

**2 turns**  
Granny's Cottage

PRICE	SIGNATURE DRINKS
1 silver coin	<b>Wizardini.</b> The classic mix of every single potion in the tower. Dry and bitter.
2 silver coins	<b>Health and Sand.</b> A green herbal drink mixed with actual sand. Sour and gritty.
3 silver coins	<b>Elixir 75.</b> That random elixir from the shelf. Like being shot out from a cannon.
4 silver coins	<b>Flying Giant.</b> Said to imbue the drinker with great strength but it is actually just caffeinated. Giant lemon slices included.
5 silver coins	<b>Newest Corpse Revival.</b> Won't actually animate you with grotesque unlife but feels like it could. Gin, bits of orange.
1 gold coin	<b>Old Dragon.</b> A mix of treasure liquors from the Wizard's hoard. Tart and fruity.

Somnambula's  
1 turn

**2 turns**  
The Brutal Legion

PRICE	SIGNATURE DRINKS
1 silver coin	<b>Flaming Lip.</b> Shot of whiskey topped with a burning layer of tangerine jelly.
2 silver coins	<b>Dark &amp; Smoky.</b> Continuously emits a cloud of fragrant black smoke.
3 silver coins	<b>Visit to the Burn Ward.</b> Spiced, flaming cocktail with an aloe-water chaser.
4 silver coins	<b>No More Ashes, No More Tears.</b> Traditional Fire Plane liqueur with a new name. Happiness in a glass.
5 silver coins	<b>Fever Dream.</b> Vaporized and served as a cloud in a bell jar. "Drink" it by inhaling.
1 gold coin	<b>Brazen Boulevardier.</b> Served boiling and on fire inside a glowing-hot bronze cow creamer. Careful, it's hot!

Someone's Apartment  
4 turns

Rathskeller Grubenfalle  
1 turn

**3 turns**  
The Original Tavern

PRICE	SIGNATURE DRINKS
1 silver coin	<b>Dimension Door.</b> Drinking this feels like teleportation, but it's just memory loss.
2 silver coins	<b>Hallucinatory Terrain.</b> The absinthe in this won't make you trip. The acid might.
3 silver coins	<b>Haste.</b> This is high-proof grain alcohol. It'll get you where you're going and fast.
4 silver coins	<b>Knock.</b> Orange juice, vodka and dark rum poured over a brass skeleton key.
5 silver coins	<b>Lightning Bolt.</b> White lightning mixed with blue curacao. Perks you right up.
1 gold coin	<b>Pimm's No. 1 Magic Jar.</b> Souls and spirits served over various chopped fruits.

Three's Company  
1 turn

Rathskeller Grubenfalle  
1 turn

**3 turns**  
The Royal Wine Cellar

PRICE	SIGNATURE DRINKS
1 silver coin	<b>The Glass Slipper.</b> A vodka drink served in a shoe. Available only before midnight.
2 silver coins	<b>Witch's Brewdriver.</b> Boiled eyes of newt in a cauldron of vodka and orange juice.
3 silver coins	<b>Gingerbread Martini.</b> The gingerbread person floats face down in the drink.
4 silver coins	<b>Hansel &amp; Grenadine.</b> The vibrant red of this syrupy drink is nothing suspicious...
7 silver coins	<b>Seven and Seven Dwarves.</b> A blend of lime and lemon juice with dwarven ale.
1 gold coin	<b>Poison Appletini.</b> A sour cocktail with a bone-white froth. Finishing it causes the effect of the Feign Death spell for 1 day.

