

The Pink Dragon

(All prices are per Person, per Platter, or per Bowl)

Light Fare

Biscuit Platter

(Covered in choice of shrimp, spiced silverfin, crabmeat, or mint jelly) 1 gp

Chicken Fingers 5 sp

Cooked Beans (Mild or hot-spiced) 4 sp

The Doppelganger*

(Colorless soup but it's always a treat) 2 gp

Dwarf Salad

(Lettuce, ham, and chicken with our own sauce) 5 sp

Eggs

(Cooked to your taste, in a sausage and breading nest) 4 sp

Fried Potatoes 3 sp

Land & Sea Soup

(Soup filled to the brim with fish and vegetables) 3 sp

Orc Belly Soup (Mixed meats) 5 sp

Pork Pie (Hot spiced or mild) 6 sp

Roc Egg Drop Soup 2 gp

Steak and Kidney Pie 6 sp

Seafood

Catch of the Day 1 gp

Crab Legs (Choice of giant or a bucket of common) 5 gp

Eels (In a white sauce) 3 gp

Pan-Fried Herring 5 sp

Pleasures of the Deep*

(If available, served with sauce and greens) 6 gp

Salmon (Fried, steamed, or patties) 3 gp

Shark Steak 15 gp

Shrimp Platter 1 gp

Trout (Fried with lemon and black pepper) 3 gp

Meats

Bacon (Raw to crisped, as you prefer; thick-sliced and served on a bed of parsley, with rolls) 6 sp

Braised Owlbear 15 gp

Daily Stew (Mixed meats and vegetables) 6 sp

Dragon Steak*

(Orders must be placed at least 1 hour in advance) varies

Goat (In red wine) 1 gp

Griffon 15 gp

Hot Sausage and Sauce

(Your choice of sauces and how spicy) 8 sp

Pheasant (If available, steamed with wine) 2 gp

Pork (Chops or ribs) 1 gp

Quail (If available) 1 gp

Roast Lamb 5 gp

Roast Ox (Cooked with onions or leeks, garlic optional) 2 gp

Skewers

(Meat marinated in red wine and spices then sizzled)

Rabbit, Squirrel, or Venison 2 gp

Veal (Always fresh) 2 gp

Wild Boar Sandwich 8 sp

Specials

The Barbarian Feast*

(Guaranteed to satisfy any appetite) 10 gp

The Druid's Delight*

(Filling meal for those that prefer not to eat meat) 1 gp

Hordes of Gehenna*

(Tasty stew rumored to have medicinal qualities) 5 gp

The Late Night Special* 4 gp

Something on a Plate (Pop's Choice)* 2 gp

The Wayfarer*

(Not exactly tasty, but gets you where you're going) 7 gp

"If you don't know what it is, don't eat it." -Pops

The Pink Dragon

(All prices are per Jigger, Tankard, or Tallglass, then per Pitcher, Handkeg, or Bottle)

House Drink Specials

| | |
|------------------------|------|
| Goblin Slide | 3 sp |
| The Green Tongue | 2 gp |
| Pop's Bitters | 3 sp |
| Dragon's Breath | 1 gp |
| The Rainbow | 1 gp |
| Wet Vorpal | 2 sp |

Light Drinks

| | | |
|---|------|------|
| Elven Tea | 3 sp | 2 gp |
| Elemental Purewater | 1 sp | 6 sp |
| Milk Shake | 1 sp | 7 sp |
| (cherry, elderberry, gooseberry, raspberry, strawberry) | | |
| Rimal Coffee | 1 gp | 7 gp |

Ales & Meads

| | | |
|---------------------------|------|-------|
| Dwarf's Tongue | 4 sp | 2 gp |
| Dwarven Ale | | |
| (Pit, Headknockers) | | |
| Crivakk | 5 sp | 3 gp |
| Golden Sands | 7 cp | 3 sp |
| Evermead | 9 gp | 50 gp |
| Kragg | 5 gp | 30 gp |
| Mead | 7 sp | 4 gp |
| Old One Eye | 7 cp | 4 sp |
| Pot of Pop's | 4 cp | 2 sp |
| Pop's Stout | 7 cp | 3 sp |
| Suzale | 7 cp | 3 sp |

