

THE SHIVERING OAR

The people inside look sturdier than the walls themselves.

Innkeeper Leony Byshey

Quality Modest

A weathered rough building stands right outside the shipyard. Dimly lit on the outside, two wooden chairs sit outside turning a shade of sea green from the humid salty air. The door aches with open, not quite a squeak, but a low groan of the wood. A dimly lit, amber chandelier hangs in the middle of the room from the high ceilings. A few tables are scattered around the room with a large fireplace nestled into the corner of the room. Floorboards groan with the weight of walking.

A large, grizzled man stands behind the bar, Leony Byshey. He was once a large occupier of ships and the sea. He spent a large amount of his lifetime being the cook on large ships for long voyages. He now stays away from the water and serves the ones that have returned to land.

Groups of people that sit in the tavern don't look like one's you would sit and talk with. Everyone scowls and gives grim looks at one another. This only really changes when everyone has had a few drinks towards the end of the night.

Lodging

There's a stairwell that leads to the private rooms upstairs. The three of these rooms are bare. Only a bed, side table, and a candle inhabit the room. Under these rooms is the common room with six beds in the room. Cheaper stays, but there's a chance of sleep talkers and pickpockets in the night.

Secrets

The Rosa Glenn. One of Leony's most important stories. He will only talk about this story if the mood in the place is drunk. He decided to open The Shivering Oar when the waters turned on him. He was one of two survivors from the ship, the other survivor was a single oar. The oar is hung above the front door. When he goes further into the story, he tends to bring up details that don't seem like this was just a storm. He talks about shapes in the water. People being pulled off the ship. The sudden calmness. Everything just disappearing before his eyes.

For Sale

The following can be purchased at The Shivering Oar.

MENU

Item	Cost
Sea snake stew	6 sp
Tide oysters and mushroom stew	4 sp
Catch of the day	1 gp
Pickled Egg and Kelp	1 cp
Leony Ale	6cp
Kharukan Ale	7 cp
Sea Wine	3 cp
Salty Mead	5 cp

SERVICES

Item	Cost
Private Room	3 cp/night
Common Room	1 cp/night
Stables	1 cp/night

Rumors

For 5 cp, Leony will tell a PC a rumor they've heard. If the same rumor is rolled twice in the same week, Leony will refuse payment and they will say there's nothing new.

1d10 Rumor

- 1 There was recently a shipwreck off the shore that was carrying many valuables. No one has been able to find it yet.
- 2 There's been a series of theft on the shipyard. Everyone's been turning their heads away from it though.
- 3 Missy from down the street claims that strange shadows have been appearing in the middle of town.
- 4 There's an elf looking for some adventurers to join him in exploring the Blood Reef. (Athas Gestio)
- 5 There's a weird algae that glows during the day on the coast of the Blood Reef.
- 6 North of the town there's a section of the coast where the tide refuses to come in.
- 7 A young child was pulled into a well by a large tentacle the other day again. Folks haven't been able to find the children or any tracks of the tentacle.
- 8 Warns about talking or gambling with Here Arles. He's seems to have more luck on his side than the normal folk.
- 9 There are many cats in town, but you will never encounter the same cat twice in town. No matter how hard you look for that cat, you won't find them.
- 10 There's a cluster of trees that won't stop burning in the woods to the south. It's like those trees have an unlimited amount of fuel for the fire. The fire never spreads any further. The fire has been burning for about a week.

Mood

Each morning roll to determine mood of the establishment.

1d6 Mood

- 1 **On Edge.** Reports of missing shipments.
- 2 **Dull & Boring.** Nothing interesting happening
- 3 **On Edge.** Sailors murder in the night.

- 4 **On Edge.** Large storm coming in, halting work for at least a week.
- 5 **Drunk.** Everyone is telling stories and having a good time.
- 6 **Music.** Leony hired a local bard for the night. Two drink minimum for the night.

Packed House

Roll whenever entering the establishment to determine how busy they are.

Day (2d6)	Night (2d6)	Activity Level	# of Patrons
2	-	Dead	1
3-5	-	Low	2
7-10	2-8	Average	4
11	9-11	High	6
12	12	Crowded	8

Notable NPCs

Leony Byshey. Human owner and cook (neutral). He used to sail the seas. Now stays away from water and serves the ones that have returned to land.

Riffin Tery. A loud female half elf barmaid (good). She flirts with everyone, but is owned by no one. She's not one to mess with.

Athas Gestio. Sly elf male entertainer (good). He is seeking the company adventurers to explore the Blood Reef.

Here Arles. Course dwarf male sailor. He's impossibly lucky. He tries to get newcomers to bet and gamble against him.