant horns curling behind her head, and she has assured Mysanthir that she's a relative visiting Greengold for business. Mysanthir trusts Mielene, but has the feeling that the woman is not telling the full truth, and she's right—Mielene is actually an ancient wild hunt archer who is lairing here while pursuing a traitor to the Horned King she's tracked to Greengold.

MIELENE

CR 13

XP 25,600

Female wild hunt archer (*Pathfinder RPG Bestiary* 6 279)
hp 187

11. VINEYARD (CR 6)

The winery's well-tended vineyard is suspended among the tree's branches and magically maintained. While guests are welcome to tour the vineyards, interfering with the vines is likely to provoke the staff—and even worse, provoke the bees kept in apiaries among the grapes.

WASP SWARMS (3)

CR 3

XP 800 each

hp 31 each (*Pathfinder RPG Bestiary* 275)

12. FLYING ELEVATOR

An enchanted slab of marble is stationed here for exhausted guests or for those less able to walk the steep ramp up to the outdoor terrace (area 2). Upon command, the slab can lift up to 1,000 pounds of weight and fly anyone standing on it to the surface of the terrace.

ADVENTURE HOOKS

Below are some examples of adventure hooks that might ensnare any party treading near the vineyard.

Assassins Approach: Mysanthir prefers to extend a “no questions asked” policy toward potential employees—a tactic that most of her staff members deeply appreciate.

When **Kiriya Ravane** (see page 12) showed up at Aeylinth Vineyard with a missing eye and no place else to turn, Mysanthir put the half-elf to work without a second thought. This simple kindness earned the proprietor a valuable and loyal employee, but it also wound up creating a sticky situation. Assassins from the Aspis Consortium have ambushed Kiriya every few months, seeking vengeance for some unknown betrayal. So far the altercations have remained outside the vineyard and caused no collateral damage, but Mysanthir fears it's only a matter of time before that changes, and she worries about Kiriya's safety. Mysanthir has been quietly seeking adventurers to put an end to the situation before she's forced to cut Kiriya loose.

A Delicate Operation: A merchant based in Druma has had the audacity to openly sell artifacts that were stolen from Kyonin during the elves' long absence. While Queen Edasseril has yet to take any action or make any statement on the matter, pressure is beginning to mount in Iadara to either forcibly confiscate the artifacts or have the merchant openly assassinated. The elven agent Faelin has plans for a less violent resolution to the matter—with a few crafty agents on the ground, the illicit elven goods could be swapped out for fakes, thus returning the artifacts to their rightful place in Kyonin. Faelin knows that elven agents will have a hard time getting close enough to pull off the ruse. He is currently scanning visitors to Aeylinth Vineyard for sympathetic adventurers who could carry out the operation and return the artifacts to him so he could arrange for their return to Iadara.

Family Trouble: The extended Vandoral family was less than thrilled to lose their business after owning it for generations. Left without any legal means for recourse, a coalition of cousins, nephews, and nieces has taken to putting pressure on Mysanthir in the hopes she will relent and return the property. This has mostly consisted of frequent harassment in the form of superficially polite but long-winded speeches, usually during business hours to be as disruptive as possible. As Mysanthir becomes less willing to put up with the family's insincere overtures, however, these would-be heirs are becoming more overtly hostile, making attempts to tarnish Mysanthir's public reputation and sabotage the vineyard by ruining the food, souring the wine, and spoiling the ambiance of scheduled performances. Mysanthir has been unable to contact Loralisel Vandoral, and thus she looks for adventurers who might be able to serve as intermediaries.





BOOZE 'N' GROG

FIRE IN THE HOLE
(5 sp) - 2 parts kill-devil rum,
1 part gunpowder, served ablaze.
Drink at yer own risk.

GALLON O' BEER
(3 sp) - standard sailor's rations. Price
includes clay jug; 1 sp for refills.

KILL-DEVIL
(2 sp) - shot of house rum.

SALT-LICKED GROG
(1 sp) - blended with raw siren's egg.
Cures what ails ye.

SLOP 'N' CHUM

CHEF'S SPECIAL
(3 cp) - Rotating fish filet served
with side of barley gruel.

FISH PIE
(5 cp) - Flaky pastry dough
filled with the catch of the day
(now porpoise free).

SPIT-ROASTED SHARK
(1 cp) - Nightly delicacy pulled
straight from the chum hole.

formidably Maid

Now this here boy approached the docks, lookin' to get paid;
He drank powder mixed with rum at formidably Maid;
Some go willing, most do not, when the press-gang calls;
There's crew to fill, and they pay in swill, till the ocean takes them all.

Aye, lad, aye, lass, live by Besmara's code;
Many a journey started here, if the truth be told.
Aye, lad, aye, lass, drink Besmara's mead;
By strength or spell, give 'em hell, and fill your ship with gold.

—Opening lines and chorus from “The Pirate’s Course,” a sea chantey sung at
the formidably Maid



INNER SEA TAVERNS

INTRODUCTION

AEYLINTH VINEYARD

FORMIDABLY MAID

PORTHMOS CLUB

RUNOFF

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DRINKING AND FIGHTING

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OVERVIEW

Perched on the far shores of Port Peril's docks, the Formidably Maid calls to sailors across the Shackles like a siren to so many doomed crews. With strong drinks and boisterous crowds, the notorious pirate tavern often serves as a first port of call for returning mariners and a final shore destination for those about to head to sea. Between wild tales, bawdy songs, and frenetic brawls, ship captains also quietly trade here in stolen goods, maps to lost treasure, and innocent lives.

Its wooden walls weathered by sun, storm, and sea, the one-story tavern stands on stone pilings that jut out into Crescent Harbor. Flying above the doors is a familiar pirate symbol with a twist; one of the femurs in the familiar skull-and-crossbones is replaced with a stout staff with a boot on one end. An open wall and vacant window frames allow light and fresh air into the rowdy common room, which

bustles with activity at all hours, day and night. Large swaths of the tavern's walls are draped with retired ships' flags boasting images of rusting anchors, shark skulls, rusting sabers, and other maritime trophies; most of Port Peril's most infamous retired pirate ships are represented in these flags gifted from appreciative captains. Throughout the tavern's common area—or its main deck, as patrons call it—the smell of brine competes with that of cooking seafood and the unwashed sailors who visit the Formidably Maid as their first stop on land before even taking a bath.

HISTORY

The rough-and-tumble pirate tavern now called the Formidably Maid has existed on the shores of Port Peril for generations. In the fashion of true privateers, however, the establishment has undergone nearly half-a-dozen reinventions, from a sleepy watering hole for merchants



to a hangout for fisherfolk and dockworkers to the raucous establishment geared toward infamous pirates that it is now. Over the years, the tavern's name has varied from the Scuffed Doubloon to the Porter & Plank to its current moniker, the Formidably Maid—an homage to its owner's patron goddess, Besmara, the Pirate Queen. The Formidably Maid has existed in its current incarnation for 2 decades, as the patronage and protection of wealthy pirates and upstart scallywags have been a boon to business.

Once a smaller establishment, the Formidably Maid has grown in both size and reputation since its owner, a half-elf named Tinosecky Ayondoth (simply Tino to his friends) won the tavern during a night of drinking and gambling 20 years ago. That night, the half-elf found himself drinking and playing cards alongside a crew of intrusive pirates and the proprietor of the Porter & Plank, as the establishment was then called. The tavern's then owner—a brash but unambitious half-orc named Reddent—had gotten into deep debt to these pirates. Eventually, the half-orc's debts equaled the entire Porter & Plank. Sensing that the debt-holding pirates wanted nothing to do with tavern proprietorship, Tinosecky made a bold bet: he'd take on Reddent's debt and play one more hand. If he lost, the pirates would own the bar and Tinosecky would work to pay off Reddent's debt. If the half-elf won, he'd own the bar, and the pirates would pay double for drinks from then on out. The pirates took the bet enthusiastically.

The sly half-elf beat the pirates and took ownership of the bar. Tinosecky renamed it after his goddess and made good on his promise to double-charge the pirates. Tinosecky also made another brilliant business move: he began deliberately seeking scallywags and other seafaring types as clientele. The working folk who had frequented the tavern began to slink off, pirates poured gold into the Formidably Maid's coffers, and Tinosecky enjoyed immense success in his surprise venture. The Formidably Maid truly came into its own some time later, after Tinosecky and his romantic partner at the time, an enthusiastic alchemist known as Black Powder Kasa with whom the half-elf has a tempestuous relationship, distilled their first batch of "kill-devil," an extraordinarily strong rum.

As the customers and gold continued rolling in, Tinosecky annexed the tavern's neighboring warehouse. After a gunpowder accident destroyed a corner of the warehouse, Tinosecky renovated and expanded again, this time to a small islet known as Hag's Rock, where he moved his copper stills and powder mill. The tavern's reputation now reaches far and wide, attracting pirates, vagrants, and other unscrupulous seafarers from across the Inner Sea region.

ATMOSPHERE AND CLIENTELE

Surprisingly bright during the day thanks to the large, empty window frames punctuating the walls, the

Formidably Maid comes alive at night, when circles of light from glass-enclosed lanterns break the darkness. Drunken patrons prate over the ubiquitous sound of crashing surf, with conversations punctuated by the noise of glasses and tables being smashed over revelers' heads. What would be a normal volume for speaking anywhere else becomes little more than a whisper at the clamorous Formidably Maid.

Tinosecky embraces his bar's notoriety and tries to goad it to new heights. He loudly boasts his establishment's raucous energy as the epitome of the wild, lawless ethos of the Shackles. One moment, the bar's pirate patrons drink and sing together, and the next they engage in a bloody brawl, both almost as inevitable each night as the ebb and flow of the tide. (For more information about staging a bar fight in your games, see *Drinking and Fighting* on pages 54–59.) Newcomers to the Formidably Maid are greeted warmly by longtime customers and invited to join in a drink, though it's just as often a cover for unbridled avarice, like sharks circling fresh chum. Anything goes here, with Tinosecky's only rule being that his staff members are strictly off-limits from harm.

Led by Tinosecky, the Formidably Maid's staff—little more than pirates themselves—encourage the raucous carousing, facilitating every indulgence and vulgarity imaginable as long as the pay is right. Bonebreakers (see area 1) keep watch in the common room, stepping in if the servers need help but otherwise staying out of customers' business unless it threatens to cause unacceptable levels of property damage (a broken chair or table can be easily mended by Tinosecky's magic). The staff changes frequently, with servers trading in their positions for a berth on a ship, tying themselves to a sailor of means, or fleeing repercussions of an unwise dalliance or deal. A few servers have ongoing deals with Tinosecky to work off debts or earn extra coin during the times of the year when their ships are in port.

NOTABLE PERSONAE

The following NPCs can be found in the Formidably Maid. Tinosecky is the owner and proprietor of the Formidably Maid, while Captain Ettana is a pirate captain and bar gadfly known for recruiting crew members here.

TINOSECKY AYONDOTH

CR 2

XP 600

Male half-elf skald 3 (*Pathfinder RPG Advanced Class Guide* 49)
CN Medium humanoid (elf, human)

Init +0; **Senses** low-light vision; Perception +8

DEFENSE

AC 10, touch 10, flat-footed 10

hp 20 (3d8+3)

Fort +4, **Ref** +1, **Will** +3; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

Immune sleep

OFFENSE

Speed 15 ft.

Melee heavy mace +4 (1d8+1) or dagger +3 (1d4+1/19–20)

Ranged dagger +2 (1d4+1/19–20)

Special Attacks rage power (roaring drunk^{APG}), raging song 18 rounds/day (inspired rage, song of marching)

Special Spells Known (CL 3rd; concentration +5)

1st (4/day)—*beguiling gift*^{APG} (DC 13), *charm person* (DC 13), *comprehend languages*, *hideous laughter* (DC 13)

0 (at will)—*detect magic*, *know direction*, *mending*, *prestidigitation*, *sift*^{APG}, *summon instrument*

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 14, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 13 (9 vs. trip)

Feats Extra Performance, Lingering Performance^{APG}, Scribe Scroll, Skill Focus (Perform [sing])

Skills Craft (musical instruments) +6, Diplomacy +8, Perception +8, Perform (percussion) +8, Perform (sing) +11, Profession (innkeeper) +6; **Racial Modifiers** +2 Perception

Languages Aquan, Common, Elven, Polyglot

SQ bardic knowledge +1, elf blood, one-legged, versatile performance (sing)

Combat Gear *potion of cure light wounds*, *potion of mage armor*, *wand of create treasure map*^{APG} (5 charges); **Other Gear** dagger, heavy mace, 143 gp

SPECIAL ABILITIES

One-Legged (Ex) Tinosecky has only one leg, which reduces his speed by half and means he cannot charge.

The son of a Bekyar woman and a passing elven pirate, Tinosecky Ayondoth spent his childhood in Port Peril, soaking up tales of the sea from itinerant sailors and waiting for the day he could leave home. As soon as he was able, he took berth on a brigantine, where he called upon the stories of his youth to embolden his crewmates to even greater feats of piracy. But that life abruptly ended when he lost his leg to a dreadful sea monster and washed ashore outside of Port Peril to fend for himself.

Abandoned by his crew, Tinosecky fell into despair and began squandering his remaining coin on dice and drink. Though moments of light penetrated this dark time in his life—he met his former lover and current friend Kasa during this era in a seedy gambling den—they were few and far between. When, one night, a drunken Tinosecky fell into the harbor and nearly drowned, he received a vision from Besmara. Emboldened by his dream, he sobered up and began looking toward his future.

Tinosecky soon found himself situated in a card game between a tavern owner in deep debt and a crew of scallywags who were in reach of the place's deed. Tinosecky made a bold bet, risking his future prospects for a chance at owning the bar, and the half-elf managed to come out on top. Soon thereafter, he renovated the

establishment, christened it the Formidably Maid in honor of his patron deity, and began courting the illicit clientele who have since made him a wealthy man.

The towering, dark-skinned half-elf uses his tavern to grow his fortunes and sail the high seas vicariously through his patrons. Vain and possessed of a quick temper, Tinosecky dresses in bright kilts decorated with aquatic motifs as he sings chanteys and tells tales to urge patrons on to acts of drunken bravado. He punctuates his performances using what he calls an “ugly stick”: a length of driftwood with a boot nailed on one end (he claims it was pulled from the belly of the beast that maimed him).

CAPTAIN ETTANA

CR 7

XP 3,200

Female human swashbuckler (picaroon) 8 (*Pathfinder RPG Advanced Class Guide* 56, 127)

CG Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +3 Dex, +2 dodge)

hp 72 (8d10+24)

Fort +4, **Ref** +9, **Will** +1

Defensive Abilities charmed life 4/day, nimble +2

OFFENSE

Speed 30 ft.

Melee +1 rapier +10/+5 (1d6+2/18–20 plus 8 precision)

Ranged double-barreled pistol +7 (1d8/×4)

Special Attacks deeds (derring-do, dodging panache, gun feint, melee shooter, menacing swordplay, precise strike, quick clear, swashbuckler initiative, swashbuckler's grace, targeted strike), panache (3), swashbuckler weapon training +1, two-weapon finesse

STATISTICS

Str 10, **Dex** 16, **Con** 14, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +8; **CMB** +8; **CMD** 23

Feats Barroom Brawler^{ACG}, Lunge, Point-Blank Shot, Pommel Strike Deed^{ACG}, Precise Shot, Quick Draw, Weapon Focus (rapier)

Skills Acrobatics +12, Climb +9, Diplomacy +12, Intimidate +12, Perception +8, Profession (sailor) +8, Sense Motive +8, Swim +9

Languages Azlanti, Common

Gear +1 mithral chain shirt, +1 rapier, double-barreled pistol^{UE}, daredevil boots^{UE}, black powder^{UE} (5 doses), flare cartridges^{UE} (4), paper cartridges^{UE} (4), pellets^{UE} (10), powder horn^{UE}, signet ring, statuette of a sword-wielding woman, 9 gp

Captain Ettana remembers waking up 2 years ago on a remote beach amid the wreckage of a ship, but nothing of her life before that. What she does recall is seemingly innumerable buried treasures scattered across isles dotting the Arcadian Ocean. Following her rescue, she put that knowledge to use and bought her own ship. Now, she

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launches expedition after expedition in search of more wealth—and her true identity. She has a few clues in the form of items she woke with on the beach that she keeps on her person at all times: a faded Chelish marines jacket, a magical rapier with a kraken-shaped hilt, a jasper statuette of a sword-wielding Mwangi woman, and a signet ring with a symbol that no one has been able to identify.

As she has seemingly escaped death once, the captain of the *Gallows Jumper* now lives life to the fullest. In her frequent returns to Port Peril to celebrate her successes and renew her resources, she's found that the wildness of the Formidably Maid suits her, reveling in the excesses of the tavern patrons even as she secretly hopes to one day meet someone who jogs her memory or otherwise offers answers to the mystery of her life's tale. Captain Ettana occasionally sells the location of one of her remembered treasures in exchange for a cut of any proceeds and documentation of anything that might provide a clue to her history.

GAZETTEER

The Formidably Maid is located at the far northern end of the docks of Port Peril's Crescent Harbor. Its rugged wooden exterior gives little clue to its nature, though the pirate flag flying overhead belies that inconspicuousness.

Barroom Brawls: The tavern typically has 4–24 customers, mostly found in area 1; see page 311 of *Pathfinder RPG NPC Codex* or page 190 of *Pathfinder RPG Villain Codex* for sample pirate crews in attendance. These customers are not included in any of the following Challenge Ratings. In the event the PCs find themselves in a fight, most Formidably Maid patrons step aside, perhaps placing wagers and cheering on participants. (If using the performance combat rules in *Pathfinder RPG Ultimate Combat*, assume the crowd's starting attitude is indifferent.). Alternatively, customers may brawl among themselves as background dressing for a fight, staying out of the way of the PCs as they deal with their own scuffles.

1. MAIN DECK (CR 8)

The tavern's primary common area extends from the original southwestern building down a 3-foot set of stairs to the establishment's larger addition. In the older section, a spit stretches over a large stone fireplace while mismatched chairs offer seating for two dozen patrons. More tables and chairs are scattered in the area below, along with 10 barrels placed in front of the long bar for additional seating. Every piece of furniture bears its own battle scars—gouges from stray cutlasses and burns from spilled oil. Barroom brawls here are common, as are games of bootbeer (see page 61) featuring the house's kill-devil rum, plus other drunken contests of chance and skill in which patrons and even sometimes staff members participate.

Creatures: Most of the tavern staff works in this area, overseen by Tinosecky from behind the bar. A trio of

The Formidably Maid in Adventures

The Formidably Maid is a perfect stopover for campaigns set on the high seas, including the Skull & Shackles Adventure Path, *Pathfinder Module: Plunder & Peril*, and similar adventures. For more ideas on running pirate-themed adventures or for details on some of the nautical locations mentioned herein, refer to those publications. Further, more information about Port Peril can be found on pages 170–173 of *Pathfinder Campaign Setting: The Inner Sea World Guide*. More information about Besmara, a popular goddess in the Shackles and among pirates, can be found in pages 22–27 of *Pathfinder Campaign Setting: Inner Sea Faiths*.

bonebreakers keeps a close eye on the customers. They're mainly concerned with protecting the servers from unwanted attention and otherwise stand clear of fights. When his employees do leap into action, Tinosecky bolsters them with his raging song.

BONEBREAKERS (3)

CR 3

XP 800 each

Tavern champions (*Pathfinder RPG NPC Codex* 268)

hp 37 each

SERVING STAFF (4)

CR 3

XP 800 each

Barmaids (*Pathfinder RPG NPC Codex* 257)

hp 17 each

TINOSECKY AYONDOTH

CR 2

XP 600

hp 20 (see page 16)

Treasure: A box behind the bar contains the day's revenue (typically 1–50 gp in assorted coins), plus 3 doses of alchemist's kindness^{UE}, 6 doses of oil of taggit, a container of smelling salts^{UE}, and 2 vials of wismuth salix^{UE}.

2. CHUM HOLE

A hole in the tavern's floor allows staff to fish straight from the ocean and dispose of chum. Other waste makes its way through the hole as well, and the large splashes sometimes attract predators (such as the sharks from area 3).

Treasure: Two harpoons (*Ultimate Equipment* 29) and two nets hang on hooks on the wall south of the chum hole.

3. HARBOR (CR 5)

An open wall provides direct access to the harbor, allowing eager mariners to enter the tavern directly from their ships and providing injured tavern brawlers a quick escape to the high seas. Two boats can be tied up in the

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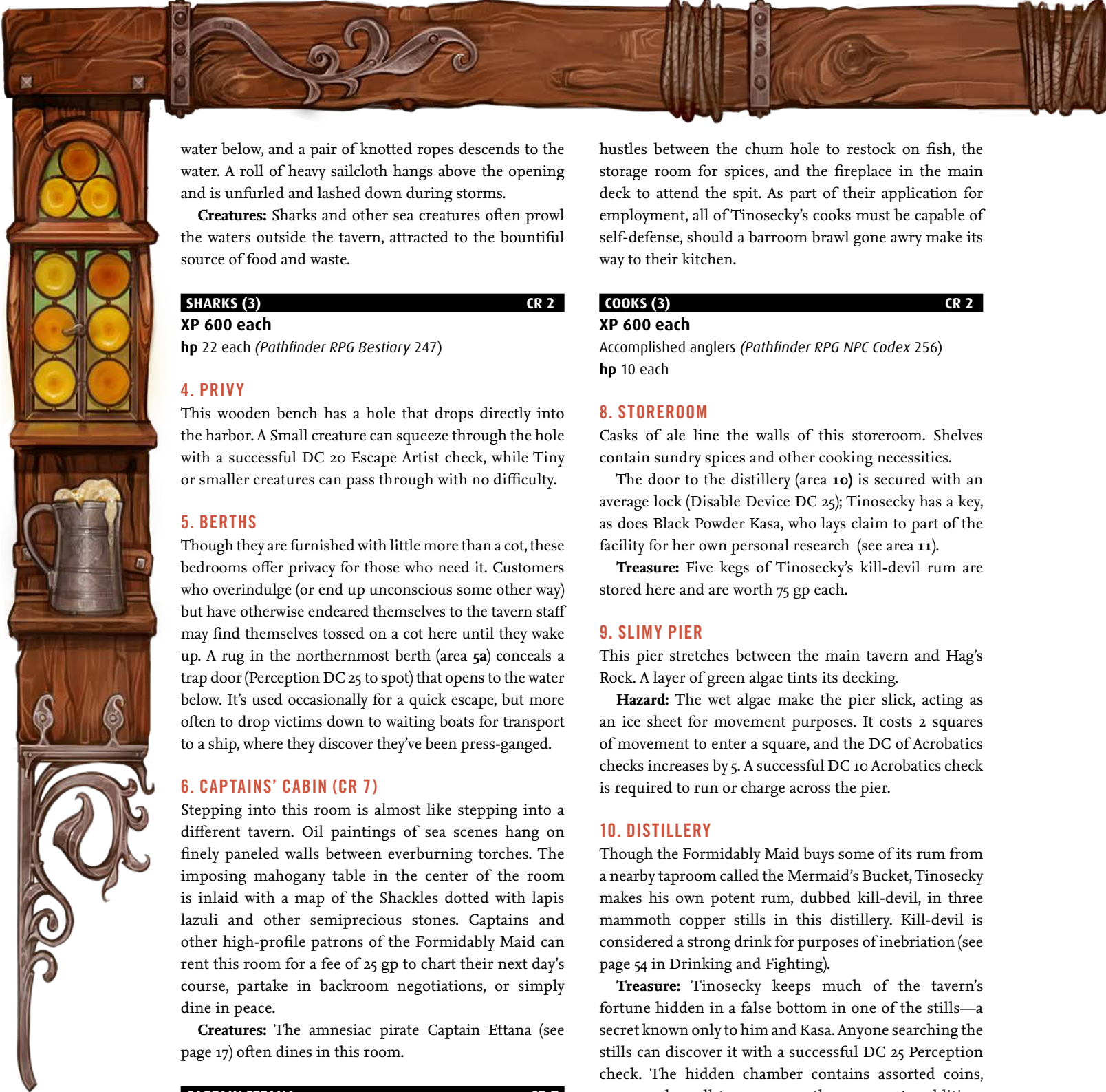
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water below, and a pair of knotted ropes descends to the water. A roll of heavy sailcloth hangs above the opening and is unfurled and lashed down during storms.