Wines

| | | |
|-------------------------------|-------|--------|
| Berduskan Dark | 3 gp | 16 gp |
| Blood Wine | 3 sp | 2 gp |
| Clarry | 9 cp | 5 sp |
| Dark River Wine | 85 gp | 500 gp |
| Elverquisst | 14 gp | 90 gp |
| Firewine | 9 cp | 5 sp |
| Guldathen Nectar | 16 gp | 100 gp |
| Maerlathen Blue | 18 gp | 125 gp |
| Moonsfire | 30 gp | 180 gp |
| Moonwine | 4 gp | 25 gp |
| Pop's Red or White | 7 cp | 4 sp |
| Saerloonian Glowfire | 12 cp | 7 sp |
| Saerloonian Special Vat | 12 cp | 7 sp |
| Saerloonian Topaz | 1 sp | 6 sp |
| Spiderblood | 25 gp | 150 gp |
| Winter Wine | 1 sp | 8 sp |
| Zzar | 3 sp | 2 gp |

Something Else

| | | |
|--|------|------|
| Almond Brandy | 2 sp | 1 gp |
| Death in a Bottle | 1 gp | 7 gp |
| Fruit Liqueurs | 2 sp | 1 gp |
| (apricot, cherry, gooseberry, peach, pear, strawberry) | | |
| Knee-Cracker Cider | 2 cp | 1 sp |
| Purple Hill Cider | 9 cp | 5 sp |
| Elder Spirits | 4 sp | 3 gp |
| Whiskey | 1 gp | 6 gp |

"Drink only as much as you're willing to pay for or feel in the morning." -Pops

The Pink Dragon Description

The Pink Dragon is a tavern that caters to all types of clientele. From the outside, the Dragon appears to be a large, unremarkable stone building with high shuttered windows and solid oak doors. It is two stories high with a red slate roof and gardens to either side. The gardens serve to separate it from nearby buildings and hold lit paths to both the front and back doors. A tall stone wall with a single ironwork gate to access the alley forms the rear boundary of the grounds. The tavern is easily identified by the curled pink dragon painted on the wooden sign overhanging the street or by the brass lettering adorning the front doors.

The ordinary exterior of the tavern hides many of the special properties of the building and grounds. The buildings, garden, and nearby area are all enchanted to detect ethereal, astral, or invisible creatures, automatically setting off an alarm in the manager's office. The building itself is warded to protect against most damage, making the entire building impervious to fire and physical force, even the windows cannot be broken. The ward also serves to mute all sound coming from the building, guests may be startled by the transition from the street to the interior.

The tavern is normally filled from early evening until closing time or just after midnight. The paneled walls, heavy beams, wooden floors, and everburning-candled chandeliers project a cozy atmosphere while two large flagstoned fireplaces provide warmth. Tables are of a uniform polished darkwood and are large enough to fit four to six people comfortably. The large bar is made of the same polished wood and sits beneath the naming feature of the tavern, a five-foot wide mounted dragon head of a peculiar pink color.

The halfling owner, Able Lightfoot, can normally be found wandering the tavern, talking to patrons he knows and introducing himself to those he doesn't. Able is well known for the two identical pouches that hang easily from his belt, one a bag of holding in which he stores his belongings and the other a bag of devouring to keep thieves on their toes.

