

NOT ALL ADVENTURES BEGIN IN A TAVERN

THE METTLE KETTLE TEA SHOP



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presents

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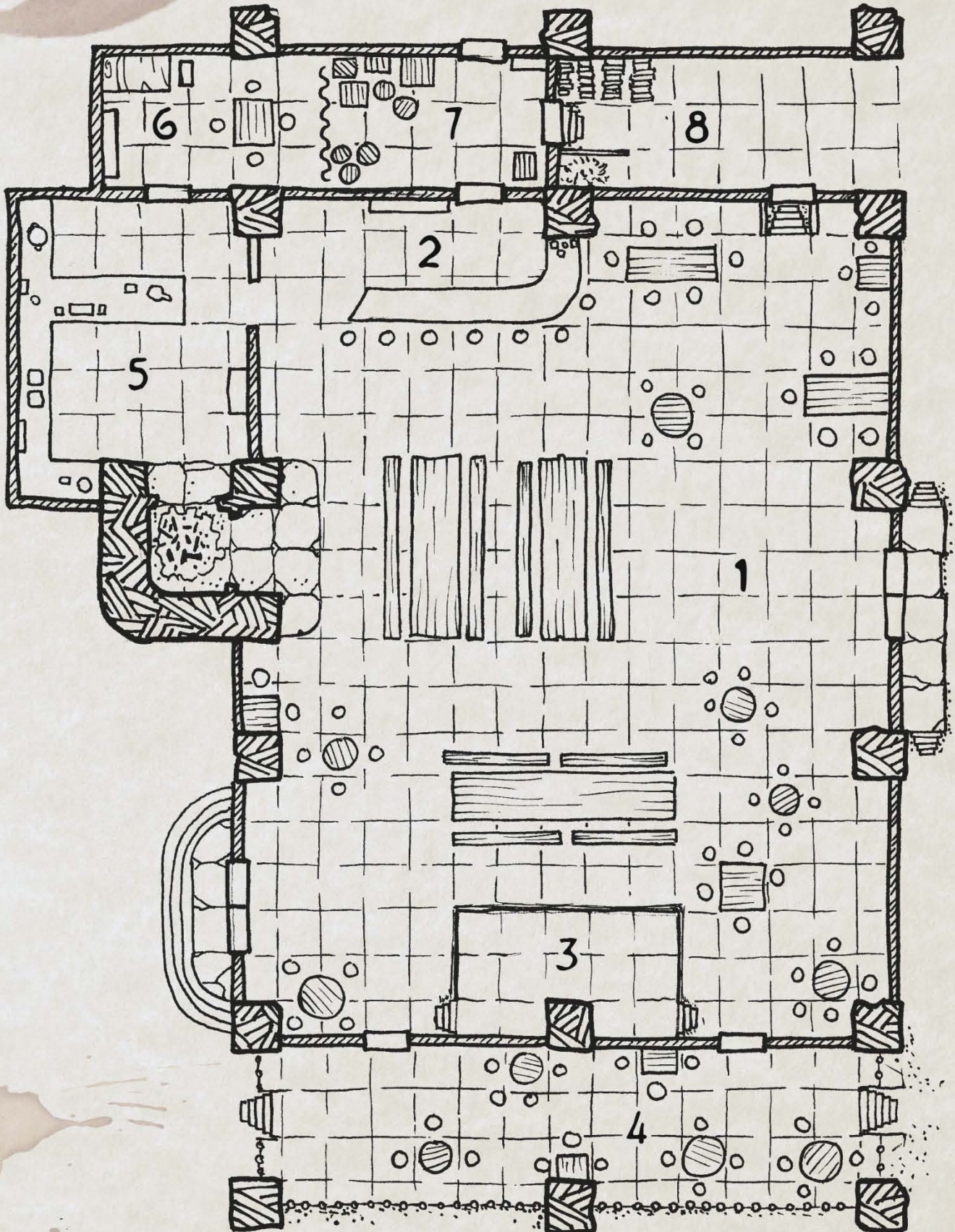
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THE METTLE KETTLE TEA SHOP



1. Main Room. Roughly 75 feet by 90 feet, the main room of the Mettle Kettle tea shop looks very much like a tavern that caters to the rough and tumble clientele of adventurers. There are three large plank tables with benches and a number of smaller additional tables and stools throughout the room. On each table there is generally a list of the current available standard teas (depending on the season).

Dusty and web covered wrought iron candelabra chandeliers hang above from the high rafters where a family of cats have made their home. The four felines are common cats and are loved by the staff and the regular customers.

