

d20
system

Wizards of the Coast
Dungeons & Dragons v3.x
Core Rule Books Are
Required To Use This
Suppliment

West End Inn





West End Inn



Welcome friends and soon to be to West End Inn. We offer the best (or close to it anyways) food, drink, and rooms for rent. My name is Sy'lan Vexan, I am the proud owner of this fine business. If there is any way we can make your stay more enjoyable, just ask the desk clerk and we will see what we can do.....

Sy'lan Vexan - Innkeeper

Sy'lan Vexan CR 9; Rakshasa (Neutral, Lawful); HD 7d8+21 (Outsider); hp 52; Init + 4; Spd 40; AC 23; Atk + 15 base melee, + 11 base ranged; +15/+10 (1d4+8, 2 Claws; 1d6+4, Bite); SA: Detect thoughts (Su), Spells; SQ: Alternate form (Su), Immunity: Spell (Su), Vulnerability: blessed crossbow bolts (Ex), Damage reduction (Su); AL LE; SV Fort + 8, Ref + 9, Will + 8; STR 26, DEX 18, CON 16, INT 15, WIS 16, CHA 17.

Possessions: Magic: Wondrous: Amulet of natural armor (+3).

Skills: Alchemy + 4.5, Bluff + 7, Diplomacy + 4, Disguise + 7, Intimidate + 5, Listen + 5, Profession (Brewer) + 9, Profession (Cook) + 8, Profession (Innkeeper) + 13, Ride + 6, Sense Motive + 5, Speak Language + 1, Spellcraft + 3, Spot + 5.

Feats: Alertness, Blind-Fight.

Spells Known (SA Spells: Sor 6/7/7/15): 0 - Arcane Mark, Dancing Lights, Daze, Detect Poison, Light, Mending, Resistance; 1st - Animate Rope, Cause Fear, Shocking Grasp, Sleep, Summon Monster I; 2nd - Bull's Strength, Cat's Grace, Invisibility; 3rd - Fireball, Lightning Bolt.

Sy'lan is not your typical Rakshasa, He prefers to not follow his peers into the evil arts. His family was not accepted at first by the others within the village, but eventually earned the trust of others and now is one of the most respected business owners around. He loves to hear stories from adventurers and he has been known to trade a meal and a room to adventurers who entertain the customers with a tale or two. The only tales he doesn't consider appropriate are ones that involve the killing of his own kind, even if they are evil. Sy'lan still maintains some friendships with different clans of Rakshasa and fears that the tales could be about one of them

The rooms for rent are simple, but very clean. All beds accomidate 2 human sized customers, but Sy'Lan doesn't care how many people actually share a room, just as long as he gets his money and the rooms are left as they found them. If a room is torn up and the renter has left, Sy'Lan will notify the authorities.....

of Beds | # of Rooms | Room Size | Storage Chest | Cost Per Night | Cost Per Week | Cost Per Month

1	4	5' X 15'	N/A	3 sp	18 sp	6 gp
1	2	10' X 15'	Yes	5 sp	3 gp	1 pp
2	2	15' X 15'	Yes	8 sp	5 gp	2 pp
4	2	15' X 20'	Yes	2 gp	8 gp	3 pp

All room prices include the following services

Nightly: Breakfast (Continental) - Maid Service

Weekly: Breakfast (Continental) - Dinner (Bread & Stew) - Maid Service

Monthly: Breakfast (Continental) - Lunch (Daily Special) - Dinner (Bread & Stew) - Maid Service



Menu

Drinks:

	Glass/Mug	Pitcher/Bottle
Domestic Ale	5cp	2sp
Imperial Ale	2sp	1gp
Domestic Wine	7cp	3sp
Elven Wine	1gp	5gp
Domestic Whiskey	3cp	3sp
Kill Dwarf Whiskey	6sp	5gp
Root Tea	2cp	1sp
Herb Tea	4cp	3sp

Meals:

Daily Special	Meat Stew & Bread	5sp
Hot Beef Platter ...	1/2 Pound Beef Chunk, Green Beans, Fried Potatoes, Bread	5gp
Buffet	All You Can Eat: Beef, Green Beans, Potatoes, Stew, Cheese, Bread, etc ...	9gp
Garden Platter	Variety Of Raw Garden Veggies Served With Cream Sauce	7sp
Yesterdays Leftovers (When Available - Carry-Out Only)		2sp

Dessert:

Slice Of Cake	2cp	Slice Of Fruit Pie	1sp	Pudding	2cp
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The common room is where food, drink, and all around good times take place. More times than not, some sort of performance will be going on (music, plays, etc...). The wait staff that works the common room is comprised of 4 humans who are happy to serve patrons, but will only fight when personal harm is threatened and will eventually run away if possible. The stairs in the common room lead to the second floor where rental rooms can be found.

