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1 - Hitching Post

2 - Outhouse

3 - Hearth

4 - The Pit

5 - Pantry

6 - Kitchen

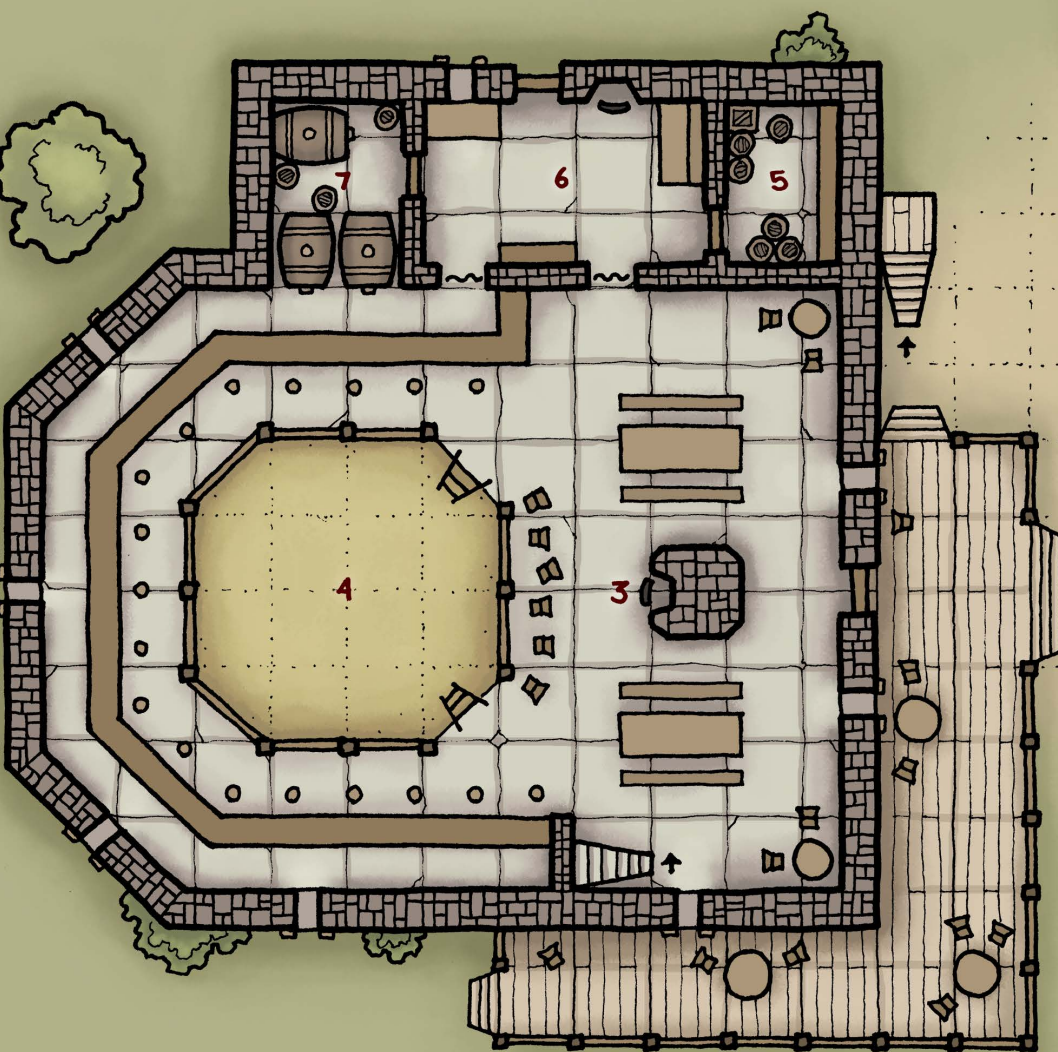
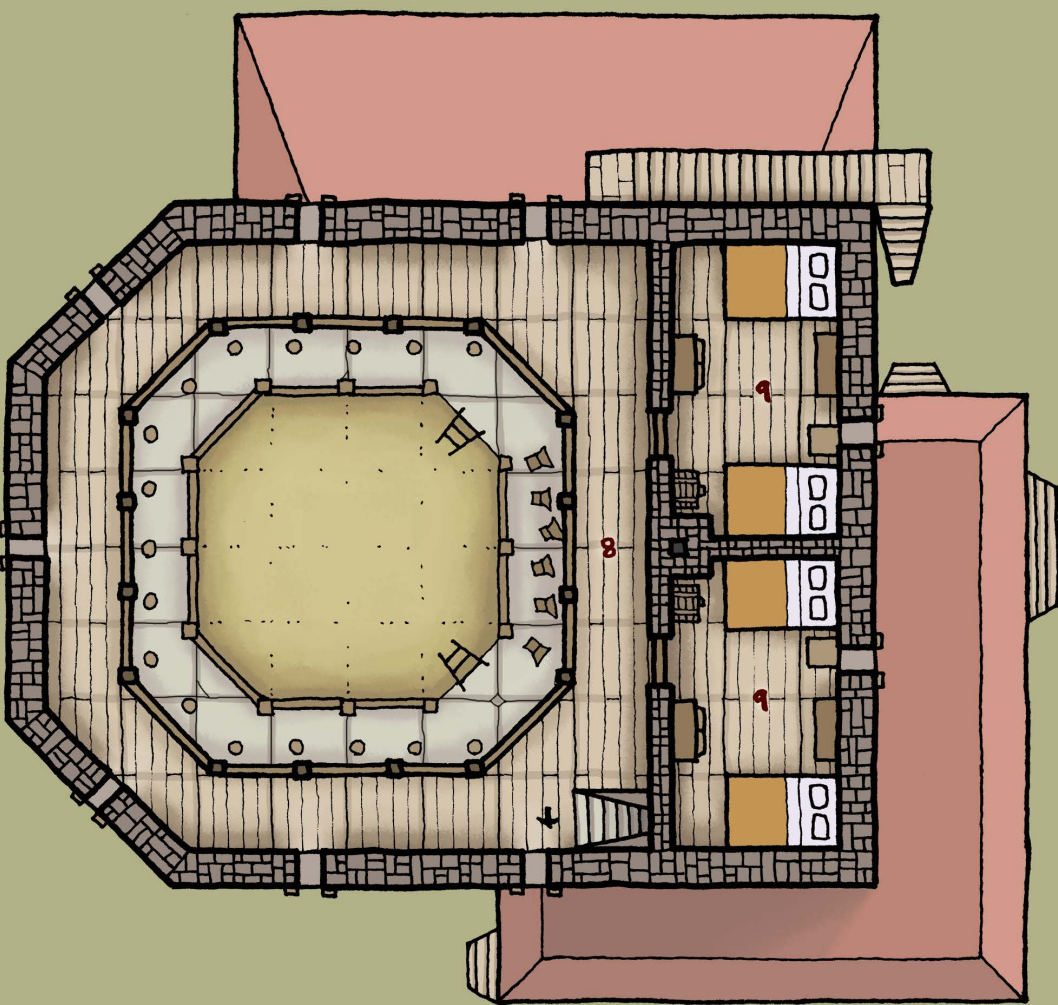
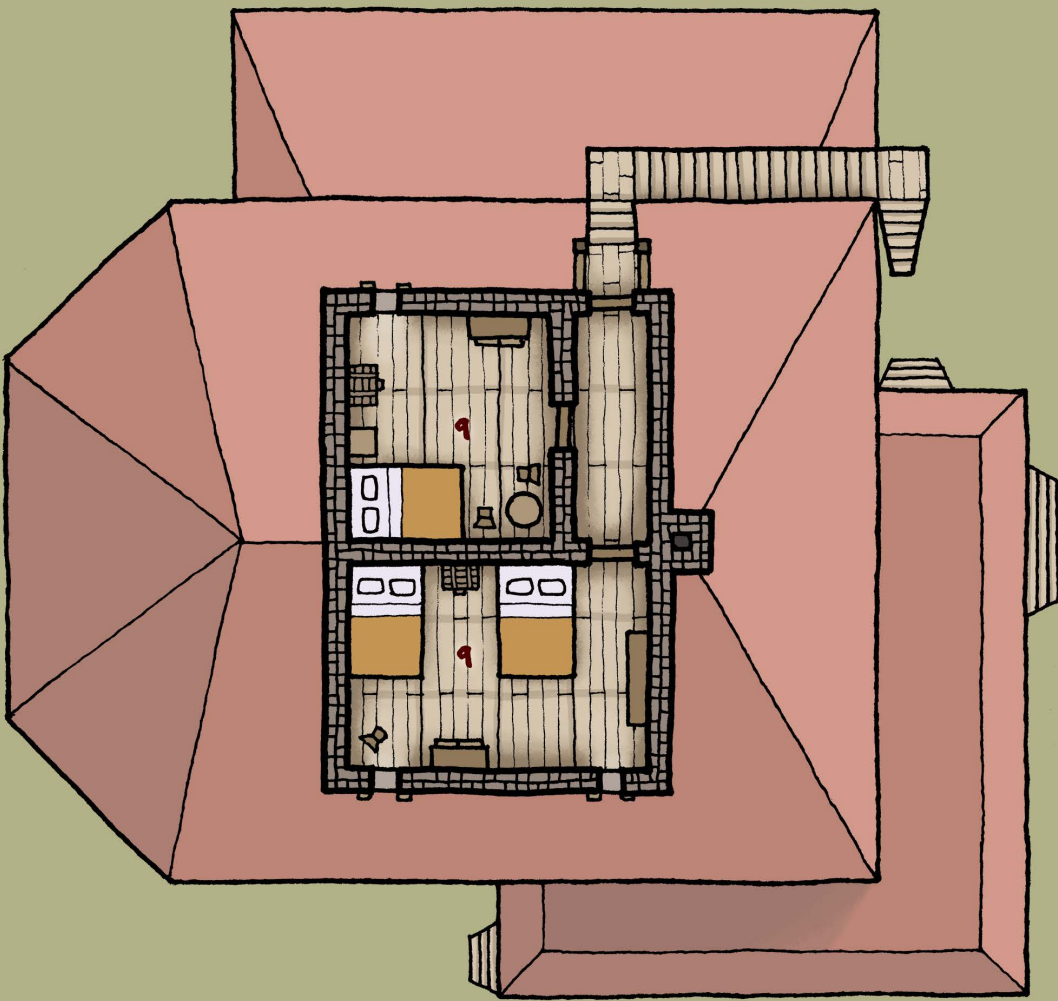
7 - Ale Store