Watchtower W/O Wizard  
2 turns

Off-Central Park  
3 turns

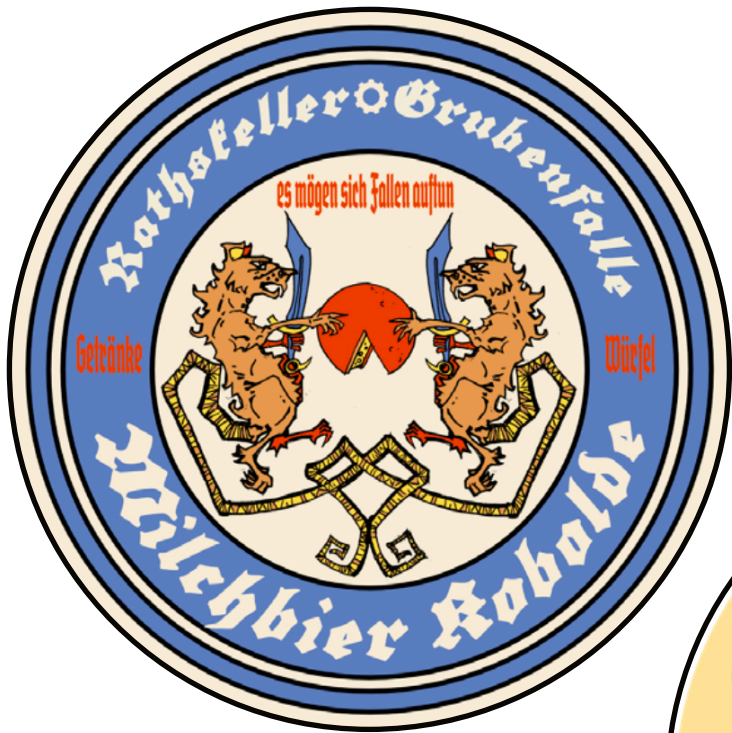
**3 turns** Granny's     **3 turns** Somnambula's

1d4	FOOD & DRINK VENDERS
1	<b>Trail Ale.</b> Fermented from pinecones, it tastes like terrible gin. Costs 1 silver coin.
2	<b>Grizzly Beer.</b> Notes of salmon and honey after the first few sips. Costs 2 silver coins.
3	<b>Cone of Cold.</b> Wizards sell magically infused ice cream cones for 3 silver coins or 1 gold coin if also infused with liquor.
4	<b>Skewer Shack.</b> Bugbears sell piping hot meat on skewers for 4 silver coins. A pint of grog comes free with a purchase of a lump of meat. The grog induces hunger.

Untippler's Nook  
3 turns

Three's Company  
1 turn

The Whirling Mummy  
3 turns



**1 turns  
Warm Shoulder**

PRICE	SIGNATURE DRINKS
Free	<b>Suspicious Liquid.</b> You are assured that it is "top shelf", but top shelf of <i>what</i> ?
Free	<b>Bathtub Mead.</b> This honey and water mixture has been fermenting for weeks.
Free	<b>Warm Ale.</b> This ale has been sitting out for at least hours, at most a few days.
Free	<b>The Good Wine.</b> Ah geez, the Tenant was saving this for a special occasion!
Favor	<b>Fancy Whiskey.</b> A patron bogarts the hooch but will share it with a friend.
1 gold coin	<b>Commemorative Champagne.</b> A savvy entrepreneur is selling this as a souvenir.

**4 turns  
The Brazen Boulevardier**

**1 turn  
Ship of Thesis**

PRICE	BIER AND VORSPEISEN
1 silver coin	<b>Milchbier Koblode.</b> "Erde vieh" milk. Tangy, thick, pale yellow and malted.
2 silver coins	<b>Skewer Meat.</b> 2" rock-spiced, charred meat on a very thin bone skewer.
3 silver coins	<b>Hofbräu.</b> Kobold-sized meal: fried bones, sulfur sausages and mushroom pickles
4 silver coins	<b>Miner's Lunch.</b> A harsh shot of fungus brandy dropped into a Milchbier. Foamy, explosively so if left unattended.
5 silver coins	<b>Cheese Platter.</b> Waxed wheel of cheese, bonemilk biscuits, jerky and pickles.
1 gold coin	<b>Milchbier Rouge.</b> A bier in a red pint. Grants access to the Casino (Off-menu).

