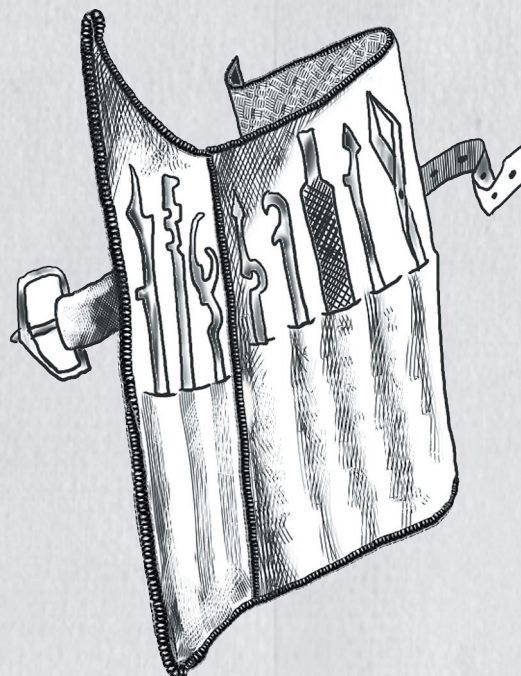


Rogue's Rest Inn & Tavern



By Anna M. Dobritt
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Rogue's Rest Inn & Tavern

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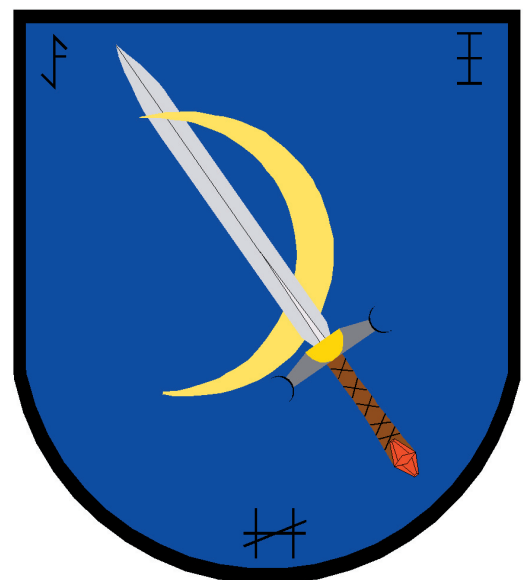
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Rogue's Rest Inn & Tavern

*"The hammer on the anvil pounds, pounds, pounds!
The sparks from the metal scatter all around!
But the smith is not working at the forge --
he's pounding in me head!"*

The sound of a familiar and well-liked drinking song greets you as you enter the Rogue's Rest Inn and Tavern. On a rainy night like this, the idea of hot food, cold ale, and good music is all you care about, then a warm soft bed for when you're ready to sleep.

Located in the northwest area of the city, this two story stone and wood building is a very popular place for the locals and visitors. Every night one of two bards performs and the reasonably priced food is delicious. Ale, beer, wine, and juices, along with a few hard liquors are the beverages of choice here at the Rogue's Rest.

Stabling for horses are provided for overnight guests, with the price included in the cost of the room.

Other than the food, drink, and entertainment, the biggest drawing point of the inn and tavern the almost total lack of thief activity. The lack of pickpocketing, cheating at cards or dice are a welcome relief to the regulars and visitors alike. The owner, Verwin Quietleaf does not tolerate such behavior and has trained his staff to recognize such activities. Anyone caught will not only find themselves tossed out of the Rogue's Rest, but will have several broken fingers as a painful reminder of the rules.

Note: All employees of the Rogue's Rest Inn and Tavern wear a gold signet ring with a bed in the background and 3 gold keys across the bed.



Inn 1st Floor

1. Common Room – This large room comfortably holds 75 people at the tables and bar. The floor is kept clean and the tables well-scrubbed. All the furniture is in very good shape since Verwin doesn't tolerate fights inside. If you have a dispute with someone, take it out to the stableyard. A stage built against the east wall of the common room gives a place for bards to perform. Every evening one of two bards entertain at the Rogue's Rest. Corenth and Calenth Goldleaf are twin brothers and have performed at the inn for the past five years, and are very popular with the regulars.

Drink	Cost
Juice	3 cp*
Cider	1 cp*
Beer	3 cp*
Hard Cider	4 cp*
Ale	5 cp*
Firewater (whiskey)	2 sp/glass
Wine (Good)	1 sp/ glass
Wine (Good)	8 gp/bottle
Wine (Fine)	3 gp/glass
Wine (Fine)	15 gp/bottle
Brandy	6 gp/glass
Brandy	20 gp/bottle

*Price per pitcher multiply by 5

Food	Cost
Bread/loaf (includes butter and jam)	2 cp
Rolls	1 cp for 2
Fruit and Cheese Platter	3 sp
Stew (beef, rabbit, lamb, chicken)	3 sp/bowl**
Beef, Lamb, Mutton	5 sp*
Chicken (whole)	7 sp*
Ham	4 sp*
Meat Pie (chicken, beef or mutton)	6 cp/slice
Bacon (4 rashers)	3 cp
Eggs (hardboiled)	3 cp for 2
Soup (vegetable, chicken, beef)	1 sp/bowl**
Cooked Vegetables (carrots, peas, beans)	1 sp
Porridge	2 cp/ bowl****
Tarts (strawberry, blueberry, apple, cherry)	5 cp
Pie (apple, cherry, blueberry)	6 cp/slice
Nut rolls and honey	3 cp for 2
5 Hotcakes and syrup	1 sp***
*Comes with vegetables, bread, cheese and fruit	
**Comes with bread and cheese.	
***Comes with 4 slices of bacon or one slice of ham	
****Comes with bread, 4 slices of bacon or one slice of ham	

2. Stairs – The stairs lead to the second floor of the inn.

3. Back Entryway – This room has a door leading to the stables, the kitchen and behind the inn.

4. Kitchen – All meals are prepared in here. There's a large fireplace, woodstove for baking and a pump for water. What surprises many is the person in charge of the cooking – Meena Mauler a female half-orc and former fighter at Acelanda.

5. Verwin Quietleaf's Office – A desk, bookcase, cupboard, bench, rug, and table are the furnishings in here. Verwin works on the books for the inn here, as well as holding meetings with people who having nothing to do with running an inn. Verwin had an expert stonemason and a carpenter create several hiding places in the walls and floor of the office only large enough for valuables.

6. Private Dining Room – This room can be rented for private dinners. Anywhere from two to ten people can fit at the table. The price for renting the room includes a five-course meal, dessert, and wine from Verwin's personal wine cellar. The cost for the meal is 12 gp per person. If two days advanced notice is given, special dishes can be prepared.

7. Gaming Room – Two four-person tables and two six-person tables allows patrons to gamble in private. The stakes for these games aren't very high. A cupboard holds dice, cards, draughts, and several chess sets.

8. Gaming Room – Two four person tables are here for those who want play games of chance for high stakes. The cupboard in this room contains the same items in room seven. The benches in the room are for holding platters of bread, fruits, cheese, and pitchers.

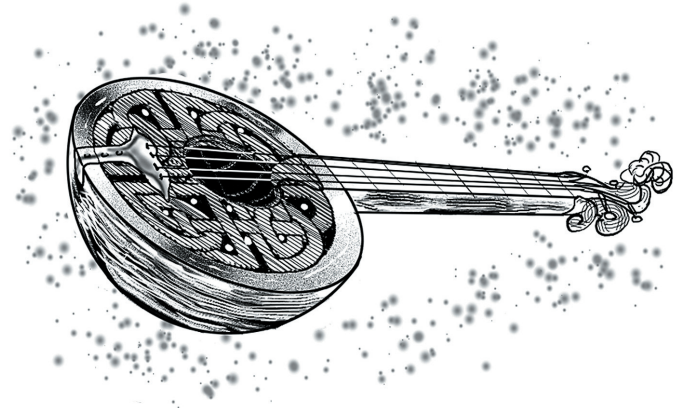
Inn 2nd Floor

Inn Room	Cost
Pallet in Common Room*	6 cp
Common Room	2 sp
Good Room	8 sp
Private Room	2 gp

*Limited to 3

- 1. Stairs** – These stairs lead to the first floor.
- 2. Sitting Area** – Guests staying at the inn can sit at these tables to eat, drink, or gamble.
- 3. Private Rooms** – These rooms are for paying guests. Each room contains a bed, chest, table with two chairs a cupboard, and a sleeping pallet under the bed if two people want to share the room. The price of the room includes the evening meal, breakfast and four mugs of either ale, beer or cider.
- 4. Bathing Room** – Paying guests, stablehands, and head grooms can take a bath in this room. There are five tubs, plus shelves to hold a person's clean clothing and towels. When Verwin had the inn and stables constructed, he hired a group of steam gnomes to rig up cisterns on the roof and pipes to and from the tubs for filling them and draining them. Pumps fill the tubs with a combination of hot and cold water. A combination of steam gnome technology and magic heats the water in two sealed tanks on the roof. Once a month four gnomes come to the inn to ensure everything is working properly.
- 5. Linen Closet** – Spare sheets, blankets, and pillows are kept here. There's also a mop, bucket and broom.
- 6. Privy** – The same gnomes that rigged the pipes for the bathing room did the same for the privies. By pulling a chain, water rinses the bowls and pipes carry the waste directly to the sewer.
- 7. Common Room** – This room can sleep up to thirteen people. There are five bunk beds and two cupboards to store packs and bags in. Guests in this room have breakfast included in the price. Beneath the three of the bunkbeds are extra sleeping pallets.
- 8. Good Rooms** – These rooms have two bunkbeds, two cupboards, and spare pallets under the bunkbeds. Guests in these rooms get the evening meal and breakfast included in the price, but only one mug of ale, beer, or cider at each meal.

9. Sitting Room – This room has a table with six chairs, a couch, and a small bookcase. The stablehands usually have their meals in here and will dice or play cards when not on duty or sleeping.



Stable	
Item	Cost
Stabling*	5 sp/day
Feed	5 cp/day
Paddock*	2 sp/day

* Includes grooming

Stable 1st Floor

- 1. Stableyard** – This area is kept clean and raked regularly. The entrance to the stable is to the north and there's an entrance to the inn from the yard.
- 1A. Paddock** – This fenced in and gated area is used when the stables itself is full. There's a ten-foot overhang offering protection from the weather.
- 2. Stalls** – The stalls are ten feet by ten feet, allowing the horses room to move about and for the stablehands or owner to care for the horse. There's a bucket for water that's regularly cleaned, a bucket for grain and a rack for hay.
- 3. Storage** – Rakes, pitchforks and extra buckets are stored here. There's a secret door in the north wall that leads to a secret room.
- 4. Secret Room** – What most people don't know, is Rogue's Rest has an entrance to the sewers and a secret door that lets out behind the stable. Certain people find these slip-me-outs convenient, but Verwin has the only keys to the door of this room and the other secret doors. Members of Umbra Incognita can use them whenever they need to, anyone else has to pay Verwin 500 gp to use the secret exits.
- 5. Ladder** – This ladder leads to the loft where hay, straw, and grain sacks are stored. A pulley and rope assembly allows the stablehands to lift and lower sacks of grain and bales of hay and straw.

Stable 2nd Floor

1. Ladder – This ladder leads to the first floor of the stable. Attached to a roof beam above the opening is a pulley and rope assembly. (See Stable 1st Floor number 5)

2. Loft – Bales of hay, straw, and sacks of grain are stored here. Twenty feet from the northwest corner of the loft is a ladder that leads to a trapdoor in the roof.

3. Stablehands Quarters – Two bunkbeds, four chests, a table, and two chairs furnish this room. Finnegan McCray, Markis Harost, Albert Lelton, and Garthan Brell live here.

4. Stablehands Quarters – Two bunkbeds, four chests, a table with two chairs, and a small bookcase furnish this room. Artis and Shawn Parsil, Morgan Col and Bernie Drel live here.