Creatures: Sharks and other sea creatures often prowl the waters outside the tavern, attracted to the bountiful source of food and waste.

SHARKS (3)

CR 2

XP 600 each

hp 22 each (*Pathfinder RPG Bestiary* 247)

4. PRIVY

This wooden bench has a hole that drops directly into the harbor. A Small creature can squeeze through the hole with a successful DC 20 Escape Artist check, while Tiny or smaller creatures can pass through with no difficulty.

5. BERTHS

Though they are furnished with little more than a cot, these bedrooms offer privacy for those who need it. Customers who overindulge (or end up unconscious some other way) but have otherwise endeared themselves to the tavern staff may find themselves tossed on a cot here until they wake up. A rug in the northernmost berth (area 5a) conceals a trap door (Perception DC 25 to spot) that opens to the water below. It's used occasionally for a quick escape, but more often to drop victims down to waiting boats for transport to a ship, where they discover they've been press-ganged.

6. CAPTAINS' CABIN (CR 7)

Stepping into this room is almost like stepping into a different tavern. Oil paintings of sea scenes hang on finely paneled walls between everburning torches. The imposing mahogany table in the center of the room is inlaid with a map of the Shackles dotted with lapis lazuli and other semiprecious stones. Captains and other high-profile patrons of the Formidably Maid can rent this room for a fee of 25 gp to chart their next day's course, partake in backroom negotiations, or simply dine in peace.

Creatures: The amnesiac pirate Captain Ettana (see page 17) often dines in this room.

CAPTAIN ETTANA

CR 7

XP 3,200

hp 72 (see page 17)

7. GALLEY (CR 5)

The smell of seafood fills this cluttered kitchen, where meals are prepared over an ample stove.

Creatures: Tinosecky employs between five and six cooks, depending on turnover, with at least three on duty in the galley day and night. Two of the cooks operate the stove and oven; the third, designated as a runner,

hustles between the chum hole to restock on fish, the storage room for spices, and the fireplace in the main deck to attend the spit. As part of their application for employment, all of Tinosecky's cooks must be capable of self-defense, should a barroom brawl gone awry make its way to their kitchen.

COOKS (3)

CR 2

XP 600 each

Accomplished anglers (*Pathfinder RPG NPC Codex* 256)

hp 10 each

8. STOREROOM

Casks of ale line the walls of this storeroom. Shelves contain sundry spices and other cooking necessities.

The door to the distillery (area 10) is secured with an average lock (Disable Device DC 25); Tinosecky has a key, as does Black Powder Kasa, who lays claim to part of the facility for her own personal research (see area 11).

Treasure: Five kegs of Tinosecky's kill-devil rum are stored here and are worth 75 gp each.

9. SLIMY PIER

This pier stretches between the main tavern and Hag's Rock. A layer of green algae tints its decking.

Hazard: The wet algae make the pier slick, acting as an ice sheet for movement purposes. It costs 2 squares of movement to enter a square, and the DC of Acrobatics checks increases by 5. A successful DC 10 Acrobatics check is required to run or charge across the pier.

10. DISTILLERY

Though the Formidably Maid buys some of its rum from a nearby taproom called the Mermaid's Bucket, Tinosecky makes his own potent rum, dubbed kill-devil, in three mammoth copper stills in this distillery. Kill-devil is considered a strong drink for purposes of inebriation (see page 54 in *Drinking and Fighting*).

Treasure: Tinosecky keeps much of the tavern's fortune hidden in a false bottom in one of the stills—a secret known only to him and Kasa. Anyone searching the stills can discover it with a successful DC 25 Perception check. The hidden chamber contains assorted coins, gems, and small treasures worth 1,200 gp. In addition, the room's shelves hold four water purification sponges (*Pathfinder RPG Ultimate Equipment* 105) used in the distilling process.

11. POWDER MILL (CR 7)

This laboratory looks like a storm hit it, with alchemical supplies strewn across workbenches and shelves.

Creature: Tinosecky's ex-lover, Kasa, spends time here working on a black powder that can survive prolonged exposure to water. Paranoid about anyone stealing her

research or tampering with an experiment, she refuses to allow anyone except Tinosecky into this area.

BLACK POWDER KASA

CR 6

XP 2,400

CN female black powder sage (*Pathfinder RPG Villain Codex* 61)

hp 56

Trap: In addition to keeping the door locked with a good lock (Disable Device DC 30), Kasa set up paired culverins (*Pathfinder RPG Ultimate Equipment* 44), each loaded with an entangling shot alchemical cartridge (*Ultimate Equipment* 42) that fires when the door opens. She and Tinosecky know the location of the wall's bypass switch.

DOUBLE-BARRELED BOMBARD

CR 4

XP 1,200

Type mechanical; Perception DC 25;

Disable Device DC 25

EFFECTS

Trigger location; **Reset** manual; **Bypass** hidden

lock on the wall connecting areas 11 and 12. (Perception DC 25 to locate, Disable Device DC 30 to open)

Effect +10 ranged touch (2d8/×4 plus entangle 2d4 rounds [Reflex DC 15 negates]); multiple targets (all targets in a 15-ft. cone)

Treasure: The equipment here can be used as an alchemist's lab. A keg of black powder (*Pathfinder RPG Ultimate Equipment* 42), 5 vials of flash powder (*Ultimate Equipment* 106), and a 1-pound bag of foaming powder (*Ultimate Equipment* 103) can also be found among the mess here.

12. DOCKS (CR 7)

Crescent Harbor's docks end here.

Creatures: A small tribe of coral capuchins has taken up residence under these docks. Led by their burgeoning matriarch, Vridya, these capuchins occasionally appropriate items from inattentive tavern customers.

VRIDYA

CR 2

XP 600

Female advanced coral capuchin (*Pathfinder RPG Bestiary* 6 288, 66)

hp 17

CORAL CAPUCHINS (7)

CR 1

XP 400 each

hp 13 each (*Pathfinder RPG Bestiary* 6 66)



ADVENTURE HOOKS

The following events might lead to larger adventures involving the Formidably Maid.

Any Port in a Storm: When an old man named Janton Spindlewine and his young granddaughter Desriya enter the tavern seeking passage, it becomes apparent that the two are not quite what they seem. Janton claims they are on their way to Sargava to begin a new life. While that is true, the two Iomedaeans are also fleeing reprisals from their anti-Asmodean activities in Cheliah, specifically several inquisitors sent to return them for public excruciation. Unless the PCs intervene, the pair makes easy pickings for their pursuers, to say nothing of unscrupulous pirates in the tavern.

From Out of the Sea: Following an adventure in which a PC claimed a new magical item that is worn in plain sight, the party's respite at the Formidably Maid is disrupted by a gang of attacking sahuagin (*Pathfinder RPG Bestiary* 239). All of the attackers are wearing amulets with a symbol matching the one on the PCs' item. Once the bloodshed ends, Captain Ettana (see page 17) remembers the symbol carved into a half-submerged, ruined temple on an island. She recalls little more about it but offers to lead the PCs there in return for a share of any treasure they may find.

In the Pirate's Wake: With wild tales of his private magical island, the eccentric captain Witzlefen was always popular among his fellow patrons. When Tinosecky learns of Witzlefen's death and receives instructions from the late gnome, he puts on a raucous wake. At its height, he announces that Witzlefen has left his fortune to whomever can find his island. Tinosecky reads the first clue—"To have a prayer of finding your next clue, bring three shark teeth as tribute to where you bow before the wind and waves"—and the race is on, with everyone in the tavern determined to claim Witzlefen's prize. Anyone who brings three shark teeth to the Sea Wrack Chapel, Port Peril's shrine to Gozreh, can learn the next clue in the scavenger hunt, with the final clue opening an interplanar portal to a magical island in Witzlefen's own private demiplane.

The Tables Are Turned: After a young tengu named Ketrak disappears, his anguished parents learn he was pressed into service as a jinx eater on the galley *Fevered Lash*. The *Fevered Lash* has returned to Port Peril, where its officers frequent the Formidably Maid. Afraid of drawing reprisals onto their rookery if they act openly, Ketrak's parents approach the PCs to quietly abduct an officer from the tavern so they can question him about their son's whereabouts.

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Afternoon Tea

*A curated array of Andoren and
Molthuni cheeses, accompanied by fine
local olives and lightly smoked sardines*

Lark's tongues in aspic

*Hazuhi-style warm honey cake with
pomegranate gems and gold leaf blossoms*

*Your choice of a blend of Vudrani
black teas or Tian green teas, each
lightly sweetened with acacia honey from
Lingian Prefecture*



The Porthmos Club

AND, DEAR BROTHER, we simply must take afternoon tea at the Porthmos Club! You'll love it; anyone who's anyone goes there. You'll see all the latest fashions, hear divine music, and the food—the food is simply to die for. Before we go, though, we must take you shopping. The club's dress code is quite strict, and I don't wonder why. You simply wouldn't want just any vagabond mingling with the elite! A new doublet is in order for you, perhaps with golden stitching, and new silken pantaloons. Oh, and a cravat to match! Oh, this shall be fabulous! By the by, how are your card-playing skills? The highest-society gentlemen and ladies play in the games room. Buy them a round of drinks, and you'll certainly receive a dinner-party invitation from a senator!

—Letter excerpt from Baroness Ryapha Crellest of Oppara to her brother,
Lord Rion Demarkus of Ridonport



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Standing high above Oppara in the magnificent Aroden's View district, the Porthmos Club is a private establishment where Taldor's elite can see and be seen. This proud, wedge-shaped building has been perched on its hill for centuries; originally a temple of Shelyn, it is now an exclusive teahouse, bar, restaurant, and hall for refined entertainments. Nestled among beautiful gardens and luxurious mansions with a breathtaking view of its eponymous river, the club maintains carefully manicured topiaries that give way to a promenade of beautiful mosaic tiles leading to the club's entrance. A huge outdoor fountain featuring a marble statue of Shelyn, the Eternal Rose, beckons members inside. The exterior of the one-story building features gorgeous carvings of azatas, birds, flowers, and vines, all arranged in a most pleasing manner.

Inside, a posh and comfortable foyer and coatroom open into the magnificent main hall, where elegant decor

wrought in walnut, mahogany, and velvet surrounds Oppara's upper crust, who enjoy afternoon tea to the delicate sounds of harp music. A 25-foot-high domed ceiling adorned with paintings of Shelyn and her divine servitors descends gracefully to walls 10 feet tall at the hall's edges. An elegant bar in the back leads to a games room, where members drink high-end spirits while playing genteel card games and discussing politics. On the other side of the club, a well-stocked reading room lets members sip fashionable drinks while quietly perusing the latest novels and pamphlets in comfortable chairs. Taldan social climbers keenly pursue membership, which is enjoyed by only the highest strata of Opparan society. Over the years, many political alliances have been brokered at the Porthmos Club over cards and cocktails, and equally as many feuds have ignited here and led to prospects dashed.



HISTORY

The Porthmos Club's building dates back a few hundred years, when clergy of Shelyn built it as a temple to their goddess. These Opparan Shelynites valued culinary arts alongside music, painting, and sculpture, and weekly services here included increasingly elaborate gourmet meals for the congregants. Eventually, attendance swelled with gourmands who were eager for the food but not particularly devout. Though the temple's membership grew steadily, few tithed, and the temple fell into debt.

Nearly a century ago, Baroness Marzipelle Mavorran saw an opportunity and purchased the temple, using it to realize her vision of a private club for Oppara's elite. She kept the building's Shelynite imagery, but she fully revamped its interior decor and limited access to the new club to Oppara's wealthiest and most prestigious citizens. The Mavorran family has retained control of the Porthmos Club ever since, always updating the interior to represent the height of good taste: opulent, but never gaudy.

While the club's reading room dates back to the building's temple era, its literature is constantly refreshed with new releases, the games room is a relatively recent addition. It serves as a convenient place to sequester inebriated or rambunctious members, since ejecting high-ranking patrons can lead to unpleasant repercussions. However, no title prevents members exhibiting genuinely bad behavior from getting escorted out. The management has armed guards hidden out of view and discreetly attired unarmed guards who circulate inside, ensuring that problematic individuals leave the building quickly and quietly.

The original temple had a basement for storage, but when Baroness Marzipelle remodeled the interior, she hid the entrances behind shelving to turn it into a secret room. This room has held many roles over the ensuing century, including as a meeting space for secret societies, the headquarters of high-stakes gamblers, a staging ground for duels between nobles, and a place for the wealthy to hide highly sensitive contraband. Not even all members of the Porthmos Club know about the basement, however, and staff members are instructed to never admit its existence to prying outsiders unless the owners or management give them special permission.

ATMOSPHERE AND CLIENTELE

The Porthmos Club is accessible only to members. Once a new member is admitted, though, as long as she pays the hefty annual fees that accompany membership, belonging to the club is a lifetime privilege. Obtaining membership can be a wrought affair, however, and those seeking it must appeal to General Manager Trelorick Anstarza (see page 25), who conducts interviews with applicants and seeks advice from the Mavorran family when he is unsure whether an applicant is genteel and wealthy enough to make the cut. Trelorick weighs each hopeful member

carefully, considering a battery of factors—including social status, personal wealth, family history, reputation, and skills, though the Mavorrans lean on him heavily to prioritize the first two—when deciding whether a candidate would make a wise addition to the club's rolls.

Residence in Oppara is an irrelevant detail in membership applications, since the Mavorrans wish to claim association with (and membership fees from) the highest-ranking nobles and bureaucratic gentry possible. Generally speaking, scions of the royal Stavian family can easily gain Porthmos Club membership, though a self-proclaimed royal unknown in Opparan society might face some tough questions without providing concrete proof of lineage. Applications from Taldor's grand dukes, their spouses, and their immediate offspring are also fairly quickly accepted, as well as applications from dukes, senators, and their immediate families, since such political stations are easily proven. Beyond political standing, membership is granted fairly arbitrarily.

Members are welcome to bring a single adult guest on any given visit, provided that the guest adheres to the club's codes. Well-behaved children are welcome in the club's main hall, though not at the bar, in the games room, or in the reading room. Regardless of their social standing, all Porthmos Club attendees must abide by its code of conduct and attire while enjoying its amenities. All attendees must wear a courtier's outfit with jewelry or even finer couture, and weapons are strictly forbidden beyond the entrance hall. Aristocratic manners are expected in the main hall, and visibly drunk or belligerent guests are asked to retire to the games room or leave. The crowd in the games room is somewhat more social, and buying a round of drinks helps lubricate new friendships with those from the upper classes. The reading room has the strictest standards of the entire building, and guests here are asked to keep conversations to a whisper.

The club's exclusive nature and its well-vetted members create an aristocratic, if somewhat stuffy, atmosphere. The lords and ladies sipping tea in the main hall to harp music, however, paint a different picture from the nobles who carouse and drink into the wee hours in the club's games room. Though an air of smug superiority permeates the entire place, there are some generally kind-hearted individuals as well as some particularly cold-hearted ones who use the club as a refuge, making more than a few newcomers' visits much more colorful than expected.

NOTABLE PERSONAE

The following individuals are key to the Porthmos Club's existence and atmosphere. Trelorick Anstarza is the club's general manager and has a tight grip on all its operations. Lenorilia Callatarro is a beloved socialite and retired opera singer who secretly moonlights as a savvy agent for the Lion Blades, who work on behalf of the Taldan crown.

TRELORICK ANSTARZA**CR 4****XP 1,200**

Male human aristocrat 5

LN Medium humanoid (human)

Init +0; **Senses** Perception +11**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 32 (5d8+10)**Fort** +3, **Ref** +3, **Will** +5**OFFENSE****Speed** 30 ft.**Melee** mwk cold iron dagger +4 (1d4/19–20)**Ranged** mwk cold iron dagger +4 (1d4/19–20)**STATISTICS****Str** 10, **Dex** 10, **Con** 10, **Int** 11, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +3; **CMD** 13**Feats** Alertness, Great Fortitude, Lightning Reflexes, Toughness**Skills** Appraise +7, Diplomacy +9, Knowledge (nobility) +8, Perception +11, Sense Motive +11**Languages** Common**Combat Gear** *potions of cure moderate wounds* (2), *potions of invisibility* (2); **Other Gear** chain shirt, mwk cold iron dagger, heritage book^{UE}, noble's outfit, jewelry worth 250 gp, Mavorran family signet ring worth 250 gp, 173 gp

Trelorick, the third son of a minor noble family, never expected to one day run the Porthmos Club. His favorite childhood memories revolved around afternoon tea at the establishment with his parents and siblings. When he reached adulthood, Trelorick petitioned for membership, and his affable charm, impeccable manners, and encyclopedic knowledge of Taldor's nobility bolstered his lackluster pedigree to earn him a spot. Trelorick's presence and self-assuredness also caught the eye of Cartison Mavorran, the oldest heir of the Mavorran family, and the two men fell in love and eventually married.

When Cartison's grandmother died, Cartison inherited the club, but he had little interest in or aptitude for running the storied establishment. Trelorick discovered, to his own surprise, that he had both. Now the manager of the Porthmos Club, Trelorick is rarely found anywhere else. He recognizes every member by face, hires every staff member personally, and knows where every copper piece ends up. He walks the main hall regularly, greeting guests and watching out for any problem situations.

LENORILIA CALLATARRO**CR 8****XP 4,800**Female human bard 3/rogue 3/Lion Blade 3 (*Pathfinder Campaign Setting: Inner Sea Intrigue* 36)

N Medium humanoid (human)

Init +8; **Senses** Perception +11**DEFENSE****AC** 19, touch 14, flat-footed 15 (+4 armor, +4 Dex, +1 natural)**hp** 42 (9 HD; 3d8+3d8+3d8+3)**Fort** +3, **Ref** +12, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic**Defensive Abilities** evasion, trap sense +1**OFFENSE****Speed** 30 ft.**Melee** +1 *short sword* +9/+4 (1d6+3/19–20) or

mwk dagger +9/+4 (1d4+3/19–20)

Ranged mwk dagger +11/+6 (1d4+2/19–20)**Special Attacks** bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 14], inspire competence +2, inspire courage +2, inspiring poise +2), sneak attack +3d6, slowing strike, unexpected suggestion**Bard Spells Known** (CL 3rd; concentration +6)1st (4/day)—*charm person* (DC 14), *hideous laughter* (DC 14), *see alignment*^{UC}, *vanish*^{APG}0 (at will)—*dancing lights*, *daze* (DC 13), *flare* (DC 13), *light*, *ghost sound* (DC 13), *message***STATISTICS****Str** 14, **Dex** 18, **Con** 10, **Int** 12, **Wis** 8, **Cha** 16**Base Atk** +6; **CMB** +8; **CMD** 22**Feats** Combat Reflexes, Deceitful, Improved Initiative, Quick Draw, Skill Focus (Perform [sing]), Throw Anything**Skills** Acrobatics +5, Bluff +17, Diplomacy +7, Disable Device +3, Disguise +17, Knowledge (nobility) +14, Perception +11, Perform (sing) +18, Sense Motive +11, Stealth +14**Languages** Common, Halfling**SQ** bardic knowledge +1, hide in the crowd, master of disguise, move with the crowd, rogue talents (fast stealth), trapfinding +1, versatile performance (sing)**Combat Gear** *potion of cure serious wounds*, *potion of invisibility*, alchemist's fire (2), thunderstones (2); **Other Gear** chain shirt, +1 *short sword*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, mwk dagger, noble's outfit, jewelry worth 100 gp, 38 gp**SPECIAL ABILITIES****Hide in the Crowd (Su)** Lenorilia can use the Stealth skill even when the only cover she has is provided by other creatures.**Inspiring Poise (Ex)** This bardic performance allows Lenorilia to gain a +2 competence bonus on checks with a skill of her choice for as long as she maintains the performance. This bardic performance is ended by any condition that imposes a penalty to her Dexterity score or immobilizes her.**Master of Disguise (Ex)** Lenorilia takes no penalties on Disguise checks to change her gender, age, or race.**Move with the Crowd (Ex)** Lenorilia can move normally through groups of Small, Medium, or Large creatures that would normally count as difficult terrain. She also gains a +5 competence bonus on Acrobatics checks to avoid attacks of opportunity or move through an enemy's square when moving faster than half speed.INNER SEA
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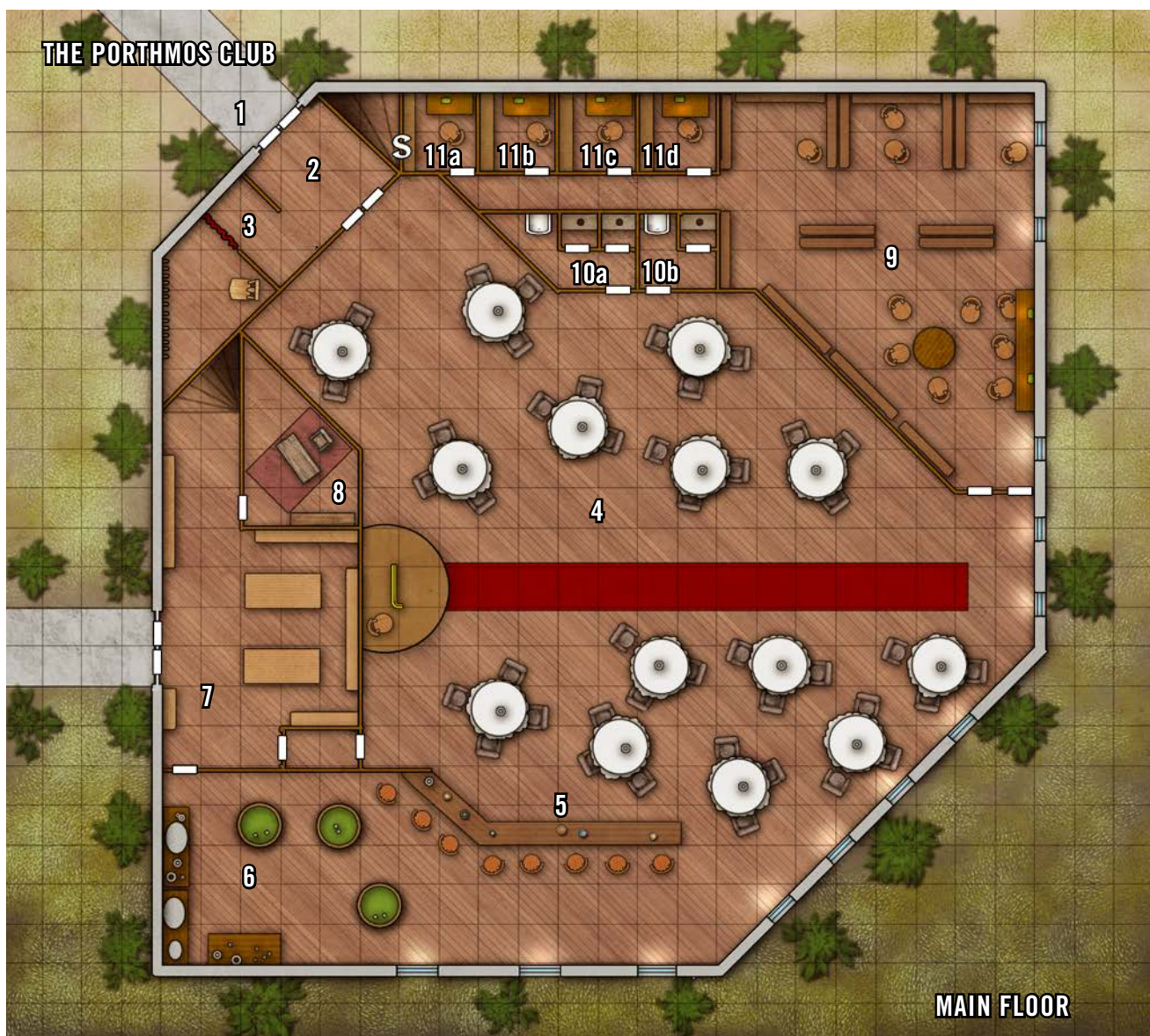
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Slowing Strike (Su) Once per round upon successfully hitting a target with a sneak attack, Lenorilia can deal 1 less die of sneak attack damage to instead reduce one of the target's speeds by 5 feet. The movement penalties imposed by slowing strike can be removed by healing the affected target to full hit points or using a *lesser restoration* spell.

