

The Rustic Oak Inn

In a region choked by the heavy hand of tyranny, the Rustic Oak Inn emerges as a beacon of defiance. Owned by the indomitable Elara Ravenscroft, this roadside inn and tavern, once built to offer solace to weary travelers, has transformed into a covert sanctuary for those who dare to challenge the oppressive rule of the local tyrant. It is a place where whispered conspiracies, hidden beneath the inn's sturdy oak beams, find form and unity, where the warmth of its welcoming hearth kindles the flames of resistance.

Elara's inn is more than just a refuge; it is a vital hub for those who seek to oppose the tyrant's iron grip. Here, plans are hatched, information is shared, and alliances are forged in the shadows, all with the ultimate goal of toppling the oppressive regime. Amidst the rustic charm and cozy atmosphere of the Rustic Oak Inn, a courageous community assembles, united in their determination to reclaim their land's freedom and justice from the clutches of tyranny.

Basic Information

Style: Small inn and rebel safe haven

Rooms: 4

Room Cost: 5 sp per night

Stabling Cost: 5 sp per day

Menu:

- **Hearty Stew of the Oakwood:** A robust stew featuring slow-cooked meat, root vegetables, and a side of rustic bread. 5 sp
- **Fields of Greens Salad:** A fresh salad composed of local greens, seasonal fruits, nuts, and a zesty herbal dressing. 3 sp
- **Roasted Fowl Platter:** Succulent roasted chicken served with a medley of seasonal vegetables and a helping of garlic-infused mashed turnips. 5 sp
- **Medieval Fruit Tart:** A rustic pastry filled with seasonal fruits. 3 sp
- **Ale:** Served in a tankard or pitcher. 4 cp/2 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page [x].

1 - Barroom

The barroom of the Rustic Oak Inn exudes a warm and inviting ambiance. Illuminated by the soft glow of flickering candles and the crackling hearth, the room is adorned with wooden beams, creating a rustic and cozy atmosphere. A weathered oak bar greets travelers when they enter, behind which a skilled barkeep serves an array of drinks. Wooden tables and benches fill the center of the room, offering ample seating for patrons.

2 - Guest Rooms

The guest rooms of the inn are modest yet comfortable, each furnished with sturdy wooden bedframes, warm woolen blankets, and soft feather pillows. The windows are fitted with heavy drapes that can be drawn to block out the cold of winter nights. The room décor is minimal, with small wooden writing desks and quaint oil lamps providing a touch of practicality and warmth. A small, unassuming washbasin stands in one corner, allowing guests to freshen up before retiring for the night.

