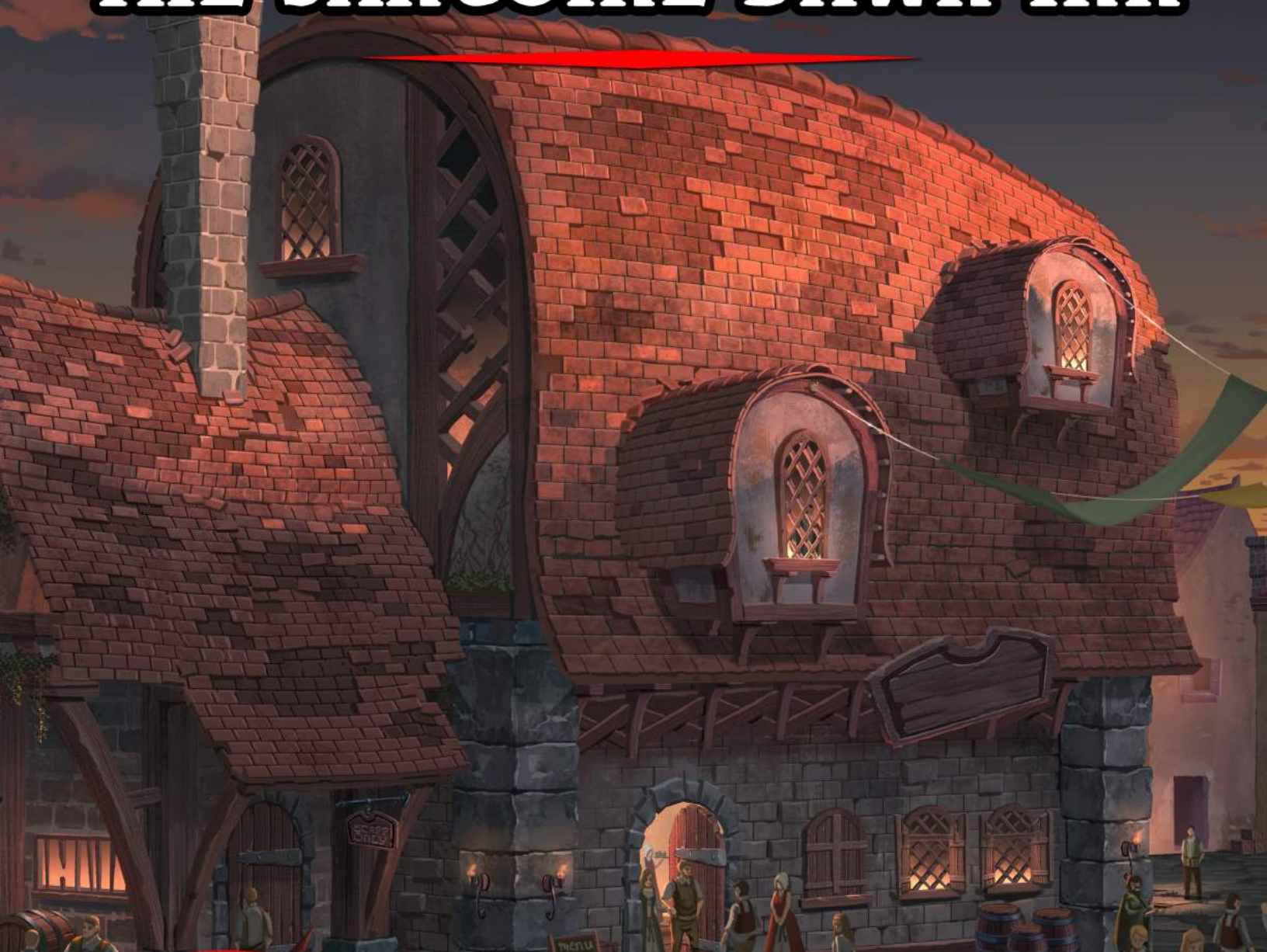


Variable Level



TOM CARTOS PRESENTS: THE SANGUINE DAWN INN



FIFTH EDITION COMPATIBLE

A plug-and-play add-on for Fifth Edition.
Featuring art by Tom Cartos.

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Special Thanks: A big thanks to our friends at *Wizards of the Coast* for making the coolest game in the world and allowing creators like ourselves to borrow your open license.

HOW TO RUN THIS SUPPLEMENT

To properly run this adventure, you need the Fifth Edition core rulebooks.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their character first arrive at a location or under a specific circumstance, as described in the text.

The core 5e monster book contains stat blocks for most of the creatures found in this adventure. When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block in the core monster book. If the monster is not included in the core monster book, text in parenthesis point to the monster's source.

Spells and equipment mentioned in the adventure are described in the core player's rulebook. Magic items are described in the core GM's guide.

ABBREVIATIONS

The following abbreviations are used throughout this adventure:

hp	hit points	LG	Lawful good
AC	Armor Class	CG	Chaotic good
DC	Difficulty Class	NG	Neutral good
XP	experience points	LN	Lawful neutral
pp	platinum piece(s)	N	Neutral
gp	gold piece(s)	CN	Chaotic neutral
ep	electrum piece(s)	LE	Lawful evil
sp	silver piece(s)	CE	Chaotic evil
cp	copper piece(s)	NE	Neutral evil
NPC		nonplayer character	



THE SANGUINE DAWN INN

The Sanguine Dawn Inn is a plug-and-play addition for Fifth Edition. The inn easily fits into any campaign setting of your choice and can work as both a tavern/inn in a village, town, or city, or as a stand-alone structure at an important crossroads. Although this location is chock full of ready-made details, feel free to add, change, or remove elements to function with your chosen campaign setting.

HISTORY OF THE SANGUINE DAWN INN

The Sanguine Dawn goes by many names: The Bloody Sun, The Little Inn, The Bard's Destination, and The Red Spot. Like many inns in the Fairknot region, particularly those within The Amber Forest, the Sanguine Dawn has a reputation for being a comfortable place in the daytime, a rowdy spot in the late afternoon and early evening, and downright dangerous late at night.

Few remember a time before the inn existed. It predates many of the villages and hamlets in Fairknot and acted as an important crossroads stopover point for years before it was consumed by encroaching civilization. The inn's founder, Lord Josua Dehnert, used gold saved from his time serving on Knotside's militia to purchase the tavern.

