

The Malt Raven Brewery



A Tavern/Inn that you can use in your D&D or Pathfinder Game

Created using the Random Tables found in:
LoreSmyth's Remarkable Inns & Their Drinks

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The Malt Raven Brewery

High above the quiet little town in the valley and nestled into the side of a snowy mountain peak lays the Malt Raven Brewery. The windy trail leading up to this infamous tavern can be a treacherous journey if the weather turns, but otherwise it is fairly accessible. The Inn itself is a two story log cabin with a slanted roof sporting about a foot of snow and ice. Three chimneys send a continual stream of smoke into the air. A few horses might be tied up out front and a covered wagon decorated with an image of a Raven and the words "Millennium Raven" sits off to the side. There is a front porch that protrudes from the main entrance of the cabin-like tavern with a wooden sculpture of an Owlbear standing guard on the left side of the entryway. Several Ravens will be perched along the railing and are seen in unsettling numbers perching on the tavern's sign, the roof of the lodge, in the surrounding trees or flying above.

Patrons and Regulars

The main entrance of the Malt Raven opens into a well-lit tap room with a long, full bar on the left side and ample seating on the right side. To the far right is an oversized fireplace with a fully stoked fire trying to battle the cooler temperatures. The main barroom has a high ceiling as there is no second floor above this area. Rather, rafters can be seen stretched across and a number of ravens perched upon them looking down at the crowd below. On the bar-side of the room, high up are a trio of Owlbear heads that are so well preserved they seem to be life-like and watching your every move. Numerous conversations muffle together in The Malt Raven and a bard can be heard playing slow death metal tunes that seem to misrepresent the mood of the patrons. There is also a strong tree sap like smell that permeates the area.

The Malt Raven Brewery is a bit unwelcoming to most as the regular patrons seem to take an immediate disliking to religious types and do-gooders. They are

also intolerant of vegans and insulted by those who are put-off by the delicacy of meats and carnivorous dishes that are available on the menu.



The Malt Raven used to be a friendlier type tavern ripe with adventurers, loggers, and explorers, but the past few years have seen a steady increase of shady characters. Rumor has it, that the Malt Raven Brewery is a Smuggler's Hideout and it's not hard to point out the number of thieves, smugglers, and assassins that conduct meetings and business here. It is said that a local league of assassins are headquartered here.

The Beardocracy

Although comradery is abundant among the regular patrons that have beards. In fact, the bearded regulars at the Malt Raven have their own secret society known as the Beardocracy. They meet monthly at the Malt Raven to enjoy a delicious brew and discuss grooming tips, trends and style of the beard. Outsiders that visit the establishment are immediately welcomed by the Beardocracy and will be provided with pamphlets, information and booklets detailing the benefits of membership.

The Bar

Perhaps the most interesting feature of the Malt Raven is the bar itself. This wooden masterpiece extends about fifteen feet and curls back another 10 feet to enclose the bartending area. The glass top of the bar provides patrons with a view of an unsettling image. It seems that the embalmed heads of past proprietors of the Malt Raven are fastened in place and on display underneath the glass. It is rumored that this is the

eventual fate of all previous owners of the Malt Raven. There are still quite a few unoccupied spots within the showcase that indicate future embalmed heads may someday fill the void. Those that have looked into the

Dining Hall

The tables and benches that decorate the main room of the Malt Raven seem to have been of high quality at one time. If one were to take a look at the legs or underside of a table or chair there is a good chance that “Property of the Church of Lathander” (or other local deities’ temple) will be inscribed. The stolen refectory tables and benches have been engraved with graffiti (perhaps a few rumors) and altered to house stashed blades, traps, and for games, cheating devices. A few of the tables even have secret drawers that, if discovered, can be opened to reveal or stash away items.