Unexpected Suggestion (Su) Once per day, Lenorilia can cast *suggestion* on a flat-footed target (DC 15, CL 3rd).

Once a rising star of the Oppara opera scene, Lenorilia retired from the stage several years ago, citing the demands of the profession. This charming singer from a very minor noble family now regularly holds court in the Porthmos Club as a socialite, though the highly cultured crowd occasionally cajoles her into performing on the club's small stage. But Lenorilia is secretly far from the idle dilettante she portrays. The Lion Blades recruited the diva for her talents both on the stage and in manipulating people, and she has long served Taldor wholeheartedly. The Lion Blades appreciate Lenorilia's service, her connections, and her discretion, and many expect her to quickly climb the ranks of the organization.

GAZETTEER

The Porthmos Club is located in the heart of the Aroden's View district. The club's entrance is situated at the end of a gentle upward slope, and the magnificent picture window in its main hall faces southeast over a steep drop. Inside, the club's gleaming walnut and mahogany walls and decor adds an air of sophistication, and its deep-red velvet carpets and furniture envelop members in the lap of luxury.

1. PORTHMOS PROMENADE (CR 5)

The magnificent mosaic walkway that leads to the Porthmos Club's entrance is wide enough for a noble's carriage up until about 30 feet before the front doors, where strategically placed landscaping and a marble fountain with a statue of Shelyn at the center require attendees to approach the club by foot. During the day, the club's beautifully carved antique wooden doors stand open to invite guests inside. At nightfall, the staff closes the doors, though guests are admitted and allowed to carouse inside until the wee hours.

Creatures: While the club is operating, four attendants stand primly around the central fountain, waiting to assist nobles as they exit their carriages and head inside. These attendants are also discreetly armed and ready to turn away unwelcome guests. If necessary, they call for assistance from the security guards in the coatroom (area 3).

PORTHMOS ATTENDANTS (4)

CR 1

XP 400 each

Guard (*Pathfinder RPG NPC Codex* 267)

hp 22 each

Melee mwk longsword +6 (1d8+2/19–20)

Ranged dagger +2 (1d6+2)

Gear chain shirt, daggers (3), mwk longsword, manacles, 36 gp

2. FOYER (CR 1 OR CR 4)

This comfortable lounge contains a central podium that holds the club's reservation book and guest log, as well as its current member list to confirm the admittance of those not immediately recognized.

Creature: A host sorts members and guests, directing them to prepared tables and open seating as necessary. Sometimes, especially when particularly high-profile members are expected, this host is Trelorick Anstarza, the club's general manager (see page 25; in this case, Trelorick is not found in area 4). Other times, the club employs a young and well-mannered noble scion to perform this duty in exchange for generous compensation.

ARISTOCRATIC HOST

CR 1

XP 400

Squire (*Pathfinder RPG NPC Codex* 251)

hp 22

Melee unarmed strike –1 (1d3+1)

Gear holy symbol of Shelyn, 6 gp

3. COATROOM (CR 7)

A narrow, curtained corridor separates this large walk-in closet from the foyer to the east. The entry corridor is lined with ornately framed portraits of various members of the Mavorran family. The closet itself contains sturdy brass coat racks and open wardrobes, where Porthmos Club staff members store guests' outerwear while they enjoy the club's amenities. A few trunks in the corners hold guests' weapons while they're here.

Creatures: Just out of sight in the corridor stand two armed guards. In the event that the host in the foyer (area 2) or the attendants in the promenade (area 1) call for help, the guards are instructed to respond appropriately.

ARMED GUARDS (2)

CR 5

XP 1,600 each

Expert bodyguard (*Pathfinder RPG NPC Codex* 269)

hp 59 each

Treasure: Although the outerwear and weapons stored here vary nightly, one of the trunks in the closet serves as a lost and found. This unlocked trunk contains a few mundane stoles worth 15 gp apiece, a surprisingly unadorned *cloak of elvenkind*, and a *hat of disguise*.

4. MAIN HALL (CR 8)

Along with beautiful walnut walls and luxurious mahogany furniture with crushed velvet seats, this opulent grand hall features an enormous floor-to-ceiling

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window overlooking the eponymous River Porthmos to the southeast. A small stage near the front entrance typically features a musician performing airs on the harp. Patrons acting at all drunken or rambunctious are discreetly escorted to the games room (area 6), while anyone causing a more drastic scene is quickly removed from the premises. The club serves alcoholic beverages from the bar (area 5) in the main hall.

Creatures: The general manager, Trelorick Anstarza (see page 25), frequently circulates the main hall. He knows every member personally and investigates any groups of strange faces to see if they are visiting nobility or sneaky imposters. Two guards in elegant clothes discreetly patrol this area at all times, ready to quietly escort the slightly inebriated to the games room or the outright disruptive out of the establishment.

PLAINCLOTHES GUARDS (2)

CR 6

XP 2,400 each

Harrying brute (*Pathfinder RPG NPC Codex* 99)
hp 45 each

TRELORICK ANSTARZA

CR 4

XP 1,200

hp 32 (see page 25)

5. LAVISH BAR

Many of the club's most prominent members make a point of visiting the bar regularly, as it is both the best place to literally be seen and the center of some of Oppara's juiciest gossip. At any given time, there are anywhere from two to eight members gathered around the bar, most of whom are aristocrats.

The Porthmos Club employs several of the best and most gregarious bartenders in all of Oppara, the most beloved of whom is **Renatta Anstarza** (NG female human aristocrat 1/expert 2), a distant cousin of the general manager. Renatta has memorized the Porthmos Club's member list and knows nearly as many gossip secrets as Trelorick. She is not shy about spreading these rumors, either, and happily answers probing questions about members as long as the subjects of interest are not nearby. Suspicious lines of questioning, however, prompt her to clam up and discreetly alert Trelorick about anyone who might seem too nosy.

6. GAMES ROOM

Felt-covered tables fill the Porthmos Club's elegant games room, where members play games of skill and chance, including billiards, darts, and various card and dice games. The management permits a slightly higher level of rowdiness in the games room, and so the more exuberant regulars spend most of their time here.

Newcomers can gain favor here by buying a round of drinks or demonstrating impressive skill at games. This

might include winning a game of runelords (see page 63) or a game of deadeye (see page 61), demonstrating savvy during a card game, or playing an impressive game of billiards. (A card game typically involves a series of opposed Intelligence or Profession (gambler) checks against other players, while a game of billiards usually involves opposed Dexterity checks against opponents.)

At any given time, there are anywhere from four to 20 members here, most of whom are aristocrats and experts.

7. KITCHEN

Double sets of doors prevent customers in the serene club from accidental exposure to the carefully controlled chaos of the kitchen. There are typically anywhere from six to 12 chefs, sous chefs, line cooks, and waiters in the kitchen; most of the kitchen staff are experts hired from Oppara's top culinary schools.

A shelf full of herbs and baking supplies in the corner opposite the general manager's office (area 8) hangs above a staff entrance to the basement downstairs. A chime from behind the shelf alerts the staff that guests downstairs need service.

8. MANAGER'S OFFICE (CR 8)

The club's general manager, Trelorick Anstarza, keeps a small office here, where he works on the club's finances, reviews applications from would-be members, and plans out menus and musical guests for the near future. When he leaves the office, he secures the door with a good lock (Disable Device DC 30).

Trap: Trelorick keeps important financial documents, membership records with personal information, rejected applications, and petty cash in a safe under his desk that is protected with another good lock (Disable Device DC 30). When Trelorick is away, the room is also protected by a shocking floor trap, which triggers when an intruder comes within 5 feet of his desk. Employees are instructed to stay out of Trelorick's office during the day, and since the information and valuables contained here are sensitive, typically only one worker on duty knows how to bypass the trap (this is usually Renatta Anstarza in area 5). Note that the most sensitive information about members is kept in the club's secret archive (area 13).

SHOCKING FLOOR TRAP

CR 8

XP 4,800

Type magic; Perception DC 26; Disable Device DC 26

EFFECTS

Trigger proximity (*alarm*); **Duration** 1d6 rounds; **Reset** none
Effect spell effect (*shocking grasp*, Atk +8 melee touch [3d6 electricity damage]); multiple targets (all targets in area 8)

Treasure: There is typically about 3,500 gp worth of platinum bars and other currency in Trelorick's safe.

9. READING ROOM (CR 6)

By far the club's quietest area, the reading room also boasts a beautiful view. Tall mahogany shelves line the walls with a collection of historical tomes, political treatises, and the latest novels and pamphlets. Several comfortable leather chairs are arranged here for guests to read or study. (Those engaged in extensive research or who wish for more privacy may make use of the individual reading rooms in area 11.)

Creatures: Typically, two plainclothes but armed staff members sit in this room to enforce its strict policy of silence (and to ensure that no one slips toward the secret entrance in area 11 without permission). Further, a discreet system of chimes allows creatures in the basement (area 12) to summon the guards here.

QUIET GUARDS (2) CR 4

XP 1,200 each

Cruel devotee (*Pathfinder RPG*

NPC Codex 98)

hp 31 each

10. PRIVIES

These private rooms are luxurious privies. Staff members stock each one with fresh towels, scented soaps, and pungent potpourri daily.

11. READING NOOKS

These four private rooms each contain a small reading desk and have a heavy wooden door that can be closed for guests who want more privacy or absolute quiet while reading. The door to the room furthest to the west, however, perpetually carries a "reserved" sign, as it hides a secret entrance (Perception DC 20) to the basement. Treloorick himself typically escorts guests who have reserved the facility downstairs, or else such guests receive a handwritten note of permission from him. Once shown such a note, the guards in the reading room (area 9) escort these guests downstairs.

12. BASEMENT (CR 10)

Accessible from the kitchen (area 7) and a hidden entrance in a reading nook (area 11a), the basement is reserved for certain members in the know. Along the northern wall are two cords: one summons the kitchen staff, and another summons the guards from the reading room. Another secret door to the east (Perception DC 30) reveals the Porthmos Club's secret archives (area 13).

Creatures: Lenorilia Callatarro, member of the Lion Blades, meets here with several of her informants. They can pull a cord to summon the guards from the reading room if they need reinforcements.

LENORILIA CALLATARRO

CR 8

XP 4,800

hp 42 (see page 25)

LION BLADE INFORMANTS (2)

CR 6

XP 2,400 each

Freelance thief (*Pathfinder RPG NPC Codex* 147)

hp 42 each

13. SECRET ARCHIVES

Although he personally finds the practice distasteful, Treloorick keeps up the club's long-standing policy of recording sensitive information uncovered about prospective members during the application and interview process. As a result of this policy, these secret archives are filled with five generations' worth of secrets about high-ranking nobles. The Mavorrans keep this information on hand, should it ever prove useful to the club's interests.

ADVENTURE HOOKS

Below are some ideas for plots involving the Porthmos Club.

Attempted Murder Most Foul: After the PCs have made a name for themselves among Oppara's nobility, Treloorick Anstarza invites them to meet him at the Porthmos Club. Over tea and sumptuous pastries, the general manager hires the PCs to discreetly investigate an attempted murder that happened on his watch. A prominent Opparan baroness, Hanlisse Tylria, was found poisoned in one of the reading nooks. While immediate healing from another guest saved her life, she didn't know who poisoned her or how. Fearing additional attacks on guests, Treloorick wants the PCs' assistance. Eventually, the PCs learn that a rival political family has partnered with a doppelganger (*Pathfinder RPG Bestiary* 89) to murder Hanlisse, impersonate her, and use the imposter to try to sway Grand Prince Stavian III on a key political decision.

A Game of Blades: A shadowy group of merchants approaches the PCs, claiming that a socialite named Lenorilia Callatarro is sabotaging their business by kidnapping their noble distributors and purchasers—or disposing of them outright. The PCs must infiltrate the Porthmos Club to investigate, but all is not as it appears. Lenorilia is indeed working at espionage, but she is doing so on behalf of the Taldan government as a Lion Blade, after uncovering the merchants' associates as violent dissidents planning an uprising against the crown. The PCs are left to decide whether to take out their shady employers for the greater glory of Taldor, to directly oppose Lenorilia, or to engineer a third option altogether.



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SCRAPS

BOLT BREAD (3 cp) – No-knead rye bread with a crunchy crust and soft interior. Made with proprietary alchemical reagents from Scraphole. (May contain up to 10% soil and other impurities.)

SKY SOUP (1 sp) – Beef broth bolstered with hearty mushrooms. The original dwarven recipe used during their Quest for Sky!

STAR SHOT (10 gp) – A Runoff specialty! Kellid whiskey and Numerian fluids combine for a quaffable and euphoric drinking experience. Mix and drink immediately for best results.*

WYVERN STEAK (6 sp) – Prime cut from the Numerian highlands. Served with salt, pepper, and the kitchen's special hot sauce.*

* Runoff and its staff are not responsible for any ill effects caused by consuming Numerian fluids.

Runoff

HERNA HAD TO BREAK UP ANOTHER BAR FIGHT LAST NIGHT. THESE DAMNED DRUNKS END UP GETTING SO JUICED THAT EVEN OUR ROBOT BOUNCERS CAN'T KEEP THEM SETTLED DOWN. MIXING ALCOHOL AND WHATEVER LEAKS FROM THESE WALLS IS JUST A DISASTER WAITING TO HAPPEN. I'VE TOLD KAYD THAT SERVING THESE "STAR SHOTS" IS MORE TROUBLE THAN ITS WORTH, BUT SHE INSISTS THAT THE COIN AND DISKS ARE WORTH IT IF THEY HELP US ESCORT MORE ESCAPEES. IF YOU ASK ME, WE COULD DO OUR WORK WITHOUT FEEDING KAYD'S CONCOCTIONS TO ANYONE WHO WANDERS BY WITH THE PASSWORD, BUT SHE INSISTS THAT WE HAVE A GOOD FRONT GOING, AND I SUPPOSE SHE'S RIGHT. I JUST WISH THE MOST TEDIOUS WORK—FIXING THE ROBOTS EVERY TIME A DRUNK SMASHES IN THEIR GEARBOXES—DIDN'T ALWAYS FALL TO ME!

—from Nevven's workshop journal



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Located far beneath the massive junkyard known as Scraphole in Starfall's Killbox district, the subterranean speakeasy called Runoff is sought by many, despite how few know it firsthand. Numerian fluid-spiked cocktails are the ramshackle tavern's specialty, but the real draw for most patrons is discretion. Runoff's location is a closely guarded secret, and its customers are without exception escapees, vagrants, and vigilantes who wish to avoid the prying eyes of the city's technocratic constabulary.

The best way to reach Runoff is through a network of labyrinthine tunnels that connect the tavern to Starfall's street level. The tunnels—dug out over the years and reinforced with rebar, sheets of scrap metal, and masonry dredged from Scraphole—are marked intermittently with strange symbols and unusual writing. The markings not only confuse any would-be intruders but also provide directions and updates for those who can read the

cryptic patterns. Those who don't wind up lost in the subterranean maze make it to a pair of thick metal doors and a simple sign that reads "Runoff." A small peephole in one of the doors allows the bouncer within to size up potential patrons and ask for the password to enter.

Runoff's interior space is as much a jumbled mess as the tunnels leading to it and the junkyard above. Iron bars, excavated concrete, and scrap metal all hold the dirt walls up and prevent them from collapsing under Scraphole's weight. Long strands of electrical wires—connected to mysterious machines in distant quarters of the city—dangle from the ceiling. Few of the tavern's visitors come for the gloomy atmosphere or even the mind-altering effects of the bar's mixed drinks; instead, most who make the trek to Runoff are on their way out of Starfall and into the wider world, where they can escape the watchful gaze of Numeria's brutal overseers, the Technic League.



HISTORY

Since the rise of the Black Sovereign and the Technic League in Starfall, many native Numerians have stood against the oppressive cabal and actively sought to liberate those who fall victim to the dictatorship. Kayd Sparrow (see below) is one such vigilante—a Technic League deserter who made it her mission to aid escapees and otherwise foil the League's nefarious plans. The speakeasy known as Runoff is her life's work: the culmination of years of creating a network of fellow rebels, collecting scrap metal, and leading fugitives to safety.

Runoff was founded more by accident than by intention. An alchemist by training, Kayd originally used the strange tunnels she discovered beneath Scraphole as a way of helping escapees and fellow Technic League defectors find a discreet way out of Starfall. As both her antiauthoritarian ambitions and the number of her supporters grew, Kayd found it necessary to create a centralized command center for the group's operations. In her previous life, before she began helping defectors, Kayd worked for the Technic League and was forced to create all manner of consumable concoctions for nefarious purposes. These pursuits also led her to dabble in mixing drinks and cooking using whatever ingredients she could scrape together in the downtrodden neighborhood, and so it made sense for her to establish Runoff as a tavern—both to feed the escapees she sheltered and to deflect suspicion from anyone who might wonder why such an exclusive gathering place exists so far underground. Kayd therefore founded Runoff under shrouds of misdirection with a noble underlying purpose. Ultimately, with the help of her fellow abolitionist Nevven (see page 33) and his robotic assistants, Kayd carved out a sizable underground safe house for escaped slaves and others fleeing the Technic League.

Kayd's latest efforts to expand Runoff's influence have met with mixed results. Her most questionable act as manager came after she and Nevven discovered the shell of an annihilator robot amid a recently excavated area of the bar. Rather than rebury the robot or scrap it for parts, Kayd attached hoses to the massive machine and siphoned the strange mix of chemicals and oil—also known as Numerian fluids—seeping from its core. By mixing the heady fluids with liquor, Kayd stumbled upon a strange new breed of cocktail that attracted an entirely new variety of customers. Thanks to the tavern's unique offerings and its eager clientele, Kayd has saved enough coin to employ a handful of staff and increase the scope of her anti-League goals, though at what cost still remains to be seen.

ATMOSPHERE AND CLIENTELE

Runoff is by its nature a dour place populated by somber patrons. Some are fearful androids preparing for their first steps in what will be a long journey fleeing from the Technic League. Others are simply downtrodden residents

of Starfall looking for a brief respite from their gloomy surroundings. Regardless, the clientele of Runoff share a rebellious attitude and a general disdain for Starfall's ruler, the Black Sovereign, and his technocratic monarchy.

Visitors to Runoff are often surprised by the melancholic silence that fills the rooms where there should be chatter and the bustle of a busy speakeasy. A generator hums quietly in the background, slowly extracting Numerian fluids from the chassis of an annihilator robot in the back of the bar. Tapps, the establishment's retrofitted medical-robot-turned-bartender, occasionally plays something resembling music by grinding its internal gears.

Most of the bar's patrons are escaped Kellid slaves, androids dodging the Technic League, or the occasional crusader making her way up the River Road, but Kayd is happy to serve anyone as long as they don't make trouble. Many patrons find their way to Runoff via a referral from one of Kayd's many trusted contacts in Starfall. Barroom scuffles are not uncommon here, as customers occasionally lose themselves to the Numerian fluids they imbibe.

NOTABLE PERSONAE

The following NPCs can be found in Runoff and are well known to its regulars. Kayd Sparrow is the tavern's owner and proprietor, who hides escapees and fugitives and helps them along their ways. The android Nevven is a double agent who works to undermine the Technic League from within its ranks.

KAYD SPARROW

CR 3

XP 800

Female human alchemist 4 (*Pathfinder RPG Advanced*

Player's Guide 26)

NG Medium humanoid (human)

Init +2; **Senses** Perception +8

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 33 (4d8+12)

Fort +6, **Ref** +6, **Will** +2; +2 vs. poison

OFFENSE

Speed 30 ft.

Melee mwk short sword +4 (1d6/19–20)

Ranged bomb +6 touch (2d6+3 fire)

Special Attacks bomb 7/day (2d6+3 fire, DC 15)

Alchemist Extracts Prepared (CL 4th; concentration +16)

2nd—*blur*, *invisibility*

1st—*cure light wounds* (2), *expeditious retreat*, *shield*

STATISTICS

Str 10, **Dex** 14, **Con** 14, **Int** 17, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +3; **CMD** 15

Feats Point-Blank Shot, Precise Shot, Skill Focus (Craft [alchemy]), Throw Anything

Skills Craft (alchemy) +13 (+17 when crafting alchemical items), Craft (tattoo) +10, Heal +8,

Knowledge (arcana) +10, Perception +8, Profession (barkeep) +8, Spellcraft +10, Survival +8

Languages Androffan, Common, Hallit, Orc

SQ alchemy (alchemy crafting +4), discoveries (infusion, shock bomb), mutagen (+4/-2, +2 natural armor, 40 minutes), poison use, swift alchemy

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** mwk leather armor, mwk short sword, 2 batteries (*Pathfinder Campaign Setting: Technology Guide* 39), formula book (contains all prepared extracts plus *comprehend languages*, *cure moderate wounds*, *disguise self*, and *true strike*), gray access card, key ring, 9 silverdisks (worth 90 gp total; *Technology Guide* 39), 5 gp

Kayd Sparrow originally served the Technic League under the name Anorra Quorr. Forced to create drugs and concoctions for the League's nefarious purposes, she eventually escaped the League's clutches and fled Numeria along with her family. Rather than try to enjoy a life of freedom, Anorra found new purpose as she saw the Technic League continue to oppress her nation. She took on a new name, bid her family a tearful goodbye, and returned to her home district within Starfall to get to work and find whatever technology she could to give her an edge in her fight against the League. Shortly after discovering a mysterious tunnel network beneath Scraphole, she reached out to former Technic League contacts in secret and secured funds to start a safe house for fugitives and other defectors. Today, she continues her dangerous pursuit by keeping a close watch on the League while aiding those seeking to flee its clutches. Her patrons see as her as a stern but kindhearted woman willing to risk her life in the pursuit of justice and freedom.