Today, Dehnert's ancestor Rainer owns The Sanguine Dawn and manages its day-to-day operations. A retired adventuring wizard, Rainer Dehnert keeps the wealth from his past pursuits as well as the earnings of the tavern locked away in the inn's hidden vault. Having paid off its debts decades ago, the inn keeps low overhead. And since it's full almost every night, it's an enormously profitable venture.

So profitable, in fact, Dehnert keeps the inn's true earnings in an off-site vault, its location only known to Rainer. Although no one beyond Rainer Dehnert has laid eyes upon Rainer's vault, it's rumored it holds almost as much wealth as a legendary dragon's hoard.

The inn itself stands on a rock outcropping that overlooks The Amber Forest. Nearby, the Creek Carstens slides past the inn on its way to join the Fairknot River to the south. The creek's cool rushing waters collide with the warm air creating a dense mist that clings to the forest at night and early hours in the morning. Frequent visitors to the inn whisper the mists hold gruesome dangers. The inn's staff warns all who dare exit the inn at night that dangers await in the darkness.

Not that the nightly regulars are much better, mind you. While the inn boasts a wholesome collection of patrons in the morning and daytime, the night shift attracts all manner of dark and vile folks. The inn suffers this clientele as these persons of ill repute pay well for the inn's discretion. Since the days of the first Dehnert, the inn has had one rule: "not here." As in, "if you're going to commit crimes, don't do it here." Those who violate these rules often find themselves at ends with the current Dehnert and those who uphold the inn's tradition. Regardless, the inn is less inclined to side with the law. Unknown (although suspected) to most local law enforcement, the inn provides amenities useful to those who hope to lay low or escape the eyes of justice.

LOCATIONS IN THE INN

The inn is a two-story post-and-beam structure with a thatch roof. Narrow leaded windows allow sunlight into its expansive tap rooms and structures during the day. The windows are flanked by green shutters, common in the area. At night, lit lanterns cast the building's rooms in bright light.



The inn's doors are crafted from thick oak planks banded with iron and hung on iron hinges. All of the inn's room doors are lockable with a key and the exterior doors possess iron deadbolts. Of course, it's rare the inn shuts its outside doors. A barred door requires a DC 20 Strength check to break down. A locked door can be broken down in a similar manner or have its lock picked with a successful DC 15 Dexterity check using proficiency in thieves' tools.

GROUND FLOOR

The following locations are keyed to the map of The Sanguine Dawn's ground floor pictured above.

1 - ENTRANCE

The first time the characters arrive at The Sanguine Dawn, read or paraphrase the following.

A break in the trees reveals an impressive two-story inn surrounded by well-tended gardens. Just behind the inn, a babbling brook kicks up a cool mist. The path on which you've traveled winds past the old inn offering a cobblestone path that leads up to the inn's porch.

The sign-post hanging over the door reads "The Sanguine

Dawn" and depicts a blood red sunrise climbing over dark mountains.

Unless it's near dawn, the Sanguine's patrons are easily heard from the road. Nights are especially rowdy, and it's not uncommon for travelers to see a few intoxicated patrons trading blows by the road. Afterall, Dehnert doesn't care if you fight, just "not here."

2 - FRONT PORCH

The Sanguine Dawn's front porch offers a few benches and comfortable wooden chairs for patrons who want to escape the noise inside. Those who patronize this spot have a clear view of the south road. When criminals peruse the inn, they place lookouts here to keep an eye on any nosy constables looking to shake down the inn's patrons.

Empty crates and barrels crowd the front porch, used by Maria Bierkamp (see Important NPCs on page 11) during her supply runs. Maria happily shares her containers to anyone who asks, but threatens a cleaver to the wrist to those who take them without her permission.

Day Encounters. Old timers (**commoners**) love sitting on the front porch in the morning. They mostly ignore passersby that aren't familiar faces, trading stories about the "good ol'

TAVERN PRICES

The Sanguine Dawn Inn qualifies as a modest tavern/inn. This means inn stay costs 5 sp per day and food cost 3 sp per meal. Costs for individual items are detailed in Chapter 5 of the *PHB*. At your discretion, the upstairs rooms may have different prices depending on the size of the room.

days.”

Night Encounters. During the evening and late night, at least one **bandit** sits on the front porch keeping an eye on the road on behalf of one or more of the criminals lurking inside.

The first sign of the “fuzz”, the bandit dashes in and gives a subtle warning to their superior.

3 - WESTERN TAP ROOM

The inn’s tap room is divided into two sections, east and west wings, divided by the large fireplace that keeps the entire inn warm during the mercilessly cold Northern Omerian winters.

The western tap room holds the main bar and direct access to the kitchen. Unless there is a special event or holiday, the western tap room boasts eight tables. Thanks to its proximity to the front door, bar, and kitchen, the western tap room fills quickly regardless of the time of day. Patrons who want a little peace and quiet or those who can’t find a table on this side, head to the other side of the bar.

Day Staff. From sunrise to sunset, the daytime staff consists of a single bartender and two servers who cover the entirety of the floor. Occasionally, a third server is brought onboard, especially if it’s a special event or there is an important party in the private room.

Night Staff. The night staff starts their shift roughly two hours before sunset and works until sunrise. Two bartenders handle the bar at night along with 3-4 servers. Once the crowd dies down a few hours past midnight, half the staff gets cut.

Day Encounters. Daytime patrons are mostly commoners who favor the tables for meals. The first patrons come in at sunrise and the place is full a couple hours before noon. Three full turns in the western taproom is a given on most days so long as the weather is clear. After lunch, the crowd thins out until dinner.

For quick encounters, place some or all of the following NPCs in this area during the daytime.

- **3a - Table by the Door.** Three human **commoners** sit here: Robret, Burkhart, and Gustholv. The three work at a nearby mine and say very little.
- **3b - Southwestern Corner Table.** Lord and Lady Berend and Lilli Schaeffer (LN human **nobles**) enjoy breakfast with their eight-year old son (noncombatant), Andres.
- **3c - Table by the Bar.** A ragtag group of wannabe adventurers, the Scarlet Sabers, crowd around the table closest to the bar. The five members are Bastian (LG male half-elf **veteran**), Ute (CG female half-orc **bandit**), Sonja (NG female human **acolyte**), Julian (CG male halfling **scout**), and Adelger (LN male human **druid**). Adelger’s dog (mastiff), Rufio, sits under the table. The group knows all the best gossip.

