

FANTASY TAVERNS TOOLKIT



BBEG  **ADVENTURES**

Created by Ragnar Rok





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TABLE OF CONTENTS

ABOUT THE PACK.....	2	APPENDIX: ODDS & EVENS RULES.....	18
QUICKSTART.....	2	APPENDIX: NPCs.....	20
1: FLICKERING FLAME PUB.....	3	APPENDIX: LOOT.....	32
BM FLICKERING FLAME.....	4	APPENDIX: TABLES.....	34
2: THE FLYING FROG.....	5	APPENDIX: MENUS.....	41
BM FLYING FROG.....	6		
3: THE KING'S INN.....	7		
BM THE KING'S INN (LVL 1).....	8		
BM THE KING'S INN (LVL 2).....	9		
4: HOOKS & ENCOUNTERS.....	10		

APPROXIMATE RUN TIME: VARIES BY ENCOUNTER

PLAYER CHARACTER LEVEL: 1-5+

This modular toolkit is packed with NPCs, maps, items, and scene prompts to help GMs quickly build and run flexible, reusable encounters in any fantasy campaign.

› VTT GAME NOTE ◀

TOOLKITS ARE SELF-CONTAINED PDFS - CHECK OUR WEBSITE FOR TOKENS, VTT MAPS, AND OTHER LOOT FOR THIS AND OTHER GAME SUPPLEMENTS!
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ABOUT THE PACK

The maps, lore, scenes, tokens, and portraits in this toolkit are designed to be used for any game system with a fantasy theme/setting, and it also has unique monsters, items, and encounters built for DND 5E and adaptable to any fantasy RPG.

The toolkit contains:

- Battlemaps, complete with lore and read-aloud text.
- NPCs with full stats and backgrounds.
- Encounter options for various party levels.
- Magic items available as loot.
- Random tables to help build your own encounters.

HOW TO USE THIS TOOLKIT

This toolkit is designed with everything you need to quickly put together a fun, challenging encounter. Pick and choose from the assets until you've designed an encounter that feels fresh and fun for your group. There are enough assets in this toolkit to make DOZENS of unique encounters for any level.

Eight NPCs are incorporated into eight different pre-generated encounters which include the encounter, suggested battlemap, optional hook, and parcel of suggested loot.

Some of the encounters will include creatures and items from the SRD.

Each encounter has a suggested **Average Party Level (APL)** based on a group of four PCs with level appropriate gear. Modify the encounters as you see fit to accommodate your group.

Use the eight random tables in the **Appendix: Tables** to add flavor to encounters or spice up a tavern visit in your own campaign!

We hope you enjoy your tavern encounters, keep the ale flowing and the dice rolling!

QUICKSTART

- **Roll on the Tavern Encounters table** to get started, or select from the Encounters.
- **Use the suggested map** from the Encounters description or choose one.
- **Use the scenes, lore, and read aloud text** for the map setting to add atmosphere.
- **Adjust the encounter** for your party's average party level (APL).
- **Use the Encounter rewards** or choose from the Appendix: Loot for themed rewards for your encounter.

VTT PACK

Enhance your toolkit with a VTT Pack designed to make GM setup faster and easier! The pack includes gridless maps, animated tokens, and other ready-to-use resources to bring your adventure to the virtual table.

Want the VTT Pack? Visit the adventure listing on our website and select the VTT Pack.

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FGU MOD FILE

Take your toolkit to the table with a ready-to-run **Fantasy Grounds Unity module**. The FGU .mod includes the complete toolkit with VTT Pack content, maps with lighting and line of sight, animated scenes and effects, plus drag-and-drop NPCs, items, and encounters. *Everything is organized and ready to play – as low-prep as it gets!*

Want the FGU module? Visit our FGU Forge Store by clicking the banner below.



2 THE FLYING FROG



TAVERN LORE

The Flying Frog sits in the Working Ward of Westfall, a solid and well-kept tavern that has become a quiet fixture of the neighborhood. It is owned and run by **Farnum Bailey**, a retired soldier of the *Red Company*, along with his children **Lena** and **Nerp**. Farnum spent years putting aside coin and calling in favors so he could finally hang up his sword and build something lasting for his family.

Famous for its *Yesterday's Stew*, cold ale, and amiable atmosphere, it is a reliable place for working folk to gather after a long day. Farnum is particular about who sleeps under his roof and keeps a close eye on trouble. The *Badgers* are tolerated in limited numbers so long as they keep their blades sheathed and their business quiet; the moment that arrangement is abused, Farnum's old mercenary instincts return in force. Though The Flying Frog is not the largest or grandest tavern in Westfall, it is a beloved icon of the Working Ward.

SCENE SETTING

The Flying Frog is a sturdy two-story building of timber and stone with a faded wooden sign bearing a leaping frog. Inside, the common room is warm and well-worn: heavy wooden tables, a long bar polished by years of use, and

a large fireplace that keeps the chill of the river ward at bay. The air smells of stew, fresh bread, and good ale. Lanterns and the fire provide most of the light, casting a warm, comfortable glow across the room.