8 - Viewing Gallery

9 - Guest Rooms



OLD MADELEINE'S COUNTRY INN & FIGHTING PIT

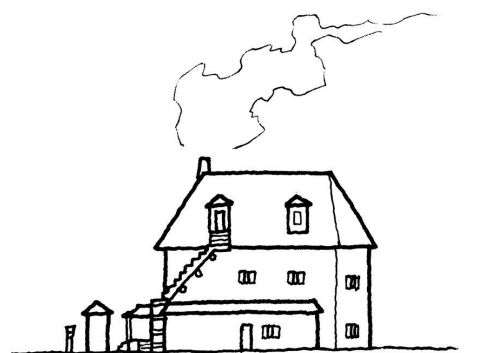
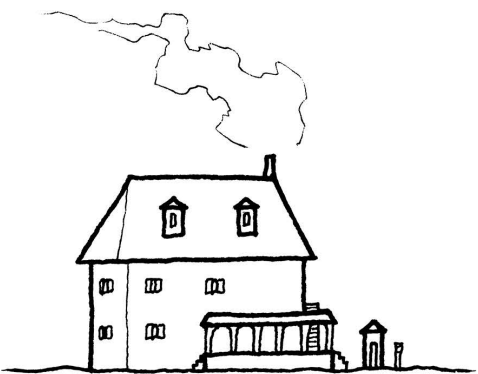
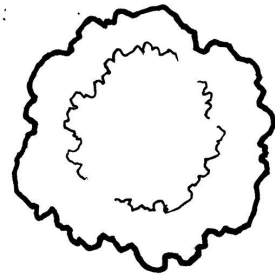
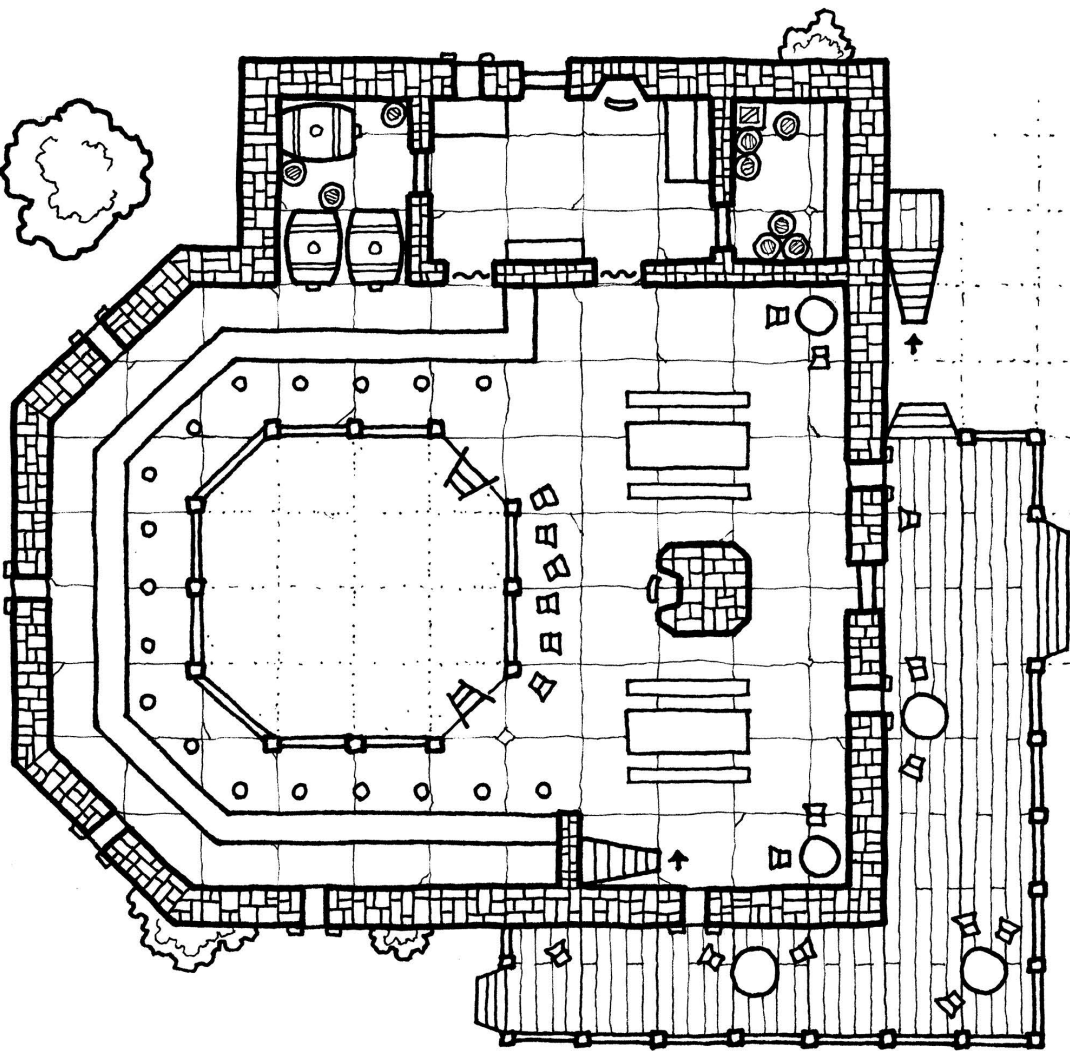
