

TAVERN ENCOUNTERS

Scroll of Malevolence #044

THE PARTY FIGHTS...

1. **{Taxidermy}** All of the mounted heads and taxidermied animals throughout the tavern suddenly spring to life and attack.
2. **{Dust Devil}** A violent dust devil blows in through the front doors, knocking off everyone's hats and flipping tables.
3. **{Loose Pet}** A thug's "friendly" pet drake breaks loose of its chain and attacks after its master passes out drunk.
4. **{Eldritch Horror}** A seemingly random tear in reality rips open and spills an ungodly monstrosity into the tavern.
5. **{The Cook}** The tavern cook is recognized as a wanted fugitive and has taken a hostage.
6. **{Vampire}** Has stopped at this tavern during their long voyage north to feed.

THE PARTY MEETS...

1. **{Mercenaries}** A trio of tiefling swords-for-hire called the "Six Pointed Star" blowing off steam between jobs.
2. **{Catfolk}** Drinking heavily to cope with the fact they recently lost their 8th life.

3. **{Tattoo Artist}** A twitchy half-orc who offers tattoos from their dingy wagon out back. They specialize in face tattoos.
4. **{Rivals}** Another table of adventurers who are being very secretive about whatever is on the map spread across their table.
5. **{Flirty Staff}** The handsome half-elf barkeep starts to flirt with an unexpected member of the party.
6. **{Gnoll}** Has a huge braided mohawk and sits in the corner laughing to themselves. Rumored to have eaten his own tribe.

THE PARTY DISCOVERS...

1. **{Front}** The tavern's elderly halfling owners are secretly using it as a front for their major drug operation.
2. **{Thieves' Cant}** A hidden message instructs anyone looking for "honest work" to knock 3 times on the cellar door.
3. **{Challenge}** Anyone who can lift the small iron stein in the middle of the room gets their name etched into it and a free drink.
4. **{Banned}** A list of previous patrons who aren't allowed back. An NPC the party knows and respects is on the list.
5. **{Cursed Stein}** A local myth that anyone who drinks from the cracked stein resting atop the fireplace dies that very night.
6. **{Portal}** The shadows beneath one of their beds bleeds into the Shadowfell.