A kitchen and storeroom sit behind the bar, while a side door leads to the stables where Nerp works. Upstairs are a few simple, private rooms that Farnum only lets out to those he trusts. Everything is clean by Working Ward standards and clearly cared for.

READ-ALoud DESCRIPTION

"A painted wooden sign showing a leaping winged frog hangs above the door. Inside, the common room is warm and lively. Heavy wooden tables fill the space, most of them occupied by dockworkers, craftsmen, and a few quieter figures nursing their drinks. A large fireplace crackles along one wall, and the rich smell of stew and fresh bread drifts from the kitchen.

Behind the bar, a stout, bearded man keeps a watchful eye on the room while a red-haired young tiefling woman moves between the tables with practiced ease. The conversation is loud but good-natured, the floor is mostly clean, and the jovial atmosphere provide respite from the noise of the Working Ward and chill of the Docks."

BM: THE FLYING FROG

Tavern Toolkit



BATTLE



MAP

HOOKS & ENCOUNTERS

Encounters listed here use the *unique* and *SRD* NPCs which you may also drop into any adventure. Roll on the Encounters table (**Appendix: Tables**), or simply select one, to determine which to use. Adaptable as standalone encounters, or as building blocks or supplementary encounters for a larger town adventure arc.

Each encounter can be resolved multiple ways depending on your group's playstyle so improvise where you feel necessary and have fun!

GM NOTE

The suggested APL (*Average Party Level*) for the encounters is based on a party with four PCs. Adjust the encounter difficulty by buffing/nerfing the creatures or adding/deleting from the number encountered to fit your individual party to make the encounter fun and challenging!

BRAWLS TO THE WALL

BATTLEMAP	ANYWHERE ALCOHOL IS SERVED
APL 1-2	CR 1 (150 XP) 6 DRUNKEN LOUTS
APL 2-4	CR 2 (300 XP) 12 DRUNKEN LOUTS

HOOK

A BOISTEROUS RED-FACED DRUNK:

- GRABS AT A BARMAID AS SHE TRIES TO PULL AWAY AND MAKES LOUD, CRUDE COMMENTS .
- TAKES OFFENSE AT SOMETHING HE THOUGHT A PC SAID.
- OR JUST DOESN'T LIKE THE WAY A PC IS LOOKING AT HIM.

THREATS AND CHALLENGES TO FIGHT THE PCS ENSUE AND THE BRAWL IS ALMOST ALWAYS STARTED WITH A SUCKER PUNCH. USE THE DRUNKEN INSULTS & CATCALLS TABLE TO GET YOUR PCS IN A FIGHTING MOOD. (USE *DRUNKEN INSULTS* IN **APPENDIX: TABLES**)

REWARDS

- 30 SP | 20 CP
- 4X GOLD TOOTH (ADVENTURING GEAR, 1 GP)

IF PLAYERS ACTUALLY LOOT THE UNCONSCIOUS DRUNKS, THEY WILL FIND A FEW HANDFULS OF SILVER AND COPPER AND 3 OR 4 GOLD TEETH THAT HAVE BEEN KNOCKED LOOSE FROM THE BRAWL.

GM TIP: FIGHTING DRUNKS

THIS ENCOUNTER IS DESIGNED FOR A FUN ACTION BREAK TO SPICE UP THE TYPICAL TAVERN ENCOUNTER WITHOUT BEING A LIFE OR DEATH STRUGGLE. AT LEVELS HIGHER THAN 3 IT IS NOT MUCH MORE THAN A FUN DIVERSION FOR THE PCS. BUT IF THE GM WANTS TO MAKE IT MORE CHALLENGING, CONSIDER RUNNING THIS ENCOUNTER AFTER A DRINKING CONTEST (SEE **UNDER THE TABLE**).

UNTIL PLAYERS USE LETHAL FORCE, ALL ATTACKS BY THE DRUNKEN LOUTS ARE NON-LETHAL UNARMED STRIKES OR IMPROVISED WEAPONS.

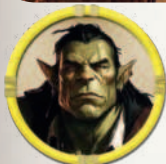
PLAY FOR MAXIMUM MAYHEM: BROKEN FURNITURE, FLYING CHAIRS AND MUGS, SEVERAL DRUNKS DOGPILING A PC, PUSHING THEM PRONE, ETC.

THE RAMIFICATIONS OF THE BRAWL CAN HAVE FUN ROLEPLAYING OPPORTUNITIES DEPENDING ON THE OUTCOME: BARKEEP BLAMES THE PARTY AND BILLS THEM FOR THE DAMAGE, BARKEEP FEELS INDEBTED TO THE PARTY AS THE DRUNKS "HAD IT COMING", OR MAYBE THE PCS WILL MAKE SOME NEW FRIENDS (OR ENEMIES) DEPENDING ON HOW THE FIGHT PLAYS OUT.





