

The Silver Goblet Inn/Gaming House & The Black Bolt Guild



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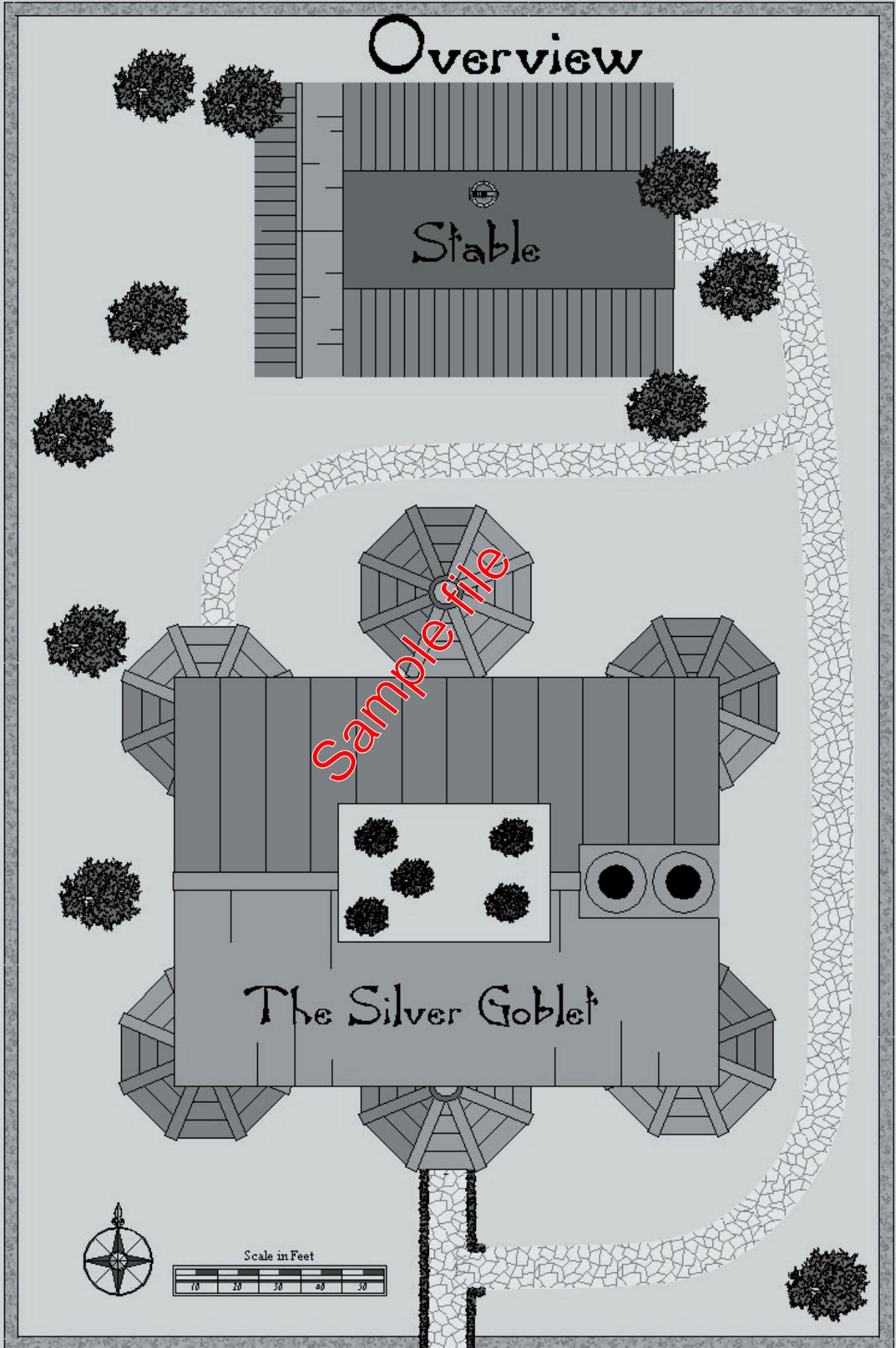
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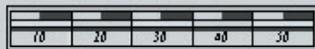
Overview



Sample file



Scale in Feet



The Silver Goblet Inn/Gaming House

This large, two-story building is constructed of the finest black oak. The floors are made of marble and the interior walls are paneled with silver pine. All the furniture is a made of cherry wood and highly polished. Only the finest materials were used in constructing this building. The windows are made of the finest glass and shuttered on the inside. The double doors of the main entrance are made of strong oak (Break DC 25) and equipped with an amazing lock (Open DC 40).

