



The Olde Inn
by
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There was once a great dwarven hold overrun by foul creatures from deep inside the earth. Most of the foul things hunted the dwarves and their friends for food and fun. However, there were some foul fiends that preferred to torture their good souls. The inn described here is one place where the good creatures were so tortured. Lost outside time, they wait for a good group of adventurers to free them from torment.

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Main Level

1. Common Room: A ghostly barmaid, named Thora Ironweaver, tends bar. She will deliver real food and drink at normal prices. Her goal is to achieve 10 sp in tips. She won't vocalize her goal, but she will stop serving when it is met. Lurking near one of the stairwells (DMs choice) is a Giant Constrictor Snake.
2. Kitchens: 10 giant rats reside here. The ghost of Bran Warmstone is here. His goal is to have the 10 giant rats driven from his kitchen.
3. Private Room: The Stone Spears, an adventuring party, is here. Steel (CLR) and Stone Fireshell (FTR), Orrin Blaxstone (ROG), and Rex Steelblade (FTR/CLR). Their goal is to "see battle."

Cellar

4. The ghost of a boy, Torrin Redgem, who is upset with his father.

Upper Floor

5. Guest Room (Poor Quality): A crude bed, and a peg on the door for a cloak is all that's in these.
6. Guest Room (Average Quality): An average bed and a small table are in these rooms. If searched they reveal 2d6 silver each.
7. Guest Room (Average Quality): A ghostly father, Thom Redgem, missing his son.
8. Guest Room (Average Quality): 4 Giant Black Ants are foraging this room for food.
9. Guest Room (Fine Quality): Holdar 'Eggon' Simar is here, wishing to see a ghost. The furnishings are quite nice, including drawers under the bed for storage. All furniture has nice scrollwork.
10. Master Suite: A huge goose-feather bed dominates this room. Cupboards built into the walls provide ample storage. On the single table is a ball of crystal that pulses with a sinister purple light. This crystal is the source of the curse. The inn can be freed when the crystal is destroyed. It is invulnerable until at least 3 groups (or individuals) are satisfied. Once this happens, their bodies will be returned, and they will need help to safety. But that is another adventure.

NPC PERSONALITIES

None of the NPCs realize they are stuck 'outside of time.'

Thora Ironweaver is a sweet lass. She had not been at the inn long when it was frozen in time, and therefore is a bit naive. Quick to complement and slow to anger.

Bran Warmstone is a prima donna. He thinks he's better than everyone else he meets. With the rats in the kitchen, he is worried he may have to eat some humble pie, therefore he is currently quite high strung.

Steel Fireshell is a gruff follower of (your campaign's dwarven diety). Play him as a typical follower of that faith.

Stone Fireshell is a drunk, rowdy, typical dwarf. Boisterous and outgoing, he is the leader of the group.

Orrin Blaxstone is quiet, and reserved. He is always nervous, and untrusting of people he does not know.

Rex Steelblade is a happy-go-lucky man-at-arms. Recently hired by the group, he is trying to fit in.

Torrin Redgem is a typical young boy. His dad wouldn't let him have chocolate for dinner, so he dashed off to the basement. Child logic is the best way to get through to him.

Thom Redgem is beside himself with worry. He doesn't know where his son is, and mutters to himself frequently. Finding Torrin is all he talks about.

'Eggon' is the only non-dwarf at the inn. He is currently waiting for his friend 'Ray-Ray' so they can go 'ghost rustling.' He doesn't believe in anything he doesn't see, and is willing to follow someone who says they can show him a ghost.