

The Merry Minstrel

The Merry Minstrel is a bustling and well-known establishment nestled within the heart of a major city. The two-story building is an inviting sight for weary travelers and locals alike, featuring a charming facade adorned with vibrant banners and colorful lanterns that beckon guests inside. It has earned its reputation as a favorite haunt for those journeying through the city, offering respite, refreshment, and a lively atmosphere that resonates with the spirit of merriment. With its spacious common room, cozy nooks, and live minstrel performances, the tavern is a place where stories are shared, laughter flows freely, and friendships are forged.

However, beneath its convivial exterior lies a hidden layer of intrigue. The Merry Minstrel is owned by a seemingly jovial couple, Anton and Eliza, who are known for their extravagant parties and connections to the local tyrant. Unbeknownst to most patrons, the innkeepers serve as spies for the oppressive ruler, using their establishment to gather information on the comings and goings of both travelers and citizens. While the lively atmosphere and exceptional entertainment draw visitors from all corners of the city, the innkeepers' loyalty to the tyrant casts a shadow over the revelry, creating an undercurrent of tension and secrecy within the tavern's walls.

Basic Information

Style: Large but quiet and cozy inn

Rooms: 10

Room Cost: 6 sp per night in a common room or 1 gp per night in the premium guest room

Stabling Cost: 5 sp per day

- **Roasted Pheasant:** A succulent pheasant served with a side of savory root vegetables. 2 sp
- **Mead and Honeyed Bread:** A hearty loaf of fresh honeyed bread paired with a tankard of the finest local mead. 3 cp
- **Vegetable Stew:** A hearty stew brimming with seasonal vegetables, aromatic herbs, and tender chunks of slow-cooked beef. 2 sp
- **Ale-Battered Fish:** Crispy pieces of freshly caught fish, lightly battered and fried, served with a tangy dipping sauce. 3 sp
- **Ale:** Served in a tankard or pitcher. 6 cp/3 sp
- **Wine:** Common or fine bottles. 5 sp/10 gp

Inn Locations

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

1 - Common Room

The common room of the Merry Minstrel boasts a mezzanine overlooking the lively space below, centered around a roaring fireplace that fills the air with warmth and cheer. The well-stocked bar is a focal point, offering a wide selection of libations to accompany the lively minstrel performances.

2 - Kitchen

The inn's kitchen is a bustling hub of activity, where skilled chefs craft hearty and aromatic meals using a variety of fresh, local ingredients, ensuring that each dish is a culinary delight.

3 - Toilets

The indoor toilet facilities of the Merry Minstrel include two clean and well-maintained stalls, providing a modicum of privacy for patrons seeking comfort during their stay.

4 - Guest Rooms (Common)

The common guest rooms of the inn are comfortable and cozy, each furnished with a simple but comfortable bed, a wooden dresser, and a small table. They offer a peaceful respite for weary travelers.

5 - Storage Room

The storage room is a dimly lit space housing various supplies and provisions for the inn, from crates of fresh produce to barrels of ale, all carefully organized to ensure efficient service.

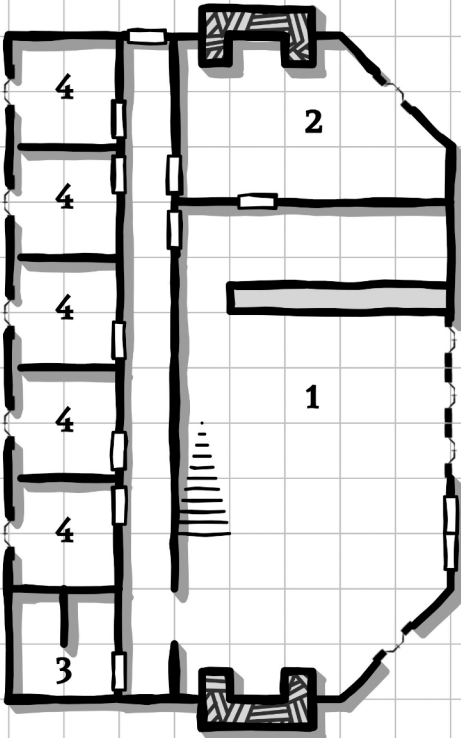
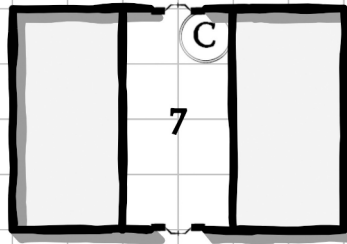
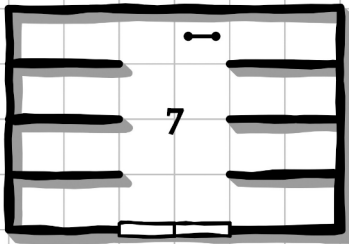
6 - Premium Guest Room

