

The Whispering Hearth Inn

Nestled in a quaint corner of the picturesque countryside, the Whispering Hearth Inn is a charming retreat known for its intimate ambiance and rustic charm. With just three cozy rooms, this inn offers a truly personal and tranquil experience for its guests. The proprietor, Ms. Evelyn Hawthorne, takes pride in providing warm hospitality and a peaceful haven for weary travelers seeking respite from the bustling world. Her warm smile and dedication to ensuring every guest feels at home make the Whispering Hearth Inn a welcoming destination.

Originally constructed as the bustling kitchen for a grand keep that once stood proudly in the nearby hills, the Whispering Hearth Inn carries with it the echoes of a bygone era. When the keep fell to ruin and was eventually lost to the ravages of time, the resilient kitchen and its attached servants' quarters remained standing, a testament to the enduring spirit of this place. The name "Whispering Hearth" was bestowed upon the inn as a homage to the hearth that had served generations of lords and ladies, knights and servants. Today, guests can still gather around this ancient hearth, enjoy the crackling fire, and feel the palpable history that envelops this inn, making it a truly special and unique destination.

Basic Information

Style: Quiet, friendly bar and inn

Rooms: 3

Room Cost: 5 sp per night

Menu:

- **Rustic Bread & Soup:** Hearty bread with a bowl of daily soup. 3 sp
- **Roasted Chicken:** Tender roasted chicken with seasonal vegetables. 4 sp
- **Vegetable Stew:** A hearty stew made with fresh vegetables. 2 sp
- **Apple Tart:** A simple and sweet apple tart. 2 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 at the Whispering Hearth Inn exudes a warm and inviting ambiance, with aged wooden beams overhead and flickering candlelight casting a gentle glow. It's the heart of the inn, where travelers gather to share stories and unwind. The bar is lined with a selection of ale kegs and simple wooden stools, while the walls are adorned with local tapestries depicting medieval scenes. Patrons can enjoy a tankard of ale and the soothing sounds of the minstrel, Alden's lute, making it the perfect setting for camaraderie and relaxation in this cozy medieval inn.

2 - Rooms

The rooms at the Whispering Hearth Inn are modest yet comfortable, designed to provide a peaceful night's rest for weary travelers. Each room features a sturdy four-poster bed adorned with simple linens, a small writing desk, and a small window that lets in the gentle glow of the moonlight. The rustic charm is enhanced by wooden beams and warm, earthy tones, creating an atmosphere of tranquility and nostalgia. Guests can expect a quiet and restful stay, with the subtle hum of the hearth below offering a sense of coziness.

3 - Kitchen

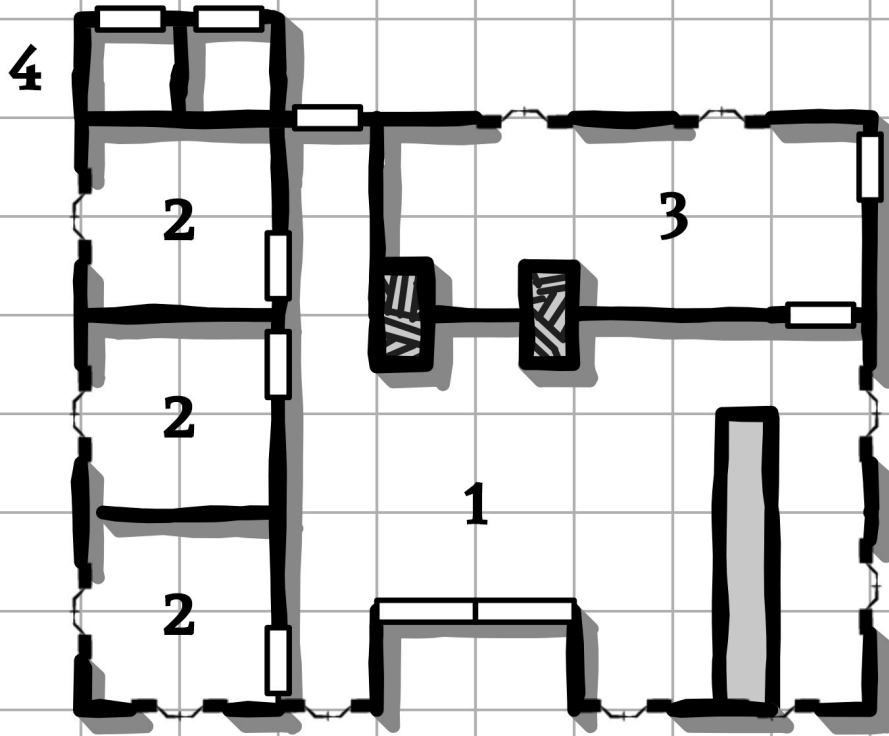
The inn's kitchen is the heart of culinary activity, where the innkeeper and her skilled staff work their magic to craft simple yet delicious meals for patrons. A large hearth dominates one wall, with pots and pans hanging overhead, giving off an inviting aroma of roasted meats and freshly baked bread. The kitchen is well-organized, with wooden counters and shelves stocked with ingredients from the local countryside.

4 - Toilets

The inn's toilet facilities, while basic, offer essential comfort and hygiene. Tucked away discreetly from the main areas, they consist of simple wooden stalls with half-moon doors for privacy.

The Whispering Hearth

1 square = 5 feet



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

Staff

The inn employs the following NPCs.

