

Urban Locations #1

THE ARCANE KEY

The Arcane Key is a one-of-a-kind Tavern/Inn that you can place within any town or city in your own D&D campaign world.

Exterior

Nestled between towering buildings is an odd and unconventional Tudor style structure of ornate timber frames and immaculate white washed walls. Long claustrophobic alleys of damp cobble separate the buildings, their paths shrouded in darkness from closely butting jetty's giving the appearance of long stone tunnels on either side. The finely crafted Tudor building is oddly narrow, barely 10 feet wide at its base leaving only room at the entrance for an expensive wooden door. Mounted to a timber stud you see a heavy chained sign which juts out, hanging over the street. The artisan quality board reads simply, "**The Arcane Key**".

Interior

The Arcane Key is tastefully decorated and caters to the discerning nobles' comfort. Two luxurious upholstered chairs sit side by side in a waiting area. A small shelf offers a decanter of brandy wine and clean ivory goblets. The whole interior is dimly lit and romantic, although no discernable light sources can be seen. Through a secure door and a half-walled window is a clerk's office where a finely dressed, well-groomed man of elvish heritage looks out at you apathetically. Adjacent to the office a long corridor extends the length of the building to a stairwell which rises and turns towards the second floor above. The hallway has no discernable features except for small decorative plaques affixed to the walls at about chest height every 10 feet or so.

Staff

The purveyor of The Arcane Key is rarely present. Instead, the half-elven man, Bentley Sadler is the inn's manager and arcane key master. He is icy and humorless, performing his work at The Arcane Key with palpable indifference. To him, either you have the money to pay for a room or you can leave. His attire is mostly black and finely tailored to his slender form. His dress coat features sharp curved shoulder pads and silver buttons and a crimson silk liner sewn in for comfort. Although he is well mannered, it often comes across as haughty and snide. He can be dismissive when pressed for information and often states that he will have to discuss things further with 'his employer'. Privately, Bentley has a soft spot for rare works of fiction and particularly treasures works of intrigue and adventure.



"Tavern Sign" Originally By RonRon84 on www.deviantart.com
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A Magical Inn

The magical nature of The Arcane Key comes from the enchanted key ring that the manager keeps on his person. On the ring there are many silver arcane keys, each of which corresponds to a particular wall plaque. These combined make up all of the "rooms for rent" in the building. When a patron purchases an arcane key, they may go to the corresponding plaque and use it to cast Magnificent Mansion. Their "room" persists for 24hrs until the effects of the spell end. After which the arcane key magically returns to the managers key ring.

Possible Plot Hooks

1. A noble citizen has been absconding with their lover and renting manor houses to carry on an affair unbeknownst to their betrothed.
2. One of the arcane keys actually opens a portal to a dark plane where vile creatures are waiting to escape.
3. After staying a day at the Arcane Key the spell ends and the body of a slain towns person appears outside of the door of the room the Players stayed in. They're now wanted for questioning.
4. The owner of the Arcane Key is actually a spy and informant. They sell the secrets of the Arcane Keys patrons by magically scrying upon them during their stay.
5. The owner of the Arcane Key has several establishments across the civilized world. For a price, your key can connect you to a city far, far away.