Running of the tavern falls on Gart Treelimb, otherwise known as Pops, an experienced half-orc sorcerer and chef who keeps to the kitchen. He tends to leave the rest of the establishment in the capable hands of the serving girls and bouncers. The serving girls tend to be on the more attractive side, but aren't hired just for their looks, each must be proven trustworthy and capable to work in the Dragon. The Aldwood brothers help by providing both general manual labor and protection for the tavern. Almost identical in appearance, Dold, Wold, Garn, and Jack are large enough to handle themselves and smart enough to know when to. As extra protection, each of the girls is given a small charged rod of protection that can be used to cast *hold person* or *magic missile* if necessary, but the rods are rarely ever needed.

The Dragon prides itself on having the best food and the widest selection of drinks and alcohol available. The normal clientele includes small businessmen, sages, priests and mages of minor repute, and assorted newcomers

The Barbarian Feast: This huge meal is guaranteed to fill any appetite. The meal is served in a good-sized wooden trough which contains at least: an entire beef or venison roast, three baked potatoes, a large helping of greens, two chicken legs, a half tureen of gravy, and a loaf of bread.

The Doppelganger: Served in a crock, it appears to be a non-appetizing gray soup. The soup magically alters to suit the taste of each diner and will always have a perfect flavor.

The Druid's Delight: An entirely vegetarian meal. Consists of cooked greens with potato slices, large steamed mushroom slices, several types of beans, and various, cooked, sliced tubers, all covered in a unique almond sauce.

Dragon Steak: A rare and expensive treat. The steak is regularly three inches thick, a foot long, and eight inches wide. The cost depends upon the type and age, but is always chromatic. It comes properly cooked to the orderer's tastes with a light gravy sauce. Cost is usually 300+ gp and the availability is at the DM's discretion.

Hordes of Gehenna: This thick stew heals the diner of 1d6 points of damage. If the diner is not wounded, he gains 1d6

from out of town. On a busy night, the tavern can hold roughly 50 to 70 people. Clientele is mixed, with no one given preference over another. The tavern openly serves members of any race, even supposedly "evil" ones, as long as everyone behaves themselves and respects the rights of the staff and other patrons. Anyone wanting to create a scene is quickly advised by the Aldwood brothers to take their business elsewhere, by force if necessary.

One of the main attractions of the of the tavern is the nightly illusions provided by the staff. At least one illusionist is kept on retainer to provide illusory entertainment. The subject matter of the illusions varies with Able's whim, and the times are never announced.

The Dragon has a limited number of rooms available for rent, including a common room with eight bunk beds, a meeting room, or several small but cozy bedrooms on the second floor.

Patrons seeking a more robust form of entertainment are encouraged to descend into the Lair. In stark contrast to the reserved, good-natured fun of the first floor, the Lair is loud, boisterous, and irreverent. The Lair is designed for the patrons who want to blow off some steam. Gamblers are welcome, and a large number of local rogues make the Lair their nightly meeting place. Warriors and customers used to life on the frontier will be right at home in the Lair.

The Lair can be entered via a narrow stairway at the back of the Pink Dragon. The dim, smokey establishment has ceilings with exposed beams and a long, oak bar along the back wall by which sits an ornate throne on a small, raised platform. There are several gaming tables and a dagger board on the far side of the room, but most of the floor space is taken up by different sized tables, all protected from physical damage, that surround a large landing which is sunk a foot into the center of the floor, otherwise known as the Pit. The Pit is legendary around the region as it is a magical arena where customers can battle each other with weapons or spells, or do battle with summoned creatures. The duels are teeth-rattling, floor-smashing, head-knocking affairs, but the best part is that none of the damage is permanent. Losers may be weakened when they leave the Pit, and may have a nasty headache the next day, but it's a small price to pay for wrestling a dragon with your bare hands. All duels have to be registered with one of the bouncers, can cost anywhere from 10 gp (for a two person duel) to 100 gp (for fighting a specific summoned monster). Wagers are common and can be placed beforehand.