NEVVEN

CR 6

XP 2,400

Male android vigilante 7 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 3, *Pathfinder RPG Ultimate Intrigue* 9)

NG/N Medium humanoid (android)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception -1

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 56 (7d8+21)

Fort +5, **Ref** +7, **Will** +8

Defensive Abilities constructed, evasion, unshakable (+7);

Immune disease, emotion-based effects, exhaustion, fatigue, fear, sleep

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +12/+7 (1d8+5)

Special Attacks nanite surge, startling appearance

STATISTICS

Str 16, **Dex** 12, **Con** 14, **Int** 15, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 22

Feats Improved Initiative, Iron Will, Power Attack⁸, Toughness, Weapon Focus (longsword)

Skills Acrobatics +10, Bluff +10, Craft (mechanical) +12, Disguise +10 (+30 when appearing as part of polite society in his social identity), Knowledge (engineering) +12, Knowledge (local) +12, Stealth +10

Languages Androffan, Common, Hallit

SQ dual identity, emotionless, seamless guise, social talents (gossip collector, great renown, renown, safe house), vigilante specialization (avenger), vigilante talents (evasive, shield of blades, sure-footed)

Combat Gear *potion of cure light wounds*; **Other Gear** +1 chain shirt, +1 longsword, cloak of resistance +1, gray access card, 3 silverdisks (worth 30 gp total; *Technology Guide* 39), 5 gp

Nevven awoke decades ago without any memories and stumbled into the small town of Marstol in Numeria. There, a farming family took him in and taught him kindness, even as the Technic League bore down on the village's residents and demanded protection fees. The android bristled at the League's despotic reign, and Nevven followed the group back to Starfall in hopes of joining the League and destroying it from within. He took on the persona Vendrill Nevark and quickly became a key member of the organization. Since then, he's used his position to work toward dismantling the League once and for all. His first act of sabotage involved escorting Kayd Sparrow and her family to safety in the River Kingdoms. When Kayd returned to Starfall to work against the League, Nevven assisted her by providing what equipment he could spare. Their partnership blossomed, and now Nevven keeps a hideout within Kayd's underground tavern. By day, he continues to act as a member of the League, collecting information and technology so that he can stay one step ahead of them. When not acting as a Technic League member, Nevven aids Kayd in her missions, escorting fugitives or even helping around the tavern on particularly busy nights. To those aware of his true identity, Nevven is known as an adamant and helpful man, whose carefree attitude covers an unstoppable determination in the fight against the League.

GAZETTEER

The construction of Runoff was a piecemeal affair that provided many challenges for its founder, Kayd Sparrow. In addition to the difficult work of carving out a sufficiently level space for the speakeasy, Kayd had to make sure the underground structure wouldn't cave in on itself. Runoff's walls are made of packed dirt,

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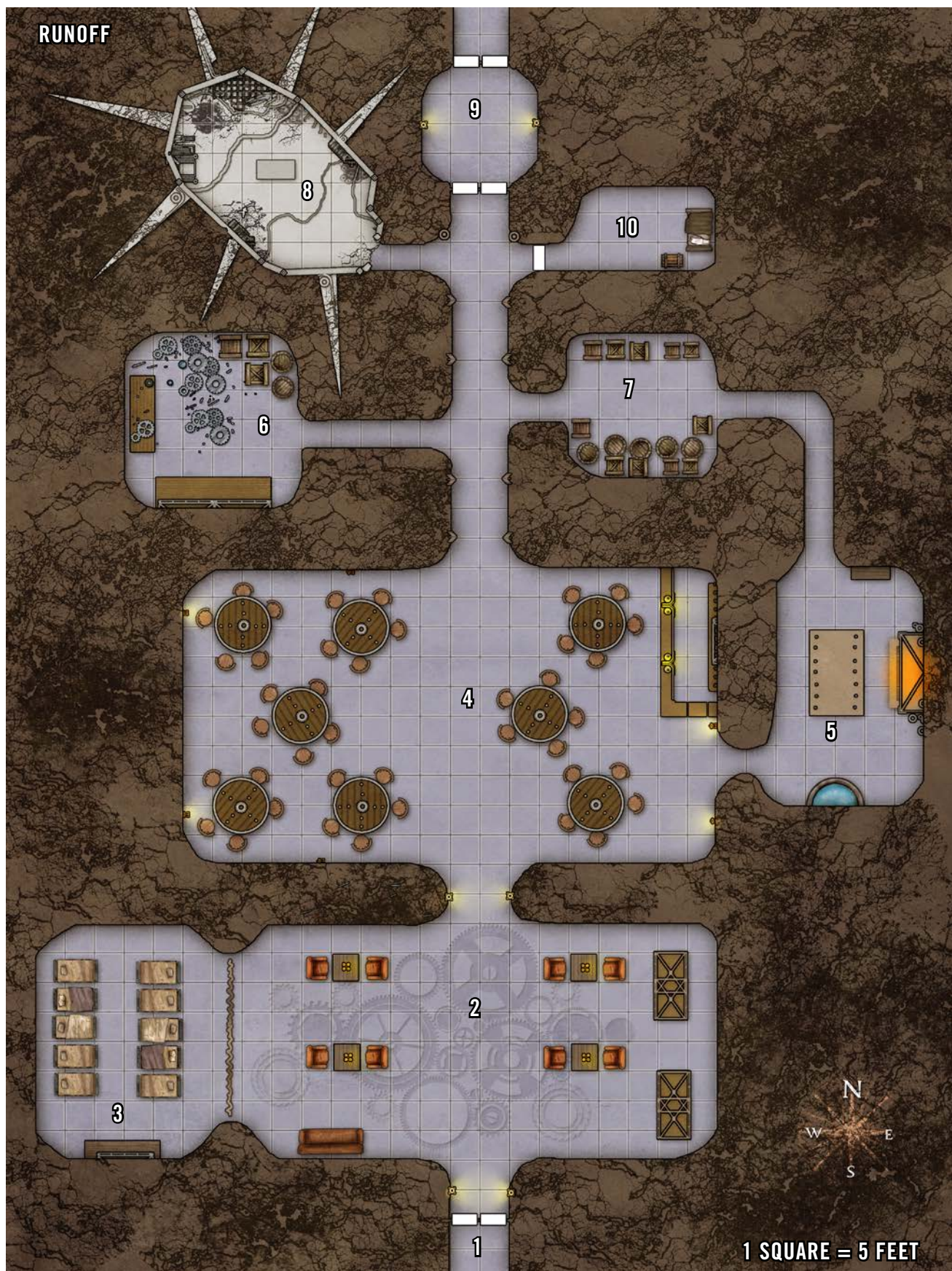
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the ceiling is 8 feet high in most areas, and the entire establishment is reinforced with sheets of scrap metal from Scraphole. Trace amounts of the toxic skymetal abysium permeate the scrap that reinforces Runoff's walls, causing the rooms to glow with dim light and taming the appetites of those visitors who are unused to the area.

1. ENTRYWAY (CR 4)

Large iron doors hauled down from Scraphole mark the entrance to Runoff. A small slot in one door allows the bouncer on the inside to examine possible entrants and ask for the password. Runoff's password—typically a short phrase such as “gears of change” or “hope builds hope”—changes weekly, but some of the bar's bouncers allow regulars to enter without the current passcode or allow entrance with a simple bribe. The doors are 2 feet thick and too heavy for a single person to push open. Most nights, two bouncers are employed to keep intruders out and open the doors to approved guests. If one of the bouncers is busy, the one guarding the door calls out to the robotic server Herna (see area 4) to help open it.

Creatures: Two bouncers watch the entryway at all hours of the day. Runoff's bouncers typically work in weeklong shifts, staying at the tavern to rest and returning to their homes in Starfall at the end of the week.

BOUNCERS (2)

CR 2

XP 600 each

Vigilant bodyguards (*Pathfinder RPG NPC Codex* 97)

hp 20 each

2. COMMON ROOM

This simple common room is furnished with lacquered wooden tables and surprisingly comfortable iron chairs. This is as close to a relaxing lounge as exists in Runoff, and harried visitors are encouraged to sit back here and enjoy the tavern's amenities with a promise of reasonable peace and privacy. A few bookshelves contain donated books of varying quality. Kayd sifts through the books and keeps only the more optimistic tales on the shelves to keep her guests in good spirits. A large, hand-drawn map of Starfall on the eastern wall is marked with the location of Runoff and the layout of the underground tunnels that surround it, including Runoff's escape tunnel (area 9)

3. DORMITORY

A tattered black tarp separates the common room from this sleeping quarter, which contains bunk beds and sparse cots for any patrons in need of safe harbor or a simple good night's rest. A sizable footlocker against the southern wall provides storage for escapees' and other fugitives' scant belongings. There isn't typically much

in this footlocker at any given time, especially while the room is empty, since visitors tend to stay only for short periods and typically carry most everything they have with them while they're awake.

4. BARROOM (CR 6)

This massive drinking area can seat up to 50 customers, though Runoff rarely sees so many patrons at once. More often, the hall is used as a staging area for large groups of escaped slaves and android refugees hoping to use the tavern's secret tunnels to find a way out of Numeria and far from the Technic League's long-reaching gaze.

Kayd tends bar most evenings, providing drinks and placing orders to the kitchen. She puts on a stern face as proprietor, but she takes note of patrons who are refugees navigating the area alone or being escorted through the tavern and quietly waives the cost of meals for customers on the lam. For those who can pay, Kayd is happy to accept either typical coinage or Numerian silverdisks as payments for her fare.

Creatures: In addition to Kayd, two robot bussers named Herna and Tapps work the barroom, serving drinks and meals to Runoff's patrons. Kayd's close friend and fellow freedom fighter Nevven (see page 33) reprogrammed the robots to ease Kayd's workload. Herna is a gearsman stolen from the Technic League that now acts as a server, delivering meals and acting as an extra bouncer on rowdier nights. Tapps is a clockwork servant configured to pour spirits from its fingers, which sport spigots instead of tools.

HERNA

CR 4

XP 1,200

Gearsman robot (*Pathfinder RPG Bestiary* 5 207)

hp 42

KAYD SPARROW

CR 3

XP 800

NG human alchemist 4 (see page 32)

hp 33

TAPPS

CR 2

XP 600

Clockwork servant (*Pathfinder RPG Bestiary* 3 56)

hp 31

Treasure: The impressive collection of strange and rare spirits behind the bar—including distilled Numerian fluids, Ustalavic brandy, and Kellid whiskey—are worth 150 gp in all. A small, secured lockbox (Disable Device DC 20, though Kayd holds the key to the lock) contains a good portion of Runoff's earnings, which Kayd deposits through her network of agents twice monthly—up to 300 gp and 10 silverdisks worth 100 gp total.

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5. KITCHEN (CR 1)

The kitchen is stocked with cookware and utensils fashioned from found pieces of scrap metal. A sizable basin in the southern wall catches rainwater that drains down from the surface of Starfall. Tapps siphons water from the basin and acts as a filtration system, separating grime and impurities from the water before transferring it to a tank or serving it to bar patrons.

Creatures: Unconcerned with the room's grungy appearance, a pair of human cooks staffs the kitchen, baking loaves of bolt bread and cooking meals for weary visitors. Kayd donates any unsold food at the end of the day to a contact who runs a soup kitchen in Starfall's Killbox district.

COOKS (2)

CR 1/2

XP 200 each

Barmains (*Pathfinder RPG GameMastery Guide* 302)

hp 7 each

6. WORKSHOP (CR 6)

This large workshop is stocked with various tools and spare parts, a wide metal workbench, and a few crates in the corner. Kayd's confidante and fellow fugitive smuggler Nevven uses this shop to repair Runoff's robotic staff whenever they malfunction. Nevven also uses the workshop to identify and reverse-engineer technological gear he receives or steals from the Technic League. The workshop is a suitable location for PCs who wish to craft technological items (*Pathfinder Campaign Setting: Technology Guide* 5).

Creature: Nevven works here early in the morning and generally departs to live his double life as a member of the Technic League around noon, returning only after dark. Nevven is an old hand at ensuring that no unsavory characters are aware of his double identity. To those who have encountered him in his Technic League identity, the android seems like an entirely different person while he's here in Runoff, and even someone who's met him outside of the League might have trouble identifying him if he doesn't want to be found here.

NEVVEN

CR 6

XP 2,400

NG/N android vigilante 7 (see page 33)

hp 56

Treasure: A set of masterwork tools that aid with Craft (mechanical) checks rest on the table here. (For more information about how Craft [mechanical] can be used to create and interact with technology, as well as the technological item crafting feats, see pages 5–7 of the *Technology Guide*.) In addition to the tools, a number of technological items lie scattered about for use with crafting and repairs. These include a set of four

unencoded black access cards, six fully charged batteries, a brown chipfinder, a white e-pick, two flashlights, a set of grippers, three rolls of ion tape, a lighter, a broken robojack worth 200 gp, two tracker chips, a zipstick, and 26 silverdisks worth 260 gp total. More information about this technological gear can be found on pages 40–53 of the *Technology Guide*.

7. STORAGE

This storeroom contains nonperishable ingredients for the kitchen and extra food to be delivered to the citizens of Killbox. It also houses boxes full of scrap and parts for Nevven's workshop (area 6).

Treasure: If hauled out of Runoff and sold in the markets of Starfall, the scrap and food in this room (weighing 400 pounds in all) are worth 900 gp. However, Nevven and Kayd would never allow any patrons—let alone strangers—to do so, and the robots in the barroom (area 4) are programmed to stop any thieves from absconding with these supplies. The bouncers in the entryway (area 1) are also instructed to be on the lookout for shady folks who might have stolen much-needed supplies from the tavern. However, Kayd would likely make an exception for someone stealing food needed for themselves, their friends, or their family to survive, though she would have many hard questions for such thieves.

8. ROBOT CHASSIS (CR 2)

This chamber is fashioned from the hollowed-out chassis of an enormous annihilator robot (*Pathfinder RPG Bestiary* 5 206). Pipes and hoses of varying lengths run across the room's walls and ceiling, periodically dripping Numerian fluids into small basins that dot the room. These fluids are often used as industrial chemicals in Nevven's workshop, while those Kayd and the robots deem safe to consume are mixed into the drinks to provide dubious benefits or flavor for the tavern's patrons. A metal slab large enough for a person to lie upon rests in the center of the room.

This room also serves as a parlor for an ingenious new method of delivering the intoxicating effects of Numerian fluids: tattoos. Not long after opening Runoff, Kayde perfected an alchemical method of thinning Numerian fluids to the same consistency as ink. Ever since, she has provided interested patrons with temporary "fluid tattoos" that deliver the chemicals at slowed rate, allowing the recipient to enjoy a minor—but constant—feeling of euphoria as long as the tattoo lasts. These tattoos are temporary and are absorbed by the skin within 2d4 weeks. Kayd charges 20 gp for a single fluid tattoo.

Creature: A superficially modified clockwork servant named Bit resides here and assists with the creation of tattoos. Bit is capable of creating new tattoos by itself with its needle-tipped fingers, so long as they are simple

geometric shapes. Anyone wishing for more intricate designs must ask Kayd for the tattoo.

BIT

CR 2

XP 600

Clockwork servant (*Pathfinder RPG Bestiary* 3 56)

hp 31

9. ESCAPE HATCH

Two pairs of iron doors allow egress to a tunnel leading to Starfall's outskirts. When one set of doors is opened, the other set simultaneously opens. The doors are locked with an electronic lock coded to open when three gray access cards are slotted into the card readers (there are card readers on each set of doors). Kayd and Nevven each hold one such card, with the final card located in Kayd's room (area 10). The doors must be powered before they will open—this can be achieved by putting a battery with any number of charges remaining into the small power conductor on the ground next to the door. Once powered, the doors can be unlocked with the requisite access cards or a successful DC 30 Disable Device check. The user takes a –4 penalty on this Disable Device check unless she has the Technologist feat (*Technology Guide* 7) or uses an e-pick (*Technology Guide* 43). It takes a full-round action to place the needed battery and insert the key cards into the doors' card readers.



10. KAYD'S ROOM

This dugout bedchamber contains a simple bed and small dresser. It's Kayd's bedroom when she's not on an overnight trip to Starfall. Kayd offers the room to those in need when the dormitory is full. Whenever it's empty, however, the room's door is closed and locked (Disable Device DC 25).

Treasure: Kayd keeps a small deposit of funds—1,200 gp and 15 silverdisks (worth 150 gp total)—in a small wooden coffer beneath the bed. She typically gifts some of this money to the escapees and refugees she helps flee Starfall. Buried beneath an inconspicuous stone slab north of the room's entryway, Kayd keeps the third gray access card for the escape hatch (area 9) and three spare batteries to power the escape hatch door.

ADVENTURE HOOKS

Runoff can serve as the starting point or destination for any number of exciting adventures set in Numeria. Below are some examples.

Escapee Escort: Kayd is always on the lookout for possible escorts to accompany the latest group of escapees fleeing the Technic League. She carefully studies any

newcomers to Runoff in hopes of finding a capable band of mercenary guards, often eavesdropping on their conversations to determine their loyalties. Escorting a group can lead to any number of locations in Numeria, depending on the final destination of the escapees. Kayd is willing to pay up to 100 gp per escorted escapee, offering half the sum up front and half after the job is done. She also provides the group and escapees with funds to purchase any extra supplies—such as food, weapons, or access cards—they may need for the journey. Depending on the vulnerability of the escapees, it can be difficult to earn Kayd's full trust, and therefore a job. Gaining her trust might involve the PCs proving their dedication to fighting against the Black Sovereign and Technic League.

In Need of Parts: Nevven is constantly in need of replacement parts for Herna and Tapps, since the technology that keeps them working is piecemeal and improvised at best. To keep them functioning in the long term, Nevven knows that basic scrap won't cut it—permanent parts have to come from fresh robots. Nevven asks travelers to keep an eye out for robot parts in good condition. He requires sizable working parts such as arms, heads, and legs and is willing to pay up to 50 gp for each part or up to 300 gp for an intact robot.

Malfunctioning Robots: Kayd and her staff continually dig out new tunnels around Runoff to confound possible intruders. When a recent dig uncovers a cache of EMP grenades, Kayd brings the explosives back only to have them accidentally detonate in the bar and shut down her robotic staff, Herna and Tapps. When the robots come to, their programming is jumbled and they start acting violently. To prevent the destruction of Runoff and rescue the escapees hiding within, the PCs must stop the out-of-control constructs, though Nevven pleads with them to avoid destroying the robots if possible.

Technic Infiltrator: While Kayd and Nevven do their best to always stay one step ahead of the Technic League, Runoff's other patrons aren't always so cautious. When a member of the Technic League follows a known customer to the hideout and infiltrates Runoff, it's only a matter of time before Kayd realizes what's happened and calls out the imposter. She asks the PCs to pursue the fleeing agent before he can report his findings to the League.

Trailblazers Wanted: Kayd and her network of Technic League saboteurs require safe routes throughout Numeria to help escort escapees and pursue their anti-League agenda. To ensure her charges escape the Technic League's clutches, she pays the PCs to trek out and forge new routes for refugees and take care of any existing dangers.

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TEHT'S LOVE POTION

an airy, fruity blend of cranberry and grapefruit juice, pomegranate extract, juniper gin, and three drops of our secret ingredient: whispering stone's signature drink! when combined with a kiss from the stone lips, guaranteed* to increase your luck in love.

MORE LIBATIONS

OSIRIAN SANGRIA

cucumber spritzer, lemon cordial, lime wedges, and white wine. cools you down when the heat is up.

PINK HIBISCUS PUNCH

purified water, dried hibiscus blossoms, whole cloves, three drops of vanilla extract, and honeyed red wine. perfect for watching the blazing sunset on the balcony.

ASP'S MINT TEA

chilled green tea, spearmint leaves, diced aloe vera, and desert tequila. calms your nerves when the bet's to you.

* Guarantee not valid for dine-and-dashers or in a court of law.



Whispering Stone

"It was one year ago today—I remember it clearly. A handsome Varisian trader who'd had more than his fair share of 'love potions' pointed to me. 'You!' he said. 'You look like a strong fellow! Lift me up to kiss the Stone Lips, won't you?' I would never deny another their luck in love, so I wrapped my arms around his legs and hoisted him up high to the statue. But no sooner had his lips touched the stone than he lost his balance and came tumbling down, taking me with him. When he looked at me again, it was like he'd been struck by all the stars in heaven. With a voice full of wonder, he said, 'Well, I suppose the superstition was right, after all,' and then he smiled and together we stood. That day, I became a believer. There's something about that statue, and Teht's so-called 'love potions.' After all, it all brought him to me, and who couldn't help but love that handsome fool!"

—Trenten Khmet, a bartender at the Whispering Stone



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Nestled in the northern Asp district in the Osirian city of Wati, the Whispering Stone is a place of legend and has been the most popular local tavern for generations. Like many corners of the ancient city, the Whispering Stone's grounds are home to mysterious holdovers from ancient history—in this case, a massive statue is buried up to its shoulders and broken off halfway up the head, leaving only a chin and a pair of lips visible atop its neck. Instead of simply ignoring or removing this artifact, though, Wati's ancient residents constructed a sturdy, partially roofed building around it. This is the site of the Whispering Stone, where residents and visitors alike come to escape the city's din, enjoy light desert fare or potent cocktails, and perhaps take in some live music or try their hands at the gambling tables upstairs.

The tavern's culture revolves around the buried statue, literally and figuratively, as stories claim that a kiss from

its Stone Lips is the surest way to increase one's luck in love. As a result, inebriated patrons often go to comical heights to boost themselves up to the statue, and some hardy fools even try to approach the statue from the tavern's open second floor, ignoring all sense and the staff's warnings against such plans.

More sensible patrons are content to simply debate the statue's possible origins. Self-proclaimed city historians alternately claim that it represents Pharamasma, some ancient Osirian goddess, one of Osirion's forgotten pharaohs, a local noblewoman lost to history, a warlord who conquered Wati in its earliest days, or a nameless wizard who supposedly tamed the local elementals. Teht Blackblossom (see page 40), the tavern's intrepid and fast-talking owner, considers all local rumors and superstitions about the statue good for business, and she encourages practically all shenanigans and lines of debate.



The tavern itself is cozy and inviting, with a wide, dusty stone path leading to its main entrance and an array of outdoor seating for those who enjoy chatting and dining within sight of the bustling adjacent neighborhood. Inside, the statue serves as the building's centerpiece. Upstairs is a massive wraparound balcony with an open center that reveals the broken top of the statue's head to those who relax here. Plush booths offer weary travelers and hardworking locals respite from the din downstairs, while on the balcony's other side, densely packed gaming tables buzz at nearly all hours with raucous visitors looking to earn their fortunes on the lucky roll of dice.

HISTORY

The full history of the Whispering Stone's building and the statue around which it's built is lost to time. However, given its style and the porous stone that makes it its walls, most agree the tavern is one of the oldest buildings in the Asp district. Conventional wisdom posits that it was built more than 1,700 years ago—though its centerpiece statue certainly far predates that period—around the same time Pharasmin priests consecrated the city and built the Grand Mausoleum that continues to serve as Wati's necropolis today. It's said that life in the district then carried an air of celebration, especially given that the Pharasmins were giving final burial rites and respectful interment of the thousands who lost their lives in Lamashtu's Plague of Madness. Whatever the building might have housed in those early days, this spirit of celebration and good-natured camaraderie has remained through the modern day, and the Whispering Stone is known as a friendly and inviting local tavern to any who wish to gather there.