3 - Kitchen

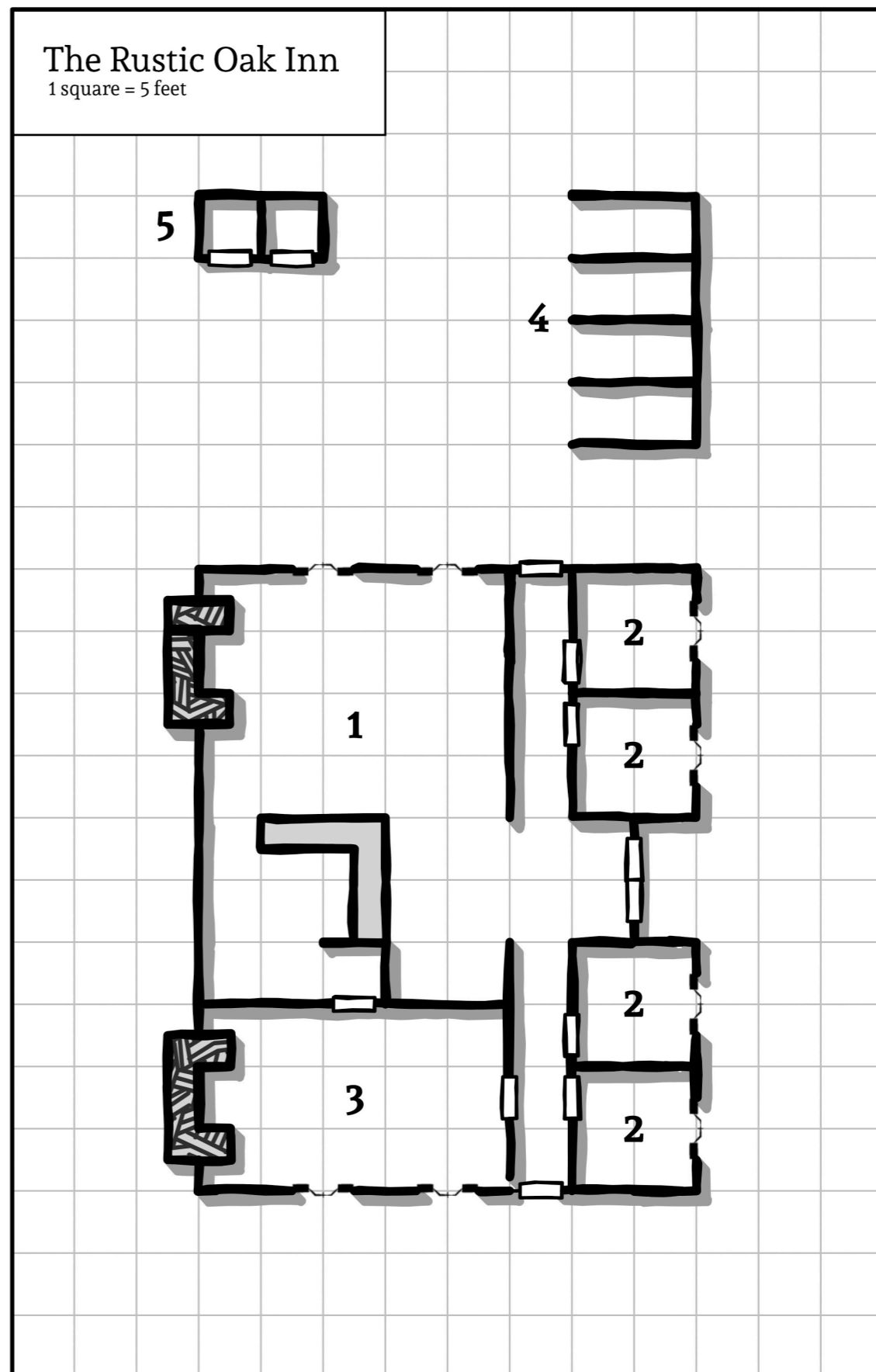
The heart of the inn, the kitchen, is a bustling and aromatic space. Large hearths dominate one wall, where pots and cauldrons bubble away over open flames. The head cook, Mara, orchestrates the culinary symphony, overseeing the preparation of hearty stews, freshly baked bread, and savory roasts.

4 - Stables

The inn's stables are located at the rear of the establishment, providing shelter for weary travelers' horses and livestock.

5 - Toilets

The inn features a simple yet functional privy area located at the back of the establishment. A barrel of fresh water beside the stalls offers a way for patrons to clean themselves after doing their business.



Map by DMDave using DungeonScrawl. Permission granted to photocopy this image for personal use only.

Staff

The inn employs the following NPCs.

Elara Ravenscroft. Elara is a formidable and just innkeeper who manages the Rustic Oak Inn with unwavering dedication. She's known for her keen insight into the plight of the oppressed in the region and secretly aids resistance movements against the local tyrant. Elara possesses unmatched skill with a crossbow, a talent she rarely displays but keeps at the ready to protect her guests and the inn. Elara may approach characters discreetly, seeking their trust and potential assistance in matters of resistance.

Doran Thistlewood. Doran, the lively barkeep, is a master of hospitality and merriment at the Rustic Oak Inn. Beyond serving drinks, he's known for his talent as a skilled entertainer. He possesses a remarkable skill in juggling, often surprising patrons with dazzling displays of dexterity when business is slow. Doran thrives on engaging patrons in cheerful banter, inviting them to participate in lively drinking songs and occasionally offering them a chance to try their hand at juggling.

Elinor Oakthorn. Elinor, the inn's head cook, has a reputation for her culinary prowess and a deep love for foraging in the nearby woods for unique ingredients. She may interact with characters by presenting them with sumptuous dishes and sharing her knowledge of local flora.

Alden Greystone. Alden, the inn's minstrel and Elara's trusted assistant, is a gifted songwriter who composes ballads inspired by the inn's guests and their stories. Alden often engages patrons in conversation, seeking inspiration for his next ballad or sharing tales of past adventurers who have passed through the inn.

Ruth Birchwood. Ruth, the inn's chambermaid, is skilled at maintaining the guest rooms in impeccable condition. She often collects and dries herbs from the inn's garden to create remedies for minor ailments. Ruth may interact with characters by offering them herbal teas and ointments, sparking conversations about the healing properties of local plants.

Thaddeus Ironhoof. Thaddeus, the inn's stablehand and handyman, has a remarkable bond with the horses in the inn's stable. His unusual secret is his ability to calm even the most skittish of steeds with a gentle touch and whispered words. Early in their stay, he may interact with characters by offering assistance with their horses, sharing advice on navigating the surrounding terrain, or regaling them with tales of his experiences on the road.

