

Taverns and Inns of Zaldara

The Tavern of the Enchantress (Kalimspport)

Wealth	* * *
Prices	* * *
Security	* * *
Authority	* *
Services	Tavern Fare
Talent	Adventurers, Spellcasters, Mercenaries
Disposition	None

Near the city's Southern gates, on the wide Southgate Avenue, is the famed Tavern of the Enchantress. The property of Liseth Ashara, the famed Enchantress, this tavern is a favorite stop of adventurers, tourists and other thrill-seekers.

The common room has about a dozen square tables set low to the floor with cushions and low stools, very much in the Tarsian and Sianaeon style. There are six booths to accommodate more private assignations as well. The room is lit by small floating globes of arcane light that move about the room, illuminating the area, the arcane balls casting multi-colored light throughout the room. The booths have carvings of arcane runes upon them allowing for complete privacy.

Tavern Keeper & Staff

Liseth Ashara (Female Human Enchantress/Wizard): Liseth is a retired adventurer and practicing wizard of the Enchantment school. During her years of adventuring, many legends grew up around Ashara and her band, "The Mithral Circle". The sole survivor of the band after they faced a dracolich in the mountains of Tarsas, she retired to Kalimspport to heal her wounds and carry on. Liseth is a middle-aged Southron woman with long dark hair, amber eyes and a dimpled smile. She usually wears sky-blue robes with a gold belt. She is friendly and has a rich, melodious voice. She originally hails from Achera, the city of Zyend.

Tanithil Autumnleaf (Male Elf Alchemist): Tanithil is the resident mixologist and bartender for the tavern. He is a genius at concocting any number of unusual mixtures for the guests, sometimes even on the fly. He is a bit eccentric and flamboyant and always entertaining. He has a special drink known as "Tanithi's Special" that he prepares—it has a variety of magical effects. He makes imbibers sign a waiver before taking the drink—it's that potent. All effects are temporary, but you can't be too careful. It's a gamble, regardless. Tanithil has a red and yellow hair, short, almost like flames. He has yellow eyes and a perpetually mischievous expression on his face.

Caryl Gower (Female Human Commoner): Caryl is the tavern's cook and a darn good one she is. She makes good, solid Ornish meals for the folk that come in and she's proud of the work she does. A widow—her husband died in "the troubles"—she pours her passions into her cooking. She's devoted to the Enchantress and her work. Caryl is a round woman with watery blue eyes and graying brown hair done up in a bun. Her apron, hands, and face are almost always covered in flour.

Morgan Comey (Male Human Warrior): Morgan takes care of any troublemakers that pop up in the tavern. The Enchantress should have to, you see, is his feeling. He carries a quarterstaff that he uses to persuade any would be roustabouts to go outside. He's a big farmer's lad, about 6'3" and built like an

Taverns and Inns of Zaldara

ox, but has a surprising speed for a man his size. Normally he has a friendly demeanor, but you do not want to get on his bad side. He has sandy blonde hair and is clean shaven.

Notable Patrons

Rhudwyn Parcell (Male Human Wizard): Rhudwyn comes in everyday hoping that Liseth will take him on as an apprentice. Every day Liseth turns him down. It has come to the point of ritual. Still, Rhudwyn is undeterred. Rhudwyn continues to come in and study while imbibing, so Morgan has yet to through the lad out. Rhuwyn is a skinny young man with a muddy red hair and freckles.

Glamouck Deepdelver (Male Dwarf Fighter): Glamouck comes in as soon at the Tavern opens for business at Ten Bells and drinks until the Tavern closes up at Midnight. And turns around and does it again. He sits at the bar, muttering to himself about the “glowing lady” and the “elusive vein” and the “lives lost” but doesn’t really engage with anyone that asks him about what he’s talking about. He’s not hostile, just reticent and private. He’s hurting, but not ready to talk. Glamouck has dirty blond hair and a thick beard with watery brown eyes.

Belinda Chubb-Gammidge (Female Halfling Commoner): Belinda is Liseth’s biggest fan. Ask her—she’ll tell you. She’s heard every story—twice. She can tell you every story—and she will. She comes in, every day, after her household duties are done, and hangs out at the bar, listening to Liseth regale the patrons with stories of her exploits. She hangs on every word—every time. Belinda is a curvy little woman with short brown hair, brown eyes and a gap tooth grin. Her husband, as she’s quick to tell you, is Bertran Gammidge of the Southward Gammidges.