**METTLE KETTLE'S
STANDARD TEA LIST**

Bark	Melon Seed	Serpent Scale
Barley	Nettle	Sun
Black	Oolong	Thornberry
Chamomile	Peppermint	Tongue
Dandelion	Purple Shoot	Violetberry
Ginger	Raspberry	Well
Green	Red Bush	White
Hibiscus	Rice Brick	Winterbite
Lose Radish	Rose	Yellow

The above list represents a sampling of typical teas that range in price from 2cp to 2sp. Some teas are seasonal.

The old wizard Gawix can almost always be found seated by himself at the small table nearest the hearth where he spends his time hastily scribbling in his many worn journals and quietly muttering to himself. The staff keeps his personal chipped mug warm with pouring fresh tea so he never needs to ask for service.

Unknown to all, even Assam, a covert **Green Faerie Dragon** has recently taken up residence within the main room. It is attracted to the general amiable atmosphere of the tea shop and enjoys listening to the stories and tales that the patrons share while sipping their tea. The tiny dragon is invisible when

not hidden in shadows and generally keeps to the high rafters with the cats are under one of the many tables.

2. Bar. There are seven stools for customers to sit on if they choose to belly-up to the tea bar for their herb infused beverages. Banna and Aarmun are the two baristas usually stationed behind the bar. A majority of the customers tend to drift to the portion of the bar that Banna tends rather than Aarmun.

Hanging on the wall behind the bar is a chalkboard that displays the Mettle Kettle's specials, which are all specialty teas that regular drinkers claim to have distinctive and exceptional benefits.

3. Stage. The Mettle Kettle prides itself on offering the finest entertainment for its tea-drinking patrons. At 25 feet by 15 feet, the performance area is large enough for a quartet, but generally only features a lone performer —Everend Everard. The “house bard” performs nightly, but will reluctantly give up the stage for other performers if the crowd so decrees. Always a warrior, Assam has a stash of various weapons hidden under the stage —just in case...

4. Patio. For those that wish to enjoy their tea outdoors, the Mettle Kettle features a covered patio area with seating. This is a popular option for those adventuring types that prefer not to be confined by four walls. There are four round tables with four stools each and one small table with three stools against the wall. The raised patio is surrounded by a wood railing.

Ninny prefers to serve the patrons on the patio and can usually be found here when not hurrying back and forth from the kitchen with orders. Leolis often grows irritated with her as he feels she tends to linger and fraternize too much with the patrons with her “alleged” tea leaf readings. Assam does not mind so much, as the customers seem to enjoy her “divinations” and tend to order more tea when they receive a reading they're not fond of.

NINNY'S TEA LEAF READINGS

One of the perks of enjoying one's tea on the patio of the Mettle Kettle is that Ninny may offer a patron a tea leaf reading. While she possess no true magical or divination abilities, Ninny does truly believe that she can tell one's fortune by reading and she does quite well at convincing others as well.

For the price of one gold piece, Ninny will read the remnant leaves or grounds that are left at the bottom of the cup after the tea has been consumed. She will study the sediment well and deliver a convincing though vague summary of a future event.

The recipient of the reading must make a wisdom saving throw (DC 17). If they succeed they do not take any stock in the well told and entertaining fortune. If they fail the wisdom saving throw, the recipient of the reading will gain +1 to one future ability check of their choice to be declared before rolling the check.

5. Kitchen. Not only are various teas brewed in this kitchen, but simple, yet delicious, food fare is also prepared. Finlay can usually be found here in the kitchen brewing teas, baking small cakes and biscuits, and roasting berries and nuts.

Four small and locked (DC 20) strongboxes containing the specialty teas are stored under the preparation tables. Only Assam and Leolis possess keys that unlock the strongboxes.

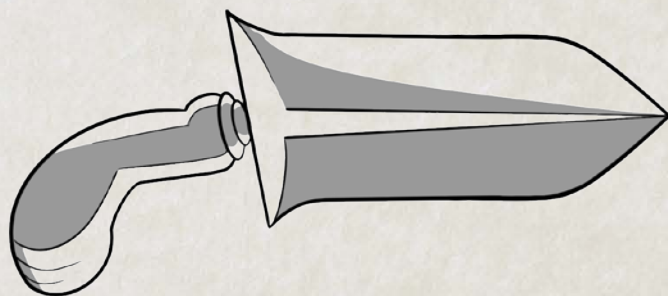
6. Back Room. This portion of the storage area is curtained off to provide a makeshift living quarters and office. It contains a comfortable bed and footlocker, as well as a narrow cabinet and a square table with four stools. Some nights Assam may use the quarters if he stays late chatting with customers. Or, he might offer the bed to a weary traveler or adventurer in need of a good night's sleep.