5. Head Grooms' Quarters – Two beds, two chests, a desk, two comfortable chairs, and a rug furnish this room. Mason Frider and Victor Angrist live here.

Regulars:

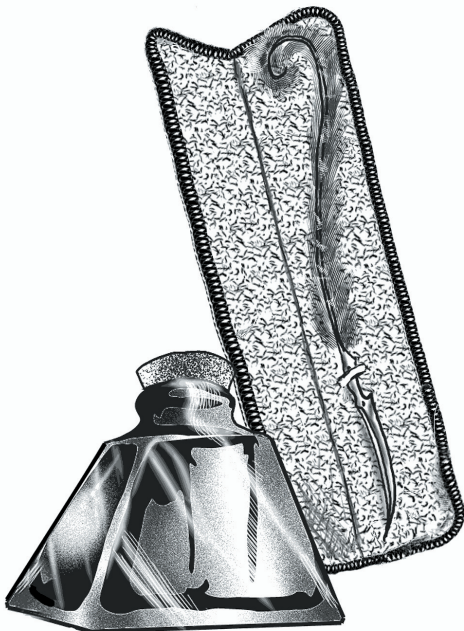
Torrance Chriseron (merchant)

Lawrence Richmean (shop owner)

Adventure Hooks

A. A guest that argued with Borgan Rockboulder is found dead in his private room. Borgan was the last one to see him alive.

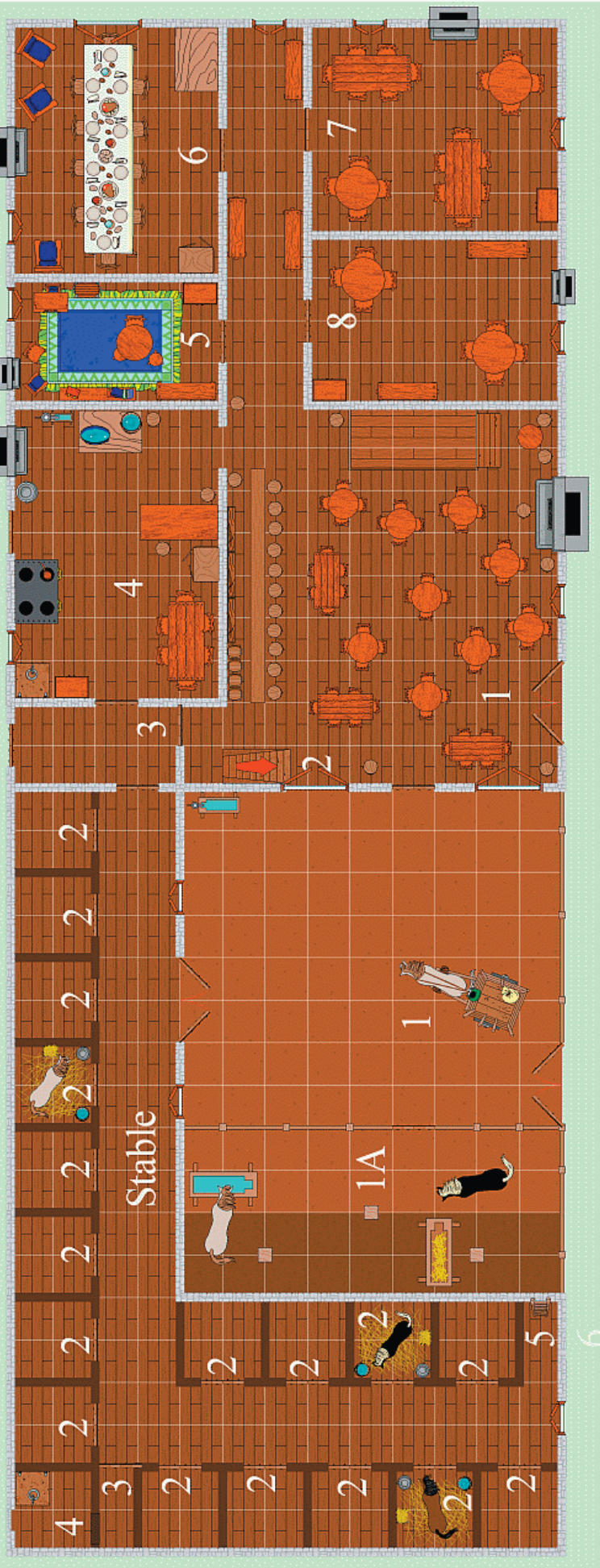
B. Cangar the (former) Cutpurse has been leaving threatening letters on the bar in the Common Room, but he hasn't been seen at the Rogue's Rest since he was fired.



Rogue's Rest Inn & Tavern

1st Floor

1 square = 5'



& Tavern Floor

Inn



Rogue's Rest Inn & Tavern

1 square = 5'

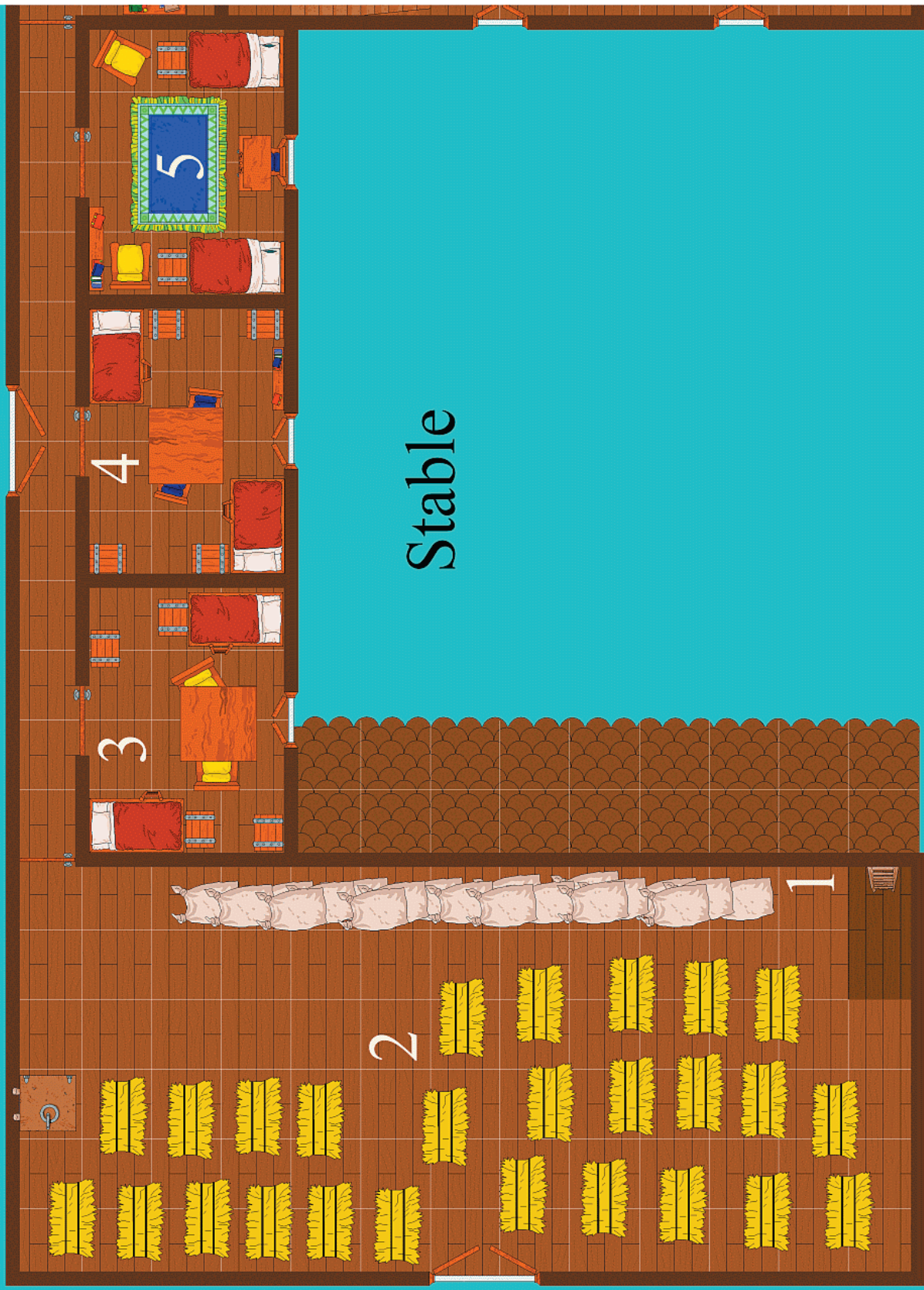
Inn

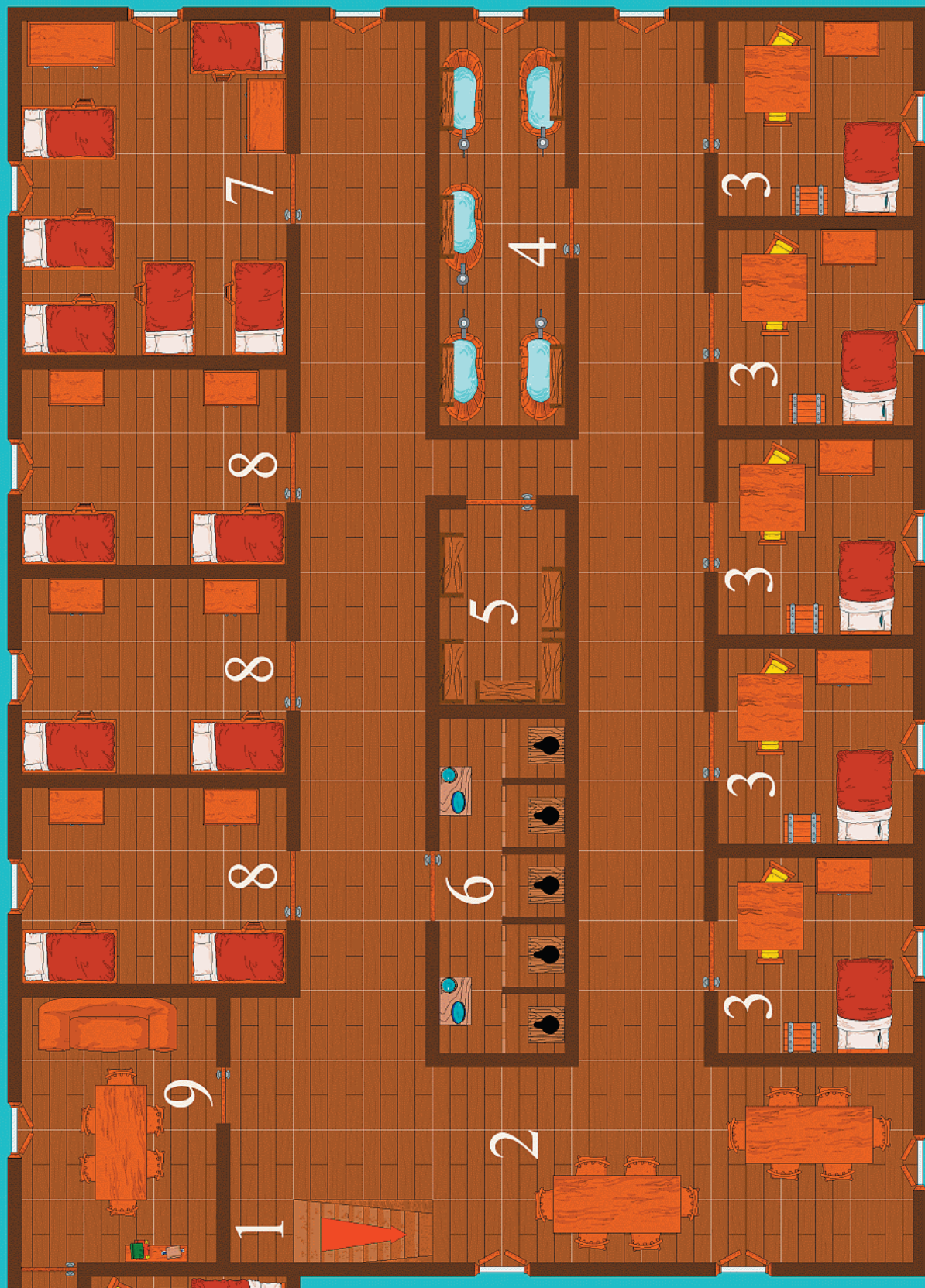
2nd Floor



Rogue's Rest Inn & 2nd Floor

1 square = 5'