The premium guest room exudes elegance, featuring its own inviting fireplace, adding an extra touch of warmth and luxury to the comfortable accommodations.

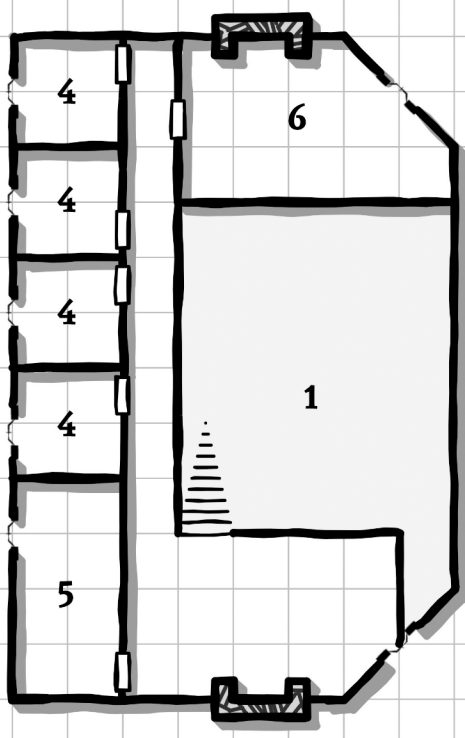
7 - Barn

Adjacent to the inn, the barn provides shelter for travelers' horses, ensuring their steeds are well cared for while they enjoy the tavern's hospitality.

The Merry Minstrel
1 square = 5 feet



Ground Floor



Top Floor

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

Staff

The inn employs the following NPCs.

Anton and Eliza Veridian. Anton and Eliza are the seemingly jovial owners of the Merry Minstrel. However, their secret allegiance as spies for the tyrant lies hidden beneath their cheerful demeanor. Characters may interact with them during lively celebrations or as hosts of the establishment, unknowingly sharing information that could have unintended consequences.

Maelis Blackthorn. Maelis is a talented minstrel with a captivating singing voice. He has a mysterious scar on his wrist, an emblem of a secretive past. Characters may enjoy his performances or seek his company for melodic tales and hidden knowledge.

Gwenna Stouthearth. Gwenna, the inn's skilled chef, harbors a secret love for herbology and is known for experimenting with unusual ingredients. Characters can savor her culinary creations or engage her in discussions about her secret herbal recipes.

Ealdred Whitethorn. Ealdred is the inn's affable bartender who possesses a unique talent for concocting creative cocktails. Ealdred is secretly in love with Lysandra, the housekeeper, frequently sending her anonymous letters which she collects. Characters may enjoy his drinks or engage in conversation about his affection for Lysandra.

Aeliana Goldenshield. Aeliana is a diligent server with an uncanny ability to remember every patron's favorite drink. She possesses a rare amulet that she claims has protective properties. Characters may interact with her during their visits and, over time, notice her uncanny memory and the amulet's intriguing qualities.

Brondar Ironhoof. Brondar manages the barn where travelers' horses are kept. He's known for his exceptional skill in training unruly steeds. Characters can seek his expertise for their own mounts or assist him with tasks related to the inn's stables.

Lysandra Whittler. Lysandra is the diligent housekeeper responsible for maintaining the inn's guest rooms and ensuring they are spotlessly clean and well-prepared for patrons. She keeps a collection of handwritten letters from a mysterious admirer (Ealdred), the contents of which she keeps hidden. Characters may interact with her as she attends to their room needs or discover her intriguing collection of letters, leading to possible quests or unexpected alliances.

Regulars

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

Lord Alaric Ravenshadow. Lord Alaric is a nobleman known for his wit and cunning. He frequents the Merry Minstrel to gather information and allies for the rebellion against the local tyrant. He keeps a coded letter from the a rebellion's leader concealed within a hidden compartment in his cane, which the innkeepers suspect but cannot decipher.

