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type: location

name: [Powder Keg Tavern]

parent\_location: [Salt Crown District]

location\_type: [city]

population: []

government: []

maps\_available: [true]

map\_files: [PowderKegTavern-Day-26x39.jpg]

tags: [salt crown, tavern,]

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# [Powder Keg Tavern]

## Overview

[Built against **a sulfur-reeking cliffside**, the **Powder Keg Tavern** is a **den of debauchery, violence, and black powder-fueled chaos**. Known for its **frequent brawls, reckless drinking challenges, and occasional explosions**, it attracts **gunslingers, mercenaries, and smugglers** looking for cheap rum and dangerous company.]

## Geography

[Physical features, layout, climate]

## Notable Features

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* The **main hall** is a **dimly lit, smoke-filled mess of rough-hewn tables, hanging lanterns, and dented tankards**.
* A **natural cavern behind the bar** serves as a **makeshift brewery and gunpowder storage**, leading to **accidental explosions at least once a month**.
* The **Cliffside Balcony** offers a precarious view of the **waves crashing below**, popular for **duels, drunken dares, and disposing of cheaters**.
* **Rumors persist** of a hidden **tunnel beneath the tavern**, supposedly leading to **an old smuggler’s vault**.]

## Demographics

[Population breakdown if applicable]

## Government & Politics

[Ruling structure, important officials]

## Economy

[Trade, resources, economic status]

## Culture & Daily Life

[Local customs, notable events]

## Notable NPCs

[

**Barkeep: Harlow ‘Blastcap’ Grint**

* **Dwarven ex-pirate, barrel-chested, always smells of sulfur and rum.**
* Lost **most of his left ear in a cannon misfire**, but **laughed it off and kept drinking**.
* Believes **drinks should be served strong enough to knock a grown orc flat**.
* Keeps a **"personal stash" of alchemically-infused brews**, some of which are **technically illegal explosives**.
* If a fight **gets too out of hand**, he just **throws a smoke bomb and lets nature take its course**.

**Server: Penny "Quickhands" Locke**

* **Human woman, dark skin, tattooed arms, fast as lightning.**
* Used to be a **ship’s pickpocket**, but **now lifts coins from drunken pirates instead**.
* Knows how to **dodge a bar fight without spilling a drink**.
* Can recite **the full list of Black Brine’s banned criminals** from memory.

**Server: "Slug" the Goblin**

* **Tiny, wiry goblin with missing teeth and an infectious cackle.**
* Spent **years working the gun decks of various pirate ships** before taking up bartending.
* Makes a **cocktail called the "Blunderbuss," which has a 50/50 chance of making you pass out or see gods**.
* Has **stabbed at least six customers for getting too handsy**.

**Server: Big Mags**

* **Half-ogre, towering and muscular, wears a butcher’s apron over chainmail.**
* **Technically the cook**, but **also the tavern’s enforcer**.
* **Specialty dish: "Galleon’s Bounty"—a stew of questionable ingredients that allegedly has healing properties**.
* Speaks in **grunts and threats**, but is surprisingly **good with a ladle**.

**Regular: Captain Broome 'The Twice-Hanged'**

* **Half-orc, hulking frame, deep rope scars on his neck.**
* Claims he was **hanged twice and survived both times**, though no one knows how.
* Drinks a **strange, glowing green liquor**, won’t say where it’s from.
* Occasionally mutters about **a cursed coin buried in the Gallows Market**.

**Regular: Ettie "Firetongue" Jarr**

* **Human alchemist and explosives expert, always singed around the edges.**
* Sells **black powder, blasting sticks, and "experimental" incendiaries** out of the Powder Keg’s back room.
* Always has a **new scar or burn** from her **latest failed invention**.
* **Once burned down a ship by accident—then stole its treasure while no one was looking**.

**Regular: Duggan "The Walking Wreck"**

* **Massive goliath mercenary**, covered in **bruises, broken armor, and half-healed scars**.
* **Gets into a fight almost every night**, but **somehow never dies**.
* Is so **tough (or stupid) that he once took a cannonball to the chest and just walked it off**.
* **Has a standing bet that no one can knock him out**—and he’s won it **every time**.  
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## Adventure Hooks

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**A Black Powder Deal Gone Wrong** – Someone **stole gunpowder from the back room**, and **Blastcap needs someone to get it back—fast**.

**The Smuggler’s Vault** – A tunnel beneath the Powder Keg is rumored to lead to **an old pirate vault**, but no one **dares explore it alone**.

**An Explosive Disappearance** – Ettie "Firetongue" **vanishes** after an **experiment goes wrong**, and her **workshop is now a smoldering ruin**.

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## Secrets & Hidden Information

[DM-only content]

## Connected Locations

[Nearby or related places]

## Maps

[References to available maps]