

The Shining Haven

The Shining Haven Inn, owned by the notorious slumlord Agnes Grimley, is a wretched establishment that has miraculously managed to avoid closure due to Agnes's generous bribes to the city's corrupt officials and guild masters. This dilapidated inn is an embodiment of neglect and squalor, with its dingy rooms crammed to capacity, each one dirtier and more overpriced than the last. The food served in the inn's sorry excuse for a kitchen is an abomination, and the ale, if it can even be called that, is a pale imitation of the real thing. Yet, amidst the inn's many abhorrent features, one room stands out—the infamous door with a simple latch and sign that reads, "Don't open." Behind that door lies a one-way portal to a hellish realm of fire and brimstone.

Basic Information

Style: Filthy and overcrowded tavern and inn

Rooms: 9 (10 counting the portal room)

Bed Cost: 4 sp per night

Stabling Cost: The stable burned down three years ago, so horses are now tied to a stump for 2 sp per night

Menu:

- **Deluxe Feast:** A poorly prepared, unappetizing dish, resembling a hodgepodge of leftover scraps. 2 sp
- **Gourmet Surprise:** A questionable culinary creation that leaves diners guessing about its ingredients. 2 sp
- **Exquisite Cuisine:** A dish that appears to be a culinary disaster, challenging diners to find any redeeming qualities in its presentation or taste. 2 sp
- **Watered-down Ale:** Served in a tankard or pitcher. 6 cp/3 sp
- **Wine:** Horribly sweet swill by the pitcher. 5 sp

Inn Locations

The following locations are keyed to the map of the inn, as shown on page 67.

1 - Tavern

○The tavern in The Shining Haven Inn is a grimy, dimly lit space filled with rickety tables and chairs. The air is thick with the smell of cheap ale and stale food. The patrons who frequent this establishment often keep to themselves, nursing their drinks and avoiding eye contact.

2 - Kitchen

The inn's kitchen is a chaotic mess, with pots and pans piled haphazardly, and a thick layer of grease covering most surfaces. Agnes, the overworked cook, can usually be found here, trying her best to prepare meals with limited ingredients and even more limited enthusiasm.

3 - Agnes' Chambers

Agnes' chambers are a small, boarded-up room with a lumpy bed and a perpetually broken chair. She rarely leaves this cramped space, and the walls are covered in faded posters of exotic locations she'll never get to visit.

4 - Guest Rooms

The guest rooms in The Shining Haven Inn are a nightmare of overcrowding. Each room is crammed with too many beds, leaving little space for anything else. The furnishings are threadbare, and the patrons who stay here often complain about the lack of privacy.