- **3d - Table in the Middle of the Room.** Luna Eichhorn sits at this table nearly every day. She’s content to read a book and drink coffee, bookending her four hour stay with breakfast and dinner. Although she pretends to be a lawful neutral human in the day time, at night, Luna is a **loup-garou** (see the Appendix) who fully embraces her evil nature.
- **3e - Table by the Fire.** The favored table in the winter, the table by the fire is taken up by the Brothers Gramlich, Anton and Lukas. Both brothers are lawful evil **nobles** who meet with clients and subordinates throughout the day.
- **3f - Northeastern Corner Table.** For whatever reason, strangers in dark cloaks love this shady table in the corner. Currently, one such stranger named Ralf Scheller (LN male human **veteran**) sits here, looking to hire a group of adventurers to explore the Vraenavira ruins.
- **3g - Southeastern Corner Table.** A group of four friends enjoy lunch at this corner table. All four are lawful good human commoners. Their names are Josua, Stephan, Meta, and Heide.
- **3h - Table by the Window.** Two successful adventurers, an elf named Marta Kummel and a gnome named Kimmy Thornhickel (both LG **veterans**) pour over a map of “The Vault of Gloom” in hopes to add more treasure to their ever-growing pot.
- **3i - Bar Patrons.** Rainer, the bar’s current owner (see “Important NPCs”), works at the bar in the day, occupying the westernmost seat—and throwing dirty looks to anyone who tries to sit next to him and chat. Closer to the center of the bar sits the bar’s favorite regular, Steffen (N male **commoner**) a 70-year old widower. Steffen shows up an hour after sunset and stays until he stumbles out of the bar an hour before sunrise.
- **3j - Tavern Staff.** During the day, Kerstin works the bar and waits on a few tables (usually tables 3b and 3c). She’s joined by Eckert and Hella who pick up the rest of the tables. All three are lawful neutral human **commoners**.

Night Encounters. An hour before sunset, the inn’s tap rooms fill up and remain full until shortly after midnight. Like the lunch crowd, the dinner crowd consists primarily of commoners. But as the night rolls in, bandits, thugs, scouts, and spies take over.

For quick encounters, place some or all of the following NPCs in this area during the nighttime.

- **3a - Table by the Door.** Three wood cutters, Wiebke (female), Jonathan, and Casar (males), enjoy a round of ales at the table. All three are **werewolves**. The three enjoy sitting by the door so they can watch who comes and goes, particularly keen to spot lonely strangers traveling through The Amber Forest at night.
- **3b - Southwestern Corner Table.** An old woman drinks alone at the southwestern corner table. She is actually a nightstalker named Cäcilie Glöckner (NG female half-elf **priest**) who believes that werewolves frequent the tavern. Already, she suspects that Wiebke, Jonathan, and Casar are creatures of the night (see 3a). She has yet to uncover the pack master, Luna Eichhorn (see Day Encounters, 3d).
- **3c - Table by the Bar.** Despite the music that comes from the eastern end of the tavern, a bard named Else Lorber (CG female human **spy** with proficiency in Performance) plays her flute and sings songs. Sometimes, she joins the

minstrels in the other room. But most of the time, she's only interested in drawing attention to herself. Else is joined by two suitors, Björn and Karsten (**commoners**), who hope to gain her romantic notice. She is aware of both of their affections and leverages their unmet desires for free food and wine.

- *3d - Table in the Middle of the Room.* Three burly dwarves named Kherrorlig, Nolgud, and Yukrobo (the latter of whom is female) chant and sing and drink and cause a ruckus at the center of the tavern. All three are looking for a fight, content to trade blows with anyone who looks their way. They know most of the regulars and aren't afraid to call one or more out (although, they know better to disturb the Brothers Gramlich). New adventurers who enter the tavern are their favorite targets. Kherrorlig and Nolgud are lawful neutral **guards** and Yukrobo is a neutral **bandit captain**.
- *3e - Table by the Fire.* The favored table in the winter, the table by the fire is taken up by the Brothers Gramlich, Anton and Lukas. The two are leaders of a criminal organization (known as the Gramlich Syndicate for lack of a better name). During dinner, they are joined by their highest ranking subordinate, Kael, an NE **orc**. Kael's Intelligence score is 12 (+1). While friendly to the staff of The Sanguine Dawn, the brothers despise being disturbed.
- *3f - Northeastern Corner Table.* For whatever reason, strangers in dark cloaks love this shady table in the corner. Currently, one such stranger named Ralf Scheller (LN male human **veteran**) sits here, looking to hire a group of adventurers to explore the Vraenavira ruins.
- *3g - Southeastern Corner Table.* Rainer pours himself wine after a long day of crunching numbers and handling the inn's issues. Occasionally, one or more regulars joins the tavern owner, but he's often joined by the tavern's head chef Maria, with whom he currently shares his bed.
- *3h - Table by the Window.* A **cult fanatic** named Ingolf Faas negotiates a deal to search the ruins of Vraenavira with a lawful evil bandit captain named Fritz Unger and his three minions, Thorwald, Lutz, and Kuno (all NE male **bandits**). They have better directions to the ruins than Ralf Scheller (see area 3f).
- *3i - Bar Patrons.* The bar is packed at night. Robret, Burkhart, and Gustholv, three local miners (LN human **commoners**) grab the first three seats. Next comes Samantha, an half-elf **bandit** who enjoys a drink before she sets out to find her nightly mark. A male devilkin tiefling **spy** named Silence over the Lake chats up the bartender, Berta. Beside Silence sits Finnja, a quiet female halfling **bandit** who has a secret crush on Berta. Finally, the adventurers Marta and Kimmy (both LG **veterans**, the former an elf and the latter a gnome) unpack their day over mugs of ale.
- *3j - Tavern Staff.* The tavern's most popular bartender, Berta Kesselring (NG female human **commoner**) works the bar alongside Armin Reinhard (N male human **commoner**). The two once dated and the tension is obvious. Three servers, Ole, Mathias, and Emmi assist the pair (**commoners**).

