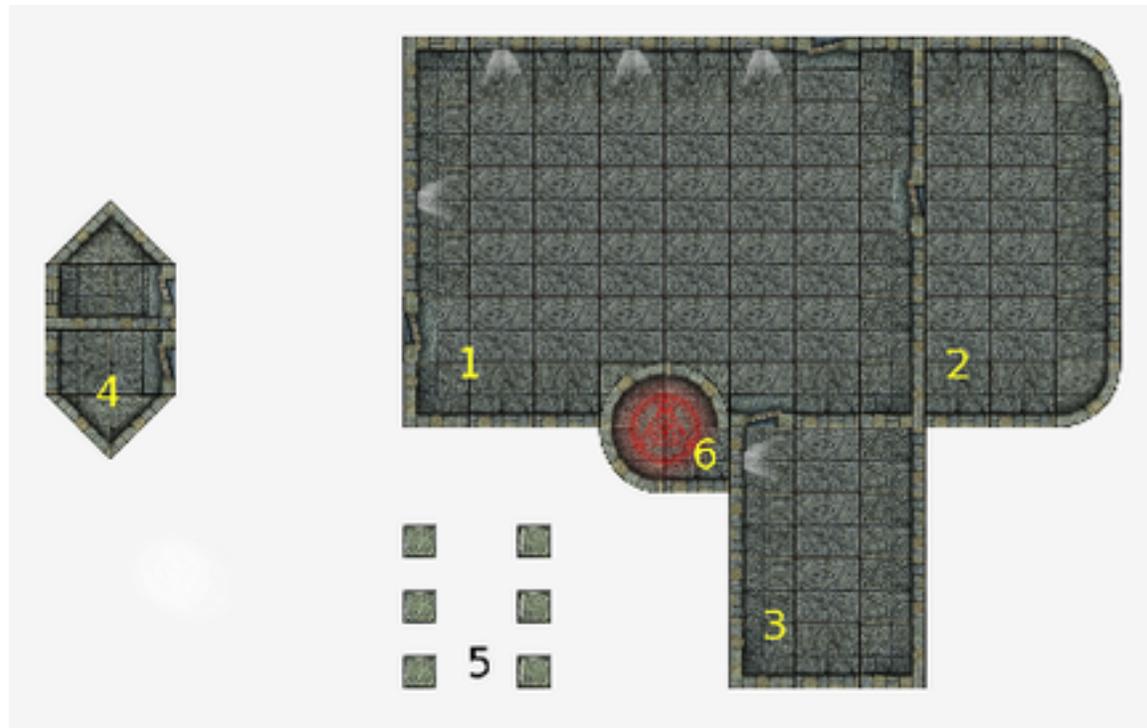


The Tavern at the Edge of the World

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This map was created using the online Dwarven Tiles Map Maker

1. **The Main Hall** – This crowded room is home to much levity and good fellowship. The locals love the tavern, they fondly refer to it as “The Tavern” and crowd the place nearly every night. A kind but somewhat homely tavern wench named Jasila, waits on the friendly crowd. She can be counted on to screw up a patron’s bill (often in their favor) 20% of the time. The bar can be found near the door to #3 and seats 8 comfortably. The bartender, a one-eyed grizzled dwarf named Turidann, appraises magic items and gems with 15% and 85% accuracy respectively.
2. **The Dark Hall** – Many covert meetings and other devious operations take place behind these doors. The room itself is divided into four distinct rooms with heavy draperies. The draperies are ensorcelled with *Silence* and other dweomers to prevent unwanted prying eyes and ears.
3. **The Kitchen** – Although this is called the kitchen, neither a stove nor oven will be found here. A pair of large tables, used to stage the food and beverage orders for delivery, are in the center of the room. Many barrels, casks, bottles and crates – some empty, some full of food and drink – can also be found stored here. A bell just outside the door will be rung when a beverage or food order is to be picked up. A bronze, rune-encrusted porthole leads to #6. Only the “cook” a wizened old woman, named Meriska, knows the magic words necessary to open the porthole.
4. **Privy** – A pair of privies, one marked “human/elf” and the second marked simply “other” in the common, elf, dwarf, goblin and orc tongues, lie at the end of a stony path. Meriska keeps a pet Otyugh in the bottom of the privy. It is satisfied by the patrons’ “deposits,” but the occasional thief or those with prying eyes have also been deposited below.
5. **Sculpture Garden** – Meriska has made a quiet place of reflection out behind the tavern. Some say that the statues look similar to travelers who came this way many years ago, but most believe that’s merely a coincidence.
6. **The Oven** – Bound in a magical circle, trapped forever within the circular chamber is an Efreet. The efreet, named Sullah Al’bin, provides the heat for the Main Hall. Clever pipes and vents direct the heat into the room during the cold months and upward during the summer. In addition, he creates food and drink according to the direction and desires of Meriska. On slow nights, he is directed to create food and drink that Meriska boxes and bottles up for sale or for when the tavern is particularly busy.