



WHITE STAG INN

Location: Somewhere on Hârn
 Holder: Brulis of Hyrale
 Size: 5
 Quality: ☆☆☆
 Prices: Average

INTRODUCTION

This inn could be located just about anywhere at the discretion of the GM. The most logical place would be in a village located on a crossroads (with heavy traffic), in a large town or on the outskirts of a city. The inn could also be located in a wilderness area, half way between two major destinations. In that case it would need additional support, including proper stables (with an ostler) and a few peasants with farms large enough to produce the majority of the perishable food. An agreement with the local barbarians or some sort of military presence would also be required, if only to protect against brigands. On Hârn, inns will generally be found only in large urban areas.

HISTORY

Now in its third generation of operation, the White Stag Inn is a well-known and popular stop for travelers on

the main road. A large sign (shown to the left), carved of wood and showing a white stag in the forest, is prominently displayed outside the door. Located on the outskirts of town, the establishment is often the first inn that visitors see and thus benefits greatly from the patronage of foreign travelers who don't know where else to stay. The White Stag is operated by Brulis and Irial of Hyrale. Brulis is a fifth generation innkeeper. The current building was built by his grandfather in 622TR.

GENERAL DESCRIPTION

No expense was spared when the White Stag was originally built. Quarried limestone was used to dress the corners and openings and good quality fieldstone was used as the primary construction materials. Unfortunately, considerably less thought was given to the underpinnings. The inn was built on clay soil with only the most rudimentary foundations. Over the years, the building has developed several major cracks. They have been repaired as well as they can be, but there is little that can be done without major (expensive) reconstruction, something Brulis can ill-afford. The large fireplace in the common room was a later addition added by Brulis' father. When it was built, great care was taken to dig a proper foundation and several major repairs were undertaken at the same time. As a result, the fireplace is actually holding up the wall.

The whole place has a very lived in feel, like a well-worn shoe. Creeping ivy covers much of the outside walls. A thick blanket of thatch covers the roof. Many visitors have remarked it has a very warm and welcoming feel, especially on a dark, damp night when the shutters are thrown back and the sound of music and laughter drifts out on to the road. Consequently, the inn does well and is always full. A decent mixture of locals, regulars (mostly teamsters) and foreign visitors cushion the inn against variations in the local economy.

The small stable and palisaded yard are new construction, built within the last twenty years. They are of good quality and sturdy design. The stable is timber-frame construction, wattle and daub in-fill with a thatched roof. The palisade is built of well-seasoned, 15-foot tall maple

CREDITS

WRITER

Kerry Mould

MAPS

Thomas Shook



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trunks, sunk 5 feet in the ground and packed well. The yard is covered with gravel from the nearby streambed, packed hard by years of use. Brulis tolerates no filth in his yard and so it is free of the usual manure and garbage. Even after a heavy rain, the yard is quite passable.

FIRST FLOOR

1. **Front Entrance** – The prominent carved wooden sign, slightly faded now, depicts a proud white stag with a large rack of antlers that gives the inn its name. The inn is well known among caravan masters and other travellers as a simple place, a bit rough around the edges, but good basic accommodation.

2. **Common Room** – A large, well-lit room, warmed by a large fireplace, the common room is a welcome sight to road weary travellers. There are only three tables, which are usually full by early afternoon; later patrons often have to stand. In addition to passing travellers, the inn is popular with the locals. There are occasional disputes between the regulars and strangers over seats, tables and service, but Brulis acts quickly to ensure they done get out of hand and so fights are relatively rare.

3. **Kitchen** – The innkeeper's wife, Irial, is the head cook, assisted by her teenage son. Enald (17), and daughter, Seria (15). Her food is adequate to fill the void, but uninspired. Pottage, bread, cheese, sausages and stew are the only items on the menu. They never change. Beer is a different story. The mistress of the house is a fine brewer. Her beers and ales are well known for their strength and flavour. Few teamsters will pass the inn without stopping in for a quick pint. As a result, the inn is busy throughout the day.

4. **Serving Wench's Room** – Over forty now, Elyne has been a serving woman here since she was sixteen. Once a stunning beauty, her looks have faded, but she is still very attractive, though when she thinks no one is looking she has a world-weary air about her. Long accustomed to dealing with teamsters and travellers, she is tough as nails, but has a smooth and charming way with customers, earning her substantial tips. Surprisingly for a woman who has never left this town, she speaks eight languages fluently and can make due in six more. She is much beloved by the regulars, especially the older teamsters who have known her for years. Elyne flirts shamelessly with the men and is not above taking a favourite to her bed, though she is no whore. An uninvited pat on the ass is likely to earn the culprit a swift (and hard) slap in the face.