Even the Blackblossom family, which has operated the Whispering Stone for eight generations, is unsure what existed in the building before it was a tavern. Regardless, the family has focused on maintaining a thriving business. Its current owner, Teht Blackblossom (see below), inherited the Whispering Stone after her father's passing about 10 years ago. The Whispering Stone is a pillar of the surrounding neighborhoods and one of the few businesses in Wati that draws its clients from all districts and neighborhoods, not just its own. It has always stood as a place where rivalries and grudges are left outside, though at times this works better in theory than in practice.

ATMOSPHERE AND CLIENTELE

As the most popular tavern in Wati, the Whispering Stone always draws major crowds. Travelers passing through almost invariably spend at least one evening there to see the famed statue that gives the bar its name. For locals, it's a favorite for dancing, drinking, games, and gossip. The main floor is typically filled with young people goading each other to kiss the Stone Lips. Even though the statue

is the main draw, drunken patrons swept up in romantic fantasies often end up pairing off with each other, making it popular even with those who don't believe the superstition.

The Whispering Stone's gambling facilities are just a few of many in the Asp district and in Wati at large, but the gaming that takes place is more casual and focused on players' enjoyment that most. It's typically a relaxed environment, where regulars come to play with old friends and acquaintances. Long-standing rivalries tend to form between players who know each other well. The game *rune lords* (see page 63) is one of the more popular games here, and the clattering of dice and fervent exultations of luck or lamentations of unluck are practically part of the balcony's woodwork, even if they're muffled to those in the private booths. Other gambling games are also quite common upstairs.

Servers make frequent trips here to deliver food and drinks to customers so players don't have to interrupt their games, and to check on the needs of anyone who's retreated to the booths. Though rare, disputes over games do crop up from time to time, usually with newcomers who fail to show the proper etiquette. While these seldom devolve into outright brawls, an unhappy patron may very forcefully suggest going for a walk outside. When things do get out of hand, the city guard is called in to settle things, though Teht insists that any altercations or distasteful scenes take place outside of the tavern if at all possible. Though it is across district lines, a city guard precinct is less than half a mile away, which makes the Whispering Stone an unpopular spot for the city's criminals.

NOTABLE PERSONAE

The following individuals are nearly always on site at the Whispering Stone. Teht Blackblossom is the tavern's owner and proprietor. Aziza Goldfang is a regular patron who's an adept gambler and a former bodyguard-turned-adventurer who could be a great ally in any dispute at the gaming tables or beyond.

TEHT BLACKBLOSSOM

CR 2

XP 600

Female human witch 3

CG Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 19 (3d6+6)

Fort +3, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk dagger +1 (1d4-1/19-20)

Special Attacks hexes (cackle, charm [1 step, 2 rounds])

Witch Spells Prepared (CL 3rd; concentration +5)

2nd—*detect thoughts* (DC 14), *glitterdust* (DC 14)

1st—*charm person* (DC 13), *hypnotism* (DC 13), *mage armor* 0 (at will)—*dancing lights*, *light*, *mending*, *message*

Patron Trickery

STATISTICS

Str 8, **Dex** 12, **Con** 12, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 11

Feats Combat Casting, Deceitful, Eschew Materials

Skills Bluff +7, Disguise +5, Profession (barkeep) +6, Sleight of Hand +2, Spellcraft +8, Stealth +3, Use Magic Device +8

Languages Common, Dwarven, Elven, Osiriani

SQ witch's familiar (cat named Ebio)

Combat Gear *potion of cure moderate wounds*, *scroll of burning hands*, acid (2); **Other Gear** mwk dagger, *cloak of resistance* +1, key to area 12, journal key (see page 45), 3 gp

Knowledge is currency in Osirion, and in that regard, many consider Teht Blackblossom to be the richest woman in Wati. Between the influence of her family's name and her natural penchant for gossip, Teht knows most of the city's best-kept secrets and a good deal of petty ones, as well. There are many rumors surrounding her family—most of them about some supernatural power they command or the heroic lengths to which they went to acquire the Whispering Stone's building and nurture the burgeoning tavern. Though these have never been proven, Teht loves to encourage all benign speculation. Her clandestine romance with Terhk Fourwinds, the half-orc owner of the local expedition company, has also been a source of great speculation, but no one has much proof and Teht coyly refuses to address questions directly. Of late, Terhk has been visiting the Whispering Stone more frequently, leading most to assume that the Stone Lips have perhaps even worked their luck for the tavern's gregarious owner.

Teht is a practiced smooth talker who often gets people to reveal information before they even know they've done it. She's a jovial but forceful personality, a teller of tall tales, and a master of hyperbole. The less polite might brand her a liar, but Teht is careful to never trade in outright untruths. When questioned about the veracity of one of her stories, she simply grins and clarifies that she's telling it exactly how she sees it.

AZIZA GOLDFANG

CR 7

XP 3,200

Female human gunslinger (maverick) 8 (*Pathfinder RPG*

Ultimate Combat 9, *Pathfinder RPG Ultimate Intrigue* 64)

CG Medium humanoid (human)

Init +6; **Senses** Perception +11

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 armor, +4 Dex, +2 dodge, +1 natural)

hp 64 (8d10+16)

Fort +7, **Ref** +10, **Will** +2

Defensive Abilities nimble +2

OFFENSE

Speed 30 ft.

Melee mwk dagger +10/+5 (1d4+1/19–20)

Ranged +1 *pistol* +14 (1d8+5/×4)

Special Attacks deeds (dead shot, deadeye, fist fighter, gun twirl, quick clear, stacked deck, startling shot, targeting, utility shot), grit (3), gun training (pistols, +4)

STATISTICS

Str 12, **Dex** 19, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +8; **CMB** +9; **CMD** 25

Feats Deadly Aim, Extra Grit^{uc}, Gunsmithing^{uc}, Point-Blank Shot, Precise Shot, Rapid Reload (pistol), Skill Focus (Bluff), Weapon Focus (pistol)

Skills Acrobatics +7, Bluff +13, Intimidate +10, Knowledge (history) +10, Perception +11, Profession (gambler) +11, Sense Motive +8, Sleight of Hand +15

Languages Abyssal, Common, Dwarven, Osiriani

SQ gunsmith

Combat Gear *potion of cure serious wounds*, smokestick, tanglefoot bag, thunderstones (2); **Other Gear** mwk mithral chain shirt, +1 *pistol*, mwk dagger, *amulet of natural armor* +1, 68 gp

SPECIAL ABILITIES

Fist Fighter (Ex) as long as Aziza has at least 1 grit point, she gains the benefit of the Improved Unarmed Strike feat.

Gun Twirl (Ex) As long as Aziza has at least 1 grit point, she can use flashy gunplay to intimidate her opponents. She gains the Dazzling Display feat and can use it with any firearm, even if she doesn't have Weapon Focus in that firearm.

Stacked Deck (Ex) Aziza can spend 1 grit point when she attempts a Bluff, Profession (gambler), or Sleight of Hand check to roll 1d6 and add the result to the check. She can do this after she rolls the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Wisdom modifier (minimum 1).

Aziza Goldfang is a regular of the Whispering Stone, well known and well liked by the other bar patrons. She is friendly and charismatic, though her sharp tongue tends to get her into trouble. Known by most regulars as simply the Gambler, Aziza is not a scammer or con artist, although her seemingly perpetual good luck does sometimes draw the ire of other players in the game hall. When conflict does arise, she tries first to get out of it with her wit and, failing that, her fists.

Aziza is a former adventurer and a bodyguard for those who venture into tombs and other dangerous Osirian locales. Although she has largely retired, sometimes her past comes calling—for she made a number of friends, as well as some enemies, during her previous pursuits—

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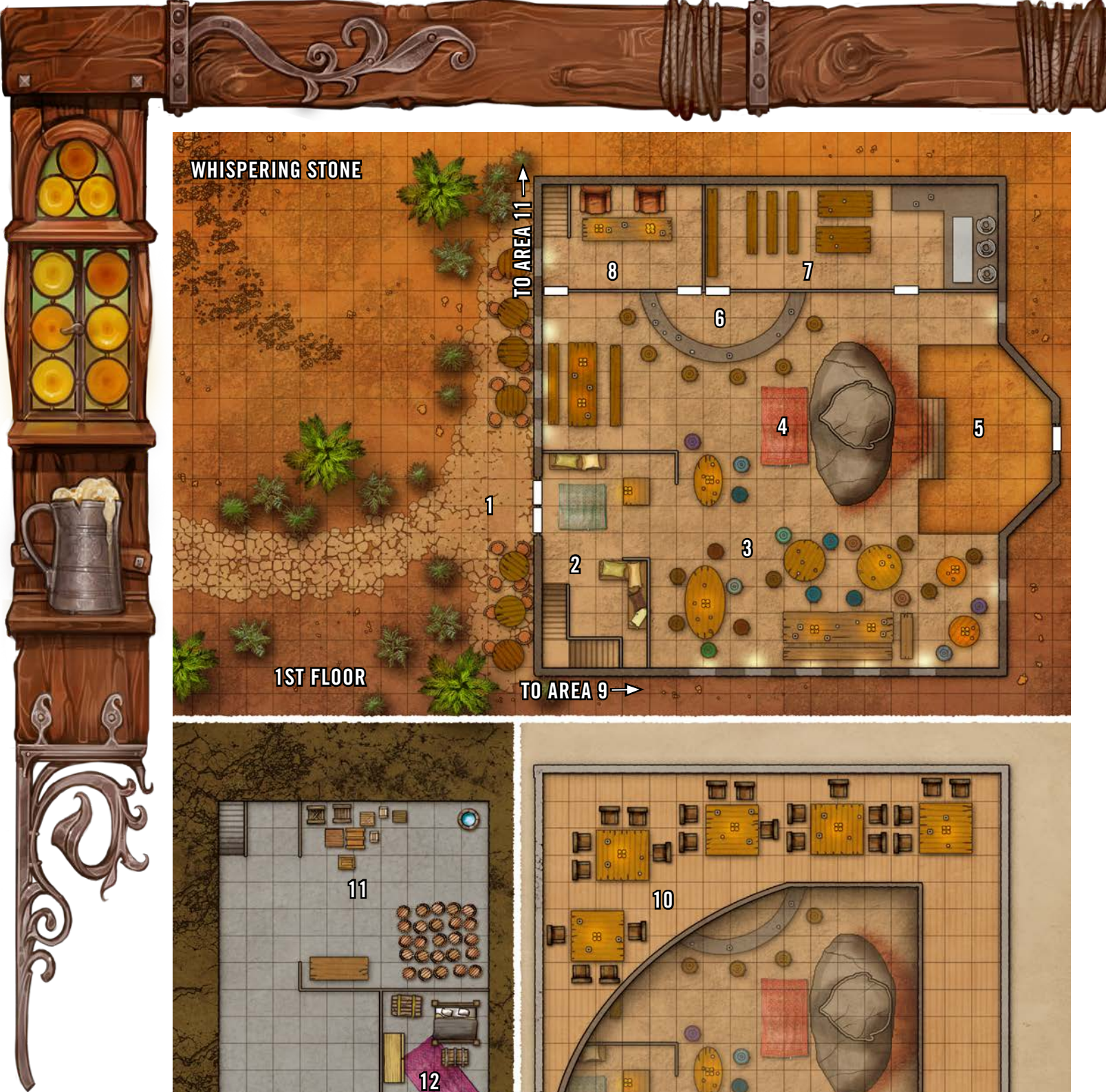
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but her life now is mostly one of peace as she reaps the benefits of her lucrative former career.

Aziza is tall and tomboyish, with dark skin and an athletic figure. She keeps her black hair cropped short and braided in tight rows. In the Whispering Stone, she typically dresses casually, favoring the loose trousers and vests common among Keleshite men, with her gun in a holster at her hip.

GAZETTEER

The Whispering Stone is located at the end of a dusty path in the Asp district in Wati. The warm, dry climate accommodates the tavern's open-air facilities nicely; a thin roof covers areas **9** and **10**, but the middle of the building is uncovered and open to the elements. The ceiling of each area that is not open to the sky is 10 feet tall.

The quarried stone that makes up the Whispering Stone's walls is ancient, partially porous, and textured. These walls are considered hewn stone, but their natural crevices reduce the Climb DC to 20. (Some notoriously rowdy—and thereafter banned—patrons are foolhardy enough to try to climb over the Whispering Stone's walls and infiltrate the upstairs gaming area undetected; however, Teht and the staff have eagle eyes and urge loyal customers or the city guard to handle these ne'er-do-wells as soon as their presence is made known.)

1. OUTDOOR LOUNGE (CR 4)

Several tables and chairs are available to patrons here who wish to relax with a cool drink in hand.

Creatures: Carefree employees typically tend the customers and facilities out here, although they are not particularly good servers. Most are part-time employees who drift around Wati and do odd jobs around the Whispering Stone; Teht is not a terribly attentive boss, and so they shirk their duties on a whim.

WANDERERS (2)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG GameMastery Guide* 290)

2. ENTRYWAY (CR 5)

This is an area for guests who are waiting for other members of their party before choosing a seat. The prominent stairway in the southwestern corner leads upstairs to the tavern's balcony, where the private booths (area **9**) and gaming area (area **10**) are located. A kiosk near the center of the area allows staff members to count the evening's patrons and make sure no banned patrons have returned.

Creature: Typically staffing the entryway's kiosk is a higher-paid employee—often a merchant from one of the district's other establishments who is moonlighting at the Whispering Stone for extra cash. This employee is often more reliable than many who work here, and so Teht

typically deputizes her to ensure no truly undesirable characters enter her establishment.

FIRM HOSTESS

CR 5

XP 1,600

Traveling merchant (*Pathfinder RPG GameMastery Guide* 285)

hp 31

3. DINING ROOM (CR 5)

Larger groups of friends and acquaintances typically sit here to enjoy gazing upon the Stone Lips and listening to the live music that often wafts from the stage behind it.

Creatures: There are currently nine bartenders and servers on staff at the Whispering Stone. None have been working here for particularly long, however. Stone employees don't typically stay on for more than a few years, and often much less. While Teht is skilled at many things, she is a better friend than manager in many ways. She often encourages her staff to go on months-long sabbaticals, to go traveling, or pursue other careers that better suit their talents, supporting them along the way. This leads to near-constant hiring and training of new employees.

Teht's familiar Ebio often stalks the dining room, hunting for mice and scanning for threats to her master. If she overhears anything suspicious, she alerts Teht through their empathic link.

WANDERERS (3)

CR 2

XP 600 each

hp 16 each (*Pathfinder RPG GameMastery Guide* 290)

4. THE STONE LIPS

Standing just over 7 feet tall, the statue known as the Stone Lips has been mostly buried since well before living memory. There are endless debates and countless theories about whom the statue is meant to depict, but no two guests ever quite agree. Some believe it shows an ancient pharaoh or Osirian goddess. Others believe it depicts a mighty wizard. Some say it's an image of Pharamasma, though this theory is not as popular among academics. Some citizens of Wati claim that the statue is their own long-lost ancestor, forgotten by history after the plague. This guesswork has become its own game as patrons have created fantastic stories of their so-called ancestors' impossible accomplishments to justify why such a massive statue dedicated to them exists.

5. STAGE (CR 4)

A sunken wooden stage stands just behind the statue, from which the house band plays softly throughout the evening. The band's job is to create a romantic atmosphere rather than to be an attraction. A door at the back of the stage serves as a convenient loading dock, so musicians don't disturb patrons while they set up.

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Creatures: Performers in the house band are a rotating cast of bards and musicians who simply want a bit of extra coin, as the Whispering Stone is a poor venue for those hoping to build a reputation for themselves. On any given night, the band typically consists of three merry minstrels.

MERRY MINSTRELS (3)

CR 1

XP 400 each

hp 12 each (*Pathfinder RPG Villain Codex* 130)

Treasure: Discreetly nestled in the northeastern wall is a hidden compartment (Perception DC 25) that contains a mundane flute, a mundane lute, and a *harp of charming*^{UE}, which Teht accepted as trade from a wandering artisan without fully knowing its capabilities. The compartment is secured with an average lock (Disable Device DC 25).

6. BAR

The Whispering Stone's bar area is roomy and welcoming. It serves as a haven for those who simply want to drink unnoticed or discreetly with a friend or two, since most patrons' attention is directed toward the Stone Lips or occupied with gambling upstairs. At any given time, the barstools accommodate three or four local gadflies who are commoners or experts.

Creature: Teht can almost always be found standing behind the bar, mixing drinks and reveling in gossip. Trading secrets is by far her favorite pastime, and at times it seems that working as a barkeeper is simply a means to further this. Teht is incredibly clever, however, and underestimating her intelligence can prove hazardous.

TEHT BLACKBLOSSOM

CR 2

XP 600

hp 15 (see page 40)

7. KITCHEN

The kitchen is well stocked and immaculately clean. The Stone's head cook, **Dendera** (NG female middle-aged human expert 5), has been working at the tavern for longer than any other employee, including the owner. She's known Teht longer than most, having worked for her father. She has a close, almost sisterly friendship with Teht and acts as her confidante. Dendera is a skilled cook who can prepare most dishes as long as the right ingredients are on hand, and a few wandering employees often help her when the kitchen gets busy. Dendera abhors violence, though, and flees as soon as any sign of a fight spills into this area, running to fetch Teht or one of the guards in area 8.

8. HIDDEN ROOM (CR 6)

This room has served a variety of uses throughout the Whispering Stone's existence. It's been an office, a hiding

place for fugitives of the law, and as a quiet getaway from the bustling dining room for staff and regulars.

Creatures: After a rather rowdy and destructive brawl erupted in the tavern a few years ago, Teht now treats it as a VIP room for city guards who are regulars and don't mind acting as bouncers when needed.

TOWN GUARD REGULARS (3)

CR 3

XP 800 each

Tavern champion (*Pathfinder RPG NPC Codex* 268)

hp 51 each

9. PRIVATE BOOTHS

These booths serve as out-of-the-way places of relaxation for patrons who want some relative quiet and don't mind being away from the bar. Servers occasionally check on the individuals lounging here, although some instruct employees to leave them alone unless called. The booths are a popular place for lovers to gaze at the statue and engage in mild displays of affection.

10. GAME HALL (CR 8)

Above the statue and the dining room, a wide wooden balcony holds the gaming hall. Several tables are arranged here with clay chips, dice sets, and other gaming accessories. A few tables are left bare for players who prefer card-based games. Most of the players here are old friends and regulars, and while a few longstanding rivalries exist between them, these seldom turn into anything serious.

Low wooden railings encircle this area, area 9, and the walkway between the two. From here, there is a clear view of most of the tavern, including the stage and dining area, although the bar is difficult to see.

Creatures: Most of the gamblers are ordinary citizens; however, the popularity of the Whispering Stone means that adventurers from across the Inner Sea region and beyond may be present on any given day. The Stone is also Aziza Goldfang's (see page 41) favorite haunt, and she is usually found here. Aziza sits out of most fights unless they involve her friends or a weaker gambler being bullied, in which case she protects the vulnerable. A brawl here might easily spill into the bar below, involving even more patrons, though anything that gets out of hand quickly gets the attention of the guards in area 8, who immediately move to help.

AZIZA GOLDFANG

CR 7

XP 3,200

hp 64 (see page 41)

SORE LOSER

CR 6

XP 2,400

Gambler (*Pathfinder RPG NPC Codex* 30)

hp 49

11. STOREROOM

Everything here is covered with a thin layer of dust and cobwebs. Teht keeps spare game accessories, gambling supplies, old furniture, and other rarely used items here. Because employees rarely tread here, the illumination level is dim, from a single sconce on the eastern wall.

This area of the Whispering Stone was once a sparsely furnished sleeping area for overnight visitors. However, the business's inn component attracted too many adventurers, for whom trouble—and expense—always followed, and so Teht has not offered services as an innkeeper for some time.

Treasure: Among the boxes along the northern wall is a small trunk that an adventurer once left and never reclaimed, and Teht promptly forgot it was here. The locked trunk (Disable Device DC 35) contains *bracers of steadiness*^{UE}, a *candle of clean air*^{UE}, a *cloak of fangs*^{UE}, an *elixir of hiding*, and a *key of lock jamming*^{UE}.

12. BEDROOM

This small private bedroom was a more recent addition to accommodate Teht's many late evenings at the bar. She spends about half of her nights here and the other half at her home on the other side of the Asp district. Over the years, the room has become cozier as Teht continued to bring in more of her own things. There's a large bed, a bookshelf, and a trunk of clothes and personal effects stashed here. The door to the room is locked (Disable Device DC 20).

This room also serves as a small on-site office for Teht. On the western wall is a small desk with a filing cabinet inside. The desk contains Teht's journal, which details some of the juiciest gossip she knows—mostly about nobles' affairs, the hidden debts of prominent residents, and the like. The journal is equipped with a sturdy lock (Disable Device DC 30). Teht keeps the keys to the room and the journal on her person.

ADVENTURE HOOKS

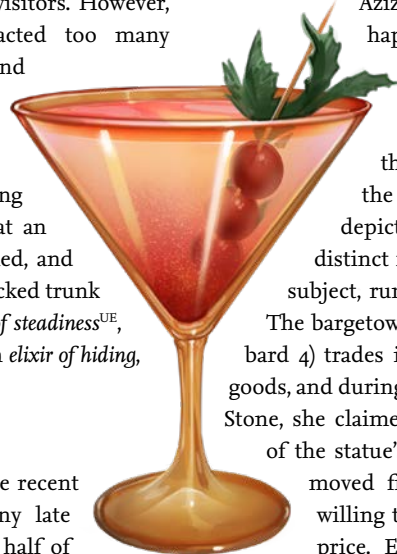
The Whispering Stone is a perfect getaway for adventurers to escape the streets of Wati or relax in the crowded Asp district. Below are some adventure hooks that might ensnare any party at the Whispering Stone.

Aziza's Worst Story: Aziza used to be an employee of Terhk's Fine Expeditions in Wati, and by all accounts, she was a skilled one. She mostly worked as a bodyguard for those who traveled on business through the more dangerous areas of the Osirian desert. The last job she did should have been simple: she was to guide a few Pharasma priests through the west end of Wati's necropolis and defend them from stray ghouls. The priests' mission was a secret, but whatever it was, it was

a failure. Aziza returned alone, shaken and covered in blood. When pressed for details about what happened, she answers, "It was something much worse than ghouls." However, the temple of Pharasma still intends to carry out the lost priests' mission, and it continues to send their people to question her at the Whispering Stone. A particularly diplomatic PC might be able to convince Aziza to provide the full story of what happened, and a brave or foolhardy group might be willing to carry out the mission in her place.

The Stone Lips' Face: For years, there's been an ongoing bet about whom the statue in the Whispering Stone actually depicts. While the Stone Lips lack any distinct features that would help identify their subject, rumor has it someone has found a clue. The bargetown smuggler **Eswab** (NE female human bard 4) trades in all manner of bizarre and unusual goods, and during a night of drinking at the Whispering Stone, she claimed to have found the missing portion of the statue's head. She says the head hasn't been moved from where she found it, but she is willing to share the location only for the right price. Eswab's information has always been reliable in the past, so several interested parties have already made offers, though she has yet to accept. Whoever gets the information is very likely to win the bet about the statue's identity, and the sizable pot that goes along with it. However, Eswab wants a very specific favor that not just anyone will be able to perform. The details of this favor are vague rumors at the moment, but the task supposedly involves venturing into the eastern outskirts of Wati to retrieve a cracked gem that Eswab, for some reason, wants badly.