Treasure. The chest on the bar contains all of the shift's receipts, 1d6 x 20 gp in mixed currency. Once the chest hits 100 gp or so, Rainer or Tomo replace the box with an empty box from the vault, area 16.

The bartenders keep three light crossbows loaded with silvered bolts pinned under the counter. A creature can grab and arm itself with one of these weapons as part of its movement. Additional bolts are kept in cases within reach.

Supplies (3k). This room is packed with an eclectic mix of supplies for the bar and tavern. The door is kept locked. To prevent theft, only Rainer, Maria, and Tomo hold keys to this room. If one of the three can't be present, they leave their keys with the senior most member of the staff, typically one of the bartenders.

Stairs Down (3l). Like the door to the supply room, the door to the basement's stairs are kept locked during all hours. Only Rainer, Maria, and Tomo hold keys to the door. The stairs lead to area 15b in the basement.

4 - EASTERN TAP ROOM

During the day time, patrons favor the western tap room thanks to its proximity to the front door, bar, and kitchen. Patrons who hope for a little peace and quiet or can't find a spot to sit in the other room turn to this room. At night, this room is alive with music, dancing, drinking, and, yes, even the occasional brawl.

Day Encounters. The eastern tap room hosts a few folks during the day hours, but encounters are far less likely. Characters who hope for some privacy without spending the gold needed to reserve the private room (area 8a)

For quick encounters, place some or all of the following NPCs in this area during the daytime.

- *4a - Card Table.* The card table is not nearly as popular in the day time as it is at night. Currently, this table is empty.
- *4b - Table Stage Right.* Like the other tables here, this table is more popular at night during music events. Currently, no one is sitting here.
- *4c - Table Center Stage.* A **mage** named Oskar Ackner furiously pens nonmagical scrolls at the table, notes on his recent findings in the world of arcane. He doesn't eat, preferring only to drink wine as he works. By the end of the day, he's too drunk to write legibly.
- *4d - Table Stage Left.* An elderly lawful neutral human **knight** named Volker Bettham sits with his granddaughter, Volka, at this table. Volka (a LG human **guard**) has been training with her grandfather in the old ways. The two are taking a break to enjoy a nice cuppa.
- *4e - Banquet Table.* The inn isn't sure how it happened, but the southernmost table that seats ten became popular for banquets and the northernmost ten-seater became the gambling table. During the day, this table sits empty.
- *4f - Stage.* One thing that makes The Sanguine Dawn stand out from its competitors is that there is always a musical act gracing its stage, no matter the crowd. Today, the twin sister violinists Veronika and Angelika play sweet, familiar songs for the lunch crowd. Both sisters are **wolfweres**. Luna (see area 3's Day Encounters) knows that the sisters are more than they seem and vice versa. Naturally, they despise each other, but hide their mutual disdain during the daylight hours.

Night Encounters. The eastern tap room shares the same energy as the western tap room during the day. And thanks to some of the musical acts that come through, it's often more crowded.

For quick encounters, place some or all of the following NPCs in this area during the nighttime.

- *4a - Card Table.* At night, some of the inn's most raucous customers crowd this table, gambling at cards. Popular games include masks, imps and guardians, and fat ogre. When the characters see this table in action, a hand of masks is being played by four **bandits** named Lisalotte, Gerda, Sybille, and Ingolf. Watching the game are six **commoners** and four more **bandits**, many of whom have stakes in the game.
- *4b - Table Stage Right.* Two dwarves named Daredgrol and Thukkaes (**commoners**) sit with two **goblins** named Stoz and Glark. Stoz and Glark rarely betray their emotions as they drink the dwarves. The dwarves, on the other hand, cheer and drink and boast, likely a demonstration for the other group of dwarves in the western tap room (area 3d).
- *4c - Table Center Stage.* The violinist twins Veronika and Angelika sit at this table joined by three more musicians named Fritz, Richard, and Vendollin. All five of them are **wolfweres** who've come to watch their friend Ivan on stage.
- *4d - Table Stage Left.* A pair of traveling book salesmen, Dieter and Raoul (**nobles**), drink away a day of no sales at this table.
- *4e - Banquet Table.* An adventurers guild, The Burning Hammers, crowd this table with twelve of their members. The group includes three **acolytes**, four **veterans**, two **spies**, a **berserker**, a **druid**, and a **mage**. The mage's name is Tobias; he is the lawful neutral human leader of the group. They are very loud.
- *4f - Stage.* The Golden Revolution, a band of traveling minstrels, owns the stage tonight. There are seven of them in all. Three are **commoners**, three are **nobles**, and the seventh is a **wolfwere** named Ivan. Ivan's bandmates are not aware of his true nature.

5 - KITCHEN

No matter the time of day, the kitchen is bustling with activity. Breakfast service starts at dawn and continues until an hour before noon when lunch takes over. Lunch is then offered until a few hours before sunset when dinner starts. Although dinner fades away as the night progresses, the tavern still offers food to its late night patrons.

Day Encounters. Maria works in the kitchen six days a week from dawn to dusk. In the day, she's joined by two assistants, Liesel and Nadia (both LG human **commoners**). Maria hates for anyone other than her assistants and the front-of-the-house servers to enter "her kitchen" during operating hours, especially during rush. This includes Rainer. Maria's statistics are included in the Important NPCs section on page 11.

Night Encounters. Once Maria leaves at sundown, the late chef Marwin (NG human **noble**) takes over. While Marwin may not have the operational talent that Maria possesses, there are those who'd argue that he's more of an artist than Maria. Of course, no one would ever tell that to Maria's face. Marwin only has one assistant, a female **goblin** named Cruvaqa.

Treasure. Maria keeps a small purse of petty cash inside one of the cabinets on the southern wall. The purse contains 50 gp. Also, one of her butcher knives hanging hung above one of the prep counters is silvered. Treat the knife as a dagger that deals slashing damage instead of piercing.

supplies are kept under the steps.

7 - BATHROOM

The inn's only bathroom is here. During the day, the staff does a great job of keeping the chamber pots clear and smells down. However, the night shift is a different matter. Those in the know warn guests that the best time to bathe is in the morning when the day shift starts. Otherwise, beware.

