

GAMEMASTER'S NOTEBOOK

1001

Instant Inns

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1001 Instant Inns

The adventurers have spent a long and harrowing week on the road. They had left the kingdom of Modgnik in considerable haste after what Jarmak claimed was a simple misunderstanding, but which seemed to have somehow involved a spell that still made Kalthras itch every time it rained, three hunting hounds that seemed to be mostly noses and teeth, and a squad of the Modgnik Royal Guard. The adventurers were as exhausted as their horses as they rode into a small town just over the border of Emoh, barely making it before the town gates were closed for the night.

The party leader addressed the town guardsman who had just swung the gates shut.

Party Leader: Where would we find a good inn?

Guardsman: Ye'll be wanting th' Leaping Fox. Can't miss it, on yer right just before ye get to th' town square.

The party leader gave him their thanks and a silver farthing, and they set out for the Leaping Fox inn, their minds filled with visions of peace, comfort, and especially rest.

GM: The Leaping Fox is mostly well-lit, with space for several dozen people, now about half-full. Raucous laughter coming through a door indicates a private back room, and open stairs lead up to lodging on the second floor. The crowd seems a bit on the shabby side. The prices chalked on the menu slate are definitely on the high side. On the end of the room opposite the bar, a harpist was tuning up. The bartender is a swarthy, grim man who seems to be looking over his shoulder all the time.

Bartender: So what'll ye have?

Kalthras: Just some ale and stew for all of us.

GM: You get the feeling that you're being watched...

Inns, taverns, roadhouses, and similar establishments are an almost universal trope of fantasy RPGs. But all too often, they're barely more interesting -- or varied -- than McDonald's. Here are 1001 solutions to that problem. The descriptions touch on the appearance, the type of clientele, the events taking place, and even the innkeeper's personal problems. The GM can use these for a simple quick description of where the group stops for the night, pick some element as a springboard for an adventure, or anything in between.

Naturally, things like whatever is bothering the innkeeper, from troubles with an overdue tax bill to a hunted criminal hiding in the cellar, are natural adventure seeds. So are the strangers lurking in corners, the people trying to sell treasure maps or birds in cages, and that guy who ran out the back when the town guard came in the front. That person griping about one their business partner is an adventure hook, and so is the one muttering about the nobility.

Explanations for seemingly incompatible elements can lead to intriguing situations. For example, a tavern with an apparently lower-class clientele but high prices: How can they afford to pay? Are they really paying those prices, or are they posted just to keep outsiders away? Who are those patrons, anyway? The local thieves' guild? Subversives plotting against the King? Just ordinary townsfolk who want to keep the adventurers and riff-raff out?

Even the general details are possible links to adventures if the GM desires. What clues are there in the ballads being sung by that singer, or in the terrible poetry that poet seems to be so proud of? Where did the monster heads hanging on the walls come from? Perhaps the place gives free drinks for a year to anyone who brings in a stuffed monster head, and offers suggestions for where to go to get a fresh one? Who wrote the graffiti all over the walls, and was the person the party has been looking for, on and off, for the past year one of them?

These items were created using our program TableMaster, available at your friendly local game store (tell them to inquire about trade discounts), or on the Wintertree Software website if your FLGS absolutely will not special-order it for you. The table that created them is based on one in Fantasy Table Pack 1.

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1001 Instant Inns

--[The Rooster's Head Inn]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 39 customers in the dining room. There are 11 guest rooms, 4 of which are currently vacant. The patrons are snooty. The scarred, grumpy innkeeper, a female halfling, is nervous. She is worried about her criminal background. A one-legged man is going from table to table trying to sell a ferret. Tonight's entertainment is a good panpipe player.

--[The Lazy Guildsman Tavern]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 22 customers in the dining room and has space for 6 in a private back room. The patrons are lower-class, primarily laborers. The chubby, cheerful barkeeper, a male dwarf, is hiding from an enemy. He is nasty to the staff. A patron is ranting about his dislike of rich people, and a beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a good singer, singing ballads, accompanied by a decent dulcimer player

--[The Drunken Boatman Wayhouse]=

The crowded main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are high. It seats 35 customers in the dining room and has space for 7 in a private back room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are working-class, mostly shopkeepers. The thin, jolly innkeeper, a male human, is absent-minded. He reminisces about his days as a city guardsman. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a decent poet reading his own works.

--[The Bull and Hound Wayhouse]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 18 customers in the dining room and has space for 6 in a private back room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are lower-class, primarily sailors. The good-looking, and slightly maniacal, innkeeper, a female gnome, is a retired courtesan. She has unusual religious associations, and has forgotten about legal problems. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent singer, singing popular songs

--[The Five Stallions Inn]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are moderate. It seats 48 customers in the dining room. There are 27 guest rooms, 15 of which are currently vacant. The patrons (when they are there) are primarily traveling merchants. The swarthy, gloomy innkeeper, a female halfling, is a skinflint. She reminisces about her days as a city guardsman.

--[The Sign of the Flying Boatman]=

The packed main room is well-lit. The walls are decorated with musical instruments. The overall ambiance is unpretentious and the prices are cheap. It seats 35 customers in the dining room. The patrons are snooty. The greying, depressed barkeeper, a female halfling, is a cheat. She has forgotten about legal problems, and is having nightmares about her unusual religious beliefs. A patron is muttering about his employees, and a priestess is promoting an obscure religion. Tonight's entertainment is a superb singer, singing love songs.

-=[The Mermaid's Eye Inn]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is shabby and the prices are high. It seats 34 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are lower-class, primarily laborers. The pale, jolly innkeeper, a female dwarf, is drinking the profits. She is afraid of a stolen document. A greying man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a pretentious singer, singing popular songs

-=[The Yellow Minotaur Pub]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are moderate. It seats 26 customers in the dining room. The patrons are working-class, primarily merchants. The good-looking, jolly barkeeper, a male human, is in serious trouble. He is afraid of losing a treasure hidden behind a false wall. Several adventurers are boisterously celebrating after a successful adventure, and three people are playing a drinking game. Tonight's entertainment is a good dulcimer player.

-=[The Drunken Farmer Tavern]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is pretentious and the prices are outrageous. It seats 43 customers in the dining room and has space for 21 in a private back room. The patrons are primarily military officers. The pale, and slightly maniacal, barkeeper, a female lizardman, is nervous. She reminisces about her days as a sailor. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a pretentious string quartet.

-=[The Drunken Plowman Wayhouse]=

The nearly empty main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambience is shabby and the prices are moderate. It seats 56 customers in the dining room and has space for 22 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The good-looking, dour innkeeper, a female halfling, is a retired adventurer. She has problems with her abusive husband.

-=[The Sign of the Leaping Dwarf]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambience is unpretentious and the prices are high. It seats 198 customers in the dining room. The patrons are primarily military officers. The limping, dour barkeeper, a male gnome, is a cheat. He has problems with a treasure hidden under the floorboards. Six people are playing a card game, and a mysterious stranger is whispering something to the barkeeper. Tonight's entertainment is a pretentious classical harpist.

-=[The Rogue's Rose Wayhouse]=

The crowded main room is brightly lit. The walls are unadorned brick. The overall ambience is grubby and the prices are moderate. It seats 21 customers in the dining room and has space for 6 in a private back room. The patrons are lower-class, mostly sailors and dockworkers. The chubby, clumsy barkeeper, a female halfling, is wanted by the law. She does not know she has a magical item. A priestess is preaching about an obscure religion. Tonight's entertainment is a decent dulcimer player.

-=[The Sign of the Ox and Bull]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambience is shabby and the prices are cheap. It seats 33 customers in the dining room. There are 8 guest rooms, 5 of which are currently

vacant. The patrons are primarily mercenaries. The fat, nervous innkeeper, a female gnome, is a cheat. She is worried about a thief. A priest is preaching about a popular religion. Tonight's entertainment is a poor flute player.

-=[The Sign of the Rat and Cat]=

The nearly empty main room is well-lit. The walls are unadorned brick. The overall ambiance is grubby and the prices are cheap. It seats 39 customers in the dining room. The patrons (when they are there) are rowdy sailors. The chubby, friendly barkeeper, a female human, is a fussy budget. She has problems with her handsome son.

-=[The Orange Frog Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 40 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are primarily military officers. The fat, and slightly maniacal, innkeeper, a female halfling, is absent-minded. She reminisces about her days as a traveling merchant. Three people are playing a dice game, and a mysterious stranger seems to be dressed too well. Tonight's entertainment is a poor singer, singing ballads, accompanied by a poor lute player

-=[The Lion's Head Inn]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 20 customers in the dining room and has space for 8 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are primarily traveling merchants. The chubby, jolly innkeeper, a male halfling, is hiding from an enemy. He is trying to get rid of his overdue tax bill. Seven people are playing a dice game. Tonight's entertainment is a poor lute player.

-=[The Topsy Duchess Inn]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are outrageous. It seats 86 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are working-class, primarily soldiers. The greying, silent innkeeper, a female human, is a retired rogue. She does not know she has a magical item. Several adventurers are getting drunk in honor of a lost comrade, a group of soldiers is singing a patriotic song, and two patrons are brawling. Tonight's entertainment is a pretentious dulcimer player.

-=[The Kobold's Head Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 94 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are primarily city guardsmen. The tall, gloomy innkeeper, a male elf, is afraid of assassins. He does not know he has a magical item. A mysterious stranger is sitting in the corner watching the room, a cadaverous man is going from table to table trying to sell an unusual carving, and a priest and one acolyte is promoting a local religion. Tonight's entertainment is a superb classical harpist.

-=[The Wizard's Sword Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 18 customers in the dining room and has space for 9 in a private back room. There are 10 guest rooms, 9 of which are currently vacant. The patrons are lower-class, primarily laborers. The swarthy, depressed innkeeper, a female human, is sometimes foolish. She is obsessed with her abusive husband. A drunk patron is passed out on the floor. Tonight's entertainment is a dreadful classical harpist.

-=[The Sign of the Drinking Stallion]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are outrageous. It seats 17 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are primarily upper-class. The one-eyed, graceful innkeeper, a male human, is about to be murdered. He is concealing a thief in the cellar. A mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a superb singer, singing love songs

-=[The Stag and Hound Wayhouse]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are cheap. It seats 184 customers in the dining room and has space for 50 in a private back room. There are 13 guest rooms, 10 of which are currently vacant. The patrons are primarily city guardsmen. The chubby, nervous innkeeper, a female human, is a retired sailor. She has legal problems. A brawl is about to break out, and a priestess is preaching about a popular religion. Tonight's entertainment is a superb singer, singing love songs

-=[The Halfling's Arms Brewery]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 47 customers in the dining room. The patrons (when they are there) are mostly military officers. The limping, dour barkeeper, a female halfling, is a cheat. She reminisces about her days as a soldier, and is concealing her overdue loan.

-=[The Silver Ship Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are outrageous. It seats 34 customers in the dining room. The patrons are rowdy farmers. The limping, and frankly mad, barkeeper, a male human, is nervous. He constantly wipes the bar and tables. Two patrons are brawling, and seven people are playing a dice game. Tonight's entertainment is a dreadful harp player.

-=[The Dog and Squirrel Tavern]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are outrageous. It seats 76 customers in the dining room. The patrons are snooty. The grizzled, nervous barkeeper, a male dwarf, is nervous. He is worried about a magical item. A scarred man is going from table to table trying to sell a monkey, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb classical harpist.

-=[The Drunken Boatman Inn]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is pretentious and the prices are outrageous. It seats 101 customers in the dining room and has space for 30 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are mostly traveling merchants. The greying, friendly innkeeper, a female human, is a thief. She is worried about a magical item. A mysterious stranger is sitting in the corner watching the room, several adventurers are celebrating after a successful adventure, and a priestess is promoting a foreign religion. Tonight's entertainment is a dreadful dulcimer player.

-=[The Wizard's Eye Pub]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is shabby and the prices are moderate. It seats 18 customers in the dining room and has space for 9 in a private back room. The patrons (when they are there) are snooty. The grizzled, depressed barkeeper, a male halfling, is drinking the profits. He has a disturbing fetish.

-=[The Horse and Goat Tavern]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 23 customers in the dining room. The patrons are primarily upper-class. The lanky, graceful barkeeper, a female half-orc, is drinking the profits. She does not know she has a treasure hidden in her private quarters. A shady-looking man is scamming rubes with a find-the-pea game, and a drunk patron is slumped over a table. Tonight's entertainment is a superb singer, singing love songs

-=[The Drinking Gorgon Wayhouse]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 75 customers in the dining room and has space for 37 in a private back room. There are 22 guest rooms, 15 of which are currently vacant. The patrons are primarily upper-class. The elderly, clumsy innkeeper, a female half-orc, is about to be murdered. She is obsessed with her disturbing fetish. A mysterious stranger is asking questions, and a nervous man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a dreadful classical harpist.

-=[The Frog and Wolf Wayhouse]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are outrageous. It seats 26 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are primarily city guardsmen. The one-armed, depressed innkeeper, a female human, is about to be murdered. She is afraid of losing a treasure hidden in a guest room, and has forgotten about a loathesome disease.

-=[The Lion and Toad Inn]=

The nearly empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are cheap. It seats 114 customers in the dining room and has space for 45 in a private back room. There are 19 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly thieves and assassins. The thin, gloomy innkeeper, a male human, is in serious trouble. He has a terrible disease.

-=[The Sign of the Yellow Toad]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 29 customers in the dining room. The patrons are snooty. The one-legged, jolly barkeeper, a female human, is sometimes foolish. She reminisces about her days as an adventurer. A priestess and two acolytes are promoting an obscure religion, and a local politician buys a round for the house. Tonight's entertainment is a superb singer, singing ballads

-=[The Drinking Fox Tavern]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are moderate. It seats 83 customers in the dining room. The patrons are lower-class, primarily sailors. The one-armed, cheerful barkeeper, a male dwarf, is in serious trouble. He has forgotten about an overdue loan. A brawl is about to break out, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good classical harpist.

-=[The Dancing Gorgon Pub]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are high. It seats 203 customers in the dining room. The patrons are mostly upper-class. The thin, and frankly mad, barkeeper, a female halfling, is a skinflint. She is worried about a treasure hidden in the midden-heap, and has

a magical item. Several people are taking bets on the outcome of a cockroach race, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a decent lute player.

--[The Leprechaun's Head Wayhouse]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 17 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are mostly upper-class. The grizzled, dour innkeeper, a female elf, is close-mouthed. She reminisces about her days as a sailor.

--[The Drinking Gnome Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 14 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily slumming nobles. The fat, and frankly mad, innkeeper, a female halfling, is a retired sailor. She has problems with a treasure hidden in the midden-heap.

--[The Cat's Head Tavern]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 15 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are mostly mercenaries. The scarred, mellow barkeeper, a female dwarf, is sometimes foolish. She has problems with a treasure hidden in a bricked-up fireplace.

--[The Sign of the Drinking King]=

The busy main room is well-lit. The walls are unadorned brick. The overall ambiance is plain and the prices are outrageous. It seats 34 customers in the dining room and has space for 17 in a private back room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are mostly slumming nobles. The pale, depressed innkeeper, a female human, is wanted by the law. She is obsessed with her disturbing fetish. A mysterious stranger looks like he usually wears a uniform, and a cadaverous man is going from table to table trying to sell an unusual artifact. Tonight's entertainment is a good singer, singing popular songs

--[The Tinker's Wagon Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are moderate. It seats 22 customers in the dining room and has space for 6 in a private back room. The patrons are mostly upper-class. The tall, mellow innkeeper, a female human, is carefree. She does not know she has a disgraced noble. Three people are playing a dice game, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a superb singer, singing traditional songs

--[The Golden Leprechaun Tavern]=

The nearly empty main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 43 customers in the dining room. The patrons (when they are there) are lower-class, primarily tradesmen. The scarred, talkative barkeeper, a female dwarf, is carefree. She has forgotten about a terrible disease, and reminisces about her days as a soldier.

--[The Crowned Wizard Wayhouse]=

The busy main room is dimly lit. The walls are unadorned brick. The overall ambiance is grubby and the prices are cheap. It seats 68 customers in the dining room and has space for 20 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are rowdy farmers. The chubby, grim innkeeper, a female human, is close-mouthed. She speaks only in a whisper, and does not know she has a disfiguring disease. A drunk patron is

passed out on the floor, two patrons are brawling, and a priest is preaching about an obscure religion. Tonight's entertainment is a poor flute player.

-=[The Yeti's Head Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are high. It seats 24 customers in the dining room. The patrons are mostly upper-class. The fat, graceful innkeeper, a male elf, is a skinflint. He is concealing a wanted person in the stables. A patron is ranting about his spouse, and a local politician buys a round for the house. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Black Key]=

The empty main room is well-lit. The walls are decorated with assorted antiques. The overall ambiance is shabby and the prices are moderate. It seats 25 customers in the dining room and has space for 7 in a private back room. The patrons (when they are there) are primarily mercenaries. The grizzled, cheerful barkeeper, a male human, is a retired adventurer. He has a friend who is in trouble.

-=[The Sign of the Red Bear]=

The empty main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 46 customers in the dining room. The patrons (when they are there) are working-class, mostly shopkeepers. The pale, grumpy barkeeper, a male human, is a retired adventurer. He does not know he has an enemy.

-=[The Lord's Head Wayhouse]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 23 customers in the dining room and has space for 11 in a private back room. There are 9 guest rooms, 7 of which are currently vacant. The patrons are snooty. The cadaverous, grumpy innkeeper, a male human, is a cheat. He has problems with his social disease, and has forgotten about a treasure hidden in the cellar. A mysterious stranger is asking questions, and three people are playing a dice game. Tonight's entertainment is a dreadful singer, singing popular songs

-=[The Ox and Cow Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 46 customers in the dining room and has space for 18 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The fat, grim innkeeper, a female human, is hiding from an enemy. She is trying to get rid of her social disease.

-=[The Yellow Demon Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are high. It seats 64 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The lanky, and frankly mad, innkeeper, a female human, is close-mouthed. She is having nightmares about a magical item. Three people are playing a drinking game, two patrons are brawling, and a drunk patron is passed out on the floor. Tonight's entertainment is a pretentious classical harpist.

-=[The Happy Lizardman Inn]=

The packed main room is dark. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are cheap. It seats 24 customers in the dining room and has space for 6 in a private back room. There are 12 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The thin,

jolly innkeeper, a doppelganger posing as a male dwarf, is about to be murdered. He reminisces about his days as a city guardsman. Several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Sleeping Boatman Wayhouse]=

The packed main room is brightly lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are high. It seats 48 customers in the dining room and has space for 14 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are primarily slumming nobles. The good-looking, depressed innkeeper, a female dwarf, is a skinflint. She is trying to get rid of a disgraced noble. A mysterious stranger is studying an a manuscript, and a short man is going from table to table trying to sell an old book. Tonight's entertainment is a decent classical harpist.

-=[The Gnome's Star Wayhouse]=

The empty main room is brightly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 80 customers in the dining room and has space for 32 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly slumming nobles. The one-legged, graceful innkeeper, a male human, is drinking the profits. He is afraid of losing a treasure hidden under the eaves.

-=[The Sun and Dwarf Inn]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are moderate. It seats 65 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily merchants. The short, dour innkeeper, a male human, is about to be murdered. He does not know he has an overdue tax bill, and has forgotten about an overdue loan. Two patrons are brawling, a brawl is about to break out, and a patron is ranting about her dislike of the local climate. Tonight's entertainment is a decent classical harpist.

-=[The Dwarf's Key Brewery]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 24 customers in the dining room. The patrons are rowdy laborers. The good-looking, grim barkeeper, a male human, is absent-minded. He is concealing his overdue tax bill. A beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a poor singer, singing popular songs

-=[The Tipsy Ogre Tavern]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 38 customers in the dining room and has space for 19 in a private back room. The patrons are mostly upper-class. The fat, cheerful barkeeper, a male elf, is nervous. He is worried about a disgraced noble. Three guards come in and an unknown person throws a beer mug at them. Tonight's entertainment is a poor lute player.

-=[The Sign of the Four Weasels]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 44 customers in the dining room. The patrons (when they are there) are primarily city guardsmen. The limping, talkative barkeeper, a male human, is nervous. He reminisces about his days as a soldier.

-=[The Prancing Ox Pub]=

The crowded main room is dark. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are high. It seats 52 customers in the dining room and has space for 15 in a private back room. The patrons

are snooty. The elderly, friendly barkeeper, a female dwarf, is wanted by the law. She has an overdue tax bill. A local politician buys a round for the house, several patrons are throwing darts at a target, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a superb harp player.

-=[The Pony's Head Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is grubby and the prices are moderate. It seats 38 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The good-looking, depressed innkeeper, a female human, is close-mouthed. She has forgotten about a treasure hidden in the cellar.

-=[The Grey Wyvern Tavern]=

The nearly empty main room is brightly lit. The walls are unadorned brick. The overall ambience is plain and the prices are moderate. It seats 21 customers in the dining room. The patrons (when they are there) are primarily upper-class. The greying, jolly barkeeper, a female half-orc, is drinking the profits. She reminisces about her days as a soldier.

-=[The Hound's Head Tavern]=

The empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are outrageous. It seats 69 customers in the dining room and has space for 13 in a private back room. The patrons (when they are there) are snooty. The lanky, jolly barkeeper, a male human, is nervous. He has problems with his criminal background.

-=[The Duchess's Arms Inn]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are outrageous. It seats 64 customers in the dining room and has space for 25 in a private back room. There are 20 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The elderly, jolly innkeeper, a female dwarf, is nervous. She does not know she has a terrible disease.

-=[The Dragon's Eye Tavern]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are moderate. It seats 156 customers in the dining room and has space for 50 in a private back room. The patrons are mostly slumming nobles. The short, graceful barkeeper, a female halfling, is absent-minded. She reminisces about her days as a sailor, and is having nightmares about her overdue tax bill. A priest is promoting a local religion, an elderly man is going from table to table trying to sell a weird piece of jewelry, and a local politician buys a round for the house. Tonight's entertainment is a superb poet.

-=[The White Rose Inn]=

The busy main room is dark. The walls are unadorned wood paneling. The overall ambience is grubby and the prices are high. It seats 51 customers in the dining room and has space for 20 in a private back room. There are 26 guest rooms, 24 of which are currently vacant. The patrons are primarily thieves and assassins. The limping, grim innkeeper, a male elf, is close-mouthed. He has forgotten about a shrewish wife. Several adventurers are boisterously celebrating after a successful adventure, a mysterious stranger is asking questions, and a priest is preaching about an obscure religion.

-=[The Sign of the Drunken Cockatrice]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are outrageous. It seats 47 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are working-class, primarily tradesmen. The pale, nervous innkeeper, a female dwarf, is scrupulously honest. She is trying to marry off her ugly daughter, and has a magical item. Several people are taking bets on the outcome of a cockroach race, and a priestess is preaching about a popular religion. Tonight's entertainment is a pretentious lute player.

-=[The Centaur's Head Pub]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are outrageous. It seats 58 customers in the dining room. The patrons (when they are there) are working-class, primarily shopkeepers. The fat, mellow barkeeper, a female human, is scrupulously honest. She has a fatal disease.

-=[The Two Stags Inn]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are outrageous. It seats 18 customers in the dining room. There are 12 guest rooms, 8 of which are currently vacant. The patrons are primarily thieves and assassins. The elderly, depressed innkeeper, a female human, is a retired adventurer. She is obsessed with an ancient document. A patron is muttering about his dislike of his partner. Tonight's entertainment is a pretentious harp player.

-=[The Sign of the Orange Bear]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 33 customers in the dining room. The patrons (when they are there) are mostly thieves and assassins. The good-looking, dour barkeeper, a female human, is absent-minded. She is worried about an assassin who is hunting her.

-=[The Flying Gypsy Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 97 customers in the dining room. There are 8 guest rooms, 7 of which are currently vacant. The patrons are working-class, primarily artisans. The chubby, dour innkeeper, a male dwarf, is carefree. He has forgotten about an overdue loan. Two patrons are brawling, a priest is preaching about an obscure religion, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a superb singer, singing popular songs

-=[The Sign of the Topsy Sailor]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 22 customers in the dining room and has space for 8 in a private back room. The patrons are mostly mercenaries. The scarred, mellow innkeeper, a male gnome, is a retired sailor. He is obsessed with a friend who is in trouble, and sings instead of talking. A priest is expounding on a local religion, and six people are playing cards for high stakes. Tonight's entertainment is a dreadful singer, singing traditional songs, accompanied by a poor lute player

-=[The Yellow Wagon Pub]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are moderate. It seats 24 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are rowdy laborers. The pale, talkative barkeeper, a male dwarf, is close-mouthed. He has problems with a friend who is in trouble.

--[The Dog and Rooster Inn]=

The empty main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 111 customers in the dining room and has space for 33 in a private back room. There are 15 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are primarily slumming nobles. The tall, graceful innkeeper, a female human, is a skinflint. She is concealing a disgraced noble in the attic.

--[The Basilisk's Eye Inn]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are outrageous. It seats 47 customers in the dining room and has space for 9 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The grizzled, nervous innkeeper, a male human, is nervous. He is worried about a magical item. A grizzled man is going from table to table trying to sell a supposed treasure map, and several patrons are throwing darts at a target. Tonight's entertainment is a pretentious harp player.

--[The Harpy and Elf Wayhouse]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 67 customers in the dining room and has space for 20 in a private back room. There are 19 guest rooms, 6 of which are currently vacant. The patrons are working-class, primarily artisans. The chubby, jolly innkeeper, a male human, is scrupulously honest. He is concealing a non-human in a guest room. A drunk patron is slumped over a table, three people are playing a card game, and a mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a poor classical harpist.

--[The Three Lions Inn]=

The busy main room is well-lit. The walls are decorated with sports trophies. The overall ambiance is grubby and the prices are moderate. It seats 29 customers in the dining room. The patrons are primarily upper-class. The pale, silent innkeeper, a male dwarf, is carefree. He is trying to get rid of his overdue loan. A drunk (dead?) patron is passed out on the floor, and a mysterious stranger is asking questions. Tonight's entertainment is a good panpipe player.

--[The Grey Harpy Pub]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 99 customers in the dining room. The patrons are mostly slumming nobles. The lanky, graceful barkeeper, a female human, is in serious trouble. She is afraid of losing a magical item, and is having nightmares about her social disease. A shady-looking man is scamming rubes with a find-the-pea game, several patrons are throwing darts at a target, and seven people are playing a dice game. Tonight's entertainment is a decent classical harpist.

--[The Four Roosters Pub]=

The empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 40 customers in the dining room. The patrons (when they are there) are primarily upper-class. The swarthy, mellow barkeeper, a female human, is drinking the profits. She does not know she has legal problems.

--[The Red Ox Inn]=

The packed main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are outrageous. It seats 112 customers in the dining room. There are 21 guest rooms, 19 of which are currently vacant. The patrons are mostly upper-class. The scarred, grumpy innkeeper, a male human, is

absent-minded. He has forgotten about a magical item, and is obsessed with an escaped slave. A mysterious stranger looks like he usually wears a uniform, a local politician buys a round for the house, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Dwarf's Arms Inn]=

The packed main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 52 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are primarily upper-class. The tall, grim innkeeper, a male half-orc, is absent-minded. He is obsessed with a treasure hidden in the midden-heap, and is nasty to the staff. A mysterious stranger is sitting in the corner watching the room, a drunk patron is slumped over a table, and four people are playing a card game. Tonight's entertainment is a pretentious panpipe player.

-=[The Kobold's Eye Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 60 customers in the dining room and has space for 24 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly laborers. The lanky, jolly innkeeper, a female half-orc, is a skinflint. She is afraid of a treasure hidden under the eaves. A shady-looking man is scamming rubes with a find-the-pea game, a drunk patron is slumped over a table, and a mysterious stranger is asking questions. Tonight's entertainment is a good classical harpist.

-=[The Sign of the Singing Fox]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are high. It seats 25 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, mostly shopkeepers. The greying, depressed innkeeper, a female human, is a retired ship captain. She reminisces about her days as a soldier.

-=[The Grey Wolf Tavern]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 29 customers in the dining room. The patrons are snooty. The short, friendly barkeeper, a male half-orc, is absent-minded. He has problems with his handsome son. A group of mercenaries is singing a patriotic song (badly off-key). Tonight's entertainment is a good singer, singing ballads

-=[The Sign of the Boar and Key]=

The nearly empty main room is dark. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 47 customers in the dining room. The patrons (when they are there) are working-class, primarily soldiers. The fat, talkative barkeeper, a male human, is afraid of assassins. He reminisces about his days as a soldier.

-=[The Two Hounds Tavern]=

The crowded main room is dark. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 25 customers in the dining room and has space for 6 in a private back room. The patrons are snooty. The pale, talkative barkeeper, a female half-orc, is a retired adventurer. She has a disgraced noble, and reminisces about her days as an adventurer. A swarthy man is going from table to table trying to sell a rolled-up parchment, and a drunk patron is slumped over a table. Tonight's entertainment is a good classical harpist.

-=[The Ox's Head Inn]=

The crowded main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is shabby and the prices are outrageous. It seats 28 customers in the dining room and has space for 6 in a private back room. The patrons are mostly upper-class. The good-looking, mellow innkeeper, a male human, is a skinflint. He has problems with a traitor. A drunk patron is passed out on the floor, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb flute player.

--[The Silver Key Inn]=

The nearly empty main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 22 customers in the dining room. The patrons (when they are there) are primarily city guardsmen. The one-legged, mellow innkeeper, a female elf, is drinking the profits. She reminisces about her days as a traveling merchant.

--[The Yellow Goblet Inn]=

The busy main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are high. It seats 25 customers in the dining room and has space for 10 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily military officers. The grizzled, jolly innkeeper, a male human, is close-mouthed. He has forgotten about an overdue tax bill. A priestess is promoting a local religion, and five people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.

--[The Sign of the Drinking Lizardman]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are high. It seats 34 customers in the dining room and has space for 10 in a private back room. The patrons are working-class, primarily artisans. The fat, graceful barkeeper, a female human, is close-mouthed. She is nasty to the staff. Four people are playing a dice game, and a priestess is preaching about an obscure religion. Tonight's entertainment is a pretentious flute player.

--[The Azure Hydra Wayhouse]=

The crowded main room is dark. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 40 customers in the dining room. There are 10 guest rooms, 7 of which are currently vacant. The patrons are snooty. The limping, friendly innkeeper, a male half-orc, is afraid of assassins. He does not know he has a disfiguring disease. Seven people are playing a dice game. Tonight's entertainment is a superb singer, singing ballads, accompanied by a superb lute player

--[The Sailor's Arms Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are outrageous. It seats 25 customers in the dining room and has space for 7 in a private back room. There are 7 guest rooms, 3 of which are currently vacant. The patrons are working-class, mostly artisans. The fat, mellow innkeeper, a male elf, is about to be murdered. He is trying to get rid of a wanted person, and is hiding a non-human in a guest room. A brawl is about to break out, and a patron is ranting about his dislike of nonhumans. Tonight's entertainment is a pretentious panpipe player.

--[The Drinking Demon Wayhouse]=

The empty main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are outrageous. It seats 206 customers in the dining room. There are 13 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly slumming nobles. The limping, dour innkeeper, a female human, is scrupulously honest. She does not know she has a magical item.

--[The Cow and Rooster Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 47 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily tradesmen. The good-looking, silent innkeeper, a male human, is wanted by the law. He has a handsome son. Two patrons are brawling, and a brawl is about to break out. Tonight's entertainment is a decent panpipe player.

--[The Sign of the Crowned Bull]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are moderate. It seats 27 customers in the dining room and has space for 10 in a private back room. There are 12 guest rooms, 6 of which are currently vacant. The patrons are lower-class, primarily tradesmen. The short, grumpy innkeeper, a female human, is sometimes foolish. She is hiding a disgraced noble in the stables. Two guards come in and the room goes quiet, and a group of mercenaries is singing a patriotic song (badly off-key). Tonight's entertainment is a dreadful harp player.

--[The Kobold's Head Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned brick. The overall ambiance is plain and the prices are outrageous. It seats 187 customers in the dining room and has space for 50 in a private back room. There are 8 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily thieves and assassins. The one-legged, grim innkeeper, a male human, is about to be murdered. He is obsessed with a friend who is in trouble, and is afraid of his shrewish wife.

--[The Cow's Head Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 121 customers in the dining room and has space for 50 in a private back room. There are 13 guest rooms, 9 of which are currently vacant. The patrons (when they are there) are working-class, primarily tradesmen. The cadaverous, grim innkeeper, a male human, is close-mouthed. He is worried about his overdue loan.

--[The Three Boars Wayhouse]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 73 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are mostly city guardsmen. The grizzled, dour innkeeper, a female human, is a fussy budget. She has problems with her terrible disease. Three people are playing a card game, a brawl is about to break out, and a priest is preaching about a popular religion. Tonight's entertainment is a pretentious classical harpist.

--[The Stallion's Head Wayhouse]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are outrageous. It seats 16 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The one-armed, graceful innkeeper, a male lizardman, is sometimes foolish. He is nasty to the staff. Several patrons are throwing darts at a target. Tonight's entertainment is a dreadful string quartet.

--[The Drinking Gorgon Tavern]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 44 customers in the dining room. The patrons (when they are there) are mostly upper-class. The tall, gloomy barkeeper, a male halfling, is absent-minded. He is having nightmares about his social disease.

-=[The Three Lions Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 23 customers in the dining room and has space for 6 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are mostly thieves and assassins. The pale, cheerful innkeeper, a female human, is scrupulously honest. She is trying to get rid of her disturbing fetish, and has forgotten about a beautiful daughter. A local politician is standing on a table giving a speech, and one patron has challenged another to a duel. Tonight's entertainment is a pretentious singer, singing traditional songs

-=[The Sign of the Crown and Leprechaun]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are moderate. It seats 31 customers in the dining room and has space for 9 in a private back room. The patrons are mostly upper-class. The limping, dour barkeeper, a male dwarf, is a retired adventurer. He has problems with his overdue loan. Two patrons are brawling, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good singer, singing ballads, accompanied by a decent lute player

-=[The Sheep and Boar Inn]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are high. It seats 19 customers in the dining room. There are 3 guest rooms, all of which are currently vacant. The patrons are mostly mercenaries. The tall, cheerful innkeeper, a female dwarf, is carefree. She is hiding an escaped slave in the cellar. Seven people are playing a dice game. Tonight's entertainment is a superb lute player.

-=[The Drunken Gnome Tavern]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are cheap. It seats 23 customers in the dining room. The patrons are mostly upper-class. The tall, cheerful barkeeper, a male gnome, is nervous. He is obsessed with a treasure hidden in a keg of meal. Four people are playing a dice game. Tonight's entertainment is a dreadful flute player.

-=[The Drinking Prince Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are cheap. It seats 35 customers in the dining room and has space for 10 in a private back room. The patrons are rowdy sailors. The limping, nervous barkeeper, a female human, is close-mouthed. She is afraid of an assassin who is hunting her. A drunk patron is passed out on the floor, and eight people are playing a drinking game. Tonight's entertainment is a good singer, singing popular songs

-=[The Four Roosters Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 23 customers in the dining room and has space for 6 in a private back room. There are 10 guest rooms, 5 of which are currently vacant. The patrons are mostly upper-class. The fat, grim innkeeper, a male dwarf, is a skinflint. He is hiding an enemy of the players in a secret room. A greying man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent classical harpist.

-=[The Singing Pony Inn]=

The crowded main room is dark. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 24 customers in the dining room and has space for 12 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are lower-class, primarily

laborers. The elderly, grim innkeeper, a female human, is a retired sailor. She is hiding a non-human in a guest room. A group of mercenaries is singing a patriotic song (badly off-key), and four people are playing a card game. Tonight's entertainment is a decent classical harpist.

-=[The Drinking Horse Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are moderate. It seats 22 customers in the dining room and has space for 8 in a private back room. The patrons (when they are there) are lower-class, mostly tradesmen. The elderly, jolly innkeeper, a female dwarf, is absent-minded. She has problems with a treasure hidden in a keg of meal.

-=[The Sign of the Drunken Warrior]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambience is pretentious and the prices are moderate. It seats 34 customers in the dining room. The patrons are primarily traveling merchants. The grizzled, depressed barkeeper, a female human, is in serious trouble. She does not know she has a treasure hidden in the ashes of the kitchen fireplace. A tall man is going from table to table trying to sell an old book, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Orc and Star]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is grubby and the prices are cheap. It seats 42 customers in the dining room. There are 8 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The chubby, clumsy innkeeper, a male human, is absent-minded. He does not know he has a handsome son. Five people are playing a dice game, and a drunk patron is passed out on the floor. Tonight's entertainment is a superb stand-up comic.

-=[The Drunken Pony Inn]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambience is plain and the prices are outrageous. It seats 56 customers in the dining room and has space for 22 in a private back room. There are 14 guest rooms, 10 of which are currently vacant. The patrons are mostly military officers. The fat, cheerful innkeeper, a male halfling, is a fussy budget. He is worried about his shrewish wife. Several patrons are throwing darts at a target, and a grizzled man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent classical harpist.

-=[The Rooster and Bear Inn]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are moderate. It seats 184 customers in the dining room and has space for 50 in a private back room. There are 21 guest rooms, 20 of which are currently vacant. The patrons are lower-class, primarily tradesmen. The limping, dour innkeeper, a doppelganger posing as a male human, is a thief. He has forgotten about legal problems. Several patrons are throwing darts at a target, two patrons are brawling, and a local politician buys a round for the house. Tonight's entertainment is a good flute player.

-=[The Rose and Gnome Wayhouse]=

The nearly empty main room is dark. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are outrageous. It seats 47 customers in the dining room. There are 11 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are snooty. The grizzled, cheerful innkeeper, a male halfling, is close-mouthed. He reminisces about his days as a sailor.

-=[The Sign of the Yellow Crown]=

The empty main room is well-lit. The walls are decorated with musical instruments. The overall ambience is unpretentious and the prices are moderate. It seats 40 customers in the dining room. The patrons (when they are there) are mostly city guardsmen. The one-armed, clumsy barkeeper, a female human, is drinking the profits. She reminisces about her days as a city guardsman.

-=[The Sign of the Lion and Weasel]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is plain and the prices are moderate. It seats 85 customers in the dining room. There are 24 guest rooms, 4 of which are currently vacant. The patrons are lower-class, primarily laborers. The fat, and frankly mad, innkeeper, a male human, is hiding from an enemy. He has forgotten about an enemy. A priestess is promoting a local religion, and a local politician buys a round for the house. Tonight's entertainment is a decent singer, singing love songs, accompanied by a decent harp player

-=[The Spotted Griffon Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are outrageous. It seats 19 customers in the dining room and has space for 6 in a private back room. The patrons are primarily traveling merchants. The elderly, grumpy innkeeper, a female human, is a retired soldier. She has a disturbing fetish. A local politician is standing on a table giving a speech. Tonight's entertainment is a decent classical harpist.

-=[The Drinking Ox Tavern]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are high. It seats 110 customers in the dining room. The patrons are mostly military officers. The good-looking, jolly barkeeper, a male human, is drinking the profits. He is obsessed with a disgraced noble, and has a powerful enemy. Two patrons are brawling, four guards come in and the room goes quiet, and a priest is preaching about an obscure religion. Tonight's entertainment is a dreadful classical harpist.

-=[The Bull and Mermaid Pub]=

The packed main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambience is plain and the prices are high. It seats 66 customers in the dining room and has space for 26 in a private back room. The patrons are snooty. The chubby, grim barkeeper, a doppelganger posing as a female human, is carefree. She reminisces about her days as a sailor. A shady-looking man is scamming rubes with a find-the-pea game, a mysterious stranger is apparently waiting for someone, and several patrons are throwing darts at a target. Tonight's entertainment is a pretentious flute player.

-=[The Cow and Ox Inn]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is shabby and the prices are moderate. It seats 207 customers in the dining room. There are 15 guest rooms, 6 of which are currently vacant. The patrons are primarily traveling merchants. The thin, gloomy innkeeper, a male human, is hiding from an enemy. He has an enemy. A brawl is about to break out, two patrons are brawling, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a decent lute player.

-=[The Griffon's Head Tavern]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is pretentious and the prices are moderate. It seats 28 customers in the dining room and has space for 8 in a private back room. The patrons are primarily thieves and assassins. The fat, grumpy barkeeper, a female halfling, is in serious trouble.

She is trying to get rid of a wanted person. A local politician is standing on a table giving a speech, and one patron has challenged another to a duel. Tonight's entertainment is a good classical harpist.

-=[The Orc's Head Tavern]=

The nearly empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 24 customers in the dining room. The patrons (when they are there) are working-class, mostly shopkeepers. The fat, silent barkeeper, a female human, is in serious trouble. She is worried about a treasure hidden in a bricked-up fireplace.

-=[The Leaping Griffon Brewery]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 49 customers in the dining room. The patrons (when they are there) are primarily mercenaries. The greying, talkative barkeeper, a male dwarf, is a fussy budget. He is afraid of losing a treasure hidden in the attic.

-=[The Badger's Eye Wayhouse]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 18 customers in the dining room and has space for 9 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are working-class, mostly merchants. The grizzled, gloomy innkeeper, a male half-orc, is a thief. He has disturbing religious associations. Two patrons are brawling. Tonight's entertainment is a dreadful poet reading his own works.

-=[The Flying Fox Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are moderate. It seats 40 customers in the dining room. There are 9 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are snooty. The fat, gloomy innkeeper, a male half-orc, is a fussy budget. He is obsessed with his unusual religious beliefs.

-=[The Sign of the Spotted Boar]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 202 customers in the dining room. There are 13 guest rooms, 7 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The limping, friendly innkeeper, a male dwarf, is carefree. He is concealing a treasure hidden in the attic. A priestess is expounding on a local religion, a local politician is standing on a table giving a speech, and six people are playing cards for high stakes. Tonight's entertainment is a decent singer, singing ballads

-=[The Five Hounds Inn]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are high. It seats 26 customers in the dining room. There are 12 guest rooms, 3 of which are currently vacant. The patrons are working-class, mostly artisans. The limping, cheerful innkeeper, a female human, is a fussy budget. She is afraid of a treasure hidden behind a false wall. A drunk (dead?) patron is slumped over a table. Tonight's entertainment is a poor dulcimer player.

-=[The Five Horses Inn]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are cheap. It seats 40 customers in the dining room and has space for 8 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The

greying, dour innkeeper, a female dwarf, is a skinflint. She reminisces about her days as a traveling merchant. A beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a poor dulcimer player.

-=[The Sailor's Arms Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 19 customers in the dining room. The patrons are primarily slumming nobles. The good-looking, jolly innkeeper, a female halfling, is a thief. She has problems with her handsome son. A priestess is promoting a shady religion. Tonight's entertainment is a decent flute player.