5. **Courtyard** – A tall, stout fence surrounds a small yard just big enough for a guest to unload their goods. Several stools and small benches surround a simple hearth. If the weather is fine and the common room busy,

many patrons prefer the open air. Since Elyne does not serve those in the yard, patrons must get their beer themselves. A small, simple privy is tucked in the corner.

6. **Stables** – Just large enough for four horses and their tack, the innkeeper charges a substantial fee to use his stables, limiting the use to wealthier travellers. A small enclosure out back is available for the poorer guest to use, but the innkeeper makes no promises about the horses' security. Many groups chose to have one member of their party watch over the horses during the night.

SECOND FLOOR

7. **Dormitory** – The White Stag offers three levels of accommodation: a section of common room floor (provide your own blankets), 2f per night; a straw tick in the dormitory with bedbug infested blankets, 1d per night; or, the private room with a large bed and relatively clean sheets (washed every other week), 3d per night. Most travellers choose the dormitory. It is warm, dry and relatively comfortable, though there is no privacy or security. The innkeeper keeps an eye out for known footpads and sneak thieves, but advises all guest to keep their valuables close at hand at all times.

8. **Private Room** – The best room in the house, this chamber is usually snapped up by the highest ranking or wealthiest traveller. Guests renting this room are warned they might be bumped if a nobleman arrives late.

9. **Innkeeper's Quarters** – Brulis and Irial have a sizeable room just above the kitchen. In addition to their bed and chest of clothes, Brulis has a desk where he can tally the day's revenue. A cautious man, Brulis keeps just enough money on hand to cover expenses, hiding the rest in the cellar.

10. **Hayloft** – The room above the stable has a low ceiling, but has a thick thatched roof and keeps the temperature tolerable in summer and winter. The innkeeper's two curly-haired teenage children sleep here. Their parents turn a blind eye to their occasional dalliances with their more attractive young guests.

CELLAR

11. **Cellar** – Dug from the hard earth, the cellar is little more than a hole in the earth. Irial brews her beers here in the constant cool temperatures. Several hams and other preserved meat hang from the ceiling. Buried under one of the beer barrels in an iron bound box are Brulis' savings, several pounds in silver coins. Only he and his wife know of its existence.

Unbeknownst to Brulis, the un-reinforced cellar is the cause of much of the inn's instability. Another hard rain or two and the weight of the stone walls could cause the rear wall of the inn to collapse into the cellar.

ADVENTURE HOOKS

In Search of a Mason – Ominous new cracks have appeared in the back wall of the inn. Brulis is frantic; a serious collapse could close his business for good and ruin him. If one of the PCs is a mason, Brulis begs him to take the job and shore up the inn. Otherwise, the innkeeper offers the PCs a modest fee to fetch a mason from a nearby town. Unfortunately, none of the masons can spare the time. Will the PCs honour their contract and find Brulis a mason or take his money and run.

Disaster – After the PCs retire for the night, there is a loud groan from the timbers, waking everyone, moments later, the back wall of the inn collapses. The PCs slide across the collapsing floor, narrowly missing being crushed by the falling roof beams. The occupant of the private room and the serving wench are trapped in the rubble. They cry out for help. The PCs must act quickly before the rest of the structure collapses. The GM may use this opportunity to relieve the PCs of an excess of worldly goods that are destroyed in the collapse or looted by one of the other guests in all the confusion.

Inconvenient Attention – One of Brulis' teenage children takes a liking to one of the PCs and will not take no for an answer. The PCs awakes to an uninvited naked young guest crawling into their straw tick with them. If they object, they wake the other guests and bring Brulis to investigate. If they accept the offer of "affection" they wake the other guests and bring Brulis to investigate. Either way, Brulis demands "satisfaction" for his child's "lost virtue". A dowry and immediate marriage or he will accuse the PC of rape and summon the hue and cry immediately. The Bailiff of the Hundred is a frequent guest of the White Stag Inn and will no doubt take Brulis' side in any legal proceeding.

POSTSCRIPT

If the PCs operate in the same general area, the White Stag could become a regular stopping point. Many people leave messages for Brulis to hold. He is also the most current source of news, speaking with guests and keeping up to date on everything happening within a week's travel in any direction. If the GM chooses to use him as a regular NPC, Brulis is the ideal intermediary. Nobles, guildsmen, clerics, travellers all stop at his inn. Brulis has a perfect excuse to talk to any of them. He can pass messages from a patron who wishes to remain anonymous, to the PCs.

If the GM manages to trap one of the unwitting PCs in a sudden "spear-point" wedding, the individual could acquire a demanding young bride or groom and a moderately wealthy and influential father-in-law. If the PC runs out before or after the marriage, they could find it very uncomfortable to come back to this region.