8 - PRIVATE DINING

Rainer used to keep this room as his office. He's since converted it into a private dining area for important nobles and guildhouses staying at The Sanguine Dawn. The treasure chest at the east end of the room is empty, but can be used by the inn's patrons as a safe deposit box.

Day Encounters. During the day, this room is kept locked. Only Rainer, Maria, and Tomo have the keys.

Night Encounters. In the early evening, a group of nobles meet to discuss land opportunities to the west. The nobles are Mario Lithauer, Hannes Stosch, Irene Kepler, Grethe Macher, Nora Gerstäcker, and Herbert Kossmann. Each is accompanied by a bodyguard (LN human **guards**) and bookkeeper (**commoners**). Rainer assigned the room its own server, Eckert, from the daytime staff. Tomo (see Important NPCs on page 11) also stays here as added protection for these VIPs.

Secret Door (8b). There is a secret door hidden behind the bookshelf at the western end of this room. Only Rainer, Maria, and Tomo know of its existence. Finding the secret door requires a successful DC 18 Wisdom (Perception) check. Behind the secret door, there is a small chamber with a trapdoor on the floor. The trapdoor is kept locked (using the same stats as the doors) and is *arcane locked*. Only the phrase "Neumond" removes the arcane lock. The trapdoor leads down to area 16 in the inn's basement.

9 - STABLES

The Sanguine Inn has two areas for stabling, one on-site and one off-site. The on-site stable is at the west side of the building and includes two stalls. Generally, Rainer uses the stalls for his **riding horse** Vonn and the inn's **draft horse** Pferd. The off-site stables includes 12 more stalls and is tended to by a stablehand named Horst (**commoner**).

Cellar Doors. There are a pair of doors that lead to the inn's basement area 15a adjacent to the stables. The doors are kept locked from both the inside and outside (see area 15 for details).

10 - GARDENS

The Sanguine Dawn Inn boasts two gardens accessible by the kitchen's rear door. The westernmost garden is where Maria grows her herbs for cooking. The easternmost garden is for vegetables.

Wolfsbane and Garlic. Maria grows both wolfsbane and garlic in her garden. Both are useful against the werewolves and vampires that plague the inn and surrounding area. See the "Natural Weapons Against Evil Creatures" sidebar on page 8 for details.

OPTIONAL: NATURAL WEAPONS AGAINST EVIL CREATURES

Since its inception, The Sanguine Dawn Inn has experienced a myriad of deadly interactions with evil creatures. As such, they've learned to protect themselves against such horrors. Maria grows wolfsbane and garlic in her garden (area 10), both natural defenses against creatures of the night. How each of these plants functions in the presence of evil creatures is detailed below.

Garlic. A vampire or vampire spawn that starts its turn within 5 feet of fresh garlic must make a DC 15 Constitution saving throw. On a failed saving throw, the vampire is poisoned for 1 minute. The vampire can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A vampire that succeeds on its initial saving throw or the effect ends for it is immune to the effects of garlic for 24 hours. This effect counts as one of the vampire's weaknesses as detailed in their respective stat blocks.

Wolfsbane. A lycanthrope that starts its turn within 5 feet of fresh wolfsbane must make a DC 15 Constitution saving throw. On a failed saving throw, the lycanthrope is poisoned for 1 minute. The lycanthrope can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success. A lycanthrope that succeeds on its initial saving throw or the effect ends for it is immune to the effects of wolfsbane for 24 hours. Note that werewolves are not considered lycanthropes and are not affected by wolfsbane.

UPPER FLOOR

The following locations are keyed to the map of The Sanguine Dawn's upper floor on page 10. The upper floor is 12 feet above the ground floor.

11 - AMBULATORY

Although the inn's staff prefers that only those patrons who have paid for stay use this area, it's still a popular spot to "get away from the ruckus."

Night Encounters. In the evening, a pair plays a game of Jingle Jangle at the southernmost table. One is Caspar Herzberg, a **wolfwere lord**. The other is Augustin Krauser, a **vampire**. The two have been friends for close to a century. They meet every decade or so to discuss politics, happenings in their realms, and test each other's wits in Jingle Jangle. The two are above petty squabbles and won't fight unless they feel their lives threatened—which is rare.

12 - RAINER'S ROOM

The inn's owner, Rainer, lives in this room. Rainer's stats are included in the Important NPCs section on page 11. Rainer is the only person who holds a key to open the doors to his room; not even Maria or Tomo can get inside.

Alarm. In addition to the locks, Rainer keeps both doors to his room trapped with *alarm* spells which he casts whenever he is away. Any creature who enters the room without first

speaking the phrase "Vollmond" aloud triggers the alarm which lets Rainer know that someone is breaking into his chambers. So long as Rainer is on the premises, he will excuse himself and arrive at the chambers in 1d6 rounds, ready to attack anyone that's trying to steal from him.

Encounter. Rainer can be found in his room an hour before midnight and two hours after dawn. He spends this time sleeping and reading. Otherwise, there is only a 10% chance that the characters might encounter him here.

Rainer is a light sleeper; if someone breaks into Rainer's room while he's asleep, have the intruder make a contested Dexterity (Stealth) check against his passive Wisdom (Perception) score. On a success, Rainer grabs the axe under his bed and arms himself.

Treasure (Bookshelf). The bookshelf against the northern wall contains a number of interesting selections gathered by Rainer through his travels. Anyone who spends 1 hour reviewing the books in his chambers gains a +2 bonus to a single Intelligence (History) check detailing the geography and history of the region. The book collection is worth 500 gp altogether. The shelf also contains Rainer's findings on the spell *forbiddance* as well as a scroll detailing the spell. Although Rainer can't cast the spell without using a scroll,

Treasure (Chest). The chest against the western wall holds Rainer's most valuable possessions. It is kept locked and trapped. Picking the lock requires a successful DC 18 Dexterity check using thieves' tools. It can also be broken open with a crowbar, no check required.

Anyone who tries to open the chest or pick its lock without first disarming the trap is targeted by a poison needle. The poison needle makes a +6 ranged weapon attack a target within 5 feet of the chest. On a hit, the target takes 1 piercing damage and must make a DC 13 Constitution saving throw. On a failed saving throw, the target takes 11 (2d10) poison damage and is poisoned for 1 minute. On a successful saving throw, the target takes half as much poison damage and isn't poisoned.