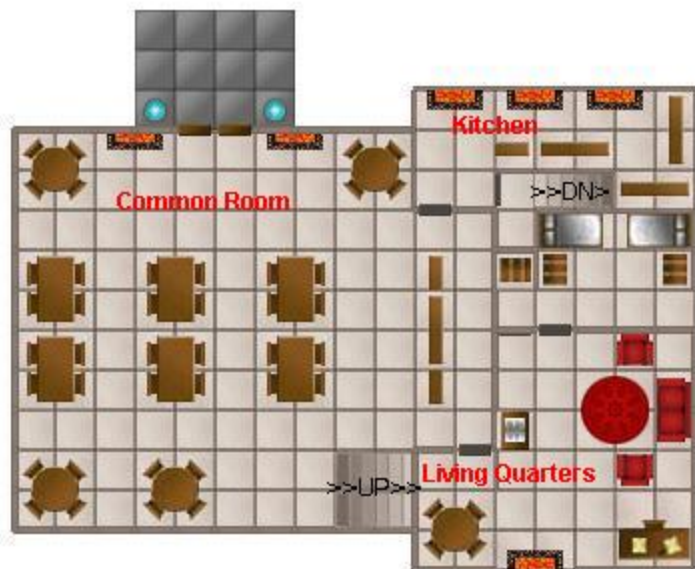
The kitchen boasts 3 cooking fireplaces. The kitchen staff is also comprised of 4 humans and will react in the same way as the wait staff of the common room, except they will use kitchen knives to help defend themselves with. A door in the kitchen leads to the cellar.

The living quarters of Sy'Lan is comprised of 2 rooms. The main room includes a bookshelf of normal reading, a desk with all the papers that goes with running an inn, a table, an expensive rug (2500gp), and very plush furniture. A door leads to the bedroom where 2 kingsize beds and 3 chest can be found. The chests only include clothes. Nothing of any real value is kept in the living quarters. Also within the living quarters are Sy'Lan's 2 wives who do not work at the inn. His 2 wives are also Rakshasa. They keep to themselves while at the inn, but can be seen at such social functions as the local Ladies Tea Garden Club and the Ladies Social Society. Sy'Lan's wives will not enter combat, but are capable of defending themselves if threatened (use standard rakshasa stats if needed).

The cellar includes 3 overflow rental rooms (only used if the 2nd floor rooms are all rented), A small storage room for supplies including kegs of wine, ale, dried foodstuffs, etc. The room that appears to have no doors leading in or out that is full of kegs is a holding area. There is in fact a secret door somewhere (the map doesn't show it as it is so well concealed by magics that only a very high level mage could find it). One of the many kegs holds the wealth of Sy'Lan (if by chance any player does find it, which is highly unlikely, the contents is left completely up to the DM ... this way the DM has total control of what gets into the hands of his players based on what the players really need and shouldn't have).



West End Inn Main Floor



Rug

Table & Chairs

Desk & Chair

Plush Chair

Plush Sofa

Fireplace



Bed

Crates

Chest

Bookcase

Countertop / Bar

Stairs



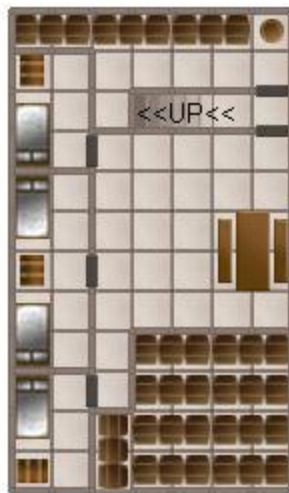
Wall

Door

1 Square = 5'



*West End Inn
Second Floor*



Cellar

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All maps was created with Dungeon Crafter v1.4 - www.dungeoncrafter.com



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RPG Game Supplements
For Use With The Popular
D20 Game System



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Every Adventurer Knows That Good Clean Inns Are Few And Far Between While Traveling. They Also Know That When They See An Inn With The Sign Of The Tiger, They Have Found The One And Only Inn Known To All As The.....

West Side Inn