Teht's Secrets: Teht's penchant for gossip has upset and embarrassed more than a few of the city's nobles. None of them like knowing that commoners whisper their embarrassing secrets in the streets, but that Teht does it so brazenly night in and night out is an outrage to many. Some have tried to take action against her, but gossip is not a crime in Wati, and none of her noble enemies are willing to speak against her openly for fear of how much she really knows—and how she might be able to use it against them. As such, several nobles have issued a bounty of sorts: they are willing to pay handsomely for anyone who can learn Teht's secrets to even the playing field or to gain secrets about their own noble rivals. Being a fan of theatrics, and confident that no one will learn anything of value, Teht has posted the flier for said bounty on her own wall just behind the bar. Teht's secret romance might be of interest to some of the nobles, but the journal in her bedroom would be far more valuable for anyone who dare act against the friendly woman.





WICKED SPECIALS

IRON TRIDENT WINE

Brewed in-house from homegrown red berries.

Color: deep red.

Flavor: sharp and acidic.

1 sp. mug, 5 sp. pitcher.

THE BALL AND CHAIN

A cocktail of whiskey, lime juice, and licorice extract.

Color: dark amber.

Flavor: full.

5 sp.

THE CANNONBALL

Hard candy covered in a sweet paste made from fish heads.

2 sp. for a handful.

SOUP OF THE DAY

The morning's haul from the Hespereth Strait, simmered in a mushroom broth with herbs and spices.

Color: dirt.

Flavor: rich.

8 sp.

The Wicked fork

"If you go by way of Corentyn, you'll find a big ol' ugly barn under the sign of the broken trident. It'll look just like any local watering hole, but be assured that you're at the right place. Move with confidence, as if you belong there, and if you're stopped on the way, say you're going to your first audition. When you arrive, ignore any of the regulars' questions. This next part's important: ask a staff member for a garden view, and order a ball and chain without the ball. When they ask if you're here to audition, nod but say you learned all you know of your craft in the fields. Everything that happens next will point you to freedom."

—Orenius fellfallow, Bellflower tiller, to a group of halfling fugitives



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Located in the West Drenches district of Corentyn in Cheliox, the Wicked Fork is deceptively unassuming. It's known as a safe place to learn what's happening in the city or find out about hard-to-find goods, but unlike other popular local bars, its many non-Chelish customers rarely draw the attention of officials looking for contraband and smugglers. It's public knowledge that purveyors and lovers of rare antiques and collectables congregate here, but the tavern's proprietor, Neld Havasavu, expressly forbids the dealing of illegal goods and dutifully reports all of his suspicions to the local authorities. Further, stage performers and their fans know it as a place to discover new talents before they become famous.

Both the tavern's overtures toward abiding by the law and its performers' preference for elaborate costumes are clever ploys, however. The Wicked Fork's reputation is a carefully cultivated facade that creates an environment perfect for

the underground efforts of abolitionists. As such, the Bellflower Network easily stations its agents here, ushers groups of fugitive halfling slaves through the facility and toward the city's docks, and sometimes even hides rescued slaves here in plain sight. The network does all of this with Neld's blessing because his mother—the tavern's previous proprietor, Isavith—considered freedom fighting part of the family's legacy. The outwardly bumbling and talkative Neld is secretly a staunch abolitionist, though no one save a few top-ranking local Bellflower officials and the barkeep's husband knows this truth.

The tavern itself is an old, two-story building constructed originally of local stone and expanded incrementally over the decades with wood. Its top floor is made entirely of wood built on the bar's original stone structure, as is its main seating area next to the stage on the first floor. The Wicked Fork is separated from the two



neighboring buildings by narrow alleys that connect to a corner market frequented by street performers. The tavern stands atop a basement built on a solid underground foundation, accommodating the secret tunnel that now snakes east under the city, toward the narrow canals that eventually connect to the docks of the Mercanto district and the sea beyond.

HISTORY

More than a century ago, a merchant and land prospector named Zendira Druend built the Wicked Fork's original stone building to serve as a general store that could also provide her a surefire escape route should she and her family need to flee the Chelish Civil War. Zendira designed the building in part for privacy and security, including the secret passages in the building's basement. The Druend family survived the civil war but eventually sold the building in the tough economic times that ensued.

The building changed hands a dozen times before a Rahadoumi woman named Isavith Havasavu bought the tavern to use as a front for the Bellflower Network roughly 30 years ago. She built a vast network of connections around the city, ostensibly to build her tavern's reputation as a home for up-and-coming artists and musicians to get their first audiences. However, it was equally a means of finding out which way the political climate was shifting and a way of maintaining a cover for strange goings-on. For decades, she helped the Bellflower Network both logistically and as a masked vigilante. After Isavith's death from a heart attack about 10 years ago, Neld Havasavu inherited these connections along with the tavern.

This proved a fortuitous twist for the Norgorberite cult leader Danaxia Corravelli, who saw the tavern and its connections as a fantastic opportunity to smuggle religious articles and priests into Rahadoun. Isavith, proudly bowing to no god, would never have countenanced this move, but Neld was more receptive to the idea. Although Neld remains a staunch ally to the Bellflower Network, he prefers to work behind the scenes and has stepped back from the network's dealings in favor of Isavith's protege, Ernetza Farrunner. A humble server at the Wicked Fork, Ernetza maintains a vigilante identity, the Silent Silhouette, to protect as many halfling slaves as she can, using the tavern as her base of operations. Neld presents himself as a spineless snitch to the authorities to keep Ernetza's secret and ensure that the tavern is never suspected.

ATMOSPHERE AND CLIENTELE

The Wicked Fork is a bifurcated tavern, with two distinct areas that cater to sets of clientele that only partially overlap: the ground level is a stone-floored bar and restaurant, while on a raised platform a few steps above is a swankier, hardwood-floored lounge and performance area called the Broken Tine Club. As with most taverns

in the West Drenches, the majority of customers in both areas tend to be artists, bon vivants, and sailors. The Wicked Fork in general is also a haven for men who romance men, women who romance women, and those who defy gender norms, as Neld prides himself on cultivating an establishment that's open and safe for all while he also secretly works against the evils of slavery.

Many of the Wicked Fork's casual customers are off-duty guards from the Penitentiary, responsible for watching troublemakers arrested for making a fuss in the West Drenches as well as guarding confiscated religious relics. However, because the Bellflower Network is careful in its dealings, the guards suspect little about the establishment. Indeed, their presence helps deflect interest from the bar when escapees are suspected of moving through the area.

Neld has a fondness for gardening and often refers to his performers as his flowers or his crop—a habit that irritates many ambitious performers but has been imitated by many who have worked for him. As a result, people don't notice when the Bellflower Network contacts use gardening metaphors to secretly communicate with allies in the bar about slaves on the run.

A popular topic for conversation in the Wicked Fork is the daring efforts of the Silent Silhouette, who is rumored to be behind a string of thefts and kidnapped slaves in the region. In truth, she has helped them escape while making it look like they were violently seized by a slave dealer, in order to throw off pursuers.

NOTABLE PERSONAE

The Wicked Fork's most influential personae are Ernetza Farrunner, also known as the Silent Silhouette, and Danaxia Corravelli, a Norgorberite relic-smuggler and unlikely ally of the Bellflower Network. Both can be found on the premises at any given time.

ERNETZA FARRUNNER/SILENT SILHOUEETTE CR 3

XP 800

Female halfling vigilante (Bellflower harvester) 4 (*Pathfinder RPG Ultimate Intrigue* 9, *Pathfinder RPG Adventurer's Guide* 42)

CG/CN Small humanoid (halfling)

Init +4; **Senses** Perception +8

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 size)

hp 25 (4d8+4)

Fort +2, **Ref** +9, **Will** +4; +2 vs. fear

Defensive Abilities unshakable +4

OFFENSE

Speed 20 ft.

Melee dagger +4 (1d3/19–20)

Ranged mwk composite shortbow +9 (1d4/x3)

Special Attacks vigilante talent (team player; *Adventurer's Guide* 42)

STATISTICS

Str 10, **Dex** 18, **Con** 10, **Int** 14, **Wis** 8, **Cha** 15

Base Atk +3; **CMB** +2; **CMD** 16

Feats Deadly Aim, Rapid Shot, Stealth Synergy^{UC}, Swift Aid^{APG}

Skills Acrobatics +13, Bluff +9 (+11 when deflecting suspicion), Climb +9, Disguise +2 (+22 as Silent Silhouette), Perception +8, Stealth +15, Swim +7; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Garundi, Halfling

SQ Bellflower crop (5), crop vigilance +3, obsequious +2, rebellious identity, seamless guise, social talent (safe house), tend the garden (1 round)

Combat Gear *elixir of hiding*, sparkle smoke (*Adventurer's Guide* 42, 2 uses); **Other Gear** mithral chain shirt, dagger, mwk composite shortbow with 20 arrows, key to areas **5a** and **5b**, key to drawer in area **5**, key to secret doors in area **12**, 722 gp

Ernetza is a sprightly halfling who wears loose, earthy dresses that are easy to mend and easy to don or doff. Ernetza was born into slavery in Egorian, but she escaped as a young child with the help of the Bellflower Network. Arriving in Corentyn scared and alone, she made her way to the Wicked Fork, where she heard that a legendary abolitionist helped those like her. Isavith Havasavu did not disappoint her; in fact, the Rahadoumi woman painstakingly ensured that no slavers could ever track Ernetza. When it became clear the Ernetza was truly free, she opted to stay and work at the Wicked Fork with Isavith, helping others like herself as much as she could.

In polite company, Ernetza is a server at the Wicked Fork known for her speed and efficiency. Many locals who are fond of the food but eschew late nights at the bar have arranged for her to deliver meals to them in their homes. She is normally early, and occasionally faster than seems possible in the mazelike back streets and canals. Little do these takeout customers suspect that she is a Bellflower harvester and uses her trips to watch for halflings, primarily slaves, in need of help. As the Silent Silhouette, she wears a wide-brimmed black hat, blue cloth mask, and black cloak with bellflower-blue accents and a bellflower emblazoned on the cloak's lining.

Ernetza's most loyal customer is Cataldo Garazzi, who is a runner of the Labor Market, a plaza in the West Drenches where residents can find hired help of all sorts. Cataldo has the halfling bring him lunch several days a week. She takes the midday opportunity to make contact with Bellflower tillers who happen to be roaming through the city, since they often go to the Labor Market to find work as they travel between barns. If they need to deliver runaways to the Wicked Fork for evacuation, she might invite them to perform at the tavern (if they have any semblance of talent) or to visit her garden, and then she takes on the persona of the Silent Silhouette to escort them via secret routes.

DANAXIA CORRARELLI

CR 7

XP 3,200

Female human warpriest (cult leader) of Norgorber 8 (*Pathfinder RPG Advanced Class Guide* 60, 128)

N Medium humanoid (human)

Init +3; **Senses** Perception +14

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 47 (8d8+8)

Fort +4, **Ref** +6, **Will** +10

Defensive Abilities sacred armor (+1, 8 minutes/day)

OFFENSE

Speed 30 ft.

Melee +1 dagger +8 (1d8+5/19–20), dagger +7 (1d8+3/19–20)

Ranged 2 daggers +7 (1d8+1/19–20)

Special Attacks blessings 7/day (Charm: charming presence [DC 17]; Trickery: double), fervor 7/day (3d6 negative energy), sacred weapon (1d8, +2, 8 rounds/day), sneak attack +2d6

Warpriest Spell-Like Abilities (CL 8th; concentration +11)
At will—*enthrall* (2 uses of fervor, DC 15)

Warpriest Spells Prepared (CL 8th; concentration +11)
3rd—*bestow curse* (DC 16), *dispel magic*, *greater stunning barrier*^{ACG} (DC 16)
2nd—*cure moderate wounds* (2), *resist energy*, *silence* (DC 15), *silent table*^{ACG}
1st—*bless*, *comprehend languages*, *cure light wounds*, *divine favor*, *obscuring mist*
0—*detect magic*, *detect poison*, *guidance*, *mending*, *virtue*

STATISTICS

Str 14, **Dex** 16, **Con** 8, **Int** 12, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 18

Feats Iron Will, Quick Draw, Toughness, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger)

Skills Bluff +11, Disguise +13, Knowledge (local) +12, Perception +14, Sleight of Hand +14, Stealth +16

Languages Common, Halfling

Combat Gear *potion of invisibility*; **Other Gear** +1 dagger, +1 mithral chain shirt, daggers (7), *hat of disguise*, silver unholy symbol of Norgorber, jewelry worth 500 gp, 59 gp

Danaxia is a thin, severe-looking human with a fondness for incorporating sharp grays and pale greens into her comfortable finery. She is ostensibly a merchant with strong ties at both ends of the Arch of Aroden, and she specializes in the trade of alchemical reagents and incense across both continents. As a Chelish scion of wealth with an affinity for Rahadoumi culture, she worshiped Norgorber in his Gray Master aspect, swindling others in purely legal financial ways before being inducted to his secret priesthood. Now, she believes her god has charged her with smuggling his divine relics (and those of other faiths who pay well enough) into Rahadom. The holes in her memory allow her only to speculate, however.

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An expert smuggler, Danaxia uses many tricks to evade the attention of Hellknights and Rahadoumi officials as she takes both religious articles and the faithful into and out of Rahadoun. Oddly, she has a good and lucrative relationship with members of the Corentyn guard, whom she pays handsomely to look the other way whenever they find evidence of her smuggling. This relationship makes her a vital ally to the Bellflower Network's operations in Corentyn, loathe as they are to pay her hefty fees. Danaxia can easily pass some halfling slaves off as clergy or lay worshipers of Iomedae, Norgorber, Sarenrae, or others known to be interested in infiltrating Rahadoun.

Danaxia knows that she must work with the Bellflowers through the Silent Silhouette, but she does not know how the mysterious vigilante was introduced to the network, nor does she know the Silent Silhouette's identity.

GAZETTEER

The Wicked Fork is in the West Drenches district of Corentyn just a few blocks west of a small canal. It is the shores of this canal where the secret tunnel in area 13 leads.

The walls of the Wicked Fork's first floor and basement are hewn stone, while the second floor is magically treated wood. The ceilings are all 10 feet tall, with the exception of the garden in area 9, which is open to the environment. The illumination in most areas of the Wicked Fork is normal except where noted otherwise.

1. BAR AND RESTAURANT (CR 1)

The Wicked Fork's main bar and restaurant is frequented by artists, sailors, and other travelers without a lot of coin, as well as some town guards. The floor here is sturdy but unremarkable stone, and well-worn tables and bar stools have seen more than their fair share of wear and tear.

Tavern patrons who simply want to drink or eat are served here, while inn patrons are sent directly up to the third floor. Any individuals who look like they need help are sent to the Broken Tine Club (area 2). People looking to make connections after making a good impression on the staff are also sent to the club.

Creatures: The Wicked Fork's talkative owner, Neld Havasavu, spends most of his time here, ostensibly working the bar but mostly talking up customers in hopes of finding interesting nuggets of information for later use. He is skilled at writing while he talks, however, and he sends orders for food to the cook Minn (see area 4). His daughter Isavith—named for her beloved grandmother—hustles between waiting tables and serving drinks.

NELD AND ISAVITH HAVASAVU CR 1/2

XP 200 each

Male and female NG barmaids (*Pathfinder RPG GameMastery Guide* 302)

hp 7 each

Other Gear (Neld only) key to areas 5a and 5b, key to drawer in area 5

2. THE BROKEN TINE CLUB (CR 4)

Just a few steps up from the Wicked Fork's main bar and restaurant is the Broken Tine Club, where cozier furnishings and drapery muffles conversation and a small stage for skits and musicians is nestled along the eastern wall. The upper bar is also a meeting point for dealing in antiques, rare magic items, and smuggling services for religious relics into Rahadoun. Those looking to make deals know that nothing expressly illegal in Corentyn is allowed by the staff members, who report crimes to Neld, who in turn reports it to the city guard—an exception, of course, being runaway halfling slaves.

Creatures: Neld's brawny and warmly friendly husband, Jovareth, mixes drinks at the bar. He also acts as a bouncer if trouble arises and is quick to help patrons with the stairs. Ernetza also serves here.

ERNETZA FARRUNNER CR 3

XP 800

hp 25 (see page 48)

JOVARETH HAVASAVU CR 2

XP 600

LG vigilant bodyguard (*Pathfinder RPG NPC Codex* 97)

hp 20

3. BROKEN TINE STAGE

A comedian, musician, or other performer often provides entertainment here, although the stage is just as often empty so that the Bellflower Network can use it as an impromptu hiding spot for fugitive halflings.

4. KITCHEN (CR 3)

The Wicked Fork's kitchen (area 4b) prepares simple, filling dishes of meat and bread as well as sweets for both the club and bar. Inn patrons staying upstairs are welcome to order from the kitchen. Many regulars who live nearby also order food to be delivered to their homes; such arrangements secretly facilitate Ernetza's abolitionist work. The kitchen is separated from a small seating area for staff and trusted regulars (area 4a).

The building's main staircases are located in 4a. Stairs to the second floor and basement are located along the southern walls.

Creatures: The cook Minn Fairgreen came to work at the Wicked Fork because she loved the ever-changing clientele of the Broken Tine Club and they didn't care about her ruined reputation among scholars. Now she stays because she can make a difference providing alchemical items for the Bellflower Network.



**MINN FAIRGREEN****CR 3****XP 800**NG tainted sorcerer (*Pathfinder RPG NPC Codex* 161)**hp** 28**5. DRESSING ROOMS (CR 3)**

The dressing rooms upstairs are stocked with costumes and instruments for use in shows. Each of these rooms is locked (Disable Device DC 20). A copy of each corresponding key hangs inside the door of each room. Neld, Ernetza, and Sarosia also have copies of the keys.

The floor in area **5b** conceals a hidden trapdoor (Perception DC 30) connecting to the northern secret passage in the larder in the basement (area **12**). Runaway slaves not hiding as performers are ferried from the basement to hide in this room via the ladder to prepare for the final leg of their journey into Rahadoun with Danaxia, the Silent Silhouette, or other smugglers. The clothes stored here are given to slaves to help create disguises.

Creature: Between shows, entertainers use these rooms to rest and prepare. Presently, the only performer is Sarosia Saffron, a comedian who stays in area **5b**. She takes on many a caricatured persona for her acts, usually appearing on stage as a self-important man with many slaves who is not nearly as smart or honorable as he thinks he is. She flirts with Ernetza, who is receptive but shy about committing to a romance.

If escapees can pass as performers, they stay in these rooms while Sarosia coaches them on cover identities.

SAROSIA SAFFRON**CR 3****XP 800**CG taunting comedian (*Pathfinder RPG NPC Codex* 27)**hp** 25**Other Gear** keys to areas **5a** and **5b**

Treasure: The clothing here includes common garments sized for Small humanoids, as well as two disguise kits. There is also a Medium-sized performer's outfit, traveler's outfit, and noble's outfit. A locked drawer (Disable Device DC 25) contains silver holy symbols of Iomedae, Norgorber, and Sarenrae, and jewelry worth 30 gp that suits the noble's outfit. Neld and Ernetza each have a key to this drawer.

6. DANAXIA'S SUITE (CR 8)

Danaxia's suite is locked (Disable Device DC 35) and protected with *arcane lock* and *alarm* cast from scrolls by her cultists (both CL 3rd).

Creatures: Danaxia and two smugglers serving her church room here when in town.

DANAXIA CORRARELLI**CR 7****XP 3,200****hp** 47 (see page 49)**SMUGGLERS (2)****CR 4****XP 1,200 each**N and NE guild initiates (*Pathfinder RPG NPC Codex* 146)**hp** 41 each

Treasure: A disguise kit is under the bed alongside four pairs of silver and wooden holy symbols. A case holds incense (worth 50 gp), silver dust (worth 200 gp), diamond dust (worth 1,000 gp), and other powdered alchemical components (worth 350 gp together) used in Danaxia's cover.

7. INN ROOMS

Adventurers sometimes stay in these rooms, but Neld also offers them free of charge to Bellflower Network operatives and fugitives who need them to catch a few hours' sleep. For regular customers, these rooms cost 5 sp per night—this includes breakfast from the kitchen in the morning. The exceptions are the larger double rooms (areas **7e**, **7g**, and **7h**), which cost 2 gp per night.

8. HOSTEL

The cheapest place to stay in the Wicked Fork, renting a bed for the night here costs 2 sp. This includes breakfast.

9. ROOF GARDEN (CR 4)

The roof is ringed with tall shrubs to provide maximum privacy for guests who come up for a breath of fresh air. Ernetza and Neld take turns maintaining the plants here.

Creature: After a close call with a Hellknight, Ernetza planted a variant of assassin's vine trained to attack only intruders wearing heavy armor. Danaxia feeds it from her window. Its berries are used to brew a special house wine.

ARMOR-STRANGLER BUSH**CR 4****XP 1,200**Advanced assassin vine (*Pathfinder RPG Bestiary* 294, 22)**hp** 38**10. BASEMENT STORAGE (CR 4)**

This dimly lit basement contains casks of absinthe, beer, and wine sold to customers upstairs. It also contains a small brewing operation for the berries from the roof garden to make the Wicked Fork's well-known Iron Trident Wine.

Trap: The basement is trapped to dissuade nosy patrons from reaching the larder. The traps are disguised as ordinary loose boxes of knives and other sharp, heavy objects. Small creatures don't risk setting off the weight- and height-based traps.

FALLING SHELF TRAPS (2)**CR 2****Type** mechanical; **Perception** DC 25; **Disable Device** DC 15**EFFECTS****Trigger** location; **Reset** manual**Effect** 3d6 bludgeoning damage (Reflex DC 15 half)

Treasure: A cask of Rahadoumi wine worth 900 gp is forgotten under a pile of rugs in the corner.

11. STAFF'S QUARTERS

Ernetza, Isavith, Minn, and staff members currently working in the tavern (extra hands, often Bellflower tillers, are hired from the Labor Market during busy periods) stay here.

Treasure: Minn keeps her exotic cookbooks and alchemical texts under her bed in area 11c. The texts are worth 1,400 gp to any alchemist.

12. LARDER (CR 6)

The larder's dumbwaiter along the northern wall connects to the kitchen on the first floor. In addition, a secret door (Perception DC 20) along the northern wall leads to an upstairs dressing room (area 5b); inside this doorway is a secret compartment (Perception DC 30) that hides Ernetza's supplies. This northernmost secret door is locked (Disable Device DC 30), while the compartment is rather difficult to find but unlocked. The room's southernmost secret door (Perception DC 25) leads to the tunnels out of the Wicked Fork (area 13) and is also locked (Disable Device DC 30). Ernetza has the only keys to these doors. Any slaves who can't be passed off as performers or workers hide in the larder.

Treasure: Ernetza's supplies (see her gear on page 49) are hidden here if she is not currently disguised as the Silent Silhouette, including her masterwork composite shortbow. She wears her mithral chain shirt under her clothes in her social identity, so it is never here.