The Lair is run by a dwarf by the name of Wildbeard Cade and his assistant, a human fighter-mage named Semmon. Cade controls the Lair with an iron hand, if he sees you doing something wrong he's more likely to jump over the bar with his beard flying and deal with you himself than to call upon one of the several large bouncers he employs. His rules tend to be simple, "Mind your manners and ya get to keep your head." Semmon assists Cade by dealing with the day to day running of the Lair and controlling the battles in the Pit by means of the ornate throne sitting beside the bar.

temporary hitpoints that last for 1 hour. The effects only work for a given individual once per day.

Late Night Special: Otherwise known as the leftover special, it consists of a large helping of whatever is left over from fixing the other meals. It literally can consist of a meal of almost anything together.

Pleasures of the Deep: Possible available dishes include: longfin, squid, octopus, marlin, deepwater trout, whale, orca (killer whale), deepwater clams, lobster, or any other deepwater seafood dish.

Something on a Plate (Pop's Choice): Recommended for those that can't make up their minds. Randomly choose any of the meals up to 3 gp in value and serve.

The Wayfarer: The meal is a dry brown square relatively the size of a postcard, about an inch thick, and weighs next to nothing. It has the consistency of beef jerky while tasting like slightly-flavored cardboard. The meal will allow the diner to journey for two days without hunger and will stay fresh for several months. It also has the interesting ability to resist mundane and magical attempts at flavoring, always seeming to taste the same—bad.

The Pink Dragon Drink Descriptions

Almond Brandy: Pale yellow, exactly what it states. DC 11

Berduskan Dark: Deep red- almost black, sweet, burning, strong wine. DC 13

Blood Wine: Deep red, lush and full wine with slight afterbite. DC 11

Clarry: Pink mix of wines, honey, and spices. DC 12

Crivakk: Light, soothing mead that removes the effects of alcohol and the special effects of any other drink.

Dark River Wine: Dark red, nearly tasteless wine, drinker has a 10% chance of gaining random change for 1 day including: SR 20, polymorphed into animal closest to demeanor, or other random effect. 1% chance that the change is permanent. DC 11

Death in a Bottle: Vile green brandy, violent bite, acidic taste, appears to steam in glass. Fort 17 or cough and wheeze, save gains +2 Con for 10 min. DC 13

Dragon's Breath: Pale orangish-red spicy wine, 1 round after pouring begins to fizz and turns bright crimson, it then bursts into illusory flames. Fort 15 or unconscious for 2d4 min, save gains +2 Str for 10 min. DC 14

Dwarf's Tongue: Golden ale with thick head of pale yellow foam, very smooth drink. DC 12

Dwarven Ale (Pit, Headknockers): Traditional dwarven ale, pit is a dark stout, headknockers is an ale. Served with rock on bottom to be spit on floor. Non-dwarf Fort 15 or become ill, cumulative +2 to DC for additional drinks. DC 13

Elder Spirits: Clear alcohol, equiv. to strong vodka. DC 15

Elemental Purewater: Clear, pure water.

Elven Tea: Light brown herbal tea. With or without honey.

Elverquist: Pale green elven wine, taste is mild, smooth, refreshing. DC 11

Evermead: Golden elven mead, sweet otherworldly taste. DC 12

Firewine: Dark red, strong and spicy wine. DC 13

Fruit Liqueurs: Colorful fruit alcohol. DC 11

Goblin Slide: Brownish-green, sweet mint drink with the consistency of slime, low alcohol content. DC 9

Golden Sands: Pale yellow ale with white foam, technically a Calshite lager. DC 11

The Green Tongue: Green liquor, sweet fruit drink allows drinker to comprehend and speak any language while on the premises. DC 11

Guldathen Nectar: Faint pink, sweet wine. Fermented flower nectar mixed with a white wine. DC 12

Knee-Cracker Cider: Tankard of local hard cider. DC 11

Kragg: Powerful ale-like spirit. Tastes dreadful and nauseates non-Orcs, goblins, or hobgoblins. DC 14

Maerlathen Blue: Pale blue wine, elven wine made from mixture of fermented blueberries and other wine. DC 11

Mead: Pale golden ale made from fermented honey. DC 12

Milk Shake: Exactly what it states.