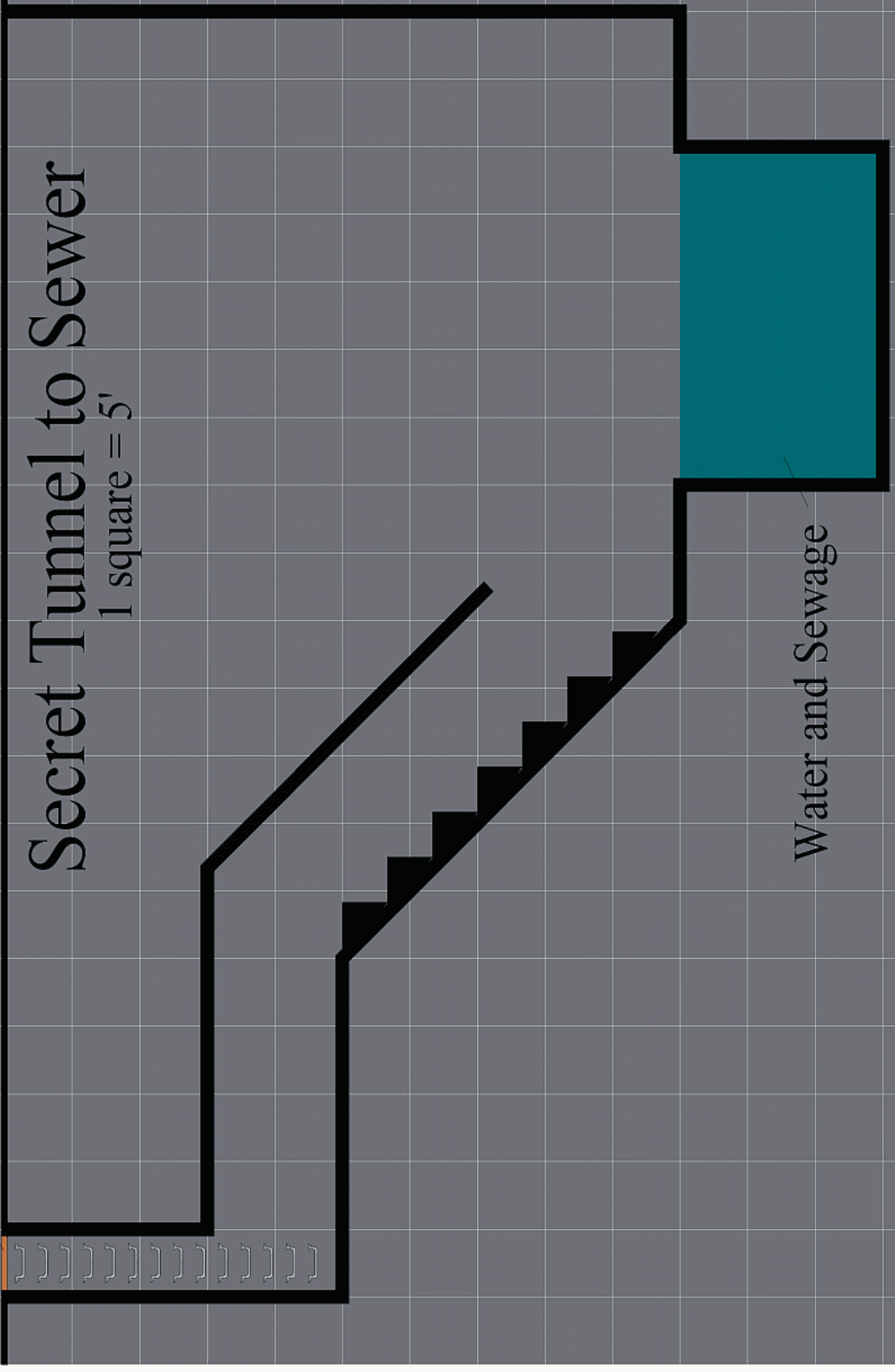




Trap Door

Secret Tunnel to Sewer

1 square = 5'



Water and Sewage

NPCs

Inn

Verwin Quietleaf (Owner)

Verwin Quietleaf, Male Halfling, Tallfellow Rog 9/Exp 1: CR 10; Small Humanoid (Halfling); HD 9d6+27 (Rogue), 1d6+3 (Expert); hp 67; Init +9; Spd 20; AC 29 (flatfooted 29, touch 25); Atk +9/4 base melee, +12/7 base ranged; +4/-1/+4 (1d3+3, +1 Kukri; 1d3+2, +1 Kukri); +10/4 (1d6+1, +1 light crossbow and +1 crossbow bolt); +10/5 (1d3+3, +1 dagger); +6/1 (1d3+3, +1 kukri); SQ: Keen Senses (Ex), Subtype: Halfling; RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL CG; SV Fort +7, Ref +12, Will +10; STR 14, DEX 20, CON 16, INT 18, WIS 18, CHA 16. *Skills*: Appraise +14, Balance +14, Bluff +12, Climb +9, Craft (Gemcarving) +13, Craft (Trapmaking) +6, Decipher Script +10, Diplomacy +13, Disable Device +13, Disguise +4, Escape Artist +9, Forgery +10, Gather Information +18, Hide +17, Intimidate +8, Knowledge (Local - Bluffside) +11, Listen +12, Move Silently +8, Open Lock +12, Perform (Wind Instrument: recorder) +5, Profession (Brewer) +6, Profession (Herbalist) +5, Profession (Innkeeper) +7, Profession (Scribe) +9, Search +15, Sense Motive +9, Sleight of Hand +10, Speak Language +1, Spot +7, Tumble +7, Use Magic Device +6, Use Rope +7.

Feats: Armor Proficiency: light, Deft Hands, Improved Initiative, Negotiator, Simple Weapon Proficiency, Two-Weapon Fighting.

Possessions: *Armor and Weapons*: +2 leather armor; +1 kukri; +1 kukri; +1 dagger; +1 light crossbow and 20 +1 crossbow bolts. *Goods*: masterwork climber's kit; masterwork musical instrument; masterwork thieves' tools (2); masterwork gemcarver's tools; merchant's scale; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen (2); journal; knucklebones; paper (6 sheets); pipe and tobacco; sack; scroll case; sealing wax; signal whistle; whetstone. *Coins*: 2,244 gp, 7 sp, 6 cp. *Gems*: fire opal (1,000 gp); emerald (1,000 gp); diamond (3) (2,400 gp); jade (100 gp); moonstone (2) (100 gp); ruby (2) (2,000 gp); star sapphire (500 gp); violet garnet (500 gp). *Magic*: amulet of natural armor +2; boots of levitation; bracers of armor +3; ring of protection +2; cloak of protection (+1); dust of tracelessness (3 packets).

Background – Verwin is on the tall side for a halfling and slender. He has short curly blond hair, side burns, and sparkling emerald green eyes. He's rarely seen without a pipe in his mouth and a pouch of tobacco near.

His parents died of a fever that was going around the Halfling village, when he was a child. Like many halfling children that were orphaned, Verwin took to living on the streets begging and stealing food to survive. When he managed to pick the pocket of a thief, that thief took Verwin to the thieves' guild.

Being quick to learn, it wasn't long before Verwin began accumulating gold, having one goal in mind – to build an inn. The halfling considered leaving guild so he could keep all the gold and gems he stole to realize his dream that much sooner. Barlin the Sly the head of the guild caught wind of this and had a talk with Verwin.

Barlin didn't threaten Verwin, but told him leaving the guild wasn't a very intelligent thing to do for a thief. However, the guild would be willing to help Verwin in his

plans. The halfling would be allowed to keep all the profits from what he stole; he would remain a member of the guild and would report only to Barlin. In exchange for this, when Verwin was ready to have the inn built, a secret passage to the sewers must be constructed, along with a secret room and door in the stable to give access to the street. Verwin agreed to the terms but had one condition he would not budge on – thieves would not be allowed to ply their trade at the inn. He explained that guests and customers who felt safe would be more forthcoming with information that could be even more valuable than mere gold or jewels. Barlin reluctantly agreed to the condition but wanted some thieves to be hired as workers there.

With free rein, Verwin quickly but quietly amassed the gold he needed for construction of the Rogue's Rest Inn & Tavern. As the building went up, Verwin scoured the city for employees. One of those he hired was Bertha Basher a former fighter at the arena and now an excellent cook. As he promised Barlin, Verwin hired a few thieves as workers, explaining to them that they were not to ply their thieving skills. They were only to do their work, keep their ears open for information, and keep an eye out for anyone that might try to steal from the customers and guests.

One thief learned a very harsh lesson when he didn't follow the rules. Traun Stonehead one of the bouncers broke the fingers on Cangar the Cutpurse's right hand after Verwin caught him in the act of stealing the belt pouch of a customer. Cangar was also kicked out of the thieves' guild and if caught plying his trade by any member of the guild, he is to be killed.

Much to Barlin's surprise the Rogue's Rest has become very successful and has provided profitable information for the guild.

Pleased with his venture as an innkeeper, Verwin now owns a tenement building where some of the Rogue's Rest employees live at a reduced rate. He's now considering opening a moneylender shop or a pawn shop. Perhaps both.

Traun Stonehead (bouncer)

Traun Stonehead, Male Dwarf, Mountain Ftr 7: CR 7; Medium Humanoid; HD 7d10+21 (Fighter); hp 64; Init +7; Spd 20; AC 23 (flatfooted 20, touch 15); Atk +11/6 base melee, +10/5 base ranged; +12/7 (1d4+4, masterwork dagger); +13/8 (1d8+7, +1 dwarven urgrosh); +13/8 (1d10+9, +1 dwarven waraxe); +12/6 (1d8, masterwork light crossbow and masterwork crossbow bolt); SQ: Light Sensitivity (Ex), +1 Attack vs. Orcs and Goblinoids, +3 Saves vs. Poison, Darkvision (Ex): 90 ft., Stability (Ex), Weapon Familiarity (Ex), +2 Craft (Stone and Metal Items), +3 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, +2 Appraise (Stone and Metal Items), Stonecunning (Ex); RF: +3 Fort save against poison, +3 Will save against spells; AL CG; SV Fort +8, Ref +5, Will +4; STR 18, DEX 17, CON 17, INT 13, WIS 14, CHA 11.

Skills: Climb +6, Craft (Blacksmithing) +1, Craft (Leatherworking) +1, Craft (Metalworking) +1, Handle Animal +1, Intimidate +9, Jump +2, Knowledge (Local - Bluffside) +3, Ride +4, Sense Motive +3, Swim +5.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Martial Weapon Proficiency: Urgrosh, dwarven, Martial Weapon Proficiency: Waraxe, dwarven, Rapid Reload: Crossbow, light, Shield Proficiency, Simple Weapon Proficiency, Tower

Shield Proficiency, Weapon Focus: Urgrosh, dwarven, Weapon Focus: Waraxe, dwarven, Weapon Specialization: Waraxe, dwarven.

Possessions: *Armor and Weapons:* +2 mithral chain shirt; +1 mithral buckler; +1 dwarven waraxe; +1 dwarven urgrosh; masterwork light crossbow with 50 masterwork crossbow bolts and 4 screaming bolts; masterwork dagger. *Goods:* explorer's outfit; belt pouch; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 424 gp, 8 sp, 7 cp. *Magic:* bracers of armor +2.

Background – Traun Stonehead has worked at the Rogue's Rest since it opened. He and Verwin have been good friends and the two enjoy going fishing together. When they're successful, Bertha cooks up a fish dish that both swear melts in the mouth.

