

# The Silver Horned-Helm Tavern

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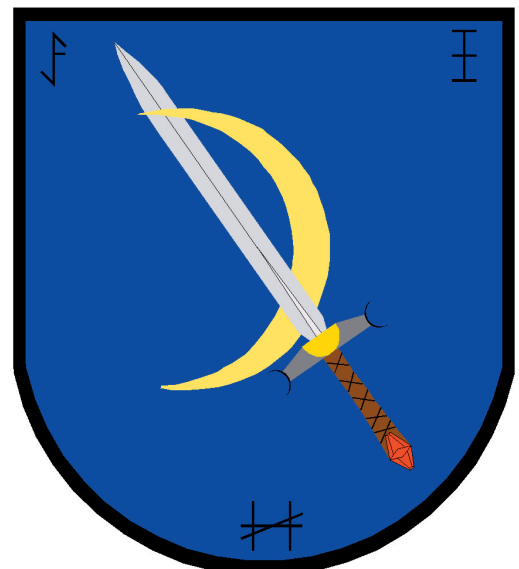
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## The Silver Horned-Helm Tavern

When people enter the tavern and look towards the bar, they cannot help but notice the giant horned helm mounted on the wall. What really catches their attention is the helm is made out of silver and large enough to fit a horned giant.

The Silver Horned-Helm Tavern is a one-story stone building with a cellar. The floors of the main common room, smaller common room, and storage room are made of wood. The kitchen floor is made of stone.

The tavern's atmosphere is relaxed and usually cheerful. The staff is courteous – always with a smile and a warm greeting for the patrons. Fights in the tavern are a rarity, with three bouncers on duty to quell any disturbances.

### Tavern Stats

Seating	104
Rooms	4 and a cellar
Strong Wooden Door, Exterior	Hardness 5; HP 20; Break DC 23
Good Wooden Door, Interior	Hardness 5; HP 15; Break DC 18
Window Glass, ½ inch thickness	Hardness 1; HP 1; Break DC 5
Good Lock, Exterior Door	Open Lock DC 30
Hours	Noon to two am

Staff Type	No.	Staff Type	No.
Bartender	3	Baker	1
Server	6	Baker Assistant	2
Cook	2	Errand Runner	3
Kitchen Helper	3	Bouncer	3

Food	Cost
Bread, loaf (with butter)	2 cp
Rolls, 2	1 cp
Fruit and Cheese Platter	2 sp
Stew (beef or lamb), bowl	2 sp**
Sliced Meat (beef, pork, ham, lamb)	5 sp*
Soup (vegetable beef or chicken), bowl	5 cp**
Tarts (strawberry, cherry, raspberry, blueberry, apple)	5 cp
Pie (apple, cherry, blueberry), slice	6 cp
Nut Rolls and Honey, 2	3 cp

\* Comes with vegetables, 4 rolls, cheese and fruit

\*\* Comes with small loaf of bread and cheese

Drink	Cost
Ale, mug	4 cp
Cider, mug	3 cp
Hot Spiced Cider	5 cp
Cordial, small mug	4 sp
Wine	
Goblet	1 sp
Pitcher	8 sp
Hot Spiced Wine	
Goblet	3 sp
Pitcher	1 gp
Mead, mug	6 cp
Beer, mug	2 cp
Fruit Beer, mug	5 cp
Gin, small mug	7 cp
Rum, small mug	4 cp
Brandy, small mug	3 sp

### 1. Main Common Room

The main common room seats 85 people. There are two large fireplaces, one in the southeast wall and the other in the south wall west of the entrance. Against the southwest wall is a stage. Bards and musicians perform here nightly, usually beginning around sunset. The floor, bar and tables are regularly scrubbed and spills are immediately wiped up.

The servers bustle about, bearing laden plates and filled mugs or clearing up the empty plates and mugs. Patrons treat the servers with respect; else, they face banishment from the tavern.

Many of the patrons here are adventurers, since the food and drink are excellent and the prices reasonable.