Trap: Anyone who touches the room's northernmost secret door triggers a trap.

POISON DART TRAP

CR 6

Type mechanical; **Perception** DC 30; **Disable Device** DC 20

EFFECTS

Trigger touch (northernmost secret door in area 12); **Reset** manual

Effect Atk +15 ranged (1d3 plus giant wasp poison)

13. TUNNEL (CR 5)

A hidden tunnel behind the south wall (Perception DC 25 to spot) leads to the shores of a nearby canal. Finding the door from either side requires a successful DC 25 Perception check.

Creature: Shocker lizards are squatting here. Ernetza has hopes of training them by feeding them bar food, but if they are scared, the lizards still sometimes shock her. If anyone rushes through the area, the shocker lizards attack.

SHOCKER LIZARDS (3)

CR 2

XP 600 each

hp 19 each (*Pathfinder RPG Bestiary* 248)

ADVENTURE HOOKS

Below are some adventure hooks that might ensnare any party at the Wicked Fork.

A Mysterious Silhouette: A prominent textile merchant in Corentyn named **Melvo Rizzeen** (NG male human aristocrat 1/expert 2) frequently visits the Labor Market to hire a rotating cast of weavers, tailors, and sewing experts to help him fulfill orders. Of late, though, the temporary workers Rizzeen appreciates most are missing. Rizzeen fears that something sinister may have happened, and he hires the PCs to investigate. Rizzeen has only a scrap of information: when he inquired about each worker, nearly everyone who had last seen them mentioned the accompanying presence of a shadowy silhouette. The PCs soon learn about the dealings of the Silent Silhouette (see page 48) and the vigilante's ties to the Bellflower Network. They discover that the missing workers are not in danger, but rather are involved in abolitionist activities as Bellflower tillers. They trace the operation to the Wicked Fork, where the heroes realize they've stepped into a complex and dangerous plan to free halfling slaves and smuggle them out of Cheliax. As soon as she realizes the PCs are aware of the plan and willing to help, the Silent Silhouette contacts the heroes, and it's up to them to work with the freedom fighters and the distasteful Danaxia Corravelli (see page 49) to help the halflings to freedom and deal a major blow to slavery in the city.

Stop the Shakedown: In past weeks, the normally bustling Wicked Fork has become increasingly empty. When large parties have visited the bar, they've sometimes been turned away by a despondent Neld Havasavu, who explains that the bar is experiencing tough times. A group of bon vivants led by the charismatic sailor **Renaldine** (CG female half-elf swashbuckler^{ACG} 2) is concerned, and she asks the PCs to discreetly investigate whether Neld is in trouble. When the PCs visit the Wicked Fork, they stumble into a harrowing scene: a Hellknight is menacing the owner and his husband, shaking them down for a huge sum of gold. They then learn that various Hellknights have been blackmailing them for months and that it's on the verge of ruining the Wicked Fork. The PCs dig some more and find that a small group of rogue Hellknights of the Chain has circumstantial proof of Bellflower activities at the bar. It's up to the heroes to stop these Hellknights from pressuring the couple, find a way to prove their innocence to the Order of the Chain, and keep the heat off the bar so that ongoing freedom-fighting activities can continue unimpeded.





DRINKING AND FIGHTING

Two popular activities at many taverns—getting drunk and starting bar brawls—can help PCs blow off steam between adventures. Alternatively, a drinking contest can serve as a way to get important information from an NPC, while a well-timed fistfight in a tavern can enable the PCs to make a quick escape. The following optional subsystems expand on the rules already presented in the *Pathfinder RPG Core Rulebook* and *Pathfinder RPG GameMastery Guide*.

LEVELS OF INEBRIATION

The existing rules for drinking offer a binary state: once a character has consumed a number of beverages equal to 1 plus double her Constitution modifier, she is sickened for a number of hours equal to the number of drinks above her maximum. The following system expands that into different levels, and characters progress depending on how quickly they consume alcoholic beverages.

Spells such as *lesser restoration* and *neutralize poison* and other similar effects that remove the sickened condition

work automatically (even if the spell requires a caster level check) to render a character sober. Simply waiting can also return a character to a lower level of inebriation, as noted.

1. Sober: You are currently unimpaired by alcohol. If you consume a number of alcoholic drinks equal to half your Constitution modifier (minimum 1) within an hour or if you consume more than one alcoholic drink per hour for a number of hours equal to half your Constitution modifier (minimum 1), you become tipsy.

2. Tipsy: You are starting to feel the effects of alcohol. Depending on your temperament, your inhibitions might be slightly lowered or you might start to get mean. You take a –1 penalty on all Dexterity- and Strength-based skill checks and on Will saving throws. If you consume an additional number of alcoholic drinks equal to half your Constitution modifier (minimum 1) within an hour or if you consume more than one alcoholic drink per hour for a number of hours equal to half your Con modifier (minimum 1), you become drunk.

Each hour in which you don't consume any alcohol, you can attempt a Fortitude saving throw (DC = 10 + the number of alcoholic drinks you consumed since you were last sober). You receive a +1 bonus on this save for every additional hour that passes without you consuming alcohol. If you succeed, you become sober.

3. Drunk: You are fully intoxicated. You might exhibit an exaggeration of your sober personality or a complete reversal thereof. You take a -2 penalty on ability checks, attack rolls, saving throws, and skill checks, but you gain DR 1/— against nonlethal damage. If you consume an additional number of alcoholic drinks equal to your Constitution modifier (minimum 1) within an hour, or if you consume more than one alcoholic drink per hour for a number of hours equal to your Constitution modifier (minimum 1), you become soused.

Every 2 hours in which you don't consume any alcohol, you can attempt a Fortitude saving throw (DC = 10 + the number of alcoholic drinks you consumed since you were last sober). You receive a +1 bonus on this save for every additional 2 hours that pass without you consuming alcohol. If you succeed, you become tipsy.

4. Soused: You have had far too much to drink. Your speech is slurred and your judgment is impaired. You take a -4 penalty on ability checks, attack rolls, saving throws, and skill checks, but you gain DR 2/— against nonlethal damage and you can roll twice and take the better result on saving throws against pain effects. For every alcoholic drink you consume at this point, you must succeed at a Fortitude save (DC = 15 + 1 per previous check) or pass out.

Every 2 hours in which you don't consume any alcohol, you can attempt a Fortitude saving throw (DC = 10 + the number of alcoholic drinks you consumed since you were last sober). You receive a +1 bonus on this save for every additional 2 hours that pass without you consuming alcohol. If you succeed, you become drunk.

5. Passed Out: You have fully succumbed to alcohol's effects. You are unconscious and will wake up naturally in 2d4 hours sober (though you might have a hangover; see below). You must also succeed at a DC 20 Fortitude save or forget the previous 1d6 hours (or until you started drinking, whichever is shorter), as per *modify memory*.

HANGOVERS AND ADDICTION

If a character passes out or goes to sleep while drunk or soused, there is a good chance that character wakes up with a hangover. When the character awakes, he must succeed at a Fortitude saving throw (DC = 15 + the number of alcoholic drinks consumed) or become sickened until he gets another 8 hours of rest. *Lesser restoration* and similar magic can cure this sickened condition. In addition, the condition is removed if the affected character gets at least tipsy again.

At the GM's discretion, a character who gets drunk (or worse) more than three times every week for at

STRONG DRINKS

This system assumes a character is drinking a standard alcoholic drink, such as a tankard of ale, a glass of wine, or a small amount of spirits, but some beverages (a triple-distilled moonshine, for instance) have a higher alcohol content. At the GM's discretion, a strong drink might count as two alcoholic beverages for the purpose of progressing to the next level of inebriation or impose a cumulative -2 penalty on the saving throw to avoid passing out. These penalties could be higher for incredibly strong drinks, though such drinks are often unfit for mortal consumption by typical mortals.

least 4 consecutive weeks risks developing a moderate addiction (*GameMastery Guide* 236) with a DC dependent on the strength of the alcohol (DC 16 for most alcohols). This DC increases by 2 for every additional consecutive week the character abuses alcohol. A character addicted to alcohol takes the penalties associated with the addiction whenever he isn't drunk (or worse).

DRINKING GAMES

Using these levels of inebriation, it is easy to stage a simple drinking contest between characters. These competitions usually see the contestants imbibing equal amounts of alcohol in a short period of time until someone quits or passes out. This can be a one-on-one contest or a group challenge, where the last drinker to quit or pass out wins.

BAR FIGHTS

Whether or not the player characters start it, an evening of drunken antics can often culminate in a chaotic brawl. Most times such a fight can be handled with the Pathfinder RPG's standard combat rules, especially when deadly weapons or harmful spells are brought to bear. However, the following system can be used to simulate an out-and-out slugfest where battlefield positions are essentially irrelevant and the participants are merely trying to knock one another out, not kill each other.

SETTING UP A BAR FIGHT

More so than many other optional systems, these bar fight rules require the players' and their characters' buy-in. A bar fight represents a riotous clashing among the entire (usually) drunken clientele of a tavern. Friends are sometimes difficult to tell from foes, and a local boozehound could land a lucky blow with a chair to knock out a champion brawler. If the PCs are out for blood (or the moment they draw a weapon or cast a big, flashy spell), use the normal combat rules instead. Remember that dealing hit point damage indiscriminately to a crowd might have alignment repercussions, at the GM's discretion. Also, if a

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confrontation like this takes place in an empty (or nearly empty) tavern, use the normal combat rules.

These brawling rules rely on the concepts below.

Tenacity: Tenacity is an abstract representation of a character's physical health and ability to duck and weave through a tumultuous melee. Each major participant in a bar fight starts with a pool of tenacity. A major participant is any player character or NPC with full statistics. In addition, the general crowd of the bar gains its own pool of tenacity. As the bar fight progresses, the participants slowly lose tenacity as punches and bottles fly. When a major participant's tenacity is reduced to 0 or below, she either is knocked out or flees the scene of the fight. When the crowd's tenacity is reduced to 0 or below, most of the nameless tavern-goers have fallen to the floor, groaning and clutching their heads. Usually, this ends the bar fight, but major participants can continue among themselves if they wish... at least until local law enforcement arrives!

A major participant's starting tenacity is the total of her Strength and Constitution scores + her total Hit Dice. The crowd's tenacity is determined by the GM, but some sample crowds (and suggestions for how to determine a crowd's tenacity) are given on page 57.

Brawling Checks: Some bar fight tactics require a character to attempt a brawling check, which is an attack roll with an unarmed strike against a target's touch AC (or the defense score listed in a crowd's stat block). Any feats or class abilities a character has that improve her unarmed attack rolls can aid a brawling check. Rolling a natural 20 on a brawling check functions as a critical threat. If the character confirms the critical threat by succeeding at a second brawling check with all the same modifiers (this takes no additional time), the resulting tenacity reduction is doubled. Conversely, a character who rolls a natural 1 on a brawling check automatically fails, and the crowd's tenacity increases by 1d6 points (no matter the attacker's original target), as she accidentally riles up the bar patrons by spilling a tray of drinks or damaging a beloved feature of the tavern.

Brawling Damage: A successful brawling check reduces the target's tenacity by an amount based on the attacking character's statistics. A character with the Improved Unarmed Strike feat reduces the target's tenacity by 1d10 + her Strength modifier. If she doesn't have that feat but has a total base attack bonus equal to her character level, she reduces the target's tenacity by 1d6 + her Strength modifier. Otherwise, she reduces the target's tenacity by 1d3 + her Strength modifier. Damage reduction against nonlethal damage applies to any reduction of tenacity.

RUNNING A BAR FIGHT

A bar fight begins much like a normal combat, with all the major participants rolling for initiative and characters acting in initiative order. On a participant's turn, she can

perform one of the actions listed below. Relative positions don't matter between major participants, as it is assumed any participant can reach any other in a given round. At initiative count 0, the crowd reduces the tenacity of all major participants by the amount listed in its stat block.

BOW OUT

You flee the fight entirely.

Action: Attempt either an Acrobatics or Stealth check (DC = 15 + the crowd's CR). If you are successful, you are no longer part of the bar fight and cannot reenter it.

CAST A SPELL

You perform some magic amid the melee.

Action: Being in a bar fight makes it difficult to focus, so you must succeed at a concentration check (DC = 15 + the spell level) to cast a spell with a casting time of 1 standard action or less; casting spells with longer casting times is impossible. You are assumed to be in range of any target you wish to affect.

Special: Casting damaging spells immediately turns the bar fight into a normal combat. Healing magic doesn't help a participant regain tenacity. The crowd is treated as a swarm for the purpose of what spells can affect it.

HUNKER DOWN

You duck behind a turned-over table or the bar to get a respite from the tumult.

Action: Attempt either an Acrobatics or Stealth check (DC = 10 + the crowd's CR). If you are successful, the crowd doesn't reduce your tenacity this round and you gain a +2 bonus to your touch AC until the beginning of your next turn.

IMPROVISE A WEAPON

You grab a chair to smash over someone's head or a bottle to throw into someone's face.

Action: Attempt a Perception check (DC = 15 + the crowd's CR). If you are successful, the next brawling check you attempt for a mix it up or take a swing action can be a basic ranged attack (use your Dexterity modifier for the brawling check). Alternatively, the next time you succeed at a brawling check, you reduce the tenacity of the target by 1d8 + your Strength modifier.

Special: If you have the Catch Off-Guard or Throw Anything feat, you automatically succeed at the Perception check.

MIX IT UP

You wade into the crowd to knock some skulls.

Action: Attempt a brawling check against the crowd's defense. If you are successful, you reduce the crowd's tenacity by an amount determined by your statistics (see Brawling Damage).

REDIRECT

You divert part of the crowd's attention to another person.

Action: Attempt either a Bluff or Intimidate check (DC = 15 + the crowd's CR). If you are successful, the amount the crowd reduces your tenacity by is halved and the amount the crowd reduces the tenacity of a major participant of your choice by is multiplied by 1-1/2.

Special: For each character who successfully redirects the crowd's attention against the same major participant in 1 round, the multiplier increases by half (from 1-1/2 to 2, to 2-1/2, to 3, and so forth).

SET UP A STRIKE

You perform a fancy maneuver to take advantage of the bar's furnishings, such as leaping onto the bar to get higher ground or swinging from a light fixture.

Action: Attempt either an Acrobatics or Climb check (DC = 12 + the crowd's CR). If you are successful, you gain a +2 bonus on brawling checks and threaten a critical hit on a natural 19 or 20 until the end of your next turn. If you roll a natural 1 on this check, you take a -2 penalty to your touch AC until the beginning of your next turn.

SPREAD RUMORS

With choice words, you get the crowd to turn on itself.

Action: Attempt a Bluff or Knowledge (local) check (DC = 15 + the crowd's CR). If you are successful, the crowd's tenacity is reduced by the same amount it reduces your tenacity.

TAKE A SWING

You strike out against a particular person.

Action: Attempt a brawling check against a major participant's touch AC. If you are successful, you reduce the target's tenacity by an amount determined by your statistics (see Brawling Damage).

EXPERIENCE FOR BAR FIGHTS

The PCs should receive XP for each major participant they reduce to 0 tenacity, as well as for the crowd if they reduce its tenacity to 0. They shouldn't receive any XP for the bar fight if they all bow out or are all knocked out by having their tenacity pools reduced to 0.

SAMPLE CROWDS

The following are just a few examples of crowds. On average, a crowd has a defense score equal to 10 + its CR, a tenacity equal to 40 + twice its CR, and a brawling damage of 1d6 plus half its CR (minimum 0). If necessary, a crowd's saving throw bonus is equal to its CR + 1.

ROWDY PATRONS (CR 1)

This group of drunken farmers, sailors, or laborers can be found in just about any tavern.

Spells and the Crowd

Players are incredibly resourceful and endlessly innovative, and the Pathfinder Roleplaying Game features a host of spells, feats, and class options that this system can't fully take into account. A spellcaster might figure out a way to use a spell against the crowd without directly harming it (such as a spell that deals nonlethal damage in an area). When this happens, the GM should treat the crowd as if it failed its saving throw and apply the effects as best she can. Any nonlethal damage should reduce the crowd's tenacity (add an additional 50% reduction in tenacity if it is an area effect). Remember that the crowd doesn't take actions, so it can't be affected by conditions that impose penalties on attack rolls or reduce the number of actions the target can take. At the GM's discretion, a flashy spell cast at the crowd could catch the eye of local law enforcement.

ROWDY PATRONS

CR 1

XP 400

Defense 11; Tenacity 42; Brawling Damage 1d6

ORNERY PIRATES (CR 5)

These old salts have been made tough by life on the open sea. They have an additional amount of tenacity equal to their CR (already included in their statistics).

ORNERY PIRATES

CR 5

XP 1,600

Defense 15; Tenacity 55; Brawling Damage 1d6+2

MONSTROUS POSSE (CR 10)

Suitable for a bar whose clientele includes a number of monstrous humanoids, this group packs a punch. They deal 1d8 points of brawling damage instead of 1d6.

MONSTROUS POSSE

CR 10

XP 9,600

Defense 20; Tenacity 60; Brawling Damage 1d8+5

ALCOHOLIC ARCHETYPES

If you are using either of the rules subsystems presented on pages 54-57, the following archetypes will work well in your campaign.

MIXOLOGIST (ALCHEMIST ARCHETYPE)

Certain alchemists focus on mastering the chemical reactions between alcohol and the physical body. Though the powerful potions they brew can have drawbacks, they are at least pleasurable.

Alcoholic Alchemy (Su): A mixologist can infuse potions and extracts he creates with alcohol, increasing

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their potency. When a mixologist brews a potion, he can spend an additional 10 gp in raw materials to increase his caster level by 1 for the purpose of the potion's effects, but the potion counts as a strong alcoholic drink (see the sidebar on page 55). When a mixologist creates his extracts, he can spend 1 extra minute doing so to increase his caster level by 1 for the purpose of that extract's effects, but the extract counts as a strong alcoholic drink. A mixologist can prepare one alcoholic extract for each level of extracts he can prepare. A mixologist can't ever gain a mutagen or discoveries that alter mutagens.

This alters alchemy and brew potion and replaces mutagen.

Alcoholic Bombs (Su): When the mixologist creates a bomb, he can cause the detonation to produce intoxicating fumes. A creature that takes a direct hit from an alcoholic bomb becomes tipsy (see page 54) if it fails a Fortitude saving throw. If the creature is already tipsy, it becomes drunk instead. If the creature is already drunk, it becomes soused instead. A soused creature that fails its Fortitude saving throw passes out for 1d3 hours and wakes up with a hangover. This ability counts as a discovery that modifies bombs, so it doesn't stack with other discoveries that modify bombs.

This replaces the discovery gained at 2nd level.

Alcoholic Resistance (Ex): At 2nd level, a mixologist's bonus on saving throws against poison also applies on saving throws to become less drunk and to avoid passing out. This doesn't allow a mixologist to become immune to alcohol.

This alters poison resistance.

Mixologist Master (Su): At 14th level, a mixologist can have up to two alcoholic extracts for each level of extracts he can prepare as long as he can prepare at least two extracts of that level.

This replaces persistent mutagen.

BOUNCER (BRAWLER ARCHETYPE)

Some taverns employ bouncers to keep out undesirables or for when their customers get too rowdy.

Crowd Control (Ex): When in a bar fight, a bouncer has her tenacity reduced by the crowd at the end of a round by the minimum possible amount. In addition, when she takes the mix it up action, she reduces the tenacity of the crowd by an additional amount equal to her brawler level.

Lesser Flexibility (Ex): A bouncer can use her martial flexibility only a number of times per day equal to 2 + half her brawler level (minimum 3 times per day).

This alters martial flexibility.

Drunk Handler (Ex): At 2nd level, a bouncer gains a +2 circumstance bonus on Intimidate and Sense Motive checks against foes that are tipsy or worse. In addition, when in a bar fight, she ignores damage reduction against nonlethal damage her targets have from being drunk or worse.

This replaces the bonus feat gained at 2nd level.

Drunk Knockout (Ex): At 4th level, a bouncer can use one use of her knockout ability to attempt a similar maneuver in a bar fight against a major participant who is drunk or worse. She must declare her intent before attempting her brawling check, and if she hits and reduces the target's tenacity, that target must succeed at a Fortitude saving throw (DC = 10 + half the bouncer's brawler level + the higher of the bouncer's Strength or Dexterity modifiers) or immediately be reduced to 0 tenacity.

Bar Fight Mastery (Ex): At 5th level, in addition to the benefits of close weapon mastery, when a bouncer confirms a critical hit against a major participant in a bar fight, she also reduces the tenacity of the crowd by her normal brawling damage amount (this amount isn't doubled).

This alters close weapon mastery.

DRUNKEN FEATS

The following feats interface with the rules subsystems presented on pages 54–57 and are perfect for characters who enjoy having a drink or two.

DRINKING BUDDY (TEAMWORK)

You and your allies have almost preternatural luck when you've all had a few drinks.

Benefit: Once per day, if you are drunk (or worse) within 10 feet of an ally who has this feat and is also drunk (or worse), you can reroll one d20 roll as a free action. You must take the result of the second roll, even if it is worse.

DRUNKEN GOD'S BLESSINGS

Cayden Cailean smiles upon you when you visit his most favored temples: taverns.

Prerequisite: Worshiper of Cayden Cailean.

Benefit: When you have had at least a number of drinks equal to your Constitution modifier (or get drunk or soused, if you are using the rules on pages 54–55) in a tavern, once within the following 24 hours, you can gain the benefits of *remove paralysis* as a free action. Alternatively, you can choose one of the following benefits depending on the type of bar you patronized. (The specific taverns detailed in this book are given in parentheses as examples.) At the GM's discretion, other types of taverns might grant other benefits.

Gambling Den (Whispering Stone): You can gain the benefits of *detect thoughts* for 1 minute as a free action.

Illegal Tavern (Runoff): You can gain the benefits of *invisibility* for 1 minute as a free action.

Posh Tavern (Aeylinth Vineyard): You can gain the benefits of *eagle's splendor* for 1 minute as a free action.

Private Club (The Porthmos Club): You can gain the benefits of *undetectable alignment* for 1 minute as a free action.

Rowdy Bar (Formidably Maid): You can gain the benefits of *bear's endurance* for 1 minute as a free action.

Tavern of Intrigue (The Wicked Fork): You can gain the benefits of *fox's cunning* for 1 minute as a free action.

DRUNKEN SING-ALONG

With a raised tankard and catchy tune, you can get large groups of people on your side.

Prerequisites: Diplomacy 1 rank, Performance (sing) 1 rank.

Benefit: While in a tavern or other drinking establishment, you can change the attitude of the patrons from unfriendly to indifferent or from indifferent to friendly by spending 10 minutes engaging in a group sing-along. For the following 24 hours, your attempts to gather information in that tavern take only 2d6 minutes if the patrons are indifferent or 1d4 minutes if the patrons are friendly. You must be able to speak the same language as the majority of the patrons to use this feat.

Special: You can use this feat with a large crowd of people outside of a tavern if you supply at least 5 gp worth of alcohol to the group.

EXTREME MOOD SWINGS

Your emotions sometimes get the better of you.

Benefit: Increase each morale bonus you receive by 1. You take a -1 penalty on saves against emotion and fear effects. When you are drunk (or worse), this penalty doubles, but you increase each morale bonus you receive by 2 instead.

HARDY LIVER

You can hold your liquor and poisons better than most.