7. Storage. Various crates and casks of teas and tea related products are stored here. None of the specialty teas are kept here (as they are stored under lock and key in the kitchen). Also stocked upon a shelf are extra cups and kettles, as well as candles for the tables. Both doors leading out to the back and the Delivery Bay have hard (DC 20) to pick locks and are usually locked at all times.

8. Delivery Bay. The Mettle Kettle accepts deliveries from tea merchants and other vendors here during daylight hours. Nug is usually the one that handles the receiving of deliveries. There are neat piles of wood for the hearth stored back here. Nug keeps the rough brick floor well-swept

A bed of soft straw is also piled in a nook that serves as Nug's sleeping stall during the night. Underneath a loose stone beneath Nug's straw bed, the goblin keeps a few hidden treasures that include a pouch of coins (12sp and 14gp) and a legendary and sentient magical dagger known as *Gutwrencher**. He is afraid to use the dagger and keeps it hidden so that it does not fall into the wrong hands.

Both doors leading to the Storage Room and the Main Room have hard (DC 20) to pick locks and are usually locked at all times. Nug possesses a key to the Store Room, as do Assam and Leolis.



**For information regarding the magical dagger Gutwrencher please consult Armory of the Arcane: Daggers available at dmsguild.com.*

SPECIALTY TEAS

The Mettle Kettle tea shop offers a number of select specialty teas that grant certain benefits when consumed —though there are no guarantees, and a few have complained of adverse side effects. These teas are offered only as brewed-to-order servings and are not offered for sale as bulk purchases. Special benefits do not stack, though that does not deter patrons from purchasing multiple servings in one sitting. Price indicates cost for one serving and may fluctuate up to 50% upwards if supplies are low or Sommelier Leolis is in an especially foul mood. All specialty teas must be consumed within an hour of being brewed in order for their benefits to take effect.

Beryl Leaf (5 sp). The beryl plant is rather common if one knows where to look, and the tea brewed from its leaves is a youth elixir in many cultures. While the tea does not provide any actual reversing of age, it has been known to temporarily boost drinkers' lesser abilities. **Benefit:** Temporarily grants +1 to the character's lowest ability score upon failure of saving throw (DC 10) based on lowest ability score. Benefit lasts one day.

Long Berry (10 sp). This rather non-exceptional tasting tea that derives its name from the lengthy berries of the plant it is derived from is rather filling and is often consumed in lieu of eating a meal. **Benefit:** One serving equals consuming the daily quota of one pound of food.

Teal Berry (10 sp). Blue-green in color, this tea has a unique minty-berry taste and is rumored to be a great aphrodisiac, but tends to stain the teeth of its drinkers. **Benefit:** Grants advantage on all romantic/amorous related ability checks for four hours after consumption.

Wrinkle Berry (1 gp). A favored tea among aristocrats and performers, this tea is sworn by many as beauty enhancer that keeps complexions

clear, tightens skin, produces a rosy glow, and adds a sparkle to one's eyes. The beverage itself tastes of a berry and flowery blend. **Benefit:** Grants advantage on the next Charisma or Charisma related skill ability check within 24 hours of consumption.

Bitter Bite (1 gp). Taste exactly as it sounds, bitter —very bitter. But this brew that has an acquired taste does possess medicinal properties according to many devote drinkers. **Benefit:** Grants advantage on the next Constitution saving throw within 72 hours of consumption.

Winsum (2 gp). Brewed from the leaves of a hardy plant that grows on the windswept hills of the northern tundra, this tea is spicy and provides a warming feeling going down. **Benefit:** Grants advantage on all cold based saving throws for 72 hours after consumption.

Sour Prick (3 gp). Derives its name from the sour taste of the brewed tea and the prickly leaves from which the tea is cultivated from. While not intoxicating, the beverage does instill a certain swagger with most drinkers. Due to its very sour taste the drinker must make a Constitution saving throw (DC 10) in order to consume the entire serving and receive the tea's benefits. **Benefit:** Grants advantage on the next ability check of the consumer's choice within 24 hours of consumption.

Hearty Iron (5 gp). This is also a tough brew to swallow, as it is very bitter, leaves a metallic aftertaste, and quite heavy for a tea. It is the favored tea of most Dwarves when there is no ale being served and nothing but tea to drink. The drinker must make a Constitution saving throw (DC 12) in order to consume the entire serving and receive the tea's benefits. **Benefit:** Grants additional 1d 4 temporary hit points for 72 hours after consumption.