Some of the adventurers here are looking for others to join them on a quest, dungeon delving or ruin exploration. Kelk Ironbolt has seen many adventuring parties form, leave and return with treasure and tales to tell. He has also seen parties form, leave and never return – the group having met an untimely end as some creature's meal.

Aside from the helm on the wall, there is another feature in this room that attracts attention. The north wall, east of

the entrance is covered with wood paneling. Pieces of paper and parchment are affixed to it. These are notices posted by people looking to hire adventurers, adventurers seeking other adventurers and notices of missing adventurers.

Below are some of the notices.

Seeking information on Evvadganthalan, an adult red dragon

Ask for Jengril "Pegleg" Kinston at the House of Healing.

If anyone has seen Sean O'Shane during his or her travels, please let Mrs. O'Shane know.

Ask for Molly O'Shane at the Temple of Luck.

The Black Shield Adventuring Group is looking for a competent thief to join them. To join you merely have to find our headquarters, locate the secret door, disarm the traps, and open the locks.

Adventurers needed to explore recently discovered ruins.

Ask for Loremaster Magris Zenkin at the University.

Go on the adventure of a lifetime. Come join the Wanderers and travel the world discovering if legends are true, battle fantastic monsters and find fabulous treasures.

Ask for Kira Fireblade at the Adventurers Guild.

Mage Nyro Baglin has need of a dark naga for study. A live one is preferable but a dead one will suffice.

Inquire at Baglin Tower.

## 2. Common Room

This room seats 21 people and is much quieter than the main common room. There is a large fireplace in the northwest wall and two windows – one in the west wall and one in the north wall.

The patrons in this room are usually retired adventurers. For the cost of an ale or three, they are more than willing to tell stories of their adventures and often have information on places for exploring.

## 3. Kitchen

The cooking is done in this large room with Leena Carsil overseeing the work. The baker and her three assistants do bread, rolls, pies, tarts and nut rolls in the early morning hours.

Meat delivery for the day occurs in the morning from the butcher that Kelk has a guild contract with.

## 4. Storage

Foodstuff, barrels of beer and ale are stored here for immediate use.

## Cellar

This large room has a wine rack, barrels, crates, and sacks. Mops, buckets, rags, and brooms are also stored down here.

## Adventure Hooks

Word is spreading that an adventuring party calling itself the Delvers has gone missing in a large dungeon located a day's ride northeast of the city. The foray into the dungeon was to be a mapping expedition for a scholar at the university. The dungeon is supposed to have three levels with the entrance being the remains of an old house.

A retired adventurer by the name of Burton Millender has a map of a dungeon. From what Burton has learned about the place, there is a hidden treasury with chests of gold, magic items and weapons. The dungeon is supposedly located beneath the ruins of what was once a school for magic-users.