Patrons of the Silver Goblet enjoy fine food, drink, entertainment and gambling – this establishment provides all four. People that come here have a choice of sitting in the common room or one of the private dining rooms. Those who wish to gamble – be it dice, cards or tiles – gaming rooms are available for such activities.

The serving staff and bartenders are cheerful, efficient and discreet. Regular patrons are greeted by name and their preferred beverage is brought to them as soon as they sit down.

Staff	
Staff	Number
Entertainment	2
Bartenders	2
Bouncers	2
Servers	5
Errand Runners	2
Cooks	2
Baker	1
Kitchen Helpers	4
Inn Attendants	2
Head Groom	1
Grooms	2
Stablehands	6

Drink	Cost
Juice	1 sp*
Cider	1 sp*
Fruit Beer (apple or cherry)	5 sp*
Ale	10 sp*
Fine Whiskey	1 gp/glass
Wine (Fine)	5 gp/glass
Wine (Fine)	20 gp/bottle
Winter Wine	15 gp/glass
Winter Wine	35 gp/ bottle
Brandy	10gp/glass
Brandy	25 gp/bottle

*Price per pitcher multiply by 5

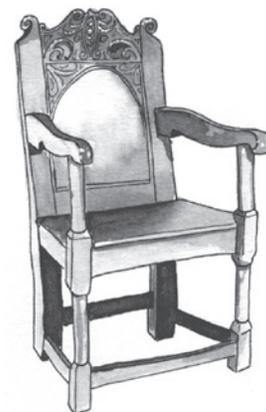
Food	Cost
Banquet (2 days advance notice needed)	15 gp/person
Bread/loaf (includes butter and jam)	8 cp*****
Rolls	5 cp for 2
Fruit, Cheese, & Nuts Platter	1 gp
Stew (beef, venison, lamb)	8 sp/bowl**
Beef, Lamb, Venison, Veal	1 gp*
Duck, Quail, Pheasant, Patridge	3 gp*
Ham	6 sp*
Bacon (4 rashers)	1 sp
Eggs	1 sp
Soup (vegetable, beef, onion)	5 sp/bowl**
Cooked Vegetables (carrots, peas, beans, potatoes)	1 sp
Nuts (almonds, walnuts, hazelnuts, pecans, pinenuts)	1 gp/ bowl
Tarts (strawberry, blueberry, apple, cherry)	5 sp/2
Cheese (Sharp, Mild, Hard, Soft)	5 sp/wedge
Fruit (apples, peaches, pears, cherries, grapes)	8 cp each
Pie (apple, cherry, blueberry)	1 sp/slice
Nut rolls and honey	1 sp for 2
5 Hotcakes and syrup	5 sp***
*Comes with vegetables, bread, cheese and fruit	
**Comes with bread and cheese.	
***Comes with 4 slices of bacon or one slice of ham	
****Comes with bread, 4 slices of bacon or one slice of ham	
***** Jam Types -- Strawberry, raspberry, blackberry, cherry	

Inn		
Rm #	Room*	Cost
3a	Suite - Double Bed	30 gp
3b	Suite - Single Bed	25 gp
5	Single Bed - with window	10 gp
6	Single Bed - without window	5 gp
7	Double Bed - with window	15 gp
8	Double Bed - without window	10 gp