Borgan Rockboulder (bouncer)

Borgan Rockboulder, Male Dwarf, Hill Ftr 5: CR 5; Medium Humanoid (Dwarf); HD 5d10+15 (Fighter); hp 47; Init +6; Spd 20; AC 18 (flatfooted 16, touch 12); Atk +8 base melee, +7 base ranged; +10 (1d10+3, masterwork dwarven waraxe); +9 (1d4+3, masterwork dagger); +5 (1d8, masterwork light crossbow and masterwork crossbow bolts); SQ: +1 Attack vs. Orcs and Goblinoids, +2 Appraise (Stone and Metal Items), +2 Craft (Stone and Metal Items), +2 Saves vs. Poison, +2 Saves vs. Spells and Spell-like Effects, +4 Dodge Bonus to AC vs. Giants, Darkvision (Ex): 60 ft., Stability (Ex), Stonecunning (Ex), Weapon Familiarity (Ex); AL CG; SV Fort +7, Ref +3, Will +2; STR 17, DEX 15, CON 16, INT 13, WIS 13, CHA 11.

Skills: Climb +4, Craft (Armorsmithing) +2, Craft (Blacksmithing) +2, Craft (Leatherworking) +0, Craft (Locksmithing) +2, Craft (Metalworking) +1, Craft (Stonemasonry) +1, Craft (Weaponsmithing) +3, Gather Information +1, Intimidate +3, Profession (Miner) +3, Search +2, Sense Motive +3, Swim +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Improved Initiative, Improved Shield Bash, Martial Weapon Proficiency: Waraxe, dwarven, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Waraxe, dwarven.

Possessions: *Armor and Weapons:* +2 leather armor; masterwork heavy steel shield; masterwork light crossbow and 20 masterwork crossbow bolts; masterwork dagger; masterwork dwarven waraxe. *Goods:* explorer's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (3 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 577 gp, 6 sp, 7 cp.

Background – Borgan Rockboulder started working at the Rogue's Rest a year ago. If a fight breaks out, he'll get a running start, then sort of tumble like a boulder into the fighters. Regulars at the inn place bets when he starts his run, guessing how many he knocks down.

Bertha Basher (Head Cook)

Bertha Basher, Female Half-Orc Ftr 4/Exp 2: CR 5; Medium Humanoid (Orc); HD 4d10+4 (Fighter), 2d6+2 (Expert); hp 40; Init +1; Spd 30; AC 17 (flatfooted 16, touch 12); Atk +9 base melee, +6 base ranged; +11 (1d4+5, +1 dagger); +11 (1d8+5, +1 longsword); +11 (1d6+5, +1 short sword); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CG; SV Fort +5, Ref +2, Will +6; STR 19, DEX 13, CON 12, INT 15, WIS 14, CHA 10.

Skills: Appraise +3, Climb +5, Gather Information +1, Handle Animal +2, Intimidate +9, Jump +8, Profession (Brewer) +3, Profession (Cook) +11, Profession (Herbalist) +3, Ride +3, Speak Language +3, Swim +6, Tumble +6.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Combat Expertise, Dodge, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Dagger, Weapon Focus: Longsword, Weapon Focus: Sword, short.

Possessions: *Armor and Weapons:* +1 leather armor; +1 darkwood buckler; +1 dagger; +1 shortsword; +1 longsword. *Goods:* explorer's outfit; peasant's outfit; belt pouch; candle; chalk (2); curved knife; flint & steel; gold earrings; gold necklace; gold ring; gold signet ring; ink (2 vials); inkpen; journal; paper (6 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. *Coins:* 1,063 gp, 9 sp, 5 cp. *Magic:* amulet of natural armor +1.

Background – Bertha began her fighting career in the Arena. She fought and won every one of her fights except the last one, which left her partially blind in her left eye. More often than not she wears a black patch over that eye. When she wasn't fighting Bertha assisted the cook in the Arena, and then eventually took over the cooking duties when he died. She found she enjoyed cooking more than fighting. When Verwin offered her the head cook position at Rogue's Rest, she quickly accepted. When not at the inn, she's usually in her apartment at a nearby tenement building that Verwin owns.

Bertha is engaged to the assistant cook Bernly Adament, a half-elf. No one dares tease either one about this, if they want to be able to eat. Bertha still hasn't lost her fighting ability. This unusual cook has been saving her earnings towards her upcoming wedding and would like to one day open her own eatery.

Bernly Adament (Baker, engaged to Bertha Basher)

Bernly Adament, Male Half-Elf Ftr 3/Exp 1: CR 4; Medium Humanoid (Elf); HD 3d10+6 (Fighter), 1d6+2 (Expert); hp 32; Init +7; Spd 30; AC 17 (flatfooted 14, touch 13); Atk +7 base melee, +6 base ranged; +9 (1d8+5, +1 longsword); +8 (1d4+4, masterwork dagger); +8 (1d8+1, masterwork composite longbow (+1 Str Bonus) and masterwork arrows); +8 (1d6+1, masterwork composite shortbow (+1 Str Bonus) and masterwork arrows); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +5, Ref +4, Will +4; STR 18, DEX 17, CON 14, INT 13, WIS 13, CHA 10.

Skills: Appraise +2, Climb +4, Diplomacy +3, Gather Information +3, Handle Animal +3, Intimidate +4, Jump +4, Listen +2, Profession (Baker) +7, Profession (Cook) +2, Ride +5, Search +2, Speak Language +1, Spot +2, Swim +3, Tumble +4.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Shield

Proficiency, Simple Weapon Proficiency, Skill Focus: Profession (Baker), Tower Shield Proficiency, Two-Weapon Fighting, Weapon Focus: Longsword.

Possessions: *Armor and Weapons:* +1 leather armor; darkwood buckler; +1 longsword; masterwork composite longbow (+1 Str Bonus), masterwork composite shortbow (+1 Str Bonus) and 50 masterwork arrows; masterwork dagger. *Goods:* explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; flint & steel; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 367 gp, 8 sp, 6 cp.

Background – Bernly is of medium height and build, with short blondish brown hair and blue eyes. He started working at the Rogue's Rest at the same time Bertha Basher did. The two became quick friends and then lovers. Bernly has earned enough gold to purchase a house for himself and Bertha, but hasn't told her yet. He wants it to be a surprise on the day they get married.

Corenth Goldleaf (Entertainer)

Corenth Goldleaf, Male Elf, High Brd 6: CR 6; Medium Humanoid (Elf); HD 6d6-6 (Bard); hp 18; Init +8; Spd 30; AC 20 (flatfooted 16, touch 17); Atk +6 base melee, +8 base ranged; +7 (1d4+3, +1 dagger); +7 (1d6+3, +1 rapier); +10 (1d8, masterwork composite longbow and masterwork arrow); +10 (1d6, masterwork composite shortbow and masterwork arrow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CG; SV Fort +1, Ref +9, Will +8; STR 15, DEX 19, CON 9, INT 16, WIS 16, CHA 16.

Skills: Bluff +5, Concentration +4, Decipher Script +6, Diplomacy +6, Escape Artist +5, Gather Information +8, Hide +7, Intimidate +5, Jump +6, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Local - Bluffside) +7, Listen +7, Move Silently +11, Perform (Sing) +7, Perform (String Instruments (harp)) +7, Profession (Scribe) +6, Ride +5, Search +5, Sense Motive +7, Sleight of Hand +7, Speak Language +6, Spellcraft +7, Spot +5, Swim +5, Tumble +11, Use Magic Device +6.

Feats: Armor Proficiency: light, Improved Counterspell, Improved Initiative, Persuasive, Shield Proficiency, Simple Weapon Proficiency.

Spells Known (Brd 3/4/3): 0 -- *dancing lights, detect magic, know direction, light, mending, summon instrument*; 1st -- *animate rope, cure light wounds, identify, magic mouth*; 2nd -- *calm emotions, cure moderate wounds, invisibility*.

Possessions: *Armor and Weapons:* masterwork leather armor; masterwork light steel shield; masterwork composite longbow, masterwork composite shortbow and 50 masterwork arrows; +1 rapier; +1 dagger. *Goods:* masterwork musical instrument (harp); entertainer's outfit; explorer's outfit; belt pouch; curved knife; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (4 sheets); sack; scroll case; sealing wax; sewing needle; whetstone. *Coins:* 198 gp, 6 sp, 8 cp. *Magic:* *ring of protection +1; bracers of armor +1; boots of elvenkind; cloak of protection (+1).*

Background: Corenth is five feet five inches tall, very slender with golden blond hair to his shoulders and deep forest green eyes. The first thing anyone notices about him is his hands – very delicate and dexterous. When not performing at the

Rogue's Rest, Corenth gives performances at private parties and dinners around the city. He and his twin share a house that was bought for them by their father before he died.

Calenth Goldleaf (Entertainer)

Calenth Goldleaf, Male Elf, High Brd 5/Rog 1: CR 6; Medium Humanoid (Elf); HD 5d6+15 (Bard), 1d6+3 (Rogue); hp 41; Init +5; Spd 30; AC 22 (flatfooted 17, touch 18); Atk +5 base melee, +8 base ranged; +7 (1d6+3, +1 rapier); +6 (1d4+2, masterwork dagger); +10 (1d8, masterwork composite longbow and masterwork arrows); +10 (1d6, masterwork composite shortbow and masterwork arrows); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CG; SV Fort +4, Ref +11, Will +7; STR 15, DEX 20, CON 16, INT 17, WIS 17, CHA 16.

Skills: Appraise +9, Balance +11, Bluff +8, Concentration +6, Decipher Script +7, Diplomacy +9, Disable Device +3, Disguise +4, Escape Artist +6, Gather Information +9, Hide +6, Jump +5, Knowledge (Arcana) +7, Knowledge (History) +7, Knowledge (Local - Bluffside) +6, Knowledge (Nobility and Royalty) +6, Listen +7, Move Silently +10, Open Lock +7, Perform (Sing) +4, Perform (String Instruments (harp)) +5, Perform (Wind Instruments (recorder and flute)) +5, Profession (Scribe) +4, Search +7, Sense Motive +6, Sleight of Hand +9, Speak Language +2, Spellcraft +6, Spot +7, Swim +3, Tumble +11, Use Magic Device +5.

Feats: Acrobatic, Alertness, Armor Proficiency: light, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Rapier.

Spells Known (Brd 3/4/2): 0 -- *detect magic, know direction, mending, message, prestidigitation, summon instrument*; 1st -- *animate rope, comprehend languages, cure light wounds, identify*; 2nd -- *alter self, detect thoughts, invisibility*.

Possessions: *Armor and Weapons:* +1 leather armor and masterwork light steel shield; +1 rapier; masterwork composite longbow, masterwork composite shortbow and 50 masterwork arrows; masterwork dagger. *Goods:* masterwork musical instrument (harp, recorder and flute); entertainer's outfit; explorer's outfit; belt pouch; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (7 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. *Coins:* 196 gp, 5 sp, 8 cp. *Magic:* *ring of protection +1; boots of elvenkind; bracers of armor +1; cloak of protection (+1).*

Background: Calenth is five feet four inches tall, slender with short golden blond hair and deep forest green eyes. Like his twin brother Corenth, Cal performs at the Rogue's Rest on a regular basis. When not performing, he's busy either composing new songs or reading history books.

Gardun Vinepipe (Bartender, Verwin's nephew)

Gardun Vinepipe, Male Halfling, Lightfoot Rog 2/Exp 1: CR 3; Small Humanoid (Halfling); HD 2d6+6 (Rogue), 1d6+3 (Expert); hp 22; Init +9; Spd 20; AC 18 (flatfooted 13, touch 16); Atk +4 base melee, +7 base ranged; +5 (1d4+2, masterwork short sword); +9 (1d3+2, masterwork sling and masterwork bullets); +5 (1d3+2, masterwork dagger); +5 (1d6, masterwork light crossbow and masterwork crossbow bolts); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL CG; SV Fort +4, Ref +9, Will +5; STR 14, DEX 20, CON 16, INT 15, WIS 14, CHA 15.