Inside the chest is a large pouch with 500 gp, and a wand of secrets. The chest also contains Rainer's spellbook which contains all of the spells that he has prepared plus *alarm*, *animate dead*, *arcane lock*, *comprehend languages*, *detect magic*, *detect poison and disease*, *identify*, and *unseen servant*.

Treasure (Under the Bed). Rainer keeps an *immovable battleaxe of good* under his bed. The axe is a rare weapon that requires attunement by a good-aligned creature. While attuned to the axe, a user gains a +1 bonus to attack and damage rolls made with this magic weapon. Unless the creature attuned to it is touching the weapon, the axe is nearly impossible to lift from where it lies. A creature not attuned to the axe can use an action to make a DC 30 Strength check, moving the axe up to 10 feet on a success.

13 - INN ROOMS

The inn has seven rooms available for night-to-night rental. There are three styles of rooms. The luxury rooms, 3a and 3b, have queen-sized beds and balconies for the tenants. Rooms 3c and 3d have one bed each. Rooms 3e, 3f, and 3g have two single beds each. Each room comes with one lockable chest or trunk per bed and a 6-foot tall wardrobe. Picking a locked chest requires a DC 15 Dexterity check using thieves' tools, or a successful DC 10 Strength check using a crowbar or similar tool.



Vacancies. When the characters stop by the inn, roll a d20 and reference Inn Vacancies table below to determine how many of the rooms are vacant. A result of no vacancies means that the inn cannot accept the characters until a room becomes available. However, they are free to camp in the woods nearby.

INN VACANCIES

d20	Vacant Rooms
1–10	13a
11–15	13a and 13f
16–19	13a, 13b, and 13f
20	No vacancies

Tenants. If you need quick encounters in the rooms, the following tenants are found in each room detailed below.

- **13a** - Isaak and Meike Weider (LG human **nobles**) rent this room. The two are traveling north for the holiday. Meike acts as an arcane consultant while Isaak stays at home with their two children, who are currently being watched by their nanny. The Weiders stay away from the hustle and bustle of the downstairs tavern, content to order food at the bar. They keep 75 gp in the locked chest.
- **13b** - Cäcilie Glöckner rents this room. She's described in greater detail in area 3b of the ground floor. In her chest she keeps a violin case that hides a +1 light crossbow armed with silver-tipped bolts. The chest also contains a journal with details of known werewolves in the area. Half of the names have been crossed out.
- **13c** - Jörg Gansz (N male half-elf **scout**), a traveling potion salesman, rents this room. He's found here during all hours. He keeps his expandable trunk of potions by the bed and places his clothing in the locked chest. Occasionally, Jörg meets with clients to sell his wares. Jörg has the following potions for sale (the quantities he has of each type are included in parenthesis following the name of each potion): *potion of healing* (10), *potion of climbing* (3), *oil of slipperiness*, *philter of love* (4), *potion of animal friendship*, *potion of greater healing* (2), *potion of growth* (2), *potion of hill giant strength* (3), *potion of resistance* (2 of each kind), *potion of water breathing* (3), *potion of heroism*, and *potion of mind reading*.
- **13d** - Else Lorber (see area 3c) permanently rents this room from the inn. Since most of her living expenses are covered by her male admirers, she almost never carries gold on her person. However, Else keeps 100 gp worth of jewelry (earrings, necklaces, bracelets, and broaches) locked in her chest. Her wardrobe is filled with expensive outfits, all worth 1d4 gp per set.

THE SANGUINE DAWN INN

BASEMENT



- **13e** - Fritz Unger and his minions share this room. Fritz and Thorwald share one bed, Lutz sleeps in the other free bed, and Kuno sleeps on the floor. The room is a mess. Paranoid of break-ins, there is nothing of value in the chest or wardrobe. The four are described in greater detail in area 3h.
- **13f** - Volker and Volka Bettham share this room. The pair are described in greater detail in area 4d. Volker keeps his plate armor and greatsword in the locked chest. Still young and paranoid, Volka keeps all her belongings with her.
- **13g** - Manuel Reitz (N male human **spy**) and his companion Dolf, a male **kobold**, just spent the day searching for the ruins of Vraenavira to no avail. Determined to find the ruins and the wealth rumored to hide within, the two plan to set out tomorrow. The two pose as a father and daughter—Dolf wears a *hat of disguise* to make himself appear as a female human child—so as not to draw attention to themselves. Each one travels with a burglar's pack, 100 gp, and silvered short swords.

14 - ROOF

The westernmost window in area 11 provides access to the thatch roof. Criminals on the run from local magistrates often use this window for an acrobatic escape as one can easily jump from the south end of the roof into the tree at the front of the inn.

BASEMENT

The following locations are keyed to the map of The Sanguine Dawn's basement above. The basement has low, 8-foot high ceilings, fieldstone walls, and stone tile floors. Rainer, Maria, and Tomo keep the keys to both the normal entrance (15c) and secret entrances (16c and d).

15 - CELLAR

Dry goods, ale and wine casks, pickled items, and more are kept in this cramped cellar.

Deliveries entrance (15a). When the bar takes deliveries, the goods are delivered through the cellar doors (see area 9 on the ground floor). This door is almost kept locked from both the inside and outside. Unlocking both sides requires coordination of the inn's staff. The inn accepts deliveries twice per week, typically at the beginning and middle of the workweek.

Bar entrance (15b). Access from the kitchen and bar, area 3l, leads to these stairs.

Storage (15c). It's rare The Sanguine Dawn Inn ever sees a slow day. As such, the dry goods storage area is almost always kept full of supplies. On any given day, there is enough food here for 1,000 meals. Altogether, the food goods are worth 100 gp. There are seven ale casks stored here, as well, each one worth 10 gp. In addition to the food and alcohol, the bar keeps plenty of supplies on hand including: backpacks, barrels, baskets, block and tackle, buckets, candles, chain, chalk, chests, fishing tackle, dozens of empty

flasks and tankards, hammers (regular and sledge), healer's kits, ink and ink pins, jugs and pitchers, a ladder, lamps, lanterns, locks, a gallon of lantern oil, paper and parchment, picks, pitons, iron pots, pouches, hundreds of feet of rope, sacks, a scale, shovels, soap, iron spikes, tinderboxes, torches, waterskins, and a whetstone. There are also the following tools kits present: brewer's supplies, carpenter's tools, cook's utensils (multiple sets), leatherworker's tools, mason's tools, painter's supplies, smith's tools, tinker's tools, and woodcarver's tools.

