

# The Knotted Key

The Knotted Key, once a formidable border tower, now stands as an inconspicuous inn nestled amidst rolling hills. To the casual observer, it appears a welcoming respite for travelers seeking shelter and warmth. However, beneath its quaint exterior lies the hidden sanctuary of the elusive society known as the Keepers of the Ecliptic Cipher. Inside its ancient stone walls, members of this enigmatic order convene to safeguard and decipher cryptic celestial prophecies, their secrets shrouded by the guise of a humble innkeeper and guests who remain blissfully unaware of the world-altering knowledge that resides within.

## Basic Information

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**Style:** Border tower converted into an inn that is home of a secret society

**Rooms:** 3

**Room Cost:** 3 gp per night which includes meals and off-site stabling

**Menu:** Guests at the Knotted Key are pleasantly surprised to discover that their meals are thoughtfully included in the cost of their stay. The inn's kitchen staff, skilled in the culinary arts, take great care to prepare delectable dishes tailored to each guest's unique interests and tastes, ensuring a personalized dining experience that adds to the inn's charm and allure.

## Inn Locations

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The following locations are keyed to the map of the inn, as shown on page [x].

### 1 - Kitchens

The Knotted Key's kitchens are a bustling hub of culinary activity, located on the ground floor of the inn. Staffed by a skilled and dedicated team, these spacious kitchens cater to the diverse tastes of the inn's guests, ensuring each meal is a delightful experience.

### 2 - Pantry

Adjacent to the kitchens, the pantry is a treasure trove of ingredients and supplies, thoughtfully organized and well-stocked.

### 3 - Storage/Cistern

These chambers serve as both a storage space for essential goods and a source of water for the inn, ensuring its self-sufficiency and sustainability.

### 4 - Dungeon Entrance

Concealed within the inn's foundations, a secret entrance to the dungeons begins with a hidden shaft that extends all the way up to the fourth-floor garret.

### 5 - Keepers' Meeting Room

Deep within the hidden depths of the Knotted Key lies the secret meeting area of the enigmatic Keepers of the Elliptic Cipher. This hidden chamber, adorned with a statue of a god of secrets, is where the society gathers to discuss their mysterious objectives and safeguard their arcane knowledge.

### 6 - Keepers' Chambers

Adjacent to the meeting area within the secret dungeons are hidden chambers reserved for the leader of the Keepers. These chambers, veiled from the prying eyes of outsiders, hold valuable secrets and artifacts related to the society's mission.

### 7 - Vault

Safeguarding the Keepers' most prized possessions, the secret armory and vault are concealed within the dungeons. These heavily fortified chambers are protected by powerful enchantments and hidden mechanisms.

### 8 - Escape Tunnel

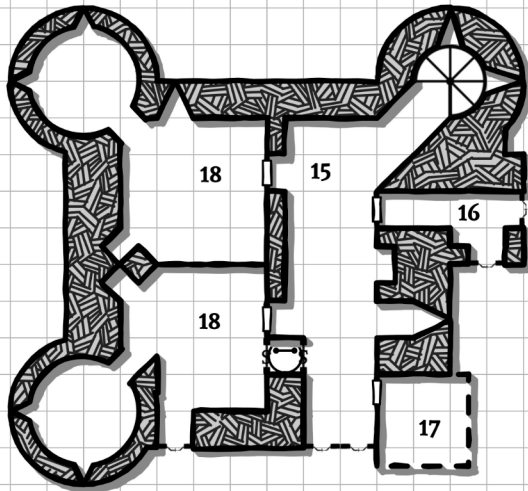
An escape tunnel, ingeniously designed by the Keepers, lies concealed within the dungeons. It provides a discreet means of exit should the need for a hasty departure arise.

### 9 - Hall

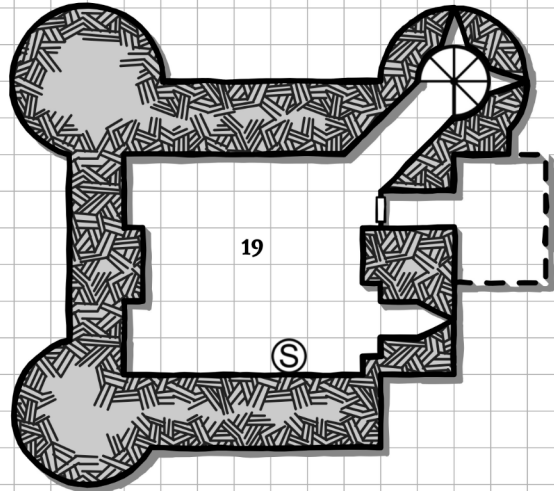
The hallways on the first floor of the Knotted Key are adorned with tapestries and artwork that reflect the inn's rich history and the clandestine activities of the Keepers.