GARRICK GRASH



"TROUBLE STARTS OUTSIDE. IT DOESN'T FINISH IN HERE."

MED. HUMANOID (HALF-ORC),
N. GOOD

CR 1 (200 XP)

AC 14

HP 28 (3DIO + 6)

SPEED 30 FT

STR	16 / +3	INT	10 / 0
DEX	12 / +1	WIS	11 / 0
CON	14 / +2	CHA	10 / 0

SAVES STR +5, CON +4

SKILLS ATHLETICS +5, INTIMIDATION +2,
PERCEPTION +2

SENSES DARKVISION 60 FT; PASSIVE PERCEPTION 12

LANGUAGES COMMON, ORC

PROFICIENCY +2

TRAITS

SECOND WIND (1/REST): AS A BONUS ACTION, GARRICK CAN REGAIN IDIO + 3 HIT POINTS.

ACTION SURGE (1/REST): ON HIS TURN, GARRICK CAN TAKE ONE ADDITIONAL ACTION.

ACTIONS

MULTIATTACK: GARRICK MAKES TWO ATTACKS WITH HIS BILLY CLUB.

BILLY CLUB: MELEE WEAPON ATTACK: +5 TO HIT, REACH 5 FT, ONE TARGET. HIT: 7 (1D8 + 3) BLUDGEONING DAMAGE.

DESCRIPTION

APPEARANCE:

GARRICK IS A BROAD, SCARRED HALF-ORC IN HIS LATE THIRTIES WITH GREENISH-GRAY SKIN AND A PERMANENT FIVE-O'CLOCK SHADOW. HIS BLACK HAIR IS SHORT AND HIS THICK ARMS ARE COVERED IN OLD FIGHT MARKS AND A FEW FADED DOCK TATTOOS.

HE USUALLY WEARS A HEAVY LEATHER APRON OVER A PLAIN SHIRT AND KEEPS A STOUT CLUB WITHIN EASY REACH UNDER THE BAR.

PERSONALITY:

GARRICK IS BLUNT, TIRED, AND FAIR IN A ROUGH SORT OF WAY. HE DOESN'T WASTE WORDS AND HAS LITTLE PATIENCE FOR DRUNKS WHO CAN'T HOLD THEIR ALE OR THEIR FISTS. HE WILL SERVE ANYONE WHO PAYS AND KEEPS THEIR HANDS TO THEMSELVES, BUT HE HAS A LONG MEMORY FOR THOSE WHO CAUSE REAL PROBLEMS. UNDER THE GRUFF EXTERIOR IS A DEEP, ALMOST STUBBORN LOYALTY—TO VIC, TO THE FLICKERING FLAME, AND TO THE HANDFUL OF REGULARS HE ACTUALLY LIKES.

BACKGROUND:

AS A YOUNG MAN, GARRICK RAN WITH THE BADGERS AS HIRED MUSCLE—GOOD FOR BREAKING DOORS AND BREAKING HEADS, LITTLE ELSE. THAT CHANGED WHEN HE CROSSED PATHS WITH VIC CORVANS. VIC SAW SOMETHING BETTER IN THE HALF-ORC THAN A LIFETIME OF ALLEY WORK AND SLOWLY PULLED HIM OUT OF THE GANG, SHOWING HIM THERE WAS MORE HE COULD DO WITH HIS STRENGTH THAN SERVE BRIGANDS.

GARRICK HAS THOUGHT OF VIC AS AN OLDER BROTHER EVER SINCE. WHEN VIC LEFT EASTON TO RETURN TO ADVENTURING, GARRICK STAYED BEHIND AND TOOK OVER THE BAR AT THE FLICKERING FLAME. HE HAS KEPT IT RUNNING EVER SINCE, AND HIS QUIET VOW IS SIMPLE: HE WILL LOOK AFTER THE PLACE "UNTIL THE MAYOR RETURNS OR THE HEARTHSTONE BURNS OUT."

APPENDIX: TABLES

TAVERN ENCOUNTERS

If you can't think of which encounter to present to your players, use this table. It shows suggested APL and whether the encounter is primarily combat oriented, socially oriented, a puzzle, or a contest.

ROLL 1D8 OR CHOOSE - COMPLETE TAVERN TOOLKIT PREMADE ENCOUNTERS LIST

ROLL	ENCOUNTER	APL	TYPE
1	BRAWLS TO THE WALL	APL 1-5	COMBAT
2	THE HONEY TRAP	APL 1-5	SOCIAL OR COMBAT
3	MUH BISCUITS ARE BURNING!	ANY	PUZZLE
4	RATATOUILLE	APL 1-3	COMBAT
5	DUDE WHERE'S MY PACKAGE?	ANY	CONTEST
6	UNDER THE TABLE	ANY	CONTEST
7	GAMBLER'S FALLACY	ANY	CONTEST
8	BADGERED	APL 1-5	COMBAT



"Dude, Where's My Package" encounter