

# The Dragon's Nest

The Dragon's Nest is a rustic inn located on the outskirts of a quaint village, known for its unique ownership and reputation for chaos. The inn is an imposing, one-story structure with a distinctive dragon-themed sign that looms above its entrance. It primarily offers accommodation, providing a selection of cozy and welcoming rooms for weary travelers. The inn lacks both a kitchen and a bar, focusing solely on lodging.

The establishment is owned by a party of adventurers who are revered throughout the region for their daring deeds and good-natured personalities. They financed the inn after they defeated a local dragon and seized its treasure hoard.

These adventurers are rarely present at the inn, often embarking on quests and adventures that take them far from their business. In their absence, they have entrusted the inn's operation to their loyal retainer, Gareth Ironfoot, a capable and patient individual who manages the front desk. Despite the best intentions of its owners, the Dragon's Nest has developed a reputation for being a haven for squatters. Travelers and rogues alike have been known to sneak in without paying, taking advantage of the adventurers' absence. Consequently, the inn is frequently in disarray, with unclaimed belongings scattered about, creating an environment of both mystery and intrigue for those who choose to stay.

## Basic Information

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**Style:** Dirty but cozy inn

**Rooms:** 8

**Room Cost:** 3 sp per night (or free, if you sneak in)

**Stabling Cost:** 3 sp per day

The inn does not have a kitchen or bar.

## Inn Locations

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The following locations are keyed to the map of the inn, as shown on page [x].

### 1 - Common Room

The common room in the Dragon's Nest serves as the heart of the inn, with a large central hearth that keeps it warm and inviting. It features a mishmash of furniture styles, worn but comfortable chairs, and a few mismatched tables, all surrounded by shelves of scattered books and travelers' trinkets.

### 2 - Office

The inn's office is a small, cluttered room adjacent to the common room, dominated by a large wooden desk covered in papers and unopened letters. A dusty, well-worn chair sits behind the desk, and a set of shelves hold various ledgers and maps that appear well-used but disorganized.

### 3 - Guestrooms

The Dragon's Nest offers a variety of guestrooms, each uniquely decorated with mismatched furnishings. The rooms are cozy, with comfortable beds, a scattering of mismatched chairs, and small windows overlooking the surrounding village and countryside.

### 4 - Storage Shed

The inn's storage shed is a modest wooden structure located next to the stables. It is filled with crates, barrels, and various supplies for the inn, but the disarray suggests a lack of organization, with items haphazardly stacked.

### 5 - Stables

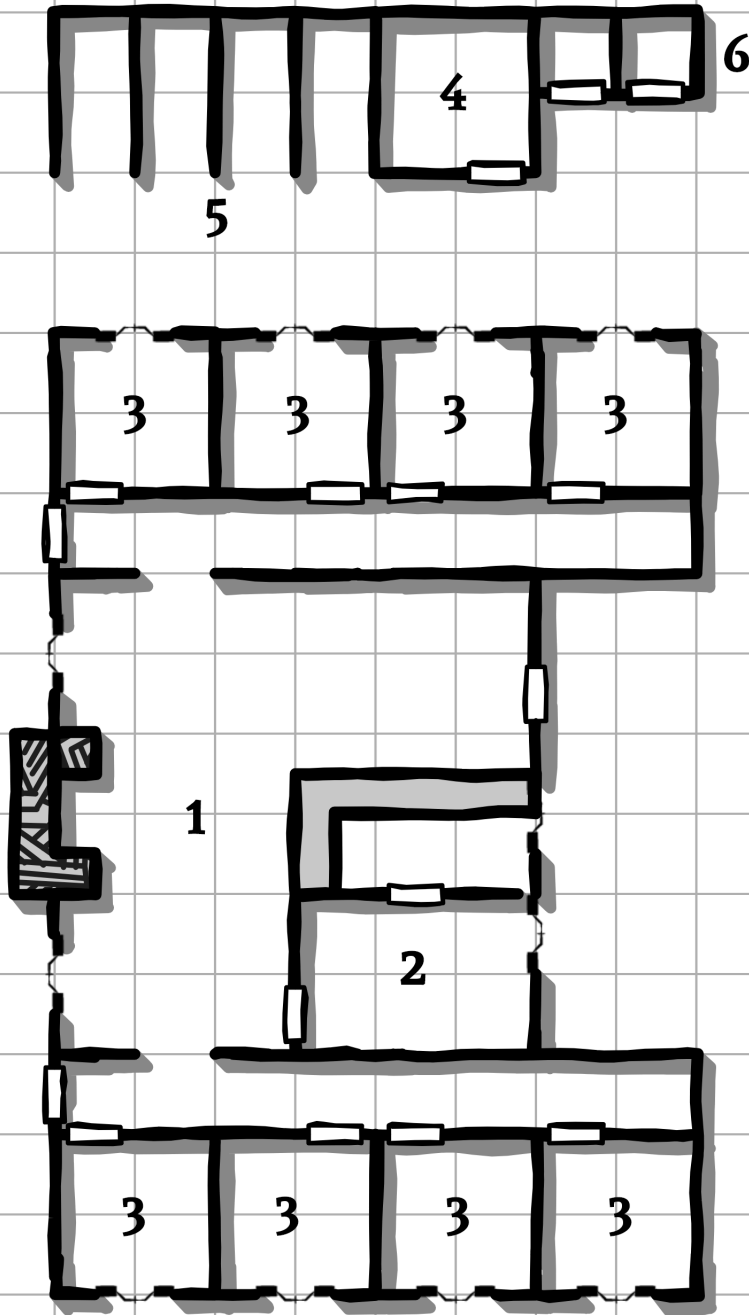
The inn's stables are a simple but well-maintained wooden structure located at the side of the building. It provides shelter for horses and other traveling animals. The interior is spacious, with sturdy stalls and a faint aroma of hay and manure.