Rumors and Secrets

Rivalry in the Tavern? Rumor has it that a former rival of Liseth’s is making their way to Kalimspport to face her. Who could this rival be and why have they waited so long? Will there be a wizard’s duel right here in tavern?

Menu

Meal

Bowl of soup	1 cp
Bread and cheese	3 cp
Cabbage stew	1 sp
Poached crab & walnut bread	3 sp
Steamed bear & artichoke	4 sp

Beverages

Boraelan White/Red (glass)	1 sp
Boraelan White/Red (bottle)	10 gp
Sealord Wine (bottle)	15 gp
Kahve (cup)	2 cp
Coffee (cup)	1 cp
Mead (mug)	5 cp
Mead (pitcher)	2 gp
Grog (mug)	2 cp
Rumboozle (mug)	1 sp
Eacanian Lager (mug)	5 cp
Eacanian Lager (pitcher)	3 sp
Ornish Ale (mug)	5 cp
Ornish Ale (pitcher)	3 sp
Dwarven stout (mug)	4 cp
Applejack (mug)	8 cp
Applejack (pitcher)	4 sp
Caium (gourd)	1 gp
Kumis (wineskin)	5 sp
Pulque (cup)	1 sp
Vale Brandy	1 sp
Highland Whiskey (glass)	1 gp
Absinthe (glass)	3gp
Ornish Whiskey (glass)	1 sp
Tanithil’s Special Mix*	10 gp

Taverns and Inns of Zaldara

Escaped Magic: Liseth chose the site of her tavern for a purpose—it is built on the nexus of ley lines to enhance her magical powers. But now magical powers are leaking into the tavern and causing chaotic effects. What can be done to fix the problem?

In Memorium: To commemorate the death of her friends, Liseth wants a band of travelers to take a trinket to a shrine outside of a village in Tarsas. The journey won't be easy. Will someone answer the call?

Tanithil's Special Effects

D%	Effect
1	You turn into a griffin (d20 hours). It begins to rain.
2	A veritable monsoon begins, and you turn into a falcon (d20 hours).
3	You turn into a horse (d20 hours).
4	You are stricken with amnesia and forget every language you know (d20 hours).
5	There is an earthquake and you go deaf (d20 hours).
6	You become a teenager (d20 hours).
7	Plants wither around you (d20 hours).
8	Your right ear enlarges twice (d20 hours).
9	You become a fire elemental (d20 hours).
10	The temperature drops by 40 degrees (F) and then you turn into a housecat (d20 hours).
11	You go numb all over and then your right foot begins attacking you (d20 rounds).
12	Your eyes enlarge to a freakish size (d20 hours).
13	You turn into a hummingbird (d20 hours).
14	A strong wind picks up and you are compelled to obey the first person who speaks to you (d20 hours).
15	You grow a pair of tiny, useless fairy wings (d20 hours).
16	You become instantly sloppy drunk (d20 hours).
17	The temperature spikes by 40 degrees (F). You relive your worst memory for an hour (shaken).
18	It begins to rain. You begin to laugh maniacally and cannot stop (d20 rounds).
19	The wind picks up. You gain +4 STR (d20 hours).
20	Your right ear shrinks. (d20 hours)
21	It is chilly and frosty outside. Plants grow rapidly near you (d20 hours).
22	You experience the worst memory of the nearest person for an hour (shaken).
23	You turn into a snake (d20 hours).
24	Lightning strikes. You gain +4 DEX (d20 hours).
25	You become incorporeal (d20 hours).
26	You turn into a troglodyte (d20 hours).
27	You turn into an air elemental (d20 hours).
28	You have an uncontrollable orgasm.
29	A tornado whips about and then you turn into a unicorn (d20 hours).
30	Snow begins to fall, and you have a flashback into the nearest person's past.
31	You turn into a wolf (d20 hours).
32	You turn into a child (d20 hours).
33	Your vision improves (+4 Vision-based Perception checks) (d20 hours).
34	Your tongue begins glowing (20' radius).