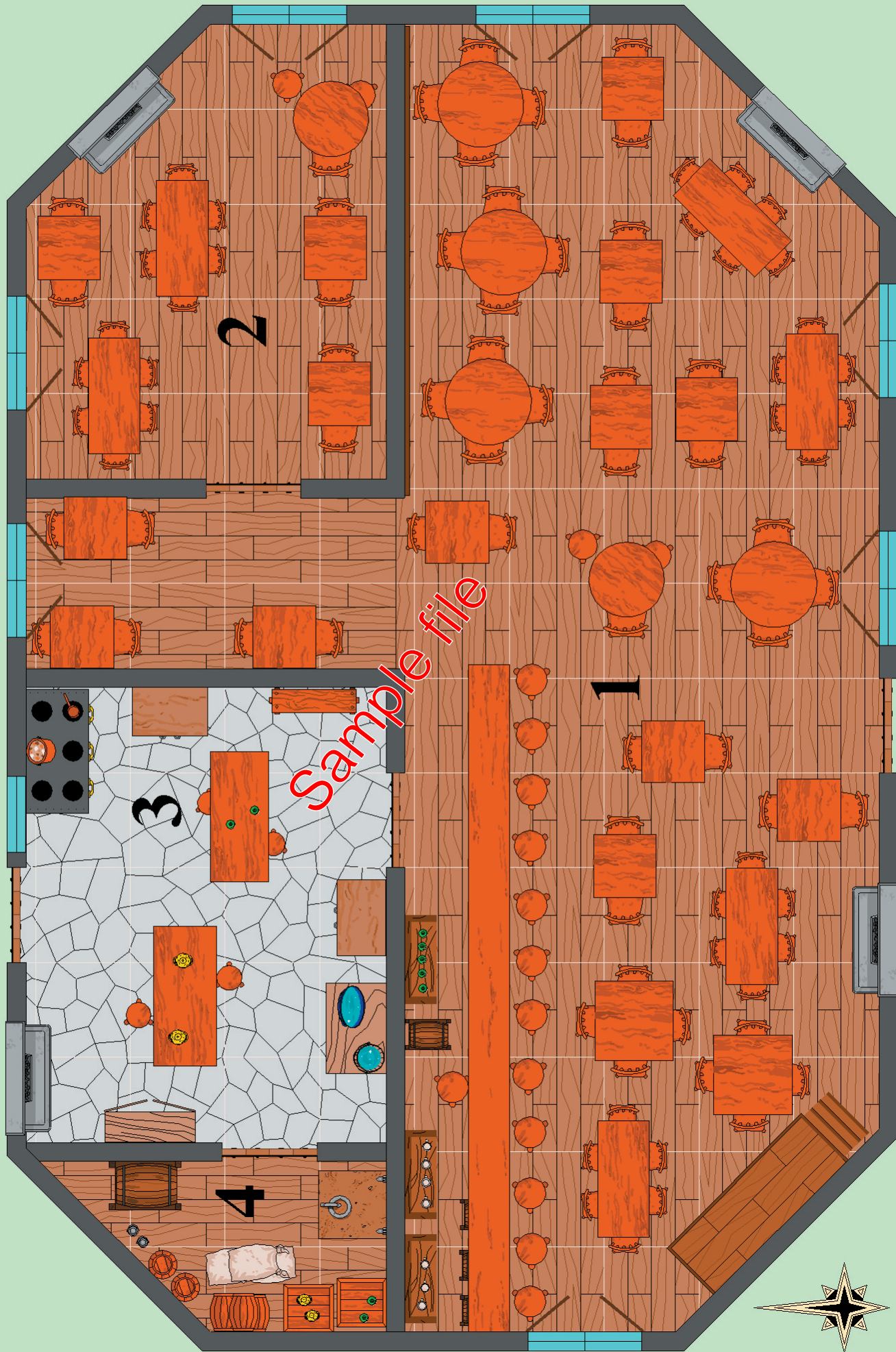
Burton usually spends his evenings in the smaller common room.

Kelk Ironbolt has heard that a tribe of bugbears overran the Angorolan Estate. The two surviving family members and three family retainers made it to the city, but were forced to leave most of their valuables behind. Meriwether and Fallin Angorolan are offering a reward to whoever retrieves a document case and a small chest of jewels from the house. Clearing the estate of the bugbears will result in a larger reward.