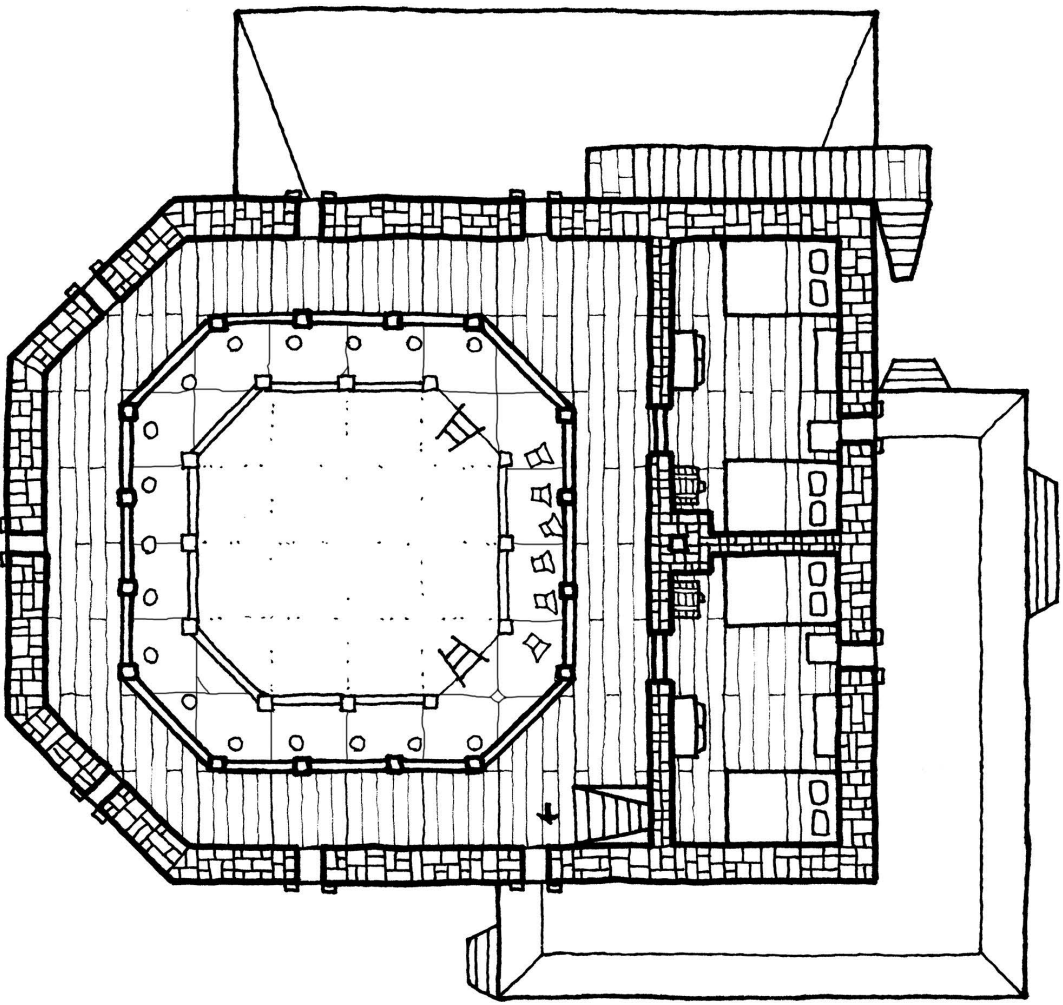
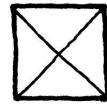
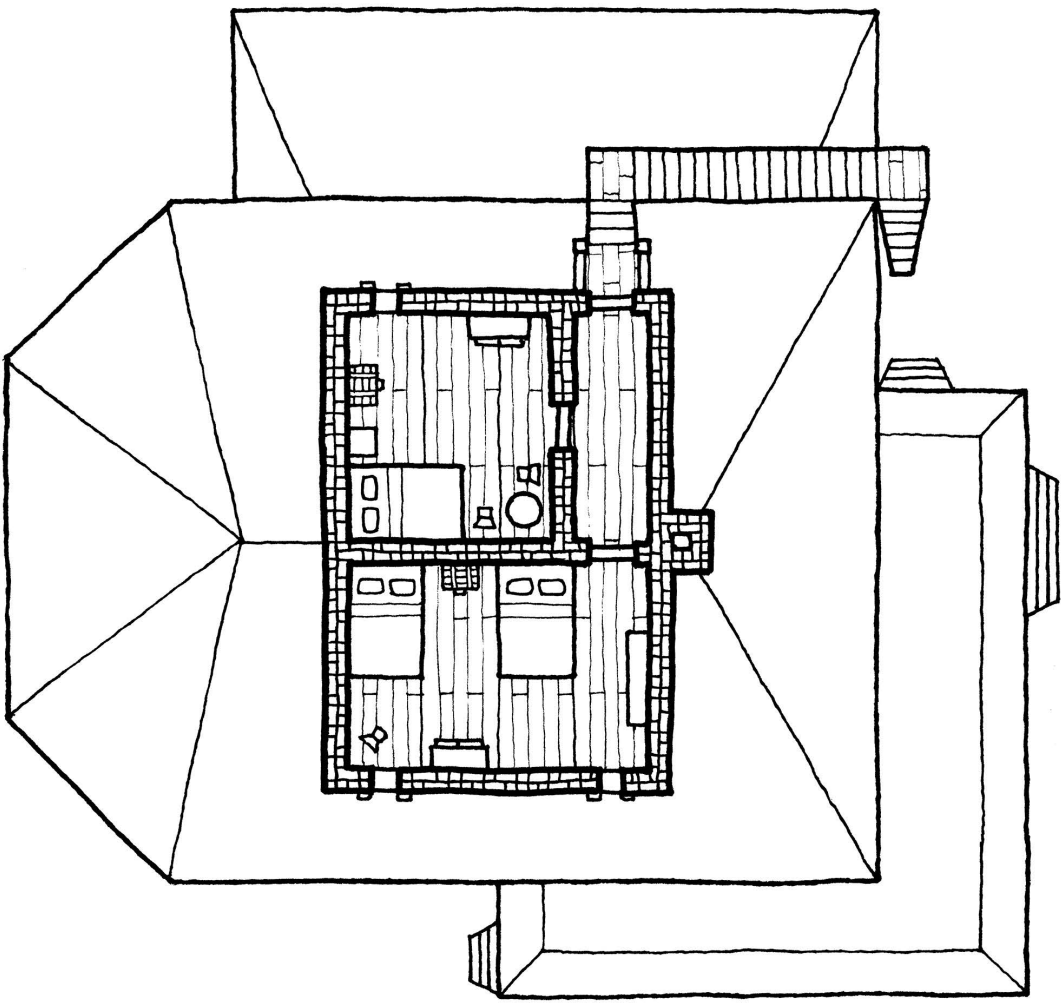