### 10 - Privy

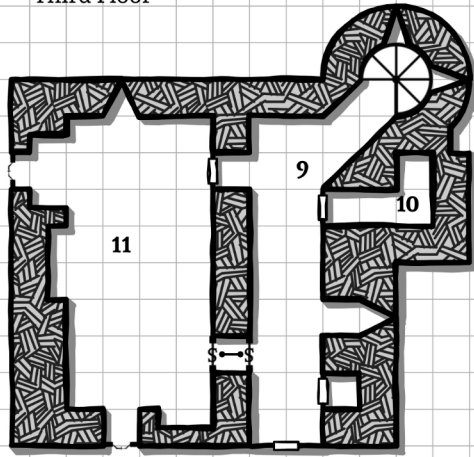
The privy offers guests convenient and discreet facilities for their personal needs.



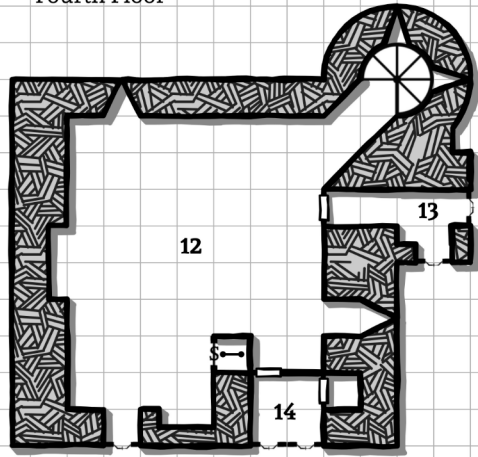
Third Floor



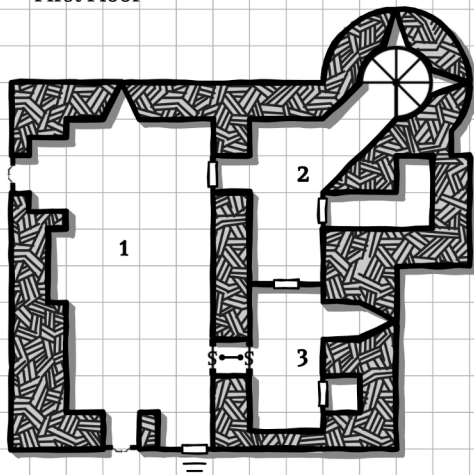
Fourth Floor



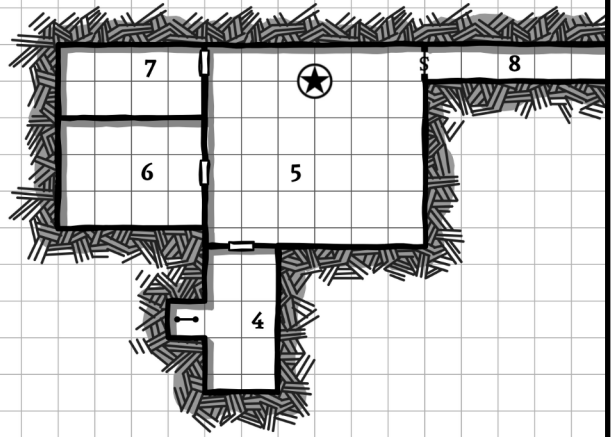
First Floor



Second Floor



Ground Floor



Dungeons

Map by DMDave using DungeonScrawl. Permission granted to photocopy this image for personal use only.

## 11 - Dining Hall

The great dining hall on the first floor is a grand space with two roaring fireplaces that provide warmth and ambiance during meals.

## 12 - Library/Study

Located on the second floor, the library/study is a sanctuary of knowledge. It houses an extensive collection of books and scrolls, including many rare and ancient texts.

## 13 - Office

An office on the second floor serves as a workspace for administrative tasks and records keeping, often managed by the inn's staff.

## 14 - Solarium

The solarium is a tranquil oasis on the third floor, where guests can enjoy the warmth of the sun and the soothing sounds of a bubbling fountain amidst lush greenery.

## 15 - Palor

The parlor provides access to the guest chambers and other private spaces, while also serving as a lounge.

## 16 - Bathroom

This luxurious bathroom offer guests a relaxing and rejuvenating experience, with warm water and fragrant oils.

## 17 - Third Floor Balcony

A balcony on the third floor offers scenic views of the surrounding landscape and provides a serene outdoor space for guests to unwind.

## 18 - Guest Chambers

On the third floor, two spacious rooms provide ample space for larger groups or families, each comfortably furnished with multiple beds and charming décor that reflects the inn's historical character.

## 19 - Garret

The garret of the Knotted Key serves as a storage area and additional accommodation space, often used for staff quarters.

## Staff

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The inn employs the following NPCs.