The Myrrh Table

One table, in particular, is rather interesting. “**The Myrrh table**” is a bit detached from the rest of the furniture in the bar and sits in a roped-off section in one of the corners. A strong tree sap, or Myrrh smell is evident the closer one gets to this area and 1d4 patrons can be seen gnawing on the wood of the table. Once per hour, a pixie will fly through and coat the table with a sap-like substance from a mysterious tree rumored to be located on the mountain peak. Customers will pay a decent amount of money to rent The Myrrh Table and chew on the wood doused with tree sap. Apparently, those that gnaw on the treated wood of the drug table will experience a narcotic like effect for upwards of 45 minutes. Participants may experience hallucinations, euphoria, reduced anxiety, or a calm, relaxed feeling.

Lodging & Services

Lodging, Double Room... 5gp

Lodging, Group Room (Sleeps 4)... 8gp

Myrrh Table Rental... 2gp per person

Icy Cold Bath (Public)... 5sp

Drinks & Food Menu... See Below

eyes of one of the embalmed heads have a 1 in 4 chance of seeing the ghost of that particular person at any time in their current or future visits of the Malt Raven.

Some have even claimed to have venture off to other worlds or spoke with the dead. An extra amount of saliva is produced from this odd addiction so spittoons are available at each corner of the table.

The Innkeeper / Barkeep

The bartender and innkeeper of the Malt Raven is **Stucky the Dwarf**. Stucky is a peculiar looking fellow. He is dressed in filthy rags, has a crude metal prong replacing his missing left hand, and his mouth is strangely twisted in a permanent smile. Stucky the Dwarf is also part of the Inn’s Beardocracy and is well known for his thick, glorious beard.

Upon a more perceptive look, however, it is evident that Stucky is a nervous fellow. He speaks in a high pitched voice and is constantly wringing his hands and staring at the embalmed heads on display in the wooden bar’s glass cases. It’s almost as if he is afraid that one day he will be decapitated and his head will be added to the morbid exhibit for all customers to see. When not in direct conversation with patrons of the bar, Stucky can be heard muttering to himself. Most of the time, he is simply cursing bad customers. In depth conversation with Stucky, and if his trust has been earned, he will reveal his life motivation of thwarting evil by creating a network of spies. He seems to be a bit behind schedule with a network of scoundrels and assassins right under his own nose.

Plot Hook and Encounter Ideas

Mysterious Amulet: Late at night, one of the players will have a mystical amulet anonymously delivered to their room. This amulet requires about 10 minutes of attunement at which point the character will discover that this is a powerful magic item, Amulet of Speak with Dead.

To better lay the ground work for the Amulet of Speak with Dead; perhaps the PCs overheard conversations about the embalmed heads that are on display underneath the glass of the bar. Something like “one of those heads in the cabinet was the only one that knew the whereabouts of such-and-such”. I’m sure you, as the DM, will have plenty of plot hooks if the party were able to talk with one of the heads in the Malt Raven Brewery.

Angry Patron: Apparently one of the PCs was asking the wrong questions (or insulted someone’s beard). A random patron in the Malt Raven yanks a ceremonial shield and axe from the wall and roars at the adventurer.

Safe Passage: The brew tour is this weekend and Stucky the Dwarf needs to ensure that his brews are loaded up in his covered beer-wagon, the Millennium Raven, and guaranteed safe travel to the valley town below.

Fate of the Innkeeper: Stuck the Dwarf is, um, “stuck” as the owner of the Malt Raven. He is not allowed to travel further than 50 feet from the lodge. He realizes that he is doomed to this place for the rest of his years unless someone volunteers to take his place. Stucky is not fond of the thought that his embalmed head will someday join former owners under the glass showcase of the bar.

The only way to release the curse is for Stucky to trick someone into managing or buying the Malt Raven from him. Once a deal has been made and the targeted replacement serves their first customer from behind the bar, the curse will take hold and they will be locked into a deal with the devil-like forces of the brewery. To escape the curse, the new owner must find someone to replace them.

Or... perhaps, an ancient evil or ghost forces a PC into running the bar.

FOOD MENU

Fried Fat Bread – 5cp

Fresh baked bread deep fried in Owlbear fat. So delicious... one taste just isn’t enough. Served in a bowl, if you desire.