**2 turns  
Our Lady of the Sacred Speakeasy**

**1 turn  
The Brazen Boulevardier**

**4 turns  
The Birdcage**

PRICE	SIGNATURE DRINKS
1 silver coin	<b>Milk.</b> Slides down the counter before you've even finished asking.
2 silver coins	<b>Beer.</b> The bottle literally just says "beer". <b>Whiskey on the Rocks.</b> Actual rocks.
3 silver coins	<b>Shots.</b> Disembodied voices chant "shots! shots! shots!"

**1d4  
CHEF'S SPECIAL  
(1 copper coin each)**

- 1 Fresh **mussels** in an eschalot white wine sauce. Can breathe in water.
- 2 **Cassoulet** with duck confit, smoked sausage, pork lardons. Can double jump.
- 3 Braised **veal shank** on a bed of saffron risotto. Carrying capacity quadrupled.
- 4 Baked **lobster**, stuffed with mirepoix, served with garlic butter. Extra life.

**1 turn  
Off-Central Park**

**1 turn  
Ship of Thesis**

**2 turns  
Our Lady of the Sacred Speakeasy**

**1 turn  
Our Lady of the Sacred Speakeasy**

PRICE	SIGNATURE DRINKS
1 silver coin	<b>Blood Bitter.</b> Weak, red beer steeped with iron ore. Optional rock garnish.
2 silver coins	<b>Titan Tonic.</b> Served bracingly cold. Bubbly, sharp and medicinal. Good for your joints and restful sleep.
3 silver coins	<b>Ur-porter.</b> A pint of rough, savory, black ale. Optional spoon of mustard stirred in.
4 silver coins	<b>The Alfred.</b> A half pint of the Ur-porter served in a clay mug that must be smashed and eaten as a chaser.
5 silver coins	<b>Barley Stinger.</b> Thick, malty beer stirred periodically with a white-hot sword.
1 gold coin	<b>Monk &amp; Mayhem.</b> Sticky herbal liqueur, brought out in anticipation of a fight.

**2 turns  
The Brazen Boulevardier**

**2 turns  
The Whirling Mummy**

**2 turns  
Warm Shoulder**

**2 turns  
Three's Company**

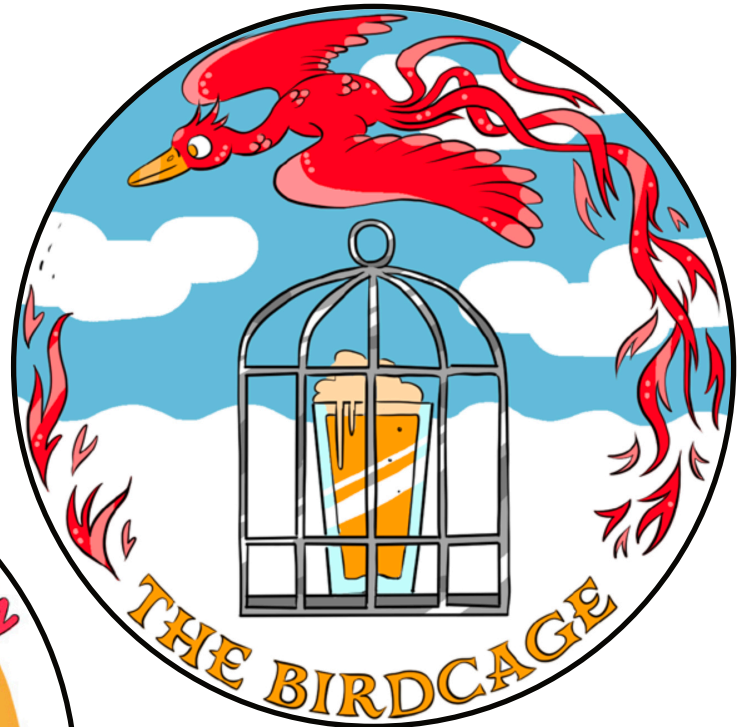
**Formerly the "Cult of Evil Chaos," the Church has made efforts to rebrand, pivoting to a less overtly sinister image. After all, it was an early priest of the Church who returned as the sole survivor from the Caves of Chaos over two centuries ago.**