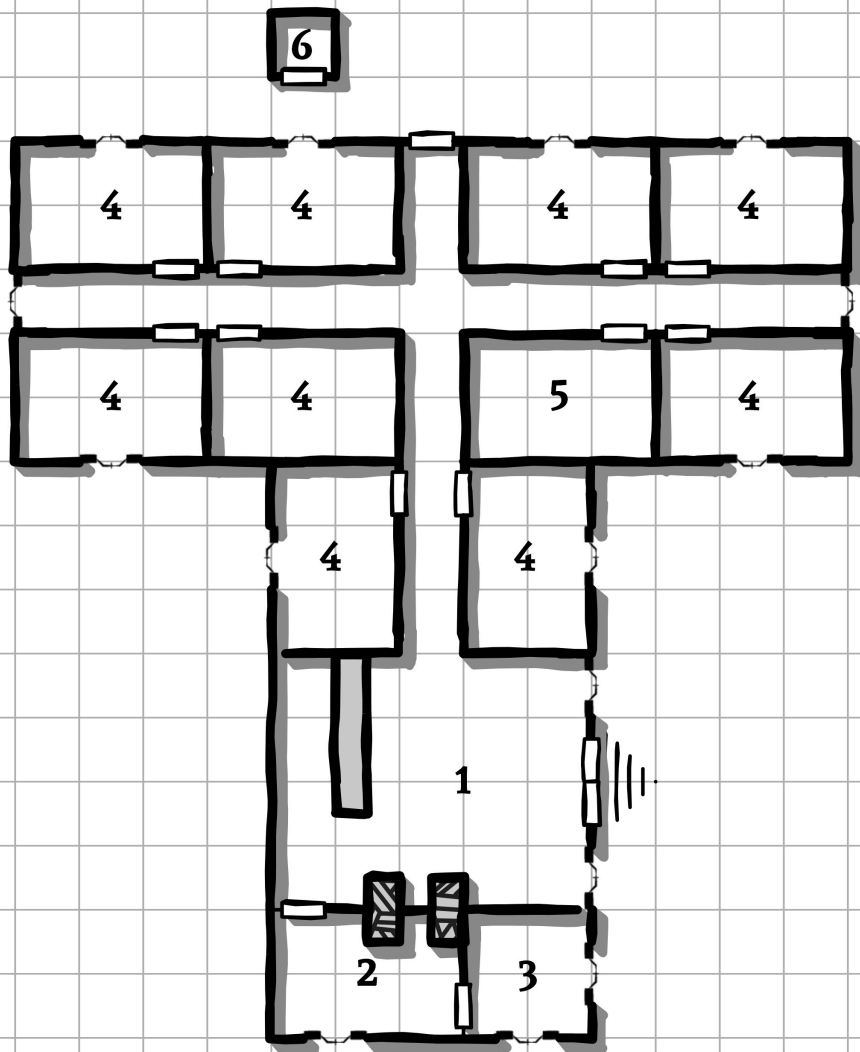
5 - The "Evil" Room

Known as the "evil" room by the regulars, this chamber holds the inn's most bizarre secret—an eerie, one-way portal to a hellish realm of fire and brimstone. There's a simple latch and a sign on the door that reads "Don't open," though the curious or foolhardy might be tempted to investigate.

6 - Toilet

The inn's only toilet is a small, cramped stall that's always occupied by a grizzled regular named Stinky Pete. Despite his off-putting nickname, Stinky Pete is the undisputed king of this toilet kingdom, and patrons often pay him in coin or stale bread for the privilege of using the facilities.

The Shining Haven
1 square = 5 feet



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

Staff

The inn employs the following NPCs.

Agnes Grimley: Agnes is the long-suffering owner (and “cook”) of The Shining Haven Inn. She's a tired, middle-aged woman with a permanent scowl etched on her face. The characters might interact with her by ordering food (though they might want to think twice about that) or by asking her for information about the inn's bizarre "evil" room.

Timmy Grimley: Timmy, the eldest of Agnes' children, is a sullen teenager who helps out around the inn, reluctantly. He's usually found clearing tables or begrudgingly refilling drinks. Characters might interact with him if they need assistance with a menial task or if they attempt to engage him in conversation about the inn's secrets.

Maggie Grimley: Maggie is the mischievous middle child, always looking for ways to cause trouble. She enjoys playing pranks on the inn's patrons, and characters might interact with her if they fall victim to one of her tricks or if they catch her in the act.

Bobby Grimley: Bobby is the youngest of Agnes' children and a bundle of energy. He runs around the inn, often getting underfoot and causing chaos. Characters might interact with him if they attempt to calm him down or if they need help with something that requires a small, agile child.

Lenny Grimley: Lenny is the surly teenage son of Agnes, much like his older brother, Timmy. He's responsible for taking orders and serving patrons. Characters might interact with him when ordering food and drinks or when trying to glean information about the inn's secrets, though Lenny is not known for being talkative.

Marlow: Marlow is a small, mischievous imp that Agnes Grimley accidentally summoned while experimenting with dark magic. The imp is bound to the "evil" room with the portal but occasionally manages to sneak out, causing havoc and chaos throughout the inn. Characters might interact with Marlow when they encounter its tricks and pranks or when they venture into the "evil" room.

Stinky Pete: Stinky Pete is a regular patron of The Shining Haven Inn, and he's earned the title of "king of the toilet" because he spends an inordinate amount of time occupying the only restroom in the establishment. He's an eccentric individual with an obsession for telling long-winded stories about his life's adventures. Characters might interact with Stinky Pete by either listening to his stories or by trying to persuade him to vacate the restroom.

Regulars

Other NPCs that the characters might encounter in the inn are listed below.

Grimy Grizzlebeard: Grimy is a grizzled, weathered adventurer who seems to have given up on personal hygiene. He's a frequent patron of the inn, perhaps because it matches his personal style. Characters might interact with him by swapping tales of their adventures or attempting to haggle over the price of a suspicious-looking map he always carries.