Bee & Honey Cornbread – 2sp

Sweet and delicious cornbread served in a bowl. Order as a side dish or for dessert! The only stinger is when we run out.

The Stucky Special – 3gp

Roast Lamb Leg in a special sauce. Served with fried cut potatoes. Too big for a bowl, but not for the hungry adventurer!

Honey BBQ Owlbear Ribs – 5gp

Grab a friend and take an end of these large ribs with plenty of meat on the bone! Coated in delicious Honey BBQ sauce.

Oculo Swarm Stew in a Bowl – Mixture of random eyeballs is a delicacy among these parts. This savory dish features owlbear hind quarters, carrots, potatoes, and a few random, yet delicious, eyeballs. This stew is perfect for those that need to warm up after a cold trip.

DM NOTE: Roll 1d6. On a 6, there will be an ACTIVE Beholder or Basilisk Eye in the Soup. Its effect may trigger!

DM NOTE 2: If a PC is brave enough to try the Oculo Swarm Stew, be sure to give them a temporary effect for their bravery. Ideas include: See Invisible, Clairvoyance, or Darkvision

MALT RAVEN BREWS

Dwarven Stout (tankard) - 4cp

Warm up your insides with a classic recipe from the family of Stucky the Dwarf. You won't find this type of Stout anywhere else. It's dark, bold, delicious, and sometimes, a bit chewy.

DM NOTE: Drinking a Tankard of Dwarven Stout gives you Resistance to cold damage for 4 hours. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit for the next 4 hours.

The Malt Raven 40 oz. – 4gp

The Signature Drink of the Malt Raven is an amber colored malt liquor with a preserved head of a Raven bobbing about the inside of this 40 ounce, thin-necked bottle. How in the world did they get that in there and why does this taste so good?



DM NOTE: Drinking the Malt Raven will give you a "Lucky" Point. For the next 4 hours, the character that drank the entire 40oz may spend the Luck point to roll an additional d20 for an attack roll, ability check or saving throw. The character chooses the results of one of the rolls.

The Embalmer Red Wine – 1gp

Heads up! This is a delicious Magical Wine that pairs well with anything on the menu!

DM NOTE: Drinking this wine gives the ability to chat with one of the embalmed heads in the bar.

The Golden Ticket – 5sp Magical Drink that includes a tour of the Brewery. Brewed from the melted snow on the highest of mountain peaks, this fizzy delight is a refreshing pale ale with a mysterious yellow tint.

DM NOTE: The Golden Ticket will teleport you to a different room of the Inn every 2 minutes until you have visited them all. Yes, even private locations where secrets and items may be discovered!

Spirited Away IPA – 2gp

Hearty Hops from the valley below mixed and blessed by the spirits that roam the bar, this India Pale Ale will open your eyes to the world beyond with a citrus aroma and crispy hoppy finish – Hearty Hops from the valley below with just the right amount of teleportation magic. Goes great with nuts. 70 IBU 6.7%

DM NOTE: The Spirited Away IPA will allow the character to converse with the various spirits and ghosts that are floating about the Malt Raven for the next 4 hours.

Mead of the Unbeliever – 3gp

Relax your mind with this berry flavored mead. Can't believe how good this tastes? Then... taste it again!

DM NOTE: This drink will protect the wearer from ESP, Telepathy and other types of mind reading for up to 4 hours. In addition, this Mead will protect the drinker from ghosts, possession or other super natural beings with malicious intents.

Malty Mystery Milk

This milky treat is served in a mason jar and has a visible question mark swirling about the top. Chilled to perfection!

DM NOTE: Have the player roll a 1d4. This milky drink will taste like one of the following with effects as described.

- 1) Peppermint. Character has fresh breath that gives advantage on Persuasion checks for 4 hours
- 2) Coconut Rum. Character gains 2d8 temporary hit points.
- 3) Milk. Cool, Clean Milk. Delicious. Character gains a temporary CON of 18 and advantage on CON Saving Throws
- 4) Vanilla. For the next 4 hours, the Character can tell ordinary from abnormal and gets advantage on Perception Checks.