**Pub Crawl by Tom Cartos**

# Background

Following a successful mission, it is tradition for an adventuring party to partake in ‘The Three Corners Pub Crawl’, which consists of a full evening drinking at three different taverns in three different areas of the city.

The night starts at the Warty Hag, a run-down dive bar in the cheapest part of town. The menu consists of Ale or Stew (which looks and tastes suspiciously like warm ale with lumps of bread). Despite its decrepit appearance, the Hag is usually pretty full of locals drowning their sorrows, and occasionally looking for a bar fight.

Next up is the Mannered Bear. In the past, guests would be greeted by a large tame brown bear named Manny. Manny and his partner (the pubs original owner) have long since left this world, but Manny’s pelt still adorns the tavern floor. This pub is centred around a large open fire pit. Most nights there will be a wide range of guests sharing stories and singing songs. These have all been heard before however, so a new tale is always welcome.

The last stop of the night is at the Gilded Dragon. Depending on how much ale the party has already consumed, it may be a task to simply be let in, as this establishment prides itself on a certain type of clientele. If you have any problems you can always try to sneak in round the back though. The Dragon has earned its reputation as the finest Tavern in the city through fine food and drink, but its best known for the house band who always get the house going and see out the night.

Where you spend the night may well depend on the number of coins left in your purse, but for those more discerning, sober participants it is said that each of the three inns holds its own dark secret. Sleep may have to wait.

**The Warty Hag**

# Grid Information

**GRID** **SIZE** **–** **17x11** **(300DPI)**

**VTT** **SIZE** **– 2380x1540 (140DPI)**

**RECOMMENDED** **PRINT** **SIZE** **–** **A3/Ledger**

**Design Notes**

**Warty Hag 01 Cellar**

* **01** – Corridor – Stairs lead up to **11**
* **02 –** Twin Bedroom
* **03 –** Twin Bedroom Flooded
* **04 –** Double Bedroom
* **05 –** Double Bedroom Flooded
* **06 –** Toilet
* **07 –** Storeroom – Dried blood marks can be seen on the floor leading to **08** behind a plaster wall
* **08 –** Cell

**Warty Hag 02 Tavern**

* **09 –** Entrance Lobby – Entrance fee (1 Silver) must be paid to the bouncer on entry
* **10 -** Bouncers Kiosk – There may be no door, but don’t be surprised when the bouncer somehow appears on your side if you don’t pay up immediately.
* **11 –** Bar – A few old tables and a single fire place for warmth. Stairs lead down to **01**
* **12 –** Toilet
* **13 –** Outside Storage
* **14 –** Kitchen
* **15 –** Innkeepers Lodging

**The Mannered Bear**

# Grid Information

**GRID** **SIZE** **–** **19x15** **(300DPI)**

**VTT** **SIZE** **– 2660x2100 (140DPI)**

**RECOMMENDED** **PRINT** **SIZE** **–** **A2/ANSI C**

**Design Notes**

**Mannered Bear 01 Cellar**

* **01** – Storeroom – Stairs lead up to **09**
* **02** – Hatch – Supplies are lowered in from the hatch above (**15**)
* **03 –** Innkeepers Lodging – A full set of armour and Glaive are stored here for emergencies
* **04 –** Kegs – Large barrels of Ale. Secret door at the far end leads to **05**
* **05 –** Hidden Passage – Connects **04** and **06**
* **06 -** War Room – The Innkeeper secretly leads a band of rebels. This is their hideout. Staircase leads up to **13**

**Mannered Bear 02 Tavern**

* **07 –** Porch
* **08 –** Tavern Floor
* **09 –** Bar – Stairs lead down to 01
* **10 –** Private Room
* **11 –** Toilet
* **12 –** Single Bedrooms for rent
* **13 –** Single Bedroom – Always unavailable, secret door leads to a staircase that goes down to **06**.
* **14 –** Outside Storage
* **15 –** Hatch – Used to deliver large goods to the cellar. Goes down to **02**

**Mannered Bear 03 Mezzanine**

* **16 –** Lounge – For guests only
* **17 –** Twin Room
* **18 –** Double Room
* **19 –** Balcony

**The Gilded Dragon**

# Grid Information

**GRID** **SIZE** **–** **22x17** **(300DPI)**

**VTT** **SIZE** **–30802380 (140DPI)**

**RECOMMENDED** **PRINT** **SIZE** **–** **A1/ANSI D**

**Design Notes**

**Gilded Dragon 01 Cellar**

* **01 –** Kitchen – Staircase leads up to **14**. Hidden door leads to **03**
* **02 –** Pantry – Hatch above leads to 15
* **03 –** Secret Corridor
* **04 –** Escape Tunnel
* **05 –** Ladder – Leads up to 16
* **06 –** Altar – The Gilded Dragon is run by a group of Dragon worshipping Cultists.

**Gilded Dragon 02 Tavern**

* **07 –** Lobby
* **08 –** Toilet
* **09 –** Bar
* **10 –** Dinner Tables – Later in the evening these are cleared away for dancing
* **11 –** Stage – The house band plays every night, but others are welcome to perform.
* **12 –** Booth Seating – For those who wish for a more private experience.
* **13 –** Stairs lead up to 17
* **14 –** Stairs lead down to 01
* **15 –** Hatch leads down to 02
* **16 –** Grate leads down to 05

**Gilded Dragon 03 Rooms**

* **17 –** Lounge - Guests only
* **18 –** Toilets
* **19 –** Double Room
* **20 –** Private Meeting/Function Room
* **21 –** Bath
* **22 –** Twin Room