Mabel the Mutterer: Mabel is a reclusive, elderly woman known for her constant muttering and incoherent rambling. She's a regular in the corner of the tavern, usually nursing the same drink all night. Characters might interact with her by trying to decipher her cryptic mutterings or by offering her a kind word or two.

Filch the Fencer: Filch is a shady figure who frequents the inn to buy and sell stolen goods. He's always on the lookout for a quick deal or a new mark. Characters might interact with him by striking up a deal, either for buying or selling items, but they should be wary of his dubious reputation.

Dribblefingers Dan: Dribblefingers Dan, as his name suggests, has a problem with spilling everything he touches. He's a clumsy, but well-meaning, regular at the inn. Characters might interact with him by helping him carry drinks or trying to keep their belongings out of his reach.

Polly Pockets: Polly is a young, aspiring thief who often tries to pickpocket patrons of the inn, with varying degrees of success. She's sly and quick on her feet, always ready to slip away unnoticed. Characters might interact with her by catching her in the act or by offering her an alternative path in life.

Weepy Wilfred: Wilfred is a perpetually melancholic bard who visits the inn to drown his sorrows in cheap ale. He's often found strumming a mournful tune on his lute in the corner of the tavern. Characters might interact with him by listening to his sad songs or attempting to cheer him up with a kind gesture or uplifting story.

Groggy Gunkjaw: Gunkjaw is a cantankerous old sailor who often grumbles about his past adventures on the high seas. He's known for his loud, booming voice and salty language. Characters might interact with him by sharing tales of their own journeys or by trying to outdrink him in a rowdy contest of endurance.

Adventure Hooks

Below is a list of adventure triggers that could occur while the characters are in the inn.

Agnes' Plea

Agnes Grimley, the inn's owner, approaches the characters with a desperate plea. She reveals that a powerful and corrupt city official, Councilman Harken, has been demanding increasingly exorbitant bribes to allow the inn to continue operating. Agnes is unable to meet his demands, and she fears the inn will be shut down, leaving her and her children homeless. She begs the characters to find a way to deal with Councilman Harken and secure the inn's future.

Portal Investigation

Rumors circulate among the regulars about the "evil room" with the one-way portal to a hellish realm. Some believe it holds valuable secrets or treasures, while others are simply curious. The characters could be approached by a group of patrons who want to pool resources and explore the room together, hoping to find something of value or close the portal for good.

Groggy Gunkjaw's Treasure Map

Gunkjaw boasts about a long-lost treasure map he discovered during his seafaring days. He believes the treasure is buried in a nearby coastal cave, but he's never been able to retrieve it himself. He offers to share the map with the characters in exchange for their help in recovering the hidden riches, promising to split the loot evenly.

Stinky Pete's Toilet Challenge

Stinky Pete, the self-proclaimed king of the toilet, challenges the characters to a bizarre contest of endurance. He claims he can outlast anyone in a drinking contest followed by a test of who can stay in the inn's notorious bathroom the longest. The characters might accept the challenge for the promise of a reward, earning the respect of the locals, or simply to prove their mettle in this peculiar competition.

Random Encounters

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 SHINING HAVEN ENCOUNTERS

d12	Encounter
1	A fierce rainstorm starts, causing a leak in the tavern's roof, drenching the patrons.
2	A raucous band of drunken adventurers stumbles into the inn, demanding free drinks.
3	The fire in the hearth suddenly roars to life, filling the tavern with thick smoke.
4	A local bard begins playing a haunting melody that brings some patrons to tears.
5	A loud and persistent knocking is heard from the "evil room," but nobody dares open it.
6	A stray dog wanders into the tavern, looking for scraps of food.
7	A patron accidentally spills a tankard of ale on another's lap, leading to a heated argument.
8	A group of traveling minstrels enters and offers to entertain the guests for a fee.
9	A mysterious traveler starts a game of dice in a corner, attracting eager gamblers.
10	A heavy fog rolls into the tavern, obscuring visibility and creating an eerie atmosphere.
11	A visiting noble insists on hosting an impromptu poetry contest, and the characters are invited to participate.
12	A sudden draft extinguishes all the candles, plunging the tavern into darkness and confusion.