BRULIS OF HYRALE

Just 48 years old, Brulis looks older. A fifth generation innkeeper, he has worked hard to make his family inn successful, through good times and bad. His iron will drives him to work long hours, often weeks without a day of rest. He married late. His wife Irial was only seventeen he was already twenty-eight. They are comfortable, but theirs was an arranged marriage and there is little passion between them. She lives for their two children, Enald and Seria. Brulis is very disappointed in Enald. He expects a great deal from his only son and the boy has shown little interest in the business and an often-obsessive attraction towards self-confident, assertive female guests, especially "adventurer-types". His daughter, Seria, is the apple of his eye and can do no wrong. He refuses to believe the whispers of her frequent "dalliances" with travellers. In his mind, she is still his little baby bunny.

BRULIS OF HYRALE

Innkeeper, born 25 Agrazhar 672

Str	10	Eye	13	Int	09
Sta	12	Hrg	14	Aur	15
Dex	14	Sml	14	Wil	18
Agl	09	Voi	11	Mor	10
Cml	13	Sunsign	Nadai		

Combat Abilities: End 13 Mov 09

Skills: Brewing 63, Cookery 65, Rhetoric 58, Awareness 66, Intrigue 59, Horsecraft 42, Folklore 39, Mathematics 31, Weatherlore 28

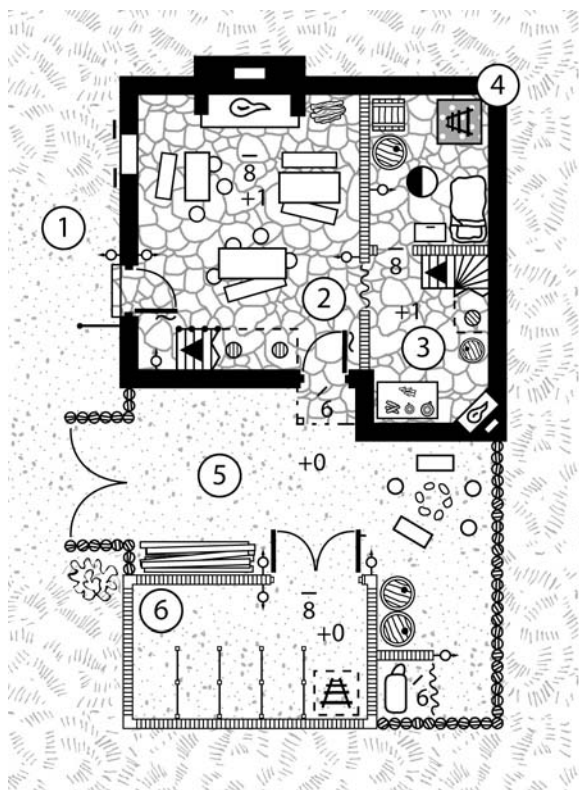
Languages: Harnic 73, High Azeryani 73, **Scripts:** Lakise 82.

Ritual: Peoni 11, **Piety:** 9

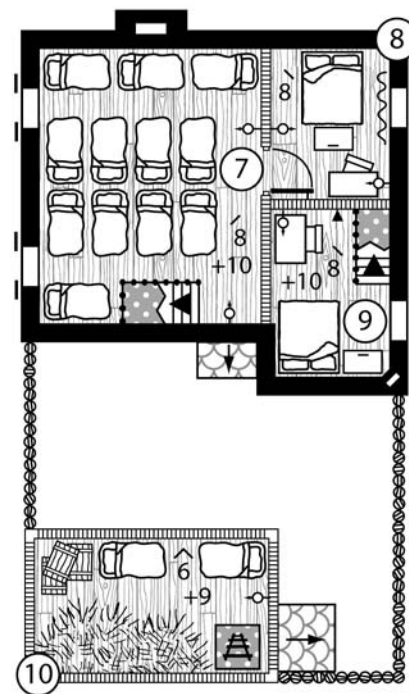
Combat Skills: Initiative 69, Dodge 45, Unarmed 49, Dagger 70, Club 56, Spear (staff) 59.

Daily Armour / Weapons: Average cloth cap, tunic and leggings; leather shoe and apron; Dagger.

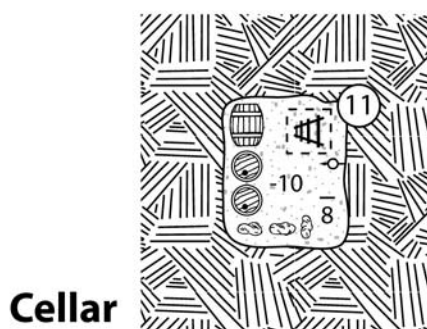
WHITE STAG INN 4



First Floor



Second Floor



Cellar



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