Skills: Appraise +5, Balance +7, Bluff +5, Climb +5, Craft

(Trapmaking) +2, Decipher Script +4, Diplomacy +5, Disable Device +7, Disguise +3, Escape Artist +6, Forgery +5, Gather Information +10, Heal +3, Hide +10, Intimidate +3, Jump -2, Knowledge (Local - Bluffside) +5, Listen +5, Move Silently +8, Open Lock +9, Profession (Bookkeeper) +4, Profession (Innkeeper) +3, Profession (Scribe) +3, Search +5, Sense Motive +4, Sleight of Hand +8, Speak Language +2, Spot +4, Swim +3, Tumble +6, Use Magic Device +3.

Feats: Armor Proficiency: light, Improved Initiative, Simple Weapon Proficiency, Skill Focus: Gather Information.

Possessions: *Armor and Weapons:* masterwork leather armor; masterwork light crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword; masterwork sling and 20 masterwork bullets. *Goods:* masterwork thieves' tools (2); explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (4 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 470 gp, 1 sp, 6 cp.

Background: Gardun is three feet two inches tall with brownish blond hair and green eyes. His Uncle Verwin is planning on leaving the Rogue's Rest to Gardun, knowing his nephew will run the place as well as he does. For now Gardun lives in the tenement owned by his uncle for free. He acts as the manager, collecting the rent from the other tenants.

Bethley Keybasher (Bartender)

Bethley Keybasher, Female Half-Elf Com 1/Rog 3: CR 4; Medium Humanoid (Elf); HD 1d4+2 (Commoner), 3d6+6 (Rogue); hp 22; Init +6; Spd 30; AC 15 (flatfooted 13, touch 12); Atk +4 base melee, +4 base ranged; +2 (1d8+1, +1 light crossbow and masterwork crossbow bolts); +5 (1d4+2, masterwork dagger); +5 (1d6+2, masterwork short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +3, Ref +5, Will +2; STR 15, DEX 15, CON 15, INT 15, WIS 12, CHA 14.

Skills: Appraise +5, Balance +4, Bluff +4, Climb +4, Craft (Trapmaking) +1, Decipher Script +4, Diplomacy +7, Disable Device +6, Forgery +3, Gather Information +4, Handle Animal +3, Heal +2, Hide +3, Intimidate +4, Jump +3, Knowledge (Local - Bluffside) +3, Listen +2, Open Lock +7, Ride +4, Search +5, Sense Motive +2, Sleight of Hand +4, Spot +6, Swim +4, Tumble +3, Use Magic Device +3, Use Rope +3.

Feats: Armor Proficiency: light, Improved Initiative, Rapid Reload: Crossbow, light, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* +1 leather armor; +1 light crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods:* masterwork climber's kit; masterwork trapmaker's tools; masterwork thieves' tools (2); explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; flint & steel; gold ring; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 432 gp, 8 sp, 6 cp.

Background – Bethley is an inch over five and a half feet tall, slender with short brown hair and brown eyes. She's worked at the inn for two years now and she does an occasional job for the thieves' guild. Usually working with an older more experienced thief than on her own.

Jillo Pinestem (Kitchen Help and Server)

Jillo Pinestem, Female Halfling, Lightfoot Com 1/Rog 2: CR 3; Small Humanoid (Halfling); HD 1d4+2 (Commoner), 2d6+4 (Rogue); hp 17; Init +8; Spd 20; AC 19 (flatfooted 15, touch 16); Atk +4 base melee, +6 base ranged; +4 (1d6, masterwork light crossbow and masterwork crossbow bolts); +5 (1d3+2, masterwork dagger); +5 (1d4+2, masterwork short sword); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL CG; SV Fort +3, Ref +8, Will +3; STR 14, DEX 18, CON 14, INT 13, WIS 15, CHA 14.

Skills: Appraise +2, Balance +5, Bluff +3, Climb +5, Decipher Script +2, Diplomacy +3, Disable Device +5, Gather Information +5, Handle Animal +3, Heal +3, Hide +9, Jump -2, Knowledge (Local - Bluffside) +2, Listen +5, Move Silently +6, Open Lock +7, Profession (Baker) +3, Profession (Cook) +3, Search +2, Sense Motive +4, Spot +3, Swim +3, Tumble +5, Use Magic Device +3, Use Rope +5.

Feats: Armor Proficiency: light, Improved Initiative, Shield Proficiency, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* masterwork leather armor; masterwork light steel shield; masterwork light crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods:* masterwork climber's kit; masterwork thieves' tools; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; flint & steel; gold earrings; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (4 sheets); pipe & tobacco pouch; sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. *Coins:* 93 gp, 7 sp, 6 cp. *Magic:* bracers of armor +1.

Background: Jill is three feet four inches tall, slender with curly blond hair and green eyes flecked with gold. Like some females in the city, Jillo smokes a pipe. When things are quiet at the inn, she and Verwin have contests to see who can make the most smoke rings. So far, the two are tied at 15 in a row. This halfling alternates between helping in the kitchen and acting as a server. She lives with her husband in a small house not far from the Rogue's Rest.

Jana Orsar (Kitchen Help)

Jana Orsar, Female Human Com 1/War 1: CR 1; Medium Humanoid; HD 1d4+2 (Commoner), 1d8+2 (Warrior); hp 12; Init +3; Spd 30; AC 16 (flatfooted 13, touch 13); Atk +5 base melee, +4 base ranged; +5 (1d6+4, short sword); +5 (1d4+4, dagger); +3 (1d8, masterwork light crossbow and masterwork crossbow bolts); +4 (1d4+4, dagger); AL CG; SV Fort +4, Ref +3, Will +0; STR 18, DEX 16, CON 14, INT 14, WIS 11, CHA 14.

Skills: Climb +6, Handle Animal +4, Intimidate +3, Jump +4, Knowledge (Local) +4, Listen +2, Profession (Baker) +1, Profession (Cook) +1, Profession (Herbalist) +1, Ride +5, Spot +4, Swim +4, Use Rope +4.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Rapid Reload: Crossbow, light, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Crossbow, light.

Possessions: *Armor and Weapons:* masterwork leather armor; light steel shield; masterwork light crossbow and 50 masterwork crossbow bolts; dagger; short sword. *Goods:* peasant's outfit; belt pouch; candle; curved knife; flint & steel; gold signet ring; knucklebones; sack; sewing needle;

signal whistle; whetstone. *Coins*: 5 gp, 4 sp, 7 cp.

Background – Jana is of medium height and build with reddish brown hair and green eyes. She’s worked at the Rogue’s Rest for a year now and is pleased with how much she has been making. She lives at home with her mother who she helps support and Jana knows she will one day marry Trason Danesen. Even if she’s the one that has to do the proposing.

Trason Danesen (Kitchen Help)

Trason Danesen, Male Human Com 1: CR 1; Medium Humanoid; HD 1d4 (Commoner); hp 4; Init +3; Spd 30; AC 15 (flatfooted 12, touch 13); Atk +3 base melee, +3 base ranged; +3 (1d4+3, dagger); -1 (1d8, light crossbow); AL CG; SV Fort +0, Ref +3, Will +0; STR 16, DEX 16, CON 11, INT 13, WIS 10, CHA 11.

Skills: Climb +5, Gather Information +1, Knowledge (Local - Bluffside) +2, Listen +3, Profession (Cook) +1, Profession (Farmer) +1, Profession (Herbalist) +1, Sense Motive +1, Sleight of Hand +4.

Feats: Armor Proficiency: light, Simple Weapon Proficiency.

Possessions: *Armor and Weapons*: leather armor; light crossbow and 20 crossbow bolts; dagger. *Goods*: peasant’s outfit; belt pouch; candle; chalk, 1 piece; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins*: 23 gp, 8 sp, 6 cp.

Background – Trason is five feet seven inches tall, slender, but muscular with shoulder length black hair and grey eyes. He and Jana have been friends since childhood and she is the one who got him the job four months ago at the Rogue’s Rest. Before that, Trason was living on a farm with his family and very bored with that life. He wants to marry Jana but he’s been too shy to ask her. What he wants to do one day is own some sort of shop or business.

Sarana Cratearch (Kitchen Help, and Extra Server)

Sarana Cratearch, Female Halfling, Lightfoot Wiz 3/Rog 3: CR 6; Small Humanoid (Halfling); HD 3d4+3 (Wizard), 3d6+3 (Rogue); hp 26; Init +4; Spd 20; AC 18 (flatfooted 14, touch 16); Atk +5 base melee, +8 base ranged; +6 (1d4+1, masterwork short sword); +6 (1d3+1, masterwork dagger); +10 (1d3+1, +1 *hand crossbow* and masterwork crossbow bolts); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL CG; SV Fort +4, Ref +9, Will +6; STR 13, DEX 19, CON 13, INT 16, WIS 13, CHA 10.

Skills: Appraise +5, Balance +5, Bluff +3, Climb +3, Concentration +4, Craft (Alchemy) +6, Craft (Trapmaking) +3, Decipher Script +5, Diplomacy +2, Disable Device +3, Gather Information +6, Hide +8, Jump -3, Knowledge (Arcana) +6, Knowledge (History) +4, Knowledge (Local - Bluffside) +5, Knowledge (Nature) +4, Knowledge (The Planes) +4, Listen +4, Move Silently +9, Open Lock +4, Profession (Brewer) +4, Profession (Cook) +2, Profession (Herbalist) +4, Profession (Scribe) +2, Search +4, Sense Motive +3, Sleight of Hand +5, Spellcraft +6, Spot +2, Swim +2, Tumble +6, Use Magic Device +1.

Feats: Armor Proficiency: light, Brew Potion, Craft Wondrous Item, Improved Familiar, Scribe Scroll, Simple Weapon Proficiency.

Spells Known (Wiz 4/3/2): 0 -- *acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt*

undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st -- *alarm, animate rope, comprehend languages, erase, identify, mage armor, magic missile*; 2nd -- *arcane lock, detect thoughts*.

Spells Prepared (Wiz 4/3/2): 0 - *arcane mark, detect magic, mending, read magic*; 1st - *identify, mage armor, magic missile*; 2nd - *detect thoughts* x2.

Possessions: *Armor and Weapons*: masterwork leather armor; +1 *hand crossbow* and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods*: spell component pouch; wizard’s spellbook; masterwork thieves’ tools (2); masterwork trapmaker’s tools; explorer’s outfit; peasant’s outfit; scholar’s outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold earrings; gold necklace; gold ring; gold signet ring (2); ink (2 vials); inkpen; journal; knucklebones; paper (7 sheets); sack; scroll case (2); sealing wax; sewing needle; signal whistle; whetstone. *Coins*: 553 gp, 2 sp, 6 cp. *Magic*: *bracers of armor +1; bag of holding, type I; dust of tracelessness* (2); *rope of climbing*.

Purrky, Male Improved Familiar, Cat: CR 1/4; Tiny Magical Beast (Augmented, Extraplanar); HD 6d8 (Animal); hp 13; Init +2; Spd 30; AC 15; Atk +1 base melee, +7 base ranged; +7/+2 (1d2-4, 2 Claw; 1d3-4, Bite); SA: Smite Evil (Su); SQ: Low-light Vision (Ex), Scent (Ex), Darkvision (Ex): 60 ft., Spell Resistance (Ex): 0 +5; AL N; SV Fort +2, Ref +6, Will +5; STR 3, DEX 15, CON 10, INT 6, WIS 12, CHA 7.

Skills: Appraise +5, Balance +10, Bluff +3, Climb +3, Concentration +4, Diplomacy +2, Gather Information +6, Hide +14, Jump +4, Listen +4, Move Silently +9, Search +4, Sense Motive +3, Spot +3, Swim +2.

Feats: Weapon Finesse.

Background – Sarana is exactly three feet tall, slender, and very quick. She has shoulder length brown hair that she keeps tied back with a leather headband and intense brown eyes. She has a very strong bond with her familiar Purrky and likes to use him to listen in on conversations in the common room. She and Verwin are close friends and one-time lovers, but the two decided their friendship is more important.