Secret Door (15d). A tankard labeled "rusty nails" sits on a shelf against the easternmost wall of the cellar. Rotating the top of the tankard 90 degree clockwise unlocks a secret door that leads to area 16a. Noticing the door itself requires a successful DC 20 Wisdom (Perception) check. Determining that the tankard is the key to the door requires an additional DC 15 Intelligence (Investigation) check. Otherwise, the door is arcane locked.

16 - VAULT

This secret chamber connected to the cellar is known by very few of the bar's employees or regulars. Even then, only Rainer, Maria, and Tomo are allowed inside. Rainer's ancestors spent a great sum of money protecting this vault with both a permanent *forbiddance* spell and a *sequester* spell. Nothing can teleport into this vault, nor can it be detected via divination magic. In the long history of Dehnert's ownership of the tavern, any one who came close to discovering the vault were quietly killed by assassins tied to the family. The vault itself holds more treasure than most dragon hoards.

Secret Entrances. The secret vault has three entrances. First, the secret door in the cellar (see the basement, 1d) grants access to anyone who uses the "rusty nail" tankard key. Second, the secret trapdoor on the ground floor, area 8b offers access to the ladder (marked 16c on the basement map and described in detail in area 8b of the ground floor). Finally, a grate hides a secret tunnel through which people may escape the inn (2d). Usually, the grate's presence is hidden by thick animal pelts.

Go-Bags (16a). If things get bad, Rainer and whomever he trusts can grab their belongings and escape through the secret tunnel (see 2d below). Rainer keeps an explorer's pack here as well as a *+1 longsword* and a *rope of climbing*. If worse comes to worse, Rainer has also drawn a permanent *teleportation circle* at the center of this room which he can use to evacuate the bar's wealth. The *teleportation circle* connects to Rainer's offsite vault. Only Rainer knows the correct sigil sequence for the circle.

Cage (16b). Rainer doesn't trust banks. The entirety of the bar's last three years of earnings are kept in this locked vault within a magically reinforced iron cage. The cage is arcane locked and only Rainer knows the password to open the cage's door ("Halbond").

Rainer meets with money changers regularly to convert his coin sacks into gold bars which he keeps in four chests. Once a chest lacks space for gold bars, Rainer removes the chest and transports it to hiser's off-site vault.

On any given day, the vault contains the following treasure:

- There are three heavy treasure chests and one crate holding gold bars. Each of these containers holds 3d6 x 10 gold bars weighing two pounds each. Each gold bar is worth 100 gp.

- A steel-reinforced shelf against the wall holds three sacks of coins on each of its three tiers. There are three small sacks of gold coins (150 gp per sack), three small sacks of silver coins (150 sp per sack), and three small sacks of copper coins (150 cp per sack) on the shelf.
- A small chest on the topmost shelf contains the bar's earnings for the previous day. Inside, one finds 5d8 gp, 5d6 x 10 sp, and 3d4 x 100 cp.

Trapdoor (16c). See area 8b on the ground level for details.

Escape Route (16d). This hidden escape route provides access to a narrow tunnel with 5-foot high ceilings. The tunnel is filled with deadly traps, all of which only Rainer knows how to disarm. The tunnel goes straight for 500 yards then exits from a cliff face on an overgrown hillside far from the inn. The exit is concealed by an illusory rock wall, requiring a DC 15 Intelligence Investigation check to notice.

IMPORTANT NPCs

Below are the three most important NPCs the characters might encounter at The Sanguine Dawn Inn.

MARIA BIERKAMP

Maria Bierkamp is The Sanguine Dawn Inn's head chef de cuisine. Like Denhart and Tomo, Maria once worked as an adventurer, plying her rogue skills for various adventuring parties through the years. Now in her late-sixties, Maria prefers to stay in the kitchen. Still, she keeps close ties to those for whom she once worked including the Brothers Gramlich and Fritz and his crew (see area 3 on the ground level for details on these groups).

In her adventuring days, Maria often joined Rainer on quests. The two have had an on-and-off-again relationship over the years and even came close to marrying once. In the end, they decided they're better off as friends—even if that occasionally means "friends with benefits."

Tomo and Maria live in a two room house within walking distance of the inn.

GAME STATISTICS

Maria is a neutral female human **spy**.

RAINER DEHNERT

Before Rainer took over management of The Sanguine Dawn Inn, he worked as an adventuring wizard for two decades. Wealthy and exhausted, Rainer finally settled down with his then-fiancee Maria Bierkamp. Shortly after the two started working together at The Sanguine Dawn, the couple split. They've since made amends and now remain friendly.

Rainer is exceptionally wise, intelligence, and patient. The Sanguine Dawn offers all Rainer wants. Thus, much of his wealth is kept in gold form in the on-site vault (see area 16) or at his secret off-site vault.

During the day, Rainer sits at the bar crunching numbers, occasionally assisting Tomo or Maria with tasks. At night, he winds down with a glass of wine at a table by a window. Eventually, he retreats to his room, reads, and sleeps.

RAINER DEHNERT

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	16 (+3)	13 (+1)	10 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Insight +4

Senses passive Perception 11

Languages Common, Draconic, Elvish, Orc

Challenge 2 (450 XP)

Spellcasting. Rainer is a 5th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Rainer has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, minor illusion, ray of frost*

1st level (4 slots): *expeditious retreat, mage armor, magic missile*

2nd level (3 slots): *misty step, hold person, invisibility*

3rd level (2 slots): *counterspell, slow*

Actions

+1 Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage when wielded with two hands.

Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage (silvered).

TOMO SIROKY

Another retired adventurer and mercenary, Tomo is like a brother to both Rainer and Maria. Tomo acts as The Sanguine Dawn Inn's muscle, both in tasks and confrontations. When things get out of hand, Tomo quickly handles things. Most of the regulars know not to test the old barbarian's patience. Those who don't realize the fifty-five year old half-orc is fully capable of thrashing them often end up unconscious in the mud in front of the inn.