Evelina Thistlewood. Evelina, a skilled apothecary, is friendly and willing to share her herbal knowledge with characters seeking remedies or information about local flora. She may offer to sell or gift them potions or elixirs.

Thoren Stonehelm. Thoren, a seasoned cartographer, is approachable and readily provides directions and maps to characters and other patrons who are unfamiliar with the city and surrounding area.

Melisande Silverlute. Melisande is a talented minstrel who often enjoys engaging the patrons in conversations about music and folklore. She may perform personalized songs for the characters or share information about local legends.

Gavric Oakenshade. A skilled woodcarver, Gavric is a friendly man who enjoys creating custom wooden trinkets for others. He may offer to carve a personalized keepsake for the characters or share insights into his craft.

Aldric Sagebrush. Aldric, a dedicated scribe, is eager to engage in philosophical discussions, especially with characters interested in matters of literature and knowledge. Aldric may share interesting scrolls or manuscripts with them, sparking their curiosity.

Cassius Blackthorn. Cassius is a burly and imposing figure known for his unwavering loyalty to the local tyrant. As a bodyguard and enforcer for the tyrant, he frequently collaborates with the inn's owners, Anton and Eliza, in matters that align with the tyrant's interests. Cassius is skilled in combat and keeps a close watch on the tavern's activities, ensuring that nothing transpires without his knowledge. Characters may find themselves cautious around Cassius, as his allegiance to the tyrant is no secret, but they might also seek his protection or assistance in certain situations.

Adventure Hooks

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

Seraphin's Heirloom

Seraphin Greycastle seeks the characters' help in recovering a stolen family heirloom rumored to be in the possession of a notorious bandit gang. The characters will receive a handsome reward in gold coins and valuable trade secrets if they retrieve the heirloom.

Herbal Expedition

Evelina Thistlewood needs the characters to collect rare herbs from a dangerous forest, offering potent potions and elixirs, as well as her expertise in herbalism in return.

Caverns of Riches

Thoren Stonehelm seeks assistance in mapping a mysterious cave system believed to hold ancient treasures. In exchange, he promises detailed maps of the region, unveiling hidden locations and shortcuts.

Songbird's Melody

Melisande Silverlute asks the characters to locate her missing songbird companion with a unique and enchanting voice, offering to compose a stirring ballad in their honor if they find it.

Secrets in Shadows

Cassius Blackthorn approaches the characters with a confidential assignment from the local tyrant. He requires their assistance in discreetly gathering information on potential rebels within the city, promising a sizeable sum of gold and the tyrant's favor upon completion. He offers this to the characters even he suspects that they are in league with the rebellion, hoping to root them out.

Treacherous Truce

A mysterious messenger, known only as "The Hooded Stranger," delivers a sealed letter to the characters during their stay at the Merry Minstrel. The letter contains a cryptic message inviting them to a secret meeting with a high-ranking official from the tyrant's court who wishes to negotiate an unusual truce.

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 DRAGON'S NEST

d12	Encounter
1	A traveling bard performs an epic ballad, drawing a mesmerized crowd with a thrilling story of a dragon's defeat.
2	A heated argument erupts between two regulars over politics, threatening to escalate into a brawl.
3	A band of rowdy mercenaries enters the inn, challenging anyone to an arm-wrestling contest, with a small wager involved.
4	A mysterious cloaked figure slips a sealed envelope to one of the characters, urging them to read it privately.
5	A sudden storm rages outside, causing a leak in the common room's roof, leading to a comical scramble for dry spots.
6	An intoxicated monk challenges another to a darts competition, with the winner earning free drinks for the night.
7	A traveling merchant offers rare and exotic wares for sale, including magical trinkets and peculiar curiosities.
8	The inn's fireplace unexpectedly flares up, revealing a hidden message etched into the chimney's stone.
9	A lively group of minstrels arrives, inviting characters to join their impromptu performance for a share of the tips.
10	A local constable arrives, searching for a wanted criminal rumored to be hiding among the patrons, leading to a tense standoff.
11	A brawl erupts between loyalist and rebel supporters, threatening to engulf the entire inn in chaos.
12	A mysterious stranger approaches the characters, offering to share information about a secret meeting of the local rebellion.