Regulars

Other NPCs that the characters might encounter in this inn are listed below.

Sir Cedric Ironforge. Sir Cedric is a retired knight with a jovial spirit and a hearty laugh. He frequents the Rustic Oak Inn to regale patrons with tales of his adventures, often accompanied by his loyal squire, a mischievous ferret named Pippin. Despite his imposing stature, Sir Cedric is known for his kindness and willingness to offer advice to travelers. Characters may find themselves drawn into conversations with Sir Cedric, learning about his past exploits and possibly even gaining valuable insights into local affairs.

Maelis "Whisper" Blackthorn. Maelis, known as "Whisper" due to his quiet demeanor, is a shadowy figure often found observing the inn's activities from a corner table. He has an air of mystery about him and rarely speaks unless approached. Despite his reserved nature, Whisper possesses an unparalleled knowledge of the region's hidden paths and secrets, and has proficiency in deciphering ancient runes and texts. Characters may need to earn his trust over time if they wish to tap into his vast knowledge, as Whisper could hold the key to uncovering long-forgotten mysteries.

Nessa Stonebrook. Nessa is a cheerful and warm-hearted local farmer who visits the inn to unwind after a day of hard work in the fields. She's known for her knack for brewing simple yet flavorful herbal teas and meads. Characters might find themselves engaged in lighthearted conversations with Nessa, savoring her homemade brews, and learning about her deep connection to the land.

Gorrim Flint. Gorrim, a burly blacksmith with a gruff exterior, often engages in spirited debates and challenges newcomers to contests of strength and skill. He takes pride in his work and is protective of his reputation. Characters may have to navigate Gorrim's abrasive demeanor carefully, as he can be both a formidable ally and a fierce opponent, depending on their interactions.

Lisette Stormrider. Lisette is a charismatic and flamboyant bard who travels from village to village, sharing her mesmerizing tales and songs. She frequents the Rustic Oak Inn to gather inspiration from its diverse patrons. Lisette may approach characters to share her latest compositions or regale them with stories of legendary heroes, particularly those involved with the ongoing rebellion.

Adventure Hooks

Below are a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

Elara's Call to Action

Elara, the innkeeper, discreetly approaches the characters with a plea for assistance. She reveals her involvement in a growing resistance movement against the oppressive local tyrant and seeks their aid in securing vital information from a well-guarded fortress. If successful, the characters will earn the gratitude of the resistance and gain access to valuable resources for future endeavors.

Doran's Mysterious Card Challenge

Doran, the barkeep and entertainer, invites the characters to participate in a high-stakes card game with a group of enigmatic travelers who possess valuable information. If the characters win, they acquire crucial intelligence about the local tyrant's secret hideout, potentially leading to a significant advantage in their efforts to thwart his plans.

Elinor's Herbal Discovery

Elinor, the head cook and herbalist, entrusts the characters with a task to locate a rare and elusive herb rumored to possess mystical properties. In return, she promises to craft a potent elixir that could enhance the characters' abilities. This elixir might provide temporary bonuses in their upcoming challenges, making it a valuable asset on their journey.

Sir Cedric's Vanishing Artifacts

Sir Cedric shares troubling news of a series of stolen relics and artifacts from the local temple, which hold great significance to the region's history. He enlists the characters to track down the thieves and recover the stolen treasures. In return, he offers his services as a mentor in combat training, helping them hone their skills and become more formidable warriors.

Random Encounters

Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

THE RUSTIC OAK ENCOUNTERS

d12	Encounter
1	Patrons gather for a lively card game that escalates into a boisterous competition, inviting characters to join in or watch the chaos unfold.
2	A patron accidentally knocks over a tankard of ale, causing a humorous and cascading chain reaction of spilled drinks and laughter.
3	Regulars gather around the hearth, taking turns sharing local folktales and legends.
4	A cheerful tune played by the minstrel inspires a spontaneous dance among patrons.
5	A mysterious letter or artifact is found hidden behind a brick in the fireplace, leading to speculation and intrigue among the inn's guests.
6	Nessa discovers a rare and beautiful flower in the inn's garden.
7	A playful prankster makes off with a tray of freshly baked sweetrolls from the kitchen.
8	Two traveling bards engage in a friendly competition, challenging each other to perform increasingly difficult songs and tunes.
9	A curious animal from the stable, such as a mischievous goat or a clever raven, finds its way into the inn.
10	A dispute between unruly patrons escalates into a full-fledged brawl in the inn.
11	A prized horse suddenly becomes agitated, causing a commotion in the stable.
12	As the inn is closing for the night, a group of loyalists attempts to ambush the inn's staff and patrons.