* Evening Meal and Breakfast included in cost

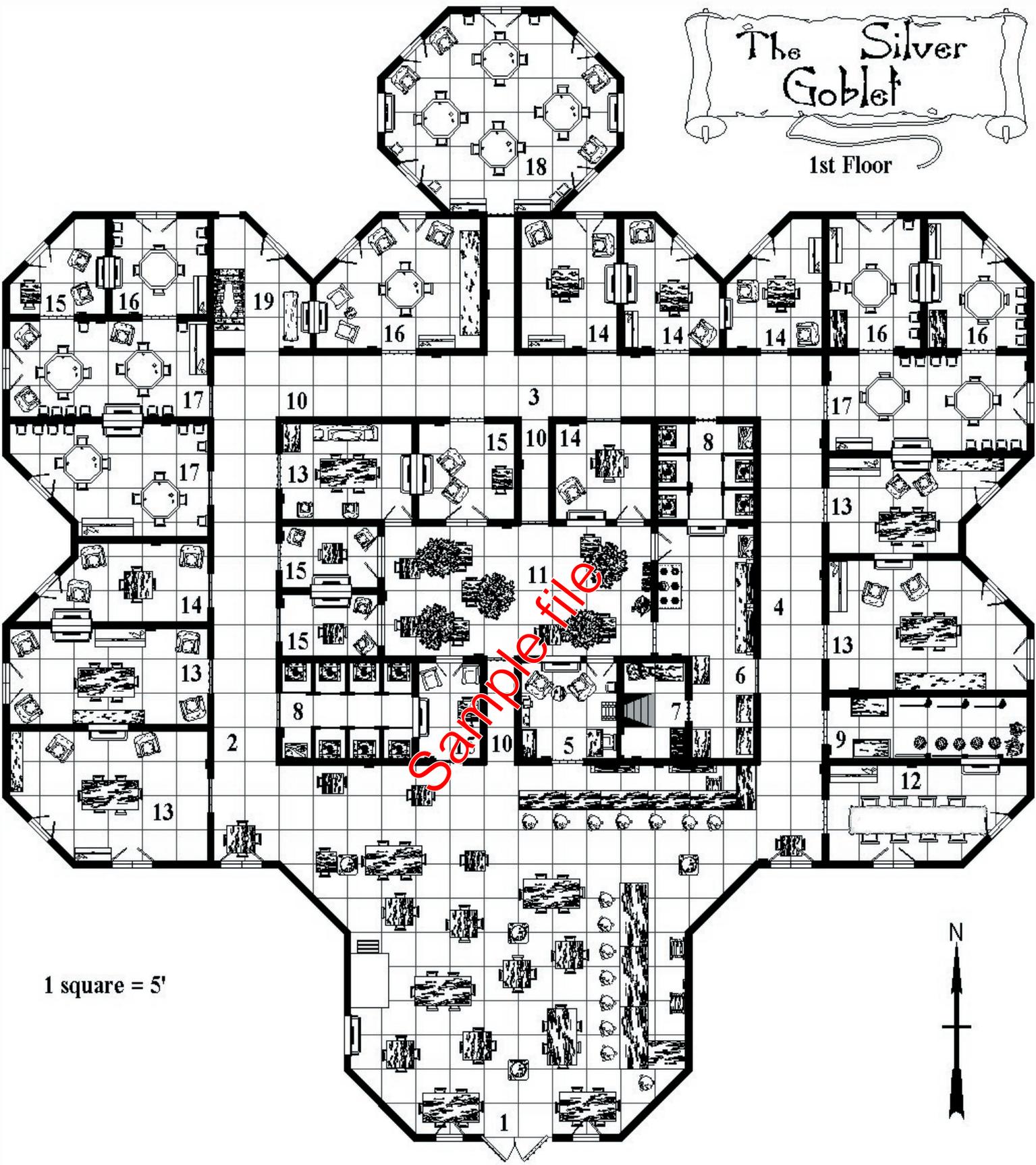
Stable	
Item	Cost
Stabling*	5 sp/day
Feed	5 cp/day

* Includes grooming



The Silver Goblet

1st Floor



1. Common Room

The double doors open directly on the common room. The atmosphere is relaxed and inviting. The patrons are well-dressed, with ample evidence of wealth denoted by the expensive gems and jewelry they wear. There are no smoking torches or candles to illuminate the room, but cleverly placed lightstones provide the light.

When you enter this large room you see tables that seat two-, four-, or six people. Against the west wall near the fireplace is a small stage. Along the east wall is a bar that has eight stools. Another bar is against the north wall and has seven stools. Also found on the north side of the room is a hallway that leads to the courtyard. There are doors to the east and west of the hall entrance.

The common room can comfortably seat 89 people. A total of 103 can fit in the common room if the others don't mind standing. Each night one of two bards perform on the stage, with an occasional guest bard that fills in. The bar along the east wall serves the patrons in the common room. Beverages for the gaming rooms and private dining rooms are dispensed from the bar against the north wall.

Light Stone

This piece of quartz crystal has a permanent *light* spell cast on it. It's placed within a bracket (02%) has sliding tops and sides to adjust the amount of light released.

Moderate transmutation: CL 7th; Craft Wondrous Item, *light*; Price; 25 gp; Weight -- .

2. West Hallway

Like the other two main hallways, this one is ten feet wide and lit by lightstones. There are five doors on the west side and four doors on the east side.

3. North Hallway

Down this hallway there's a doorway that leads to the stairs to the second floor and to a door that lets out behind the building. Along the north side of the hall there's one door, a five foot wide hall that leads to the large gaming room, then three more doors. On the south side of the hall, there's one door, a short hall that leads to the courtyard, then two more doors.