-=[The Prince's Head Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 15 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, mostly shopkeepers. The cadaverous, silent barkeeper, a female dwarf, is hiding from an enemy. She is obsessed with her disturbing fetish. A local politician is standing on a table giving a speech. Tonight's entertainment is a good singer, singing popular songs, accompanied by a decent dulcimer player

-=[The Goat and Wolf Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 22 customers in the dining room and has space for 6 in a private back room. There are 12 guest rooms, 5 of which are currently vacant. The patrons are primarily thieves and assassins. The limping, cheerful innkeeper, a male human, is close-mouthed. He does not know he has a treasure hidden behind a false wall. Three guards come in and a patron tries to sneak out the back way, and a mysterious stranger is asking questions. Tonight's entertainment is a pretentious poet.

-=[The Azure Axe Inn]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 63 customers in the dining room and has space for 31 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The swarthy, jolly innkeeper, a male human, is afraid of lizardmen. He is hiding his handsome son in a guest room, and does not know he has a treasure hidden behind a false wall.

-=[The Cow and Dog Tavern]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are outrageous. It seats 30 customers in the dining room and has space for 15 in a private back room. The patrons are mostly military officers. The limping, clumsy barkeeper, a male dwarf, is about to be murdered. He does not know he has a hunted criminal hiding in the inn. A priest is expounding on a local religion. Tonight's entertainment is a superb classical harpist.

-=[The Five Bulls Tavern]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 22 customers in the dining room and has space for 6 in a private back room. The patrons are primarily military officers. The chubby, mellow barkeeper, a male human, is nervous. He is worried about his overdue loan. Eight people are playing a card game, and a priest is promoting a foreign religion. Tonight's entertainment is a pretentious panpipe player.

-=[The Black Ogre Pub]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are moderate. It seats 83 customers in the dining room and has space for 16 in a private back room. The patrons are snooty. The one-legged, cheerful barkeeper, a female halfling, is afraid of lizardmen. She reminisces about her days as a soldier. Several patrons are throwing darts at a target, a drunk patron is slumped over a table, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a decent lute player.

-=[The Elf's Head Tavern]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 61 customers in the dining room and has space for 18 in a private back room. The patrons are snooty. The grizzled, dour barkeeper, a male lizardman, is sometimes foolish. He does not know he has an overdue loan. Several adventurers are celebrating after a successful adventure, and a brawl is about to break out. Tonight's entertainment is a poor singer, singing love songs

-=[The Boar's Head Inn]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 63 customers in the dining room and has space for 12 in a private back room. There are 14 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The fat, depressed innkeeper, a female elf, is nervous. She is pointedly ignoring one of the customers. A priestess is promoting a foreign religion, a patron is talking about his taxes, and three people are playing a dice game. Tonight's entertainment is a dreadful singer, singing ballads

-=[The Ox's Head Pub]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 61 customers in the dining room and has space for 30 in a private back room. The patrons are primarily slumming nobles. The swarthy, graceful barkeeper, a female dwarf, is nervous. She reminisces about her days as a soldier. A grim man is going from table to table trying to sell a supposed treasure map, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Dragon's Head Inn]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are high. It seats 191 customers in the dining room and has space for 50 in a private back room. There are 9 guest rooms, 5 of which are currently vacant. The patrons are primarily upper-class. The lanky, grim innkeeper, a male half-orc, is a retired soldier. He has a treasure hidden in the cellar. A priestess is expounding on a local religion, a patron is muttering about her dislike of nobles, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a dreadful classical harpist.

-=[The Black Yeti Tavern]=

The empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 89 customers in the dining room and has space for 44 in a private back room. The patrons (when they are there) are mostly upper-class. The tall, clumsy barkeeper, a female human, is close-mouthed. She has problems with a disgraced noble.

-=[The Three Griffons Inn]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 66 customers in the dining room and has space for 19 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are

mostly mercenaries. The elderly, graceful innkeeper, a male halfling, is nervous. He does not know he has a powerful enemy, and is afraid of losing a magical item.

--[The White Ogre Tavern]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambience is plain and the prices are moderate. It seats 16 customers in the dining room and has space for 6 in a private back room. The patrons are mostly upper-class. The swarthy, talkative barkeeper, a female dwarf, is a cheat. She is worried about an enemy. A patron is grumbling about her dislike of one of the party members. Tonight's entertainment is a poor classical harpist.

--[The Farmer's Eye Inn]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are cheap. It seats 28 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The swarthy, gloomy innkeeper, a female human, is a retired adventurer. She is afraid of losing a magical item.

--[The Sleeping Gnome Wayhouse]=

The nearly empty main room is brightly lit. The walls are decorated with assorted antiques. The overall ambience is plain and the prices are moderate. It seats 31 customers in the dining room and has space for 12 in a private back room. There are 20 guest rooms, 18 of which are currently vacant. The patrons (when they are there) are lower-class, mostly sailors. The grizzled, dour innkeeper, a male gnome, is a retired ship captain. He does not know he has a treasure hidden in the attic, and is trying to marry off his ugly daughter.

--[The Green Goblet Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are high. It seats 119 customers in the dining room. There are 9 guest rooms, 8 of which are currently vacant. The patrons are mostly upper-class. The thin, silent innkeeper, a female human, is a retired ship captain. She has disturbing religious associations. Seven people are playing a dice game, a mysterious stranger is sitting in the corner watching the room, and a patron is talking about his partner. Tonight's entertainment is a decent dulcimer player.

--[The Cow's Head Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambience is plain and the prices are cheap. It seats 31 customers in the dining room and has space for 12 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are primarily slumming nobles. The good-looking, depressed innkeeper, a male dwarf, is a skinflint. He is worried about a treasure hidden in a bricked-up fireplace.

--[The Yellow Cat Tavern]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambience is fancy and the prices are outrageous. It seats 21 customers in the dining room. The patrons are mostly mercenaries. The fat, friendly barkeeper, a male lizardman, is a retired rogue. He has problems with a non-human. A patron is shouting about her ungrateful daughter. Tonight's entertainment is a decent classical harpist.

--[The Cockatrice's Head Tavern]=

The empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is plain and the prices are outrageous. It seats 46 customers in the dining room. The patrons (when they are there)

are mostly upper-class. The one-legged, and slightly maniacal, barkeeper, a male human, is a skinflint. He is hiding an enemy of the players in the cellar.

--[The Vulgar Gnome Inn]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are outrageous. It seats 28 customers in the dining room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are lower-class, mostly farmers. The chubby, grim innkeeper, a male dwarf, is a fussy budget. He is obsessed with a treasure hidden behind a loose stone. A group of mercenaries is singing a patriotic song, and six people are playing a drinking game. Tonight's entertainment is a superb classical harpist.

--[The Sign of the Drinking Warrior]=

The nearly empty main room is dimly lit. The walls are decorated with indifferent paintings depicting unknown people and dragons. The overall ambiance is fancy and the prices are moderate. It seats 31 customers in the dining room and has space for 15 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are primarily traveling merchants. The one-eyed, depressed innkeeper, a female halfling, is close-mouthed. She does not know she has legal problems.

--[The Sign of the Dancing Tinker]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are moderate. It seats 73 customers in the dining room and has space for 29 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons are primarily slumming nobles. The good-looking, dour innkeeper, a male human, is a thief. He is hiding his shrewish wife among the staff, and is nasty to the staff. A priestess is promoting a local religion, and a patron is shouting about her employees. Tonight's entertainment is a decent classical harpist.

--[The Royal Elf Inn]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 67 customers in the dining room. There are 10 guest rooms, 8 of which are currently vacant. The patrons are mostly upper-class. The chubby, mellow innkeeper, a female dwarf, is hiding from an enemy. She is concealing a treasure hidden under the floorboards, and is having nightmares about a friend who is in trouble. A patron is ranting about his dislike of his ungrateful son, several people are taking bets on the outcome of a cockroach race, and two patrons are brawling. Tonight's entertainment is a superb harp player.

--[The Cat and Boar Inn]=

The empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are outrageous. It seats 132 customers in the dining room and has space for 50 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly slumming nobles. The chubby, grim innkeeper, a female half-orc, is absent-minded. She is worried about a non-human.

--[The Bear and Plowhorse Inn]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 36 customers in the dining room. There are 14 guest rooms, 13 of which are currently vacant. The patrons are primarily upper-class. The thin, talkative innkeeper, a female elf, is close-mouthed. She reminisces about her days as a city guardsman. Several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a decent lute player.

-=[The Boar and Lion Wayhouse]=

The busy main room is dimly lit. The walls are unadorned brick. The overall ambiance is grubby and the prices are high. It seats 43 customers in the dining room and has space for 8 in a private back room. The patrons are rowdy laborers. The cadaverous, depressed barkeeper, a female dwarf, is a fussy budget. She has legal problems. Several people are taking bets on the outcome of a cockroach race, and four people are playing a drinking game. Tonight's entertainment is a poor stand-up comic.

-=[The Boatman's Key Tavern]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 73 customers in the dining room and has space for 36 in a private back room. The patrons are working-class, primarily artisans. The one-eyed, mellow barkeeper, a male half-orc, is an idiot. He has problems with his criminal background, and is worried about an escaped slave. Several adventurers are getting drunk in honor of a lost comrade, a priest is preaching about an obscure religion, and a mysterious stranger is getting quietly drunk. Tonight's entertainment is a dreadful classical harpist.

-=[The Cockatrice's Eye Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 113 customers in the dining room and has space for 22 in a private back room. The patrons are mostly traveling merchants. The scarred, graceful barkeeper, a female half-orc, is wanted by the law. She is afraid of her unusual religious beliefs. A drunk patron is slumped over a table, a scarred man is going from table to table trying to sell a rolled-up parchment, and a mysterious stranger is studying an a manuscript. Tonight's entertainment is a pretentious dulcimer player.

-=[The Dragon's Head Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are high. It seats 37 customers in the dining room and has space for 7 in a private back room. There are 8 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The elderly, cheerful innkeeper, a male halfling, is an idiot. He does not know he has an overdue tax bill. A scruffy man is going from table to table trying to sell a rolled-up parchment, and a patron is muttering about his dislike of thieves. Tonight's entertainment is a decent dulcimer player.

-=[The Dwarf's Head Inn]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are cheap. It seats 46 customers in the dining room. There are 26 guest rooms, 15 of which are currently vacant. The patrons are mostly thieves and assassins. The thin, gloomy innkeeper, a female half-orc, is scrupulously honest. She has an enemy. A brawl is about to break out, and two patrons are brawling. Tonight's entertainment is a poor classical harpist.

-=[The Bull and Ox Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 45 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are mostly upper-class. The greying, depressed innkeeper, a female human, is nervous. She is trying to get rid of her criminal background. A mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a dreadful classical harpist.

-=[The Orange Leprechaun Inn]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is unpretentious and the prices are cheap. It seats 49 customers in the dining room and has space for 19 in a private back room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The tall, depressed innkeeper, a male halfling, is sometimes foolish. He is obsessed with a magical item, and sings instead of talking. A priest and three acolytes are promoting a local religion, and a patron is muttering about his employer. Tonight's entertainment is a good lute player.

-=[The Bull and Boar Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are moderate. It seats 28 customers in the dining room and has space for 8 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are lower-class, mostly laborers. The scarred, and slightly maniacal, innkeeper, a male elf, is in serious trouble. He has problems with a treasure hidden in an empty wine cask. A patron is muttering about her partner, and several patrons are throwing darts at a target. Tonight's entertainment is a good singer, singing love songs, accompanied by a good lute player

-=[The Sleeping Gypsy Brewery]=

The packed main room is brightly lit. The walls are unadorned, stained brick. The overall ambience is plain and the prices are outrageous. It seats 69 customers in the dining room. The patrons are working-class, primarily tradesmen. The fat, clumsy barkeeper, a female gnome, is nervous. She reminisces about her days as an adventurer. A priest is promoting a foreign religion, and a one-armed man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a superb classical harpist.

-=[The Sign of the Singing Friar]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is fancy and the prices are outrageous. It seats 25 customers in the dining room. The patrons are snooty. The limping, mellow barkeeper, a male human, is drinking the profits. He is obsessed with an escaped slave. Seven people are playing a dice game, and several patrons are throwing darts at a target. Tonight's entertainment is a pretentious dulcimer player.

-=[The Badger and Ox Wayhouse]=

The packed main room is dark. The walls are unadorned, rough wood paneling. The overall ambience is grubby and the prices are moderate. It seats 15 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are lower-class, mostly laborers. The good-looking, mellow innkeeper, a female human, is a retired adventurer. She sings instead of talking, and does not know she has an enemy. A brawl is about to break out. Tonight's entertainment is a decent dulcimer player.

-=[The Lion's Head Tavern]=

The empty main room is dimly lit. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are high. It seats 26 customers in the dining room and has space for 10 in a private back room. The patrons (when they are there) are lower-class, primarily sailors. The chubby, clumsy barkeeper, a male gnome, is nervous. He is afraid of losing a treasure hidden behind a loose stone.

-=[The Blue Pony Inn]=

The crowded main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is shabby and the prices are high. It seats 186 customers in the dining room. There are 18 guest rooms, 14 of which are currently vacant. The patrons are primarily military officers. The elderly, dour innkeeper, a male human, is in serious trouble. He is afraid of a treasure hidden in a bricked-up fireplace. Six people are playing a dice game, a

mysterious stranger looks like he usually wears a uniform, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a dreadful poet reading his own works.

-=[The Black Cockatrice Inn]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is pretentious and the prices are moderate. It seats 57 customers in the dining room. There are 17 guest rooms, 10 of which are currently vacant. The patrons are snooty. The fat, nervous innkeeper, a male halfling, is absent-minded. He is hiding a non-human in a guest room. A patron is muttering about his employer, a tall man is going from table to table trying to sell a locked box, and a mysterious stranger is apparently waiting for someone. Tonight's entertainment is a dreadful classical harpist.

-=[The Three Bulls Wayhouse]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is fancy and the prices are outrageous. It seats 19 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are mostly traveling merchants. The lanky, grim innkeeper, a male human, is close-mouthed. He does not know he has an escaped slave hiding in the inn. A mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a dreadful singer, singing popular songs

-=[The Four Squirrels Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is unpretentious and the prices are outrageous. It seats 26 customers in the dining room and has space for 6 in a private back room. There are 10 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are working-class, mostly soldiers. The swarthy, talkative innkeeper, a female gnome, is drinking the profits. She is trying to get rid of her loathsome disease.

-=[The Wolf's Head Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are outrageous. It seats 41 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are working-class, mostly shopkeepers. The pale, gloomy innkeeper, a female dwarf, is about to be murdered. She is afraid of her criminal background, and is obsessed with a treasure hidden in the midden-heap. A mysterious stranger seems uncomfortable here, and a local politician buys a round for the house. Tonight's entertainment is a pretentious panpipe player.

-=[The Hound and Ox Wayhouse]=

The crowded main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambience is fancy and the prices are moderate. It seats 27 customers in the dining room and has space for 6 in a private back room. There are 18 guest rooms, 17 of which are currently vacant. The patrons are mostly slumming nobles. The pale, dour innkeeper, a male human, is scrupulously honest. He is trying to get rid of an escaped slave. A scarred man is going from table to table trying to sell a rolled-up parchment, and several patrons are throwing darts at a target. Tonight's entertainment is a poor classical harpist.

-=[The Tipsy Boar Tavern]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambience is grubby and the prices are cheap. It seats 38 customers in the dining room. The patrons (when they are there) are snooty. The short, depressed barkeeper, a female half-orc, is absent-minded. She is worried about a treasure hidden in a bricked-up fireplace.

-=[The White Orc Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are high. It seats 38 customers in the dining room. There are 16 guest rooms, 1 of which is currently vacant. The patrons are primarily city guardsmen. The tall, jolly innkeeper, a female human, is drinking the profits. She is afraid of her criminal background. A local politician buys a round for the house, and several patrons are throwing darts at a target. Tonight's entertainment is a pretentious classical harpist.

-=[The Red Cockatrice Wayhouse]=

The packed main room is dark. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are outrageous. It seats 16 customers in the dining room and has space for 6 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons are lower-class, primarily sailors. The good-looking, clumsy innkeeper, a male halfling, is a fussy budget. He is afraid of losing a treasure hidden in the ashes of the kitchen fireplace. A brawl is about to break out. Tonight's entertainment is a superb panpipe player.

-=[The Green Goblet Inn]=

The busy main room is brightly lit. The walls are unadorned brick. The overall ambiance is pretentious and the prices are moderate. It seats 29 customers in the dining room. The patrons are mostly military officers. The limping, grim innkeeper, a male dwarf, is an idiot. He sings instead of talking. A grim man is going from table to table trying to sell a locked box. Tonight's entertainment is a poor dulcimer player.

-=[The Yeti's Head Pub]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are moderate. It seats 96 customers in the dining room. The patrons are primarily slumming nobles. The cadaverous, depressed barkeeper, a male human, is about to be murdered. He is worried about a treasure hidden beneath the bar, and sings instead of talking. A priest is preaching about an obscure religion, several adventurers are getting drunk in honor of a lost comrade, and two patrons are brawling. Tonight's entertainment is a dreadful poet reading his own works.

-=[The Ox's Eye Wayhouse]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are high. It seats 13 customers in the dining room and has space for 6 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons are mostly slumming nobles. The swarthy, dour innkeeper, a female human, is a retired rogue. She is worried about her overdue loan. Several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Sleeping Boatman]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are moderate. It seats 30 customers in the dining room and has space for 9 in a private back room. The patrons are mostly upper-class. The chubby, silent barkeeper, a male human, is a cheat. He is concealing his unusual religious beliefs. Several adventurers are getting drunk in honor of a lost comrade, and two patrons are brawling. Tonight's entertainment is a good lute player.

-=[The Dancing Frog Tavern]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 88 customers in the dining room. The patrons are primarily upper-class. The limping, grim barkeeper, a male human, is nervous. He has a social disease. Several people are taking bets on the outcome of a cockroach race, and a brawl is about to break out. Tonight's entertainment is a decent singer, singing love songs, accompanied by a decent lute player.

-=[The Purple Mug Tavern]=

The nearly empty main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are outrageous. It seats 46 customers in the dining room and has space for 18 in a private back room. The patrons (when they are there) are lower-class, primarily sailors and dockworkers. The cadaverous, clumsy barkeeper, a female human, is drinking the profits. She has problems with a non-human.

-=[The Horse's Eye Tavern]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are cheap. It seats 71 customers in the dining room and has space for 14 in a private back room. The patrons (when they are there) are primarily city guardsmen. The scarred, talkative barkeeper, a female halfling, is a retired dragon hunter. She has problems with a treasure hidden behind a false wall.

-=[The Farmer's Arms Pub]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are moderate. It seats 72 customers in the dining room. The patrons are primarily upper-class. The thin, silent barkeeper, a female human, is a fussy budget. She is concealing a traitor among the staff. A priestess is promoting a local religion, a drunk patron is slumped over a table, and three people are playing a dice game. Tonight's entertainment is a decent dulcimer player.

-=[The Sign of the Boar and Squirrel]=

The packed main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are moderate. It seats 62 customers in the dining room and has space for 18 in a private back room. The patrons are lower-class, primarily laborers. The cadaverous, dour barkeeper, a male human, is a retired singer. He has a beautiful daughter, and has forgotten about a treasure hidden behind a false wall. A patron is ranting about his dislike of the authorities, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good classical harpist.

-=[The Troll's Head Wayhouse]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 55 customers in the dining room and has space for 22 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons are mostly slumming nobles. The short, dour innkeeper, a male human, is a retired adventurer. He reminisces about his days as an adventurer. A drunk patron is slumped over a table, a cadaverous man is going from table to table trying to sell a supposed treasure map, and six people are playing a drinking game. Tonight's entertainment is a superb lute player.

-=[The Dwarf's Star Inn]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are cheap. It seats 14 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are mostly slumming nobles. The tall, grim innkeeper, a male halfling, is sometimes foolish. He is hiding his shrewish wife in the attic. Four people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Halfling's Crown Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is grubby and the prices are moderate. It seats 26 customers in the dining room. There are 7 guest rooms, 3 of which are currently vacant. The patrons are snooty. The fat, nervous innkeeper, a male human, is nervous. He reminisces about his

days as a soldier, and has a magical item. Several adventurers are getting drunk in honor of a lost comrade, and a group of soldiers is singing a patriotic song (badly off-key). Tonight's entertainment is a good lute player.

-=[The Scarlet Goat Wayhouse]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are cheap. It seats 47 customers in the dining room and has space for 9 in a private back room. There are 15 guest rooms, 7 of which are currently vacant. The patrons are lower-class, primarily sailors and dockworkers. The lanky, graceful innkeeper, a male halfling, is absent-minded. He is worried about a treasure hidden under the floorboards. A drunk (dead?) patron is passed out on the floor. Tonight's entertainment is a good lute player.

-=[The Squirrel's Eye Wayhouse]=

The busy main room is dimly lit. The walls are unadorned brick. The overall ambiance is plain and the prices are moderate. It seats 110 customers in the dining room and has space for 22 in a private back room. There are 23 guest rooms, 5 of which are currently vacant. The patrons are mostly mercenaries. The cadaverous, dour innkeeper, a female halfling, is a retired rogue. She is hiding a friend who is in trouble in a secret room. A local politician buys a round for the house, a mysterious stranger is sitting in the corner watching the room, and several patrons are throwing darts at a target. Tonight's entertainment is a superb classical harpist.

-=[The Gnome's Head Tavern]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are high. It seats 24 customers in the dining room and has space for 6 in a private back room. The patrons are rowdy sailors and dockworkers. The thin, clumsy barkeeper, a female human, is close-mouthed. She is pointedly ignoring one of the customers. Two patrons are brawling. Tonight's entertainment is a pretentious singer, singing love songs

-=[The Bull's Eye Pub]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 68 customers in the dining room. The patrons are mostly mercenaries. The grizzled, dour barkeeper, a male halfling, is a cheat. He reminisces about his days as a soldier. A drunk patron is slumped over a table, a shady-looking man is scamming rubes with a find-the-pea game, and three people are playing a drinking game. Tonight's entertainment is a dreadful classical harpist.

-=[The Sign of the Royal Wyvern]=

The crowded main room is brightly lit. The walls are decorated with indifferent paintings depicting dogs. The overall ambiance is plain and the prices are outrageous. It seats 24 customers in the dining room. The patrons are lower-class, mostly tradesmen. The elderly, depressed innkeeper, a male human, is nervous. He is hiding his shrewish wife in a secret room. A drunk patron is slumped over a table, and a priestess is promoting a local religion. Tonight's entertainment is a superb classical harpist.

-=[The Three Boars Inn]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are outrageous. It seats 46 customers in the dining room and has space for 18 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are lower-class, primarily sailors. The one-legged, cheerful innkeeper, a male human, is in serious trouble. He is afraid of losing a magical item, and is having nightmares about his disfiguring disease. Several people are taking bets on the outcome of a cockroach race, and a priest is preaching about an obscure religion. Tonight's entertainment is a good panpipe player.

-=[The Drinking Halfling Inn]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are cheap. It seats 174 customers in the dining room. There are 25 guest rooms, 1 of which is currently vacant. The patrons are rowdy laborers. The one-eyed, depressed innkeeper, a male human, is an idiot. He has problems with his shrewish wife. A priest is preaching about an obscure religion, a group of soldiers is singing a patriotic song (badly off-key), and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a dreadful singer, singing traditional songs, accompanied by a dreadful lute player

-=[The Drinking Gnome Inn]=

The busy main room is dark. The walls are decorated with jousting lances and banners. The overall ambiance is plain and the prices are moderate. It seats 107 customers in the dining room and has space for 42 in a private back room. There are 17 guest rooms, 14 of which are currently vacant. The patrons are working-class, primarily tradesmen. The tall, cheerful innkeeper, a male half-orc, is close-mouthed. He is worried about an enemy of the players. A priestess is promoting a foreign religion, and several patrons are throwing darts at a target. Tonight's entertainment is a poor classical harpist.

-=[The Ship and Plowhorse Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 42 customers in the dining room and has space for 21 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are lower-class, primarily laborers. The pale, grim innkeeper, a female human, is hiding from an enemy. She has legal problems, and has problems with her overdue loan.

-=[The Sign of the Black Yeti]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 20 customers in the dining room. The patrons are mostly military officers. The one-armed, dour barkeeper, a female halfling, is hiding from an enemy. She is worried about a treasure hidden behind a false wall, and reminisces about her days as a traveling merchant. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a poor classical harpist.

-=[The Ox and Stallion Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 20 customers in the dining room. The patrons are working-class, primarily merchants. The tall, and frankly mad, innkeeper, a female lizardman, is a thief. She has legal problems. A patron is grumbling about his spouse. Tonight's entertainment is a good classical harpist.

-=[The Prancing Horse Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are high. It seats 43 customers in the dining room and has space for 17 in a private back room. The patrons are mostly upper-class. The pale, depressed barkeeper, a female halfling, is close-mouthed. She has problems with her beautiful daughter. A patron is muttering about her taxes. Tonight's entertainment is a decent classical harpist.

-=[The Drunken Rooster Inn]=

The packed main room is dark. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are high. It seats 53 customers in the dining room. There are 8 guest rooms, 6 of which are currently vacant. The patrons are mostly upper-class. The grizzled, jolly innkeeper, a male human, is absent-minded. He is concealing his shrewish wife in a guest room, and has forgotten about a loathsome disease. Seven people are

playing a card game, a mysterious stranger seems to be not dressed well enough, and a drunk patron is slumped over a table. Tonight's entertainment is a superb classical harpist.

--[The Drinking Lady Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 71 customers in the dining room and has space for 35 in a private back room. There are 7 guest rooms, all of which are currently vacant. The patrons (when they are there) are mostly upper-class. The swarthy, dour innkeeper, a male halfling, is a skinflint. He is afraid of losing a treasure hidden beneath the bar.

--[The Four Toads Inn]=

The nearly empty main room is dark. The walls are decorated with old weapons. The overall ambiance is unpretentious and the prices are moderate. It seats 34 customers in the dining room. The patrons (when they are there) are mostly military officers. The elderly, gloomy innkeeper, a female human, is scrupulously honest. She has a treasure hidden in the midden-heap, and has forgotten about a beautiful daughter.

--[The Wolf's Head Inn]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 38 customers in the dining room and has space for 11 in a private back room. There are 10 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, mostly artisans. The limping, talkative innkeeper, a male elf, is a retired soldier. He reminisces about his days as a sailor.

--[The Farmer's Arms Inn]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 172 customers in the dining room and has space for 34 in a private back room. There are 18 guest rooms, 14 of which are currently vacant. The patrons are primarily city guardsmen. The grizzled, mellow innkeeper, a female human, is close-mouthed. She has a treasure hidden behind a loose stone. Four guards come in, apparently looking for someone, a drunk patron is passed out on the floor, and six people are playing a dice game. Tonight's entertainment is a poor panpipe player.

--[The Lizardman's Crown Wayhouse]=

The nearly empty main room is dark. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 19 customers in the dining room. There are 6 guest rooms, all of which are currently vacant. The patrons (when they are there) are lower-class, primarily laborers. The grizzled, clumsy innkeeper, a female human, is a fussy budget. She has problems with a treasure hidden in a keg of meal.

--[The Sleeping Hippogriff Brewery]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are moderate. It seats 34 customers in the dining room. The patrons (when they are there) are mostly upper-class. The good-looking, mellow barkeeper, a female dwarf, is a skinflint. She has forgotten about a treasure hidden behind a loose stone.

--[The Drunken Rooster Inn]=

The empty main room is dark. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 90 customers in the dining room and has space for 45 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly upper-class. The short, dour

innkeeper, a male dwarf, is nervous. He is obsessed with a treasure hidden in the ashes of the kitchen fireplace, and is trying to get rid of an ancient document.

--[The Farmer's Rose Inn]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are cheap. It seats 39 customers in the dining room and has space for 11 in a private back room. There are 23 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The one-legged, clumsy innkeeper, a female human, is nervous. She is obsessed with a treasure hidden behind a loose stone, and is afraid of losing a stolen document.

--[The Four Wolves Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is pretentious and the prices are high. It seats 24 customers in the dining room. The patrons are working-class, primarily merchants. The grizzled, friendly barkeeper, a female human, is in the pay of bandits. She has a magical item, and is afraid of losing a treasure hidden under the eaves. Six people are playing cards for high stakes, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a pretentious lute player.

--[The Leaping King Tavern]=

The crowded main room is dimly lit. The walls are decorated with jousting lances and banners. The overall ambience is fancy and the prices are outrageous. It seats 201 customers in the dining room. The patrons are primarily military officers. The lanky, grumpy barkeeper, a male human, is a retired adventurer. He is worried about his criminal background. A priestess and two acolytes are expounding on a local religion, a patron is grumbling about his dislike of his wife, and one patron has challenged another to a duel. Tonight's entertainment is a dreadful classical harpist.

--[The Dog's Head Inn]=

The empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is fancy and the prices are moderate. It seats 31 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The greying, depressed innkeeper, a male halfling, is nervous. He constantly wipes the bar and tables.

--[The Blue Dryad Tavern]=

The crowded main room is brightly lit. The walls are decorated with old weapons. The overall ambience is unpretentious and the prices are cheap. It seats 80 customers in the dining room. The patrons are mostly slumming nobles. The fat, gloomy barkeeper, a female human, is nervous. She has problems with a magical item. A drunk patron is passed out on the floor, six people are playing a card game, and a brawl is about to break out. Tonight's entertainment is a poor classical harpist.

--[The Drinking Halfling Wayhouse]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is pretentious and the prices are outrageous. It seats 67 customers in the dining room. There are 23 guest rooms, 14 of which are currently vacant. The patrons are mostly upper-class. The fat, depressed innkeeper, a male elf, is carefree. He reminisces about his days as a soldier. A mysterious stranger seems to be not dressed well enough, a patron is grumbling about her partner, and a furtive man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent singer, singing ballads

--[The Sign of the Singing Wizard]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 193 customers in the dining room and has space for 38 in a private back room. There are 8 guest rooms, all of which are currently vacant. The patrons are primarily traveling merchants. The lanky, nervous innkeeper, a female human, is close-mouthed. She is hiding an enemy of the players in the stables. A priest is preaching about an obscure religion, a group of soldiers is singing a patriotic song, and two patrons are brawling. Tonight's entertainment is a dreadful singer, singing traditional songs

-=[The Gnome's Arms Tavern]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is grubby and the prices are moderate. It seats 100 customers in the dining room and has space for 40 in a private back room. The patrons are mostly upper-class. The tall, cheerful barkeeper, a female human, is drinking the profits. She has problems with a treasure hidden in the cellar. A mysterious stranger is sitting in the corner watching the room, a brawl is about to break out, and a drunk (dead?) patron is passed out on the floor. Tonight's entertainment is a good stand-up comic.

-=[The White Yeti Inn]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 42 customers in the dining room and has space for 16 in a private back room. There are 9 guest rooms, 5 of which are currently vacant. The patrons are snooty. The one-armed, jolly innkeeper, a female human, is drinking the profits. She reminisces about her days as a soldier, and does not know she has a magical item. A priestess and one acolyte is expounding on a local religion. Tonight's entertainment is a poor classical harpist.

-=[The Flying Tinker Pub]=

The busy main room is well-lit. The walls are decorated with sports trophies. The overall ambiance is fancy and the prices are moderate. It seats 54 customers in the dining room and has space for 10 in a private back room. The patrons are mostly slumming nobles. The pale, cheerful barkeeper, a male human, is a skinflint. He reminisces about his days as a soldier, and is obsessed with an enemy. Five people are playing cards for high stakes, a priestess is expounding on a local religion, and a local politician is standing on a table giving a speech. Tonight's entertainment is a good flute player.

-=[The Sign of the Grey Horse]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 28 customers in the dining room. There are 20 guest rooms, 17 of which are currently vacant. The patrons are mostly mercenaries. The tall, and slightly maniacal, innkeeper, a female halfling, is a retired sailor. She reminisces about her days as a soldier. A mysterious stranger is sitting in the corner watching the room, and a drunk patron is slumped over a table. Tonight's entertainment is a decent dulcimer player.

-=[The Ship and Bear Inn]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 116 customers in the dining room and has space for 50 in a private back room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily artisans. The lanky, gloomy innkeeper, a female dwarf, is in serious trouble. She reminisces about her days as an adventurer. A mysterious stranger looks like he usually wears a uniform, eight people are playing a drinking game, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Plowman's Head Pub]=

The packed main room is dark. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 38 customers in the dining room. The patrons are mostly

mercenaries. The fat, dour barkeeper, a female human, is scrupulously honest. She is concealing her disturbing fetish, and sings instead of talking. Two patrons are brawling, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a decent dulcimer player.

--[The Singing Griffon Inn]=

The crowded main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 39 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily artisans. The cadaverous, clumsy innkeeper, a male human, is close-mouthed. He is concealing his beautiful daughter in the cellar. A shady-looking man is scamming rubes with a find-the-pea game, and a drunk patron is slumped over a table. Tonight's entertainment is a good singer, singing popular songs

--[The Sign of the Drinking Dwarf]=

The nearly empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 33 customers in the dining room and has space for 16 in a private back room. There are 13 guest rooms, 11 of which are currently vacant. The patrons (when they are there) are working-class, mostly tradesmen. The pale, grim innkeeper, a male lizardman, is a retired adventurer. He reminisces about his days as an adventurer.

--[The Topsy Dwarf Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is shabby and the prices are high. It seats 35 customers in the dining room and has space for 17 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are rowdy laborers. The tall, and slightly maniacal, innkeeper, a female human, is in serious trouble. She has shocking religious associations.

--[The Black Squirrel Tavern]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 30 customers in the dining room and has space for 9 in a private back room. The patrons are mostly mercenaries. The short, grim barkeeper, a female human, is wanted by the law. She constantly wipes the bar and tables, and is afraid of a thief. Four people are playing a card game. Tonight's entertainment is a pretentious dulcimer player.

--[The Yellow Wyvern Pub]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 200 customers in the dining room. The patrons are lower-class, primarily tradesmen. The chubby, grim barkeeper, a male human, is afraid of assassins. He has a friend who is in trouble. Six people are playing a dice game, a patron is grumbling about his dislike of orcs, and a priest is preaching about a popular religion. Tonight's entertainment is a dreadful poet.

--[The Two Hydras Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 175 customers in the dining room. There are 11 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are snooty. The cadaverous, cheerful innkeeper, a male human, is wanted by the law. He is worried about his unusual religious beliefs.

--[The Yellow Cockatrice Pub]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 52 customers in the dining room. The patrons (when they are there) are primarily traveling merchants. The fat, talkative barkeeper, a male gnome, is in serious trouble. He is afraid of a disgraced noble.

--[The Drinking Dog Tavern]=

The busy main room is brightly lit. The walls are decorated with musical instruments. The overall ambiance is unpretentious and the prices are moderate. It seats 51 customers in the dining room. The patrons are snooty. The elderly, cheerful barkeeper, a male dwarf, is a retired rogue. He is concealing a non-human in the stables. A shady-looking man is scamming rubes with a find-the-pea game, a priestess is promoting a foreign religion, and a drunk patron is slumped over a table. Tonight's entertainment is a good classical harpist.

--[The Mug and Rose Tavern]=

The empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are moderate. It seats 24 customers in the dining room. The patrons (when they are there) are primarily upper-class. The short, talkative barkeeper, a female elf, is about to be murdered. She reminisces about her days as an adventurer.

--[The Drinking Lizardman Inn]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 16 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are snooty. The elderly, mellow innkeeper, a female halfling, is a retired adventurer. She has a magical item, and is trying to get rid of a magical item. A patron is grumbling about his dislike of one of the party members. Tonight's entertainment is a decent flute player.

--[The Tipsy Bull Inn]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 24 customers in the dining room. There are 13 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are working-class, mostly shopkeepers. The chubby, silent innkeeper, a male dwarf, is wanted by the law. He has legal problems.

--[The Sign of the Purple Hound]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 77 customers in the dining room and has space for 38 in a private back room. There are 22 guest rooms, 4 of which are currently vacant. The patrons are mostly upper-class. The pale, depressed innkeeper, a male half-orc, is in serious trouble. He has problems with a stolen document, and has legal problems. A mysterious stranger is apparently waiting for someone, two patrons are brawling, and a patron is ranting about her taxes. Tonight's entertainment is a good singer, singing ballads

--[The Golden Griffon Tavern]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 27 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily traveling merchants. The one-armed, friendly barkeeper, a female human, is in serious trouble. She has a hunted criminal hiding in the inn, and reminisces about her days as a city guardsman.

--[The Drinking Griffon Pub]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are cheap. It seats 23 customers in the dining room and has space for 11 in a private back room. The patrons are rowdy laborers. The lanky, dour barkeeper, a male human, is close-mouthed. He constantly wipes the bar and tables. A brawl is about to break out, and two patrons are brawling.

-=[The Drinking Halfling Pub]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 119 customers in the dining room and has space for 50 in a private back room. The patrons are primarily mercenaries. The swarthy, cheerful barkeeper, a male human, is a skinflint. He reminisces about his days as a sailor. A local bigwig is surrounded by hangers-on, a mysterious stranger seems to be not dressed well enough, and a local politician is standing on a table giving a speech. Tonight's entertainment is a poor harp player.

-=[The Manticore's Eye Inn]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 65 customers in the dining room and has space for 26 in a private back room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The short, clumsy innkeeper, a male dwarf, is sometimes foolish. He is hiding his shrewish wife in the cellar. Eight people are playing a card game, a pale man is going from table to table trying to sell a weird carving, and a drunk patron is slumped over a table. Tonight's entertainment is a good flute player.

-=[The Lazy Manticore Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are high. It seats 33 customers in the dining room and has space for 13 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly traveling merchants. The one-armed, jolly innkeeper, a male human, is carefree. He is afraid of a treasure hidden behind a false wall, and is concealing a treasure hidden in a bricked-up fireplace. A swarthy man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a good flute player

-=[The Sign of the Azure Gorgon]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are cheap. It seats 18 customers in the dining room. The patrons are snooty. The tall, dour barkeeper, a male dwarf, is in serious trouble. He is afraid of losing a treasure hidden in the cellar. Two patrons are brawling. Tonight's entertainment is a decent panpipe player.

-=[The Happy Wyvern Wayhouse]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 197 customers in the dining room. There are 22 guest rooms, 13 of which are currently vacant. The patrons are lower-class, primarily tradesmen. The fat, dour innkeeper, a female human, is a fussy budget. She has an overdue tax bill. Two patrons are brawling, a drunk patron is passed out on the floor, and a patron is muttering about his dislike of orcs. Tonight's entertainment is a dreadful flute player.

-=[The Leaping Rogue Tavern]=

The busy main room is well-lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are outrageous. It seats 24 customers in the dining room and has space for 9 in a private back room. The patrons are primarily upper-class. The limping, jolly barkeeper, a female human, is sometimes foolish. She has problems with a magical item. A patron is grumbling about his dislike of the local ruler. Tonight's entertainment is a good singer, singing popular songs

-=[The Sign of the Drinking Rooster]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 25 customers in the dining room and has space for 10 in a private back room. There are 6 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are lower-class, mostly sailors. The elderly, depressed innkeeper, a male half-orc, is afraid of the authorities. He reminisces about his days as a soldier.

-=[The Goat's Head Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 17 customers in the dining room. The patrons (when they are there) are primarily slumming nobles. The good-looking, jolly innkeeper, a male gnome, is close-mouthed. He has unusual religious associations, and has problems with his criminal background.

-=[The Troll's Eye Wayhouse]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are moderate. It seats 60 customers in the dining room and has space for 30 in a private back room. There are 5 guest rooms, all of which are currently vacant. The patrons are snooty. The cadaverous, dour innkeeper, a female halfling, is a fussy budget. She is worried about her loathsome disease. Several adventurers are boisterously celebrating after a successful adventure, two patrons are brawling, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a decent singer, singing popular songs, accompanied by a dreadful dulcimer player.

-=[The Sleeping Plowman Wayhouse]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 21 customers in the dining room. The patrons are mostly upper-class. The fat, and frankly mad, innkeeper, a male human, is close-mouthed. He is afraid of a treasure hidden under the eaves, and is worried about a treasure hidden under the floorboards. A mysterious stranger is asking questions, and several patrons are throwing darts at a target. Tonight's entertainment is a good singer, singing love songs, accompanied by a decent panpipe player.

-=[The Sign of the Halfling and Guildsman]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 24 customers in the dining room. The patrons (when they are there) are snooty. The fat, grim barkeeper, a female human, is about to be murdered. She is concealing her disturbing fetish.

-=[The Sign of the Silver Leprechaun]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 15 customers in the dining room and has space for 6 in a private back room. The patrons are primarily thieves and assassins. The short, depressed barkeeper, a male elf, is afraid of assassins. He has problems with his criminal background. A mysterious stranger is whispering something to someone who seems to be dressed too well. Tonight's entertainment is a decent classical harpist.

-=[The Five Oxen Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 37 customers in the dining room and has space for 11 in a private back room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are mostly mercenaries. The fat, depressed

innkeeper, a female human, is hiding from an enemy. She is nasty to the staff. A patron is talking about his dislike of the local climate, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a decent panpipe player.

--[The Scarlet Centaur Tavern]=

The empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 66 customers in the dining room. The patrons (when they are there) are primarily upper-class. The elderly, depressed barkeeper, a male human, is wanted by the law. He is afraid of losing a treasure hidden in the cellar.

--[The Golden Ox Pub]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 35 customers in the dining room and has space for 10 in a private back room. The patrons (when they are there) are primarily slumming nobles. The tall, depressed barkeeper, a male gnome, is sometimes foolish. He is afraid of losing a treasure hidden beneath the bar.

--[The Sign of the Golden Mug]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 199 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are mostly military officers. The grizzled, depressed innkeeper, a male human, is close-mouthed. He is afraid of his disturbing fetish. A shady-looking man is scamming rubes with a find-the-pea game, several adventurers are celebrating after a successful adventure, and a local politician buys a round for the house. Tonight's entertainment is a decent classical harpist.

--[The Spotted Demon Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are outrageous. It seats 70 customers in the dining room and has space for 28 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The lanky, jolly innkeeper, a male dwarf, is absent-minded. He sings instead of talking, and reminisces about his days as a soldier.

--[The Pony and Ox Inn]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are cheap. It seats 33 customers in the dining room. There are 8 guest rooms, 6 of which are currently vacant. The patrons are lower-class, primarily farmers. The elderly, clumsy innkeeper, a male human, is a fussy budget. He has problems with an enemy of the players. A drunk patron is passed out on the floor, and a priest is preaching about an obscure religion. Tonight's entertainment is a decent flute player.

--[The Purple Rooster Wayhouse]=

The packed main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is fancy and the prices are moderate. It seats 49 customers in the dining room and has space for 24 in a private back room. There are 20 guest rooms, 18 of which are currently vacant. The patrons are mostly upper-class. The short, depressed innkeeper, a male human, is wanted by the law. He does not know he has a shrewish wife, and is worried about his disturbing fetish. A one-armed man is going from table to table trying to sell a supposed treasure map, and a mysterious stranger seems uncomfortable here. Tonight's entertainment is a decent flute player.