### 6 - Toilets

The inn has two basic outhouses situated beside the stables, offering guests a simple and functional place for their needs. The facilities are well-maintained but lack the comforts and conveniences of more modern establishments.

# The Dragon's Nest

1 square = 5 feet



Map by DMDave using DungeonScrawl. Permission granted to photocopy this image for personal use only.

## Staff

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The inn employs the following NPCs.

**Gareth Ironfoot.** Gareth Ironfoot is the dedicated and long-serving retainer of the Dragon's Nest. He can often be found manning the front desk, managing reservations, and maintaining a welcoming atmosphere for guests. Gareth is known for his exceptional memory and sharp attention to detail, making him an indispensable part of the inn's operations. His unusual feature is a striking birthmark in the shape of a dragon's claw on his forearm, which some locals believe is a sign of protection by a guardian dragon. Gareth can offer quests to the characters, such as kicking out mischievous squatters, recovering lost items from the inn, or even sending the characters to find the inn's actual owners, The Crimson Companions.

**The Crimson Companions.** The Crimson Companions are the inn's adventurous owners who are rarely found within the establishment due to their frequent quests and exploits in the realm. Comprising a diverse group of individuals with distinct skills and backgrounds, they include Alaric the Valiant, a charismatic bard; Elowen Swiftwind, a stealthy rogue with a penchant for archery; Thrain Mithrilclad, a stoic dwarf skilled in both combat and smithing; and Lyria Moonshadow, a mysterious and enigmatic mage. The Crimson Companions may return to the inn periodically, and when they do, they can offer the characters quests, share tales of their exploits, or even provide training in various skills and abilities to those who prove themselves trustworthy and capable.

**Willem the Wanderer.** Willem is a wandering troubadour who found his way to the Dragon's Nest Inn and decided to stay for a while. Lacking the coin to pay for a room, he offered Gareth his services in exchange for a place to sleep. Willem has a knack for storytelling and a soothing singing voice, making him a beloved figure among the inn's patrons. He can often be found strumming his lute by the hearth, entertaining guests with tales of distant lands and long-forgotten legends. Willem can offer the characters quests related to his wanderlust, seeking assistance in finding rare songbooks or musical instruments scattered across the realm. Alternatively, he might enlist their help in unraveling the secrets of an enigmatic locket he possesses, leading to journeys into the unknown and encounters with intriguing mysteries.

## Regulars

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Other NPCs that the characters might encounter in this inn are listed below.

**Hilda Stoneforge.** Hilda is a local blacksmith known for her hearty laughter and imposing strength. She frequents the inn to relax after a long day's work, sharing tales of her craft and offering advice on weapon maintenance. Hilda carries a beautifully crafted warhammer with intricate engravings, which she forged herself. Characters may seek her assistance in repairing or upgrading their weapons or even engage in friendly competitions of strength.

