

Taverns and Inns of Zaldara

The Silver Mug (Kalimspport)

Wealth	* *
Prices	* *
Security	* *
Authority	* *
Services	Tavern Fare
Talent	Laborers, Artisans, Hirelings, Adventurers
Disposition	Half-Orcs (mild), Goblinoids (mild), Evil Alignments (Intolerant)

A fixture in its Eastgate Road neighborhood, *The Silver Mug* is a haven for laborers, artisans, and other common folk for hire. The distinctive green tiled roof and sign bearing a large silver flagon suspended within it mark its location and make it a landmark of the community.

The common room has about a dozen square tables and about six booths to accommodate visitors. The room is lit by small oil lamps, the flickering light casting shadows throughout the room. The wooden booths are decorated with brass plates bearing the names of prominent patrons—essentially, those that pay 15 gp for the novelty.

Tavern Keeper & Staff

Rhys Malbry (Male Human Commoner): Rhys is the owner/proprietor of the establishment. Rhys is a gregarious man with a gap-toothed smile and ginger hair and beard. When not working/napping in his office, he's tending bar—he enjoys striking up conversations with his tavern guests whenever possible.

Taldra Bronyn (Female Human Commoner): Taldra acts as the bouncer for the tavern and does a good job of it. She's a retired mercenary and knows her business. She carries a light mace on her hip and keeps a falchion behind the bar for emergencies. She stands about 6'3" and is broad-shouldered and muscularly built. She's also pretty, with a ski-slope nose and deep green eyes and long blonde hair tied in a braid.

Menu

Meal

Bowl of soup	1 cp
Bread and cheese	3 cp
Boiled Turnip	1 sp
Boiled Eggs and Mushrooms	3 sp
Roasted Pork & Curd Cheese	4 sp

Beverages

Boraean White/Red (glass)	1 sp
Boraean White/Red (bottle)	10 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
Baijiu (glass)	1 gp
Caium (gourd)	1 gp
Kumis (wineskin)	5 sp
Vale Brandy	1 sp
Highland Whiskey (glass)	1 gp
Absinthe (glass)	3gp
Ornish Whiskey (glass)	1 sp

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Barthelow Crowe (Male Human Commoner): Barth is a server at the tavern, taking care of guests with an easy smile and quiet manner. He's a thin man with a dark goatee and merry, blue eyes. He has a crush on Rhys, though the older man hasn't seemed to notice.

Garlyn Nunn (Female Human Expert): Garlyn is the cook for the tavern. She does her work, keeps to herself, and takes her money back to her family, led by her husband, Joffrey. Joffrey is a layabout and tyrant. He doesn't physically abuse Garlyn but keeps her beat down emotionally. Barthelow suspects something is wrong at home but hasn't got her to open up about it yet.

Notable Patrons

Brogna Silverpike (Male Dwarf Paladin): Brogna is a paladin of Barthal who has lived in Kalimsporn all of his life. He occasionally goes out questing, but mostly attends to the guarding of the local temple. He has brown hair and beard, gray eyes, and a scar that goes across his face from left to right—a souvenir from a fight he had with a ghoul once.

Eralla Pross (Female Human Wizard): Eralla frequents the tavern between adventuring gigs. She seldom stays with the same group twice, preferring to remain as independent as possible. She has white hair (the result of an encounter with a Lich), tied in twin pony tails, hazel eyes and glasses with platinum rims. She dresses modestly and carries a cold iron dagger and a silvered dagger.

Tjorga (Female Dwarf Druid): Tjorga is exceptionally beautiful with silver and blonde hair and soft green eyes. She is both foolish and truthful, which can be mistaken for naivete. She frequents the tavern in search of a prophesied mentor. She only reveals that she will "know them by their mark."

Rumors and Secrets

Living on the Edge: Ryant Goodman, a local knifsmith, has spent all of his money on ale and consorts. He has taken out loans with the local syndicate and is up to eyeballs in debt. He's desperate for a way out.

What Cannot Be Unseen: Savani the Enchantress has just returned from a trip to the Rift where she was to be looking for strange magics. Rumor has it she found them—because now she gazes off into the middle distance and makes strange, non-sequiturs that have the flavor of prophesy. She also will suddenly hide herself and shiver in fear at the least provocation.

The Ties that Bind: Gery Fallowtrail, a halfling silversmith, claims that his latest competition, an Ifrit called Janis that has just moved in from Achera, binds dark sorcery into her creations to control and manipulate her customers.