CAST OF CHARACTERS



ASSAM OOLONG, a mountain of a half-orc, is the proprietor of the Mettle Kettle tea shop. He is a retired soldier, mercenary, gladiator, and adventurer. Though he does occasionally strike out on adventure when the urge is too strong for even him to resist, he's rather content minding his shop and sipping tea. He has intricate tattoos that he acquired during his military days. Assam is strong and hardy (like his favorite tea) and has a knack for remembering names.

Personality Trait: Friendly. Hey there, stranger. Sit, have some tea, and tell me a bit about yourself.

Ideal: Live and let live. If all the killing I've done over the years has taught me anything, it's that there is too much conflict in the world.

Bond: The Mettle Kettle. If I hadn't opened up this tea shop, I'm sure that my head would be mounted on top of a pike by now.

Flaw: Arrogance. Why should I be afraid of anything? If it has a neck, I can snap it. If it doesn't have a neck I'll just snap the whole thing in two.



LEOLIS REYKIAN, a half-elf who distrusts both humans and elves, as he can observe from both sides and he doesn't like what he sees. Leolis was hired by Oolong to serve as the Mettle Kettle's tea sommelier. He is both very perceptive, yet condescending with a knowledge of teas that is second to none.

Personality Trait: Arrogant. I would suggest one of my finer signature teas, but its superior blend would go unnoticed upon your pallet.

Ideal: Aspiration. I may be of service to Oolong today, but tomorrow he will serve me as I choose.

Bond: Family Tea Set. This tarnished tea set may appear to be mere rubbish, but has been in my family for generations and offers much.

Flaw: Bigot. Pompous elves are holier than thou, and the audacious humans are a blight upon the land.



FINLAY ODELL is a kind hearted and gentle human with a heavy build that gives him more of a jolly appearance than threatening. Finlay has a military past that he does not speak of, and that only Assam truly knows the full details of. What is known is that he was a regiment cook and he was at the Bone Hill Massacre.

Personality Trait: Honest. Ah, yes. The sun tea may be our bestselling brew, but the bargain priced thornberry offers much the same flavor.

Ideal: Life. You are precious, as is the lowly kobold scavenging for food on the city outskirts. No one soul is more soulful than another.

Bond: Loyal to Assam. Were it not for Assam Oolong's mercy upon my hide, I would not be pouring you this tea today.

Flaw: Scandalous history. I was part of a heinous scourge of which I will not speak of.

BANNA CARRO is a bewitching human sorcerer who keeps her innate magical abilities a secret. She is as astute as she is beautiful, and knows how to use each asset to the best of her abilities. She has managed to endear herself to Assam enough for him to keep her hired as a barista. Though he sometimes regrets his decision when apologizing to a customer for scalding tea being thrown in their face.

Personality Trait: Hot tempered. How dare you make such assumptions about me. That may be the last assumption you'll ever make.

Ideal: Independence. No man, woman, nor force of destiny lays claim to Banna Carro.

Bond: The Mettle Kettle. I can't explain it. There's something special, something magical, that welcomes me to this tea shop

Flaw: Prone to rage. It's not my fault that he'll have to favor his other hand now. He should've thought of that before laying a finger on me.



AARMUN looks and plays the part of a harmless, if not unusual looking human. But, he is actually a wererat in love with Banna. Though not the most winsome of folk, he is rather conniving and has managed to procure a position as a barista in the shop. He has the olfactory senses to prepare teas to the most specific of demanding customers' orders.

Personality Trait: Blustering. Oh, I, uh... One moment... Um, perhaps you... I mean... What? Yes. Ahem. How may I help you?

Ideal: Aspiration. Someday... Someday I will pronounce my love to the soul that imprisons my heart and reveal my true self.

Bond: Romantically captivated by Banna. Just look at her. She's an angel. A dark angel, yes. But, an exquisite angel nonetheless.

Flaw: Secret. W-Wererat, you say? Sneaking about the alley? Hmmm... No. No, I-I've not seen any lycanthropes... Thank goodness.



NINIAN "NINNY" BRYs is a likeable young human who serves the patrons of the tea shop with a smile and a quirky sense of mysticism. While she possesses no true magical abilities, she does believe—and is very convincing in swaying others to believe—that she can tell one's fortune through tea leaves.

Personality Trait: Friendly. 'ello, sweetie. Have a seat and let me get you a tea. You look radiant today and I can tell already that you have a good fortune waiting for you at the bottom of your cup.

Ideal: Beauty. There is beauty in all of us, even in Leolis and Nug.

Bond: Dedicated to giving it forward. My gift is not for sale. Let me read your fortune so that you may have a better life.