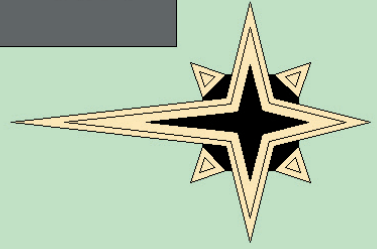
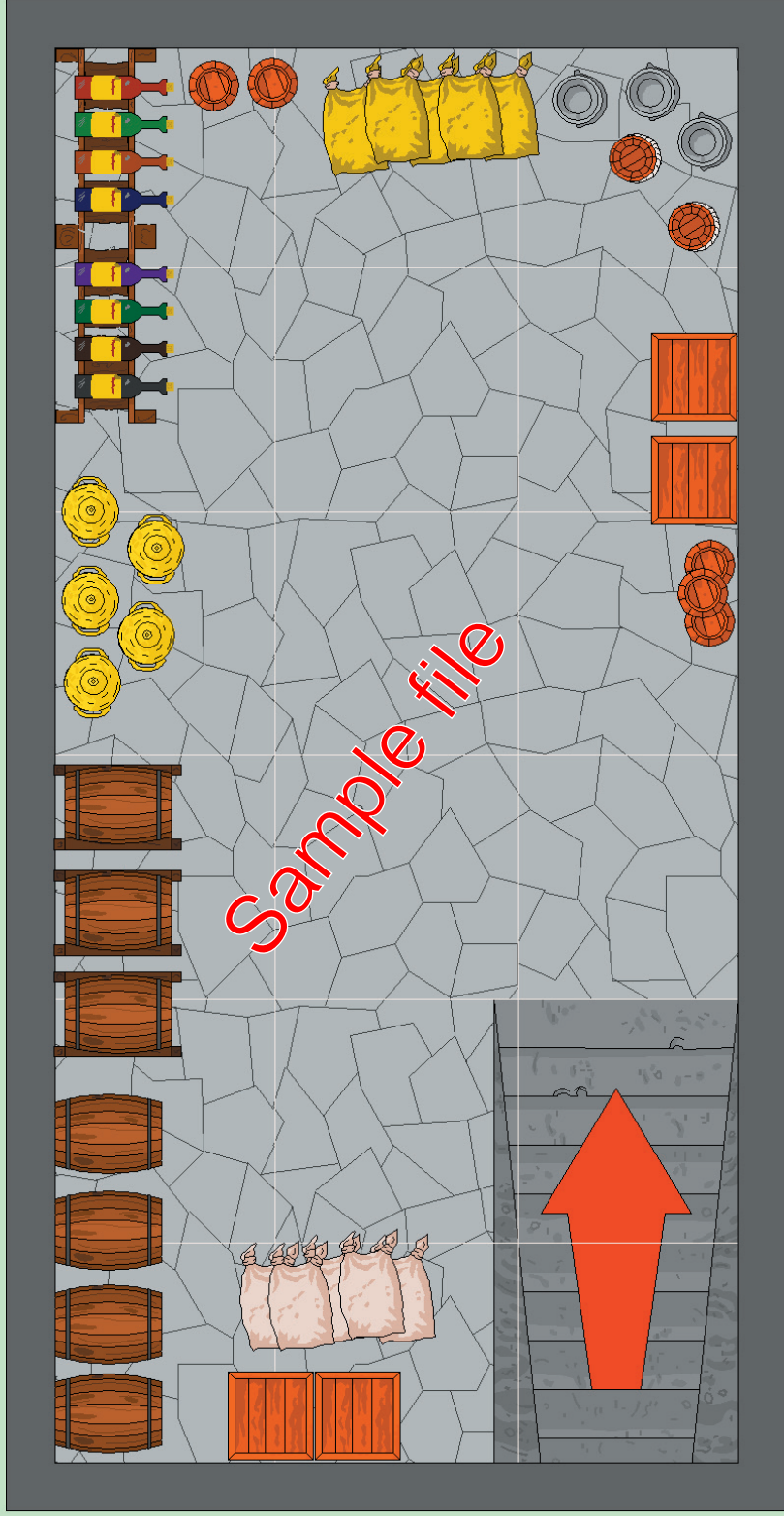
# Silver Horned-Helm Tavern



1 square = 5'

Main Floor

# Silver Horned-Helm Tavern



Cellar

1 square = 5'





NPCs

### **Kelk Ironbolt, Owner**

**Kelk Ironbolt**, Male Dwarf, Mountain Ftr 9: CR 9; Medium Humanoid; HD 9d10+27 (Fighter); hp 81; Init +7; Spd 20; AC: 24 (Flatfooted: 23, Touch: 12); Atk +14/9 base melee, +12/7 base ranged; +16/11 (1d4+7, +2 Adamantine Dagger); +17/12 (1d10+9, +2 Dwarven Adamantine Waraxe); +13/6 (1d10+2, +2 Heavy Crossbow and +2 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), Stonescanning (Ex); RF: +3 Fort save against poison, +3 Will save against spells; AL LN; SV Fort +9, Ref +6, Will +4; STR 20, DEX 16, CON 17, INT 11, WIS 12, CHA 12.