Sarana was one of the lucky halflings who didn’t lost her parents to the fever, but she did lose a brother and a sister. Since her parents moved to away two years ago, Sarana has been living in their house in the city. When not working at the Rogue’s Rest or for the guild, she’s either at home or in the at the magic-user’s guild.

Dale Adammean (Server)

Dale Adammean, Male Human Com 1: CR 1; Medium Humanoid; HD 1d4+2 (Commoner); hp 6; Init +1; Spd 30; AC 11 (flatfooted 10, touch 11); Atk +2 base melee, +1 base ranged; +2 (1d6+2, club); +2 (1d4+2, dagger); +1 (1d4+2, sling); AL CG; SV Fort +2, Ref +1, Will +0; STR 14, DEX 13, CON 15, INT 10, WIS 10, CHA 18.

Skills: Climb +5, Handle Animal +5, Jump +3, Listen +4, Spot +3, Swim +5, Use Rope +2.

Feats: Athletic, Simple Weapon Proficiency.

Possessions: *Armor and Weapons*: sling and 10 bullets; club; dagger. *Goods*: peasant’s outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins*: 7 gp, 7 sp, 7 cp.

Background – Dale is six feet tall, muscular with long blond hair tied back with a strip of leather and sapphire blue eyes. As a server at Rogue’s Rest, he gets a lot of attention from the females who are guests or customers. Dale, however, is a bit embarrassed by the attention he gets, which makes him that much more appealing. For his part, Dale is always polite in his refusals for dalliances.

Bardon Yetis (Server)

Bardon Yetis, Male Half-Orc Ftr 2/Rog 2: CR 4; Medium Humanoid (Orc); HD 2d10+4 (Fighter), 2d6+4 (Rogue); hp 31; Init +2; Spd 30; AC 16 (flatfooted 14, touch 12); Atk +7 base melee, +5 base ranged; +8 (1d8+4, masterwork longsword); +8 (1d4+4, masterwork dagger); +4 (1d8+1, +1 *light crossbow* and masterwork crossbow bolts); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CG; SV Fort +5, Ref +5, Will +1; STR 19, DEX 15, CON 15, INT 11, WIS 12, CHA 9.

Skills: Appraise +2, Climb +5, Disable Device +5, Gather Information +7, Handle Animal +2, Hide +3, Jump +6, Knowledge (Local) +2, Open Lock +5, Ride +4, Search +2, Swim +6.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Rapid Reload: Crossbow, light, Shield Proficiency, Simple Weapon Proficiency, Skill Focus: Gather Information, Tower Shield Proficiency, Weapon Focus: Crossbow, light.

Possessions: *Armor and Weapons*: +1 leather armor; masterwork light steel shield; +1 *light crossbow* and 50 masterwork crossbow bolts; masterwork dagger; masterwork longsword). *Goods*: masterwork thieves’ tools; explorer’s outfit; peasant’s outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins*: 565 gp, 8 sp, 6 cp.

Background – Bardon is six feet tall, muscular and down right homely looking. He has short dark brown hair and reddish brown eyes. His lower jaw protrudes a bit, indicating his orcish heritage. He knows he was born in an orc stronghold, but has very faint memories of his childhood or his mother. He has no idea who his father is, nor does he really care. Working at the Rogue’s Rest has given him a chance to earn an honest living, but he still does occasional jobs for the thieves’ guild, mainly as a watcher for other thieves. He has no real ambitions, except to maybe one day get married and own a small house.

Prudence Russenly (Server)

Prudence Russenly, Female Human Com 1: CR 1; Medium Humanoid; HD 1d4+1 (Commoner); hp 5; Init +1; Spd 30; AC 11 (flatfooted 10, touch 11); Atk +1 base melee, +1 base ranged; +1 (1d4+1, dagger); AL NG; SV Fort +1, Ref +1, Will +0; STR 13, DEX 13, CON 12, INT 16, WIS 11, CHA 14.

Skills: Climb +2, Gather Information +7, Handle Animal +4, Knowledge (Local - Bluffside) +4, Listen +4, Search +4, Sense Motive +2, Spot +4, Swim +2.

Feats: Simple Weapon Proficiency, Skill Focus: Gather Information.

Possessions: *Armor and Weapons*: dagger. *Goods*: peasant’s outfit; belt pouch; candle; curved knife; flint & steel; gold signet ring; sewing needle; whetstone. *Coins*: 9 gp, 3 sp, 7 cp.

Background: Prudence is of medium height and build, with brown hair that reaches half way down her back and bright brown eyes. She has only one goal in mind, to marry someone rich so she doesn’t have to work as a server for the rest of her life. A couple of regulars at the Rogue’s Rest – Torrance Chrison a merchant and Lawrence Richmean a shop owner who sells chests and trunks of all shapes and sizes – have been courting Prudence for the past six months.

Justia Beldanean (Server)

Justia Beldanean, Female Half-Elf Com 1/Rog 2: CR 3; Medium Humanoid (Elf); HD 1d4 (Commoner), 2d6 (Rogue); hp 11; Init +2; Spd 30; AC 14 (flatfooted 12, touch 12); Atk +3 base melee, +3 base ranged; +5 (1d4, masterwork hand crossbow and masterwork crossbow bolts); +4 (1d4+2, masterwork dagger); +4 (1d6+2, masterwork short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +0, Ref +5, Will +1; STR 14, DEX 14, CON 11, INT 12, WIS 13, CHA 12.

Skills: Appraise +2, Balance +3, Bluff +2, Climb +4, Craft (Trapmaking) +1, Decipher Script +2, Diplomacy +3, Disable Device +1, Gather Information +12, Jump +3, Listen +6, Open Lock +2, Search +3, Sense Motive +2, Spot +4, Swim +3, Tumble +3, Use Rope +3.

Feats: Armor Proficiency: light, Simple Weapon Proficiency, Skill Focus: Gather Information, Skill Focus: Knowledge (Local - Bluffside).

Possessions: *Armor and Weapons*: masterwork leather armor; masterwork hand crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods*: masterwork thieves’ tools; masterwork trapmaker’s tools; explorer’s outfit; peasant’s outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold earrings; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. *Coins*: 279 gp, 2 sp, 6 cp. *Magic*: *dust of tracelessness* (2 packets).

Background: Justia is five and a half feet tall, slender, and attractive. She has shoulder length blond hair and sky blue eyes. Justia currently resides at the tenement owned by Verwin with her mother and brother. She plans to move out as soon as she has enough gold saved up. Verwin relies on Justia for gathering information from customers and guests; a job that she really enjoys.

Stable

Mason Frider (Head Groom)

Mason Frider, Male Half-Elf Exp 2/War 2: CR 3; Medium Humanoid (Elf); HD 2d6+4 (Expert), 2d8+4 (Warrior); hp 27; Init +3; Spd 30; AC 20 (flatfooted 17, touch 13); Atk +7 base melee, +6 base ranged; +4 (1d8+1, +1 *light crossbow* and +1 *crossbow bolts*); +7 (1d4+4, dagger); +8 (1d6+4, masterwork short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +5, Ref +3, Will +5; STR 18, DEX 17, CON 15, INT 14, WIS 14, CHA 14.

Skills: Climb +5, Diplomacy +4, Gather Information +8, Handle Animal +11, Heal +11, Intimidate +5, Jump +6, Knowledge (Local) +4, Listen +4, Profession (Groom) +12, Ride +11, Search +3, Sense Motive +4, Speak Language +2, Spot +3, Tumble +6.

Feats: Animal Affinity, Armor Proficiency: heavy, Armor

Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Skill Focus: Profession (Stablehand).

Possessions: *Armor and Weapons:* +1 chain shirt; +1 light steel shield; +1 light crossbow and 20 +1 crossbow bolts; masterwork short sword; dagger. *Goods:* masterwork healer's kit; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (4 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; silk rope (50 ft.); whetstone. *Coins:* 100 gp, 6 sp, 6 cp.

Background: Mason is six feet tall with a muscular build. He has short reddish brown hair and green eyes. Known for his good sense of humor and patience, Mason easily makes friends. Originally from a small logging town, he left since he had no interest whatsoever in cutting down trees, woodworking or carpentry. His father, Enstaril is a master woodcarver but he told his eldest son he didn't expect him to follow in his footsteps. Mason usually travels to the town every three months to visit his family. He hires on as a caravan guard for these trips, making a bit of extra money during the journey.

Victor Angrist (Head Groom)

Victor Angrist, Male Human Exp 1/War 1: CR 1; Medium Humanoid; HD 1d6+2 (Expert), 1d8+2 (Warrior); hp 14; Init +2; Spd 30; AC 17 (flatfooted 15, touch 12); Atk +5 base melee, +3 base ranged; +5 (1d6+4, short sword); +5 (1d4+4, dagger); +1 (1d8, masterwork light crossbow and masterwork crossbow bolts); AL NG; SV Fort +4, Ref +2, Will +3; STR 18, DEX 14, CON 14, INT 15, WIS 12, CHA 10.

Skills: Climb +4, Gather Information +5, Handle Animal +8, Intimidate +2, Jump +6, Knowledge (Local) +3, Listen +6, Profession (Stablehand) +9, Ride +7, Sense Motive +3, Spot +6, Tumble +6.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Skill Focus: Handle Animal, Skill Focus: Profession (Groom).

Possessions: *Armor and Weapons:* masterwork chain shirt; masterwork light steel shield; dagger; masterwork light crossbow and 20 masterwork crossbow bolts; short sword. *Goods:* explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 86 gp, 7 sp, 6 cp.

Background: Victor is five feet ten inches tall with a muscular build, short brown hair, and brown eyes. He's been working at the Rogue's Rest as one of two Head Grooms for the past 3 years. He enjoys working with horses and usually prefers their company to people. Victor enjoys fishing during his time off. His parents are still alive and live in a small house in the across the city from the Rogue's Rest. Since Victor decided to become a groom, his father is a bit disappointed in him, hoping that he would follow in his footsteps and become a soldier.

Finnegan McCray (Stablehand)

Finnegan McCray, Male Half-Elf Com 1/Rog 2: CR 3; Medium Humanoid (Elf); HD 1d4+2 (Commoner), 2d6+4 (Rogue); hp 17; Init +6; Spd 30; AC 14 (flatfooted 12, touch 12); Atk +3 base melee, +3 base ranged; +4 (1d6+2, masterwork short sword); +4 (1d4+2, masterwork dagger); +1 (1d8, masterwork light crossbow and masterwork crossbow bolts); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +2, Ref +5, Will +1; STR 15, DEX 15, CON 14, INT 12, WIS 13, CHA 14.

Skills: Appraise +2, Balance +3, Bluff +3, Climb +3, Craft (Trapmaking) +0, Decipher Script +2, Diplomacy +4, Disable Device +5, Gather Information +9, Handle Animal +3, Knowledge (Local - Bluffside) +3, Listen +4, Open Lock +6, Profession (Stablehand) +5, Ride +3, Search +3, Sleight of Hand +3, Spot +3, Swim +3, Use Rope +3.

Feats: Armor Proficiency: light, Combat Reflexes, Improved Initiative, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* masterwork leather armor; masterwork light crossbow and 20 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods:* masterwork climber's kit; masterwork thieves' tools; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; signal whistle; whetstone. *Coins:* 134 gp, 7 sp, 6 cp. *Magic:* *dust of tracelessness* (2 packets).

Background: Finnegan is of medium height and build with shoulder length blond hair he keeps tied back with a piece of leather and blue eyes. Like Mason, Finnegan is originally from the logging town but his father kicked him out of the house for being lazy and suspecting that he was a thief. Through other thieves, he learned of the Rogue's Rest Inn and Tavern so he moved to the city - after stealing enough gold and gems to live on for a few months. When he's not working in the stable, Finnegan is either running errands for Verwin or practicing his skills as a thief.