--[The Dancing Bear Tavern]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are high. It seats 44 customers in the dining room and has space for 17 in a private back room. The patrons are lower-class, primarily sailors. The grizzled, cheerful barkeeper, a male halfling, is nervous. He has a shrewish wife, and is afraid of losing a treasure hidden under the eaves. Seven people are playing a card game. Tonight's entertainment is a pretentious classical harpist.

--[The Five Foxes Wayhouse]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 34 customers in the dining room and has space for 10 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons are snooty. The fat, dour innkeeper, a female halfling, is drinking the profits. She is obsessed with a hunted criminal. Several adventurers are boisterously celebrating after a successful adventure, and four people are playing a dice game. Tonight's entertainment is a dreadful dulcimer player.

--[The Boar's Eye Wayhouse]=

The empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are high. It seats 16 customers in the dining room. The patrons (when they are there) are mostly mercenaries. The thin, clumsy innkeeper, a female half-orc, is in serious trouble. She has disturbing religious associations.

--[The Fox's Head Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 67 customers in the dining room. There are 14 guest rooms, 11 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The short, clumsy innkeeper, a male human, is a retired sailor. He is concealing his beautiful daughter among the staff.

--[The Plowman's Arms Tavern]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 53 customers in the dining room and has space for 15 in a private back room. The patrons are mostly upper-class. The cadaverous, and slightly maniacal, barkeeper, a male human, is a thief. He has problems with his shrewish wife. Several adventurers are celebrating after a successful adventure, a local politician buys a round for the house, and a swarthy man is going from table to table trying to sell an old book. Tonight's entertainment is a decent panpipe player.

--[The Demon and Hippogriff Inn]=

The empty main room is dimly lit. The walls are decorated with assorted antiques. The overall ambiance is fancy and the prices are moderate. It seats 76 customers in the dining room. There are 22 guest rooms, 9 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The short, jolly innkeeper, a female dwarf, is nervous. She is afraid of her unusual religious beliefs, and is concealing a magical item.

--[The Sign of the Topsy Halfling]=

The crowded main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is unpretentious and the prices are cheap. It seats 32 customers in the dining room and has space for 12 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly laborers. The fat, depressed innkeeper, a male human, is wanted by the law. He is trying to get rid of a forged document. Several patrons are throwing darts at a target. Tonight's entertainment is a dreadful dulcimer player.

--[The Weasel's Head Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are cheap. It seats 72 customers in the dining room and has space for 14 in a private back room. There are 8 guest rooms, 1 of which is currently vacant. The patrons are mostly traveling merchants. The one-armed, depressed innkeeper, a female lizardman, is nervous. She is having nightmares about an enemy. A drunk patron is passed out on the floor, a group of soldiers is singing a patriotic song, and a priestess is preaching about a popular religion. Tonight's entertainment is a good stand-up comic.

-=[The Sign of the Grey Hammer]=

The packed main room is brightly lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are moderate. It seats 20 customers in the dining room. The patrons are working-class, primarily artisans. The scarred, cheerful barkeeper, a male gnome, is hiding from an enemy. He is afraid of his shrewish wife, and is hiding a thief in the cellar. A priestess is expounding on a local religion. Tonight's entertainment is a poor panpipe player.

-=[The Drunken Unicorn Inn]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 44 customers in the dining room and has space for 22 in a private back room. There are 22 guest rooms, 8 of which are currently vacant. The patrons are lower-class, primarily laborers. The one-legged, graceful innkeeper, a female human, is afraid of assassins. She has forgotten about an enemy. A drunk patron is passed out on the floor, and a priestess is preaching about a popular religion. Tonight's entertainment is a dreadful panpipe player.

-=[The Silver Dragon Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 100 customers in the dining room and has space for 30 in a private back room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily artisans. The pale, dour innkeeper, a female human, is wanted by the law. She has problems with a treasure hidden beneath the bar. A patron is muttering about her employer, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Pony and Horse Pub]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are high. It seats 83 customers in the dining room and has space for 16 in a private back room. The patrons are snooty. The tall, mellow barkeeper, a male human, is drinking the profits. He is obsessed with a treasure hidden under the floorboards. A patron is grumbling about her dislike of thieves, and a priest is preaching about an obscure religion. Tonight's entertainment is a decent singer, singing popular songs, accompanied by a pretentious dulcimer player

-=[The Elf's Wagon Wayhouse]=

The busy main room is dark. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 34 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are mostly mercenaries. The fat, grim innkeeper, a female human, is in the pay of bandits. She is concealing an ancient document. A mysterious stranger seems uncomfortable here, and seven people are playing a dice game. Tonight's entertainment is a pretentious singer, singing traditional songs, accompanied by a pretentious flute player

-=[The Grey Griffon Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 87 customers in the dining room and has space for 43 in a private back room. There are 8 guest rooms, 7 of which are currently vacant. The patrons are primarily upper-class. The one-legged, grim innkeeper, a male human, is drinking the profits. He is afraid of losing a treasure hidden in his private quarters. A shady-looking man is scamming rubes with a find-the-pea game, and a patron is ranting about her dislike of dwarves. Tonight's entertainment is a pretentious lute player.

-=[The Silver Griffon Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are moderate. It seats 82 customers in the dining room. There are 20 guest rooms, 19 of which are currently vacant. The patrons (when they are there) are snooty. The fat, and slightly maniacal, innkeeper, a doppelganger posing as a female human, is in serious trouble. She reminisces about her days as a traveling merchant.

-=[The Sign of the Topsy Tinker]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 23 customers in the dining room. There are 16 guest rooms, 14 of which are currently vacant. The patrons are primarily city guardsmen. The swarthy, jolly innkeeper, a female human, is nervous. She reminisces about her days as an adventurer, and is having nightmares about her beautiful daughter. Several adventurers are boisterously celebrating after a successful adventure, and four people are playing a dice game. Tonight's entertainment is a decent classical harpist.

-=[The Gypsy's Arms Inn]=

The busy main room is well-lit. The walls are decorated with scores of old maps. The overall ambiance is fancy and the prices are outrageous. It seats 21 customers in the dining room and has space for 10 in a private back room. There are 13 guest rooms, 7 of which are currently vacant. The patrons are mostly slumming nobles. The one-legged, mellow innkeeper, a female human, is hiding from an enemy. She has a powerful enemy. A local bigwig is surrounded by hangers-on. Tonight's entertainment is a superb flute player.

-=[The Sleeping Demon Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are cheap. It seats 112 customers in the dining room and has space for 44 in a private back room. There are 23 guest rooms, all of which are currently vacant. The patrons (when they are there) are primarily upper-class. The fat, cheerful innkeeper, a male human, is in serious trouble. He has problems with his overdue loan, and is worried about his terrible disease.

-=[The Sign of the Drunken Dragon]=

The crowded main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are moderate. It seats 98 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly city guardsmen. The lanky, friendly innkeeper, a male human, is sometimes foolish. He has problems with a treasure hidden in the attic. A drunk patron is passed out on the floor, and two patrons are brawling. Tonight's entertainment is a poor singer, singing ballads

-=[The Crowned Rat Inn]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 31 customers in the dining room and has space for 12 in a private back room. There are 10 guest rooms, 3 of which are currently vacant. The patrons are working-class, primarily artisans. The pale, graceful innkeeper, a female gnome, is a retired adventurer. She is trying to marry off her ugly daughter, and has problems

with a treasure hidden in the ashes of the kitchen fireplace. A priestess is preaching about an obscure religion, and a patron is grumbling about her dislike of beggars. Tonight's entertainment is a superb singer, singing ballads, accompanied by a decent dulcimer player

-=[The Sign of the White Rooster]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are cheap. It seats 30 customers in the dining room and has space for 6 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly tradesmen. The short, mellow innkeeper, a female human, is absent-minded. She reminisces about her days as a sailor. Five people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Dragon's Eye Tavern]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 30 customers in the dining room and has space for 9 in a private back room. The patrons are primarily upper-class. The thin, talkative barkeeper, a male half-orc, is in serious trouble. He has legal problems. Two patrons are brawling, and a drunk patron is passed out on the floor. Tonight's entertainment is a superb classical harpist.

-=[The Sign of the Spotted Manticore]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 106 customers in the dining room and has space for 31 in a private back room. The patrons are mostly city guardsmen. The scarred, dour barkeeper, a male human, is a skinflint. He is worried about an enemy of the players. A greying man is going from table to table trying to sell a rolled-up parchment, a drunk patron is slumped over a table, and several patrons are throwing darts at a target. Tonight's entertainment is a decent singer, singing popular songs

-=[The Happy Wizard Pub]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 48 customers in the dining room and has space for 9 in a private back room. The patrons are primarily traveling merchants. The chubby, friendly barkeeper, a female halfling, is about to be murdered. She is obsessed with a wanted person. A shady-looking man is scamming rubes with a find-the-pea game, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Two Oxen Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are outrageous. It seats 202 customers in the dining room. There are 5 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are snooty. The elderly, grumpy innkeeper, a male lizardman, is a cheat. He is worried about a treasure hidden in the midden-heap, and has problems with his shrewish wife.

-=[The Sign of the Happy Sailor]=

The packed main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are moderate. It seats 23 customers in the dining room. The patrons are primarily upper-class. The cadaverous, and frankly mad, barkeeper, a female dwarf, is a skinflint. She is hiding a disgraced noble in the attic, and has problems with a magical item. Eight people are playing a dice game, and a mysterious stranger is asking questions. Tonight's entertainment is a decent singer, singing popular songs

-=[The Ox's Head Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 71 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily tradesmen. The thin, mellow innkeeper, a female halfling, is absent-minded. She is afraid of an escaped slave. A brawl is about to break out, a patron is grumbling about his dislike of elves, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a poor singer, singing love songs, accompanied by a good dulcimer player

-=[The Fox and Wolf Wayhouse]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 90 customers in the dining room. There are 7 guest rooms, 3 of which are currently vacant. The patrons are primarily upper-class. The limping, clumsy innkeeper, a male dwarf, is a retired rogue. He is trying to get rid of a powerful enemy. Seven people are playing a dice game, a beggar who hasn't been thrown out yet is begging for alms, and seven people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.

-=[The Gypsy's Key Tavern]=

The crowded main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 14 customers in the dining room and has space for 6 in a private back room. The patrons are primarily mercenaries. The fat, friendly barkeeper, a female elf, is wanted by the law. She has problems with a treasure hidden in the midden-heap. Four people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Sign of the Five Demons]=

The packed main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 28 customers in the dining room and has space for 14 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The one-armed, grim innkeeper, a male human, is in serious trouble. He is pointedly ignoring one of the customers. A beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a decent singer, singing popular songs

-=[The Sign of the Sun and Griffon]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 116 customers in the dining room and has space for 50 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily artisans. The elderly, gloomy innkeeper, a male human, is a retired soldier. He is having nightmares about his unusual religious beliefs. A mysterious stranger is whispering something to the barkeeper, several adventurers are celebrating after a successful adventure, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good lute player.

-=[The Sign of the Orange Crown]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 47 customers in the dining room and has space for 9 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are working-class, mostly shopkeepers. The chubby, clumsy innkeeper, a male gnome, is drinking the profits. He has problems with his unusual religious beliefs. Six people are playing a dice game. Tonight's entertainment is a superb dulcimer player.

-=[The Halfling's Head Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 35 customers in the dining room. There are 24 guest rooms, 11 of which are currently vacant. The patrons are lower-class, primarily sailors. The one-legged, grim innkeeper, a male dwarf, is wanted by the law. He does not know he has a hunted criminal hiding in the inn. Two patrons are brawling, and a drunk patron is passed out on the floor. Tonight's entertainment is a good harp player.

-=[The Dog and Horse Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are high. It seats 52 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are mostly traveling merchants. The chubby, silent innkeeper, a female human, is in the pay of bandits. She is obsessed with a treasure hidden in the cellar. A tall man is going from table to table trying to sell a rolled-up parchment, and a drunk patron is slumped over a table. Tonight's entertainment is a good dulcimer player.

-=[The Lion and Ox Inn]=

The busy main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 22 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The one-armed, mellow innkeeper, a male dwarf, is a retired adventurer. He reminisces about his days as an adventurer. A priestess and three acolytes are expounding on a local religion. Tonight's entertainment is a good classical harpist.

-=[The Ox's Head Inn]=

The empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are outrageous. It seats 68 customers in the dining room and has space for 20 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The limping, cheerful innkeeper, a male human, is hiding from an enemy. He is afraid of losing a treasure hidden in a keg of meal, and is trying to marry off his ugly daughter.

-=[The Sign of the Four Bulls]=

The packed main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are moderate. It seats 111 customers in the dining room. There are 17 guest rooms, 10 of which are currently vacant. The patrons are primarily slumming nobles. The grizzled, friendly innkeeper, a male elf, is absent-minded. He is afraid of a hunted criminal. A one-legged man is going from table to table trying to sell a strange figurine, a local politician buys a round for the house, and several patrons are throwing darts at a target. Tonight's entertainment is a decent singer, singing ballads

-=[The Red Demon Inn]=

The busy main room is dark. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are high. It seats 96 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are working-class, mostly artisans. The tall, dour innkeeper, a male human, is absent-minded. He has legal problems. Three people are playing a card game, a limping man is going from table to table trying to sell an unusual artifact, and a local politician buys a round for the house. Tonight's entertainment is a superb singer, singing popular songs, accompanied by a poor flute player

-=[The Griffon's Eye Wayhouse]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 75 customers in the dining room and has space for 15 in a private back room. There are 21 guest rooms, 1 of which is currently vacant. The patrons are mostly mercenaries. The

cadaverous, mellow innkeeper, a male human, is drinking the profits. He is afraid of losing a treasure hidden behind a loose stone. A shady-looking man is scamming rubes with a find-the-pea game, seven people are playing a dice game, and a priest is preaching about an obscure religion. Tonight's entertainment is a pretentious classical harpist.

-=[The Topsy Duke Tavern]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is grubby and the prices are cheap. It seats 29 customers in the dining room. The patrons (when they are there) are primarily mercenaries. The chubby, gloomy barkeeper, a female dwarf, is a skinflint. She has problems with her beautiful daughter.

-=[The Black Wyvern Pub]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambience is pretentious and the prices are high. It seats 110 customers in the dining room. The patrons are working-class, mostly shopkeepers. The greying, grim barkeeper, a female human, is scrupulously honest. She is afraid of losing a magical item. Several patrons are throwing darts at a target, a patron is ranting about his spouse, and a mysterious stranger is apparently waiting for someone. Tonight's entertainment is a decent classical harpist.

-=[The Ox's Head Tavern]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is plain and the prices are cheap. It seats 27 customers in the dining room. The patrons are lower-class, primarily sailors and dockworkers. The grizzled, nervous barkeeper, a male half-orc, is scrupulously honest. He is afraid of losing a magical item. Several people are taking bets on the outcome of a cockroach race, and a patron is grumbling about her dislike of adventurers. Tonight's entertainment is a superb dulcimer player.

-=[The Dog and Pony Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are outrageous. It seats 28 customers in the dining room. There are 6 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The fat, depressed innkeeper, a doppelganger posing as a male gnome, is absent-minded. He has legal problems.

-=[The Happy Ox Wayhouse]=

The nearly empty main room is brightly lit. The walls are decorated with surprisingly good paintings depicting dragons. The overall ambience is plain and the prices are outrageous. It seats 44 customers in the dining room and has space for 22 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The grizzled, grim innkeeper, a male dwarf, is absent-minded. He is afraid of his terrible disease.

-=[The Lazy Dragon Pub]=

The packed main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is plain and the prices are moderate. It seats 37 customers in the dining room and has space for 7 in a private back room. The patrons are mostly slumming nobles. The thin, silent barkeeper, a male human, is absent-minded. He is nasty to the staff. Six people are playing a card game, and several patrons are throwing darts at a target. Tonight's entertainment is a good classical harpist.

-=[The Purple Manticore Pub]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambience is unpretentious and the prices are moderate. It seats 97 customers in the dining room. The patrons

(when they are there) are lower-class, primarily tradesmen. The cadaverous, grumpy barkeeper, a male human, is wanted by the law. He reminisces about his days as a city guardsman.

-=[The Griffon's Head Brewery]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 35 customers in the dining room and has space for 10 in a private back room. The patrons are lower-class, mostly laborers. The cadaverous, dour barkeeper, a female human, is in the pay of bandits. She is nasty to the staff. A priestess is preaching about a popular religion. Tonight's entertainment is a decent poet.

-=[The Spotted Wagon Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 25 customers in the dining room and has space for 7 in a private back room. There are 8 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are lower-class, primarily laborers. The one-legged, and slightly maniacal, innkeeper, a female human, is a retired ship captain. She has prohibited religious associations.

-=[The Sign of the Drunken Rogue]=

The crowded main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 22 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly mercenaries. The lanky, jolly innkeeper, a male human, is wanted by the law. He is worried about a magical item. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a poor harp player.

-=[The Dragon's Head Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 42 customers in the dining room and has space for 12 in a private back room. There are 24 guest rooms, 14 of which are currently vacant. The patrons (when they are there) are snooty. The one-armed, grim innkeeper, a male elf, is absent-minded. He is trying to marry off his ugly son.

-=[The Two Leprechauns Wayhouse]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are outrageous. It seats 20 customers in the dining room and has space for 6 in a private back room. There are 8 guest rooms, 2 of which are currently vacant. The patrons are mostly city guardsmen. The good-looking, graceful innkeeper, a male human, is carefree. He is worried about a magical item. A priestess and one acolyte is expounding on a local religion. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Four Sheep]=

The busy main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are cheap. It seats 16 customers in the dining room and has space for 6 in a private back room. There are 15 guest rooms, 13 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The thin, gloomy innkeeper, a female dwarf, is a skinflint. She is worried about an escaped slave. A drunk (dead?) patron is slumped over a table. Tonight's entertainment is a decent harp player.

-=[The Griffon's Head Tavern]=

The crowded main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 114 customers in the dining room and has space for 34 in a private back room. The patrons are lower-class, primarily tradesmen. The greying, grim barkeeper, a male human, is a retired ship

captain. He has forgotten about a handsome son. Two patrons are brawling, and five people are playing a drinking game. Tonight's entertainment is a dreadful singer, singing love songs, accompanied by a good panpipe player

--[The Purple Griffon Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 39 customers in the dining room and has space for 15 in a private back room. The patrons are mostly upper-class. The fat, cheerful barkeeper, a female halfling, is a cheat. She reminisces about her days as a soldier, and is afraid of her disturbing fetish. Five people are playing a dice game, and a drunk (dead?) patron is passed out on the floor. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a decent dulcimer player

--[The Flying Farmer Pub]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are moderate. It seats 20 customers in the dining room and has space for 6 in a private back room. The patrons are primarily city guardsmen. The cadaverous, graceful barkeeper, a male dwarf, is hiding from an enemy. He does not know he has a treasure hidden behind a loose stone. A mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a dreadful string quartet.

--[The Four Hounds Wayhouse]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 25 customers in the dining room and has space for 10 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are snooty. The elderly, depressed innkeeper, a male elf, is in serious trouble. He occasionally starts singing. A priest is promoting a foreign religion. Tonight's entertainment is a decent poet reading his own works.

--[The Five Boars Wayhouse]=

The empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 13 customers in the dining room and has space for 6 in a private back room. There are 7 guest rooms, 6 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The tall, and frankly mad, innkeeper, a male dwarf, is a skinflint. He has forgotten about a shrewish wife, and is worried about his overdue loan.

--[The Sign of the Sleeping Squirrel]=

The nearly empty main room is dark. The walls are decorated with hunting horns. The overall ambiance is plain and the prices are moderate. It seats 48 customers in the dining room. There are 10 guest rooms, 6 of which are currently vacant. The patrons (when they are there) are working-class, primarily soldiers. The fat, cheerful innkeeper, a male human, is in serious trouble. He does not know he has an overdue loan.

--[The Four Cats Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 30 customers in the dining room and has space for 15 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The chubby, clumsy innkeeper, a male human, is a retired adventurer. He has legal problems. A priestess and two acolytes are expounding on a local religion, and a mysterious stranger is studying an a map. Tonight's entertainment is a good singer, singing traditional songs, accompanied by a superb harp player

--[The Bull's Head Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are outrageous. It seats 55 customers in the dining room and has space for 27 in a private back room. There are 6 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are lower-class, mostly laborers. The limping, grim innkeeper, a female human, is carefree. She is hiding a thief among the staff, and has an abusive husband.

--[The Sign of the Pony and Chalice]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 17 customers in the dining room and has space for 8 in a private back room. The patrons are primarily thieves and assassins. The cadaverous, friendly barkeeper, a female half-orc, is in serious trouble. She has a powerful enemy. Several patrons are throwing darts at a target. Tonight's entertainment is a poor classical harpist.

--[The Boatman's Sun Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 28 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The scarred, graceful innkeeper, a male human, is about to be murdered. He has a magical item. A local politician buys a round for the house, and a priestess is preaching about an obscure religion. Tonight's entertainment is a poor classical harpist.

--[The Hound and Weasel Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 115 customers in the dining room and has space for 50 in a private back room. There are 18 guest rooms, 12 of which are currently vacant. The patrons are mostly upper-class. The cadaverous, dour innkeeper, a female human, is a thief. She has a disgraced noble. Several patrons are throwing darts at a target, a mysterious stranger seems to be not dressed well enough, and a local politician buys a round for the house. Tonight's entertainment is a good classical harpist.

--[The Royal Cockatrice Wayhouse]=

The crowded main room is dark. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 45 customers in the dining room and has space for 18 in a private back room. The patrons are primarily upper-class. The lanky, and frankly mad, barkeeper, a male human, is afraid of assassins. He is trying to marry off his ugly daughter. A priest and three acolytes are promoting a local religion, and eight people are playing a dice game. Tonight's entertainment is a decent classical harpist.

--[The Kobold's Eye Wayhouse]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 31 customers in the dining room and has space for 15 in a private back room. There are 7 guest rooms, 1 of which is currently vacant. The patrons are mostly traveling merchants. The scarred, depressed innkeeper, a female elf, is a skinflint. She does not know she has legal problems. Four people are playing a dice game, and a mysterious stranger is asking questions. Tonight's entertainment is a poor lute player.

--[The Sailor's Arms Inn]=

The nearly empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are cheap. It seats 70 customers in the dining room. There are 19 guest rooms, 15 of which are currently vacant. The patrons (when they are there) are rowdy tradesmen. The pale, grumpy innkeeper, a female half-orc, is afraid of lizardmen. She is hiding her abusive husband among the staff.

--[The Prancing Goat Inn]=

The empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 193 customers in the dining room. There are 8 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily thieves and assassins. The scarred, and slightly maniacal, innkeeper, a female human, is hiding from an enemy. She does not know she has an overdue loan.

--[The Topsy Horse Tavern]=

The nearly empty main room is dark. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 32 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are mostly upper-class. The good-looking, nervous barkeeper, a female human, is absent-minded. She does not know she has an overdue tax bill, and is having nightmares about her abusive husband.

--[The Drunken Lord Inn]=

The busy main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is fancy and the prices are high. It seats 18 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily slumming nobles. The good-looking, and slightly maniacal, innkeeper, a male human, is absent-minded. He is hiding his handsome son among the staff. A mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a superb classical harpist.

--[The White Dryad Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 24 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are mostly upper-class. The good-looking, depressed innkeeper, a male human, is a retired adventurer. He is worried about his handsome son.

--[The Four Horses Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is grubby and the prices are moderate. It seats 45 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are lower-class, primarily tradesmen. The cadaverous, cheerful innkeeper, a female halfling, is wanted by the law. She is hiding her beautiful daughter among the staff.

--[The Flying Guildsman Wayhouse]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 61 customers in the dining room and has space for 24 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly traveling merchants. The greying, silent innkeeper, a male dwarf, is a skinflint. He is trying to get rid of his social disease. Four people are playing a card game, and a drunk patron is slumped over a table. Tonight's entertainment is a decent singer, singing ballads, accompanied by a poor dulcimer player

--[The Sun and Sailor Inn]=

The crowded main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are outrageous. It seats 176 customers in the dining room and has space for 50 in a private back room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are lower-class, mostly laborers. The limping, jolly innkeeper, a female dwarf, is a retired adventurer. She has a powerful enemy. A brawl is about to break

out, several people are taking bets on the outcome of a cockroach race, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb classical harpist.

-=[The Azure Mug Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 20 customers in the dining room. There are 10 guest rooms, all of which are currently vacant. The patrons are primarily traveling merchants. The lanky, talkative innkeeper, a male half-orc, is hiding from an enemy. He has a fatal disease, and reminisces about his days as a soldier. A drunk patron is passed out on the floor. Tonight's entertainment is a superb classical harpist.

-=[The Crowned Griffon Inn]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 56 customers in the dining room and has space for 22 in a private back room. There are 9 guest rooms, all of which are currently vacant. The patrons are primarily city guardsmen. The thin, jolly innkeeper, a female human, is a skinflint. She has problems with her overdue loan. Five guards come in and nobody seems to notice, a patron is grumbling about his dislike of nobles, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a good singer, singing love songs

-=[The Sign of the Lavender Ox]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 115 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are working-class, mostly merchants. The pale, gloomy innkeeper, a male human, is carefree. He is hiding a thief in a guest room. A mysterious stranger looks like he usually wears a uniform, three people are playing a dice game, and a drunk patron is slumped over a table. Tonight's entertainment is a decent harp player.

-=[The Fox and Hound Tavern]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is grubby and the prices are cheap. It seats 114 customers in the dining room. The patrons are primarily mercenaries. The tall, jolly barkeeper, a female dwarf, is scrupulously honest. She is concealing her criminal background. A patron is muttering about her dislike of adventurers, several adventurers are boisterously celebrating after a successful adventure, and seven people are playing a dice game. Tonight's entertainment is a poor harp player.

-=[The Happy Goat Tavern]=

The nearly empty main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 41 customers in the dining room. The patrons (when they are there) are mostly military officers. The one-eyed, friendly barkeeper, a doppelganger posing as a male human, is absent-minded. He is afraid of losing a treasure hidden in the ashes of the kitchen fireplace.

-=[The Scarlet Dragon Tavern]=

The crowded main room is dark. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 16 customers in the dining room. The patrons are mostly upper-class. The pale, silent barkeeper, a male lizardman, is a fussy budget. He is pointedly ignoring one of the customers, and has a treasure hidden beneath the bar. A short man is going from table to table trying to sell a strange artifact. Tonight's entertainment is a poor classical harpist.

-=[The Sign of the Silver Griffon]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are cheap. It seats 97 customers in the dining room and has space for 19 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons are primarily upper-class. The tall, grim innkeeper, a female halfling, is absent-minded. She has problems with her beautiful daughter. A drunk patron is slumped over a table, and four people are playing a dice game. Tonight's entertainment is a good lute player.

-=[The Drunken Sailor Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 17 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are primarily thieves and assassins. The grizzled, grumpy innkeeper, a female halfling, is about to be murdered. She always shouts. Five people are playing a drinking game. Tonight's entertainment is a dreadful classical harpist.

-=[The Red Troll Wayhouse]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 43 customers in the dining room. There are 19 guest rooms, 3 of which are currently vacant. The patrons are lower-class, mostly farmers. The scarred, graceful innkeeper, a female halfling, is a retired military officer. She always shouts. A beggar who hasn't been thrown out yet is begging for alms, and a brawl is about to break out. Tonight's entertainment is a dreadful dulcimer player.

-=[The Sign of the Spotted Minotaur]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are outrageous. It seats 18 customers in the dining room and has space for 9 in a private back room. The patrons (when they are there) are rowdy laborers. The fat, graceful barkeeper, a female halfling, is a skinflint. She is worried about her abusive husband, and has forgotten about an overdue tax bill.

-=[The Sign of the Crowned Boatman]=

The crowded main room is brightly lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are moderate. It seats 69 customers in the dining room and has space for 34 in a private back room. There are 21 guest rooms, 13 of which are currently vacant. The patrons are primarily military officers. The grizzled, jolly innkeeper, a female human, is scrupulously honest. She has forgotten about legal problems, and is afraid of losing a stolen document. Eight people are playing a card game, a nervous man is going from table to table trying to sell a supposed treasure map, and a patron is ranting about her spouse. Tonight's entertainment is a decent singer, singing love songs, accompanied by a dreadful harp player

-=[The Silver Fox Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 48 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The greying, depressed innkeeper, a male half-orc, is close-mouthed. He is worried about a treasure hidden in the ashes of the kitchen fireplace.

-=[The Ship and Bull Tavern]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are outrageous. It seats 25 customers in the dining room and has space for 10 in a private back room. The patrons are lower-class, mostly sailors and dockworkers. The greying, silent barkeeper, a male gnome, is drinking the profits. He sings instead of talking, and has problems with his disturbing fetish. A drunk patron is passed out on the floor. Tonight's entertainment is a superb classical harpist.

-=[The Three Mermaids Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is fancy and the prices are outrageous. It seats 24 customers in the dining room and has space for 9 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are mostly upper-class. The swarthy, clumsy innkeeper, a female human, is a retired adventurer. She is concealing her disturbing fetish, and is worried about an enemy. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Hydra and Wagon]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 65 customers in the dining room. The patrons (when they are there) are mostly slumming nobles. The pale, friendly barkeeper, a female human, is a thief. She reminisces about her days as a soldier.

-=[The Sleeping Plowman Inn]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are high. It seats 45 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are lower-class, mostly sailors and dockworkers. The tall, and slightly maniacal, innkeeper, a male human, is afraid of assassins. He has a shrewish wife, and is trying to get rid of an enemy.

-=[The Sign of the Black Key]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 30 customers in the dining room and has space for 15 in a private back room. The patrons (when they are there) are primarily upper-class. The swarthy, jolly barkeeper, a male human, is hiding from an enemy. He is afraid of losing a treasure hidden behind a loose stone, and is obsessed with a wanted person.

-=[The Sign of the Drunken Mermaid]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 18 customers in the dining room. There are 3 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The pale, clumsy innkeeper, a male human, is carefree. He has problems with an escaped slave. Several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a pretentious lute player.

-=[The Five Horses Pub]=

The nearly empty main room is dark. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 47 customers in the dining room. The patrons (when they are there) are primarily thieves and assassins. The cadaverous, mellow barkeeper, a female halfling, is in the pay of bandits. She has an overdue loan.

-=[The Mare's Eye Inn]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 74 customers in the dining room. There are 20 guest rooms, 11 of which are currently vacant. The patrons are mostly military officers. The fat, silent innkeeper, a female human, is in serious trouble. She is worried about a treasure hidden under the floorboards. A priest is preaching about an obscure religion, a group of soldiers is singing a patriotic song, and a brawl is about to break out. Tonight's entertainment is a pretentious singer, singing popular songs

-=[The Orange Star Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 26 customers in the dining room and has space for 10 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The pale, friendly innkeeper, a male human, is sometimes foolish. He is obsessed with his unusual religious beliefs.

-=[The Drunken Warrior Inn]=

The crowded main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 27 customers in the dining room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are primarily mercenaries. The scarred, mellow innkeeper, a female human, is a cheat. She is hiding a hunted criminal in the cellar. Several patrons are throwing darts at a target. Tonight's entertainment is a superb classical harpist.

-=[The Silver Demon Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 174 customers in the dining room. The patrons are primarily upper-class. The chubby, depressed barkeeper, a female halfling, is absent-minded. She has an abusive husband. Several patrons are throwing darts at a target, and an elderly man is going from table to table trying to sell a parrot. Tonight's entertainment is a pretentious classical harpist.

-=[The Gnome's Rose Inn]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are high. It seats 32 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly upper-class. The one-eyed, grim innkeeper, a male half-orc, is a retired adventurer. He is trying to get rid of a treasure hidden in a bricked-up fireplace.

-=[The Red Wagon Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 26 customers in the dining room. There are 11 guest rooms, 10 of which are currently vacant. The patrons (when they are there) are snooty. The chubby, cheerful innkeeper, a female human, is in serious trouble. She is concealing an escaped slave among the staff, and has problems with her unusual religious beliefs.

-=[The Sign of the Three Griffons]=

The nearly empty main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 23 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are mostly upper-class. The tall, silent barkeeper, a male human, is a fussy budget. He is obsessed with a treasure hidden under the floorboards, and has problems with a thief.

-=[The Sign of the Flying Rogue]=

The empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are moderate. It seats 21 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily slumming nobles. The swarthy, depressed innkeeper, a female dwarf, is a retired sailor. She is obsessed with her criminal background.

==[The Sign of the Warrior and Gnome]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are high. It seats 81 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are mostly military officers. The one-armed, gloomy innkeeper, a female human, is a thief. She reminisces about her days as an adventurer. Four people are playing a dice game, a drunk (dead?) patron is slumped over a table, and several patrons are throwing darts at a target. Tonight's entertainment is a superb stand-up comic.

==[The Dog and Hammer Wayhouse]=

The busy main room is brightly lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are outrageous. It seats 188 customers in the dining room and has space for 50 in a private back room. There are 29 guest rooms, 22 of which are currently vacant. The patrons are snooty. The grizzled, clumsy innkeeper, a female human, is wanted by the law. She is worried about her disturbing fetish. A patron is ranting about his spouse, a drunk patron is slumped over a table, and six people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.

==[The Dancing Griffon Inn]=

The busy main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is unpretentious and the prices are cheap. It seats 46 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are working-class, primarily artisans. The limping, cheerful innkeeper, a male lizardman, is drinking the profits. He is concealing his fatal disease. A priestess and two acolytes are promoting a local religion, and a local politician buys a round for the house. Tonight's entertainment is a good dulcimer player.

==[The Goat and Dog Pub]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are moderate. It seats 17 customers in the dining room. The patrons are snooty. The pale, clumsy barkeeper, a male dwarf, is a fussy budget. He reminisces about his days as an adventurer. Five people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

==[The Lazy Prince Pub]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are outrageous. It seats 186 customers in the dining room and has space for 50 in a private back room. The patrons are snooty. The thin, dour barkeeper, a male elf, is scrupulously honest. He is having nightmares about a disgraced noble. A priestess is promoting a local religion, three people are playing a dice game, and a patron is ranting about her dislike of humans. Tonight's entertainment is a superb classical harpist.

==[The Drinking Lord Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is pretentious and the prices are moderate. It seats 44 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The cadaverous, and frankly mad, innkeeper, a male half-orc, is a cheat. He has legal problems.

==[The Plowman's Arms Inn]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are outrageous. It seats 23 customers in the dining room and has space for 6 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly military officers. The lanky, depressed innkeeper, a female dwarf, is nervous. She is having nightmares about a magical item. A

mysterious stranger seems uncomfortable here, and a limping man is going from table to table trying to sell an old book. Tonight's entertainment is a good harp player.

-=[The White Boar Inn]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is grubby and the prices are moderate. It seats 32 customers in the dining room and has space for 16 in a private back room. There are 21 guest rooms, 9 of which are currently vacant. The patrons are rowdy farmers. The swarthy, mellow innkeeper, a male halfling, is close-mouthed. He is trying to marry off his ugly son. Several adventurers are boisterously celebrating after a successful adventure, and a priestess is preaching about a popular religion. Tonight's entertainment is a decent flute player.

-=[The Four Dragons Tavern]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambience is plain and the prices are high. It seats 26 customers in the dining room and has space for 13 in a private back room. The patrons are primarily military officers. The pale, dour barkeeper, a male human, is a retired ship captain. He occasionally starts singing. A local politician buys a round for the house, and a mysterious stranger is asking questions. Tonight's entertainment is a good singer, singing love songs

-=[The Friar's Wagon Inn]=

The crowded main room is well-lit. The walls are decorated with sports trophies. The overall ambience is pretentious and the prices are moderate. It seats 81 customers in the dining room and has space for 40 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The pale, dour innkeeper, a female halfling, is absent-minded. She is afraid of an enemy. A chubby man is going from table to table trying to sell a strange clockwork mechanism, a priest is promoting a foreign religion, and several patrons are throwing darts at a target. Tonight's entertainment is a poor harp player.

-=[The Sign of the Dancing Bull]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is fancy and the prices are outrageous. It seats 38 customers in the dining room and has space for 19 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly thieves and assassins. The grizzled, depressed innkeeper, a female halfling, is absent-minded. She is worried about her overdue tax bill, and is afraid of her criminal background. A priestess is promoting a local religion, and a nervous man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a pretentious classical harpist.

-=[The Boatman's Arms Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are moderate. It seats 35 customers in the dining room and has space for 14 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons are mostly thieves and assassins. The scarred, depressed innkeeper, a female human, is sometimes foolish. She does not know she has a friend who is in trouble. A mysterious stranger is whispering something to one of the servers, and one patron has challenged another to a duel. Tonight's entertainment is a decent singer, singing popular songs

-=[The Cow and Boar Inn]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is plain and the prices are moderate. It seats 26 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The cadaverous, dour innkeeper, a female elf, is in serious trouble. She has problems with her overdue loan. Several patrons are throwing darts at a target, and a drunk patron is slumped over a table. Tonight's entertainment is a dreadful classical harpist.

-=[The Wolf's Head Inn]=

The packed main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is plain and the prices are moderate. It seats 50 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are snooty. The fat, dour innkeeper, a male human, is about to be murdered. He does not know he has an assassin. A patron is ranting about her taxes. Tonight's entertainment is a decent flute player.

-=[The Prancing Rogue Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is pretentious and the prices are moderate. It seats 89 customers in the dining room. There are 17 guest rooms, 14 of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The one-legged, nervous innkeeper, a female human, is a skinflint. She is concealing a non-human in the cellar.

-=[The Sign of the Happy Guildsman]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambience is grubby and the prices are cheap. It seats 114 customers in the dining room and has space for 45 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are primarily upper-class. The fat, jolly innkeeper, a female human, is a retired adventurer. She is afraid of a treasure hidden in her private quarters, and does not know she has an overdue tax bill. A beggar who is permitted in the establishment is begging for alms, a mysterious stranger is repeatedly sneaking looks at the party, and a patron is talking about her dislike of lizardmen. Tonight's entertainment is a superb poet reading his own works.

-=[The Harpy's Head Inn]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambience is pretentious and the prices are high. It seats 182 customers in the dining room and has space for 50 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly traveling merchants. The limping, and frankly mad, innkeeper, a female human, is carefree. She is having nightmares about her abusive husband. A local bigwig is surrounded by hangers-on, and five people are playing cards for high stakes. Tonight's entertainment is a decent classical harpist.

-=[The Sleeping Gnome Inn]=

The nearly empty main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambience is shabby and the prices are outrageous. It seats 94 customers in the dining room. There are 9 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are working-class, mostly shopkeepers. The short, jolly innkeeper, a male halfling, is hiding from an enemy. He is afraid of his terrible disease.

-=[The Black Bull Tavern]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambience is pretentious and the prices are moderate. It seats 102 customers in the dining room. The patrons (when they are there) are primarily military officers. The elderly, grim barkeeper, a male human, is a fussy budget. He has a treasure hidden in a keg of meal.

-=[The Leaping Cockatrice Tavern]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are moderate. It seats 25 customers in the dining room. The patrons are working-class, primarily artisans. The good-looking, dour barkeeper, a female dwarf, is absent-minded. She has problems with her handsome son. Eight people are playing a dice game. Tonight's entertainment is a decent classical harpist.

-=[The Golden Centaur Tavern]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are outrageous. It seats 22 customers in the dining room and has space for 8 in a private back room. The patrons (when they are there) are mostly mercenaries. The tall, mellow barkeeper, a male human, is in serious trouble. He is concealing his criminal background, and does not know he has a treasure hidden in the midden-heap.

-=[The Rogue's Arms Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 25 customers in the dining room and has space for 6 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly mercenaries. The one-eyed, cheerful innkeeper, a female half-orc, is in serious trouble. She is afraid of a friend who is in trouble.

-=[The Yellow Griffon Inn]=

The nearly empty main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are cheap. It seats 20 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly military officers. The tall, talkative innkeeper, a male human, is hiding from an enemy. He reminisces about his days as a soldier, and is trying to get rid of a disgraced noble.

-=[The White Ship Tavern]=

The empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are outrageous. It seats 49 customers in the dining room and has space for 19 in a private back room. The patrons (when they are there) are primarily mercenaries. The tall, depressed barkeeper, a female human, is carefree. She is afraid of losing a magical item.

-=[The Purple Dragon Wayhouse]=

The crowded main room is dark. The walls are decorated with sports trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 32 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are mostly slumming nobles. The pale, cheerful innkeeper, a male lizardman, is hiding from an enemy. He has a prohibited fetish. Several people are taking bets on the outcome of a cockroach race, and a priest is preaching about a popular religion. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a poor panpipe player

-=[The Guildsman's Arms Inn]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 180 customers in the dining room. There are 16 guest rooms, 11 of which are currently vacant. The patrons are working-class, primarily artisans. The chubby, jolly innkeeper, a female human, is a skinflint. She has forgotten about a disgraced noble. A elderly man is going from table to table trying to sell an old book, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a decent singer, singing popular songs, accompanied by a superb panpipe player

-=[The Lion's Head Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 42 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are working-class, mostly merchants. The fat, dour innkeeper, a male half-orc, is a retired sailor.

He is concealing an enemy of the players in the stables, and is hiding a disgraced noble in the cellar. A beggar who hasn't been thrown out yet is begging for alms, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a superb lute player.

-=[The Wizard's Head Tavern]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 45 customers in the dining room and has space for 9 in a private back room. The patrons are primarily upper-class. The greying, jolly barkeeper, a male gnome, is a skinflint. He is trying to marry off his ugly son. Several patrons are throwing darts at a target, and three people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.

-=[The Halfling's Sun Tavern]=

The busy main room is well-lit. The walls are decorated with hunting horns. The overall ambiance is pretentious and the prices are moderate. It seats 24 customers in the dining room. The patrons are mostly upper-class. The short, mellow barkeeper, a male human, is a cheat. He reminisces about his days as a city guardsman. A priestess is expounding on a local religion, and a patron is grumbling about her dislike of adventurers. Tonight's entertainment is a dreadful flute player.

-=[The Dog's Head Pub]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 45 customers in the dining room and has space for 13 in a private back room. The patrons are lower-class, mostly tradesmen. The pale, depressed barkeeper, a male lizardman, is a retired adventurer. He has a treasure hidden in a keg of meal. Two patrons are brawling. Tonight's entertainment is a dreadful classical harpist.

-=[The Halfling's Head Wayhouse]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are cheap. It seats 20 customers in the dining room and has space for 6 in a private back room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are primarily slumming nobles. The one-armed, depressed innkeeper, a female elf, is a cheat. She has legal problems. A local politician is standing on a table giving a speech. Tonight's entertainment is a decent panpipe player.

-=[The Drunken Fox Tavern]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are outrageous. It seats 182 customers in the dining room. The patrons are rowdy farmers. The good-looking, cheerful barkeeper, a female dwarf, is a thief. She always shouts. A group of soldiers is singing a patriotic song, a mysterious stranger looks like he usually wears a uniform, and three guards come in and the room goes quiet. Tonight's entertainment is a good stand-up comic.