**Evelyn Halloway:** Evelyn, the inn keeper, runs the Knotted Key with grace and poise, ensuring every guest's needs are met. She also oversees the Keepers, orchestrating their efforts to uncover hidden malevolence. Evelyn possesses an enchanted locket containing a shard of a celestial's essence, granting her minor healing powers. Characters might uncover her secret when they witness her using these magical abilities to heal the injured.

**Alaric Ironsong:** Alaric is responsible for the inn's delectable cuisine, and he's a master of culinary secrets. Within the Keepers, he specializes in uncovering information about fiendish plots. He has a unique ability to detect poisoning in food and drink, which he developed after surviving an assassination attempt. Characters could discover his affiliation when they notice his keen sense of detecting hidden dangers.

**Sylvia Ravenshadow:** Sylvia manages the inn's library, organizing books on various topics, including secrets and lore. Her role within the Keepers involves research into fiendish activity. Sylvia has a pet raven, Poe, who serves as her eyes and ears, relaying information to her about the inn's guests. Characters might uncover her secret by observing her telepathic connection with Poe.

**Benedict Thornwhisper:** Benedict tends to the bar and possesses a network of informants across the city, which helps him gather information about fiends. He can subtly influence patrons' moods through his cocktails, making them more talkative or cooperative. Characters could learn of his allegiance when they notice his uncanny ability to extract confessions from drunken patrons.

**Talbot Emberforge:** Talbot manages the armory and forges arms for the inn's guards. Within the Keepers, he specializes in tracking down fiendish cults. He has a fiery temper and can summon a minor fire elemental once per day. Characters may discover his affiliation when they witness his control over flames.

**Maeve Riversong:** Maeve appears to be an ordinary maid but is, in fact, the leader of the Keepers. Although she ensures the inn's cleanliness and orderliness, her role among the Keepers focuses on tracking down fiendish artifacts. Maeve carries an enchanted broom that can reveal traces of infernal or abyssal magic. Characters might uncover her secret by noticing her broom's unusual abilities or the subtle way that the other members of the inn revere her.

## Adventure Hooks

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Below are a list of adventure triggers related to the Knotted Key and the Keepers.

### The Alchemist's Request

The characters meet a reclusive alchemist named Elowen, who believes that the herbs she's been procuring from the Knotted Key's garden have unusual properties. She suspects the inn might be connected to an underground alchemical operation. She asks the characters to investigate the source of these herbs and their potential uses.

### The Missing Minstrel

A renowned minstrel named Lorian has disappeared after performing at the Knotted Key. A close friend of Lorian approaches the characters, fearing that the inn may have played a role in his vanishing. They need the characters' help to uncover what happened to him and why he was last seen at the Knotted Key.

### The Enigmatic Bookshop

In the nearby town, characters encounter an enigmatic bookshop owner named Thaddeus, who's searching for a rare and valuable tome said to be associated with an ancient secret society. Clues point to the Knotted Key as the potential location of the book. Thaddeus hires the characters to retrieve the book.

### The Mysterious Plague

The characters come across a small village plagued by a mysterious illness, and rumors suggest it might be connected to the strange happenings at the Knotted Key. A concerned healer named Isolde pleads with the characters to investigate the source of the ailment and its possible link to the inn's secret society.

### The Cursed Relic

A mysterious relic with unknown powers has been discovered nearby. Its presence is causing strange occurrences and attracting dark forces. A concerned local authority asks the characters to investigate the source of the relic's power and its connection to the Knotted Key Inn. The characters are promised a generous reward and assistance in dealing with the dark forces that may be drawn to the relic's power.

## Random Encounters

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Every four hours the characters are in the inn, roll a d20. On a result of 19 or 20, a random encounter or event occurs. Roll a d12 to determine what happens.

### THE KNOTTED KEY ENCOUNTERS

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d12	Encounter
1	The characters overhear a hushed conversation between two staff members discussing hidden knowledge.
2	A peculiar door in the hallway, concealed by an elaborate tapestry, intrigues the characters.
3	While exploring the inn, the characters come across a stack of letters with coded messages.
4	A servant, seemingly cleaning the a nearby area, appears to linger a bit too long nearby.
5	Late at night, the characters witness a cloaked figure entering the inn through a concealed passage in the garden.
6	In their guest chambers, the characters find unusual artifacts left behind by previous guests.
7	While enjoying a drink at the bar, a stranger offers them a mysterious, glowing beverage with an intriguing symbol on the glass.
8	In the dining hall, the characters notice a series of candles mysteriously flickering in an intricate pattern.
9	The characters discover unusual symbols etched into the stone walls of the courtyard.
10	One evening, the characters stumble upon a concealed ladder leading downward while exploring the upper levels of the inn.
11	As they pass by certain staff members, they catch snippets of whispered conversations about ancient rituals and cryptic gatherings.
12	Inside the solarium, they encounter a complex puzzle hidden within the architecture, suggesting that it conceals a deeper secret.

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