

SUMMARY

The Drunken Dragon is one of the most famous taverns of The Floating Lands, it's in Nova Spheris¹, and it gathers many different kinds of people, and a whole lot of adventurers.

ENCOUNTERS

PLANNED ENCOUNTERS

First thing on the morning, before business resuming, a pair of drunks from the night before wake up, see each other and start shouting incoherent things to each other, in a really angry tone.

After dealing with that, make them notice that there not enough booze for the day. Remind them that they haven't seen the dwarf who gets them the booze in a while, so at least one of them goes to see her (Ingniss). The encounter is basically her trying to charge them more than normal for their usual deal.

At lunch make it so, some drunkards (half-orcs?) come after a morning of heavy drinking to drink and eat more (best if they still haven't gotten the booze from the dwarf). Make it so some customers leave immediately after them entering. And have them cause a lot ruckus, but no real damage. (If the party tries to make them leave, make it so the drunk call them racist, and actually argue decently that they haven't done anything that might make it so they should leave).

After lunch or when the half-orcs leave (they'll leave after lunch or earlier if the players manage to do that), a cleric² of the order of New Helios will come searching for a traitor, the escapee was part of the order but realised some dark truths about the order. The cleric will do whatever he must to take the escapee back, calling the party heretics, using magic and calling forth any believer that's present. After the

RANDOM ENCOUNTERS

RANDOM ENCOUNTER TABLE

1d10 Encounter

| | |
|-----|--|
| 1-2 | A fake Health Inspector appears |
| 3 | A real Health Inspector appears |
| 4-6 | Roll on the Tavern Brawl Table |
| 7-8 | A Mysterious Patron appears |
| 9 | The city guard comes looking for someone |
| 10 | Re-roll twice, both happen in order |

TAVERN BRAWL TABLE

1d12 Brawlers

| | |
|-----|-------------------------------|
| 1-4 | Drunk Half-Orcs (9 (2d6 + 2)) |
| 5-7 | Drunk Adventurers |
| 8-9 | Sober Adventurers |
| 10 | Racial Dispute |
| 11 | Failed robbery |
| 12 | Drunk Wizards (3 (1d4 + 1)) |

MYSTERIOUS PATRON TABLE

1d8 Patron

| | |
|-----|--------------------------|
| 1-3 | Old wizard |
| 4-5 | Ancient metallic Dragon |
| 6 | Ancient chromatic Dragon |
| 7 | Werewolf |
| 8 | Deva |

¹Pop: 5 million people, Floating Pop: 500.000 people

²Must be an actual threat to the party