Tomo was once married to a woman named Elia Tannen with whom he had two children. One day Elia and the children left without so much a word as to why or where they went. Since her departure, Tomo keeps his distance. He often remarks "I'm married" despite the fact he hasn't seen or heard from Elia or his children in fifteen years.

Tomo lives with Maria in a two-room house a mile and a half from the inn.

GAME STATISTICS

Tomo is a neutral good half-orc **gladiator** except he has darkvision 60 ft., proficiency in Intimidation, and speaks Common and Orc. He also has the half-orc Relentless Endurance trait described in Chapter 1 of the *PHB*.

THINGS TO DO

Room and board, warm meals, and cups overflowing with ale aren't the only things that The Sanguine Dawn Inn offers characters. Below are some other distractions to keep the characters busy during their visit, including:

- Card games
- Gathering information
- Random encounters

CARD GAMES

Card games are a popular pastime at The Sanguine Dawn Inn. In fact, one of the two banquet tables in the eastern taproom is reserved for games (see the ground level, area 4a for details). Characters can participate in games and, in doing so, earn a little coin on the side.

Listed below are the three most popular card games played at The Sanguine Dawn Inn and rules of play.

MASKS

Masks is a card game of deduction where two to four players compete to find "the mask haunt." At the start of the hand, each player must wager 1 gp (or any ante you set). A hand of masks takes 15 minutes. At the end of the duration, each player makes three checks: Intelligence using proficiency in playing card sets, Wisdom (Insight), and Charisma (Deception). Combine the total scores of all three checks. The player with the highest score wins the pot. If two or more players tie, the "mask haunt escapes" and no one wins the pot.

IMPS AND GUARDIANS

Imps and Guardians is a two player game where one player plays the imps and the other plays the guardians. A hand takes 30 minutes to resolve, at the end of which, the player's make two ability check contests. First, the imp player makes a Charisma (Deception) check contested by the Guardian player's Intelligence using proficiency in playing card sets. Then, the imp player makes an Intelligence using proficiency in imps and guardians contested by the guardian player's Wisdom (Insight). If one player wins both contests, they win the hand. If the player's tie, the imp wins. When gambling at imps and guardians, the imp player must place two silver coins in the center and the guardian player must place one.

FAT OGRE

Easily the most popular game at The Sanguine Dawn Inn, fat ogre is a card game for five to ten players. One player must take the role of the fat ogre while the others take the role of the skinny goblins. At the start of play, the fat ogre player must place one gold piece in the center. Then, each goblin player places two silver pieces at the center.

A hand takes 15 minutes to play. At the end of the duration, the fat ogre makes a Charisma (Intimidation) check. Next,

each of the skinny goblins must make a Wisdom check using proficiency in playing card sets. The DC for the skinny goblins' checks is equal to the fat ogre's Charisma (Intimidation) check. If half or more of the goblins succeed on their checks, the goblins "get the food" and the goblin players split the pot. However, if less than half of the skinny goblins fail their check, the fat ogre eats "all the food" and keeps the full pot.

Play continues until the "fat ogre starves" or the "all the skinny goblins" starve—in other words, when one or more players leave play.

GATHERING INFORMATION

Whether it's to hear juicy gossip, do research on a person or place of interest, or simply find a quest hook, The Sanguine Dawn Inn is the perfect place for characters to gather information. Use the following rules to facilitate information gathering at the inn.

Resources. Gathering information requires one hour of schmoozing and at least 10 gp spent on bought drinks, bribes, and other gifts.

Resolution. The character declares the focus of the gossip gathering—a specific person, place, or thing. After the hour, the character makes two ability checks: Wisdom (Insight) and Charisma (Deception, Persuasion, or Intimidation). The character gains a +1 bonus to each check per 10 gp spent beyond the initial 10 gp, to a maximum of +6. Determine how valuable and/or reliable the information is by using the Gathering Information Outcomes table below.

GATHERING INFORMATION OUTCOMES

Results	Outcome
0 successes	No useful information was learned.
1 success	Some of what the characters learned was useful, although of the details are incorrect or dated.
2 successes	The information learned is valuable and timely.

The GM is the final arbiter concerning exactly what the character learns through gossip.



RANDOM ENCOUNTERS

The Sanguine Dawn Inn is a busy place and there's plenty going on even without random encounters. But if the characters spend a little time in the inn, you can introduce a random encounter or two to bring the experience to life. Roll a d20 three times per day of game time that the characters spend at The Sanguine Dawn Inn, checking for encounters each morning, afternoon, and evening or night. An encounter occurs on a roll of 17 or higher. Roll a d10 and check The Sanguine Dawn Inn Encounters table to determine what the characters encounter, or simply choose an encounter you like.

THE SANGUINE DAWN INN ENCOUNTERS

d10 Encounter

- 1 A server drops a tray full of glasses.
- 2 A grizzly patron (**scout**) brings a **wolf** into the bar that growls at one of the characters.
- 3 One of the characters notices a thief (**spy**) trying to pick the pocket of a drunk **commoner**.
A burly dwarf bumps into one of the characters, spilling his ale in the process. The dwarf and his three companions (all three use the **guard** stat block, but are unarmed during the confrontation) demand that the character compensate the man for the spilled beverage, or they'll "take the issue outside."
- 4 A beggar (**commoner**) enters the bar. Although the staff demands that the beggar leave, the beggar asks the friendliest looking character in the party to help them pay for a meal.
- 5 During a slow part of the day or evening, three **goblins** wearing face masks enter the bar. They threaten the staff with their shortbows, demanding money from the chest behind the bar.
- 6 One of the staff members shrieks in horror—there is a dead man at one of the tables. A successful DC 10 Wisdom (Medicine) check reveals that the man was poisoned.
- 7 A bar regular makes romantic advances on one of the characters.
- 8 A thief (**spy**) tries to pick the pocket of one of the characters.
- 9 One or more of the characters stumbles on a regular shedding their clothes out of view of the other bar patrons. The regular then polymorphs into a wolf and flees into the forest—a **werewolf!**
- 10

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