-=[The Lazy Stallion Tavern]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 53 customers in the dining room. The patrons (when they are there) are primarily military officers. The thin, cheerful barkeeper, a female halfling, is afraid of assassins. She is having nightmares about a magical item.

-=[The Gypsy and Ogre Inn]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are cheap. It seats 58 customers in the dining room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The chubby, cheerful innkeeper, a male lizardman, is a skinflint. He has legal problems. A mysterious stranger is sitting in the corner watching the room, seven people are playing a dice game, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a good harp player.

-=[The Drinking Dog Inn]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are cheap. It seats 17 customers in the dining room and has space for 6 in a private back room. There are 10 guest rooms, 8 of which are currently vacant. The patrons are snooty. The limping, nervous innkeeper, a male halfling, is nervous. He has a shrewish wife. Three people are playing a dice game. Tonight's entertainment is a poor classical harpist.

-=[The Happy Duke Inn]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 66 customers in the dining room and has space for 33 in a private back room. There are 9 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The cadaverous, talkative innkeeper, a male dwarf, is drinking the profits. He is afraid of a treasure hidden in an empty wine cask.

-=[The Griffon and Ship Inn]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are cheap. It seats 44 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are working-class, primarily soldiers. The greying, mellow innkeeper, a female halfling, is close-mouthed. She has problems with a treasure hidden under the floorboards.

-=[The Gorgon's Head Wayhouse]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 43 customers in the dining room and has space for 17 in a private back room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are working-class, primarily artisans. The elderly, silent innkeeper, a male human, is a fussy budget. He has a magical item. Eight people are playing a dice game. Tonight's entertainment is a good singer, singing ballads

-=[The Green Yeti Tavern]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 24 customers in the dining room. The patrons (when they are there) are snooty. The tall, cheerful barkeeper, a male human, is a retired sailor. He is worried about a magical item.

-=[The Horse's Eye Pub]=

The packed main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 49 customers in the dining room. The patrons are snooty. The swarthy, graceful barkeeper, a male elf, is wanted by the law. He has an overdue loan. A brawl is about to break out, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a pretentious flute player

-=[The Drinking Cat Tavern]=

The nearly empty main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are outrageous. It seats 34 customers in the dining room and has space for 10 in a private back room. The patrons (when they are there) are primarily traveling merchants. The limping, jolly barkeeper, a female halfling, is a thief. She always shouts, and does not know she has legal problems.

-=[The Lavender Bull Pub]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 54 customers in the dining room. The patrons are primarily military officers. The grizzled, friendly barkeeper, a female dwarf, is nervous. She has problems with her overdue tax bill. A drunk (dead?) patron is slumped over a table, a patron is talking about his servants, and several patrons are throwing darts at a target. Tonight's entertainment is a good classical harpist.

-=[The Grey Sun Inn]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are high. It seats 25 customers in the dining room. The patrons are rowdy tradesmen. The one-legged, cheerful innkeeper, a female dwarf, is a retired sailor. She has legal problems. A nervous man is going from table to table trying to sell a puppy, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a dreadful classical harpist.

-=[The Rogue's Crown Wayhouse]=

The empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are outrageous. It seats 53 customers in the dining room and has space for 26 in a private back room. The patrons (when they are there) are snooty. The swarthy, grumpy barkeeper, a female human, is close-mouthed. She has problems with her handsome son.

-=[The Sign of the Drunken Squirrel]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 16 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are working-class, mostly artisans. The tall, silent innkeeper, a male human, is a cheat. He is obsessed with a treasure hidden in the midden-heap. Seven people are playing a drinking game.

-=[The Sign of the Spotted Wagon]=

The empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 30 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The pale, jolly innkeeper, a female human, is nervous. She reminisces about her days as a soldier.

-=[The Crowned Goat Tavern]=

The crowded main room is dark. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 175 customers in the dining room. The patrons are working-class, primarily shopkeepers. The one-armed, and frankly mad, barkeeper, a male gnome, is nervous. He does not know he has an overdue tax bill. Five people are playing a dice game, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a superb flute player.

-=[The Two Boars Inn]=

The busy main room is dark. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 48 customers in the dining room and has space for 24 in a private back room. There are 11 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily artisans. The good-looking, mellow innkeeper, a male human, is absent-minded. He is hiding a thief in the cellar. Seven people are playing a dice game. Tonight's entertainment is a pretentious singer, singing ballads

-=[The Pony's Head Pub]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 47 customers in the dining room and has space for 18 in a private back room. The patrons are working-class, mostly shopkeepers. The chubby, friendly barkeeper, a female human, is a skinflint. She constantly wipes the bar and tables, and is hiding an enemy of the players among the staff. A patron is muttering about her dislike of her ungrateful daughter, and one patron has challenged another to a duel. Tonight's entertainment is a decent panpipe player.

-=[The Warrior's Arms Wayhouse]=

The empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are high. It seats 22 customers in the dining room. The patrons (when they are there) are primarily upper-class. The elderly, mellow barkeeper, a male human, is a retired adventurer. He reminisces about his days as an adventurer, and has problems with a treasure hidden under the eaves.

-=[The Cockatrice's Eye Brewery]=

The packed main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 39 customers in the dining room. The patrons are mostly traveling merchants. The lanky, grim barkeeper, a male human, is a retired soldier. He is hiding a hunted criminal among the staff. Several patrons are throwing darts at a target, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a decent panpipe player.

-=[The Three Lions Tavern]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 33 customers in the dining room and has space for 16 in a private back room. The patrons are snooty. The short, jolly barkeeper, a female half-orc, is a cheat. She is worried about a wanted person. A beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a poor classical harpist.

-=[The Unicorn and Gnome Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 87 customers in the dining room. There are 7 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The cadaverous, cheerful innkeeper, a female human, is hiding from an enemy. She has problems with an enemy. Two patrons are brawling, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a decent panpipe player.

-=[The Warrior's Eye Pub]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 30 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are mostly mercenaries. The cadaverous, dour barkeeper, a female lizardman, is in serious trouble. She reminisces about her days as a soldier.

-=[The Green Hound Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 46 customers in the dining room and has space for 18 in a private back room. There are 18 guest rooms, 16 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The thin, grim innkeeper, a female human, is a retired adventurer. She has a terrible disease, and is afraid of losing a magical item.

-=[The Leaping Sailor Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 23 customers in the dining room and has space for 9 in a private back room. There are 11 guest rooms, 9 of which are currently vacant. The patrons are primarily city guardsmen. The good-looking, cheerful innkeeper, a male human, is nervous. He is trying to get rid of his beautiful daughter. Six people are playing a card game, and several patrons are throwing darts at a target. Tonight's entertainment is a poor singer, singing ballads

-=[The Sign of the Happy Boatman]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 28 customers in the dining room and has space for 8 in a private back room. The patrons are working-class, mostly shopkeepers. The good-looking, grim barkeeper, a male elf, is carefree. He is afraid of a traitor. Seven people are playing a dice game, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb singer, singing ballads, accompanied by a superb dulcimer player

-=[The Black Chalice Inn]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 37 customers in the dining room and has space for 14 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly military officers. The one-eyed, jolly innkeeper, a female human, is wanted by the law. She is hiding an enemy of the players in a guest room. A mysterious stranger seems uncomfortable here, and a drunk patron is slumped over a table. Tonight's entertainment is a superb panpipe player.

-=[The Crowned Centaur Tavern]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are moderate. It seats 19 customers in the dining room. The patrons are snooty. The one-armed, talkative barkeeper, a female gnome, is a cheat. She has a friend who is in trouble, and is trying to get rid of a treasure hidden in a bricked-up fireplace. Several patrons are throwing darts at a target. Tonight's entertainment is a dreadful classical harpist.

-=[The Farmer's Arms Tavern]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 26 customers in the dining room and has space for 7 in a private back room. The patrons are snooty. The chubby, dour barkeeper, a male human, is in the pay of bandits. He reminisces about his days as a traveling merchant. One patron has challenged another to a duel, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a poor classical harpist.

-=[The Sign of the Green Gorgon]=

The crowded main room is dark. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are high. It seats 19 customers in the dining room and has space for 6 in a private back room. The patrons are primarily military officers. The limping, friendly barkeeper, a male human, is drinking the profits. He

reminisces about his days as a soldier. A priest is promoting a local religion. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Vulgar Dwarf]=

The busy main room is dark. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 22 customers in the dining room and has space for 11 in a private back room. There are 11 guest rooms, 8 of which are currently vacant. The patrons are mostly upper-class. The one-legged, nervous innkeeper, a female human, is scrupulously honest. She is afraid of losing a magical item. A mysterious stranger is getting quietly drunk, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a superb classical harpist.

-=[The Black Sword Wayhouse]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 24 customers in the dining room and has space for 12 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons are snooty. The good-looking, graceful innkeeper, a female elf, is close-mouthed. She has forgotten about a friend who is in trouble. A priestess and one acolyte is promoting an obscure religion. Tonight's entertainment is a decent stand-up comic.

-=[The Fox's Head Inn]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 60 customers in the dining room. There are 3 guest rooms, all of which are currently vacant. The patrons are working-class, mostly artisans. The pale, cheerful innkeeper, a female human, is a cheat. She has a social disease. A patron is ranting about his spouse, eight people are playing a dice game, and a priest and one acolyte is promoting an obscure religion. Tonight's entertainment is a decent classical harpist.

-=[The Drunken Horse Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are high. It seats 41 customers in the dining room and has space for 16 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are primarily city guardsmen. The elderly, jolly innkeeper, a female elf, is in serious trouble. She is worried about her overdue loan. A patron is grumbling about his dislike of one of the party members, and a local politician is standing on a table giving a speech. Tonight's entertainment is a decent classical harpist.

-=[The Purple Dragon Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are outrageous. It seats 41 customers in the dining room and has space for 16 in a private back room. There are 9 guest rooms, 4 of which are currently vacant. The patrons are mostly military officers. The thin, gloomy innkeeper, a female human, is afraid of orcs. She is worried about an enemy. A mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Vulgar Fox]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 112 customers in the dining room and has space for 22 in a private back room. The patrons are working-class, primarily merchants. The elderly, friendly barkeeper, a male dwarf, is afraid of orcs. He has a treasure hidden in his private quarters. A shady-looking man is scamming rubes with a find-the-pea game, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful singer, singing ballads

-=[The Drinking Griffon Wayhouse]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 185 customers in the dining room. There are 7 guest rooms, 4 of which are currently vacant. The patrons are mostly mercenaries. The tall, silent innkeeper, a female human, is wanted by the law. She is afraid of her overdue tax bill. A mysterious stranger is whispering something to someone who looks like he usually wears a uniform, and a local politician buys a round for the house. Tonight's entertainment is a pretentious singer, singing ballads

-=[The Horse and Fox Tavern]=

The busy main room is well-lit. The walls are decorated with indifferent paintings depicting beautiful women and famous people. The overall ambiance is unpretentious and the prices are high. It seats 77 customers in the dining room and has space for 38 in a private back room. The patrons are primarily city guardsmen. The scarred, grumpy barkeeper, a male half-orc, is a retired adventurer. He is concealing his overdue tax bill. Six people are playing a dice game, and a priestess is preaching about a popular religion. Tonight's entertainment is a good harp player.

-=[The Cow and Fox Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 42 customers in the dining room and has space for 21 in a private back room. The patrons are primarily city guardsmen. The swarthy, clumsy barkeeper, a male lizardman, is sometimes foolish. He is obsessed with his disturbing fetish. A short man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a good singer, singing popular songs

-=[The Bull and Ox Tavern]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 24 customers in the dining room and has space for 12 in a private back room. The patrons are lower-class, primarily farmers. The swarthy, dour barkeeper, a male human, is close-mouthed. He is trying to get rid of his disturbing fetish, and has problems with a treasure hidden beneath the bar. A priestess is preaching about a popular religion, and a mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a good flute player.

-=[The Red Bull Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 47 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are working-class, mostly shopkeepers. The elderly, gloomy innkeeper, a male human, is nervous. He has problems with a magical item. A mysterious stranger is sitting in the corner watching the room, and two patrons are brawling. Tonight's entertainment is a decent singer, singing traditional songs

-=[The Drinking Guildsman Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are high. It seats 16 customers in the dining room. There are 9 guest rooms, all of which are currently vacant. The patrons (when they are there) are rowdy farmers. The fat, grim innkeeper, a female dwarf, is a skinflint. She is hiding a non-human in a guest room.

-=[The Drinking Harpy Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 15 customers in the dining room. The patrons are working-class, primarily artisans. The thin, dour barkeeper, a male human, is a retired sailor. He reminisces about his days as a city guardsman. A

patron is talking about her dislike of beggars. Tonight's entertainment is a good singer, singing ballads, accompanied by a dreadful harp player

-=[The Silver Ship Inn]=

The crowded main room is well-lit. The walls are decorated with sports trophies. The overall ambience is unpretentious and the prices are cheap. It seats 38 customers in the dining room and has space for 15 in a private back room. There are 18 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The good-looking, dour innkeeper, a male dwarf, is a thief. He does not know he has a friend who is in trouble. A priestess is promoting a local religion, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful singer, singing traditional songs

-=[The Stallion and Ship Inn]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are outrageous. It seats 29 customers in the dining room. There are 22 guest rooms, 7 of which are currently vacant. The patrons are lower-class, primarily sailors and dockworkers. The lanky, grumpy innkeeper, a female halfling, is nervous. She is hiding an enemy of the players among the staff. A priest and three acolytes are promoting a local religion. Tonight's entertainment is a dreadful singer, singing popular songs, accompanied by a decent flute player

-=[The Sign of the Drinking Bull]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are moderate. It seats 16 customers in the dining room and has space for 6 in a private back room. There are 9 guest rooms, all of which are currently vacant. The patrons are working-class, primarily shopkeepers. The good-looking, friendly innkeeper, a male human, is carefree. He has problems with his disturbing fetish. A brawl is about to break out. Tonight's entertainment is a dreadful poet reading his own works.

-=[The Two Minotaurs Brewery]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambience is plain and the prices are outrageous. It seats 109 customers in the dining room and has space for 50 in a private back room. The patrons are working-class, primarily merchants. The greying, gloomy barkeeper, a female human, is a cheat. She does not know she has an overdue loan, and is worried about a powerful enemy. A shady-looking man is scamming rubes with a find-the-pea game, a priestess is promoting a local religion, and a drunk patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Topsy Cat]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is grubby and the prices are outrageous. It seats 66 customers in the dining room and has space for 26 in a private back room. There are 20 guest rooms, 18 of which are currently vacant. The patrons are rowdy laborers. The chubby, dour innkeeper, a male human, is hiding from an enemy. He is trying to get rid of a treasure hidden in the ashes of the kitchen fireplace. A beggar who hasn't been thrown out yet is begging for alms, a patron is muttering about her dislike of nonhumans, and a nervous man is going from table to table trying to sell a manuscript. Tonight's entertainment is a pretentious flute player.

-=[The Silver Dragon Wayhouse]=

The crowded main room is brightly lit. The walls are unadorned brick. The overall ambience is unpretentious and the prices are cheap. It seats 20 customers in the dining room. There are 6 guest rooms, 1 of which is currently vacant. The patrons are snooty. The greying, and slightly maniacal, innkeeper, a female dwarf, is a retired soldier. She has

prohibited religious associations. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a decent poet reading his own works.

-=[The Drinking Griffon Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are high. It seats 23 customers in the dining room and has space for 11 in a private back room. There are 10 guest rooms, 7 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The fat, talkative innkeeper, a male halfling, is a retired adventurer. He has forgotten about a friend who is in trouble. A elderly man is going from table to table trying to sell an unusual clockwork mechanism, and a local politician buys a round for the house. Tonight's entertainment is a dreadful harp player.

-=[The Drinking Prince Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are outrageous. It seats 69 customers in the dining room and has space for 34 in a private back room. There are 14 guest rooms, 13 of which are currently vacant. The patrons are rowdy tradesmen. The one-armed, cheerful innkeeper, a male human, is close-mouthed. He is hiding an enemy of the players in the stables, and has problems with his overdue tax bill. A brawl is about to break out, and a group of soldiers is singing a patriotic song (badly off-key). Tonight's entertainment is a poor poet reading his own works.

-=[The Friar's Arms Wayhouse]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 43 customers in the dining room and has space for 17 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are snooty. The greying, friendly innkeeper, a male halfling, is nervous. He reminisces about his days as a traveling merchant, and is hiding a friend who is in trouble in a guest room. A drunk patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Topsy Lord]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are high. It seats 31 customers in the dining room and has space for 15 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are rowdy sailors. The thin, cheerful innkeeper, a male halfling, is a skinflint. He is trying to get rid of a friend who is in trouble, and is afraid of a treasure hidden behind a false wall. A group of mercenaries is singing a patriotic song (badly off-key). Tonight's entertainment is a poor stand-up comic.

-=[The Orange Orc Tavern]=

The empty main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are high. It seats 29 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily upper-class. The one-legged, friendly barkeeper, a female gnome, is a thief. She has an enemy.

-=[The Five Roosters Tavern]=

The busy main room is well-lit. The walls are decorated with hunting horns. The overall ambiance is fancy and the prices are outrageous. It seats 47 customers in the dining room. The patrons are working-class, mostly shopkeepers. The one-eyed, grim barkeeper, a female gnome, is nervous. She has a hunted criminal hiding in the inn. A local politician buys a round for the house, and a thin man is going from table to table trying to sell a snake. Tonight's entertainment is a decent classical harpist.

-=[The Ogre's Eye Brewery]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are outrageous. It seats 28 customers in the dining room. The patrons (when they are there) are primarily mercenaries. The swarthy, grumpy barkeeper, a male elf, is an idiot. He is trying to get rid of a friend who is in trouble.

-=[The Dog's Head Wayhouse]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are moderate. It seats 46 customers in the dining room and has space for 9 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are primarily mercenaries. The elderly, nervous innkeeper, a male halfling, is a cheat. He is having nightmares about his shrewish wife. A drunk patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Cat and Lion Wayhouse]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is grubby and the prices are cheap. It seats 25 customers in the dining room and has space for 7 in a private back room. There are 7 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are lower-class, primarily tradesmen. The one-legged, jolly innkeeper, a female gnome, is close-mouthed. She sings instead of talking, and has problems with a magical item.

-=[The Duke's Arms Inn]=

The busy main room is dark. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are moderate. It seats 34 customers in the dining room. There are 8 guest rooms, 2 of which are currently vacant. The patrons are mostly military officers. The grizzled, graceful innkeeper, a female half-orc, is close-mouthed. She is hiding a friend who is in trouble in a secret room. A mysterious stranger is sitting in the corner watching the room, and eight people are playing a card game. Tonight's entertainment is a good harp player.

-=[The Blue Gorgon Tavern]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are high. It seats 31 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are working-class, mostly shopkeepers. The fat, jolly barkeeper, a male human, is absent-minded. He is trying to get rid of a treasure hidden in an empty wine cask, and has legal problems.

-=[The Sign of the Silver Toad]=

The packed main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambience is unpretentious and the prices are moderate. It seats 35 customers in the dining room and has space for 17 in a private back room. The patrons are primarily military officers. The elderly, and frankly mad, barkeeper, a male human, is a retired ship captain. He has forgotten about a treasure hidden in the cellar. Seven people are playing a drinking game, and a group of mercenaries is singing a patriotic song. Tonight's entertainment is a good classical harpist.

-=[The Sign of the Drunken Demon]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambience is fancy and the prices are high. It seats 71 customers in the dining room and has space for 21 in a private back room. The patrons are snooty. The swarthy, clumsy barkeeper, a male elf, is in serious trouble. He has problems with his shrewish wife. Seven people are playing a dice game, and a priest and one acolyte is promoting a local religion. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Flying Plowman]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are cheap. It seats 99 customers in the dining room and has space for 49 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The one-armed, talkative innkeeper, a male human, is absent-minded. He is hiding his shrewish wife among the staff. Four guards come in and the room goes quiet, two patrons are brawling, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb dulcimer player.

-=[The Sleeping Guildsman Tavern]=

The empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are moderate. It seats 34 customers in the dining room. The patrons (when they are there) are mostly slumming nobles. The elderly, gloomy barkeeper, a male halfling, is close-mouthed. He has problems with a treasure hidden in the midden-heap.

-=[The Sign of the White Dryad]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 79 customers in the dining room and has space for 23 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are primarily traveling merchants. The chubby, grim innkeeper, a female human, is a thief. She is concealing her overdue tax bill. Several adventurers are celebrating after a successful adventure, and seven people are playing a dice game. Tonight's entertainment is a poor lute player.

-=[The Ox's Eye Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 26 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are mostly upper-class. The lanky, graceful innkeeper, a female human, is drinking the profits. She has problems with a magical item.

-=[The Dog and Fox Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are high. It seats 198 customers in the dining room and has space for 39 in a private back room. The patrons are working-class, primarily artisans. The cadaverous, depressed barkeeper, a doppelganger posing as a male lizardman, is in serious trouble. He is obsessed with his criminal background. Six people are playing a dice game, a mysterious stranger seems to be not dressed well enough, and a grizzled man is going from table to table trying to sell a puppy. Tonight's entertainment is a decent classical harpist.

-=[The Hydra's Head Inn]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are high. It seats 17 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily slumming nobles. The fat, silent innkeeper, a doppelganger posing as a female human, is a thief. She has a treasure hidden in the midden-heap. A priestess is promoting an obscure religion. Tonight's entertainment is a poor dulcimer player.

-=[The Sign of the Crowned Lizardman]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are cheap. It seats 27 customers in the dining room. There are 2 guest rooms, 1 of which is

currently vacant. The patrons (when they are there) are snooty. The thin, dour innkeeper, a female human, is afraid of assassins. She is concealing a magical item, and is trying to marry off her ugly daughter.

--[The Lizardman's Head Inn]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 48 customers in the dining room and has space for 9 in a private back room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The fat, dour innkeeper, a male human, is scrupulously honest. He does not know he has an overdue tax bill. A local politician is standing on a table giving a speech, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a decent classical harpist.

--[The Ox and Badger Inn]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 25 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are mostly military officers. The one-armed, cheerful innkeeper, a female halfling, is a cheat. She is afraid of losing a treasure hidden behind a false wall. Two patrons are brawling, and a guard comes in and a patron tries to sneak out the back way. Tonight's entertainment is a decent singer, singing popular songs

--[The Boar and Wagon Inn]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 94 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are primarily traveling merchants. The short, graceful innkeeper, a female half-orc, is absent-minded. She is hiding a disgraced noble in the stables.

--[The Purple Hydra Inn]=

The empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are moderate. It seats 31 customers in the dining room. There are 8 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are rowdy laborers. The short, jolly innkeeper, a female human, is hiding from an enemy. She is concealing her abusive husband in a guest room.

--[The Sign of the Topsy Bull]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 89 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The chubby, grim innkeeper, a male halfling, is a retired singer. He has forgotten about an overdue tax bill. A elderly man is going from table to table trying to sell a manuscript, a priestess is promoting a local religion, and three people are playing a card game. Tonight's entertainment is a good classical harpist.

--[The Yellow Goblet Pub]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 65 customers in the dining room and has space for 13 in a private back room. The patrons are snooty. The scarred, grumpy barkeeper, a female human, is close-mouthed. She has an overdue loan. Seven people are playing a dice game, a drunk (dead?) patron is passed out on the floor, and a brawl is about to break out. Tonight's entertainment is a superb classical harpist.

--[The Three Trolls Tavern]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are high. It seats 44 customers in the dining room. The patrons are primarily upper-class. The lanky, cheerful barkeeper, a female dwarf, is an idiot. She does not know she has a disfiguring disease, and reminisces about her days as a city guardsman. A drunk patron is slumped over a table, and a mysterious stranger is asking questions. Tonight's entertainment is a superb panpipe player.

-=[The Orange Manticore Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 102 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are primarily slumming nobles. The chubby, cheerful innkeeper, a female halfling, is absent-minded. She has a treasure hidden in an empty wine cask. A mysterious stranger seems uncomfortable here, and a one-armed man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Goat and Cow]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are cheap. It seats 29 customers in the dining room. There are 6 guest rooms, all of which are currently vacant. The patrons are primarily thieves and assassins. The fat, depressed innkeeper, a female human, is a retired adventurer. She has forgotten about an overdue loan, and reminisces about her days as an adventurer. A mysterious stranger is sitting in the corner watching the room, and a priest is preaching about an obscure religion. Tonight's entertainment is a poor singer, singing popular songs

-=[The Ox and Bull Inn]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 33 customers in the dining room and has space for 16 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are primarily mercenaries. The fat, jolly innkeeper, a female halfling, is wanted by the law. She has problems with an assassin who is hunting her. Three people are playing a drinking game, and two patrons are brawling. Tonight's entertainment is a dreadful singer, singing traditional songs

-=[The Sign of the Pony and Goat]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are high. It seats 47 customers in the dining room. The patrons are mostly slumming nobles. The thin, friendly barkeeper, a male halfling, is a skinflint. He is obsessed with his criminal background. One patron has challenged another to a duel, and a priestess is expounding on a local religion. Tonight's entertainment is a pretentious singer, singing traditional songs, accompanied by a superb lute player

-=[The Leaping Halfling Inn]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 27 customers in the dining room and has space for 6 in a private back room. There are 13 guest rooms, 1 of which is currently vacant. The patrons are mostly slumming nobles. The one-armed, friendly innkeeper, a male dwarf, is absent-minded. He is obsessed with an escaped slave. A shady-looking man is scamming rubes with a find-the-pea game, and a priest and one acolyte is promoting a local religion. Tonight's entertainment is a poor classical harpist.

-=[The Sign of the Rooster and Stallion]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are high. It seats 23 customers in the dining room and has space for 11 in a private back room. There

are 3 guest rooms, 2 of which are currently vacant. The patrons are mostly thieves and assassins. The pale, grim innkeeper, a male gnome, is scrupulously honest. He is trying to get rid of his unusual religious beliefs, and is concealing a friend who is in trouble in a secret room. One patron has challenged another to a duel, and a patron is grumbling about her dislike of the local climate. Tonight's entertainment is a decent classical harpist.

--[The Five Dogs Wayhouse]=

The nearly empty main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are cheap. It seats 33 customers in the dining room. There are 9 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily military officers. The thin, mellow innkeeper, a female lizardman, is a fussy budget. She is hiding a friend who is in trouble in a guest room.

--[The Leprechaun's Eye Tavern]=

The crowded main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are cheap. It seats 26 customers in the dining room and has space for 6 in a private back room. The patrons are lower-class, primarily laborers. The pale, graceful barkeeper, a female elf, is drinking the profits. She has a magical item. A mysterious stranger seems uncomfortable here, and a priestess is promoting a local religion. Tonight's entertainment is a decent lute player.

--[The Flying Pony Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 20 customers in the dining room and has space for 10 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The one-armed, grim innkeeper, a female gnome, is absent-minded. She is trying to get rid of her overdue loan.

--[The Royal Guildsman Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are cheap. It seats 189 customers in the dining room. There are 10 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are snooty. The scarred, silent innkeeper, a female halfling, is a retired adventurer. She has a handsome son.

--[The Dancing Cat Brewery]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 76 customers in the dining room and has space for 38 in a private back room. The patrons are mostly mercenaries. The greying, nervous barkeeper, a male halfling, is a retired sailor. He is hiding his shrewish wife in the cellar, and has problems with a thief. A mysterious stranger seems uncomfortable here, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a good harp player.

--[The Boar's Eye Wayhouse]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 47 customers in the dining room. The patrons are mostly traveling merchants. The short, clumsy barkeeper, a female gnome, is wanted by the law. She is obsessed with her beautiful daughter. A priestess is promoting a foreign religion, and three guards come in and a patron tries to sneak out the back way. Tonight's entertainment is a good harp player.

--[The Happy Bull Pub]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are high. It seats 23 customers in the dining room. The patrons are lower-

class, primarily laborers. The lanky, and slightly maniacal, barkeeper, a female dwarf, is a retired adventurer. She is trying to get rid of her unusual religious beliefs. Eight people are playing a drinking game, and a priest is promoting a local religion. Tonight's entertainment is a superb classical harpist.

-=[The Gypsy's Crown Pub]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 14 customers in the dining room and has space for 6 in a private back room. The patrons are mostly upper-class. The one-armed, grim barkeeper, a male halfling, is a skinflint. He has a social disease. A drunk (dead?) patron is passed out on the floor. Tonight's entertainment is a pretentious flute player.

-=[The Rogue's Head Inn]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are outrageous. It seats 116 customers in the dining room and has space for 34 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are mostly city guardsmen. The grizzled, grumpy innkeeper, a female lizardman, is a cheat. She is hiding her abusive husband in a guest room. A pale man is going from table to table trying to sell a manuscript, a mysterious stranger is asking questions, and a priestess and two acolytes are promoting a local religion. Tonight's entertainment is a pretentious harp player.

-=[The Rooster and Ox Inn]=

The crowded main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 31 customers in the dining room. There are 10 guest rooms, 7 of which are currently vacant. The patrons are primarily military officers. The lanky, jolly innkeeper, a female human, is a retired adventurer. She does not know she has an overdue loan. A mysterious stranger is asking questions, and a priestess is promoting a local religion. Tonight's entertainment is a dreadful flute player.

-=[The Scarlet Gorgon Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 33 customers in the dining room and has space for 16 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily slumming nobles. The one-legged, grumpy innkeeper, a female human, is about to be murdered. She is worried about a treasure hidden in a guest room, and is hiding her abusive husband in a guest room. A local bigwig is surrounded by hangers-on, and several patrons are throwing darts at a target. Tonight's entertainment is a poor lute player.

-=[The White Unicorn Wayhouse]=

The packed main room is dark. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 161 customers in the dining room and has space for 48 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are primarily thieves and assassins. The fat, grumpy innkeeper, a female gnome, is a thief. She is hiding an enemy of the players among the staff. A priestess is expounding on a local religion, a local bigwig is surrounded by hangers-on, and several patrons are throwing darts at a target. Tonight's entertainment is a good string quartet.

-=[The Sign of the Lazy Queen]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 37 customers in the dining room and has space for 18 in a private back room. There are 11 guest rooms, 3 of which are currently vacant. The patrons are snooty. The scarred, gloomy innkeeper, a female halfling, is an idiot. She is afraid of losing a magical item. Two patrons are brawling, and a priestess is preaching about a popular religion. Tonight's entertainment is a decent classical harpist.

-=[The Happy Ox Tavern]=

The packed main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 39 customers in the dining room and has space for 7 in a private back room. The patrons are lower-class, primarily tradesmen. The lanky, and frankly mad, barkeeper, a male halfling, is an idiot. He is afraid of a non-human. A group of soldiers is singing a patriotic song (badly off-key), and four people are playing a dice game. Tonight's entertainment is a superb poet.

-=[The Hound and Demon Wayhouse]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are cheap. It seats 117 customers in the dining room and has space for 46 in a private back room. There are 19 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are snooty. The thin, silent innkeeper, a female human, is a cheat. She has problems with a friend who is in trouble.

-=[The Black Harpy Wayhouse]=

The packed main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are outrageous. It seats 52 customers in the dining room and has space for 20 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are primarily traveling merchants. The scarred, friendly innkeeper, a female human, is close-mouthed. She does not know she has a handsome son, and has forgotten about an overdue loan. A local bigwig is surrounded by hangers-on, and one patron has challenged another to a duel. Tonight's entertainment is a pretentious string quartet.

-=[The Prancing Ox Inn]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are outrageous. It seats 48 customers in the dining room. There are 12 guest rooms, 10 of which are currently vacant. The patrons are primarily upper-class. The fat, jolly innkeeper, a female halfling, is nervous. She has an enemy. Several patrons are throwing darts at a target, and a local politician buys a round for the house. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a superb lute player

-=[The Green Hydra Pub]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 21 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily mercenaries. The short, dour barkeeper, a male halfling, is drinking the profits. He is hiding an enemy of the players among the staff, and is concealing his overdue loan in a secret room.

-=[The Rose and Rogue Inn]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are cheap. It seats 29 customers in the dining room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are lower-class, mostly farmers. The thin, talkative innkeeper, a male half-orc, is in serious trouble. He has an enemy. A drunk patron is passed out on the floor, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a decent singer, singing ballads

-=[The Tipsy Hound Pub]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 31 customers in the dining room and has space for 12 in a private back room. The patrons

(when they are there) are working-class, mostly soldiers. The cadaverous, grim barkeeper, a female human, is close-mouthed. She is trying to get rid of her overdue tax bill.

-=[The Black Harpy Wayhouse]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are moderate. It seats 47 customers in the dining room and has space for 9 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are lower-class, mostly laborers. The tall, mellow innkeeper, a female human, is hiding from an enemy. She is hiding a disgraced noble in a secret room. A group of soldiers is singing a patriotic song (badly off-key). Tonight's entertainment is a good singer, singing traditional songs

-=[The Spotted Stallion Inn]=

The crowded main room is dimly lit. The walls are unadorned brick. The overall ambiance is plain and the prices are cheap. It seats 97 customers in the dining room. There are 8 guest rooms, 1 of which is currently vacant. The patrons are snooty. The elderly, dour innkeeper, a female human, is wanted by the law. She is obsessed with a treasure hidden in a bricked-up fireplace, and reminisces about her days as a city guardsman. A patron is muttering about his taxes, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a superb singer, singing traditional songs, accompanied by a dreadful flute player

-=[The Dog and Badger Wayhouse]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is grubby and the prices are outrageous. It seats 63 customers in the dining room and has space for 18 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The thin, and slightly maniacal, innkeeper, a male half-orc, is drinking the profits. He is hiding a disgraced noble in the attic. A drunk patron is passed out on the floor, a brawl is about to break out, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a pretentious flute player.

-=[The Drinking Cockatrice Inn]=

The busy main room is well-lit. The walls are unadorned brick. The overall ambiance is pretentious and the prices are moderate. It seats 211 customers in the dining room. There are 16 guest rooms, 3 of which are currently vacant. The patrons are mostly city guardsmen. The scarred, dour innkeeper, a male human, is a cheat. He has an enemy. Four people are playing a dice game, and a patron is shouting about his taxes. Tonight's entertainment is a superb dulcimer player.

-=[The Lizardman's Head Inn]=

The packed main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 42 customers in the dining room and has space for 21 in a private back room. There are 5 guest rooms, all of which are currently vacant. The patrons are mostly city guardsmen. The chubby, silent innkeeper, a male human, is close-mouthed. He is hiding a friend who is in trouble among the staff. A mysterious stranger is sitting in the corner watching the room, and a priest is promoting a local religion. Tonight's entertainment is a superb classical harpist.

-=[The Cat and Bull Wayhouse]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are cheap. It seats 26 customers in the dining room and has space for 7 in a private back room. There are 10 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The limping, cheerful innkeeper, a female human, is a thief. She does not know she has an overdue loan. A priestess and one acolyte is promoting a local religion, and a mysterious stranger is studying an a strange artifact. Tonight's entertainment is a dreadful classical harpist.

-=[The Drinking Horse Pub]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are high. It seats 19 customers in the dining room and has space for 9 in a private back room. The patrons are primarily upper-class. The elderly, clumsy barkeeper, a male halfling, is close-mouthed. He has an overdue loan. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a superb classical harpist.

-=[The Four Hounds Inn]=

The empty main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are high. It seats 28 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily slumming nobles. The thin, talkative innkeeper, a male half-orc, is a cheat. He has legal problems.

-=[The Stag and Sun Pub]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is pretentious and the prices are moderate. It seats 20 customers in the dining room and has space for 8 in a private back room. The patrons are primarily city guardsmen. The cadaverous, talkative barkeeper, a male half-orc, is hiding from an enemy. He is trying to marry off his ugly daughter. A patron is muttering about her dislike of nonhumans. Tonight's entertainment is a decent dulcimer player.

-=[The Sign of the Three Roosters]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 121 customers in the dining room. The patrons are lower-class, mostly sailors and dockworkers. The scarred, depressed barkeeper, a female human, is afraid of assassins. She is worried about her overdue tax bill, and is hiding a wanted person among the staff. A priest is preaching about an obscure religion, a beggar who is permitted in the establishment is begging for alms, and a patron is talking about her dislike of lizardmen. Tonight's entertainment is a superb lute player.

-=[The Leaping Stallion Wayhouse]=

The busy main room is dimly lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are outrageous. It seats 177 customers in the dining room. There are 8 guest rooms, 6 of which are currently vacant. The patrons are primarily upper-class. The fat, graceful innkeeper, a female half-orc, is about to be murdered. She is nasty to the staff. A priest and one acolyte is promoting a local religion, and a patron is muttering about her taxes. Tonight's entertainment is a superb classical harpist.

-=[The Gorgon's Eye Tavern]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are high. It seats 79 customers in the dining room and has space for 23 in a private back room. The patrons are lower-class, mostly sailors. The greying, grim barkeeper, a male gnome, is nervous. He is worried about his overdue loan. A local politician buys a round for the house, a patron is grumbling about his partner, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

-=[The Centaur's Eye Wayhouse]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 105 customers in the dining room and has space for 21 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly traveling

merchants. The swarthy, and frankly mad, innkeeper, a male lizardman, is nervous. He is obsessed with his loathesome disease.

--[The Drinking Tinker Pub]=

The nearly empty main room is dark. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 35 customers in the dining room and has space for 7 in a private back room. The patrons (when they are there) are snooty. The pale, cheerful barkeeper, a female dwarf, is a thief. She is afraid of losing a forged document, and has an overdue tax bill.

--[The Royal Pony Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is pretentious and the prices are high. It seats 32 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily city guardsmen. The good-looking, jolly innkeeper, a doppelganger posing as a female human, is about to be murdered. She sings instead of talking. A priestess is expounding on a local religion, and a mysterious stranger is sitting in the corner watching the room. Tonight's entertainment is a superb dulcimer player.

--[The Sheep's Eye Inn]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are cheap. It seats 19 customers in the dining room and has space for 9 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are primarily military officers. The scarred, and frankly mad, innkeeper, a male human, is a retired soldier. He is worried about his criminal background. A scarred man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a dreadful stand-up comic.

--[The Drinking Guildsman Inn]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are moderate. It seats 40 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are mostly military officers. The short, grumpy innkeeper, a male elf, is carefree. He is concealing his criminal background. Six people are playing a dice game, and a local politician buys a round for the house. Tonight's entertainment is a dreadful classical harpist.

--[The Dwarf's Arms Inn]=

The busy main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is fancy and the prices are outrageous. It seats 43 customers in the dining room and has space for 12 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons are primarily slumming nobles. The good-looking, grim innkeeper, a female halfling, is about to be murdered. She does not know she has legal problems. Six people are playing a dice game. Tonight's entertainment is a pretentious flute player.

--[The Sign of the Drunken Pony]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 25 customers in the dining room and has space for 10 in a private back room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily shopkeepers. The good-looking, cheerful innkeeper, a female human, is a cheat. She is hiding an enemy of the players in the cellar. A priest is promoting a foreign religion, and a mysterious stranger is sitting in the corner watching the room. Tonight's entertainment is a good classical harpist.

--[The Blue Griffon Pub]=

The busy main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 46 customers in the dining room. The patrons are working-class, primarily shopkeepers. The scarred, depressed barkeeper, a female elf, is a fussy budget. She is trying to get rid of her overdue tax bill. Two guards come in and the room goes quiet, and a priestess is preaching about an obscure religion. Tonight's entertainment is a poor flute player.

-=[The Leaping Gnome Pub]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 113 customers in the dining room. The patrons are working-class, mostly soldiers. The limping, cheerful barkeeper, a female human, is in serious trouble. She has a prohibited fetish. A beggar who is permitted in the establishment is begging for alms, and two patrons are brawling. Tonight's entertainment is a decent harp player.

-=[The Boar's Eye Tavern]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 45 customers in the dining room. The patrons are lower-class, primarily laborers. The lanky, clumsy barkeeper, a doppelganger posing as a male halfling, is a retired sailor. He does not know he has a magical item, and has forgotten about legal problems. Several people are taking bets on the outcome of a cockroach race, and a patron is ranting about her dislike of orcs. Tonight's entertainment is a superb singer, singing popular songs

-=[The Three Hounds Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 37 customers in the dining room. The patrons are working-class, mostly shopkeepers. The chubby, silent barkeeper, a male gnome, is drinking the profits. He reminisces about his days as a city guardsman. A lanky man is going from table to table trying to sell an old book, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Gnome's Goblet Tavern]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 95 customers in the dining room. The patrons (when they are there) are mostly city guardsmen. The grizzled, depressed barkeeper, a male human, is hiding from an enemy. He is worried about a treasure hidden behind a false wall.

-=[The Cockatrice's Eye Pub]=

The nearly empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are moderate. It seats 41 customers in the dining room. The patrons (when they are there) are lower-class, mostly laborers. The one-armed, gloomy barkeeper, a male halfling, is afraid of assassins. He constantly wipes the bar and tables, and has problems with a friend who is in trouble.

-=[The Four Hydras Inn]=

The packed main room is well-lit. The walls are decorated with hunting horns. The overall ambiance is unpretentious and the prices are outrageous. It seats 76 customers in the dining room and has space for 38 in a private back room. There are 18 guest rooms, 15 of which are currently vacant. The patrons are lower-class, mostly farmers. The tall, friendly innkeeper, a male human, is hiding from an enemy. He reminisces about his days as a soldier. A brawl is about to break out, two patrons are brawling, and a patron is muttering about his dislike of rich people. Tonight's entertainment is a pretentious dulcimer player.

-=[The Four Ponies Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are moderate. It seats 39 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are rowdy laborers. The grizzled, depressed innkeeper, a male human, is about to be murdered. He is concealing his overdue tax bill, and has a friend who is in trouble.

--[The Two Bulls Tavern]=

The nearly empty main room is well-lit. The walls are unadorned brick. The overall ambiance is plain and the prices are outrageous. It seats 183 customers in the dining room and has space for 36 in a private back room. The patrons (when they are there) are working-class, primarily tradesmen. The cadaverous, nervous barkeeper, a male elf, is a thief. He does not know he has an enemy.

--[The Prancing Bull Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with hunting horns. The overall ambiance is shabby and the prices are high. It seats 42 customers in the dining room and has space for 16 in a private back room. There are 6 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The short, jolly innkeeper, a male half-orc, is a fussy budgeter. He reminisces about his days as a soldier.

--[The Silver Wyvern Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 19 customers in the dining room. The patrons (when they are there) are mostly slumming nobles. The pale, depressed innkeeper, a female human, is wanted by the law. She is afraid of her loathsome disease.

--[The Golden Ship Inn]=

The crowded main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are high. It seats 105 customers in the dining room and has space for 50 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are snooty. The scarred, cheerful innkeeper, a male human, is absent-minded. He is hiding a wanted person in the attic. Three guards come in, apparently looking for someone, and several adventurers are getting drunk in honor of a lost comrade. Tonight's entertainment is a pretentious lute player.