Evelyn Hawthorne. Evelyn, the inn's gracious owner, ensures that the inn runs smoothly and welcomes guests with a warm smile. Her secret talent is a proficiency in fortune-telling using a deck of ancient cards. She occasionally offers readings to curious guests, sparking intriguing conversations and perhaps revealing a hint of destiny for the characters.

Gareth Thornfield. Gareth, the inn's jovial barkeep, is not only adept at pouring drinks but also has a knack for crafting intricate wooden carvings in his free time. He often joins patrons at their table, regaling them with tales of knights and dragons. Gareth might challenge characters to friendly games of chance, such as darts or a dice match, creating opportunities for camaraderie or rivalry.

Mara Silverbrook. Mara, the inn's skilled head cook, has a deep fascination with local flora and fauna. Her secret passion is foraging for rare herbs and ingredients in the nearby forest, and she occasionally shares her discoveries with interested characters, offering them insights into the mystical plants of the region. Mara's connection to nature often leads to conversations about the surrounding wilderness.

Alden Greenthorn. Alden, the inn's minstrel and assistant, is a gifted songwriter, composing ballads inspired by the inn's guests and their stories. He enjoys conversing with patrons about their adventures, and his songs might be a reflection of the characters' experiences, whether they are tales of heroism or heartbreak. Alden may offer to write a song in honor of the characters if their stories captivate him.

Ruth Sandstone. Ruth, one of the inn's dedicated chambermaids, possesses an uncanny knack for knowing the precise location of everything in the inn. She often assists patrons in finding their rooms or retrieving lost belongings. Some of the things she finds often sparks curiosity, or leads to adventures. Furthermore, the characters may engage her in conversations about the history of the inn, where she might reveal intriguing anecdotes.

Regulars

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

Lena Stonebrook. Lena, a local farmer, is always eager to strike up conversations with new arrivals at the inn. She enjoys sharing tales of her adventures in the countryside and might offer characters tips on navigating the local terrain or finding hidden gems in the region. Lena's friendly demeanor creates an open invitation for characters to engage in pleasant and informative discussions.

Branor Ironfist. Branor, the stoic blacksmith, often observes the inn's happenings from his corner of the bar. While he may not initiate conversations, characters who take the time to approach him might discover his passion for crafting poems that celebrate the natural beauty of the surroundings. Engaging Branor in a conversation about his verses can lead to moments of unexpected depth and connection.

Eldric Blackthorn. Eldric, an enigmatic figure who frequents the inn, remains a subject of curiosity among both staff and regulars. Characters who attempt to engage him may be met with reserved responses, but those persistent enough to earn his trust might uncover his expertise in herbal remedies. Eldric may offer advice or share secrets about the healing properties of local flora.

Thorne Redblade. Thorne, a competitive man with a quick temper, often initiates challenges and wagers with newcomers, including characters. Engaging in friendly competitions with Thorne can be an opportunity for characters to prove their skills and earn his respect. However, characters should tread carefully to avoid escalating tensions and turning a friendly game into a heated argument.

Mabel Turnipfoot. Mabel, a lively and friendly local, enjoys bringing people together. She frequently acts as the inn's unofficial matchmaker, and characters may find themselves in entertaining and often comical situations as Mabel tries to facilitate new connections and friendships. Engaging with Mabel can lead to unexpected encounters and adventures.

Adventure Hooks

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

Evelyn's Enchanted Relic

Evelyn Hawthorne, the inn's owner, confides in the characters about a family heirloom—a mystical amulet rumored to hold ancient powers. She believes it was lost in a nearby, long-abandoned castle. She offers the characters a generous reward if they can retrieve it, assuring them that the amulet's magic could be a valuable asset in their future adventures.

Branor's Poetry Quest

Branor Ironfist has penned a series of mysterious verses hinting at the location of a hidden treasure deep within a nearby forest. He approaches the characters with his poems and proposes a partnership to unearth the riches. The reward for deciphering Branor's poetic riddles could lead to a cache of valuable gems or ancient artifacts, enriching the characters' coffers.

Eldric's Herbal Expedition

Eldric Blackthorn seeks the rare Silverleaf Herb, said to possess remarkable healing properties. He believes it can be found in a remote and dangerous part of the nearby woods. In exchange for their help in gathering this rare herb, Eldric offers the characters an exclusive supply of Silverleaf Elixirs, known to provide potent healing effects.

Thorne's Tournament Challenge

Thorne Redblade challenges the characters to participate in a regional tournament of strength and skill. He promises a substantial wager, the prize being a legendary sword rumored to be hidden in the tournament victor's trophy. Winning the tournament and obtaining the sword could significantly boost the characters' combat abilities and reputation in the region. However, they must be prepared for fierce competition and potential rivals seeking the same prize.

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 WHISPERING HEARTH ENCOUNTERS

d12	Encounter
1	Branor recites a heartfelt poem, moving the inn's patrons. The poem is secretly about one of the characters.
2	A clumsy patron spills ale on Thorne, causing a heated argument.
3	Chambermaid Ruth misplaces a room key.
4	Mabel tries to pair up two random characters comically.
5	Eldric showcases unique herbs for sale or trade. It's possible that one of the characters is allergic to one of Eldric's herbs.
6	Mara seeks feedback on a new dish. Unfortunately, it tastes pretty awful.
7	Lena shares a hidden forest glade's location.
8	A visiting bard challenges the minstrel, Alden, or a musically talented character to a musical duel.
9	A dispute turns into a brawl; characters must decide whether to intervene.
10	Bandits burst in, demanding valuables; characters must defend.
11	A guest's cursed artifact causes chaos; characters must break the curse.
12	A ferocious creature lurks nearby; characters must confront it to protect the inn.