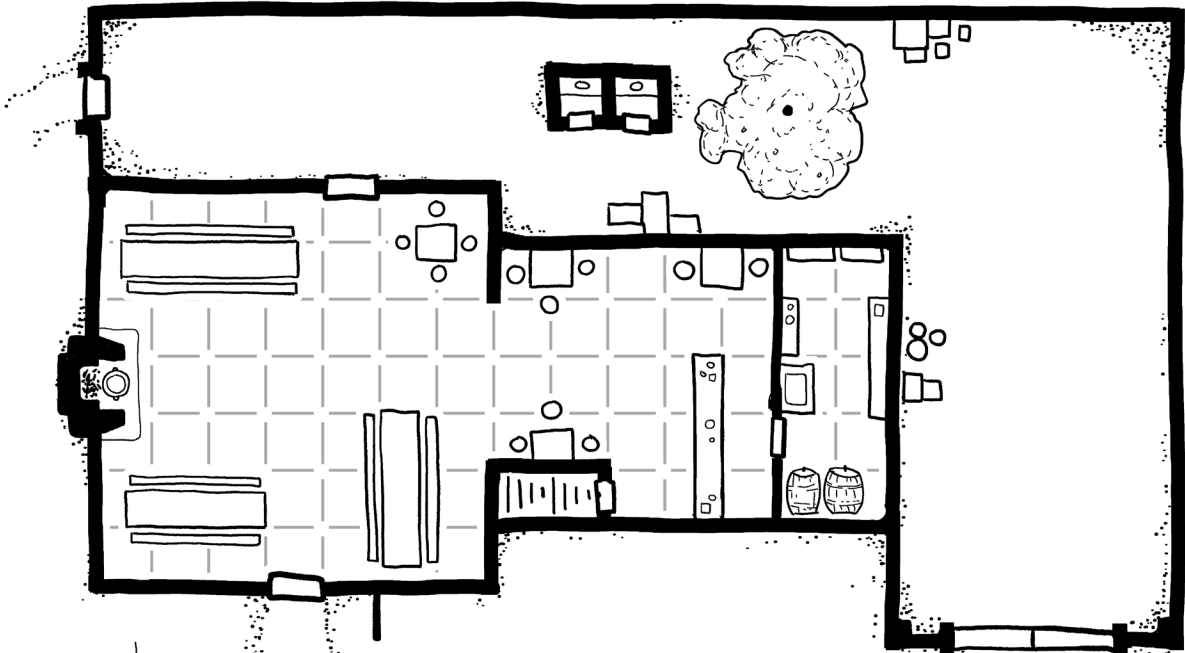


twelve goats
tavern



twelve goats tavern

A small walled tavern in the shipbuilders district, the Twelve Goats doesn't have a sign or other advertising on the street - the constant traffic and smell of food and beer are all the advertising it needs.

Originally just a nameless public house on Clinker's Row, the tavern earned its name because the Svoss family maintains a small herd of grain-fed goats in the walled back courtyard. The owners now try to keep the herd around a dozen, but in lean years it has shrunk as low as four.

The Twelve Goats is purely a tavern - primarily serving drink and a bit of food, but not offering accommodations like an inn. The Svosses used to open early in the morning to serve breakfast and would remain open late into the night. In the last decade though they have stopped opening early and generally open sometime around lunch time - staying open well past the town's curfew.

There is no entertainment per se at the Goats, but there is a large space in front of the hearth where you can occasionally find a bard or storyteller or on a particularly rowdy night the Svosses themselves dancing here to the encouragement of their patrons.

Josie & Abraham Svoss own and run the tavern and live upstairs along with Nesira, the halfling who maintains the goat herd and does much of the cooking, particularly in the evenings. They in turn bought it from the previous owner - Abraham had worked here under the previous management and the couple bought it with Josie's treasures from her time as an adventurer.

The attic beside their rooms upstairs contains a weird mix of old wine, goat hides, a wide selection of adventuring gear (lantern, torches, 10' pole, chain mail, backpacks, etc), wine and beer barrels & casks both empty and full, and the miscellaneous brick-a-brack of 20 years of life above a small semi-successful tavern (including more than a few items "left for safekeeping" by various people over the years).

Little does anyone suspect, but during Josie's adventures she had a few run ins with the bizarre Kopru on the Isle of Dread. One of those creatures survived their encounter and still has control over Josie... It uses its control to quietly encourage others to adventure to the Isle, following in the footsteps of the expedition she was part of.

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Beers & Ales (mug)

Ale	4cp
Granitespire Rock Ale	7cp
Deerbottom Ale	5cp
Lager	5cp
Alderbridge Fine Lager	7cp
Gnomecoming Lager	6cp

Wines (pitcher or bottle)

Local White	2sp
Local Red	2sp
Brenton's Vines Red	8sp
Letath Estates Rose	40sp
Dolem Garnet Wine	75sp

Spirits (glass)

Dragon's Breath Brandy	1gp
Hill Islands Ghostwater	2gp
Black Boot Rum	2gp
Goblins Run Rum	1gp
Grog	6sp

Food

Twelve Stew	3sp
Roast Fowl	5sp
Mutton	4sp
Vegetable Stew	2sp