--[The Sign of the Green Cockatrice]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are moderate. It seats 33 customers in the dining room. There are 22 guest rooms, 12 of which are currently vacant. The patrons (when they are there) are lower-class, primarily laborers. The swarthy, silent innkeeper, a female halfling, is sometimes foolish. She has problems with a treasure hidden in her private quarters.

--[The Sign of the Royal Sailor]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 49 customers in the dining room and has space for 19 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly city guardsmen. The swarthy, depressed innkeeper, a male halfling, is carefree. He is afraid of losing a stolen document. A mysterious stranger seems uncomfortable here, and a local politician buys a round for the house. Tonight's entertainment is a superb flute player.

--[The Three Griffons Wayhouse]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 170 customers in the dining room. There are 17 guest rooms, 13 of which are currently vacant. The patrons are rowdy laborers. The lanky, talkative innkeeper, a male half-orc, is about to be murdered. He has problems with his overdue tax bill. Several patrons are throwing darts at a target, and a priestess and two acolytes are promoting a local religion. Tonight's entertainment is a decent flute player.

-=[The Farmer's Star Tavern]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 31 customers in the dining room. The patrons are lower-class, mostly farmers. The good-looking, grumpy barkeeper, a male dwarf, is a skinflint. He is worried about a treasure hidden in an empty wine cask. Eight people are playing a dice game. Tonight's entertainment is a pretentious singer, singing traditional songs

-=[The Purple Fox Inn]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are moderate. It seats 41 customers in the dining room and has space for 8 in a private back room. There are 6 guest rooms, 3 of which are currently vacant. The patrons are primarily upper-class. The good-looking, grim innkeeper, a female half-orc, is a retired courtesan. She is worried about a treasure hidden in the attic. A beggar who hasn't been thrown out yet is begging for alms, and a mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a good classical harpist.

-=[The Dwarf's Eye Inn]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are moderate. It seats 119 customers in the dining room. There are 10 guest rooms, 5 of which are currently vacant. The patrons are mostly city guardsmen. The chubby, grumpy innkeeper, a male halfling, is scrupulously honest. He reminisces about his days as a soldier. A shady-looking man is scamming rubes with a find-the-pea game, and a priest is promoting a local religion. Tonight's entertainment is a dreadful flute player.

-=[The Drunken Mermaid Inn]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are outrageous. It seats 45 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The scarred, dour innkeeper, a male human, is a retired ship captain. He is concealing a magical item. Several adventurers are getting drunk in honor of a lost comrade, and a priestess is preaching about a popular religion. Tonight's entertainment is a pretentious stand-up comic.

-=[The Sun and Boar Inn]=

The packed main room is dimly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are moderate. It seats 188 customers in the dining room and has space for 50 in a private back room. There are 7 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The scarred, jolly innkeeper, a male lizardman, is sometimes foolish. He reminisces about his days as a sailor. A priest is preaching about an obscure religion, a beggar who is permitted in the establishment is begging for alms, and two guards come in, apparently looking for someone. Tonight's entertainment is a good poet reading his own works.

-=[The Prancing Boatman Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 50 customers in the dining room and has space for 20 in a private back room. There are 8 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The fat, clumsy innkeeper, a male

dwarf, is absent-minded. He is concealing a treasure hidden in the midden-heap, and is hiding his handsome son in a guest room. Two patrons are brawling, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a dreadful lute player.

-=[The Wagon and Warrior Pub]=

The nearly empty main room is well-lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are moderate. It seats 79 customers in the dining room. The patrons (when they are there) are primarily thieves and assassins. The tall, mellow barkeeper, a doppelganger posing as a female dwarf, is in serious trouble. She reminisces about her days as an adventurer.

-=[The Dryad's Head Pub]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are high. It seats 80 customers in the dining room and has space for 24 in a private back room. The patrons (when they are there) are working-class, primarily shopkeepers. The lanky, gloomy barkeeper, a male elf, is hiding from an enemy. He is afraid of his overdue loan.

-=[The Grey Hydra Pub]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 42 customers in the dining room and has space for 16 in a private back room. The patrons (when they are there) are mostly upper-class. The fat, friendly barkeeper, a female halfling, is wanted by the law. She does not know she has a loathsome disease.

-=[The Princess's Head Inn]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 66 customers in the dining room and has space for 26 in a private back room. There are 23 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are snooty. The swarthy, mellow innkeeper, a male human, is close-mouthed. He reminisces about his days as a soldier.

-=[The Happy Plowman Wayhouse]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 123 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are lower-class, primarily sailors and dockworkers. The fat, nervous innkeeper, a female elf, is in serious trouble. She reminisces about her days as a city guardsman, and has an overdue tax bill. A priestess is preaching about an obscure religion, a brawl is about to break out, and a drunk patron is passed out on the floor. Tonight's entertainment is a decent dulcimer player.

-=[The Prancing Ogre Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 21 customers in the dining room and has space for 8 in a private back room. The patrons are working-class, primarily shopkeepers. The cadaverous, dour barkeeper, a male human, is nervous. He reminisces about his days as an adventurer. Four people are playing a drinking game, and a brawl is about to break out. Tonight's entertainment is a pretentious poet reading his own works.

-=[The Sign of the Spotted Rose]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 20 customers in the dining room and has space for 6 in a private back room. The patrons are lower-class, mostly tradesmen. The lanky, cheerful barkeeper, a female human, is carefree. She does

not know she has legal problems, and has forgotten about a handsome son. A mysterious stranger seems uncomfortable here. Tonight's entertainment is a dreadful classical harpist.

-=[The Flying Dwarf Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are high. It seats 36 customers in the dining room and has space for 10 in a private back room. There are 21 guest rooms, 10 of which are currently vacant. The patrons are primarily traveling merchants. The fat, clumsy innkeeper, a female human, is a skinflint. She is worried about her handsome son, and reminisces about her days as a soldier. Two patrons are brawling, and a patron is muttering about his dislike of rich people. Tonight's entertainment is a decent singer, singing love songs

-=[The Drinking Gnome Wayhouse]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are outrageous. It seats 33 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are primarily traveling merchants. The short, mellow innkeeper, a male half-orc, is a thief. He has forgotten about an overdue tax bill. Three people are playing a drinking game. Tonight's entertainment is a superb poet.

-=[The Sign of the Sleeping Wizard]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are outrageous. It seats 34 customers in the dining room. There are 20 guest rooms, 19 of which are currently vacant. The patrons are mostly upper-class. The tall, nervous innkeeper, a female dwarf, is a retired soldier. She is concealing her abusive husband among the staff. A beggar who hasn't been thrown out yet is begging for alms, and a one-armed man is going from table to table trying to sell an old book. Tonight's entertainment is a pretentious poet reading his own works.

-=[The Singing Horse Wayhouse]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 18 customers in the dining room and has space for 9 in a private back room. There are 10 guest rooms, 7 of which are currently vacant. The patrons are lower-class, mostly laborers. The good-looking, depressed innkeeper, a female human, is absent-minded. She is concealing a treasure hidden in the midden-heap, and has an overdue tax bill. Six people are playing a drinking game. Tonight's entertainment is a dreadful lute player.

-=[The Sheep's Head Inn]=

The nearly empty main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 25 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are working-class, mostly artisans. The fat, and slightly maniacal, innkeeper, a female gnome, is a retired soldier. She has legal problems.

-=[The Three Bulls Pub]=

The packed main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is fancy and the prices are high. It seats 122 customers in the dining room and has space for 50 in a private back room. The patrons are primarily military officers. The scarred, grim barkeeper, a female human, is a cheat. She speaks only in a whisper. A priestess is promoting an obscure religion, five people are playing a drinking game, and a mysterious stranger seems uncomfortable here. Tonight's entertainment is a pretentious dulcimer player.

-=[The Golden Lion Inn]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 27 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The tall, and slightly maniacal, innkeeper, a female dwarf, is absent-minded. She is trying to get rid of a magical item. A priest is preaching about a popular religion, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a dreadful singer, singing love songs

-=[The Horse and Pony Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned brick. The overall ambiance is plain and the prices are moderate. It seats 44 customers in the dining room. The patrons (when they are there) are mostly traveling merchants. The tall, jolly barkeeper, a male gnome, is a thief. He has problems with his overdue tax bill.

-=[The Gnome's Head Inn]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 86 customers in the dining room. There are 18 guest rooms, 4 of which are currently vacant. The patrons are mostly military officers. The good-looking, depressed innkeeper, a female human, is a retired adventurer. She has forgotten about an overdue loan. A mysterious stranger is repeatedly sneaking looks at the party, a local politician buys a round for the house, and a drunk patron is slumped over a table. Tonight's entertainment is a superb singer, singing popular songs

-=[The Dog and Bull Pub]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are high. It seats 31 customers in the dining room and has space for 12 in a private back room. The patrons are mostly city guardsmen. The fat, silent barkeeper, a female halfling, is drinking the profits. She is trying to get rid of a treasure hidden behind a loose stone. A drunk (dead?) patron is slumped over a table, and three people are playing a drinking game. Tonight's entertainment is a pretentious dulcimer player.

-=[The Boar's Head Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 24 customers in the dining room and has space for 6 in a private back room. The patrons are mostly city guardsmen. The scarred, nervous barkeeper, a female halfling, is wanted by the law. She does not know she has legal problems. A brawl is about to break out, and a drunk patron is slumped over a table. Tonight's entertainment is a decent singer, singing love songs

-=[The Dog's Eye Brewery]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 15 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, primarily artisans. The cadaverous, grim barkeeper, a male halfling, is afraid of orcs. He does not know he has a terrible disease. A local politician buys a round for the house. Tonight's entertainment is a decent flute player.

-=[The Four Toads Inn]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 99 customers in the dining room and has space for 29 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are lower-class, primarily laborers. The fat, talkative innkeeper, a male human, is in serious trouble. He is trying to get rid of his handsome son, and is hiding a

disgraced noble in the cellar. Several patrons are throwing darts at a target, and a drunk patron is slumped over a table. Tonight's entertainment is a good classical harpist.

-=[The Farmer's Head Tavern]=

The packed main room is well-lit. The walls are unadorned brick. The overall ambiance is plain and the prices are moderate. It seats 17 customers in the dining room and has space for 6 in a private back room. The patrons are snooty. The elderly, dour barkeeper, a female halfling, is carefree. She does not know she has an overdue tax bill. A drunk patron is slumped over a table. Tonight's entertainment is a dreadful harp player.

-=[The Happy Prince Inn]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 98 customers in the dining room. There are 22 guest rooms, 17 of which are currently vacant. The patrons are snooty. The fat, jolly innkeeper, a female halfling, is nervous. She has problems with her abusive husband. A priestess is preaching about a popular religion, a patron is grumbling about her dislike of thieves, and two patrons are brawling. Tonight's entertainment is a dreadful panpipe player.

-=[The Drinking Tinker Inn]=

The busy main room is dark. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are outrageous. It seats 37 customers in the dining room and has space for 18 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons are lower-class, primarily laborers. The pale, grumpy innkeeper, a male lizardman, is a retired sailor. He is afraid of an enemy of the players. Two patrons are brawling, and a brawl is about to break out. Tonight's entertainment is a good poet reading his own works.

-=[The Prancing Pony Inn]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are high. It seats 31 customers in the dining room. The patrons are lower-class, mostly tradesmen. The fat, jolly innkeeper, a female human, is a thief. She has a disgraced noble. Two patrons are brawling, and a drunk patron is passed out on the floor.

-=[The Drunken Hound Tavern]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 26 customers in the dining room. The patrons (when they are there) are lower-class, primarily laborers. The one-legged, mellow barkeeper, a female human, is a cheat. She reminisces about her days as an adventurer.

-=[The Five Roosters Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is shabby and the prices are cheap. It seats 39 customers in the dining room and has space for 11 in a private back room. There are 15 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The good-looking, jolly innkeeper, a female halfling, is wanted by the law. She has forgotten about a powerful enemy, and does not know she has an assassin.

-=[The Yellow Chalice Tavern]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 28 customers in the dining room. The patrons are mostly city guardsmen. The grizzled, clumsy barkeeper, a female human, is a retired sailor. She is trying to get rid of a treasure hidden under the

floorboards. A mysterious stranger is sitting in the corner watching the room, and two patrons are brawling. Tonight's entertainment is a pretentious poet.

-=[The Halfling's Dagger Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 134 customers in the dining room and has space for 50 in a private back room. There are 16 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are lower-class, mostly tradesmen. The tall, jolly innkeeper, a female halfling, is absent-minded. She has forgotten about a friend who is in trouble, and has an overdue tax bill.

-=[The Friar's Head Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are outrageous. It seats 65 customers in the dining room and has space for 26 in a private back room. There are 21 guest rooms, 14 of which are currently vacant. The patrons (when they are there) are working-class, mostly merchants. The fat, cheerful innkeeper, a female human, is close-mouthed. She is worried about an enemy.

-=[The Red Rooster Inn]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are high. It seats 13 customers in the dining room and has space for 6 in a private back room. There are 12 guest rooms, 10 of which are currently vacant. The patrons are lower-class, primarily laborers. The tall, cheerful innkeeper, a male dwarf, is hiding from an enemy. He has an enemy. Three people are playing a card game. Tonight's entertainment is a good singer, singing popular songs, accompanied by a poor lute player

-=[The Drunken Leprechaun Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 68 customers in the dining room and has space for 13 in a private back room. There are 9 guest rooms, 8 of which are currently vacant. The patrons are mostly slumming nobles. The elderly, nervous innkeeper, a male halfling, is an idiot. He reminisces about his days as a city guardsman. One patron has challenged another to a duel, and five people are playing cards for high stakes. Tonight's entertainment is a good singer, singing love songs, accompanied by a superb dulcimer player

-=[The Drinking Horse Tavern]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 22 customers in the dining room. The patrons (when they are there) are working-class, primarily shopkeepers. The swarthy, depressed barkeeper, a female lizardman, is afraid of dwarves. She is nasty to the staff, and is worried about a treasure hidden in the attic.

-=[The Leaping Wizard Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with old weapons. The overall ambiance is unpretentious and the prices are high. It seats 100 customers in the dining room and has space for 20 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are lower-class, primarily laborers. The greying, gloomy innkeeper, a male human, is about to be murdered. He is afraid of losing a treasure hidden beneath the bar.

-=[The Four Ponies Pub]=

The empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is plain and the prices are outrageous. It seats 53 customers in the dining room and has space for 21 in a private back room. The patrons (when they are there) are mostly traveling merchants. The grizzled, dour barkeeper, a female human, is a retired soldier. She does not know she has an overdue tax bill.

--[The Sign of the Leaping Kobold]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are outrageous. It seats 94 customers in the dining room. The patrons are working-class, mostly merchants. The short, clumsy barkeeper, a male human, is absent-minded. He constantly wipes the bar and tables. A priestess and two acolytes are promoting an obscure religion, a mysterious stranger seems to be dressed too well, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a good singer, singing ballads, accompanied by a good flute player

--[The Blue Chalice Tavern]=

The packed main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambience is fancy and the prices are moderate. It seats 77 customers in the dining room and has space for 23 in a private back room. The patrons are mostly military officers. The pale, jolly barkeeper, a female halfling, is a cheat. She has a magical item, and has problems with a wanted person. Several adventurers are celebrating after a successful adventure, a drunk patron is slumped over a table, and a scruffy man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a superb lute player.

--[The Ox's Eye Inn]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambience is unpretentious and the prices are outrageous. It seats 25 customers in the dining room and has space for 12 in a private back room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The fat, silent innkeeper, a male gnome, is sometimes foolish. He has forgotten about a shrewish wife, and has a beautiful daughter. A drunk patron is slumped over a table. Tonight's entertainment is a pretentious singer, singing traditional songs, accompanied by a pretentious harp player

--[The Green Hound Tavern]=

The nearly empty main room is well-lit. The walls are unadorned brick. The overall ambience is unpretentious and the prices are moderate. It seats 43 customers in the dining room and has space for 8 in a private back room. The patrons (when they are there) are mostly city guardsmen. The one-legged, and slightly maniacal, barkeeper, a male half-orc, is close-mouthed. He is hiding a disgraced noble among the staff.

--[The Five Ogres Pub]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are moderate. It seats 80 customers in the dining room. The patrons (when they are there) are lower-class, primarily laborers. The one-legged, talkative barkeeper, a male human, is wanted by the law. He reminisces about his days as an adventurer.

--[The Drunken Hound Tavern]=

The busy main room is well-lit. The walls are decorated with hunting horns. The overall ambience is plain and the prices are high. It seats 63 customers in the dining room and has space for 12 in a private back room. The patrons are mostly slumming nobles. The pale, cheerful barkeeper, a male elf, is nervous. He has a disgraced noble. A mysterious stranger is studying an a weird carving, and a nervous man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a superb panpipe player.

-=[The Rooster and Fox Pub]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are high. It seats 18 customers in the dining room and has space for 7 in a private back room. The patrons are primarily upper-class. The one-armed, depressed barkeeper, a male human, is about to be murdered. He has disturbing religious associations. Two patrons are brawling. Tonight's entertainment is a good lute player.

-=[The Vulgar Sailor Inn]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 77 customers in the dining room. There are 10 guest rooms, 7 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The grizzled, and frankly mad, innkeeper, a male dwarf, is a skinflint. He is concealing a magical item, and is pointedly ignoring one of the customers. A local politician buys a round for the house, a shady-looking man is scamming rubes with a find-the-pea game, and eight people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Dog's Eye Pub]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are moderate. It seats 18 customers in the dining room and has space for 7 in a private back room. The patrons are mostly city guardsmen. The elderly, and frankly mad, barkeeper, a male lizardman, is a retired ship captain. He has forgotten about a friend who is in trouble. A brawl is about to break out. Tonight's entertainment is a superb poet.

-=[The Red Yeti Pub]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 41 customers in the dining room and has space for 20 in a private back room. The patrons are mostly slumming nobles. The grizzled, and slightly maniacal, barkeeper, a female dwarf, is close-mouthed. She reminisces about her days as a soldier. Several adventurers are boisterously celebrating after a successful adventure, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a superb classical harpist.

-=[The Boar's Eye Pub]=

The nearly empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 32 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are primarily upper-class. The thin, depressed barkeeper, a female human, is hiding from an enemy. She occasionally starts singing.

-=[The Sign of the Royal Gypsy]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is grubby and the prices are moderate. It seats 32 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are rowdy sailors and dockworkers. The tall, dour innkeeper, a female halfling, is sometimes foolish. She reminisces about her days as a sailor. Four guards come in and a patron tries to sneak out the back way, and a priestess is preaching about an obscure religion.

-=[The Lizardman's Arms Wayhouse]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are cheap. It seats 20 customers in the dining room. There are 22 guest rooms, 20 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The pale, mellow innkeeper, a male dwarf, is close-

mouthed. He is having nightmares about a treasure hidden in the cellar. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Prancing Guildsman]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 24 customers in the dining room and has space for 7 in a private back room. The patrons are primarily upper-class. The short, cheerful barkeeper, a male human, is nervous. He has a treasure hidden in the attic, and has forgotten about legal problems. A cadaverous man is going from table to table trying to sell a supposed treasure map, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent classical harpist.

-=[The Prancing Yeti Wayhouse]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 32 customers in the dining room. The patrons are working-class, mostly artisans. The tall, depressed innkeeper, a female half-orc, is a fussy budget. She is afraid of a treasure hidden in her private quarters. Six people are playing a drinking game, and a priestess and one acolyte is promoting an obscure religion. Tonight's entertainment is a poor classical harpist.

-=[The Green Mermaid Tavern]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 27 customers in the dining room. The patrons are snooty. The elderly, jolly barkeeper, a male human, is nervous. He has forgotten about legal problems. Several people are taking bets on the outcome of a cockroach race, and five people are playing a drinking game. Tonight's entertainment is a poor poet.

-=[The Leprechaun and Wagon Inn]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are outrageous. It seats 29 customers in the dining room. The patrons (when they are there) are working-class, primarily shopkeepers. The thin, jolly innkeeper, a male human, is in serious trouble. He is having nightmares about a treasure hidden beneath the bar.

-=[The Yellow Bear Pub]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are high. It seats 81 customers in the dining room and has space for 40 in a private back room. The patrons are working-class, mostly artisans. The fat, talkative barkeeper, a female half-orc, is absent-minded. She reminisces about her days as a traveling merchant. A patron is ranting about his dislike of the local climate, several adventurers are boisterously celebrating after a successful adventure, and six people are playing a dice game. Tonight's entertainment is a superb singer, singing popular songs, accompanied by a superb dulcimer player.

-=[The Bull and Ox Inn]=

The crowded main room is dark. The walls are unadorned brick. The overall ambiance is pretentious and the prices are moderate. It seats 86 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The scarred, silent innkeeper, a female half-orc, is absent-minded. She has problems with a treasure hidden in the midden-heap. A scarred man is going from table to table trying to sell a rolled-up parchment, several patrons are throwing darts at a target, and seven people are playing a dice game. Tonight's entertainment is a decent flute player.

-=[The Tinker's Sun Wayhouse]=

The empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are cheap. It seats 31 customers in the dining room and has space for 12 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons (when they are there) are primarily thieves and assassins. The chubby, gloomy innkeeper, a female half-orc, is sometimes foolish. She reminisces about her days as a city guardsman, and is hiding a hunted criminal in a secret room.

--[The Rooster's Eye Inn]=

The busy main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 44 customers in the dining room and has space for 17 in a private back room. There are 13 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The fat, dour innkeeper, a female human, is a retired ship captain. She constantly wipes the bar and tables. One patron has challenged another to a duel. Tonight's entertainment is a decent classical harpist.

--[The Wyvern's Head Pub]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 43 customers in the dining room and has space for 17 in a private back room. The patrons are mostly upper-class. The greying, nervous barkeeper, a female human, is a fussy budget. She is afraid of losing a treasure hidden in her private quarters. Several patrons are throwing darts at a target. Tonight's entertainment is a good dulcimer player.

--[The Ox and Stallion Pub]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 89 customers in the dining room and has space for 26 in a private back room. The patrons are snooty. The chubby, jolly barkeeper, a female halfling, is sometimes foolish. She occasionally starts singing. Eight people are playing a card game, a mysterious stranger is repeatedly sneaking looks at the party, and several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

--[The Topsy Pony Tavern]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 31 customers in the dining room and has space for 15 in a private back room. The patrons (when they are there) are snooty. The one-legged, silent barkeeper, a female lizardman, is nervous. She is afraid of losing a treasure hidden in a keg of mead.

--[The Dancing Cow Inn]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 37 customers in the dining room. There are 19 guest rooms, 15 of which are currently vacant. The patrons are primarily upper-class. The swarthy, silent innkeeper, a male half-orc, is afraid of dwarves. He has shocking religious associations. A scruffy man is going from table to table trying to sell an exotic figurine. Tonight's entertainment is a poor classical harpist.

--[The Ox's Head Wayhouse]=

The busy main room is dimly lit. The walls are decorated with scores of shoes. The overall ambiance is fancy and the prices are high. It seats 100 customers in the dining room. There are 8 guest rooms, 2 of which are currently vacant. The patrons are primarily slumming nobles. The limping, silent innkeeper, a female elf, is a retired ship captain. She is having nightmares about her overdue loan. A mysterious stranger is getting quietly drunk, a lanky man is going from table to table trying to sell a kitten, and a mysterious stranger is studying an weird figurine. Tonight's entertainment is a dreadful dulcimer player.

-=[The Drunken Ox Wayhouse]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is fancy and the prices are moderate. It seats 35 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are mostly upper-class. The good-looking, gloomy innkeeper, a male human, is scrupulously honest. He is having nightmares about his handsome son. One patron has challenged another to a duel. Tonight's entertainment is a superb singer, singing traditional songs

-=[The Hippogriff and Boar Inn]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambience is fancy and the prices are outrageous. It seats 42 customers in the dining room and has space for 8 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are mostly military officers. The chubby, dour innkeeper, a male human, is a cheat. He does not know he has legal problems. A one-armed man is going from table to table trying to sell an exotic coin, and a drunk patron is slumped over a table. Tonight's entertainment is a pretentious panpipe player.

-=[The Flying Guildsman Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are moderate. It seats 77 customers in the dining room and has space for 30 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are mostly military officers. The limping, cheerful innkeeper, a female human, is in serious trouble. She is worried about a forged document. A pale man is going from table to table trying to sell an old book, and a priest and one acolyte is promoting a local religion. Tonight's entertainment is a decent harp player.

-=[The Dragon's Head Inn]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are cheap. It seats 33 customers in the dining room and has space for 6 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are mostly traveling merchants. The short, friendly innkeeper, a male halfling, is wanted by the law. He has a treasure hidden in a keg of meal.

-=[The Drinking Queen Inn]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambience is unpretentious and the prices are moderate. It seats 60 customers in the dining room. There are 21 guest rooms, 16 of which are currently vacant. The patrons are lower-class, mostly laborers. The thin, silent innkeeper, a doppelganger posing as a female human, is a skinflint. She is afraid of losing a treasure hidden in an empty wine cask. A group of soldiers is singing a patriotic song, several people are taking bets on the outcome of a cockroach race, and a brawl is about to break out. Tonight's entertainment is a decent panpipe player.

-=[The Drinking Warrior Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is pretentious and the prices are outrageous. It seats 24 customers in the dining room. The patrons (when they are there) are primarily upper-class. The elderly, mellow innkeeper, a male human, is a fussy budget. He has a treasure hidden beneath the bar.

-=[The Green Wagon Wayhouse]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are outrageous. It seats 38 customers in the dining room and has space for 7 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are mostly traveling merchants. The swarthy, clumsy innkeeper, a female dwarf, is close-mouthed. She is hiding a traitor among the staff, and is afraid of a friend who is in trouble. A mysterious stranger is getting quietly drunk, and one patron has challenged another to a duel. Tonight's entertainment is a decent panpipe player.

-=[The Duchess's Goblet Inn]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 38 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are mostly city guardsmen. The thin, depressed innkeeper, a female human, is in serious trouble. She speaks only in a whisper. A local politician buys a round for the house, and a limping man is going from table to table trying to sell an unusual coin. Tonight's entertainment is a good classical harpist.

-=[The Drunken Friar Pub]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 30 customers in the dining room. The patrons are mostly upper-class. The fat, graceful barkeeper, a female halfling, is about to be murdered. She is having nightmares about a magical item. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a poor classical harpist.

-=[The Silver Orc Tavern]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is pretentious and the prices are high. It seats 61 customers in the dining room and has space for 18 in a private back room. The patrons are primarily upper-class. The thin, clumsy barkeeper, a male human, is close-mouthed. He has forgotten about an overdue loan. A drunk (dead?) patron is slumped over a table, a local politician buys a round for the house, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful flute player.

-=[The Yellow Dragon Inn]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are moderate. It seats 81 customers in the dining room. There are 27 guest rooms, 4 of which are currently vacant. The patrons are mostly mercenaries. The thin, nervous innkeeper, a female human, is a retired sailor. She has an overdue tax bill. A drunk patron is slumped over a table, and a local politician buys a round for the house. Tonight's entertainment is a poor classical harpist.

-=[The Sheep and Horse Inn]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 31 customers in the dining room. There are 10 guest rooms, 3 of which are currently vacant. The patrons are primarily upper-class. The limping, nervous innkeeper, a male dwarf, is hiding from an enemy. He is hiding an enemy of the players in a secret room. A group of soldiers is singing a patriotic song (badly off-key), and a one-armed man is going from table to table trying to sell an old book. Tonight's entertainment is a decent classical harpist.

-=[The Cow and Stallion Wayhouse]=

The empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 62 customers in the dining room and has space for 12 in a private back room. There are 21 guest rooms, 13 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The limping, nervous innkeeper, a male human, is in serious trouble. He reminisces about his days as a sailor.

-=[The Happy Boar Tavern]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is pretentious and the prices are moderate. It seats 26 customers in the dining room. The patrons are snooty. The tall, talkative barkeeper, a male human, is a retired adventurer. He reminisces about his days as an adventurer. One patron has challenged another to a duel, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a decent classical harpist.

-=[The Singing Ox Inn]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambience is plain and the prices are moderate. It seats 38 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are snooty. The tall, jolly innkeeper, a female human, is a cheat. She is obsessed with a powerful enemy. A patron is shouting about her taxes, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a superb classical harpist.

-=[The Wizard's Arms Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambience is unpretentious and the prices are outrageous. It seats 27 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The swarthy, clumsy innkeeper, a female halfling, is absent-minded. She is worried about her disturbing fetish.

-=[The Sign of the Squirrel and Wolf]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are moderate. It seats 49 customers in the dining room and has space for 9 in a private back room. There are 9 guest rooms, 5 of which are currently vacant. The patrons are working-class, primarily tradesmen. The grizzled, depressed innkeeper, a female gnome, is scrupulously honest. She is hiding a wanted person among the staff, and reminisces about her days as a soldier. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a good classical harpist.

-=[The Sun and Gorgon Pub]=

The nearly empty main room is brightly lit. The walls are decorated with sports trophies. The overall ambience is fancy and the prices are moderate. It seats 55 customers in the dining room and has space for 16 in a private back room. The patrons (when they are there) are mostly upper-class. The tall, nervous barkeeper, a female dwarf, is scrupulously honest. She has forgotten about legal problems.

-=[The Gnome's Arms Pub]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is unpretentious and the prices are moderate. It seats 44 customers in the dining room. The patrons are mostly thieves and assassins. The lanky, dour barkeeper, a female human, is in the pay of bandits. She speaks only in a whisper, and is concealing a traitor among the staff. A cadaverous man is going from table to table trying to sell a strange piece of jewelry, and a drunk patron is slumped over a table. Tonight's entertainment is a good panpipe player.

-=[The Friar's Head Inn]=

The busy main room is dark. The walls are unadorned plaster. The overall ambience is fancy and the prices are moderate. It seats 21 customers in the dining room. There are 9 guest rooms, 5 of which are currently vacant. The patrons are primarily upper-class. The lanky, and frankly mad, innkeeper, a doppelganger posing as a male elf, is a

retired sailor. He has problems with his beautiful daughter. Several adventurers are celebrating after a successful adventure, and a patron is grumbling about his dislike of humans. Tonight's entertainment is a superb classical harpist.

-=[The Lion and Stag Pub]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are cheap. It seats 30 customers in the dining room and has space for 15 in a private back room. The patrons are mostly thieves and assassins. The elderly, dour barkeeper, a doppelganger posing as a male lizardman, is absent-minded. He does not know he has a shrewish wife. Several patrons are throwing darts at a target. Tonight's entertainment is a dreadful classical harpist.

-=[The Sun and Centaur Inn]=

The nearly empty main room is dark. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 67 customers in the dining room. There are 17 guest rooms, 12 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The lanky, grim innkeeper, a female human, is a retired rogue. She has problems with a hunted criminal.

-=[The Happy Dog Inn]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 74 customers in the dining room and has space for 29 in a private back room. There are 14 guest rooms, 9 of which are currently vacant. The patrons are primarily upper-class. The grizzled, jolly innkeeper, a female halfling, is absent-minded. She has problems with her criminal background, and is afraid of her overdue tax bill. Four people are playing a dice game, and a short man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a superb classical harpist.

-=[The Royal Pony Inn]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are high. It seats 83 customers in the dining room. There are 7 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are snooty. The grizzled, nervous innkeeper, a male elf, is nervous. He has legal problems.

-=[The Lizardman's Arms Inn]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 76 customers in the dining room and has space for 22 in a private back room. There are 21 guest rooms, 11 of which are currently vacant. The patrons are lower-class, mostly tradesmen. The scarred, talkative innkeeper, a female human, is absent-minded. She is afraid of an enemy of the players. Five people are playing a dice game, and two patrons are brawling. Tonight's entertainment is a superb flute player.

-=[The Horse and Badger Inn]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are high. It seats 21 customers in the dining room. There are 12 guest rooms, 2 of which are currently vacant. The patrons are primarily city guardsmen. The limping, friendly innkeeper, a male human, is a retired ship captain. He does not know he has an overdue loan. Four people are playing a dice game, and a brawl is about to break out. Tonight's entertainment is a good flute player.

-=[The Lazy Ox Wayhouse]=

The crowded main room is dark. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 130 customers in the dining room. There are 22 guest rooms, 18 of which are currently vacant. The patrons are mostly military officers. The thin, dour innkeeper, a male halfling, is a cheat. He is hiding his shrewish wife in the attic, and has problems with his beautiful daughter. A drunk patron is slumped over a table, a priest and three acolytes are promoting a shady religion, and a tall man is going from table to table trying to sell an old book. Tonight's entertainment is a poor singer, singing popular songs

-=[The Ship and Weasel Tavern]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 46 customers in the dining room. The patrons are primarily upper-class. The one-armed, and slightly maniacal, barkeeper, a male gnome, is scrupulously honest. He has an escaped slave hiding in the inn. A scruffy man is going from table to table trying to sell a rolled-up parchment, and four people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.

-=[The Sheep and Goat Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 63 customers in the dining room. The patrons are primarily slumming nobles. The tall, dour barkeeper, a male human, is a retired ship captain. He has an enemy. A shady-looking man is scamming rubes with a find-the-pea game, several patrons are throwing darts at a target, and a priestess and one acolyte is promoting a foreign religion. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Topsy Griffon]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 38 customers in the dining room. The patrons are snooty. The scarred, mellow barkeeper, a male human, is wanted by the law. He is concealing a friend who is in trouble in the stables. A drunk (dead?) patron is slumped over a table, and a nervous man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a good classical harpist.

-=[The Sign of the Dancing Prince]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 43 customers in the dining room. The patrons (when they are there) are snooty. The scarred, dour barkeeper, a female halfling, is scrupulously honest. She is hiding a non-human in the cellar.

-=[The Sign of the Five Lions]=

The packed main room is dark. The walls are unadorned plaster. The overall ambiance is pretentious and the prices are high. It seats 70 customers in the dining room and has space for 28 in a private back room. The patrons are mostly traveling merchants. The elderly, grim barkeeper, a female human, is wanted by the law. She is trying to get rid of a magical item. A patron is grumbling about her ungrateful son, several adventurers are celebrating after a successful adventure, and a scarred man is going from table to table trying to sell a manuscript. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Green Horse]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are moderate. It seats 48 customers in the dining room. The patrons are working-class, primarily merchants. The limping, jolly barkeeper, a male half-orc, is a skinflint. He is worried about an enemy, and has problems with a traitor. Four people are playing a card game, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a decent flute player.

-=[The Drinking Farmer Tavern]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 44 customers in the dining room and has space for 17 in a private back room. The patrons are mostly upper-class. The cadaverous, silent barkeeper, a female halfling, is about to be murdered. She is afraid of losing an ancient document. A drunk patron is slumped over a table, and a one-armed man is going from table to table trying to sell an unusual figurine. Tonight's entertainment is a poor singer, singing popular songs, accompanied by a poor dulcimer player

-=[The Five Manticores Tavern]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are cheap. It seats 28 customers in the dining room. The patrons are lower-class, primarily sailors and dockworkers. The one-armed, grim barkeeper, a female human, is close-mouthed. She speaks only in a whisper. A patron is muttering about her dislike of nobles, and a priest is preaching about an obscure religion. Tonight's entertainment is a poor lute player.

-=[The Two Dogs Tavern]=

The packed main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 195 customers in the dining room and has space for 50 in a private back room. The patrons are mostly slumming nobles. The thin, dour barkeeper, a female human, is a cheat. She does not know she has legal problems. Four people are playing a card game, a one-eyed man is going from table to table trying to sell a snake, and a priest is promoting a local religion. Tonight's entertainment is a decent classical harpist.

-=[The Purple Basilisk Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 41 customers in the dining room. The patrons are snooty. The swarthy, clumsy barkeeper, a female halfling, is a fussy budget. She is concealing her unusual religious beliefs. Four people are playing a drinking game, and a drunk patron is passed out on the floor. Tonight's entertainment is a good singer, singing ballads, accompanied by a good lute player

-=[The Drinking Rogue Inn]=

The nearly empty main room is well-lit. The walls are decorated with assorted antiques. The overall ambiance is unpretentious and the prices are moderate. It seats 19 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are mostly upper-class. The one-eyed, cheerful innkeeper, a female elf, is a cheat. She has forgotten about an overdue loan.

-=[The Golden Sun Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 16 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily thieves and assassins. The short, jolly innkeeper, a male human, is drinking the profits. He does not know he has a handsome son. A drunk patron is passed out on the floor. Tonight's entertainment is a superb singer, singing traditional songs, accompanied by a good flute player

-=[The Drunken Gypsy Inn]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 39 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are mostly mercenaries. The pale, talkative innkeeper, a male halfling, is close-

mouthed. He reminisces about his days as a soldier. Several adventurers are celebrating after a successful adventure, and several patrons are throwing darts at a target. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a good flute player

-=[The Drinking Boatman Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are moderate. It seats 23 customers in the dining room. There are 8 guest rooms, 5 of which are currently vacant. The patrons are lower-class, mostly laborers. The chubby, and frankly mad, innkeeper, a male human, is afraid of assassins. He is hiding his handsome son in a guest room. A local politician buys a round for the house, and a pale man is going from table to table trying to sell a locked box. Tonight's entertainment is a good panpipe player.

-=[The Golden Goblet Wayhouse]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 26 customers in the dining room. The patrons are mostly city guardsmen. The chubby, jolly barkeeper, a male half-orc, is a cheat. He is worried about a magical item, and is trying to get rid of a treasure hidden in a bricked-up fireplace. Four people are playing a card game, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful panpipe player.

-=[The Royal Guildsman Wayhouse]=

The busy main room is dimly lit. The walls are decorated with assorted antiques. The overall ambiance is unpretentious and the prices are outrageous. It seats 27 customers in the dining room and has space for 8 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily artisans. The fat, friendly innkeeper, a female human, is absent-minded. She has legal problems. A patron is muttering about his dislike of orcs, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a decent dulcimer player.

-=[The Sign of the Blue Bull]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 43 customers in the dining room and has space for 17 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily tradesmen. The short, silent innkeeper, a female human, is hiding from an enemy. She has problems with a forged document. A group of mercenaries is singing a patriotic song (badly off-key), and two patrons are brawling. Tonight's entertainment is a decent singer, singing love songs, accompanied by a good dulcimer player

-=[The Singing Friar Inn]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 23 customers in the dining room. There are 5 guest rooms, all of which are currently vacant. The patrons are primarily upper-class. The short, gloomy innkeeper, a female dwarf, is a skinflint. She has a disgraced noble, and is obsessed with a treasure hidden in the midden-heap. A mysterious stranger is asking questions. Tonight's entertainment is a superb lute player.

-=[The Spotted Dryad Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are cheap. It seats 66 customers in the dining room and has space for 19 in a private back room. The patrons are mostly upper-class. The scarred, graceful barkeeper, a female gnome, is hiding from an enemy. She has legal problems. A patron is shouting about his taxes, a mysterious stranger is apparently waiting for someone, and a local politician buys a round for the house. Tonight's entertainment is a decent classical harpist.

==[The Drinking Sailor Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is shabby and the prices are cheap. It seats 54 customers in the dining room and has space for 16 in a private back room. The patrons are primarily military officers. The cadaverous, cheerful barkeeper, a male dwarf, is absent-minded. He is pointedly ignoring one of the customers. A patron is grumbling about his dislike of dwarves, a drunk patron is passed out on the floor, and a brawl is about to break out. Tonight's entertainment is a dreadful classical harpist.

==[The Sign of the Drinking Gnome]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is grubby and the prices are high. It seats 38 customers in the dining room. The patrons are rowdy laborers. The swarthy, depressed barkeeper, a female halfling, is a fussy budget. She always shouts. A drunk patron is passed out on the floor, and a priest is preaching about an obscure religion. Tonight's entertainment is a pretentious flute player.

==[The Grey Rat Wayhouse]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambience is unpretentious and the prices are moderate. It seats 32 customers in the dining room and has space for 9 in a private back room. The patrons are lower-class, primarily tradesmen. The lanky, friendly innkeeper, a female human, is nervous. She has legal problems. A priestess is promoting a local religion, and a local politician buys a round for the house. Tonight's entertainment is a poor singer, singing ballads, accompanied by a good flute player.

==[The Red Key Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are moderate. It seats 44 customers in the dining room. The patrons are lower-class, primarily laborers. The good-looking, grim barkeeper, a female gnome, is a retired dancer. She is concealing her criminal background. A priestess is promoting a foreign religion, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a dreadful classical harpist.

==[The Warrior's Arms Pub]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambience is plain and the prices are outrageous. It seats 50 customers in the dining room. The patrons are mostly military officers. The elderly, jolly barkeeper, a male human, is about to be murdered. He has problems with a forged document. An elderly man is going from table to table trying to sell a locked box, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a superb harp player.

==[The Prancing Dog Brewery]=

The busy main room is well-lit. The walls are decorated with musical instruments. The overall ambience is fancy and the prices are moderate. It seats 22 customers in the dining room and has space for 6 in a private back room. The patrons are primarily thieves and assassins. The one-armed, gloomy barkeeper, a female halfling, is about to be murdered. She is worried about a magical item. Several patrons are throwing darts at a target, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a good singer, singing ballads, accompanied by a poor flute player.

==[The Toad and Bull Tavern]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambience is plain and the prices are high. It seats 27 customers in the dining room and has space for 8 in a private back room. The

patrons are working-class, mostly soldiers. The tall, grim barkeeper, a male half-orc, is close-mouthed. He does not know he has an overdue tax bill. A drunk patron is passed out on the floor. Tonight's entertainment is a pretentious classical harpist.

-=[The Happy Bull Inn]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 38 customers in the dining room and has space for 15 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are primarily military officers. The tall, mellow innkeeper, a female halfling, is a thief. She has a social disease, and is trying to get rid of her criminal background. A brawl is about to break out. Tonight's entertainment is a decent singer, singing ballads

-=[The Fox's Eye Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 173 customers in the dining room. There are 13 guest rooms, 5 of which are currently vacant. The patrons are working-class, mostly artisans. The chubby, grim innkeeper, a female dwarf, is sometimes foolish. She reminisces about her days as a city guardsman. Five people are playing a card game, a local politician buys a round for the house, and a grim man is going from table to table trying to sell an old book. Tonight's entertainment is a poor poet.

-=[The Sign of the Green Yeti]=

The packed main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are outrageous. It seats 12 customers in the dining room and has space for 6 in a private back room. The patrons are primarily city guardsmen. The lanky, depressed innkeeper, a female halfling, is a cheat. She has an unusual fetish. One patron has challenged another to a duel. Tonight's entertainment is a superb singer, singing traditional songs

-=[The Cow's Head Inn]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are high. It seats 23 customers in the dining room. There are 8 guest rooms, 5 of which are currently vacant. The patrons are rowdy laborers. The cadaverous, jolly innkeeper, a male elf, is an idiot. He is concealing a hunted criminal among the staff, and is trying to marry off his ugly son. A priestess is preaching about an obscure religion. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a pretentious harp player

-=[The Golden Ship Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 28 customers in the dining room. There are 7 guest rooms, 6 of which are currently vacant. The patrons are snooty. The short, clumsy innkeeper, a female lizardman, is a retired dancer. She has forgotten about a powerful enemy. A patron is grumbling about her dislike of his boss. Tonight's entertainment is a decent harp player.