**The Church has long since gained wide acceptance. Some remain suspicious of the Church, but its evil machinations are only ever half-observed, usually felt through an eerie sense of déjà vu, and never discussed outright.**


**3 turns  
The Whirling Mummy**

**2 turns  
Rathskeller Grubenfalle**

**1 turn  
The Brutal Legion**



**2 turns**  
Somnambula's



**PRICE**      **SIGNATURE DRINKS**

**1 silver coin**      **Edible Crow.** A shot of bourbon with lemon juice and notes of bitter defeat.

**2 silver coins**      **Jungle Bird.** It's the only vintage tiki drink for amaro-loving mixologists.

**3 silver coins**      **The Albatross.** If you drink it all, you must carry around its big, novelty glass.

**4 silver coins**      **Yellow Bird.** This drink is distressingly yellow. Drink it indoors or hurt your eyes.

**5 silver coins**      **Coal Mine.** This effete cocktail is not the drink of choice for rugged coal miners.

**1 gold coin**      **Tequila Worm.** It's a marketing scam. Someone came early and ate them all.

**1 turn**  
The Original Tavern

**4 turns**  
Three's Company

**3 turns**  
Quasi-Parliament

**PRICE**      **SIGNATURE DRINKS**

**1 silver coin**      **House Tea (Do Not Steal).** Complex proprietary leaf mixture. Tastes okay.

**2 silver coins**      **Fresh Mountain Spring Water.** Daily teleportation spells are expensive.

**3 silver coins**      **Durian Juice.** From concentrate.

**4 silver coins**      **Toffee in a mug.** Definitely intentional and not due to a smudged order form.

**5 silver coins**      **Lavender Infused Kombucha.** Made from the Keep's only sentient SCOBY!

**1 gold coin**      **Licorice-Fortified Wyrwood Spritzer.** Signature Booze of your MOMs.

**3 turns**  
Off-Central Park

**1 turn**  
The Birdcage

**1d10\***      **COMBO MEAL**

- Flail snail escargot,** onion soup and a flail snail pale ale, served in a grail.
- Ceviche, baked sweet potatoes and rum-infused **gelatinous cube shots.**
- Growlyhoot hot wings,** crinkle fries and a bloody mary with extra celery.
- Bacon, eggs, beans, tomatoes, **black pudding** and a black tea hot toddy.
- Fried cockatrice,** collard greens and an old fashioned with pecan bitters.
- Soft-shell giant crab** on tortillas, guacamole and a mezcacollins.
- Frogemoth legs,** haricot vert almondine and a sazerac de frog.
- Minotaur tail stew,** beans and rice, plantains and a guava rum punch.
- Kraken calamari,** chickpeas, olives and an ouzo lemonade.
- Grilled eyestalks** (ten unique flavors) and a dirty martini with ten olives.

\* Each combo costs this amount in TavernBucks.

**3 turns**  
Ship of Thesis

**1 turn**  
Someone's Apartment

**1 turn**  
The Whirling Mummy

NAME	BACKGROUND	MEMBERSHIPS
Benji	Dishonored warrior	Castles & Crusades Society
Isaac	Elitist musician	Iron Fens Glee Club
Sam	Bankrupt gambler	Rogues' Gallery
Henry	Highfalutin sage	Academy of Sorcerous Sciences
Ian	Tortured artist	Church of Chaos
Evan	Tasteless tastemaker	Borderland Bugle

NAME	TYPE	FAVORITE WINE
Benji	Strong	Merlot
Isaac	Delicate	Prosecco
Sam	Vigorous	Sherry
Henry	Intellectual	Moscato
Ian	Witty	Chardonnay
Evan	Charming	Rosé