**Eleanor Willowbrook.** Eleanor is a reserved herbalist who values solitude but enjoys the tranquility of the inn. She often spends her time reading ancient tomes by the hearth. Characters might engage in conversations about botany, natural remedies, or request her guidance on local flora.

**Thorne Oakheart.** Thorne is a jovial woodsman known for his wild beard and penchant for collecting rare feathers from the region's exotic birds. He shares tales of his adventures in the nearby forest, where he claims to have encountered elusive creatures. Thorne is rarely seen without his pet hawk, Freya, which he has trained to perform tricks. Characters may accompany him on excursions into the woods or seek his guidance on navigating the wilderness.

**Cora the Curious.** Cora is an inquisitive scholar with an insatiable thirst for knowledge, often seen scribbling notes in her worn journal. Characters may engage in discussions about history, arcane secrets, or the search for ancient relics. Cora can offer quests involving research or exploration of forgotten ruins.

**Finnegan Stormrider.** Finnegan is a jovial sailor with tales of maritime adventures and a fondness for sharing sea shanties. He's known for his love of storytelling and a twinkle in his eye when recounting his escapades. Characters may hear stories of distant ports, pirates, and mysterious islands or even accompany him on nautical expeditions.

**Wilbur Thornfield.** Wilbur is a quiet and contemplative scholar who specializes in deciphering ancient runes and languages. He's often found poring over ancient scrolls and manuscripts, seeking the secrets of bygone civilizations. Characters may seek his help in interpreting inscriptions on artifacts or engage in discussions about history, archaeology, and forgotten lore. Wilbur can provide quests involving deciphering ancient writings or uncovering hidden knowledge.

## Adventure Hooks

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Below are a list of adventure triggers that could occur while the characters are visiting or staying in the inn.

### Hilda's Lost Anvil

Hilda, the jovial blacksmith, seeks the characters' assistance in recovering her stolen ancestral blacksmith's anvil, which was taken by a band of thieves. If they succeed, Hilda will forge a powerful weapon or piece of armor for each of them as a token of her gratitude.

### Eleanor's Herbal Expedition

Eleanor asks the characters to venture into a mystical forest with her to collect rare and magical herbs rumored to grant unique abilities. If they complete the task, Eleanor will craft each character a potent elixir that enhances their skills for a limited time.

### Willem's Lost Ballad

Willem has misplaced his most cherished ballad, said to hold the key to unlocking ancient mysteries. He requests the characters' assistance in retracing his recent journeys to recover the lost song. If they succeed, Willem will teach them a unique and enchanting melody that can inspire courage and resilience in times of need.

### Cora's Relic Research

Cora requests the characters' aid in investigating an ancient ruin rumored to hold a forgotten artifact. If they succeed in uncovering the relic and deciphering its secrets, Cora will provide them with valuable knowledge and insights into ancient history which could lead to further adventures.

### Finnegan's Pirate Map

Finneganshares a mysterious pirate map that hints at hidden treasure on a distant island. He invites the characters to join him on a daring voyage in search of riches and adventure. If they find the treasure, they will receive a share of the loot and a prized nautical item.

## Random Encounters

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Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

### THE DRAGON'S NEST

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d12	Encounter
1	A heated argument between patrons erupts into a spirited debate about the existence of dragons.
2	A traveling bard captivates the crowd with a melancholic ballad.
3	A group of villagers arrives to celebrate a local festival, filling the common room with lively songs and dances.
4	A feral cat sneaks into the inn, causing a minor commotion as it playfully interacts with the guests.
5	A drunken patron challenges others to a friendly arm-wrestling contest, with characters invited to participate.
6	A mysterious merchant offers rare trinkets and exotic items for sale.
7	A sudden rainstorm forces travelers to take refuge in the inn, leading to crowded and boisterous conditions.
8	A mischievous pixie plays pranks on patrons, causing laughter and confusion as they search for the elusive creature.
9	A traveling minstrel's performance inspires a dance-off among patrons, with characters invited to showcase their dance moves.
10	An adventurer bursts into the inn, seeking aid to fend off a band of orcs that have ambushed them on the road, offering a reward for assistance.
11	A solemn traveler shares tales of a haunted nearby forest, sparking interest among patrons who may wish to investigate.
12	A rowdy group of mercenaries challenges the characters to a friendly sparring match.

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