-=[The Yellow Mug Inn]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 45 customers in the dining room and has space for 18 in a private back room. There are 12 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are snooty. The elderly, jolly innkeeper, a female dwarf, is a cheat. She is trying to get rid of her criminal background.

-=[The Black Goblet Tavern]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are outrageous. It seats 20 customers in the dining room and has space for 8 in a private back room. The patrons (when they are there) are lower-class, mostly tradesmen. The elderly, depressed barkeeper, a male human, is scrupulously honest. He has a disgraced noble.

-=[The Ox and Dog Wayhouse]=

The crowded main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are high. It seats 29 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are lower-class, mostly laborers. The cadaverous, depressed innkeeper, a female halfling, is a retired adventurer. She has forgotten about a magical item, and is trying to marry off her ugly daughter. Two patrons are brawling, and a priest is preaching about an obscure religion. Tonight's entertainment is a good classical harpist.

-=[The Silver Mermaid Wayhouse]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 45 customers in the dining room and has space for 22 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are working-class, mostly artisans. The limping, clumsy innkeeper, a male elf, is a thief. He is hiding his shrewish wife among the staff. A priestess is preaching about an obscure religion, and a brawl is about to break out. Tonight's entertainment is a decent singer, singing popular songs, accompanied by a dreadful panpipe player

-=[The Dryad's Head Inn]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are high. It seats 57 customers in the dining room and has space for 28 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The lanky, dour innkeeper, a female half-orc, is a thief. She is trying to get rid of a powerful enemy.

-=[The Five Hippogriffs Inn]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 114 customers in the dining room and has space for 45 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are mostly upper-class. The fat, grim innkeeper, a male lizardman, is a cheat. He does not know he has a beautiful daughter. A lanky man is going from table to table trying to sell a supposed treasure map, a shady-looking man is scamming rubes with a find-the-pea game, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a dreadful singer, singing traditional songs, accompanied by a decent dulcimer player

-=[The Grey Griffon Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 22 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, mostly tradesmen. The good-looking, cheerful barkeeper, a male halfling, is a skinflint. He reminisces about his days as a soldier. A priestess is preaching about an obscure religion, and several adventurers are getting drunk in honor of a lost comrade. Tonight's entertainment is a dreadful flute player.

-=[The Bull and Cat Inn]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are moderate. It seats 34 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly laborers. The swarthy, grumpy

innkeeper, a female gnome, is about to be murdered. She is nasty to the staff. A patron is grumbling about his dislike of thieves, and two patrons are brawling. Tonight's entertainment is a dreadful singer, singing traditional songs, accompanied by a superb lute player

-=[The Golden Dog Tavern]=

The crowded main room is brightly lit. The walls are unadorned, stained plaster. The overall ambience is shabby and the prices are cheap. It seats 30 customers in the dining room and has space for 9 in a private back room. The patrons are primarily upper-class. The chubby, and slightly maniacal, barkeeper, a female halfling, is close-mouthed. She is afraid of a magical item. A mysterious stranger is asking questions about one of the players. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Happy Ox]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are cheap. It seats 23 customers in the dining room and has space for 6 in a private back room. The patrons are mostly slumming nobles. The good-looking, grim barkeeper, a female elf, is absent-minded. She is worried about a treasure hidden in a bricked-up fireplace, and has forgotten about a disfiguring disease. A drunk patron is slumped over a table. Tonight's entertainment is a poor panpipe player.

-=[The Sleeping Halfling Tavern]=

The busy main room is dark. The walls are decorated with sports trophies. The overall ambience is unpretentious and the prices are moderate. It seats 32 customers in the dining room. The patrons are mostly mercenaries. The chubby, grim barkeeper, a female half-orc, is nervous. She is concealing a hunted criminal among the staff. Seven people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Three Squirrels Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are high. It seats 42 customers in the dining room. There are 12 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly laborers. The pale, friendly innkeeper, a female human, is a retired adventurer. She has a terrible disease, and has problems with her criminal background. A brawl is about to break out. Tonight's entertainment is a superb classical harpist.

-=[The Horse's Head Pub]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambience is fancy and the prices are outrageous. It seats 37 customers in the dining room and has space for 18 in a private back room. The patrons are primarily military officers. The fat, depressed barkeeper, a female human, is in serious trouble. She has problems with her handsome son. A mysterious stranger is whispering something to a newcomer. Tonight's entertainment is a superb classical harpist.

-=[The Boatman's Arms Tavern]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is plain and the prices are cheap. It seats 39 customers in the dining room. The patrons are snooty. The fat, friendly barkeeper, a male halfling, is hiding from an enemy. He does not know he has an overdue loan. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a dreadful singer, singing popular songs, accompanied by a dreadful panpipe player

-=[The Black Centaur Wayhouse]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambience is shabby and the prices are moderate. It seats 38 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily merchants. The fat, and frankly mad, innkeeper, a female halfling, is drinking the profits. She is hiding her abusive husband in a guest room. Five people are playing a dice game, and a pale man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent panpipe player.

-=[The Dryad's Head Wayhouse]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambience is unpretentious and the prices are moderate. It seats 160 customers in the dining room. The patrons are mostly upper-class. The one-armed, nervous barkeeper, a male human, is nervous. He has a magical item, and is concealing his disturbing fetish. A patron is ranting about her ungrateful daughter, a shady-looking man is scamming rubes with a find-the-pea game, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Drinking Lion]=

The nearly empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambience is fancy and the prices are outrageous. It seats 88 customers in the dining room and has space for 26 in a private back room. The patrons (when they are there) are primarily military officers. The chubby, clumsy barkeeper, a male human, is about to be murdered. He is nasty to the staff.

-=[The Sign of the Yellow Wyvern]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is shabby and the prices are cheap. It seats 44 customers in the dining room and has space for 22 in a private back room. The patrons are primarily mercenaries. The limping, cheerful barkeeper, a male human, is wanted by the law. He is afraid of losing a magical item, and is concealing a treasure hidden beneath the bar. Four people are playing a dice game, and a brawl is about to break out. Tonight's entertainment is a superb harp player.

-=[The Dog and Mug Pub]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are moderate. It seats 41 customers in the dining room and has space for 12 in a private back room. The patrons are snooty. The pale, jolly barkeeper, a female halfling, is absent-minded. She reminisces about her days as a sailor. Five people are playing a card game. Tonight's entertainment is a dreadful classical harpist.

-=[The Two Stags Brewery]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are high. It seats 32 customers in the dining room and has space for 12 in a private back room. The patrons are mostly military officers. The one-legged, silent barkeeper, a male human, is in serious trouble. He is concealing a treasure hidden in the midden-heap, and is worried about a stolen document. A brawl is about to break out, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a pretentious singer, singing popular songs

-=[The Red Cockatrice Inn]=

The nearly empty main room is well-lit. The walls are decorated with jousting lances and banners. The overall ambience is plain and the prices are moderate. It seats 21 customers in the dining room. The patrons (when they are there) are primarily upper-class. The tall, grim innkeeper, a female human, is sometimes foolish. She does not know she has a beautiful daughter.

-=[The Golden Ship Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with musical instruments. The overall ambiance is plain and the prices are high. It seats 45 customers in the dining room. There are 18 guest rooms, 15 of which are currently vacant. The patrons are mostly mercenaries. The chubby, dour innkeeper, a female half-orc, is absent-minded. She is worried about her disturbing fetish. A mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a decent classical harpist.

-=[The Topsy Sheep Wayhouse]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 99 customers in the dining room and has space for 49 in a private back room. There are 18 guest rooms, 13 of which are currently vacant. The patrons are mostly upper-class. The limping, and slightly maniacal, innkeeper, a male halfling, is absent-minded. He reminisces about his days as an adventurer, and is having nightmares about a magical item. A scarred man is going from table to table trying to sell a weird artifact, a drunk (dead?) patron is slumped over a table, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful lute player.

-=[The Flying Gypsy Tavern]=

The crowded main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is shabby and the prices are moderate. It seats 44 customers in the dining room and has space for 22 in a private back room. The patrons are mostly traveling merchants. The thin, clumsy barkeeper, a male human, is a thief. He has legal problems. A patron is grumbling about his dislike of rich people, and a brawl is about to break out. Tonight's entertainment is a dreadful stand-up comic.

-=[The Cockatrice's Head Brewery]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 82 customers in the dining room and has space for 24 in a private back room. The patrons are primarily upper-class. The one-legged, depressed barkeeper, a male dwarf, is close-mouthed. He is worried about an enemy. A grim man is going from table to table trying to sell a rolled-up parchment, a patron is talking about her employer, and seven people are playing a drinking game. Tonight's entertainment is a pretentious classical harpist.

-=[The Ox's Eye Inn]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is pretentious and the prices are moderate. It seats 85 customers in the dining room and has space for 42 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are snooty. The tall, dour innkeeper, a male human, is a fussy budget. He has problems with his disfiguring disease. A priest and one acolyte is expounding on a local religion, a local politician is standing on a table giving a speech, and three people are playing a dice game. Tonight's entertainment is a poor flute player.

-=[The Horse and Dog Inn]=

The nearly empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are moderate. It seats 22 customers in the dining room and has space for 11 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are rowdy laborers. The pale, depressed innkeeper, a female human, is scrupulously honest. She reminisces about her days as a soldier.

-=[The Boar and Ox Inn]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 34 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The swarthy, and frankly mad, innkeeper, a male human, is hiding from an enemy. He has problems with his overdue loan, and has an overdue tax bill.

--[The Halfling's Eye Inn]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 15 customers in the dining room and has space for 6 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The thin, depressed innkeeper, a female human, is hiding from an enemy. She does not know she has an overdue tax bill.

--[The Sign of the Cow and Stallion]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 26 customers in the dining room. The patrons are primarily mercenaries. The grizzled, talkative barkeeper, a female human, is sometimes foolish. She has problems with an enemy. Three people are playing cards for high stakes. Tonight's entertainment is a decent classical harpist.

--[The Drinking Mermaid Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 21 customers in the dining room. There are 17 guest rooms, 11 of which are currently vacant. The patrons (when they are there) are mostly thieves and assassins. The chubby, depressed innkeeper, a male half-orc, is afraid of assassins. He has a magical item, and is afraid of losing a magical item.

--[The Drinking Elf Tavern]=

The busy main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are moderate. It seats 34 customers in the dining room and has space for 17 in a private back room. The patrons are primarily traveling merchants. The fat, jolly barkeeper, a male gnome, is close-mouthed. He has forgotten about legal problems. A local politician buys a round for the house. Tonight's entertainment is a poor singer, singing traditional songs, accompanied by a dreadful panpipe player

--[The Three Bears Wayhouse]=

The crowded main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are cheap. It seats 42 customers in the dining room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are snooty. The fat, gloomy innkeeper, a female dwarf, is nervous. She reminisces about her days as a sailor. A grim man is going from table to table trying to sell a rolled-up parchment, and a drunk patron is slumped over a table. Tonight's entertainment is a good harp player.

--[The Dancing Bull Tavern]=

The nearly empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are outrageous. It seats 164 customers in the dining room. The patrons (when they are there) are mostly upper-class. The lanky, jolly barkeeper, a female human, is nervous. She is worried about her disturbing fetish.

--[The Lazy Farmer Tavern]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 25 customers in the dining room. The patrons are mostly traveling merchants. The one-legged, talkative barkeeper, a female dwarf, is carefree. She reminisces about her days as a sailor. A priest is preaching about a popular religion, and a mysterious stranger is apparently waiting for someone. Tonight's entertainment is a dreadful classical harpist.

--[The Sign of the White Ship]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 28 customers in the dining room. The patrons (when they are there) are primarily traveling merchants. The lanky, clumsy barkeeper, a female human, is sometimes foolish. She is concealing an enemy of the players among the staff.

--[The Drinking Dog Tavern]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 50 customers in the dining room. The patrons are working-class, primarily merchants. The elderly, talkative barkeeper, a female human, is close-mouthed. She is pointedly ignoring one of the customers. A priest is promoting a foreign religion. Tonight's entertainment is a poor dulcimer player.

--[The Dwarf's Goblet Wayhouse]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are cheap. It seats 48 customers in the dining room and has space for 14 in a private back room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are rowdy tradesmen. The one-legged, mellow innkeeper, a female halfling, is in the pay of bandits. She has a magical item. Two patrons are brawling, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a good singer, singing traditional songs, accompanied by a decent panpipe player

--[The Dryad's Head Tavern]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 17 customers in the dining room. The patrons are primarily upper-class. The elderly, graceful barkeeper, a female halfling, is drinking the profits. She is worried about a stolen document. A group of mercenaries is singing a patriotic song. Tonight's entertainment is a decent singer, singing popular songs

--[The White Lion Wayhouse]=

The packed main room is brightly lit. The walls are unadorned brick. The overall ambiance is unpretentious and the prices are high. It seats 37 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily upper-class. The tall, cheerful innkeeper, a male human, is a skinflint. He has a disgraced noble. A drunk patron is passed out on the floor, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a pretentious singer, singing traditional songs

--[The Sign of the Dancing Stag]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are outrageous. It seats 23 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily traveling merchants. The one-eyed, gloomy innkeeper, a female human, is a skinflint. She is afraid of losing a magical item.

--[The Sign of the Drinking Troll]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 31 customers in the dining room and has space for 15 in a private back room. The patrons (when they are there) are working-class, primarily artisans. The lanky, dour barkeeper, a female human, is a fussy budget. She is concealing a friend who is in trouble among the staff.

--[The Crowned Wizard Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 43 customers in the dining room and has space for 17 in a private back room. There are 6 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The good-looking, nervous innkeeper, a female halfling, is a skinflint. She has legal problems.

--[The Ox's Head Tavern]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are moderate. It seats 17 customers in the dining room. The patrons are mostly upper-class. The tall, cheerful barkeeper, a male lizardman, is a skinflint. He does not know he has an overdue loan. Three people are playing a card game. Tonight's entertainment is a poor poet reading his own works.

--[The Sign of the Boar and Cat]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are high. It seats 26 customers in the dining room and has space for 13 in a private back room. The patrons are working-class, primarily soldiers. The grizzled, jolly barkeeper, a female human, is close-mouthed. She reminisces about her days as a soldier. Several adventurers are boisterously celebrating after a successful adventure, and two patrons are brawling. Tonight's entertainment is a poor panpipe player.

--[The Halfling's Eye Pub]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are cheap. It seats 21 customers in the dining room. The patrons are rowdy farmers. The tall, dour barkeeper, a female lizardman, is a cheat. She is concealing a friend who is in trouble among the staff. A drunk patron is passed out on the floor, and a priestess is preaching about an obscure religion. Tonight's entertainment is a superb singer, singing popular songs.

--[The Yellow Mug Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 25 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The grizzled, and slightly maniacal, innkeeper, a male human, is hiding from an enemy. He is afraid of his disturbing fetish, and is concealing a friend who is in trouble in the cellar. Several patrons are throwing darts at a target. Tonight's entertainment is a superb singer, singing love songs, accompanied by a poor lute player.

--[The Sign of the Green Minotaur]=

The nearly empty main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are moderate. It seats 50 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are working-class, primarily tradesmen. The grizzled, grim innkeeper, a male human, is a retired ship captain. He sings instead of talking.

--[The Dancing Goat Inn]=

The busy main room is brightly lit. The walls are decorated with old weapons. The overall ambiance is shabby and the prices are moderate. It seats 37 customers in the dining room and has space for 18 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are rowdy tradesmen. The pale, cheerful innkeeper, a male dwarf, is a fussy budget. He is afraid of losing a magical item. Two patrons are brawling. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a decent flute player

-=[The Sign of the Green Mermaid]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 26 customers in the dining room. The patrons (when they are there) are mostly military officers. The one-legged, jolly barkeeper, a female half-orc, is absent-minded. She is trying to marry off her ugly daughter.

-=[The Bear's Head Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are cheap. It seats 47 customers in the dining room and has space for 18 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly military officers. The elderly, silent innkeeper, a male human, is sometimes foolish. He is worried about his overdue tax bill. A local politician buys a round for the house. Tonight's entertainment is a poor flute player.

-=[The Lizardman's Arms Pub]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 24 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, mostly shopkeepers. The elderly, dour barkeeper, a female human, is an idiot. She is worried about a treasure hidden under the eaves. A drunk patron is passed out on the floor, and a patron is talking about her dislike of poor people. Tonight's entertainment is a dreadful classical harpist.

-=[The Happy Gypsy Tavern]=

The packed main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 22 customers in the dining room. The patrons are working-class, mostly tradesmen. The limping, grumpy barkeeper, a male half-orc, is a skinflint. He is worried about his overdue loan, and has a loathsome disease. A local bigwig is surrounded by hangers-on, and one patron has challenged another to a duel. Tonight's entertainment is a decent flute player.

-=[The Ox and Dog Inn]=

The packed main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 94 customers in the dining room and has space for 18 in a private back room. There are 8 guest rooms, 5 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The lanky, silent innkeeper, a female halfling, is wanted by the law. She is concealing her unusual religious beliefs. A drunk (dead?) patron is passed out on the floor, and a brawl is about to break out. Tonight's entertainment is a good flute player.

-=[The Sun and Rose Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 21 customers in the dining room. There are 6 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The good-looking, cheerful innkeeper, a female human, is drinking the profits. She has a treasure hidden behind a false wall.

-=[The Sailor's Head Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 21 customers in the dining room and has space for 10 in a private back room. The patrons are working-class, mostly merchants. The fat, grim barkeeper, a doppelganger posing as a male human, is carefree. He has forgotten about legal problems, and is afraid of losing a magical item. Seven people are playing a card game, and a priestess is preaching about an obscure religion. Tonight's entertainment is a poor singer, singing love songs, accompanied by a decent flute player

-=[The Pony's Eye Inn]=

The packed main room is dimly lit. The walls are unadorned plaster. The overall ambiance is pretentious and the prices are moderate. It seats 78 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily artisans. The swarthy, silent innkeeper, a male elf, is a skinflint. He is hiding an assassin in a guest room. A local bigwig is surrounded by hangers-on, a priest is expounding on a local religion, and a patron is muttering about his employer. Tonight's entertainment is a superb classical harpist.

-=[The Ship and Ox Tavern]=

The crowded main room is brightly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are moderate. It seats 28 customers in the dining room and has space for 6 in a private back room. The patrons are primarily mercenaries. The one-armed, dour barkeeper, a female human, is scrupulously honest. She always shouts, and reminisces about her days as a soldier. A local bigwig is surrounded by hangers-on. Tonight's entertainment is a decent panpipe player.

-=[The Gnome's Sun Inn]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are high. It seats 25 customers in the dining room. There are 7 guest rooms, 4 of which are currently vacant. The patrons are mostly traveling merchants. The chubby, mellow innkeeper, a male human, is wanted by the law. He is hiding a disgraced noble in a guest room, and has problems with his criminal background. A grizzled man is going from table to table trying to sell a supposed treasure map, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a superb singer, singing traditional songs, accompanied by a superb lute player

-=[The Three Dragons Wayhouse]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 34 customers in the dining room and has space for 10 in a private back room. The patrons are primarily city guardsmen. The tall, gloomy barkeeper, a female human, is a retired soldier. She is trying to get rid of a wanted person. A grizzled man is going from table to table trying to sell an old book, and several patrons are throwing darts at a target. Tonight's entertainment is a good classical harpist.

-=[The Sailor and Ship Tavern]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are high. It seats 93 customers in the dining room and has space for 46 in a private back room. The patrons are working-class, mostly shopkeepers. The good-looking, cheerful barkeeper, a male elf, is absent-minded. He has an enemy. Two patrons are brawling, three people are playing a drinking game, and a patron is muttering about her dislike of one of the party members. Tonight's entertainment is a pretentious singer, singing love songs, accompanied by a poor flute player

-=[The Golden Ogre Inn]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 32 customers in the dining room and has space for 6 in a private back room. There are 7 guest rooms, all of which are currently vacant. The patrons are working-class, mostly artisans. The elderly, depressed innkeeper, a doppelganger posing as a male human, is sometimes foolish. He is afraid of an enemy, and has a terrible disease. Several patrons are throwing darts at a target, and a swarthy man is going from table to table trying to sell a locked box. Tonight's entertainment is a dreadful classical harpist.

-=[The Sign of the Drunken Orc]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 18 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are mostly slumming nobles. The cadaverous, graceful barkeeper, a female human, is in the pay of bandits. She has disturbing religious associations, and is trying to get rid of her disturbing fetish.

-=[The Flying Elf Tavern]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 14 customers in the dining room. The patrons are snooty. The grizzled, mellow barkeeper, a female halfling, is a retired singer. She has problems with her abusive husband, and has forgotten about legal problems. A mysterious stranger is whispering something to one of the servers. Tonight's entertainment is a superb singer, singing traditional songs, accompanied by a poor panpipe player

-=[The Happy Rogue Tavern]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 47 customers in the dining room and has space for 14 in a private back room. The patrons are working-class, primarily tradesmen. The grizzled, silent barkeeper, a male gnome, is a fussy budget. He has problems with his handsome son, and has a prohibited fetish. A drunk patron is passed out on the floor. Tonight's entertainment is a dreadful lute player.

-=[The Lion and Bull Inn]=

The crowded main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is grubby and the prices are moderate. It seats 80 customers in the dining room and has space for 32 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly military officers. The swarthy, jolly innkeeper, a male human, is nervous. He always shouts. A patron is muttering about his dislike of nobles, and six people are playing a dice game. Tonight's entertainment is a decent lute player.

-=[The Green Mug Wayhouse]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are high. It seats 46 customers in the dining room and has space for 23 in a private back room. There are 15 guest rooms, 11 of which are currently vacant. The patrons are mostly slumming nobles. The chubby, nervous innkeeper, a doppelganger posing as a male elf, is a thief. He has a treasure hidden under the eaves. A mysterious stranger is whispering something to a newcomer, and a priest is promoting a local religion. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Dancing Griffin]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are outrageous. It seats 64 customers in the dining room and has space for 12 in a private back room. There are 28 guest rooms, 7 of which are currently vacant. The patrons are mostly upper-class. The tall, talkative innkeeper, a female elf, is absent-minded. She is hiding a friend who is in trouble in a secret room.

Five people are playing a drinking game, a priestess is preaching about an obscure religion, and a local politician buys a round for the house. Tonight's entertainment is a superb classical harpist.

--[The Drunken Ox Tavern]=

The packed main room is brightly lit. The walls are unadorned, stained brick. The overall ambience is pretentious and the prices are moderate. It seats 34 customers in the dining room and has space for 17 in a private back room. The patrons are primarily traveling merchants. The elderly, depressed barkeeper, a male dwarf, is drinking the profits. He has a beautiful daughter. A local bigwig is surrounded by hangers-on, and a priest is expounding on a local religion. Tonight's entertainment is a decent flute player.

--[The Drinking Lady Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with old weapons. The overall ambience is unpretentious and the prices are cheap. It seats 25 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily mercenaries. The scarred, graceful innkeeper, a female human, is absent-minded. She has legal problems.

--[The Purple Dragon Wayhouse]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is unpretentious and the prices are moderate. It seats 76 customers in the dining room and has space for 30 in a private back room. There are 20 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are snooty. The short, clumsy innkeeper, a female human, is in serious trouble. She is hiding a friend who is in trouble in a guest room.

--[The Toad's Eye Pub]=

The nearly empty main room is dimly lit. The walls are unadorned brick. The overall ambience is unpretentious and the prices are cheap. It seats 42 customers in the dining room. The patrons (when they are there) are primarily military officers. The good-looking, dour barkeeper, a female halfling, is a fussy budget. She does not know she has a treasure hidden in an empty wine cask.

--[The Orange Key Wayhouse]=

The empty main room is dark. The walls are decorated with taxidermied monster heads. The overall ambience is grubby and the prices are outrageous. It seats 121 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are lower-class, mostly tradesmen. The lanky, and frankly mad, innkeeper, a male human, is absent-minded. He is nasty to the staff.

--[The Topsy Dog Pub]=

The crowded main room is dimly lit. The walls are unadorned wood paneling. The overall ambience is pretentious and the prices are moderate. It seats 78 customers in the dining room and has space for 39 in a private back room. The patrons are primarily upper-class. The one-armed, friendly barkeeper, a male half-orc, is absent-minded. He has a prohibited fetish, and is afraid of losing a treasure hidden in an empty wine cask. One patron has challenged another to a duel, a priestess and three acolytes are expounding on a local religion, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a poor lute player.

--[The Three Horses Tavern]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are outrageous. It seats 52 customers in the dining room. The patrons (when they are there) are primarily thieves and assassins. The lanky, friendly barkeeper, a male halfling, is sometimes foolish. He is afraid of losing a treasure hidden in the midden-heap.

-=[The Lazy Elf Tavern]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is grubby and the prices are moderate. It seats 119 customers in the dining room. The patrons (when they are there) are working-class, primarily merchants. The lanky, depressed barkeeper, a male halfling, is about to be murdered. He is nasty to the staff, and is obsessed with an enemy.

-=[The Friar's Arms Wayhouse]=

The packed main room is dark. The walls are unadorned plaster. The overall ambience is plain and the prices are cheap. It seats 75 customers in the dining room and has space for 15 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The chubby, cheerful innkeeper, a female human, is a skinflint. She is afraid of a friend who is in trouble, and speaks only in a whisper. A priest is promoting a shady religion, a mysterious stranger is asking questions, and several patrons are throwing darts at a target. Tonight's entertainment is a good singer, singing love songs

-=[The Dancing Tinker Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is pretentious and the prices are outrageous. It seats 45 customers in the dining room. There are 18 guest rooms, 16 of which are currently vacant. The patrons are mostly upper-class. The one-legged, dour innkeeper, a female elf, is a skinflint. She has legal problems. A local politician is standing on a table giving a speech, and three people are playing cards for high stakes. Tonight's entertainment is a superb classical harpist.

-=[The Grey Harpy Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is pretentious and the prices are outrageous. It seats 26 customers in the dining room. There are 5 guest rooms, all of which are currently vacant. The patrons are mostly military officers. The swarthy, silent innkeeper, a male human, is nervous. He sings instead of talking. Four people are playing cards for high stakes, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a superb singer, singing ballads

-=[The Two Harpys Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with scores of hats. The overall ambience is fancy and the prices are moderate. It seats 47 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The short, cheerful innkeeper, a female human, is hiding from an enemy. She always shouts.

-=[The Sign of the Rooster and Boar]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambience is plain and the prices are outrageous. It seats 77 customers in the dining room. The patrons are working-class, mostly shopkeepers. The good-looking, mellow barkeeper, a female human, is a cheat. She has forgotten about a beautiful daughter, and does not know she has a magical item. A mysterious stranger is sitting in the corner watching the room, and several patrons are throwing darts at a target. Tonight's entertainment is a superb classical harpist.

-=[The Black Dagger Brewery]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are outrageous. It seats 42 customers in the dining room and has space for 16 in a private back room. The patrons (when they are there) are primarily upper-class. The short, clumsy barkeeper, a male human, is a retired singer. He reminisces about his days as a city guardsman, and is concealing a non-human in a secret room.

--[The Black Mermaid Tavern]=

The crowded main room is well-lit. The walls are decorated with indifferent paintings depicting unknown people and lighthouses. The overall ambiance is unpretentious and the prices are outrageous. It seats 76 customers in the dining room. The patrons are mostly military officers. The elderly, grim barkeeper, a male human, is hiding from an enemy. He has disturbing religious associations, and is worried about a treasure hidden in the cellar. Several patrons are throwing darts at a target, and a priest is promoting a local religion. Tonight's entertainment is a pretentious flute player.

--[The Lizardman and Dryad Pub]=

The busy main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are cheap. It seats 36 customers in the dining room. The patrons are lower-class, mostly laborers. The swarthy, and frankly mad, barkeeper, a female dwarf, is afraid of assassins. She does not know she has a friend who is in trouble, and is afraid of losing a forged document. Two patrons are brawling, and four guards come in, apparently looking for someone. Tonight's entertainment is a good singer, singing love songs, accompanied by a good flute player

--[The Guildsman's Arms Pub]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 51 customers in the dining room and has space for 20 in a private back room. The patrons are snooty. The fat, dour barkeeper, a female human, is nervous. She has problems with a magical item. A mysterious stranger seems to be not dressed well enough, and several patrons are throwing darts at a target. Tonight's entertainment is a superb classical harpist.

--[The Sheep's Eye Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 66 customers in the dining room and has space for 26 in a private back room. There are 7 guest rooms, 6 of which are currently vacant. The patrons are mostly upper-class. The swarthy, silent innkeeper, a female gnome, is a thief. She has forgotten about a disfiguring disease. A brawl is about to break out, and two patrons are brawling. Tonight's entertainment is a poor singer, singing popular songs

--[The Drinking Bear Inn]=

The nearly empty main room is dark. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 16 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are snooty. The scarred, silent innkeeper, a female half-orc, is a retired rogue. She is concealing her disfiguring disease.

--[The Bear and Rooster Wayhouse]=

The busy main room is dark. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are cheap. It seats 41 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The one-armed, and frankly mad, innkeeper, a female human, is a cheat. She reminisces about her days as an adventurer, and constantly wipes the bar and tables. Four people are playing a drinking game, and a priestess is promoting a local religion. Tonight's entertainment is a poor classical harpist.

--[The Sign of the Sleeping Lady]=

The nearly empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are cheap. It seats 43 customers in the dining room and has space for 8 in a private back room. There are 24 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are working-class, primarily artisans. The cadaverous, mellow innkeeper, a female halfling, is absent-minded. She does not know she has a beautiful daughter.

--[The Green Cow Tavern]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 45 customers in the dining room. The patrons are snooty. The short, dour barkeeper, a male dwarf, is afraid of lizardmen. He has problems with his criminal background. Six people are playing a drinking game, and a scarred man is going from table to table trying to sell an unusual coin. Tonight's entertainment is a decent classical harpist.

--[The Sign of the Bear and Boar]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 23 customers in the dining room and has space for 6 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are snooty. The greying, silent innkeeper, a female human, is a retired singer. She has a disfiguring disease. Five people are playing a dice game. Tonight's entertainment is a poor singer, singing popular songs, accompanied by a dreadful flute player

--[The Boar and Ox Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 41 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are mostly thieves and assassins. The fat, depressed innkeeper, a female dwarf, is nervous. She is hiding a friend who is in trouble in a guest room. A brawl is about to break out. Tonight's entertainment is a decent classical harpist.

--[The Tinker's Arms Wayhouse]=

The busy main room is dark. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are outrageous. It seats 22 customers in the dining room. There are 7 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily shopkeepers. The fat, mellow innkeeper, a male half-orc, is a retired sailor. He is hiding a hunted criminal in the attic, and has a shrewish wife. A priestess is promoting an obscure religion. Tonight's entertainment is a pretentious classical harpist.

--[The Tipsy Gnome Inn]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are cheap. It seats 15 customers in the dining room and has space for 6 in a private back room. There are 11 guest rooms, 10 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The tall, graceful innkeeper, a male human, is about to be murdered. He has problems with his overdue tax bill.

--[The Grey Basilisk Wayhouse]=

The empty main room is dark. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 47 customers in the dining room and has space for 14 in a private back room. There are 12 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are primarily military officers. The greying, depressed innkeeper, a female human, is nervous. She has problems with a stolen document.

--[The Sign of the Grey Mug]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 39 customers in the dining room and has space for 7 in a private back room. There are 12 guest rooms, 11 of which are currently vacant. The patrons (when they are there) are snooty. The scarred, grim innkeeper, a female human, is a skinflint. She has problems with an enemy.

--[The Royal Leprechaun Wayhouse]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 43 customers in the dining room and has space for 8 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are primarily thieves and assassins. The greying, grim innkeeper, a doppelganger posing as a male gnome, is an idiot. He is worried about his beautiful daughter, and sings instead of talking.

--[The Leaping Lizardman Brewery]=

The packed main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 19 customers in the dining room. The patrons are snooty. The fat, friendly barkeeper, a male human, is a retired adventurer. He has legal problems, and has forgotten about a shrewish wife. A greying man is going from table to table trying to sell an old book. Tonight's entertainment is a pretentious poet.

--[The Ox and Rooster Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 26 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily artisans. The limping, depressed innkeeper, a male human, is nervous. He does not know he has an overdue tax bill, and reminisces about his days as a sailor. A brawl is about to break out, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a superb classical harpist.

--[The Wolf's Head Tavern]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 57 customers in the dining room. The patrons are primarily upper-class. The lanky, depressed barkeeper, a male human, is in the pay of bandits. He is afraid of a magical item. A shady-looking man is scamming rubes with a find-the-pea game, and three people are playing a dice game. Tonight's entertainment is a superb flute player.

--[The Green Lion Inn]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 18 customers in the dining room. The patrons are mostly military officers. The tall, cheerful innkeeper, a male dwarf, is a skinflint. He is worried about a treasure hidden under the floorboards. A mysterious stranger seems uncomfortable here. Tonight's entertainment is a dreadful flute player.

--[The Cat and Boar Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are cheap. It seats 38 customers in the dining room and has space for 15 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons are mostly military officers. The scarred, clumsy innkeeper, a male human, is a retired adventurer. He does not know he has an overdue tax bill. A mysterious stranger seems uncomfortable here.

--[The Purple Bull Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 20 customers in the dining room and has space for 6 in a private back room. There are 5 guest rooms, all of which are currently vacant. The patrons are mostly city guardsmen. The elderly, graceful innkeeper, a male human, is a retired adventurer. He is worried about his overdue loan. Four people are playing a dice game. Tonight's entertainment is a decent poet.

-=[The Bull's Head Inn]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are high. It seats 26 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are mostly mercenaries. The thin, and slightly maniacal, innkeeper, a female human, is wanted by the law. She has problems with her beautiful daughter. A priestess is expounding on a local religion, and a mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a good classical harpist.

-=[The Green Ogre Tavern]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 36 customers in the dining room. The patrons are working-class, primarily artisans. The thin, nervous barkeeper, a female human, is drinking the profits. She is nasty to the staff, and is hiding a disgraced noble in the attic. A local politician buys a round for the house. Tonight's entertainment is a decent panpipe player.

-=[The Bull and Cat Brewery]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 80 customers in the dining room. The patrons are lower-class, primarily tradesmen. The one-armed, grim barkeeper, a female human, is close-mouthed. She is pointedly ignoring one of the customers, and is obsessed with her unusual religious beliefs. Two patrons are brawling, a patron is muttering about her dislike of rich people, and a priest is preaching about an obscure religion. Tonight's entertainment is a poor flute player.

-=[The Five Oxen Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 44 customers in the dining room. The patrons are snooty. The fat, dour barkeeper, a male human, is in serious trouble. He reminisces about his days as a city guardsman. A drunk patron is slumped over a table. Tonight's entertainment is a good classical harpist.

-=[The Golden Wyvern Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 64 customers in the dining room. The patrons are mostly traveling merchants. The cadaverous, friendly barkeeper, a female human, is wanted by the law. She reminisces about her days as a soldier, and sings instead of talking. A brawl is about to break out, six people are playing a drinking game, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a decent singer, singing love songs

-=[The Bull and Cow Inn]=

The empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 29 customers in the dining room. There are 10 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The elderly, clumsy innkeeper, a male human, is sometimes foolish. He has problems with an enemy.

--[The Pony and Boar Wayhouse]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are cheap. It seats 19 customers in the dining room. There are 5 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily upper-class. The pale, dour innkeeper, a female human, is a retired adventurer. She has an abusive husband.

--[The Wizard's Arms Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are high. It seats 213 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are snooty. The one-armed, gloomy innkeeper, a female halfling, is wanted by the law. She does not know she has an overdue loan. A priestess is preaching about an obscure religion, and two patrons are brawling. Tonight's entertainment is a pretentious singer, singing ballads

--[The Happy Rogue Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 51 customers in the dining room and has space for 10 in a private back room. The patrons are lower-class, mostly tradesmen. The chubby, silent barkeeper, a male lizardman, is hiding from an enemy. He is worried about a thief. A local politician buys a round for the house, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a decent flute player.

--[The Key and Guildsman Pub]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 17 customers in the dining room. The patrons are rowdy laborers. The grizzled, grim barkeeper, a female halfling, is a skinflint. She is afraid of losing a treasure hidden in her private quarters. A group of soldiers is singing a patriotic song. Tonight's entertainment is a poor poet reading his own works.

--[The Sign of the Spotted Bull]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are high. It seats 33 customers in the dining room and has space for 13 in a private back room. The patrons (when they are there) are mostly upper-class. The greying, and slightly maniacal, barkeeper, a female human, is a skinflint. She is concealing a friend who is in trouble in the stables, and is trying to get rid of her criminal background.

--[The Halfling's Crown Inn]=

The empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 118 customers in the dining room. There are 16 guest rooms, 9 of which are currently vacant. The patrons (when they are there) are working-class, primarily artisans. The elderly, mellow innkeeper, a female human, is a cheat. She has an enemy, and has forgotten about an abusive husband.

--[The Cat and Ox Inn]=

The empty main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 26 customers in the dining room and has space for 10 in a private back room. There are 5 guest rooms, all of which are currently vacant. The patrons (when they are there) are mostly thieves and assassins. The good-looking, dour innkeeper, a male human, is absent-minded. He is hiding an enemy of the players among the staff, and does not know he has a beautiful daughter.

--[The Sign of the Yellow Dog]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are high. It seats 39 customers in the dining room and has space for 11 in a private back room. There are 6 guest rooms, 4 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The elderly, depressed innkeeper, a male human, is a retired adventurer. He has forgotten about a shrewish wife, and is having nightmares about a hunted criminal. Several adventurers are boisterously celebrating after a successful adventure, and three people are playing a drinking game. Tonight's entertainment is a poor singer, singing popular songs

-=[The Blue Ogre Inn]=

The nearly empty main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 41 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The cadaverous, depressed innkeeper, a male human, is an idiot. He is trying to marry off his ugly son.

-=[The Silver Cockatrice Inn]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are cheap. It seats 51 customers in the dining room. There are 18 guest rooms, 14 of which are currently vacant. The patrons are mostly military officers. The pale, dour innkeeper, a male human, is wanted by the law. He is concealing his overdue tax bill. A group of mercenaries is singing a patriotic song, two patrons are brawling, and four guards come in, apparently looking for someone. Tonight's entertainment is a decent singer, singing love songs, accompanied by a dreadful harp player

-=[The Sign of the Drunken Elf]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 68 customers in the dining room. There are 19 guest rooms, 14 of which are currently vacant. The patrons are mostly upper-class. The grizzled, depressed innkeeper, a female human, is a skinflint. She is obsessed with a hunted criminal. A patron is muttering about his ungrateful son, and a priest and three acolytes are promoting an obscure religion. Tonight's entertainment is a pretentious flute player.

-=[The Horse's Head Wayhouse]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are moderate. It seats 182 customers in the dining room. There are 19 guest rooms, 16 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The fat, depressed innkeeper, a male elf, is a skinflint. He is afraid of a magical item, and has forgotten about a terrible disease.

-=[The Gypsy's Mug Inn]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are high. It seats 40 customers in the dining room and has space for 12 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons (when they are there) are snooty. The good-looking, grumpy innkeeper, a female dwarf, is close-mouthed. She reminisces about her days as a soldier.

-=[The Golden Ogre Tavern]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 118 customers in the dining room. The patrons are working-class, mostly soldiers. The lanky, mellow barkeeper, a male dwarf, is scrupulously honest. He has legal problems. A group of mercenaries is singing a patriotic song, and five people are playing a drinking game. Tonight's entertainment is a poor panpipe player.

-=[The Crowned Dwarf Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are cheap. It seats 33 customers in the dining room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily soldiers. The pale, cheerful innkeeper, a female halfling, is in serious trouble. She is having nightmares about a friend who is in trouble, and is worried about a disgraced noble. A priestess is preaching about an obscure religion. Tonight's entertainment is a good panpipe player.

-=[The Rogue's Eye Wayhouse]=

The busy main room is brightly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 26 customers in the dining room and has space for 10 in a private back room. The patrons are mostly city guardsmen. The elderly, grim barkeeper, a male half-orc, is a thief. He has an overdue tax bill. Several patrons are throwing darts at a target, and a drunk (dead?) patron is slumped over a table. Tonight's entertainment is a dreadful dulcimer player.

-=[The Minotaur's Head Inn]=

The packed main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 48 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily military officers. The swarthy, grim innkeeper, a female half-orc, is sometimes foolish. She has a handsome son. Six people are playing a drinking game. Tonight's entertainment is a pretentious classical harpist.

-=[The Sign of the Happy Halfling]=

The busy main room is well-lit. The walls are decorated with scores of shoes. The overall ambiance is pretentious and the prices are outrageous. It seats 22 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are mostly traveling merchants. The short, clumsy innkeeper, a female elf, is in serious trouble. She reminisces about her days as a soldier, and does not know she has an overdue tax bill. A patron is talking about his dislike of the authorities. Tonight's entertainment is a superb classical harpist.

-=[The Lizardman's Head Tavern]=

The busy main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 23 customers in the dining room. The patrons are lower-class, primarily farmers. The thin, and frankly mad, barkeeper, a female dwarf, is about to be murdered. She reminisces about her days as a soldier, and does not know she has legal problems. A priestess is preaching about an obscure religion, and a mysterious stranger is getting quietly drunk. Tonight's entertainment is a pretentious classical harpist.

-=[The Grey Crown Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are outrageous. It seats 34 customers in the dining room and has space for 13 in a private back room. There are 12 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are primarily slumming nobles. The swarthy, jolly innkeeper, a female elf, is nervous. She is concealing her unusual religious beliefs, and is afraid of her disfiguring disease.

-=[The Singing Sailor Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 100 customers in the dining room and has space for 30 in a private back room. There are 8 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly traveling merchants. The scarred, cheerful innkeeper, a male human, is in serious trouble. He is hiding his beautiful daughter in a secret room.

-=[The Two Squirrels Inn]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 40 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are lower-class, mostly tradesmen. The scarred, silent innkeeper, a female human, is an idiot. She has forgotten about a powerful enemy. A drunk patron is passed out on the floor, and two patrons are brawling. Tonight's entertainment is a decent poet reading his own works.

-=[The Two Boars Inn]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 45 customers in the dining room and has space for 22 in a private back room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The tall, and frankly mad, innkeeper, a female lizardman, is close-mouthed. She constantly wipes the bar and tables. A drunk (dead?) patron is slumped over a table, and a tall man is going from table to table trying to sell an unusual carving. Tonight's entertainment is a decent singer, singing ballads

-=[The Flying Gnome Inn]=

The packed main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 113 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are snooty. The chubby, jolly innkeeper, a male gnome, is a cheat. He is afraid of losing a treasure hidden in the midden-heap. Several adventurers are celebrating after a successful adventure, several patrons are throwing darts at a target, and a scarred man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a poor flute player.

