

# THE BELLOW & BREW



## Setting description

A hearth away from home along the old dwarfroad in the Lodeheim Hills, The Bellows and Brew pub is the favourite stop for those who travel this way. The spirit of the gods imbues this place with everything dwarvenfolk like: good company, good brew, hot food and the glow of the forge. Indeed, the pub has the unusual history of having grown up around the forge of a smith with a penchant for distilling his own spirits. Some old legends say it was the Great Father of the anvil Himself and rumours drift among the patrons that there are nights he appears here and works the bellows with the furious passion of old.

## Drinks available

- 1 **Smelter**, a sparkling crabapple cider, sour and cloudy
- 2 **Elcott's raspberry ale**, sweet and fruity
- 3 **Goldstrike**, a smooth, golden ale
- 4 **Bellow's Own**, a copper bitter
- 5 **Forge**, a black, caveroot spirit, very strong
- 6 **Nightlight**, a brewed leaf spirit, mild and dreamy
- 7 **Rootbrew**, a non-alcoholic forest bark mix
- 8 **Hotwine**, a spiced, milk mead, served by the ladle

## Hot food served

- 1 Peppered hornrotter cheese baked in sweet maple leaf served with raw quarter-parasnip dipsticks
- 2 Ember-baked spuds with herbed mountain-goat butter
- 3 Gorbins (eyed-potato and lamb shred stew)
- 4 Cavemeat steaks, thick and rare, with turnip sauce
- 5 Fried mice mushrooms and greenpea served inside cheesy boulderbread
- 6 Scratchle (scraps & leftovers, stewed in mushroom stock)
- 7 Runcklecake (a very sweet, hard-baked bun studded with dried cherries)
- 8 Apple custard pasty, large & round with molten contents

## Dwarven folk around the pub

- 1 Loidy Ironforrest, extremely drunk, who keeps offering his service as a sword for hire to those who don't really need one. He has a fine shield but no sword.
- 2 Mevann Hawknefr, a hill trader who carries goods for sale and is interested in purchasing unusual items.
- 3 Idelbrand Cairnrobber, who is travelling up to the old Westwind Tombs to try his luck at finding a hoard.
- 4 Alf the Braggard, who is looking for someone to buy him a pint and listening to his tales about the days he was the strongest man in his village.
- 5 Selvindt Bucksthigh, who wants people to try his new gambling-based tabletop wargame Heads or Flails. The rules are complex, opaque and confusing, even for him.
- 6 Thorne Hilditooth, who has a sword that recently began glowing with red runes and causing bad luck.
- 7 Vigpeter the Bad Poet, who writes rather good poems, but recites them so badly that he is always booed by his audience. Always has news of the local area.
- 8 Dilli Skarfwing, who has spent a long year mapping abandoned cave trails for a contractor who has failed to pay and now wants to drink herself into oblivion.

## Specialist forge services

- 1 Removing curses from weapons
- 2 Adding rune-based enchantments to weapons
- 3 Rune etching to enhance armour
- 4 Farrier services for non-equine mounts

## Barsmiths, who work the bar and the forge

- 1 Ernold Sparrosson is the Bellow's chief weaponsmith and chef. Prefers to follow his own creative ideas over the strict brief of a customer.
- 2 Guthvi Halftrol is an expert in the smithing needs of horses and in carrying more than ten tankards at once. Raucous, jocular and sups dregs.
- 3 Alm Truusti is old, reliable and a competent smith. Has an excellent nose for drink and keeps a few unusual, under-the-counter spirits from the house distillery that lucky patrons may get to try.