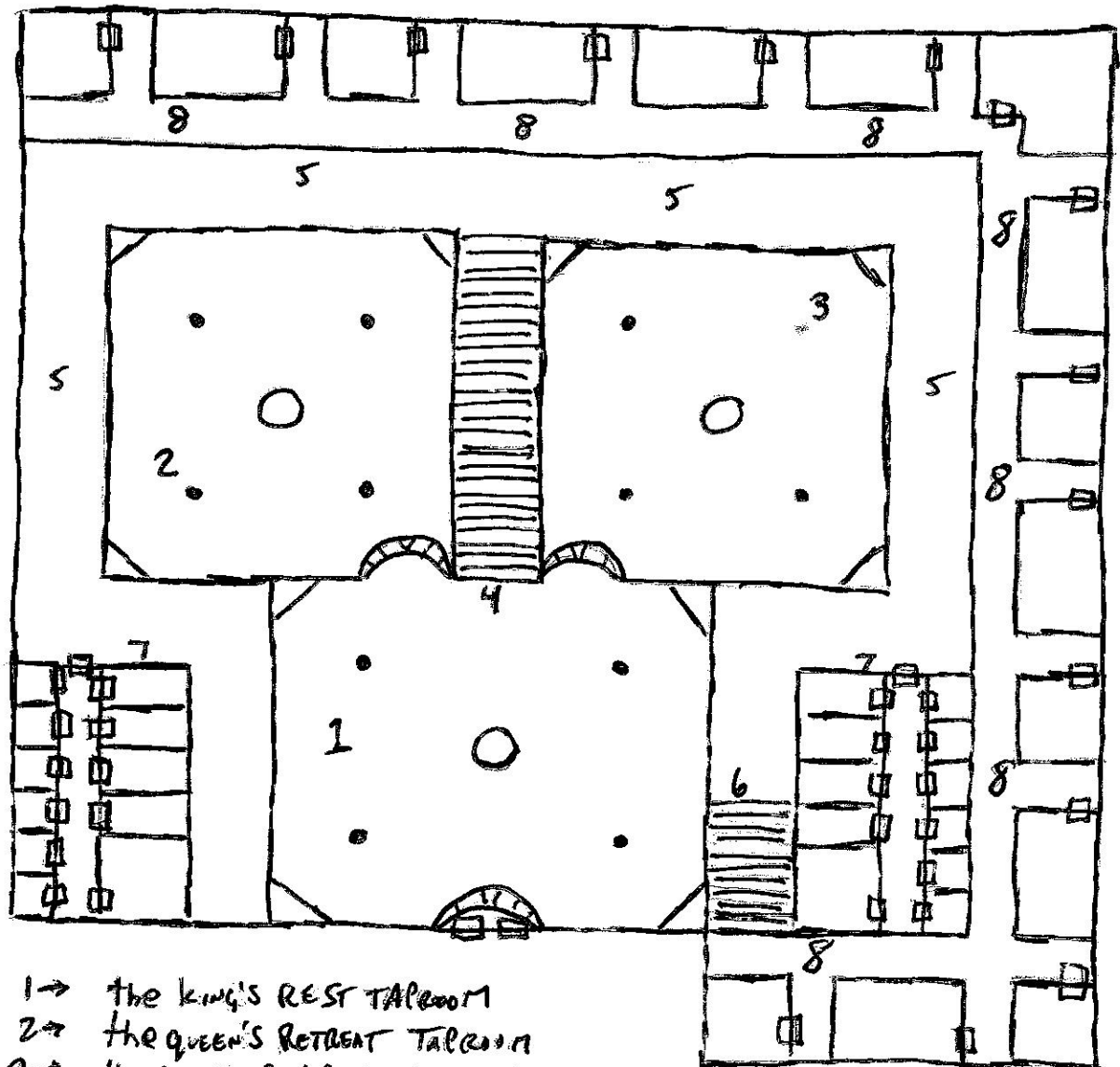


SCALE  
10' PER SQUARE

## THE KING'S REST



- 1 → the KING'S REST TAPROOM
- 2 → the QUEEN'S RETREAT TAPROOM
- 3 → the BRAT'S PUB PEN TAPROOM
- 4 → STAIRWAY TO THE OVERLOOK
- 5 → THE OVERLOOK (BALCONY)
- 6 → STAIRWAY TO DISCREET LIAISONS
- 7 → PRIVATE AFFAIRS - THE PRIVIES.
- 8 → DISCREET LIAISONS ROOMS AND SUITES.

**The King's Rest – Oldest and Finest Drinking Establishment in all the Cauldrons**  
**Frumnir Alefane: Proprietor**

**1- The King's Rest Taproom:**

- It is the front taproom, the main room, the largest of the three.
- All patrons enter through a twenty foot arched doorway with a decorative lintel stone inset with Moradin's hammer in stark relief.
- In each of the four corners of the room are ornate stone hearths where cheery fires blaze in winter, yet still set a warm tone in the warmer months. They burn with clean coal because this is a fantasy world and they have such things.
- Four stone columns rise to the ceiling, passing the balcony and disappearing into darkness far overhead. Legend has it they rise all the way to Moradin's Forge...that's never been confirmed, but a couple of fools die each year trying to find out.
- Along each wall hang the pictures of the fifteen great Kings of Rubilor (and three not so great), from Coramag the First who founded the Cauldron Mountains Colony, to Padraig One-Eye who lost the eye fighting off the *Urch'i* Horde, to the current ruler, Gimurt Beljyr, (very) affectionately called 'The Gold Bringer.'
- There are two bars that run along opposite walls, where a host of staff furnish every liquid pleasure known to dwarves...sometimes even to excess...under the watchful eye of the head barkeep Herrfoot Icegrog.
- In the center of the room, twin dire boar flanks roast over a fire-pit under the careful eye of the Head Chef Luthar Turnspit. Although the patrons are made up predominantly of local dwarves, there are all manner of folk enjoying the sights and smells, including a pair of dueling dwarvish minstrels who are currently doing justice to the bawdy tune 'Pillars of Stone, Tunnels of Gold.'