-=[The Green Hydra Inn]=

The crowded main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is shabby and the prices are cheap. It seats 107 customers in the dining room and has space for 42 in a private back room. There are 11 guest rooms, 1 of which is currently vacant. The patrons are lower-class, primarily sailors. The grizzled, cheerful innkeeper, a female halfling, is a retired adventurer. She has legal problems. Two patrons are brawling, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a good singer, singing ballads

-=[The Happy Warrior Inn]=

The busy main room is dark. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 40 customers in the dining room and has space for 8 in a private back room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are snooty. The chubby, depressed innkeeper, a female human, is a skinflint. She is obsessed with a treasure hidden behind a loose stone. Six people are playing cards for high stakes, and a local politician is standing on a table giving a speech. Tonight's entertainment is a superb singer, singing ballads, accompanied by a decent dulcimer player

-=[The Dragon and Halfling Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are high. It seats 45 customers in the dining room. The patrons are primarily upper-class. The chubby, jolly barkeeper, a male half-orc, is hiding from an enemy. He reminisces about his days as a city guardsman. Two patrons are brawling. Tonight's entertainment is a superb singer, singing ballads, accompanied by a pretentious lute player

-=[The Ship and Toad Tavern]=

The crowded main room is dark. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are outrageous. It seats 116 customers in the dining room. The patrons are lower-class, primarily farmers. The good-looking, silent barkeeper, a female human, is absent-minded. She occasionally starts singing. A shady-looking man is scamming rubes with a find-the-pea game, and a thin man is going from table to table trying to sell a puppy. Tonight's entertainment is a poor harp player.

--[The Bear's Head Tavern]=

The nearly empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 64 customers in the dining room and has space for 12 in a private back room. The patrons (when they are there) are primarily military officers. The thin, jolly barkeeper, a doppelganger posing as a female half-orc, is hiding from an enemy. She has a magical item.

--[The Five Hippogriffs Wayhouse]=

The empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are moderate. It seats 32 customers in the dining room and has space for 6 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are mostly upper-class. The cadaverous, dour innkeeper, a male lizardman, is a retired sailor. He is trying to get rid of a wanted person.

--[The Sign of the Spotted Key]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 111 customers in the dining room and has space for 33 in a private back room. There are 24 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are working-class, primarily merchants. The greying, graceful innkeeper, a female human, is about to be murdered. She is concealing a traitor in the stables.

--[The Leaping Friar Inn]=

The packed main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are moderate. It seats 47 customers in the dining room and has space for 14 in a private back room. There are 7 guest rooms, 5 of which are currently vacant. The patrons are lower-class, primarily tradesmen. The scarred, clumsy innkeeper, a male human, is afraid of monsters under the bed. He has forgotten about a disfiguring disease. A mysterious stranger is asking questions. Tonight's entertainment is a poor stand-up comic.

--[The Sign of the Golden Dog]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 33 customers in the dining room and has space for 16 in a private back room. There are 9 guest rooms, 8 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The one-armed, talkative innkeeper, a female human, is nervous. She has a disfiguring disease. A drunk patron is slumped over a table, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a pretentious singer, singing popular songs

--[The Friar's Rose Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 86 customers in the dining room and has space for 25 in a private back room. The patrons are working-class, primarily soldiers. The cadaverous, and slightly maniacal, barkeeper, a male halfling, is about to be murdered. He has problems with his overdue tax bill. A mysterious stranger is whispering something to a

newcomer, several patrons are throwing darts at a target, and a drunk patron is slumped over a table. Tonight's entertainment is a decent classical harpist.

-=[The Singing Boar Tavern]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are moderate. It seats 47 customers in the dining room and has space for 9 in a private back room. The patrons are working-class, mostly artisans. The fat, jolly barkeeper, a female human, is an idiot. She reminisces about her days as a city guardsman. Four guards come in, apparently looking for someone, and a patron is shouting about her dislike of gnomes. Tonight's entertainment is a decent harp player.

-=[The Dancing Ox Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned plaster. The overall ambiance is pretentious and the prices are moderate. It seats 28 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The scarred, grumpy innkeeper, a male human, is wanted by the law. He reminisces about his days as a traveling merchant.

-=[The Red Hippogriff Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 97 customers in the dining room and has space for 48 in a private back room. There are 21 guest rooms, 17 of which are currently vacant. The patrons are working-class, primarily soldiers. The grizzled, talkative innkeeper, a female human, is hiding from an enemy. She is obsessed with a powerful enemy. Eight people are playing a dice game, a patron is talking about his dislike of humans, and a group of soldiers is singing a patriotic song. Tonight's entertainment is a superb classical harpist.

-=[The Sign of the Four Wolves]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 25 customers in the dining room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The one-legged, grim innkeeper, a male dwarf, is about to be murdered. He is concealing a treasure hidden in the ashes of the kitchen fireplace. Several adventurers are celebrating after a successful adventure, and a drunk patron is slumped over a table. Tonight's entertainment is a good lute player.

-=[The Mermaid's Head Brewery]=

The nearly empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 64 customers in the dining room. The patrons (when they are there) are mostly military officers. The lanky, dour barkeeper, a female elf, is a retired assassin. She reminisces about her days as a soldier.

-=[The Royal Gypsy Pub]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are outrageous. It seats 113 customers in the dining room and has space for 45 in a private back room. The patrons are primarily city guardsmen. The swarthy, cheerful barkeeper, a male half-orc, is absent-minded. He occasionally starts singing. Five people are playing cards for high stakes, a patron is grumbling about his dislike of her ungrateful daughter, and one patron has challenged another to a duel. Tonight's entertainment is a poor flute player.

-=[The Lavender Ship Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are moderate. It seats 105 customers in the dining room and has space for 42 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are lower-class, primarily sailors. The lanky, mellow innkeeper, a male human, is in the pay of bandits. He is worried about a magical item.

--[The Star and Unicorn Wayhouse]=

The empty main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is plain and the prices are outrageous. It seats 35 customers in the dining room and has space for 14 in a private back room. There are 2 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly upper-class. The grizzled, jolly innkeeper, a male gnome, is in serious trouble. He is afraid of losing a stolen document, and has forgotten about a fatal disease.

--[The Elf's Head Pub]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 110 customers in the dining room. The patrons (when they are there) are working-class, mostly merchants. The one-armed, silent barkeeper, a male dwarf, is a retired soldier. He has a disfiguring disease.

--[The Boar and Fox Wayhouse]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 16 customers in the dining room. There are 7 guest rooms, all of which are currently vacant. The patrons are lower-class, mostly sailors. The tall, depressed innkeeper, a female half-orc, is a retired sailor. She is afraid of losing a forged document, and is trying to marry off her ugly daughter. A drunk patron is slumped over a table. Tonight's entertainment is a pretentious singer, singing love songs, accompanied by a superb dulcimer player

--[The Halfling's Goblet Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are cheap. It seats 15 customers in the dining room. There are 14 guest rooms, 11 of which are currently vacant. The patrons (when they are there) are working-class, mostly merchants. The one-armed, mellow innkeeper, a male halfling, is drinking the profits. He is concealing an escaped slave in a guest room.

--[The Royal Ogre Inn]=

The busy main room is brightly lit. The walls are decorated with hunting horns. The overall ambiance is shabby and the prices are moderate. It seats 25 customers in the dining room. There are 18 guest rooms, 14 of which are currently vacant. The patrons are primarily mercenaries. The short, friendly innkeeper, a female lizardman, is a retired soldier. She is afraid of her overdue tax bill, and does not know she has a magical item. A priest is preaching about an obscure religion, and a patron is talking about his dislike of adventurers. Tonight's entertainment is a dreadful lute player.

--[The Rogue's Arms Tavern]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 27 customers in the dining room and has space for 13 in a private back room. The patrons are mostly thieves and assassins. The fat, cheerful barkeeper, a female halfling, is scrupulously honest. She has disturbing religious associations. A drunk patron is slumped over a table, and six people are playing a dice game. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a pretentious panpipe player

-=[The Sign of the Wagon and Star]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are high. It seats 29 customers in the dining room and has space for 11 in a private back room. The patrons (when they are there) are primarily mercenaries. The chubby, grumpy innkeeper, a male human, is a thief. He has a treasure hidden in his private quarters.

-=[The Flying Pony Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are high. It seats 20 customers in the dining room. The patrons are primarily upper-class. The thin, gloomy barkeeper, a female dwarf, is drinking the profits. She reminisces about her days as a sailor. A thin man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a good harp player.

-=[The Sign of the Two Badgers]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are outrageous. It seats 91 customers in the dining room. The patrons are mostly slumming nobles. The cadaverous, gloomy barkeeper, a female human, is about to be murdered. She does not know she has a fatal disease. A beggar who hasn't been thrown out yet is begging for alms, a priestess is preaching about an obscure religion, and three people are playing a drinking game. Tonight's entertainment is a poor singer, singing ballads

-=[The Sign of the Green Crown]=

The crowded main room is dark. The walls are unadorned wood paneling. The overall ambiance is pretentious and the prices are outrageous. It seats 34 customers in the dining room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are mostly thieves and assassins. The swarthy, grim innkeeper, a male half-orc, is drinking the profits. He is hiding an enemy of the players among the staff. A patron is talking about his dislike of orcs. Tonight's entertainment is a poor classical harpist.

-=[The Spotted Ship Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are high. It seats 42 customers in the dining room. There are 6 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The greying, jolly innkeeper, a female dwarf, is a skinflint. She is hiding her handsome son in a guest room, and is worried about her disturbing fetish. Two patrons are brawling, and a drunk patron is slumped over a table. Tonight's entertainment is a poor singer, singing traditional songs

-=[The Silver Mermaid Wayhouse]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are high. It seats 49 customers in the dining room and has space for 19 in a private back room. There are 15 guest rooms, 6 of which are currently vacant. The patrons are mostly traveling merchants. The one-armed, dour innkeeper, a female human, is in serious trouble. She is afraid of losing a magical item, and is obsessed with her disturbing fetish. Several patrons are throwing darts at a target. Tonight's entertainment is a superb singer, singing love songs, accompanied by a good harp player

-=[The Crowned Boar Tavern]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are outrageous. It seats 23 customers in the dining room. The patrons (when they are there) are lower-class, primarily tradesmen. The elderly, jolly barkeeper, a male dwarf, is a retired adventurer. He has forgotten about an overdue loan.

-=[The Green Centaur Wayhouse]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are high. It seats 71 customers in the dining room and has space for 28 in a private back room. There are 14 guest rooms, 9 of which are currently vacant. The patrons are lower-class, primarily laborers. The thin, grim innkeeper, a female dwarf, is a fussy budget. She is concealing a treasure hidden beneath the bar. Several adventurers are celebrating after a successful adventure, and a mysterious stranger is asking questions. Tonight's entertainment is a good classical harpist.

-=[The Drunken Tinker Inn]=

The busy main room is brightly lit. The walls are decorated with fighters' shields. The overall ambiance is unpretentious and the prices are cheap. It seats 62 customers in the dining room and has space for 12 in a private back room. There are 11 guest rooms, 4 of which are currently vacant. The patrons are primarily city guardsmen. The lanky, dour innkeeper, a male dwarf, is absent-minded. He has forgotten about an overdue tax bill. A group of soldiers is singing a patriotic song (badly off-key), a drunk patron is passed out on the floor, and several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good singer, singing traditional songs

-=[The Green Rose Tavern]=

The nearly empty main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are moderate. It seats 176 customers in the dining room. The patrons (when they are there) are primarily mercenaries. The limping, grim barkeeper, a male dwarf, is absent-minded. He has an enemy.

-=[The Spotted Minotaur Tavern]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 30 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, mostly merchants. The tall, and slightly maniacal, barkeeper, a female human, is afraid of elves. She is having nightmares about her social disease. A grim man is going from table to table trying to sell a rolled-up parchment, and a local politician buys a round for the house. Tonight's entertainment is a decent harp player.

-=[The Sign of the Rooster and Lion]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 87 customers in the dining room and has space for 17 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are mostly military officers. The tall, friendly innkeeper, a female gnome, is scrupulously honest. She is hiding a friend who is in trouble among the staff. A mysterious stranger is apparently waiting for someone, a drunk patron is slumped over a table, and a beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a decent lute player.

-=[The Lazy Farmer Inn]=

The busy main room is well-lit. The walls are decorated with fighters' shields. The overall ambiance is grubby and the prices are high. It seats 47 customers in the dining room. There are 25 guest rooms, 16 of which are currently vacant. The patrons are working-class, mostly artisans. The chubby, depressed innkeeper, a male dwarf, is about to be murdered. He is trying to marry off his ugly daughter. Several adventurers are boisterously celebrating after a successful adventure, and two patrons are brawling. Tonight's entertainment is a dreadful harp player.

-=[The Sign of the Drinking Ox]=

The nearly empty main room is dimly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 29 customers in the dining room and has space for 14 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are working-class, mostly merchants. The chubby, grim innkeeper, a female human, is drinking the profits. She is trying to get rid of a magical item.

--[The Yellow Yeti Wayhouse]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 37 customers in the dining room and has space for 11 in a private back room. There are 5 guest rooms, all of which are currently vacant. The patrons are working-class, primarily artisans. The short, silent innkeeper, a male human, is absent-minded. He is trying to get rid of an escaped slave. A patron is muttering about her spouse, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a decent singer, singing love songs

--[The Lizardman's Arms Inn]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are cheap. It seats 102 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are mostly city guardsmen. The limping, grim innkeeper, a male human, is a cheat. He does not know he has legal problems, and is concealing a treasure hidden in a guest room. Several patrons are throwing darts at a target, a drunk patron is slumped over a table, and four people are playing a card game. Tonight's entertainment is a dreadful classical harpist.

--[The Bull and Plowhorse Pub]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 34 customers in the dining room. The patrons are primarily military officers. The scarred, silent barkeeper, a female half-orc, is carefree. She does not know she has an abusive husband, and has forgotten about an overdue tax bill. A patron is muttering about her taxes, and a greying man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a pretentious classical harpist.

--[The Troll's Head Pub]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 30 customers in the dining room and has space for 6 in a private back room. The patrons are mostly city guardsmen. The cadaverous, depressed barkeeper, a doppelganger posing as a female human, is sometimes foolish. She has problems with her criminal background. Several adventurers are boisterously celebrating after a successful adventure, and six people are playing a dice game. Tonight's entertainment is a superb classical harpist.

--[The Singing Boatman Inn]=

The nearly empty main room is dark. The walls are unadorned plaster. The overall ambiance is shabby and the prices are cheap. It seats 25 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are rowdy tradesmen. The fat, talkative innkeeper, a male dwarf, is nervous. He is afraid of losing a stolen document, and is worried about his beautiful daughter.

--[The Boar's Head Tavern]=

The nearly empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are cheap. It seats 29 customers in the dining room. The patrons (when they are there) are working-class, primarily artisans. The swarthy, gloomy barkeeper, a male dwarf, is wanted by the law. He is hiding a friend who is in trouble in the cellar.

-=[The Orange Mermaid Inn]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons. The overall ambience is unpretentious and the prices are moderate. It seats 82 customers in the dining room and has space for 32 in a private back room. There are 21 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly military officers. The chubby, friendly innkeeper, a male halfling, is nervous. He has problems with his beautiful daughter.

-=[The Four Kobolds Wayhouse]=

The empty main room is well-lit. The walls are unadorned plaster. The overall ambience is shabby and the prices are cheap. It seats 19 customers in the dining room. The patrons (when they are there) are rowdy laborers. The swarthy, dour barkeeper, a female halfling, is a skinflint. She has problems with an enemy.

-=[The Sleeping Rooster Pub]=

The crowded main room is brightly lit. The walls are decorated with graffiti from previous patrons. The overall ambience is fancy and the prices are high. It seats 29 customers in the dining room and has space for 14 in a private back room. The patrons are primarily traveling merchants. The limping, depressed barkeeper, a male dwarf, is scrupulously honest. He does not know he has a treasure hidden behind a loose stone, and has forgotten about a loathsome disease. A mysterious stranger is apparently waiting for someone. Tonight's entertainment is a dreadful classical harpist.

-=[The Drinking Ox Pub]=

The nearly empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambience is shabby and the prices are outrageous. It seats 31 customers in the dining room and has space for 9 in a private back room. The patrons (when they are there) are working-class, primarily merchants. The short, jolly barkeeper, a male half-orc, is nervous. He is concealing a treasure hidden beneath the bar.

-=[The Sign of the Flying Mermaid]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is plain and the prices are moderate. It seats 25 customers in the dining room. The patrons (when they are there) are working-class, mostly artisans. The good-looking, depressed barkeeper, a female lizardman, is absent-minded. She is trying to get rid of a treasure hidden in the attic.

-=[The Friar's Arms Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is shabby and the prices are moderate. It seats 28 customers in the dining room and has space for 11 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons are working-class, primarily shopkeepers. The fat, jolly innkeeper, a female dwarf, is close-mouthed. She has problems with a friend who is in trouble. Five people are playing a dice game. Tonight's entertainment is a dreadful harp player.

-=[The Drinking Stag Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambience is grubby and the prices are moderate. It seats 14 customers in the dining room. There are 7 guest rooms, 2 of which are currently vacant. The patrons are primarily upper-class. The lanky, and slightly maniacal, innkeeper, a female human, is nervous. She is worried about a hunted criminal. A priestess is preaching about an obscure religion. Tonight's entertainment is a dreadful stand-up comic.

-=[The Friar's Chalice Tavern]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 65 customers in the dining room and has space for 32 in a private back room. The patrons are primarily upper-class. The cadaverous, depressed barkeeper, a female gnome, is hiding from an enemy. She has problems with a treasure hidden under the eaves. A drunk patron is slumped over a table, six people are playing a dice game, and a mysterious stranger is sitting in the corner watching the room. Tonight's entertainment is a good classical harpist.

-=[The Azure Minotaur Tavern]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 192 customers in the dining room and has space for 50 in a private back room. The patrons are primarily traveling merchants. The chubby, friendly barkeeper, a male human, is a thief. He does not know he has an overdue loan, and is afraid of losing a magical item. A mysterious stranger is whispering something to a newcomer, a short man is going from table to table trying to sell a kitten, and a drunk patron is slumped over a table. Tonight's entertainment is a decent singer, singing popular songs

-=[The Sleeping Gnome Wayhouse]=

The crowded main room is brightly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is plain and the prices are outrageous. It seats 35 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are primarily mercenaries. The thin, jolly innkeeper, a male dwarf, is in serious trouble. He is hiding a non-human in a guest room. A short man is going from table to table trying to sell a strange artifact, and a mysterious stranger is asking questions. Tonight's entertainment is a pretentious classical harpist.

-=[The Ox's Head Wayhouse]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 47 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are lower-class, mostly sailors and dockworkers. The grizzled, gloomy innkeeper, a female halfling, is drinking the profits. She has forgotten about an overdue tax bill. A drunk (dead?) patron is passed out on the floor, and five people are playing a drinking game. Tonight's entertainment is a good singer, singing love songs

-=[The Drunken Unicorn Wayhouse]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 15 customers in the dining room. The patrons are mostly mercenaries. The limping, and slightly maniacal, innkeeper, a female human, is a cheat. She is worried about her unusual religious beliefs. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a decent dulcimer player.

-=[The Green Demon Inn]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 44 customers in the dining room. There are 21 guest rooms, 9 of which are currently vacant. The patrons are lower-class, mostly laborers. The grizzled, cheerful innkeeper, a male lizardman, is absent-minded. He is trying to get rid of his shrewish wife. A mysterious stranger is apparently waiting for someone, and eight people are playing a card game. Tonight's entertainment is a poor classical harpist.

-=[The Singing Lady Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 37 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are working-class, primarily soldiers. The one-legged, depressed innkeeper, a female gnome, is a cheat. She does not know she has a handsome son. Seven people are playing a dice game, and an elderly man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent panpipe player.

-=[The Sign of the Singing Friar]=

The crowded main room is dimly lit. The walls are decorated with scores of hats. The overall ambiance is fancy and the prices are high. It seats 79 customers in the dining room and has space for 31 in a private back room. There are 20 guest rooms, 11 of which are currently vacant. The patrons are working-class, mostly tradesmen. The one-armed, dour innkeeper, a female half-orc, is a retired sailor. She is having nightmares about her criminal background. A local politician is standing on a table giving a speech, and one patron has challenged another to a duel. Tonight's entertainment is a superb singer, singing traditional songs

-=[The Sign of the Flying Lord]=

The nearly empty main room is dimly lit. The walls are decorated with scores of socks. The overall ambiance is pretentious and the prices are high. It seats 19 customers in the dining room and has space for 6 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are primarily slumming nobles. The fat, grumpy innkeeper, a female human, is a skinflint. She is afraid of her criminal background.

-=[The Goblet and Centaur Tavern]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 25 customers in the dining room. The patrons are mostly slumming nobles. The swarthy, nervous barkeeper, a female human, is a skinflint. She is hiding her handsome son among the staff. A priest is preaching about a popular religion, and several patrons are throwing darts at a target. Tonight's entertainment is a pretentious classical harpist.

-=[The Drinking Gypsy Wayhouse]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are high. It seats 85 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are snooty. The one-legged, mellow innkeeper, a female half-orc, is about to be murdered. She is trying to marry off her ugly daughter. A mysterious stranger is asking questions about one of the players, eight people are playing a dice game, and a scruffy man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a poor harp player.

-=[The Drinking Mare Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 37 customers in the dining room and has space for 7 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly military officers. The cadaverous, silent innkeeper, a male dwarf, is wanted by the law. He has problems with his disfiguring disease.

-=[The Silver Chalice Tavern]=

The crowded main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are outrageous. It seats 40 customers in the dining room and has space for 16 in a private back room. The patrons are lower-class, mostly laborers. The cadaverous, and frankly mad, barkeeper, a female human, is

about to be murdered. She has problems with her abusive husband. A patron is ranting about her dislike of humans, and a guard comes in and nobody seems to notice. Tonight's entertainment is a good classical harpist.

--[The Weasel's Eye Pub]=

The nearly empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 100 customers in the dining room. The patrons (when they are there) are mostly military officers. The chubby, grumpy barkeeper, a male dwarf, is absent-minded. He has a beautiful daughter.

--[The Four Roosters Tavern]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 37 customers in the dining room. The patrons are primarily upper-class. The fat, and frankly mad, barkeeper, a male elf, is a cheat. He is afraid of his beautiful daughter. A drunk patron is slumped over a table, and a scruffy man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a superb panpipe player.

--[The Halfling's Crown Tavern]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 120 customers in the dining room. The patrons are working-class, mostly shopkeepers. The one-legged, jolly barkeeper, a female gnome, is a cheat. She reminisces about her days as a traveling merchant. A patron is muttering about his taxes, a mysterious stranger is asking questions, and a drunk patron is slumped over a table. Tonight's entertainment is a dreadful dulcimer player.

--[The Blue Mug Inn]=

The busy main room is dimly lit. The walls are decorated with old weapons. The overall ambiance is unpretentious and the prices are cheap. It seats 45 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are mostly traveling merchants. The cadaverous, and slightly maniacal, innkeeper, a male halfling, is a cheat. He is obsessed with a friend who is in trouble. A mysterious stranger seems uncomfortable here. Tonight's entertainment is a superb singer, singing love songs, accompanied by a poor dulcimer player

--[The Grey Harpy Pub]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are cheap. It seats 57 customers in the dining room. The patrons are working-class, mostly tradesmen. The elderly, grim barkeeper, a male half-orc, is nervous. He has an enemy, and is afraid of losing a magical item. A shady-looking man is scamming rubes with a find-the-pea game, several adventurers are celebrating after a successful adventure, and a greying man is going from table to table trying to sell a manuscript. Tonight's entertainment is a good singer, singing popular songs

--[The Sign of the Crowned Ox]=

The empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 29 customers in the dining room and has space for 14 in a private back room. There are 7 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The tall, jolly innkeeper, a female human, is a skinflint. She is afraid of an enemy of the players.

--[The Boatman's Head Inn]=

The nearly empty main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 38 customers in the dining room and has space for 7 in a

private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The pale, mellow innkeeper, a male halfling, is carefree. He is worried about an enemy.

--[The Golden Hydra Inn]=

The nearly empty main room is brightly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is fancy and the prices are outrageous. It seats 190 customers in the dining room. There are 15 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The limping, talkative innkeeper, a female elf, is nervous. She is afraid of her criminal background.

--[The Sign of the Goblet and Hydra]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is grubby and the prices are moderate. It seats 38 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are lower-class, mostly sailors. The swarthy, jolly innkeeper, a male dwarf, is a thief. He has prohibited religious associations, and is obsessed with a magical item. A patron is talking about her dislike of beggars, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a decent stand-up comic.

--[The Happy Dog Inn]=

The empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 27 customers in the dining room and has space for 13 in a private back room. There are 6 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, primarily shopkeepers. The limping, gloomy innkeeper, a male human, is scrupulously honest. He is worried about a treasure hidden under the eaves.

--[The Griffon's Head Inn]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are moderate. It seats 45 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are mostly slumming nobles. The greying, friendly innkeeper, a female human, is wanted by the law. She is worried about a powerful enemy, and has a treasure hidden in her private quarters. A mysterious stranger is asking questions, and three people are playing a card game. Tonight's entertainment is a good classical harpist.

--[The Plowman's Key Wayhouse]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are cheap. It seats 27 customers in the dining room and has space for 13 in a private back room. The patrons (when they are there) are snooty. The lanky, jolly innkeeper, a male dwarf, is about to be murdered. He has shocking religious associations, and reminisces about his days as a soldier.

--[The Sign of the White Star]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 44 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are mostly thieves and assassins. The fat, silent innkeeper, a male halfling, is absent-minded. He is afraid of losing a treasure hidden under the floorboards, and reminisces about his days as a soldier. A mysterious stranger is whispering something to a newcomer, and three people are playing a drinking game. Tonight's entertainment is a decent classical harpist.

--[The Three Toads Inn]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is grubby and the prices are moderate. It seats 58 customers in the dining room. There are 7 guest rooms, 2 of which are currently vacant. The patrons are rowdy farmers. The short, grim innkeeper, a male human, is hiding from an enemy. He is obsessed with his overdue loan. Two patrons are brawling, a drunk patron is passed out on the floor, and a brawl is about to break out. Tonight's entertainment is a dreadful flute player.

-=[The Blue Pony Brewery]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 156 customers in the dining room and has space for 50 in a private back room. The patrons are mostly upper-class. The greying, graceful barkeeper, a female half-orc, is sometimes foolish. She does not know she has legal problems. A patron is grumbling about his dislike of his wife, a local bigwig is surrounded by hangers-on, and a local politician is standing on a table giving a speech. Tonight's entertainment is a poor classical harpist.

-=[The Frog and Cat Wayhouse]=

The busy main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are moderate. It seats 41 customers in the dining room and has space for 16 in a private back room. The patrons are primarily mercenaries. The elderly, dour barkeeper, a female human, is a thief. She has problems with a magical item. A shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a good classical harpist.

-=[The Drinking Cockatrice Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is grubby and the prices are moderate. It seats 78 customers in the dining room and has space for 15 in a private back room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are working-class, mostly artisans. The pale, depressed innkeeper, a female elf, is drinking the profits. She has problems with her unusual religious beliefs, and has legal problems. A drunk patron is passed out on the floor, several adventurers are boisterously celebrating after a successful adventure, and a mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a poor singer, singing popular songs

-=[The Black Ox Wayhouse]=

The busy main room is well-lit. The walls are unadorned brick. The overall ambiance is shabby and the prices are outrageous. It seats 28 customers in the dining room and has space for 11 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons are lower-class, primarily laborers. The one-armed, graceful innkeeper, a male dwarf, is drinking the profits. He is hiding a friend who is in trouble among the staff, and has legal problems. Two patrons are brawling, and a patron is grumbling about his dislike of orcs. Tonight's entertainment is a superb dulcimer player.

-=[The Hippogriff and Wizard Inn]=

The crowded main room is brightly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 71 customers in the dining room and has space for 21 in a private back room. There are 20 guest rooms, 11 of which are currently vacant. The patrons are primarily mercenaries. The greying, mellow innkeeper, a female gnome, is hiding from an enemy. She is hiding an assassin in the stables. Six people are playing a dice game, and a greying man is going from table to table trying to sell a locked box. Tonight's entertainment is a decent classical harpist.

-=[The Lazy Ox Inn]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is grubby and the prices are high. It seats 34 customers in the dining room and has space for 17 in a

private back room. There are 11 guest rooms, all of which are currently vacant. The patrons are working-class, mostly merchants. The pale, jolly innkeeper, a male human, is a skinflint. He has legal problems. Six people are playing a drinking game, and a drunk patron is passed out on the floor. Tonight's entertainment is a decent poet reading his own works.

--[The Sign of the Lazy Warrior]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 40 customers in the dining room and has space for 12 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily soldiers. The grizzled, jolly innkeeper, a male dwarf, is a thief. He has forgotten about legal problems. A local politician buys a round for the house. Tonight's entertainment is a pretentious classical harpist.

--[The Black Rose Tavern]=

The nearly empty main room is dark. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are cheap. It seats 16 customers in the dining room. The patrons (when they are there) are primarily upper-class. The elderly, jolly barkeeper, a male halfling, is a skinflint. He is afraid of his criminal background.

--[The Five Lions Tavern]=

The busy main room is dark. The walls are unadorned plaster. The overall ambiance is shabby and the prices are moderate. It seats 26 customers in the dining room and has space for 10 in a private back room. The patrons are mostly military officers. The limping, mellow barkeeper, a female halfling, is absent-minded. She reminisces about her days as a city guardsman. Two patrons are brawling. Tonight's entertainment is a decent singer, singing traditional songs, accompanied by a decent harp player

--[The Gypsy's Chalice Tavern]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 108 customers in the dining room. The patrons are working-class, mostly merchants. The one-armed, nervous barkeeper, a male dwarf, is scrupulously honest. He speaks only in a whisper. Seven people are playing a dice game, several patrons are throwing darts at a target, and a mysterious stranger is getting quietly drunk. Tonight's entertainment is a poor classical harpist.

--[The Lord's Arms Inn]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are outrageous. It seats 67 customers in the dining room and has space for 33 in a private back room. There are 11 guest rooms, 3 of which are currently vacant. The patrons are lower-class, mostly laborers. The elderly, and frankly mad, innkeeper, a female halfling, is wanted by the law. She is worried about an enemy. Two patrons are brawling, and a mysterious stranger is asking questions. Tonight's entertainment is a pretentious classical harpist.

--[The Toad's Head Wayhouse]=

The empty main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 26 customers in the dining room. There are 7 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are working-class, primarily tradesmen. The swarthy, talkative innkeeper, a female human, is about to be murdered. She has prohibited religious associations.

--[The Princess's Arms Tavern]=

The crowded main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is fancy and the prices are high. It seats 29 customers in the dining room and has space for 6 in a private back room. The patrons are mostly military officers. The cadaverous, and frankly mad, barkeeper, a female lizardman, is an idiot. She has problems with a disgraced noble. A local politician is standing on a table giving a speech. Tonight's entertainment is a superb classical harpist.

--[The Lazy Ox Inn]=

The nearly empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambience is plain and the prices are moderate. It seats 26 customers in the dining room. The patrons (when they are there) are mostly traveling merchants. The elderly, jolly innkeeper, a male halfling, is close-mouthed. He does not know he has an overdue tax bill.

--[The Golden Manticore Brewery]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is grubby and the prices are cheap. It seats 49 customers in the dining room. The patrons (when they are there) are primarily upper-class. The good-looking, cheerful barkeeper, a male gnome, is sometimes foolish. He is nasty to the staff, and has a beautiful daughter.

--[The Two Boars Inn]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambience is pretentious and the prices are high. It seats 47 customers in the dining room and has space for 18 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are mostly slumming nobles. The scarred, friendly innkeeper, a male dwarf, is close-mouthed. He has a magical item.

--[The Harpy's Head Inn]=

The crowded main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is unpretentious and the prices are moderate. It seats 51 customers in the dining room. There are 6 guest rooms, 5 of which are currently vacant. The patrons are primarily upper-class. The greying, depressed innkeeper, a female human, is a skinflint. She is worried about an assassin who is hunting her. A priest and one acolyte is promoting an obscure religion, and a scruffy man is going from table to table trying to sell an old book. Tonight's entertainment is a poor singer, singing love songs

--[The Dragon's Head Wayhouse]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambience is fancy and the prices are outrageous. It seats 86 customers in the dining room. There are 9 guest rooms, 2 of which are currently vacant. The patrons are mostly mercenaries. The short, talkative innkeeper, a female half-orc, is a fussy budget. She reminisces about her days as a sailor, and has problems with a thief. A mysterious stranger is apparently waiting for someone, several adventurers are celebrating after a successful adventure, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a poor classical harpist.

--[The Rogue's Arms Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambience is unpretentious and the prices are outrageous. It seats 89 customers in the dining room and has space for 35 in a private back room. The patrons are primarily upper-class. The fat, grumpy barkeeper, a male human, is absent-minded. He is worried about his criminal background. Eight people are playing a dice game, a shady-looking man is scamming rubes with a find-the-pea game, and a mysterious stranger is asking questions about one of the players. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a good lute player

-=[The Drunken Hound Wayhouse]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 29 customers in the dining room and has space for 6 in a private back room. There are 12 guest rooms, 10 of which are currently vacant. The patrons (when they are there) are snooty. The cadaverous, silent innkeeper, a female elf, is about to be murdered. She has a treasure hidden in the ashes of the kitchen fireplace, and is worried about a magical item.

-=[The Drinking Friar Tavern]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are moderate. It seats 95 customers in the dining room and has space for 19 in a private back room. The patrons are lower-class, mostly sailors and dockworkers. The one-eyed, grumpy barkeeper, a male halfling, is a fussy budget. He does not know he has a magical item, and is hiding a disgraced noble among the staff. Five people are playing a drinking game, two guards come in and a patron tries to sneak out the back way, and a priest is preaching about an obscure religion. Tonight's entertainment is a good classical harpist.

-=[The Duchess and Pony Pub]=

The crowded main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 65 customers in the dining room and has space for 32 in a private back room. The patrons are working-class, mostly tradesmen. The limping, friendly barkeeper, a male human, is sometimes foolish. He reminisces about his days as a city guardsman, and has an escaped slave hiding in the inn. Several adventurers are celebrating after a successful adventure, several adventurers are boisterously celebrating after a successful adventure, and two patrons are brawling. Tonight's entertainment is a pretentious singer, singing traditional songs, accompanied by a superb panpipe player

-=[The Farmer's Arms Tavern]=

The crowded main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are moderate. It seats 68 customers in the dining room and has space for 20 in a private back room. The patrons are working-class, primarily shopkeepers. The fat, gloomy barkeeper, a male human, is a retired singer. He has a shrewish wife, and is obsessed with a forged document. Several adventurers are boisterously celebrating after a successful adventure, a drunk (dead?) patron is passed out on the floor, and a patron is shouting about his dislike of his wife. Tonight's entertainment is a poor stand-up comic.

-=[The Wolf's Head Tavern]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are cheap. It seats 62 customers in the dining room. The patrons are primarily slumming nobles. The fat, gloomy barkeeper, a male human, is afraid of assassins. He has problems with an enemy. Several patrons are throwing darts at a target, a priestess is promoting a foreign religion, and seven people are playing a dice game. Tonight's entertainment is a good dulcimer player.

-=[The Happy Basilisk Wayhouse]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are cheap. It seats 18 customers in the dining room and has space for 6 in a private back room. There are 5 guest rooms, 1 of which is currently vacant. The patrons are snooty. The cadaverous, and slightly maniacal, innkeeper, a doppelganger posing as a male dwarf, is hiding from an enemy. He has forgotten about a terrible disease. A drunk patron is passed out on the floor. Tonight's entertainment is a superb flute player.

-=[The Black Hydra Inn]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are high. It seats 187 customers in the dining room and has space for 37 in a private back room. There are 17 guest rooms, 2 of which are currently vacant. The patrons are primarily upper-class. The one-armed, depressed innkeeper, a male human, is nervous. He has problems with a disgraced noble. Two patrons are brawling, a patron is ranting about his dislike of his boss, and six people are playing a dice game. Tonight's entertainment is a poor poet.

-=[The Rat and Bull Inn]=

The nearly empty main room is well-lit. The walls are decorated with old weapons. The overall ambiance is fancy and the prices are outrageous. It seats 36 customers in the dining room. There are 16 guest rooms, 10 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The pale, silent innkeeper, a male elf, is absent-minded. He reminisces about his days as a soldier.

-=[The Grey Manticore Wayhouse]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is grubby and the prices are outrageous. It seats 18 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are rowdy laborers. The scarred, graceful innkeeper, a male halfling, is in serious trouble. He does not know he has an escaped slave hiding in the inn. A brawl is about to break out. Tonight's entertainment is a dreadful singer, singing traditional songs

-=[The Tipsy Griffon Tavern]=

The busy main room is dimly lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are outrageous. It seats 48 customers in the dining room and has space for 9 in a private back room. The patrons are working-class, primarily artisans. The lanky, dour barkeeper, a male gnome, is a skinflint. He is nasty to the staff. Three people are playing a dice game, and a patron is shouting about her dislike of one of the party members. Tonight's entertainment is a pretentious harp player.

-=[The Prancing King Inn]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 17 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons are mostly mercenaries. The grizzled, nervous innkeeper, a female human, is a retired adventurer. She is worried about her criminal background, and is hiding her abusive husband in the cellar. A mysterious stranger is asking questions. Tonight's entertainment is a decent classical harpist.

-=[The Unicorn's Head Inn]=

The packed main room is dimly lit. The walls are decorated with jousting lances and banners. The overall ambiance is unpretentious and the prices are outrageous. It seats 94 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are snooty. The scarred, clumsy innkeeper, a female human, is a fussy budget. She has forgotten about an overdue tax bill, and is obsessed with a friend who is in trouble. Eight people are playing a card game, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a poor flute player.

-=[The Centaur's Head Inn]=

The crowded main room is well-lit. The walls are unadorned plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 35 customers in the dining room and has space for 17 in a private back room. There are 6 guest rooms, 1 of which is currently vacant. The patrons are primarily military officers. The cadaverous, jolly innkeeper, a male half-orc, is a retired adventurer. He reminisces about his days as an adventurer. Seven people are

playing a dice game, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a good classical harpist.

-=[The Topsy Rat Pub]=

The packed main room is dark. The walls are decorated with graffiti from previous patrons. The overall ambience is plain and the prices are outrageous. It seats 43 customers in the dining room and has space for 21 in a private back room. The patrons are snooty. The short, cheerful barkeeper, a female human, is sometimes foolish. She is obsessed with a treasure hidden in her private quarters, and does not know she has legal problems. A patron is shouting about his dislike of her husband, and a beggar who hasn't been thrown out yet is begging for alms. Tonight's entertainment is a pretentious classical harpist.

-=[The Singing Tinker Wayhouse]=

The packed main room is well-lit. The walls are unadorned, stained plaster. The overall ambience is shabby and the prices are moderate. It seats 112 customers in the dining room and has space for 22 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are working-class, primarily merchants. The fat, talkative innkeeper, a female lizardman, is close-mouthed. She is afraid of losing a stolen document. A drunk patron is slumped over a table, a priestess and one acolyte is promoting a local religion, and an elderly man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a dreadful singer, singing ballads, accompanied by a poor flute player

-=[The Rooster and Boar Tavern]=

The crowded main room is well-lit. The walls are unadorned wood paneling. The overall ambience is pretentious and the prices are moderate. It seats 42 customers in the dining room. The patrons are mostly mercenaries. The swarthy, depressed barkeeper, a female elf, is a thief. She has an abusive husband. A mysterious stranger is repeatedly sneaking looks at the party, and a local politician is standing on a table giving a speech. Tonight's entertainment is a decent flute player.

-=[The Cat's Head Inn]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambience is unpretentious and the prices are outrageous. It seats 40 customers in the dining room and has space for 16 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons are mostly slumming nobles. The grizzled, cheerful innkeeper, a female human, is nervous. She sings instead of talking. A priest is promoting a local religion, and a grizzled man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a superb classical harpist.

-=[The Two Minotaurs Tavern]=

The empty main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambience is plain and the prices are moderate. It seats 76 customers in the dining room. The patrons (when they are there) are mostly mercenaries. The elderly, mellow barkeeper, a female halfling, is afraid of assassins. She is trying to get rid of her abusive husband.

-=[The Sign of the Drinking Griffon]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambience is fancy and the prices are moderate. It seats 47 customers in the dining room and has space for 23 in a private back room. The patrons are primarily military officers. The grizzled, talkative barkeeper, a female elf, is sometimes foolish. She is worried about a thief, and reminisces about her days as a soldier. Five people are playing a card game. Tonight's entertainment is a superb classical harpist.

-=[The Cat and Ox Inn]=

The empty main room is dark. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 22 customers in the dining room and has space for 8 in a private back room. There are 5 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The tall, nervous innkeeper, a female human, is a retired singer. She is worried about a hunted criminal.

-=[The Leaping Halfling Wayhouse]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 157 customers in the dining room. There are 11 guest rooms, 6 of which are currently vacant. The patrons are lower-class, mostly sailors. The chubby, cheerful innkeeper, a male human, is a retired soldier. He is trying to marry off his ugly son, and has a shrewish wife. A mysterious stranger is studying an a map, two patrons are brawling, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a dreadful classical harpist.

-=[The Prince and Star Wayhouse]=

The crowded main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 36 customers in the dining room and has space for 14 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are mostly mercenaries. The chubby, cheerful innkeeper, a female gnome, is nervous. She is afraid of losing a treasure hidden under the eaves. A beggar who hasn't been thrown out yet is begging for alms, and several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a good classical harpist.

-=[The Tinker and Crown Pub]=

The busy main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are high. It seats 31 customers in the dining room. The patrons are primarily upper-class. The fat, gloomy barkeeper, a female human, is about to be murdered. She reminisces about her days as an adventurer. A priestess and two acolytes are promoting a foreign religion. Tonight's entertainment is a dreadful lute player.

-=[The Drinking Wolf Inn]=

The nearly empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are cheap. It seats 36 customers in the dining room and has space for 14 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are lower-class, mostly sailors. The tall, grim innkeeper, a male halfling, is absent-minded. He is having nightmares about his unusual religious beliefs.

-=[The Sign of the Leaping Wyvern]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 21 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily mercenaries. The elderly, graceful innkeeper, a female halfling, is absent-minded. She is afraid of a non-human.

-=[The Crowned Farmer Pub]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 33 customers in the dining room. The patrons are mostly mercenaries. The fat, and frankly mad, barkeeper, a male lizardman, is a thief. He is concealing a magical item. A short man is going from

table to table trying to sell a supposed treasure map, and several patrons are throwing darts at a target. Tonight's entertainment is a poor harp player.

-=[The Silver Orc Wayhouse]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 17 customers in the dining room. There are 2 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, mostly artisans. The elderly, clumsy innkeeper, a female dwarf, is a cheat. She does not know she has a beautiful daughter.