Markis Harost (Stablehand)

Markis Harost, Male Human Com 1: CR 1; Medium Humanoid; HD 1d4+4 (Commoner); hp 8; Init +1; Spd 30; AC 11 (flatfooted 10, touch 11); Atk +1 base melee, +1 base ranged; +1 (1d4+1, sling); +1 (1d6+1, club); +1 (1d4+1, dagger); AL NG; SV Fort +4, Ref +1, Will +1; STR 13, DEX 12, CON 18, INT 12, WIS 13, CHA 11.

Skills: Climb +3, Gather Information +2, Handle Animal +6, Heal +2, Jump +2, Profession (Stablehand) +3, Ride +4.

Feats: Animal Affinity, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* sling and 50 sling bullets; club; dagger. *Goods:* peasant's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; whetstone. *Coins:* 5 gp, 1 sp, 7 cp.

Background: Markis is six feet tall, medium build with short brown hair, scraggly beard, and brown eyes. Verwin likes to tease him about the beard, asking Markis when was the last time he washed his face. Markis has no ambitions right now but has considered becoming a fighter and

joining a mercenary company. His father and mother own a small shop in the merchant's district that deals in intricately carved jewelry boxes and other small containers.

Albert Lelton (Stablehand)

Albert Lelton, Male Human Com 1: CR 1; Medium Humanoid; HD 1d4+3 (Commoner); hp 7; Init +3; Spd 30; AC 13 (flatfooted 10, touch 13); Atk +3 base melee, +3 base ranged; +3 (1d4+3, sling); +3 (1d4+3, dagger); AL NG; SV Fort +3, Ref +3, Will +0; STR 16, DEX 16, CON 16, INT 15, WIS 11, CHA 13.

Skills: Handle Animal +5, Heal +2, Knowledge (Local) +4, Listen +1, Profession (Stablehand) +4, Ride +7, Spot +3.

Feats: Animal Affinity, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* sling and 50 sling bullets; dagger. *Goods:* peasant's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins:* 9 gp, 3 sp, 7 cp.

Background: Albert is five and a half feet tall, medium heavy build with blond hair down to his shoulders and blue eyes. His only ambition is to one day become a Head Groom at the Rogue's Rest. Bert is the type who is willing to help out with any task that involves horses. Once he becomes Head Groom, then he plans to find a nice girl and get married. Both of his parents are dead and his sister is married to caravan guard.

Garthan Brell (Stablehand)

Garthan Brell, Male Human Com 1/Rog 3: CR 4; Medium Humanoid; HD 1d4+1 (Commoner), 3d6+3 (Rogue); hp 18; Init +2; Spd 30; AC 15 (flatfooted 13, touch 12); Atk +4 base melee, +4 base ranged; +6 (1d4+1, +1 hand crossbow and masterwork crossbow bolts); +5 (1d4+2, masterwork dagger); +5 (1d6+2, masterwork rapier); AL CG; SV Fort +2, Ref +5, Will +1; STR 15, DEX 15, CON 13, INT 11, WIS 11, CHA 12.

Skills: Appraise +1, Climb +4, Decipher Script +1, Diplomacy +2, Gather Information +9, Handle Animal +2, Hide +4, Intimidate +2, Jump +3, Knowledge (Local - Bluffside) +6, Listen +8, Open Lock +1, Profession (Stablehand) +3, Ride +3, Search +2, Sense Motive +2, Sleight of Hand +3, Spot +3, Tumble +4, Use Magic Device +2.

Feats: Armor Proficiency: light, Simple Weapon Proficiency, Skill Focus: Gather Information, Skill Focus: Knowledge (Local), Skill Focus: Listen.

Possessions: *Armor and Weapons:* +1 leather armor; +1 hand crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork rapier. *Goods:* masterwork climber's kit; masterwork thieves' tools; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (3 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 53 gp, 5 sp, 6 cp. *Magic:* dust of tracelessness (2 packets).

Background: Garthan is five feet five inches tall, slender build with short red hair and green eyes. He doesn't mind working in the stable as long as he can ply his other trade in peace – that of a rumormonger. Verwin will occasionally buy information from Garth and Barlin the Sly has bought some information as well.

Artis Parsil (Stablehand)

Artis Parsil, Male Half-Elf Com 1/War 1: CR 1; Medium Humanoid (Elf); HD 1d4+1 (Commoner), 1d8+1 (Warrior); hp 10; Init +1; Spd 30; AC 14 (flatfooted 13, touch 11); Atk +3 base melee, +2 base ranged; +3 (1d8+2, longsword); +3 (1d4+2, dagger); +1 (1d8, masterwork light crossbow and masterwork crossbow bolts); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +3, Ref +1, Will +1; STR 15, DEX 13, CON 13, INT 12, WIS 12, CHA 11.

Skills: Diplomacy +2, Gather Information +2, Handle Animal +4, Intimidate +1, Listen +2, Profession (Stablehand) +6, Ride +3, Search +2, Spot +3, Swim +2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Crossbow, light.

Possessions: *Armor and Weapons:* masterwork leather armor; light steel shield; masterwork light crossbow and 50 masterwork crossbow bolts; dagger; longsword. *Goods:* peasant's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins:* 5 gp, 8 sp, 7 cp.

Background: Art is five feet seven inches tall, with a slender but muscular build. Like his brother Shawn, Art is plans to join a mercenary company. Currently, none of the mercenary companies are recruiting, so Art is and his brother got jobs at the Rogue's Rest to help support their mother and sister.

Shawn Parsil (Stablehand)

Shawn Parsil, Male Half-Elf Com 1/War 1: CR 1; Medium Humanoid (Elf); HD 1d4 (Commoner), 1d8 (Warrior); hp 8; Init +3; Spd 30; AC 16 (flatfooted 13, touch 13); Atk +5 base melee, +4 base ranged; +5 (1d4+4, dagger); +3 (1d8, masterwork light crossbow and masterwork crossbow bolts); +5 (1d6+4, short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +2, Ref +3, Will +0; STR 18, DEX 16, CON 11, INT 14, WIS 11, CHA 11.

Skills: Diplomacy +2, Gather Information +3, Handle Animal +5, Intimidate +1, Listen +1, Profession (Stablehand) +5, Ride +8, Search +3, Spot +2, Swim +4.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Crossbow, light.

Possessions: *Armor and Weapons:* masterwork leather armor; light steel shield; masterwork light crossbow and 50 masterwork crossbow bolts; dagger; short sword. *Goods:* peasant's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins:* 30 gp, 8 sp, 7 cp.

Background: Shawn is five and half feet tall with a muscular build, short reddish brown hair and emerald green eyes. Like his brother Art is, Shawn wants to become a mercenary. Unlike his brother, Shawn enjoys tossing knucklebones for extra spending money and has been quite lucky. When he wins twice his weekly wages, Art is gives half to his mother. Currently he has been courting Maggie Ansolt, the niece of Torrance Chriseron.

Morgan Col (Stablehand)

Morgan Col, Male Human Com 1: CR 1; Medium Humanoid; HD 1d4 (Commoner); hp 4; Init +1; Spd 30; AC 11 (flatfooted 10, touch 11); Atk +2 base melee, +1 base ranged; +2 (1d4+2, dagger); +2 (1d6+2, club); +1 (1d4+2, sling); AL NG; SV Fort +0, Ref +1, Will +1; STR 15, DEX 13, CON 10, INT 11, WIS 13, CHA 11.

Skills: Gather Information +1, Handle Animal +2, Knowledge (Local) +1, Listen +3, Profession (Stablehand) +5, Ride +2, Spot +4.

Feats: Alertness, Simple Weapon Proficiency.

Possessions: *Armor and Weapons:* sling and 50 sling bullets; club; dagger. *Goods:* peasant's outfit; belt pouch; candle; curved knife; fishhook; flint & steel; gold signet ring; knucklebones; sack; signal whistle; whetstone. *Coins:* 47 gp, 3 sp, 7 cp.

Background: Morgan is five feet ten inches tall, medium build with shoulder length blondish brown hair and brown eyes. When not working in the stable or dicing in the sitting room, Morgan likes to read. He'll read just about anything he can get his hands on.

Bernie Drel (Stablehand)

Bernie Drel, Male Half-Elf Com 1/Rog 2: CR 3; Medium Humanoid (Elf); HD 1d4+1 (Commoner), 2d6+2 (Rogue); hp 14; Init +4; Spd 30; AC 16 (flatfooted 12, touch 14); Atk +4 base melee, +5 base ranged; +8 (1d4, masterwork hand crossbow and masterwork crossbow bolts); +5 (1d4+3, masterwork dagger); +5 (1d6+3, masterwork short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +1, Ref +7, Will +1; STR 16, DEX 18, CON 12, INT 13, WIS 13, CHA 11.

Skills: Appraise +2, Balance +5, Diplomacy +2, Disable Device +1, Gather Information +6, Handle Animal +3, Heal +2, Jump +4, Knowledge (Local) +4, Listen +2, Open Lock +3, Profession (Stablehand) +5, Ride +5, Search +3, Sense Motive +3, Sleight of Hand +5, Spot +3, Tumble +5, Use Magic Device +1.

Feats: Armor Proficiency: light, Rapid Reload: Crossbow, hand, Simple Weapon Proficiency, Weapon Focus: Crossbow, hand.

Possessions: *Armor and Weapons:* masterwork leather armor; masterwork hand crossbow, 2 *screaming bolts* and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. *Goods:* masterwork healer's kit; masterwork thieves' tools; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (1 vial); inkpen; journal; knucklebones; paper (4 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. *Coins:* 69 gp, 1 sp, 6 cp. *Magic:* *dust of tracelessness*.

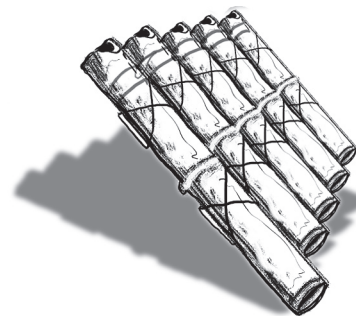
Background: Bernie is five feet five inches tall, slender build with short blondish brown hair and bluish green eyes. Working at the Rogue's Rest allows Bernie to keep an eye out for likely marks to steal from when he's not at the inn. After seeing what happened to Cangar the Cutpurse, Bernie never wants that to happen go him.

Regulars

Torrance Chrison (merchant)

Torrance Chrison, Male Human Exp 2/Ari 1: CR 2; Medium Humanoid; HD 2d6+2 (Expert), 1d8+1 (Aristocrat); hp 21; Init +1; Spd 30; AC 16 (flatfooted 15, touch 11); Atk +4 base melee, +2 base ranged; +5 (1d6+3, masterwork rapier); +5 (1d4+3, masterwork dagger); +2 (1d8, composite longbow); AL NG; SV Fort +1, Ref +1, Will +5; STR 16, DEX 13, CON 13, INT 15, WIS 11, CHA 16.

Skills: Appraise +10, Bluff +5, Craft (Weaving) +2, Diplomacy +5, Gather Information +14, Knowledge (History) +3, Knowledge (Local - Bluffside) +8, Knowledge (Nobility and Royalty) +3, Listen +5, Perform (Wind Instruments (Recorder)) +5, Profession (Merchant) +9, Profession (Scribe) +2, Ride +2, Sense Motive +4, Speak Language



Quietleaf Apartments

Description

This three-story wooden building has rooms for rent. There are fifteen one-room apartments. Rent for each one is 2 gp per month.

Each apartment comes furnished with a double bed, table, and two chairs. There's a small fireplace in each room that can be used for cooking. Any other furnishings are to be provided by the tenant. Gardun Vinepipe is the building manager, collecting the rent on the first of each month for his uncle Verwin Quietleaf.

Gardun has only a few rules for the tenants: no loud parties, no subletting, and when the tenant is not at home, the fire should either be banked or put out. Wood for the fireplaces is delivered each week. When a tenant moves out, Gardun has the lock changed on the vacant apartment door. Currently three employees of the Rogue's Rest Inn and Tavern live here. The head cook Meena Mauler lives on the third floor in the third apartment. Though she makes enough as the head cook to move some place else, Meena is saving everything she can so she and her future husband can open an eatery in the Old City district.