Taverns and Inns of Zaldara

35	You turn into a bear (d20 hours).
36	You turn into an undead (d20 hours).
37	You turn into a centaur (d20 hours).
38	Your penis shrivels up. If female, you gain a penis. (d20 hours).
39	You grow a fluffy tail the color of your hair (d20 hours).
40	A blizzard strikes for 5 minutes. -4 CON (d20 hours).
41	You feel filled with arcane energies. Gain <i>magic missile</i> as a 1 st lvl caster at will (d20 hours). If applicable, regain any used spell slots for the day.
42	You change gender (d20 hours).
43	Your teeth and eyes become feline (d20 hours).
44	Your eyes turn golden with hourglass pupils. No other effects. Just looks badass.
45	You grow a pair of black dragon wings (Fly 60'—d20 hours).
46	You become an earth elemental (d20 hours).
47	Your teeth turn invisible (d20 hours).
48	You grow fur (d20 hours).
49	Lightning strikes nearby. You feel more intelligent (+4 INT for d20 hours).
50	Your skin grows silver scales and you grow an arrow-headed, draconic tail (d20 hours).
51	Your hands grow flowers out them (d20 hours).
52	You grow a second set of eyes (d20 hours).
53	You grow a set of breasts. If you already have breasts, have two more (d20 hours).
54	Your left ear shrinks (d20 hours).
55	You turn into a goldfish (d20 hours).
56	You turn into a mermaid/merman (d20 hours).
57	A thick fog rolls in. You become inexplicably attracted to the first person you see when the fog clears (d20 hours).
58	You get a nosebleed but become inexplicably more attractive (+4 CHR for d20 hours).
59	You are compelled to sing everything you say (d20 hours).
60	You are blind (d20 hours).
61	You are blind and drunk (d20 hours).
62	Your skin turns golden (d20 hours).
63	Your hearing improves (+4 to hearing Perception checks for d20 hours).
64	You become physically weaker (-4 STR for d20 hours).
65	You turn into a cat-person (d20 hours).
66	Your entire body shrivels (CON 1 for d20 hours).
67	Your body turns blue and you gain +6 STR for d20 hours.
68	Your limbs begin attacking you for d20 rounds.
69	You grow (as per <i>enlarge person</i> spell) for d20 hours.
70	You shrink (as per the <i>reduce person</i> spell) for d20 hours.
71	You gain exploding flatulence. A gaseous odor causes all in a 10' radius to make Fort saves or gain the <i>nauseated</i> condition for d20 rounds.
72	You become drunk, then turn into a lizard (d20 hours), and then get the giggles (d20 rounds).
73	You turn into a tiger (d20 hours).
74	You turn into a hound dog (d20 hours).
75	You turn into a mouse (d20 hours).
76	You gain the ability to read thoughts (as the spell <i>detect thoughts</i>) for d20 hours.
77	Your eyes seep blood (d20 rounds).

Taverns and Inns of Zaldara

78	You gain a <i>Divination</i> (as the spell) at 90% accuracy.
79	Your eyes become weak (-4 on vision related Perception checks for d20 hours).
80	You have a ringing in your ears (-4 on hearing related Perception checks for d20 hours).
81	You grow a second head with a personality the opposite of yours. It has a goatee if you do not already have one (d20 hours).
82	Snow falls. You become less intelligent (-4 INT for d20 hours).
83	Rain falls. You become less attractive (-4 CHR for d20 hours).
84	Thunder claps. You attain hidden insights (+4 WIS for d20 hours).
85	You think you are one of your party members/friends (GM rolls randomly—d20 hours).
86	Your right hand enlarges and turns black. Gain +2 STR when crushing, hitting, etc. with that hand (d20 hours).
87	You become a red-skinned, black horned tiefling (d20 hours).
88	You become an anthropomorphic mouse person (d20 hours).
89	You gain a draconic breath weapon (roll d6: 1=fire, 2=acid, 3=cold, 4=electricity, 5=poison gas, 6=choose) of 2d6 1/hour for 2d10 hours.
90	Your entire body turns bright red. You gain fire resistance of 15 for d20 hours.
91	Your entire body turns deep blue. You gain cold resistance of 15 for d20 hours.
92	Your entire body turns bright yellow. You gain electricity resistance of 15 for d20 hours.
93	Your entire body turns bright green. You gain acid resistance of 15 for d20 hours.
94	Your entire body turns black. You gain DR/10 magic for d20 hours.
95	Your eyes become cat-like and your tongue becomes forked (d20 hours).
96	Your sense of smell becomes keener. All smell related skill checks are at +4 for d20 hours.
97	Your sense of smell is dulled All smell related skill checks are at -4 for d20 hours.
98	You glow with moonlight in a 15' radius (d20 hours).
99	You grow eyes in the back of your head (d20 hours).
100	You gain one <i>wish</i> (as the spell).