-=[The Topsy Dragon Inn]=

The busy main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is shabby and the prices are moderate. It seats 200 customers in the dining room and has space for 50 in a private back room. There are 23 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The greying, mellow innkeeper, a female halfling, is a cheat. She reminisces about her days as a soldier. A drunk patron is passed out on the floor, five people are playing a dice game, and two patrons are brawling. Tonight's entertainment is a decent singer, singing ballads, accompanied by a dreadful panpipe player

-=[The Golden Demon Tavern]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are outrageous. It seats 31 customers in the dining room. The patrons (when they are there) are lower-class, primarily tradesmen. The short, mellow barkeeper, a female lizardman, is a retired adventurer. She has legal problems, and is afraid of losing a magical item.

-=[The Three Ponies Wayhouse]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is fancy and the prices are moderate. It seats 28 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are mostly military officers. The fat, cheerful innkeeper, a female human, is scrupulously honest. She reminisces about her days as a sailor. A lanky man is going from table to table trying to sell a weird carving. Tonight's entertainment is a dreadful dulcimer player.

-=[The Cat and Plowman Brewery]=

The crowded main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is unpretentious and the prices are moderate. It seats 105 customers in the dining room. The patrons are primarily upper-class. The scarred, clumsy barkeeper, a male halfling, is close-mouthed. He is afraid of a treasure hidden in the attic. A priest is promoting a local religion, a mysterious stranger is repeatedly sneaking looks at the party, and a short man is going from table to table trying to sell an old book. Tonight's entertainment is a superb poet.

-=[The Black Chalice Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 78 customers in the dining room. There are 11 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are mostly upper-class. The tall, jolly innkeeper, a female half-orc, is in the pay of bandits. She reminisces about her days as a sailor.

-=[The Drinking Gypsy Wayhouse]=

The packed main room is dark. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 96 customers in the dining room. There are 12 guest rooms, 10 of which are currently

vacant. The patrons are primarily upper-class. The short, dour innkeeper, a female human, is a retired ship captain. She has a magical item, and is afraid of losing a forged document. A one-armed man is going from table to table trying to sell a rolled-up parchment, a local politician buys a round for the house, and a shady-looking man is scamming rubes with a find-the-pea game. Tonight's entertainment is a pretentious singer, singing traditional songs

--[The Five Ponies Pub]=

The nearly empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is shabby and the prices are moderate. It seats 176 customers in the dining room and has space for 50 in a private back room. The patrons (when they are there) are primarily upper-class. The good-looking, grim barkeeper, a female gnome, is a cheat. She is concealing her abusive husband among the staff.

--[The Sign of the Red Hydra]=

The empty main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 27 customers in the dining room and has space for 10 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are snooty. The elderly, talkative innkeeper, a male human, is nervous. He has forgotten about a friend who is in trouble.

--[The Singing Lion Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are outrageous. It seats 29 customers in the dining room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The fat, grumpy innkeeper, a male dwarf, is a cheat. He has a disgraced noble. A mysterious stranger is repeatedly sneaking looks at the party. Tonight's entertainment is a decent classical harpist.

--[The Wizard's Rose Tavern]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 51 customers in the dining room. The patrons are mostly slumming nobles. The greying, cheerful barkeeper, a male elf, is a retired adventurer. He is afraid of losing a magical item. Two patrons are brawling, and a priestess is preaching about an obscure religion. Tonight's entertainment is a dreadful classical harpist.

--[The Bear's Eye Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 31 customers in the dining room. The patrons are working-class, mostly shopkeepers. The short, grim barkeeper, a female elf, is close-mouthed. She is trying to get rid of a treasure hidden in a keg of meal. A priestess is promoting a local religion, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a decent singer, singing love songs, accompanied by a superb dulcimer player

--[The Grey Manticore Wayhouse]=

The empty main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 21 customers in the dining room and has space for 6 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons (when they are there) are lower-class, primarily sailors. The grizzled, depressed innkeeper, a male dwarf, is a retired soldier. He reminisces about his days as a sailor, and is trying to marry off his ugly daughter.

--[The Boar and Lion Wayhouse]=

The empty main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is unpretentious and the prices are moderate. It seats 35 customers in the dining room. There are 14 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are mostly thieves and assassins. The fat, jolly innkeeper, a female half-orc, is wanted by the law. She has prohibited religious associations.

--[The Dog's Head Wayhouse]=

The busy main room is well-lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 57 customers in the dining room and has space for 28 in a private back room. There are 19 guest rooms, 5 of which are currently vacant. The patrons are primarily thieves and assassins. The pale, grim innkeeper, a male human, is about to be murdered. He has problems with a hunted criminal. Five people are playing a drinking game, four guards come in, apparently looking for someone, and a priestess and three acolytes are promoting a local religion. Tonight's entertainment is a decent classical harpist.

--[The Sign of the Two Cats]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are outrageous. It seats 31 customers in the dining room. There are 4 guest rooms, 3 of which are currently vacant. The patrons are primarily traveling merchants. The scarred, jolly innkeeper, a female halfling, is a fussy budget. She is trying to get rid of a treasure hidden in the cellar. One patron has challenged another to a duel. Tonight's entertainment is a superb classical harpist.

--[The Tipsy Leprechaun Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 22 customers in the dining room and has space for 8 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are primarily city guardsmen. The cadaverous, jolly innkeeper, a female half-orc, is nervous. She is concealing a friend who is in trouble in the cellar.

--[The Silver Griffon Wayhouse]=

The busy main room is brightly lit. The walls are decorated with old weapons. The overall ambiance is plain and the prices are outrageous. It seats 110 customers in the dining room and has space for 50 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are primarily thieves and assassins. The one-armed, dour innkeeper, a female human, is a cheat. She has problems with a non-human. A chubby man is going from table to table trying to sell a supposed treasure map, a local politician buys a round for the house, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a pretentious classical harpist.

--[The Lizardman's Key Wayhouse]=

The busy main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are outrageous. It seats 28 customers in the dining room. The patrons are mostly upper-class. The tall, gloomy barkeeper, a female human, is carefree. She is hiding her beautiful daughter in the stables. A tall man is going from table to table trying to sell a snake, and a mysterious stranger is sitting in the corner watching the room. Tonight's entertainment is a pretentious classical harpist.

--[The White Basilisk Wayhouse]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are moderate. It seats 19 customers in the dining room. There are 3 guest rooms, all of which are currently vacant. The patrons are primarily upper-class. The lanky, friendly innkeeper, a male human, is scrupulously honest. He is afraid of losing a treasure hidden in his private quarters. Four people are playing a dice game. Tonight's entertainment is a dreadful lute player.

-=[The Sign of the Black Gorgon]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are outrageous. It seats 48 customers in the dining room. The patrons (when they are there) are primarily traveling merchants. The good-looking, jolly barkeeper, a female lizardman, is a retired adventurer. She reminisces about her days as an adventurer.

-=[The Purple Stallion Tavern]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are moderate. It seats 44 customers in the dining room. The patrons are primarily city guardsmen. The limping, grumpy barkeeper, a male human, is wanted by the law. He is trying to get rid of a treasure hidden in the midden-heap. A shady-looking man is scamming rubes with a find-the-pea game, and a patron is shouting about her taxes. Tonight's entertainment is a poor classical harpist.

-=[The Happy Demon Inn]=

The crowded main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are high. It seats 40 customers in the dining room and has space for 8 in a private back room. There are 3 guest rooms, 1 of which is currently vacant. The patrons are working-class, mostly merchants. The thin, talkative innkeeper, a male human, is scrupulously honest. He speaks only in a whisper, and has legal problems. A patron is grumbling about her dislike of adventurers. Tonight's entertainment is a decent classical harpist.

-=[The Lazy Cow Inn]=

The busy main room is well-lit. The walls are unadorned brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 103 customers in the dining room and has space for 50 in a private back room. There are 6 guest rooms, 2 of which are currently vacant. The patrons are lower-class, primarily tradesmen. The greying, mellow innkeeper, a male dwarf, is afraid of gnomes. He has problems with a magical item, and does not know he has a hunted criminal hiding in the inn. Several patrons are throwing darts at a target, six people are playing a drinking game, and a priest is promoting a local religion. Tonight's entertainment is a decent singer, singing traditional songs

-=[The Sign of the Drinking Elf]=

The busy main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is pretentious and the prices are moderate. It seats 32 customers in the dining room and has space for 6 in a private back room. The patrons are primarily slumming nobles. The greying, grim barkeeper, a male human, is drinking the profits. He reminisces about his days as a sailor. A mysterious stranger looks like he usually wears a uniform, and a patron is grumbling about his spouse. Tonight's entertainment is a decent classical harpist.

-=[The Tipsy Hippogriff Wayhouse]=

The packed main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is pretentious and the prices are moderate. It seats 51 customers in the dining room and has space for 20 in a private back room. There are 6 guest rooms, 1 of which is currently vacant. The patrons are primarily military officers. The fat, graceful innkeeper, a doppelganger posing as a female lizardman, is a fussy budget. She does not know she has an overdue loan, and is afraid of losing a treasure hidden in the attic. A priestess is promoting a local religion, several patrons are throwing darts at a target, and a brawl is about to break out. Tonight's entertainment is a good flute player.

-=[The Drinking Plowman Tavern]=

The empty main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are moderate. It seats 156 customers in the dining room and has space for 31 in a private back room. The patrons (when they are there) are working-class, mostly artisans. The lanky, graceful barkeeper, a female human, is a skinflint. She has problems with her disturbing fetish.

--[The Golden Stallion Pub]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are high. It seats 32 customers in the dining room and has space for 9 in a private back room. The patrons (when they are there) are snooty. The grizzled, grim barkeeper, a male human, is nervous. He is afraid of an enemy.

--[The Happy Lion Inn]=

The nearly empty main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 59 customers in the dining room and has space for 29 in a private back room. There are 20 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are snooty. The fat, silent innkeeper, a male elf, is wanted by the law. He has an overdue tax bill.

--[The Lazy Cat Wayhouse]=

The empty main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are high. It seats 28 customers in the dining room and has space for 11 in a private back room. There are 11 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are primarily traveling merchants. The greying, nervous innkeeper, a male human, is hiding from an enemy. He has a magical item.

--[The Prancing Warrior Tavern]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are high. It seats 27 customers in the dining room and has space for 13 in a private back room. The patrons are primarily city guardsmen. The elderly, clumsy barkeeper, a male human, is absent-minded. He is hiding his handsome son in the stables. A drunk patron is slumped over a table, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a pretentious classical harpist.

--[The Sleeping Boatman Inn]=

The busy main room is well-lit. The walls are decorated with sports trophies. The overall ambiance is shabby and the prices are outrageous. It seats 26 customers in the dining room. There are 8 guest rooms, 5 of which are currently vacant. The patrons are rowdy laborers. The pale, depressed innkeeper, a male human, is in serious trouble. He has forgotten about a magical item. A mysterious stranger is apparently waiting for someone, and a patron is grumbling about her spouse. Tonight's entertainment is a superb stand-up comic.

--[The Blue Ox Wayhouse]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are outrageous. It seats 47 customers in the dining room and has space for 23 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons are mostly slumming nobles. The thin, depressed innkeeper, a male halfling, is nervous. He is trying to get rid of his disturbing fetish. A mysterious stranger seems to be dressed too well. Tonight's entertainment is a decent classical harpist.

--[The Four Wyverns Pub]=

The empty main room is dark. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 33 customers in the dining room. The patrons (when they are there) are working-class,

primarily tradesmen. The pale, cheerful barkeeper, a female human, is about to be murdered. She is trying to get rid of her loathsome disease.

--[The Friar's Chalice Pub]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 173 customers in the dining room. The patrons are primarily thieves and assassins. The scarred, cheerful barkeeper, a female dwarf, is a skinflint. She is worried about a treasure hidden in an empty wine cask, and has problems with a magical item. One patron has challenged another to a duel, a mysterious stranger seems to be not dressed well enough, and a patron is talking about her dislike of his wife. Tonight's entertainment is a decent classical harpist.

--[The Sign of the Five Horses]=

The busy main room is dark. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 15 customers in the dining room and has space for 7 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are mostly mercenaries. The fat, cheerful innkeeper, a female human, is a retired sailor. She is worried about a non-human. A one-armed man is going from table to table trying to sell a supposed treasure map. Tonight's entertainment is a poor dulcimer player.

--[The Sign of the Golden Pony]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are cheap. It seats 23 customers in the dining room and has space for 9 in a private back room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, mostly tradesmen. The elderly, grim innkeeper, a female dwarf, is absent-minded. She has problems with a treasure hidden in the attic.

--[The Sign of the Happy Mermaid]=

The packed main room is well-lit. The walls are unadorned plaster. The overall ambiance is grubby and the prices are cheap. It seats 34 customers in the dining room. There are 4 guest rooms, 1 of which is currently vacant. The patrons are rowdy laborers. The scarred, and slightly maniacal, innkeeper, a male halfling, is drinking the profits. He does not know he has an enemy. Two patrons are brawling. Tonight's entertainment is a dreadful flute player.

--[The Drinking Leprechaun Inn]=

The busy main room is dimly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 69 customers in the dining room. There are 22 guest rooms, 3 of which are currently vacant. The patrons are primarily thieves and assassins. The good-looking, cheerful innkeeper, a male human, is nervous. He is afraid of losing a magical item. A cadaverous man is going from table to table trying to sell a puppy, and five people are playing a dice game. Tonight's entertainment is a good singer, singing love songs

--[The Sign of the Sheep and Bear]=

The nearly empty main room is dimly lit. The walls are decorated with musical instruments. The overall ambiance is fancy and the prices are outrageous. It seats 31 customers in the dining room. There are 5 guest rooms, 1 of which is currently vacant. The patrons (when they are there) are primarily upper-class. The thin, jolly innkeeper, a female human, is wanted by the law. She is trying to marry off her ugly daughter, and has a treasure hidden in an empty wine cask.

--[The Mug and Key Inn]=

The packed main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is fancy and the prices are moderate. It seats 23 customers in the dining room and has space for 11 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are working-class, primarily soldiers. The scarred, dour innkeeper, a male half-orc, is carefree. He is trying to marry off his ugly son. Three people are playing a dice game, and a thin man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a good classical harpist.

-=[The Crowned Lizardman Inn]=

The crowded main room is well-lit. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are outrageous. It seats 181 customers in the dining room and has space for 50 in a private back room. There are 4 guest rooms, 2 of which are currently vacant. The patrons are primarily traveling merchants. The good-looking, nervous innkeeper, a male dwarf, is scrupulously honest. He does not know he has legal problems, and is concealing an escaped slave among the staff. A priestess is promoting an obscure religion, and a mysterious stranger looks like he usually wears a uniform. Tonight's entertainment is a good classical harpist.

-=[The Lavender Rose Wayhouse]=

The crowded main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is shabby and the prices are moderate. It seats 20 customers in the dining room and has space for 6 in a private back room. There is 1 guest room, all of which is currently vacant. The patrons are working-class, primarily artisans. The swarthy, cheerful innkeeper, a female elf, is wanted by the law. She is obsessed with a treasure hidden behind a false wall, and is hiding a hunted criminal among the staff. Several adventurers are boisterously celebrating after a successful adventure. Tonight's entertainment is a good singer, singing traditional songs

-=[The Silver Manticore Pub]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is fancy and the prices are moderate. It seats 30 customers in the dining room. The patrons are primarily thieves and assassins. The lanky, grim barkeeper, a female dwarf, is a skinflint. She is trying to marry off her ugly son. Several patrons are throwing darts at a target, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a dreadful classical harpist.

-=[The Drinking Hound Wayhouse]=

The busy main room is dark. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are moderate. It seats 37 customers in the dining room. There are 16 guest rooms, 14 of which are currently vacant. The patrons are primarily traveling merchants. The swarthy, dour innkeeper, a male human, is absent-minded. He is hiding a hunted criminal in the stables. A priestess and two acolytes are promoting a shady religion, and five people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

-=[The Kobold's Eye Pub]=

The busy main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are cheap. It seats 45 customers in the dining room. The patrons are working-class, mostly artisans. The cadaverous, jolly barkeeper, a male halfling, is hiding from an enemy. He has an overdue loan, and reminisces about his days as a soldier. A patron is talking about his employer, and a swarthy man is going from table to table trying to sell an old book. Tonight's entertainment is a decent classical harpist.

-=[The Sign of the Drunken Lizardman]=

The busy main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are cheap. It seats 40 customers in the dining room and has space for 12 in a private back room. The patrons are primarily city guardsmen. The one-eyed, depressed barkeeper, a female human, is wanted by the law. She is

afraid of losing a treasure hidden behind a false wall. A priest is promoting a local religion, and several patrons are throwing darts at a target. Tonight's entertainment is a superb singer, singing traditional songs, accompanied by a poor panpipe player

-=[The Drunken Griffon Inn]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 32 customers in the dining room and has space for 16 in a private back room. There are 4 guest rooms, 3 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The good-looking, grim innkeeper, a female dwarf, is a retired adventurer. She has forgotten about a loathsome disease.

-=[The Red Pony Wayhouse]=

The busy main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are outrageous. It seats 104 customers in the dining room. There are 12 guest rooms, 9 of which are currently vacant. The patrons are working-class, primarily shopkeepers. The fat, dour innkeeper, a male halfling, is a retired military officer. He is afraid of his criminal background. A mysterious stranger is asking questions, a drunk (dead?) patron is slumped over a table, and a local politician buys a round for the house. Tonight's entertainment is a pretentious classical harpist.

-=[The Kobold's Eye Wayhouse]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are cheap. It seats 79 customers in the dining room and has space for 23 in a private back room. There are 8 guest rooms, 3 of which are currently vacant. The patrons are lower-class, primarily laborers. The scarred, graceful innkeeper, a female halfling, is absent-minded. She is afraid of losing a treasure hidden behind a loose stone. Several patrons are throwing darts at a target, and a thin man is going from table to table trying to sell a chicken. Tonight's entertainment is a superb singer, singing popular songs, accompanied by a dreadful lute player

-=[The Centaur's Head Inn]=

The empty main room is well-lit. The walls are decorated with old weapons. The overall ambiance is pretentious and the prices are outrageous. It seats 28 customers in the dining room. There are 16 guest rooms, 8 of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The thin, and slightly maniacal, innkeeper, a female human, is absent-minded. She is having nightmares about her beautiful daughter.

-=[The Lion and Bull Inn]=

The crowded main room is dark. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are cheap. It seats 44 customers in the dining room and has space for 13 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are lower-class, primarily tradesmen. The greying, gloomy innkeeper, a male human, is about to be murdered. He is having nightmares about a friend who is in trouble. A local politician buys a round for the house. Tonight's entertainment is a dreadful classical harpist.

-=[The Friar's Head Inn]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 17 customers in the dining room and has space for 6 in a private back room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are working-class, mostly artisans. The short, depressed innkeeper, a female human, is hiding from an enemy. She is concealing a treasure hidden in her private quarters. A patron is ranting about his dislike of elves. Tonight's entertainment is a decent classical harpist.

-=[The Two Stags Tavern]=

The busy main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 32 customers in the dining room. The patrons are mostly upper-class. The fat, dour barkeeper, a male human, is about to be murdered. He has problems with his overdue loan. A drunk patron is slumped over a table. Tonight's entertainment is a superb classical harpist.

--[The Spotted Manticore Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 25 customers in the dining room. There are 6 guest rooms, 2 of which are currently vacant. The patrons (when they are there) are primarily mercenaries. The short, graceful innkeeper, a male elf, is a retired adventurer. He is concealing a treasure hidden beneath the bar.

--[The Sign of the Three Cows]=

The busy main room is brightly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 72 customers in the dining room and has space for 14 in a private back room. There are 16 guest rooms, 14 of which are currently vacant. The patrons are working-class, primarily soldiers. The limping, dour innkeeper, a male human, is about to be murdered. He is nasty to the staff. A mysterious stranger is apparently waiting for someone, and a priest is promoting a local religion. Tonight's entertainment is a decent dulcimer player.

--[The Three Dogs Tavern]=

The busy main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is plain and the prices are outrageous. It seats 19 customers in the dining room. The patrons are lower-class, mostly laborers. The limping, cheerful barkeeper, a male half-orc, is a skinflint. He has an overdue loan. Six people are playing a dice game. Tonight's entertainment is a dreadful classical harpist.

--[The Sign of the Key and Mermaid]=

The packed main room is brightly lit. The walls are decorated with hunting trophies. The overall ambiance is shabby and the prices are outrageous. It seats 57 customers in the dining room. There are 14 guest rooms, 1 of which is currently vacant. The patrons are primarily mercenaries. The limping, dour innkeeper, a female human, is a retired adventurer. She has problems with a thief, and is hiding a friend who is in trouble in the stables. Eight people are playing a dice game, and a priestess is preaching about a popular religion. Tonight's entertainment is a good singer, singing traditional songs, accompanied by a poor dulcimer player

--[The Hammer and Gnome Wayhouse]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is shabby and the prices are outrageous. It seats 38 customers in the dining room. There are 20 guest rooms, 11 of which are currently vacant. The patrons are lower-class, primarily laborers. The elderly, gloomy innkeeper, a female human, is close-mouthed. She has forgotten about an overdue tax bill. A patron is grumbling about his dislike of the local ruler. Tonight's entertainment is a good classical harpist.

--[The Elf's Arms Wayhouse]=

The nearly empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are moderate. It seats 26 customers in the dining room. There are 7 guest rooms, 5 of which are currently vacant. The patrons (when they are there) are mostly mercenaries. The chubby, cheerful innkeeper, a female lizardman, is nervous. She always shouts.

--[The Sign of the Lavender Key]=

The crowded main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is unpretentious and the prices are outrageous. It seats 47 customers in the dining room. The patrons are working-class, primarily tradesmen. The cadaverous, cheerful barkeeper, a female human, is absent-minded. She is trying to get rid of her overdue tax bill, and has legal problems. A brawl is about to break out, and five people are playing a drinking game. Tonight's entertainment is a pretentious dulcimer player.

-=[The Tinker's Sun Inn]=

The nearly empty main room is brightly lit. The walls are unadorned plaster. The overall ambiance is fancy and the prices are outrageous. It seats 14 customers in the dining room and has space for 7 in a private back room. The patrons (when they are there) are primarily slumming nobles. The swarthy, grumpy innkeeper, a male human, is absent-minded. He reminisces about his days as a sailor.

-=[The Silver Ogre Inn]=

The busy main room is brightly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is fancy and the prices are moderate. It seats 26 customers in the dining room. There is 1 guest room, all of which is currently vacant. The patrons are primarily mercenaries. The cadaverous, cheerful innkeeper, a female human, is hiding from an enemy. She is worried about a magical item. Seven people are playing a card game, and several adventurers are celebrating after a successful adventure. Tonight's entertainment is a good flute player.

-=[The Two Gorgons Tavern]=

The busy main room is dimly lit. The walls are decorated with assorted antiques. The overall ambiance is pretentious and the prices are moderate. It seats 43 customers in the dining room and has space for 12 in a private back room. The patrons are primarily traveling merchants. The scarred, graceful barkeeper, a female human, is wanted by the law. She is obsessed with her handsome son, and is hiding a thief in a secret room. A patron is grumbling about her partner, and several patrons are throwing darts at a target. Tonight's entertainment is a dreadful classical harpist.

-=[The Cow and Stallion Wayhouse]=

The crowded main room is dimly lit. The walls are unadorned, stained brick. The overall ambiance is shabby and the prices are outrageous. It seats 45 customers in the dining room. There are 9 guest rooms, 1 of which is currently vacant. The patrons are mostly upper-class. The cadaverous, silent innkeeper, a male human, is a retired sailor. He is worried about his overdue loan. Two patrons are brawling, and a group of mercenaries is singing a patriotic song (badly off-key). Tonight's entertainment is a superb singer, singing popular songs, accompanied by a superb lute player.

-=[The Black Mug Inn]=

The busy main room is dark. The walls are unadorned wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 20 customers in the dining room. There are 6 guest rooms, 1 of which is currently vacant. The patrons are mostly city guardsmen. The swarthy, graceful innkeeper, a female lizardman, is a retired sailor. She is worried about a forged document. A pale man is going from table to table trying to sell a kitten. Tonight's entertainment is a superb classical harpist.

-=[The Leaping Minotaur Inn]=

The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is shabby and the prices are outrageous. It seats 22 customers in the dining room and has space for 8 in a private back room. The patrons (when they are there) are lower-class, primarily tradesmen. The tall, dour innkeeper, a male gnome, is absent-minded. He has legal problems.

-=[The Sleeping Gnome Pub]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is pretentious and the prices are moderate. It seats 18 customers in the dining room. The patrons are mostly upper-class. The good-looking, grim barkeeper, a female human, is a retired adventurer. She is afraid of an escaped slave. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a superb string quartet.

-=[The Dragon and Goblet Brewery]=

The busy main room is dark. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 19 customers in the dining room. The patrons are working-class, mostly shopkeepers. The lanky, jolly barkeeper, a female human, is drinking the profits. She does not know she has a fatal disease. A elderly man is going from table to table trying to sell a rabbit. Tonight's entertainment is a decent singer, singing love songs

-=[The Bull and Cat Brewery]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambiance is unpretentious and the prices are outrageous. It seats 20 customers in the dining room and has space for 6 in a private back room. The patrons are working-class, primarily shopkeepers. The scarred, talkative barkeeper, a male elf, is nervous. He has an assassin. A mysterious stranger is getting quietly drunk. Tonight's entertainment is a pretentious poet reading his own works.

-=[The Crowned Ox Wayhouse]=

The nearly empty main room is dark. The walls are unadorned plaster. The overall ambiance is fancy and the prices are moderate. It seats 33 customers in the dining room. There are 19 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are working-class, mostly artisans. The limping, gloomy innkeeper, a female gnome, is a skinflint. She occasionally starts singing.

-=[The Azure Wyvern Inn]=

The busy main room is well-lit. The walls are decorated with old weapons. The overall ambiance is fancy and the prices are moderate. It seats 37 customers in the dining room and has space for 14 in a private back room. There are 14 guest rooms, 8 of which are currently vacant. The patrons are mostly thieves and assassins. The grizzled, and slightly maniacal, innkeeper, a male lizardman, is in serious trouble. He does not know he has a disgraced noble, and is worried about his criminal background. A local politician is standing on a table giving a speech. Tonight's entertainment is a dreadful classical harpist.

-=[The Red Dragon Inn]=

The busy main room is dark. The walls are unadorned, stained brick. The overall ambiance is fancy and the prices are high. It seats 48 customers in the dining room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are working-class, mostly shopkeepers. The swarthy, friendly innkeeper, a female human, is a cheat. She is hiding a thief in the stables. A mysterious stranger seems uncomfortable here. Tonight's entertainment is a poor classical harpist.

-=[The Sign of the Orange Wyvern]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is pretentious and the prices are moderate. It seats 29 customers in the dining room and has space for 14 in a private back room. The patrons are primarily mercenaries. The good-looking, grim barkeeper, a female human, is a skinflint. She is hiding a

traitor in the stables. A priestess is promoting a foreign religion, and a nervous man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a decent dulcimer player.

-=[The Lizardman and Leprechaun Wayhouse]=

The crowded main room is well-lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are high. It seats 27 customers in the dining room. There are 2 guest rooms, 1 of which is currently vacant. The patrons are primarily upper-class. The cadaverous, grim innkeeper, a male gnome, is a retired adventurer. He has problems with a treasure hidden in a guest room. A patron is talking about his spouse, and a priest is promoting a local religion. Tonight's entertainment is a decent singer, singing ballads, accompanied by a superb dulcimer player

-=[The Drinking Dryad Inn]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is plain and the prices are cheap. It seats 41 customers in the dining room and has space for 16 in a private back room. There are 2 guest rooms, all of which are currently vacant. The patrons are primarily traveling merchants. The lanky, depressed innkeeper, a male lizardman, is a retired sailor. He has legal problems, and is having nightmares about a wanted person. Several adventurers are celebrating after a successful adventure. Tonight's entertainment is a good harp player.

-=[The Singing Plowman Tavern]=

The busy main room is dark. The walls are decorated with hunting trophies. The overall ambiance is fancy and the prices are moderate. It seats 23 customers in the dining room. The patrons are mostly city guardsmen. The one-armed, mellow barkeeper, a male human, is absent-minded. He is concealing a friend who is in trouble in a secret room. Several patrons are throwing darts at a target. Tonight's entertainment is a decent dulcimer player.

-=[The Rogue's Mug Inn]=

The empty main room is dimly lit. The walls are decorated with old weapons, securely fastened. The overall ambiance is shabby and the prices are high. It seats 23 customers in the dining room and has space for 6 in a private back room. There are 10 guest rooms, 6 of which are currently vacant. The patrons (when they are there) are rowdy laborers. The elderly, depressed innkeeper, a female elf, is about to be murdered. She is worried about her disturbing fetish.

-=[The Silver Griffon Pub]=

The nearly empty main room is well-lit. The walls are unadorned brick. The overall ambiance is fancy and the prices are outrageous. It seats 112 customers in the dining room. The patrons (when they are there) are working-class, primarily artisans. The fat, graceful barkeeper, a female elf, is carefree. She sings instead of talking.

-=[The Two Foxes Pub]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are outrageous. It seats 27 customers in the dining room and has space for 13 in a private back room. The patrons are lower-class, mostly sailors and dockworkers. The grizzled, mellow barkeeper, a male halfling, is a retired assassin. He is worried about a powerful enemy, and is afraid of a treasure hidden in the midden-heap. A drunk patron is passed out on the floor, and a patron is muttering about his dislike of poor people. Tonight's entertainment is a pretentious lute player.

-=[The Tipsy Hound Tavern]=

The busy main room is well-lit. The walls are decorated with old weapons, securely fastened. The overall ambience is shabby and the prices are moderate. It seats 89 customers in the dining room. The patrons are working-class, primarily artisans. The thin, and frankly mad, barkeeper, a male human, is drinking the profits. He is afraid of losing a magical item. A scruffy man is going from table to table trying to sell a rolled-up parchment, and a drunk patron is slumped over a table. Tonight's entertainment is a good flute player.

--[The Grey Pony Pub]=

The nearly empty main room is dimly lit. The walls are decorated with taxidermied monster heads. The overall ambience is fancy and the prices are high. It seats 29 customers in the dining room and has space for 6 in a private back room. The patrons (when they are there) are primarily military officers. The cadaverous, jolly barkeeper, a female human, is a retired soldier. She is obsessed with a hunted criminal.

--[The Three Oxen Tavern]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambience is fancy and the prices are outrageous. It seats 34 customers in the dining room and has space for 17 in a private back room. The patrons are working-class, mostly shopkeepers. The swarthy, and frankly mad, barkeeper, a female halfling, is a thief. She does not know she has an overdue loan. Several patrons are throwing darts at a target. Tonight's entertainment is a decent classical harpist.

--[The Boar and Badger Inn]=

The packed main room is well-lit. The walls are decorated with graffiti from previous patrons. The overall ambience is unpretentious and the prices are high. It seats 21 customers in the dining room and has space for 6 in a private back room. There are 9 guest rooms, all of which are currently vacant. The patrons are snooty. The scarred, clumsy innkeeper, a female halfling, is about to be murdered. She is obsessed with a treasure hidden under the floorboards. Six people are playing a card game. Tonight's entertainment is a pretentious lute player.

--[The Grey Kobold Tavern]=

The crowded main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambience is fancy and the prices are outrageous. It seats 23 customers in the dining room. The patrons are mostly thieves and assassins. The fat, cheerful barkeeper, a male human, is close-mouthed. He is afraid of a non-human. A chubby man is going from table to table trying to sell an old book, and a mysterious stranger seems to be not dressed well enough. Tonight's entertainment is a superb classical harpist.

--[The Stallion and Horse Tavern]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambience is fancy and the prices are high. It seats 27 customers in the dining room. The patrons (when they are there) are snooty. The one-legged, jolly barkeeper, a male human, is hiding from an enemy. He is worried about an enemy, and is hiding a non-human in a secret room.

--[The Fox and Stallion Pub]=

The crowded main room is well-lit. The walls are decorated with taxidermied monster heads. The overall ambience is unpretentious and the prices are outrageous. It seats 19 customers in the dining room. The patrons are primarily city guardsmen. The fat, and slightly maniacal, barkeeper, a female halfling, is about to be murdered. She has a handsome son. A beggar who is permitted in the establishment is begging for alms. Tonight's entertainment is a superb harp player.

--[The Two Oxen Wayhouse]=

The crowded main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is pretentious and the prices are outrageous. It seats 30 customers in the dining room and has space for 15 in a private back room. The patrons are working-class, primarily tradesmen. The greying, silent barkeeper, a female human, is a retired sailor. She is worried about her unusual religious beliefs. Several patrons are throwing darts at a target, and a mysterious stranger is apparently waiting for someone. Tonight's entertainment is a pretentious classical harpist.

-=[The Prancing Ox Inn]=

The crowded main room is dimly lit. The walls are decorated with indifferent paintings depicting knights in armor and unknown people. The overall ambiance is shabby and the prices are cheap. It seats 39 customers in the dining room and has space for 19 in a private back room. There are 10 guest rooms, 9 of which are currently vacant. The patrons are working-class, mostly tradesmen. The tall, nervous innkeeper, a male human, is a retired adventurer. He is obsessed with a treasure hidden behind a false wall. A patron is talking about her ungrateful son. Tonight's entertainment is a dreadful flute player.

-=[The Hound and Frog Inn]=

The empty main room is well-lit. The walls are unadorned brick. The overall ambiance is unpretentious and the prices are moderate. It seats 34 customers in the dining room. There are 6 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are mostly upper-class. The lanky, friendly innkeeper, a female halfling, is drinking the profits. She is trying to get rid of a treasure hidden in a keg of meal.

-=[The Ox's Head Inn]=

The busy main room is dark. The walls are unadorned, stained brick. The overall ambiance is plain and the prices are outrageous. It seats 51 customers in the dining room. There are 3 guest rooms, all of which are currently vacant. The patrons are mostly city guardsmen. The swarthy, clumsy innkeeper, a female elf, is in serious trouble. She is trying to get rid of an ancient document. A furtive man is going from table to table trying to sell an unusual carving, a mysterious stranger is sitting in the corner watching the room, and a patron is shouting about her taxes. Tonight's entertainment is a pretentious lute player.

-=[The Spotted Mermaid Tavern]=

The busy main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is plain and the prices are moderate. It seats 77 customers in the dining room. The patrons are working-class, mostly merchants. The good-looking, talkative barkeeper, a male human, is a retired soldier. He has forgotten about an escaped slave hiding in the inn, and is obsessed with his overdue tax bill. A mysterious stranger seems uncomfortable here, a one-eyed man is going from table to table trying to sell a supposed treasure map, and six people are playing a card game. Tonight's entertainment is a decent singer, singing traditional songs

-=[The Golden Bull Inn]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are moderate. It seats 24 customers in the dining room and has space for 7 in a private back room. There are 9 guest rooms, 3 of which are currently vacant. The patrons are primarily military officers. The short, clumsy innkeeper, a female human, is in serious trouble. She has an overdue loan. A mysterious stranger is apparently waiting for someone, and a priestess and one acolyte is promoting a local religion. Tonight's entertainment is a poor singer, singing love songs

-=[The Crowned Frog Inn]=

The crowded main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is pretentious and the prices are moderate. It seats 209 customers in the dining room. There are 15 guest rooms, all of which are currently vacant. The patrons are mostly upper-class. The lanky, friendly innkeeper, a female

half-orc, is a retired adventurer. She is trying to get rid of a treasure hidden in the attic. One patron has challenged another to a duel, a mysterious stranger is apparently waiting for someone, and a local bigwig is surrounded by hangers-on. Tonight's entertainment is a dreadful classical harpist.

-=[The Prancing Boar Inn]=

The empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are high. It seats 27 customers in the dining room and has space for 13 in a private back room. There are 7 guest rooms, all of which are currently vacant. The patrons (when they are there) are mostly city guardsmen. The swarthy, and frankly mad, innkeeper, a female dwarf, is scrupulously honest. She has problems with her criminal background.

-=[The Orange Sheep Wayhouse]=

The busy main room is brightly lit. The walls are decorated with taxidermied monster heads. The overall ambiance is shabby and the prices are high. It seats 48 customers in the dining room and has space for 24 in a private back room. There are 25 guest rooms, 10 of which are currently vacant. The patrons are primarily slumming nobles. The one-armed, dour innkeeper, a female halfling, is a cheat. She has an escaped slave hiding in the inn. Several people are taking bets on the outcome of a cockroach race. Tonight's entertainment is a poor classical harpist.

-=[The Squirrel and Bear Inn]=

The busy main room is brightly lit. The walls are unadorned plaster. The overall ambiance is plain and the prices are moderate. It seats 22 customers in the dining room. There are 5 guest rooms, 3 of which are currently vacant. The patrons are mostly upper-class. The pale, jolly innkeeper, a female dwarf, is in serious trouble. She does not know she has a hunted criminal hiding in the inn. A scruffy man is going from table to table trying to sell a weird figurine. Tonight's entertainment is a superb singer, singing ballads, accompanied by a decent harp player

-=[The Crowned Dryad Pub]=

The crowded main room is dimly lit. The walls are unadorned, rough wood paneling. The overall ambiance is unpretentious and the prices are moderate. It seats 85 customers in the dining room. The patrons are lower-class, mostly tradesmen. The thin, grim barkeeper, a male human, is absent-minded. He is concealing an escaped slave among the staff. A local politician buys a round for the house, eight people are playing a dice game, and a mysterious stranger seems uncomfortable here. Tonight's entertainment is a decent poet.

-=[The Azure Dragon Pub]=

The crowded main room is brightly lit. The walls are unadorned, stained plaster. The overall ambiance is unpretentious and the prices are moderate. It seats 99 customers in the dining room. The patrons are snooty. The chubby, mellow barkeeper, a male halfling, is absent-minded. He is worried about a treasure hidden under the floorboards. A priest is preaching about a popular religion, a group of mercenaries is singing a patriotic song, and a patron is grumbling about her dislike of her ungrateful son. Tonight's entertainment is a dreadful classical harpist.

-=[The Plowman's Arms Tavern]=

The empty main room is dimly lit. The walls are unadorned, stained plaster. The overall ambiance is plain and the prices are high. It seats 190 customers in the dining room and has space for 50 in a private back room. The patrons (when they are there) are working-class, mostly artisans. The lanky, cheerful barkeeper, a female halfling, is wanted by the law. She is trying to get rid of her handsome son.

-=[The Prancing Lizardman Wayhouse]=

The busy main room is dimly lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 87 customers in the dining room and has space for 34 in a private back room. There are 5 guest rooms, 4 of which are currently vacant. The patrons are primarily city guardsmen. The lanky, silent innkeeper, a male half-orc, is nervous. He reminisces about his days as a sailor, and has problems with his shrewish wife. Six people are playing a dice game, and a drunk patron is slumped over a table. Tonight's entertainment is a poor flute player.

-=[The Cockatrice's Eye Inn]=

The crowded main room is dimly lit. The walls are decorated with hunting horns. The overall ambiance is plain and the prices are outrageous. It seats 27 customers in the dining room and has space for 10 in a private back room. There are 3 guest rooms, 2 of which are currently vacant. The patrons are working-class, mostly merchants. The good-looking, talkative innkeeper, a male human, is a retired adventurer. He reminisces about his days as an adventurer. A grim man is going from table to table trying to sell a rolled-up parchment. Tonight's entertainment is a poor singer, singing love songs

-=[The Drunken Tinker Inn]=

The nearly empty main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is plain and the prices are outrageous. It seats 72 customers in the dining room and has space for 36 in a private back room. There are 11 guest rooms, 7 of which are currently vacant. The patrons (when they are there) are primarily upper-class. The greying, jolly innkeeper, a male human, is in serious trouble. He is trying to get rid of his criminal background.

-=[The Yellow Leprechaun Tavern]=

The busy main room is brightly lit. The walls are unadorned, stained brick. The overall ambiance is pretentious and the prices are outrageous. It seats 23 customers in the dining room and has space for 6 in a private back room. The patrons are primarily city guardsmen. The grizzled, grim barkeeper, a male lizardman, is sometimes foolish. He is afraid of losing a magical item. A priestess is promoting a local religion. Tonight's entertainment is a superb harp player.

-=[The Orange Minotaur Inn]=

The packed main room is well-lit. The walls are decorated with hunting trophies. The overall ambiance is pretentious and the prices are outrageous. It seats 94 customers in the dining room and has space for 28 in a private back room. There are 3 guest rooms, all of which are currently vacant. The patrons are primarily traveling merchants. The fat, and frankly mad, innkeeper, a male halfling, is about to be murdered. He is trying to marry off his ugly daughter. Six people are playing cards for high stakes, and a local politician is standing on a table giving a speech. Tonight's entertainment is a pretentious lute player.

-=[The Sign of the Orange Boar]=

The empty main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 95 customers in the dining room. There are 4 guest rooms, all of which are currently vacant. The patrons (when they are there) are working-class, mostly shopkeepers. The greying, jolly innkeeper, a male dwarf, is about to be murdered. He is afraid of losing a treasure hidden in the cellar.

-=[The Blue Stallion Inn]=

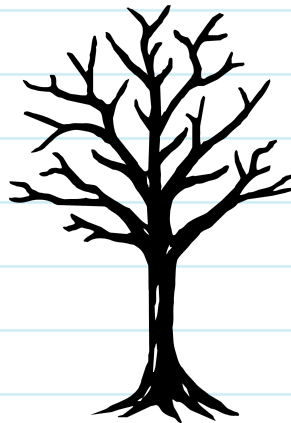
The nearly empty main room is well-lit. The walls are unadorned, stained plaster. The overall ambiance is grubby and the prices are cheap. It seats 64 customers in the dining room. There are 5 guest rooms, 4 of which are currently vacant. The patrons (when they are there) are working-class, primarily artisans. The greying, jolly innkeeper, a male half-orc, is a cheat. He occasionally starts singing.

-=[The Mermaid's Eye Pub]=

The busy main room is well-lit. The walls are unadorned wood paneling. The overall ambiance is plain and the prices are moderate. It seats 221 customers in the dining room and has space for 50 in a private back room. The patrons are mostly upper-class. The one-eyed, talkative barkeeper, a female halfling, is drinking the profits. She has problems with a thief, and is obsessed with a magical item. A thin man is going from table to table trying to sell a manuscript, a mysterious stranger seems uncomfortable here, and eight people are playing a drinking game. Tonight's entertainment is a decent harp player.

-=[The Prancing Pony Tavern]=

The busy main room is dimly lit. The walls are decorated with graffiti from previous patrons. The overall ambiance is unpretentious and the prices are outrageous. It seats 36 customers in the dining room and has space for 14 in a private back room. The patrons are working-class, primarily soldiers. The fat, nervous barkeeper, a female half-orc, is a thief. She is concealing her overdue loan. Four people are playing a dice game. Tonight's entertainment is a pretentious classical harpist.



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