**Skills:** Climb +3, Craft (Weaponsmithing) +1, Knowledge (Local) +2, Knowledge (Monsters) +1, Profession (Brewer) +3, Ride +4, Swim -1, Tumble +1, Use Rope +4.

**Feats:** Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Improved Critical: Crossbow, heavy, Improved Critical: Waraxe, dwarven, Improved Initiative, Martial Weapon Proficiency: Waraxe, dwarven, Rapid Reload: Crossbow, heavy, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Crossbow, heavy, Weapon Focus: Waraxe, dwarven, Weapon Specialization: Waraxe, dwarven.

**Possessions:** **Armor and Weapons:** +1 Dragonhide Plate, +1 Mithral Heavy Shield; +2 Dwarven Adamantine Waraxe; +2 Heavy Crossbow and 20 +2 Crossbow Bolts; +2 Adamantine Dagger. **Goods:** Explorer's outfit; Belt pouch; Candle; Chalk, 1 piece; Fishhook (2); Flint & steel (2); Gold Ring; Gold Signet Ring; Ink (2 vials); Inkpen (2); Journal; Knucklebones (2); Paper (8 sheets); Scroll case; Sealing wax; Signal whistle; Whetstone. **Magic Items:**

Ring of Energy Resistance, Fire, Minor; Amulet of Natural Armor +1; Gauntlets of Ogre Power. **Coins:** 4,561 gp; 5 sp; 6 cp.

### **Description**

Four feet tall, muscular with wide shoulders, Kelk looks like a typical dwarf. He has dark brown hair, brown beard, and piercing brown eyes. His most distinguishing feature is a ragged scar on his right arm that runs from his shoulder to his hand. He received the wound while fighting some orcs.

Kelk's usual attire is a pair of black pants, sleeveless blue shirt, and a black leather jerkin. A pair of heavy leather mid-calf boots covers his feet.

### **Background**

Unlike the other members of the Ironbolt clan, Kelk wanted to see the world and meet new people. Once he finished his apprenticeship as a weaponsmith, he told his parents he was off to see the world. Since they knew of other dwarves like their son, letting him leave was the best for all concerned.

Four months after leaving home, Kelk joined up with five other adventurers. For the next twenty years the Black Shields traveled around, exploring dungeons, traipsing through ruins and battling creatures.

Their last adventure together was killing a storm giant that was attacking honest travelers. The group located the home of the giant and attacked. As the other five kept the giant busy, Kelk took up a position in the rocks with his heavy crossbow. Kelk's first bolt slammed through the giant's right eye and into its brain. The treasure from the giant's hoard was enough to allow the party to retire in comfort. Kelk was given the silver horned-helm the giant wore as part of his treasure.

One thing Kelk always enjoyed as an adventurer was arriving in a town or city and going to a good tavern for hot meal and a few mugs of ale. With some of his treasure, Kelk bought an empty building and opened a tavern that would cater to adventurers.

### **Staff**

#### **Gildan Vindiaan, Head Bartender**

**Gildan Vindiaan**, Male Elf, High Ftr 5/Wiz 5: CR 10; Medium Humanoid (Elf); HD 5d10+10 (Fighter), 5d4+10 (Wizard); hp 64; Init +4; Spd 30; AC: 28 (Flatfooted: 24 Touch: 19); Atk +10/5 base melee, +11/6 base ranged; +11/6 (1d4+4, +1 Dagger); +12/7 (1d8+4, +1 Longsword); +13/8 (1d8+3, +1 Composite Longbow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CG; SV Fort +7, Ref +6, Will +6; STR 16, DEX 19, CON 14, INT 15, WIS 12, CHA 13.

**Skills:** Climb +4, Craft (Trapmaking) +3, Decipher Script +3, Handle Animal +6, Intimidate +7, Jump +7, Knowledge