Moonsfire: Silverish faint blue wine with slight luminescence, smooth semisweet berry wine that is always cool but brings warmth to the body and initially clears the head. Aftertaste is pleasant and indefinable. Served in 8 oz. servings, heals 1 HP per flask and relieves 2 hrs of fatigue per flask (max 4 hrs), turns black in contact with poison. DC 13* Intoxication penalty for this drink is doubled and lasts for a 2 hour period, not 1 hour, but drinker will not suffer a hangover.

Moonwine: Clear, effervescent, equivalent to champagne. DC 11

Old One Eye: Fiery red ale, hot and spicy taste. DC 11

Pot of Pop's: Large tankard of local ale. DC10

Pop's Bitters: Clear alcoholic equivalent to tonic. DC 10

Pop's Red or White: Cup of local red or white table wine. DC 11

Pop's Stout: Large tankard of local dark ale. DC 12

Purple Hill Cider: Pink cider, made from apples, cherries, plums, quinces, and gooseberries. DC 11

The Rainbow: Mixture of juices and white wine, drinker can belch multicolored bubbles that float to ceiling for 1 min. DC 10

Rimal Coffee: Dark tea, foul smelling, bitter tasting tea, drinker can remain awake for 24 hrs after drinking, effects cumulatively reduced by 8 hours per additional drink (per week).

Saerloonian Glowfire: Pale red/ purple wine, faint luminescence, taste reminiscent of summer breezes. DC 12

Saerloonian Special Vat: Pale red wine, made of raspberries and strawberries, leaves slight tingle on tongue. DC 12

Saerloonian Topaz: Amber, dry, nutty, citrus fruit wine. DC 12

Spiderblood: Strange gray wine, made from mushrooms and spider venom. Anyone not used to it must make a Fort save (DC 11) or be poisoned (primary/ secondary dam 1d2 Con). Requires 1 glass for 3 months to become used to it. DC 11

Suzale: Brown ale, ale with slightly nutty flavor. DC 11

Wet Vorpap: Clear watery drink, extremely sour hard lemonade that has a light and sweet aftertaste. DC 12

Whiskey: Brownish yellow, imported corn liquor. DC 11

Winter Wine: Purple/ blue wine, very strong and sweet wine, normally served as a dessert wine. DC 13

Zzar: Orange wine, slightly almond flavored, fiery taste, equivalent to sherry. DC 12

Alcohol & Intoxication: (Optional rule from *Arms and Equipment*) Alcohol is a depressant that reduces judgment and coordination. Every time a character consumes an entire alcoholic beverage (a glass of wine, a tankard of ale, or a jigger of any spirit) they must make a Fort save, with the DC determined by the type of alcohol (found with the description). The first drink in an hour imposes no penalty on the Fort save. The second drink within the same hour imposes a -1 penalty, the 3rd a -2, the 4th a -4, the 5th a -7, the 6th a -11, and so on. This allows a person to space the time between drinks to reduce the chance of getting drunk. A character who fails the save takes 1d2 points of temporary ability damage to both Wis and Dex. A character who reaches 0 Wis passes out unconscious, and a character who reaches 0 Dex collapses into a drunken wreck but remains in a blurry state of consciousness. If both scores reach 0, the character could become poisoned. This requires a Fort save (using the highest alcohol DC). On a failure, the character takes 1 point of temporary Con damage every 10 minutes until death occurs, unless the stomach is purged. The character regains 1 point of Dex and Wis for each full hour after consuming the last alcoholic beverage, usually feeling terrible in the process. *Neutralize poison* negates the damaging effects of alcohol, but not the hangover. A hungover character suffers a -1 circumstance penalty to all attacks, skills, and saves until he receives any type of magical healing or 4 full hours have passed since the ability scores were restored.

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