Justia Beldanean is another Rogue's Rest employee that lives here. Her apartment is marked number two on the map on the second floor. She shares the apartment with her mother and younger brother. Justia is saving her earnings so she can move out. Verwin has told her that when an apartment becomes available she can have first choice of whether to move in there or not.

Owner/Prominent Resident

Verwin Quietleaf is the owner. Gardun Vinepipe is the building manager and lives on the first floor in the first apartment. (Rent free, of course)

Gardun is three feet two inches tall with brownish blond hair and green eyes. He likes to wear colorful clothing when not working at the Rogue's Rest Inn and Tavern as a bartender. Since he doesn't have to pay rent, Gardun has been investing his savings into several small but profitable businesses. He knows that one day he will also own the Rogue's Rest and Quietleaf Apartments but sees nothing wrong with becoming rich when young. Sometimes he uses his skills as a thief to help himself along.

List of Regulars

Verwin Quietleaf
Bernly Adament
Other Residents

Adventure Hooks

-- A tenant discovers a drawing on a piece of parchment that seems to be a floor plan for Blackthorne Square located in Sordadon (B:CoE HD 6).

-- Gardun is suspicious of a tenant that moved in a month ago. The person claims to be a caravan guard, but lacks calluses on his hands that a fighter would normally have, nor has he signed up with the Caravan Guild.

NPC Stats

Gardun Vinepipe (Bartender) Male Halfling, Lightfoot Rog 2/Exp 1: CR 3; Small Humanoid (Halfling); HD 2d6+6 (Rogue), 1d6+3 (Expert); hp 22; Init +9; Spd 20; AC 18 (flatfooted 13, touch 16); Atk +4 base melee, +7 base ranged; +5 (1d4+2, masterwork short sword); +9 (1d3+2, masterwork sling and masterwork bullets); +5 (1d3+2, masterwork dagger); +5 (1d6, masterwork light crossbow and masterwork crossbow bolts); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL CG; SV Fort +4, Ref +9, Will +5; STR 14, DEX 20, CON 16, INT 15, WIS 14, CHA 15.

Skills: Appraise +5, Balance +7, Bluff +5, Climb +5, Craft (Trapmaking) +2, Decipher Script +4, Diplomacy +5, Disable Device +7, Disguise +3, Escape Artist +6, Forgery +5, Gather Information +10, Heal +3, Hide +10, Intimidate +3, Jump -2, Knowledge (Local - Bluffside) +5, Listen +5, Move Silently +8, Open Lock +9, Profession (Bookkeeper) +4, Profession (Innkeeper) +3, Profession (Scribe) +3, Search +5, Sense Motive +4, Sleight of Hand +8, Speak Language +2, Spot +4, Swim +3, Tumble +6, Use Magic Device +3.

Feats: Armor Proficiency: light, Improved Initiative, Simple Weapon Proficiency, Skill Focus: Gather Information.

Possessions: Armor and Weapons: masterwork leather armor; masterwork light crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword; masterwork sling and 20 masterwork bullets. Goods: masterwork thieves' tools (2); explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (4 sheets); sack; scroll case; sealing wax; signal whistle; whetstone. Coins: 470 gp, 1 sp, 6 cp.

Justia Beldanean (Server) Female Half-Elf Com 1/Rog 2: CR 3; Medium Humanoid (Elf); HD 1d4 (Commoner), 2d6 (Rogue); hp 11; Init +2; Spd 30; AC 14 (flatfooted 12, touch 12); Atk +3 base melee, +3 base ranged; +5 (1d4, masterwork hand crossbow and masterwork crossbow bolts); +4 (1d4+2, masterwork dagger); +4 (1d6+2, masterwork short sword); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Spells and Spell-like Effects; RF: Elven Blood; AL CG; SV Fort +0, Ref +5, Will +1; STR 14, DEX 14, CON 11, INT 12, WIS 13, CHA 12.

Skills: Appraise +2, Balance +3, Bluff +2, Climb +4, Craft (Trapmaking) +1, Decipher Script +2, Diplomacy +3, Disable Device +1, Gather Information +12, Jump +3, Listen +6, Open Lock +2, Search +3, Sense Motive +2, Spot +4, Swim +3, Tumble +3, Use Rope +3.

Feats: Armor Proficiency: light, Simple Weapon Proficiency, Skill Focus: Gather Information, Skill Focus: Knowledge (Local - Bluffside).

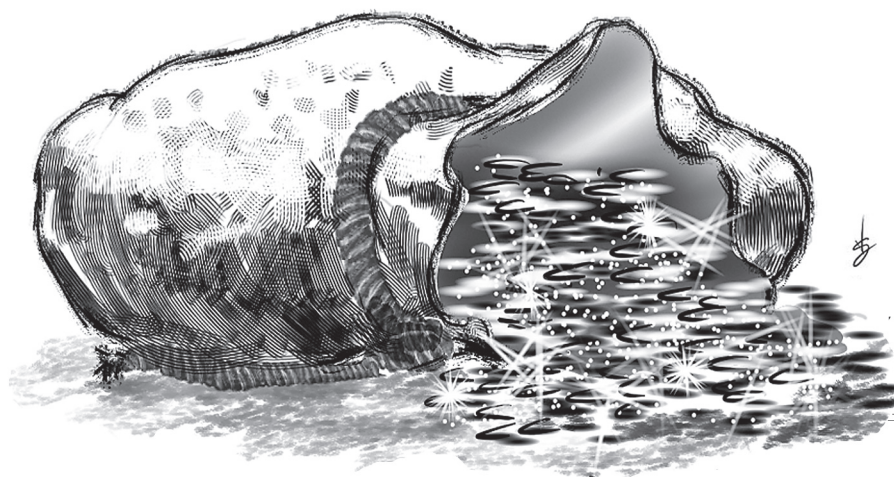
Possessions: Armor and Weapons: masterwork leather armor; masterwork hand crossbow and 50 masterwork crossbow bolts; masterwork dagger; masterwork short sword. Goods: masterwork thieves' tools; masterwork trapmaker's tools; explorer's outfit; peasant's outfit; belt pouch; candle; chalk; curved knife; fishhook; flint & steel; gold earrings; gold ring; gold signet ring; ink (2 vials); inkpen; journal; knucklebones; paper (5 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. Coins: 279 gp, 2 sp, 6 cp. Magic: dust of tracelessness (2 packets).

Bertha Basher (Head Cook) Female Half-Orc Ftr 4/Exp 2: CR 5; Medium Humanoid (Orc); HD 4d10+4 (Fighter), 2d6+2 (Expert); hp 40; Init +1; Spd 30; AC 17 (flatfooted 16, touch 12); Atk +9 base melee, +6 base ranged; +11 (1d4+5, +1 dagger); +11 (1d8+5, +1 longsword); +11 (1d6+5, +1 short sword); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CG; SV Fort +5, Ref +2, Will +6; STR 19, DEX 13, CON 12, INT 15, WIS 14, CHA 10.

Skills: Appraise +3, Climb +5, Gather Information +1, Handle Animal +2, Intimidate +9, Jump +8, Profession (Brewer) +3, Profession (Cook) +11, Profession (Herbalist) +3, Ride +3, Speak Language +3, Swim +6, Tumble +6.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Combat Expertise, Dodge, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Dagger, Weapon Focus: Longsword, Weapon Focus: Sword, short.

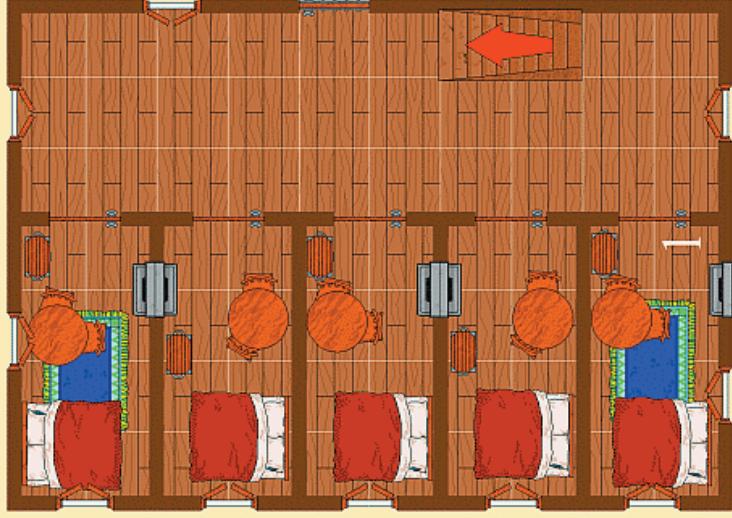
Possessions: Armor and Weapons: +1 leather armor; +1 darkwood buckler; +1 dagger; +1 short sword; +1 longsword. Goods: explorer's outfit; peasant's outfit; belt pouch; candle; chalk (2); curved knife; flint & steel; gold earrings; gold necklace; gold ring; gold signet ring; ink (2 vials); inkpen; journal; paper (6 sheets); sack; scroll case; sealing wax; sewing needle; signal whistle; whetstone. Coins: 1,063 gp, 9 sp, 5 cp. Magic: amulet of natural armor +1.



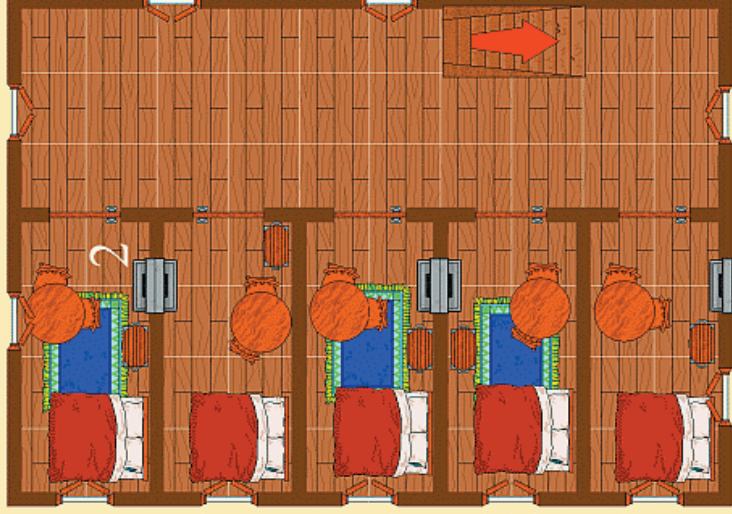
Quietleaf Apartments

- 1 Gardun Vinepipe
- 2 Justia Beldanean
- 3 Meena Mauler

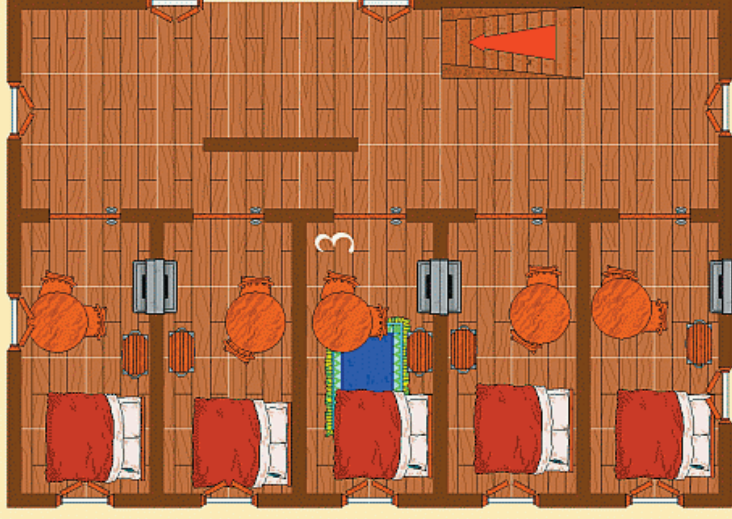
1 Square = 5'



1st Floor



2nd Floor



3rd Floor

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