Prerequisite: Great Fortitude.

Benefit: You gain a +2 bonus on Fortitude saving throws against ingested poisons. You take no penalties when you are tipsy, and the penalties for being drunk or soused are halved for you.

IMPLACABLE (COMBAT)

You aren't easily fazed, especially when you've been drinking.

Benefit: You gain a +2 bonus on saving throws against pain effects. When you are drunk or soused, you gain DR 5/piercing or slashing.

MUDDLED MORALS

Your conviction is strong... unless you've had a few drinks.

Benefit: You gain a +2 bonus on saving throws against effects that affect you based on your alignment. In addition, choose an alignment one step away from your true alignment; when you are drunk (or worse), spells and other effects affect you as if this alignment were your alignment.

READ THE ROOM

You can gain some insight into the mood of a crowd with just a look.

Prerequisites: Drunken Sing-Along, Diplomacy 1 rank, Performance (sing) 1 rank, Sense Motive 1 rank.

Benefit: Before you use the Drunken Sing-Along feat, you can attempt a DC 20 Sense Motive check as a free action to pick the exact right song for that crowd. If you are successful, you gain a +4 circumstance bonus on your next Diplomacy check to gather information in that tavern.

TAVERN REGULAR

You are quite popular at the pubs you frequent and the bartenders remember you.

Prerequisite: Cha 14.

Benefit: You receive a 10% discount at any tavern after you have spent a cumulative 500 gp there. In addition, if a bar fight occurs in that tavern, you gain a +2 bonus on your checks to use the redirect action. On a round in which you don't attempt the redirect action, the crowd reduces your tenacity by only 1d4 (instead of by the normal amount).

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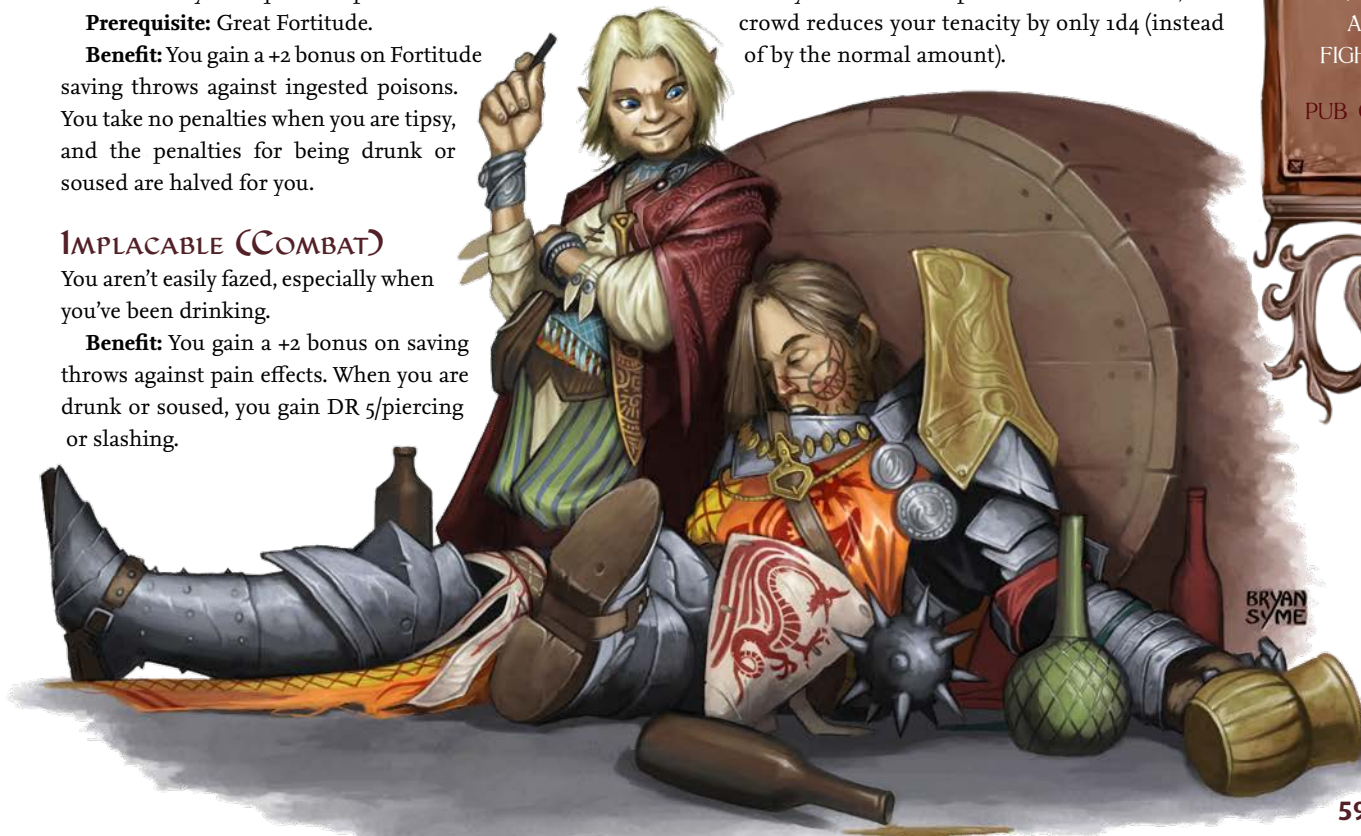
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PUB GAMES



PUB GAMES

No pub would be complete without a few tried-and-true games: a beat-up set of skittles, a puncture-riddled dartboard, or even just rules for a traditional physical contest used to settle arguments between those who are two (or more) sheets to the wind. The stakes for these games are as varied as their players: some characters might want to wager drinks (using the rules for becoming inebriated presented on page 54), others might want to wager their gold, and many are perfectly content to claim bragging rights for perpetuity.

OTHER GAMES

Many more pub games exist on Golarion than can fit in these pages. Below are several games printed in prior Paizo products, each followed by its source.

Those who have been to the Gold Goblin Gambling Hall in Riddleport will be familiar with the games of chance and skill played there: bounder, ghoullette, golems, and skiffs (*Pathfinder Adventure Path #13: Shadow in the Sky* 57–59).

Those fortunate souls who own a harrow deck (*Pathfinder RPG Ultimate Equipment* 66) can use their fortune-telling cards for the social gambling game towers (*Pathfinder Cards: Deluxe Harrow Deck*), as well as the bluffing game illusionist and the matching game last Azlant (*Pathfinder Player Companion: The Harrow Handbook* 12–13).

GAME RULES

The game entries in this section include comprehensive rules for GMs who wish to run them for PCs in the context of an in-game adventure or simply during the PCs' downtime in an in-world tavern. These games are appropriate for the PCs to play among themselves or with any number of NPCs, as the GM sees fit.

Each game entry below contains sections with the following information.

Supplies: This lists the components required to play the game, such as dice, pencils and paper, or other items.

Setup: This describes the preparations the GM must take before the game can get started. In some cases, this involves the GM and players coming to an agreement about the game's terms. After setup but before play begins, the GM should explain to all players how the game works.

Play: This describes how the game progresses, as well as what the game allows each player to do during her turn, if applicable.

Object: This describes how the winner is determined.

Variant: This describes rules variations or additions that are optional or vary depending on in which region the game is played. Not all games have optional rules.



BLESS OR BANE

This game of chance and endurance is used as a test of bravery, will, or just plain foolhardiness, and it is practically unheard of except in communities where the use of low-level magic is common. Though usually used to settle differences between only two people, this game can accommodate however many players wish to play. An appointed third party (who is always an accomplished spellcaster) gains access to a supply of wands that are kept under lock and key in the tavern's storeroom. Most often these wands are

nothing more than a collection of decrepit sticks with a mere two or three charges each, but fancier establishments might have a set of dozens of identical, finely crafted wands. Competitors then take turns choosing a random wand and allowing the spellcaster to target them with whatever spell that wand contains.

Supplies: d%, *Pathfinder RPG GameMastery Guide*.

Setup: The GM selects either Table 5–49: 1st-Level Wands or Table 5–50: 2nd-Level Wands on page 135 of the *Pathfinder RPG GameMastery Guide*. Out of character, the GM, with or without the players' involvement, should then determine a general rule for which spells will qualify as a blessing and which as a bane. The simplest such rule is that any beneficial spell (such as *cure light wounds* or *mage armor*) counts as a blessing, while any spell that deals damage to the character or has a negative effect (such as *doom* or *shocking grasp*) counts as a bane. However, this rule can be anything the GM and players agree upon—in an entirely different scenario, participants might want to demonstrate their ability to endure punishment, counting any spell that deals damage or has a negative effect as a blessing, and counting any beneficial spell as a bane.

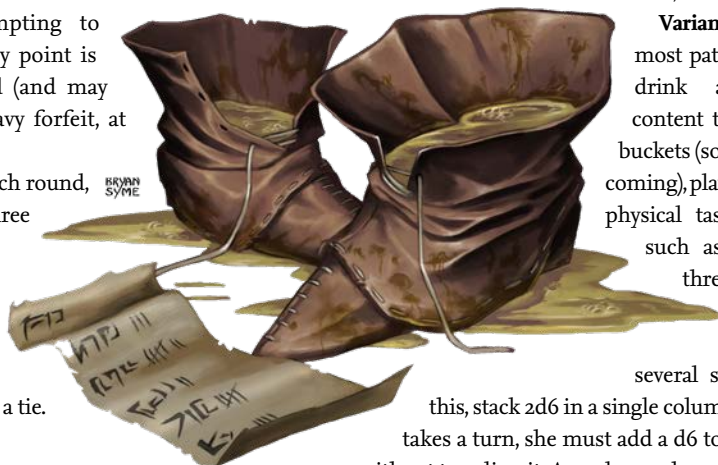
Play: To begin a round of bless or bane, each player whose character is participating (plus any NPCs the GM wants to include) adds an amount of gold to the pot depending on which list of wands the GM is using: typically 15 gp for the 1st-level wands and 90 gp for the 2nd-level wands, though the GM can adjust this amount as she sees fit.

Starting with the character most recently targeted by a spell, each player rolls d% and reports the result. The GM

consults the appropriate table for each result, and that player is the target of the corresponding spell (and can attempt or forgo any saving throws as normal). If the spell's effect qualifies as a blessing (according to the rule agreed upon during setup), the player gains one blessing; the same is true for a bane. If the player is not a legal target or the spell does not make sense for the situation, the GM should select a different spell from the table at her discretion. The GM should consider ruling that wands of spells that deal damage deal minimum damage for this game's purposes.

Anyone caught attempting to identify the wands at any point is immediately disqualified (and may be required to pay a heavy forfeit, at the GM's discretion).

Object: At the end of each round, any players who have three banes are eliminated; if no players remain, the pot goes to the tavern. Any players who have three blessings are winners, splitting the pot if there is a tie.



BOOTBEER

In this stomach-testing drinking game, patrons challenge each other to imbibe the local discombobulating drink of choice out of increasingly preposterous—and often disgusting—vessels. While part of the difficulty is keeping down cheap ale laced with boot sweat, the real challenge lies in the fact that whatever drinking vessel is chosen is often filled to the brim.

The catalyst for a game of bootbeer is usually an agreed-upon trigger; in many taverns across the Inner Sea region, a round immediately begins whenever a fussy patron demands a clean glass.

Supplies: d20, pencil and paper.

Setup: The GM writes the characters' names at the top of a piece of paper.

Play: The game begins with the character who most recently bought someone else a drink; he selects another participant and challenges them to drink out of a nonstandard cup, whether a helmet, a mop bucket, or, of course, a boot.

The GM sets the difficulty of this drink based on how disgusting the container is (assigning a value of 0–3; a boot is usually a 2) and the volume of beer inside it (1–3; a boot is usually a 2).

The challenged player then attempts a Fortitude saving throw with a DC equal to 10 + the drink's total difficulty (4 for a standard bootbeer). If she succeeds, she gains tally marks equal to the drink's volume, and her number of cumulative tally marks is added to the DC of

her subsequent Fortitude saving throws during the game. If she fails her saving throw, she gains one strike. Either way, she then challenges another player to drink out of a different object and play continues.

Object: When a player has three strikes, she loses immediately and is out of the game. When there is only one player remaining, she wins. If a player participates in multiple games of bootbeer before she rests for 8 hours or in a 24-hour period, her number of tally marks cumulates across games. (Tally marks reset after she rests or after 24 hours, whichever comes first.)

Variant: In taverns where most patrons can hold ample drink and are perfectly content to drink out of rusty buckets (so long as the ale keeps coming), players perform a simple physical task after each drink, such as spinning in place three times or balancing a sunrod on one finger for several seconds. To simulate

this, stack 2d6 in a single column. Each time a player takes a turn, she must add a d6 to the top of the tower without toppling it. Any player who causes the tower to fall gets one strike, and the tower is reset to 2d6.

DEADEYE

This darts game is played virtually anywhere worship of Erastil, the god of hunting, is common. The dartboard is usually crafted from a single block of wood shaped into a square with various game animals depicted in concentric squares. In the most traditional pubs, players must bring their own handcrafted darts, though many taverns provide materials to make one's own darts as needed.

Supplies: 1d4 per player, tactical map, marker.

Setup: Draw the dartboard on a tactical map, starting with a 2-square-by-2-square area for the bull's-eye. Draw at least four concentric squares around this center, each with a width of two squares. In each ring, draw at least one animal in a random location; continue until there are twice as many animals as players. These drawings can be as small as one square or as large as six, but it should be clear which squares each animal occupies.

Play: The character who most recently prepared food for someone else goes first, and play continues clockwise. Starting with the first player, each player rolls a single d4 (a "dart") onto the dartboard. Each roll must be made from outside the dartboard's bounds. The GM determines which square the die is in, and if it's within the bounds of the dartboard, the player can then move the die up to a number of squares equal to her Dexterity modifier + the value shown on the die (this movement can't be diagonal).





A negative result means the die moves that many squares in a random direction; roll 1d8 to determine the direction, as if determining the misdirection of a thrown splash weapon.

The darts stay on the board until each player has rolled. If a rolled die knocks another die off its square, return the first die back to that square. Each square can hold any number of dice.

After each player has rolled once, any die on an animal's square counts as a hit for the player who rolled it. The players collect their dice and begin again.

Object: Players take turns throwing darts until one player has hit each animal and the bull's-eye; that player wins immediately.

Variant: Each player scores one point for being the first to hit an animal or the bull's-eye; once each target has been hit, the game ends and the player with the most points wins.

GRAY LADY'S GAMBLE

Golarion has no shortage of those who claim to be able to see the future, but few are willing to put their money where their mysticism is. For those who are, this rather simple game can prove convincing and profitable.

Supplies: Pencils and paper for each player.

Setup: The GM and players determine a time frame for the game, whether in the game world (such as 24 hours) or at the table (such as one play session).

Each player then draws a three-by-three grid with a pencil and paper, writing a single prediction in each square of something his character believes will happen in that time frame. These should be specific actions or events that the PC has no control over, and they are kept secret. For example, the wizard might write "the rogue tries to pick an innocent commoner's pocket," the rogue might write "the fighter makes a terrible pun after killing an enemy," and the fighter might write "a desperate townspeople offers us money to kill something."

Although not a requirement of the rules, it's common for characters to bet gold or make other wagers regarding whose predictions will happen first.

Play: During the course of normal play (and within

the agreed-upon time frame), if a player believes one of her character's predictions has come true, she reveals it to the group. If the players agree that the prediction was specific and accurate enough (the GM is the final arbiter), she draws an X through that square.

Object: The first player to have three Xs in a diagonal, horizontal, or vertical row is the winner.

Variant: The GM might allow players to use a divination spell (expending the spell slot as normal) before filling out their grids. Depending on the level and relevance of the spell, the GM then fills out up to three squares of the casting player's grid (not the center square, and none in the same line) with predictions—these can be likely or unlikely as the GM believes the corresponding spell merits.

A larger grid can also be used, with a correspondingly longer timeline. At the GM's discretion, a prediction that is no longer possible can be replaced with a new one.

HIGHHELM HAGGLE

Named for the famed dwarven Sky Citadel where it is thought to have originated, this game is based on a not-uncommon scenario for deep-delving adventurers: a party comes upon a cache of rare precious gems, the value of which might not be known to all party members, and the group must decide how to divvy up the treasure. Dwarven pubs often have a makeshift container full of multicolor stand-ins for precious gems, and patrons spend many hours bartering boisterously.

Supplies: One visually distinguishable set of the following dice per player: d4, d6, d8, d10, d12, d20.

Setup: Each player attempts an Appraise check and divides their result by 10 (minimum 1); this is the number of gems whose value they know. Players should note this number, as it will be used at the end of setup. (GMs should note that the dice in this game represent real or synthetic gems, tokens, or other counters that the characters are using to play Highhelm haggle in game.)

The GM assembles the dice (usually by collecting one set

RUNELORDS SCORING TABLE

Runelord	Scoring
Alaznist, Runelord of Wrath	2 points for each pair of dice that total 7, or 7 points for three such pairs.
Belimarius, Runelord of Envy	1 point for each die of the same single number.
Karzoug, Runelord of Greed	1 point for each die in the longest consecutive sequence, or 7 points for 1-6.
Krune, Runelord of Sloth	1 point for each 1.
Sorshen, Runelord of Lust	Points equal to the sum of the two lowest dice.
Xanderghul, Runelord of Pride	Points equal to the difference between the highest and lowest dice.
Zutha, Runelord of Gluttony	1 point for each 6.

from each player) and secretly rolls the d20 from each set; the result is the base value of each other die in that set. (For example, if the dice sets are red, orange, green, and blue, and the GM rolls a 14 on the green d20, all green dice have a base value of 14.) The GM should record these base values, or he can simply keep the d20s hidden behind a GM screen. The GM then places all the d4s in the center of the table, within reach of each player.

Next, the GM distributes the rest of the dice (all except the d4s and d20s) randomly to each player, giving each player one die of each size, though not necessarily the same color. (A simple way to accomplish this is to gather all the dice of one size and drop one at random for each player.)

Finally, the GM secretly tells each player the base value of a number of sets of dice equal to the number of gems she correctly identified. For example, if a player had a result of 21 on her Appraise check, the GM tells her the base value of two dice from different sets. The GM should give the widest variety of information possible, giving multiple players the same information only when necessary.

Play: The character who made the best deal in the last week—whether by engaging in tough negotiation, buying low and selling high, or securing a discount—goes first.

On a player's turn, she can propose any number of trades to other players, though she can ultimately make only one trade. These deals must consist of trading at least one die for at least one other die, though asymmetric trades are allowed (a d12 for a d10 and d8, for example). No additional resources (such as gold pieces or equipment) can be exchanged, though promises of future dice trades can be made—and broken!

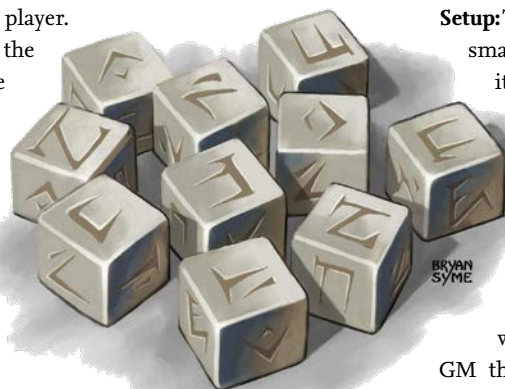
As an alternative to trading with another player, a player can exchange exactly one of her dice for exactly one of the dice in the middle of the table (all d4s at the game's start).

Finally, a player may pass, making no trade or exchange.

After the current player makes a trade, exchanges with the center, or passes, her turn ends. Play continues clockwise.

Object: The game ends when three players pass in a row. Each player rolls all her dice, adding the result on each die to that die's base value. The player with the highest total value wins. If there is a tie, the player with the highest total base value wins.

Variant: Most who play this game in rowdy pubs mock and cajole those who try to take notes, but a more intense version with higher stakes might call for allowing the players to jot down information they glean, both from their Appraisal checks and from play.



IRORI'S TEST

Many proponents of this memory-testing game claim that the eponymous Vudrani god played it regularly on his path to divine self-perfection, though its most common use as a drinking game falls rather short of this lofty aim.

Supplies: GM screen; miniatures, dice, or any other small items; pencils and paper for each player.

Setup: The GM secretly selects five different small items (whether miniatures, dice, item cards, or even pocket change) and arrays them on the table behind the GM screen, out of the players' sight.

Play: When players are ready, the GM removes the GM screen, and players have 15 seconds to memorize the objects, with no note-taking allowed. The GM then replaces the GM screen, and players have 1 minute to write down as many of the objects as possible from memory.

Object: The player who writes down the most correct items wins. In the case of a tie, specific answers beat general answers (so "d8" is beaten by "red d8," which is beaten by "red d8 showing a 4").

Variant: Instead of the players writing down lists from memory, after the items are first revealed and rehidden, the GM takes one away and reveals the remaining items. The first player to name the missing item gets one point, and the process is repeated until one player reaches a set number of points; that player wins.

RUNELORDS

This popular dice game is most common in regions where the runelords are the legends of a distant land. Those who live in the realm once claimed by the ancient Thassilon, in the shadow of magically preserved ruins, are more likely to find the game distasteful.

Supplies: 7d6, a copy of the scoring table on page 62.

Setup: The GM displays the scoring table so that all players are able to see it.

Play: The character who has committed the most of these sins in the last week goes first. On a player's turn, she rolls 7d6. She can then set aside any number of dice (including none) and reroll the remaining dice. After this second roll, she can once again set aside any number of dice and reroll the remainder. Whether she rolls once, twice, or three times, the player must finish her turn by choosing one of the runelords from the scoring table and scoring her dice accordingly (counting each die only once), even if she scores no points. A player cannot pick the same runelord more than once per game. Play continues clockwise.

Object: After each player has taken seven turns, the player with the most points is the winner.



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YOUR ADVENTURE STARTS HERE!

Whether they're seedy bars in a city's roughest district, upscale joints where society's elites hobnob over artisan wines, or sleepy boozing establishments in pass-through villages, taverns are a staple of every adventurer's career. They're a place to meet contacts, to collect the juiciest gossip, or simply to knock back a hearty ale in between monster-slaying sessions.

Pathfinder Campaign Setting: Inner Sea Taverns presents six ready-made, fully fleshed-out taverns for use in games that take place across Golarion. Each entry includes a full-page map of the establishment, stat blocks for both a commonly met tavern proprietor or bartender and a powerful local who might serve as a foe or an ally, a full history and description of the tavern's clientele, and a detailed gazetteer of the tavern's grounds. A selection of rules for bar fighting and pub games rounds out this invaluable tome.

This book contains details about the following taverns, and more:

- ▶ Aeylinth Vineyard, a sophisticated treetop wine bar in the bustling city of Greengold, a prominent port of call in the elven nation of Kyonin.
- ▶ Formidably Maid, a rough-and-tumble pirate bar located on the dockside outskirts of Port Peril, the capital of the privateer-infested archipelago known as the Shackles.
- ▶ Runoff, an underground speakeasy in Starfall, where the drinks are spiked with mysterious fluids and the resistance against the Technic League is strong.
- ▶ Whispering Stone, a partially open-air gambling hall and lounge in Osirion's Wati famous for the ancient, mostly buried statue that serves as its centerpiece.

Pathfinder Campaign Setting: Inner Sea Taverns is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.



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ISBN 978-1-64078-016-3

US \$22.99



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Printed in China PZO92107