

## Taverns and Inns of Zaldara

### The Shattered Club (Kalimspport)

<b>Wealth</b>	*
<b>Prices</b>	*
<b>Security</b>	*
<b>Authority</b>	*
<b>Rooms</b>	6 singles
<b>Services</b>	Lodging, Companionship, Underworld Contacts
<b>Talent</b>	Assassins, Mercenaries, Clandestine Traders, Thieves, Poison Mixologists
<b>Disposition</b>	Paladins & Priests (violent), Good alignments (unwelcoming)

The Shattered Club is just a mean little place nestled between warehouses on the wharves of the great harbor of Kalimspport.

This ramshackle inn is comprised of a common area on the bottom floor and six dirty little rooms on the second. The place smells of sweat, old tallow candles, twice-used cooking oil, and stale alcohol.

The common room houses about a dozen cobbled together tables—some square, some round, all in bad repair—and about six booths. The room is lit with tallow candles made of cheap animal fat, so the lighting is dim and rancid—fitting for the types of conversations going on at the mismatched tables.

A long bar runs the length of the mirrored back wall. Behind it is the owner/proprietor, a half-orc named Skaank. Near the bar is an iron spiral staircase leading to the second floor. In the back corner is a swinging door leading to the kitchen, from which foul odors usually waft, as well as dark smoke.

#### Innkeeper & Staff

**Skaank Whoreson (Male Half-Orc Warrior):** Skaank is literally a son of a whore, a half-orc doxy by the name of Brandix who worked the wharves “back in the day.” She died in childbirth and Skaank grew up on the streets. He’s had a hardscrabble life and worked and scraped, mostly as muscle for crime syndicates, finally getting up enough coin to open up this establishment. He’s a rough man with a coarse sense of humor. He stands about 6’5” and is made of lean muscle. He is bald and has a single tusk. His yellow eyes peer out of a prominent brow and he has constant five o’clock shadow.

#### Menu & Services

##### *Lodging*

Private Room                      1 gp

##### *Companionship*

Hourly                                      5 sp

Nightly                                      2 gp

##### *Meal*

Bowl of broth                              1 cp

Bread and cheese                        3 cp

“Meat” Stew                                5 cp

Boiled “meat” and potato                1 sp

##### *Beverages*

Yellow Ale (mug)                         3 cp

Yellow Ale (pitcher)                      1 sp

Barley Wine (glass)                      5 cp

Shattered Club Spirit (cup)              5 cp

Bufo (jug)                                 1 gp

Grog (mug)                                 1 cp

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**Sylla Brandywine (Female Half-Elf Bard):** Sylla has been a “professional woman” her entire adult life. She’s actually pretty good at it—so why is she in this dive? She’s got to lay low from certain prying eyes...but that’s a long story. She oversees the other pros in the Club and sometimes hires out for herself. She can be fierce when defending her charges—even against Skaank, who’s always trying to cheat them out of profits.

**Klaaz (Male Goblin Commoner):** Klaaz is the cook for the Shattered Club. Suffice to say, it’s best not to ask what goes into the dishes and what meat is being used. He’s a force of chaos in there and Skaank just usually leaves him to it.

**Urgoz Splitskull (Female Half-Orc Commoner):** Urgoz is the server for the common room, dispensing drinks and what passes for meals to the mean folk that frequent the room. She can dish out as mean as she gets, though. Broad-shouldered and strong as an ox, she brooks no nonsense from the patrons. She’s even had to lay out Skaank a couple of times for getting fresh.

**Dorphan (Male Human Commoner):** Dorphan is a large, simple-minded man who works for Skaank as a handyman and janitor. When not half-assed cleaning the rooms or making simple repairs, Dorphan can be found sitting on the floor in the corner of the common room, playing with a set of tin soldiers.

**Calyn, Faydra, Argatha, Tal, and Daveth (Commoners):** These are the four companions available for hire in the Shattered Club. Their work is brokered through Sylla. Calyn is a petite blonde with short hair and a pug nose. Faydra is a brunette with long, wavy tresses and freckles. Argatha is a voluptuous half-orc with long black hair and deep green skin. Tal is a slight man with long brown hair and twinkling green eyes. Daveth is a dark-skinned man with a wavy dark hair and penetrating amber eyes.

### Notable Patrons

**Adra Oldworthy (Female Halfling Rogue):** A member of the local syndicate, Adra is an accomplished thief and burglar. She has recently pulled off a job that has her wondering if she took the wrong job...and has seen too much. She’s laying low a for a while until the heat turns down.

**Baltair Taldarrow (Male Tiefling Bard):** Baltair is a gambler, womanizer, manhunter, mercenary, and entertainer. He has a story for every occasion. He’s been everywhere and seen many things. What brings him back to the Shattered Club? Why your money, of course...

**Ruan Lanyon (Male Human Fighter):** Ruan is a course, vulgar, thug who frequents the Club, often just looking for a fight. And usually finds it. He’s a mercenary who usually comes in between jobs to blow off steam. He’s a large man with a bristly black beard and beady dark eyes.

**Selys Brandel (Male Human Fighter):** Selys is a member of the Watch who is on the payroll of the Syndicate. He often comes in to pick up a payment or to deliver some parcel. Selys is a lanky man with a short brown beard and short brown hair.

### Seedy Accommodations

The seediness of the Shattered Club extends to its accommodations. The 6 available rooms feature single beds with thin, bug-infested, stained mattresses, a rickety clothes rack, and an oft-repaired table. The locks are of low quality, as are the shutters.

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It is not unusual for people to bribe Skaank into letting them into people's rooms to rummage around or to allow them entry for an assassination or robbery—or to, at the very least, turn a blind eye to such activities.

### Rumors and Secrets

**Hidden Dragon?** There have been sightings of a creature lurking about in the harbor. Sailors and longshoremen alike are afraid of the water. Those who have seen it speak of shining scales and long teeth. Is it a sea dragon of some sort, come near shore to stir up trouble?

**Hidden Prisoner:** Is Skaank holding an elven prince hostage in the cellar of the Shattered Club as a favor to the Syndicate? That's the rumor going around...

**Something in the Air:** Rumor has it that a Syndicate hit is going to go down in the common room of the Shattered Club tonight. People are gathering hoping to catch a glimpse of a master assassin in action...