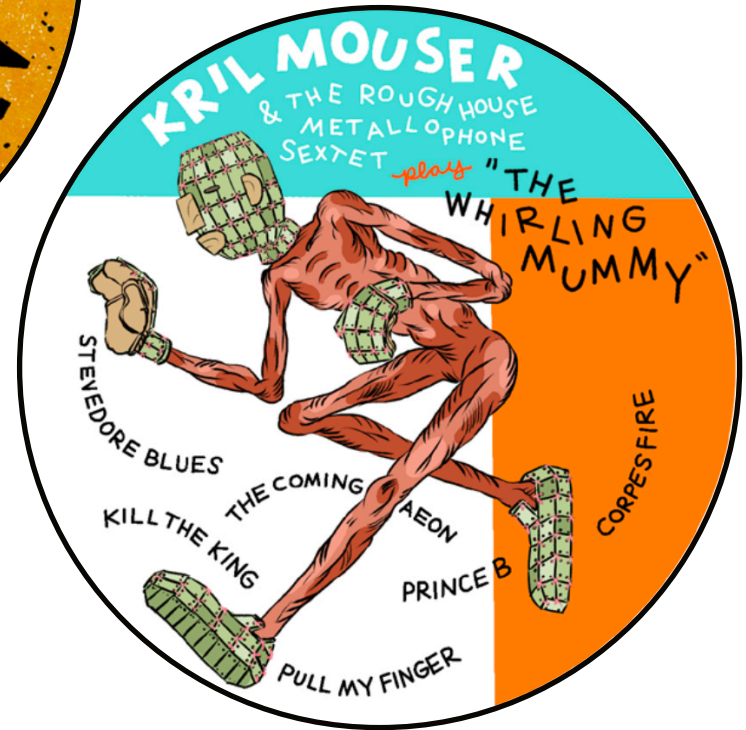
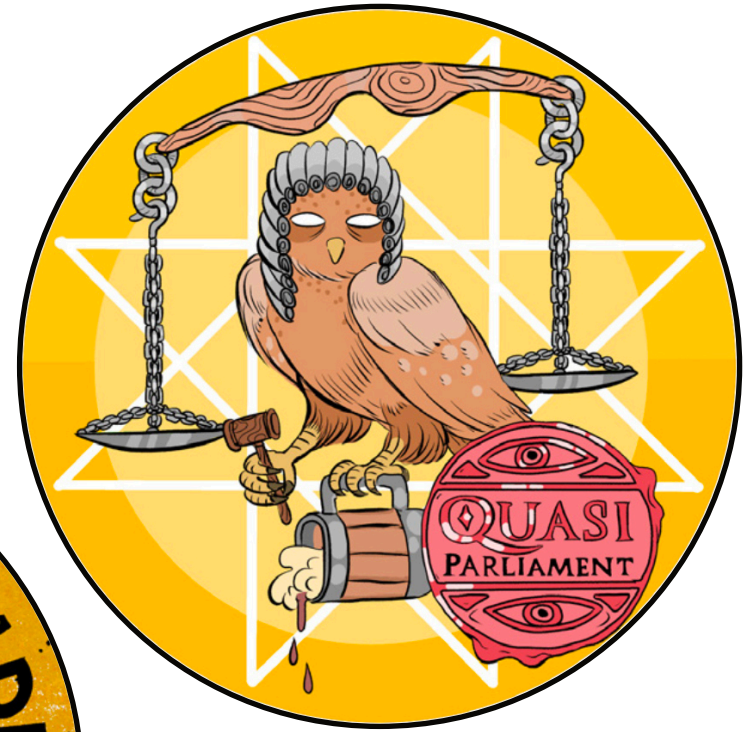
**2 turns**  
The Brutal Legion

**2 turns**  
Bar at the Beginning of the Universe

**1 turn**  
Quasi-Parliament

**This pub hosts a speed dating circuit to match masterminds with the ideal henchpersons for their nefarious plans.**





1 turn  
The Royal Wine Cellar

Parliamentary Procedure

Parliament is in session during the entire Raves of Chaos, day and night. Members take turns delivering diatribes while their colleagues in the audience toss back subsidized ale with their constituents. Ale is free for parliamentarians but costs 3 silver coins (but is tax deductible) for civilians.