Flaw: Believes that she is truly mystical. Doubt my gift all you want, but I know, and the cosmos know, that I have a vision that is true.





EVEREND EVERARD is a human bard that performs almost every night at the Mettle Kettle. He considers himself much more of a celebrity than he truly is—almost nobility. While he claims to have traveled the world composing his sonnets and songs, he is mostly a hack that is clever enough piece together other works to sound original.

Personality Trait: Rude. I'm sorry I may not share a spot of tea with your party for I have much more important matters to conduct.

Ideal: Glory. The bards and court musicians of centuries to come will dutifully play my opus—incomplete or not.

Bond: Viol. This is Rose. She is no mere viol, for she is my performance partner.

Flaw: Arrogance. Ha! A finer performer than I? In these parts? Not likely. If you have any taste at all, I suggest you stay for my whole set.



NUG has been employed by Assam since the half-orc first opened the Mettle Kettle and found the young goblin scouring for food scraps in the alley behind the tea shop. Understanding the plight of a “goblinoid” amid a “humanoid” society, Assam took pity on him and hired him as the shop’s runner—a job that Nug is grateful for, even if he does swipe the occasional loose coin from a customer’s table.

Personality Trait: Suspicious. See that woman over there seated in that shadowed corner? I believe she is a witch.

Ideal: Freedom. There is no imprisonment as long as my mind is free to roam, for my body will eventually follow.

Bond: Determined not to be scorned. I vow that in the end, you will not matter more than me.

Flaw: Kleptomaniac. Oops. How did that end up in my pocket? Your ring must have slipped off your finger and then swept in there when I cleared your table.



GAWIX is an old, old human wizard that spends every day seated at the same corner table drinking the same kind of tea. Every now and then he is recognized as the great wizard Osorin, which he adamantly claims that he is not. No one has seen him wield any sort of magic within the tea shop, and most fear what the outcome might be if he were to unleash his power.

Personality Trait: Quiet. ...

Ideal: Boundaries. You do you and I will do me.

Bond: The Mettle Kettle. I need to sit here. This table. This stool. Move.

Flaw: Amnesia. I've no idea of who this Osorin is of which you speak of. Now purchase me a tea or be gone.

ADVENTURE SEEDS

Gawix has a moment of apparent clarity as he notices a party of adventurers sitting at a nearby table. He approaches the table as if they were summoned to serve him on a quest. The old wizard informs the party that the “Redeemer” they seek is being held captive in an ancient temple that has been seized by a band of gnolls to serve as their new lair. Gawix informs the party that if they were to liberate the “Redeemer” their efforts will be rewarded. (*The Redeemer* can be the sentient dagger found in *Armory of the Arcane: Daggers* available at dmsguild.com.)

The elusive Green Faerie Dragon that resides within the tea shop covertly makes itself known to the party if it includes a member that can speak Draconic or Sylvan. The Faerie Dragon asks the party if they will travel to a Sylvan forest and find it a suitable mate. Though the mate needs to be convinced to return with the party and not brought back against its will.

The local constable shows up at the tea shop to arrest Nug for the murder of a well-known socialite who frequented the Mettle Kettle. Assam hires the party to find the actual assassin to clear Nug’s name without the knowledge of law enforcement. The party’s investigation leads them to the labyrinth of sewers underneath the city where a motley mob of goblinoids are plotting to overrun the city.

Leolis recognizes the party for who they are — rugged adventurers. He hires the party to retrieve a shipment of rare tea that has been stolen by a band of bandits outside of the city. But, it is not that simple. Although a tea, the shipment is considered as illegal contraband due to the nature of the drink’s “benefits.” The party must retrieve the stolen shipment and bring it to Leolis without the local authorities’ knowledge. He is willing to pay the party handsomely should they succeed.

While enjoying a quiet evening at the tea shop after completed a harrowing adventure, the party finds itself in the middle of an all-out assault on the Mettle Kettle. A band of mercenaries attack the tea shop seeking revenge against Assam and Finlay for their roles in the Bone Hill Massacre many years ago. Assam requests the party’s aid to help defend the tea shop not only from the mercenaries, but the necromancer and her undead minions that lead the assault.

Banna has been kidnapped while Assam is away on travels. Aarman pleads with the party to aid him in finding and rescuing Banna before Assam’s return. While he is aware of whom the kidnappers are, he does not let on that it is a pack of fellow wererats dwelling in the city’s maze-like sewers. Banna is being held captive in a series of ancient crypts deep beneath the city to “entice” Aarman to return to the pack. Her rescue will require infiltrating the lair of wererats and their giant rat guards.