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OLD MADELEINE'S COUNTRY INN & FIGHTING PIT

- Madeleine's is a small, cozy roadside inn with a fighting pit, run by a surprisingly lovely little old lady.
- Some of the pit fights here are between amateur gladiators from the nearby area. Some are between guests at the inn, who may drunkenly challenge one another.
- Madeleine is a very sweet, generally kind-hearted old woman in her 80s. While she isn't a huge fan of pit fights herself, she hosts them at her inn because many of her guests enjoy them. And besides, it keeps the fights in one place, where they're easier to clean up after.
- Here are some things Madeleine might say to the PCs in conversation:
 - "Well, being so close to barbarian lands, we had an awful lot of fights among the guests. So, one day, my late husband got the idea to make a show of it."
 - "I always say, 'There are three things everybody in the world likes: sitting by the fire, eating a nice, home-cooked meal, and watching people die.'"
 - "The rules? Well, let's see... no animals inside, no muddy boots on the beds-- Oh, you meant the pit? No, dearie, there are no rules in the pit."
 - "Oh, did he just disembowel him? Tsk, they make such a mess, those disembowelings. Such an awful mess."
- Of course, Madeleine can be replaced with a proprietor of your choosing, should you want a different atmosphere here.

- The use of this map is fairly straightforward: the players arrive to spend the night. They see the fighting pit, meet the proprietor (or not), and at some point, some drunken yahoo (or barbarian savage or slighted nobleman or whoever) challenges one of them to a fight. The other players could engage in fights of their own or just have a few drinks and place bets on the winners. It's an opportunity for some role-playing, along with a little alcohol and violence. Good times.