3 turns  
Untrippler's Nook

2 turns  
Bar at the Beginning of the Universe

1 turn  
Savings and Lonely Hearts Club

3 turns  
Off-Central Park

Before the Keep, before goblins lived in caves—a demon queen cursed a king to dance.

He danced all night, he danced all season. He danced and he died. They buried him dancing. He danced in his tomb of jade mosaic. A quake split the Iron Fens, and cracked his tomb, and spat him out dancing.

3 turns  
Our Lady of the Sacred Speakeasy

1 turn  
Warm Shoulder

2 turns  
The Brutal Legion

PRICE SIGNATURE DRINKS

- 1 silver coin **Pinwheel Patis:** Opaque yellow with odor of licorice. Garnished with a slowly spinning pinwheel.
- 2 silver coins **White Honey Toddy:** Smells of cherry and old money. Euphoric soporific that dulls the senses, making one an easy mark.
- 3 silver coins **Chamomile Martini:** With a whisper of juniper.
- 4 silver coins **Peacock Sour:** Frothy mix of turquoise liquor and peacock egg whites, garnished with a peacock feather.
- 5 silver coins **Phantasmal Spritz:** Rainbow hued and odorless. Induces mild hallucination at the periphery of one's vision (disadvantage on saves versus hypnosis).
- 1 gold coin **Vibrating Gimlet:** Smells of turpentine, the surface visibly trembling. Each sip delivers a momentary blast of hallucination. Not for the faint of heart.

1 turn  
Watchtower Without Wizard

2 turns  
The Birdcage

3 turns  
Off-Central Park

PRICE WINE LIST

- 5 silver coins It was **Grape Juice** just yesterday but is perfect for an unsophisticated palate.
- 7 silver coins **Pinot War.** Spoils from the victory over the lizardfolk. Most soldiers won't touch the stuff. Dry and acidic. Aged 3 years.
- 1 gold coin **Wizardonnay.** Magic was so dangerous before the Academy standardized spells. This vintage was recovered from the wreckage of the original *Original Tavern* location. Notes of ash. Aged 50 years.
- 5 gold coins **Clos du Keep.** It was too gauche to drink this red wine after the old monarch met their soggy demise in a barrel of it, but enough time has passed. Aged 80 years.
- 10 gold coins **Hobgobgarganega.** The same vintage served when the Pangoblinic Council was formed. Zesty and nutty, best served with brie-york cheese. Aged 100 years.
- 20 gold coins **Orchio di Pernice.** Left by terrified orcs driven from the Caves of Chaos. Sweet, spicy and terroir-driven. Aged 220 years.
- 50 gold coins **Savior Blanc.** The adventurer who built the Keep imported this wine when they felt homesick in this savage land. Tastes like fresh mowed grass. Aged 250 years.

1 turn  
Quasi-Parliament

3 turns  
Granny's Cottage

PRICE SIGNATURE DRINKS

- 1 silver coin **Pure Abyssinthe.** Burns like good sin. Visions of times lost. Leads 1 Floor down.
- 2 silver coins **Pepi's Forgotten.** Nobody remembers how it tastes. Just fond nostalgia at the edge of memory. Leads 1 Floor up.
- 5 silver coins **Oldest Fashioned.** Ambrosia over a chunk of unmelting Original Ice from the dawn of time. Leads 2 Floors down.
- 1 gold coin **Portal Porter.** Notes of strawberry, citrus, sandstone and starlight. Drink (roll d6): (1-2) sucks imbibers through their belly into a random pub, (3-4) leads 2 Floors up, (5-6) leads 3 Floors down.

2 turns  
Quasi-Parliament

2 turns  
Savings and Lonely Hearts Club