**2- The Queen's Retreat Taproom:**

- Smaller than the main taproom, The Queen's Retreat sits diagonally to the left, through a similar doorway as found at the entrance of the inn.
- It is arranged in similar fashion to the front, although there are only three hearths.
- Four columns rise into the darkness here as well; floral patterns twist around them like underdark vines.
- There is about the room a class and demure charm that speaks to a feminine touch...even if said feminine artisans wear their beards braided (it is a comely fashion).
- Instead of roasting boar, there is the fine scent of lemon-pepper fowl drifting through the room under the watchful eye of Jorgun Clearsauce.
- Along the back wall sit the portraits of the three Ladies who ruled the realm: Lucinda the Wise, Brumhildi Stonecorset (who died barren, they say) and Willa Wayla (pronounced Swilla Swayla) who's lisp presaged the invention of the umbrella.
- At the back of the room, near the left side hearth, the handsome elvish bard, Dalyor Sarlyn, has the Ladies of the court in a swoon. Overheard was "I'd sure like to play with that faerie's clarinet!"

**3- The Brats' Playpen:**

- The third, and most boisterous of the taprooms.
- Carved to the same size as the Queen's Retreat (as only dwarves can), the Brats' Playpen is far more unruly than the first two taprooms.
- Young dwarves of both sexes vie for the affection of the various working girls and guys (of all races – surprisingly the half-orc Hilda Haymaker is one of the most popular).

- Those not engaged in such sport are embroiled in physical challenges, such as arm wrestling, traditional wrestling, tacking the crow (where two contestants alternate turns punching each other in the shoulder until one submits – because dwarves), knife throwing, axe throwing and, of course, dwarf throwing.
- In the center pit, a large pot smolders unattended. Within, a gruel-like stew – or is that a stew-like gruel – bubbles and steams. The smell is pungent, the gruel/stew mixture thick with mushrooms and other fungal herbs, and some unidentifiable meat.
- Upon the back wall hangs what used to be a painting of the Black Prince, Denec Sunderhelm. The painting has many and various implements of violence stuck in the wood, thrown there by guests in honor of the long deceased prince who, along with five doughty companions, attempted to usurp the throne from Good King Aldemar, who was also called ‘The Axe.’ Upon sobering up after the failed coup, Denec found himself atop the axe-dwarf’s block, his father standing over him. Aldemar’s final words were, “Ye shoulda brung army, ye stupid lout.”

#### The Drink Menu:

- Ales: 25 types of ales – most offer either a nutty flavor, or a nice fungal taste with a thick, foamy head (mushrooms and other types of subterranean growths being considered a delicacy by dwarves – because dwarves). One such ale is called Shrieker Ale because a pinch of the ear splitting delicacy is added to the recipe. When a guest takes the first sip, the beer lets out a little cry. Quite disconcerting for those who’ve never had it before.
- Stouts: Three predominant types: Dry, Sweet and Oat. Dwarves don’t drink the Oat because they hate horses.
- Lagers: 100 different lagers, all ending in the word Bock. No one knows why.
- Meads: Just in case the Elves show up
- Beer: Just in case the humans show up
- Pilsners: Just in case the halflings show up
- Wines: Yeah, um, no.
- Spirits: Dwarven. Lots of it.

#### 4- Stairway to the Overlook:

- It’s a stairway. Leading up. With lots of steps. Please be careful.

#### 5- The Overlook:

- This is a balcony that sits above the fray and looks straight down into the three taprooms (depending upon the angle). Typically there are fewer patrons up here, though there are ten mini-bars that line the way for refills and refreshments because walking up and down the stairway while drinking would be hazardous.

#### 6- Stairway to Discreet Liaisons:

- Yes, yes, another stairway, though this one is quite a bit shorter and leads upward to said ‘discreet’ liaisons. More on them later.

#### 7-Private Affairs: The Privies:

- There are two main privies for general use, each opposite the other on the Overlook level because the staff enjoys watching patrons (especially non-dwarves) who’ve had too much to drink stumble up the stairs in effort to reach the pisser (yes, yes, because dwarves...). Dwarves appreciate cleanliness, so there are multiple bathroom attendants that keep the place clean and offer horrible smelling cologne for a silver just because...

#### 8-Discreet Liaisons: Private Rooms and Suites:

- This is where the gentry spend their time and tax money when they wish to get away from the boring, everyday grind in the palace. Sometimes they even go with their spouses, if they're really slumming. The rooms are stocked with private bars, luxurious beds, divans, small hearths – in other words, all the amenities. Food typically is sent up from below – but not from the Brats' Playpen. That would be capital offense. Rumor has it that there are secret passages that have been carved into the living rock for the use of those 'who need it.'