4. East Hallway

Along the east side of the hall there are five doors and one door on the west side.

5. Office

This is Carrick Sulst's office. When not circulating among the patrons, Carrick is usually found here.

Entering the room you see a desk and chair in the southeast corner of the room. A fireplace and shuttered windows are on the north wall and there are two overstuffed chairs and a table before the fireplace. In the southwest corner is a cupboard and next to that is a small bookcase. Against the east wall is a chest and a chair.

The chest is locked (Open DC 40) but not trapped. Gold and silver coins for paying the employees are kept here, as well as the ledgers for the inn. Occasionally Carrick will lend funds to gamblers, but only those that are well-known to him.

In the wall behind the desk is a well-hidden door (Search DC 30), the lock (Open DC 40) is hidden at the base of the door and only Carrick and Arndon have the keys. The door is also trapped.

Poison Needle Trap: CR2; mechanical; touch trigger; repair reset; lock bypass (Open DC 40); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device 17. Market Price: 4,720 gp.

6. Kitchen

This large, very clean and tidy room is ruled by Mildred Benent the head cook.

Entering this room you see a large fireplace with a variety of hooks and several sizes of spits built into the north wall and against the west wall is a large stove. Against the east wall are the tables used for chopping and cutting meats and vegetables and another table for dishwashing. Pots and pans hang from hooks in the ceiling.

There's a door in the west wall that leads to the courtyard. The other door leads to the pantry and the stairs to the cellar. The cupboards and cabinets on the east and west walls hold plates, cups, and various other cooking utensils and eating utensils.

7. Pantry

Foodstuff is kept in here that are frequently used in the kitchen. Items that are perishable are kept in the Cold Cabinet against the north wall. The stairs lead down to

the cellar.

Cold Cabinet

This stands six feet high, five feet wide and two feet deep. It has four shelves and a door that latches. The interior, sides, top, bottom and the bottom of the shelves are lined with quarter inch thick metal plates that measure one foot by one foot.

Moderate transmutation; CL 7th; Craft Wondrous Item, *chill metal*; Price: 5,000 gp; Weight: 300 lb.

In the west wall south of the stairs is a hidden door that leads to Carrick's office. The door is locked (Open DC 40) and trapped.

Poison Needle Trap: CR2; mechanical; touch trigger; repair reset; lock bypass (Open DC 40); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device 17. Market Price: 4,720 gp.

8. Privy

9. Storage

This room contains cleaning supplies, tablecloths, extra dishes, goblets, pitchers, cups, and eating utensils.

10. Hall to Courtyard

This five feet wide hall leads to a door that opens on to the courtyard.

11. Courtyard

The courtyard is favored by couples on a warm summer's evening. Sometimes a patron will opt to hold a small picnic for friends here.

Entering the courtyard you see five large trees and eight two-person tables. Near the door that leads to the kitchen is a well and a supply of wood for the kitchen. The grass is kept trimmed and is very soft.

12. Private Dining Room (8-10 diners)

This room is for a party of diners numbering from eight to ten.

13. Private Dining Rooms (6 diners)

These private dining rooms can comfortably seat six people. An extra small table and chairs can be brought in for a larger party, up to nine diners in total. These

rooms can be rented for private meetings as well.

Entering this room you see a fireplace, two overstuffed chairs, a sideboard, a table with six padded chairs, and a long serving table.

14. Private Dining Rooms (4 diners)

These private dining rooms comfortably seat four diners.

Entering this room you see a fireplace, sideboard, a table with four padded chairs, and two overstuffed chairs.

15. Private Dining Room (2 diners)

These private dining rooms seat two people.

Entering this room you see a table, two padded chairs, two overstuffed chairs and a fireplace.

16. Gaming Room (1 Table – seats up to 8)

These gaming rooms can seat up to eight gamblers.

Entering this room you see an octagon-shaped table, eight chairs, a sideboard and a fireplace.

17. Gaming Room (2 Tables – seats up to 16)

These gaming rooms can seat up to sixteen gamblers.

Entering this room you see two octagon-shaped tables, sixteen chairs, a sideboard and a fireplace.

18. Gaming Room (4 Tables – seats up to 32)

This gaming room can seat up to 32 gamblers.

Entering this room you see four octagon-shaped tables, twenty padded chairs, four overstuffed chairs, two sideboards and two fireplaces.

19. Rear Entrance

This area has the stairs to the second floor and a door that leads out behind the building. The door is strong (Break DC 25) and has a lock (Open DC 30). There's a fireplace on the east wall and a wooden bench in front of it.