

Staff and Customers of the Green Dragon Inn

Giselle, Owner and Proprietor

Giselle is a tall, thin middle-aged woman with long, pale blonde hair tied up in a bun. She has a quick wit and ready smile. She wears a simple blue gown and linen apron stained with many years of alcoholic residue.

The townsfolk may be suspicious of the new adventurers come to town, but Giselle welcomes all with a bright smile, knowing new customers, however they may seem, are an opportunity.

Names

There are lots of great resources online for looking up authentic-sounding medieval European names. But you should pick or invent names that make your game **yours**. Maybe you want your game to feel more like another world entirely, instead of the classic Fantasyland of Medieval Europe. Maybe the owner and proprietor isn't a human woman named Giselle, maybe she's a human woman named Thela, or a Tiefling named Rur. It's your game, **make it yours**.

Also, these people are all peasants. They don't have last names, they have jobs. If they traveled to the next town, they wouldn't even have those, they'd be known by the town they're from. Giselle from Villane.

Gowan, Cook, Butcher, and Husband to Giselle

Gowan is wider and shorter than his wife, with a leather apron over a large belly. A thin circle of curly black hair rings his bald head. Like his wife, he is jovial and outgoing.

Gowan spends most of his time in the kitchen, accessed via a door behind the bar. The players may hear him talking to his wife through the door, or meet him once the blacksmith comes in.

Brecca, the serving girl and daughter to Giselle and Gowan

Brecca is a teenage girl, which means she's basically an adult as far as any of these people are considered. She's thin, wears a blue dress like her mother and has her father's curly black hair. She does all the odd jobs around the inn, she takes orders, serves the food, cleans, does a little cooking. While her parents are both open and jovial, she acts like a little tyrant, chastising anyone who spills drinks or slops food or tracks in mud.

When she takes orders she typically says "What d'you want?" with one hand impatiently on her hip. This draws a "tch" from her mother and, when asking the players, will cause her to smile with fake sweetness and ask "what will you be having?"

Clichés

Look, a lot of these people and situations are clichés, so what? This is a simple place filled with common people. They're not artists or hipsters, they don't care if they're exactly like a thousand other people in a hundred other towns. And if you're just starting out, playing D&D for the first time, it's *neat* to meet people who seem so plausible and down to earth. They worry about simple things. It's up to the players to worry about the crazy stuff, like goblins!

The Customers

Caroc, a farmer

Caroc is a thin, old man with a pointed, weasel-like face. He squints perpetually and is suspicious of strangers.

But that doesn't make him a bad dude! Just makes him a normal farmer come in off the fields for a drink before heading home. Maybe Caroc asks the players their business in town. If they're confrontational, he'll back down. None of these folk would risk their life against heroes bearing steel and spell.

Details

Notice we don't go into too much detail. Exactly how old is each character? Exactly how tall? I think it's best to avoid giving that kind of detail, it distracts and it's unrealistic. The players have no way of knowing how old Giselle is just by looking. "Middle-aged" is fine. Nor do they have any easy way of telling exactly how tall, or . . . how much money they have on them, if any, or where they were born.

If the players want to know those kinds of details, they can ask! When describing NPCs, a quick sketch that gives a general impression with maybe one notable feature (hair in a bun, bald head, weasel-like face) is best. It paints a picture, and lets the players fill in the details.

Maddoc, another farmer

Maddoc is another old man with a shock of short red hair. He sits with Caroc. The two have known each other decades and while Maddoc is not as suspicious, neither is he particularly friendly. Where Caroc is quick to speak and quick to judge, Maddoc rarely talks, but when he does he is the voice of reason.

Pascoe the Carter, and Talwyn his daughter

Pascoe is a youthful-seeming middle-aged man with an open face and optimistic bearing. He sits at the table with his young daughter. Together they count out the profits from their recent journey to the nearby town of Wend. Some silver and copper sit on the table between them. Talwyn beams at her father as together they count their money. This is a ritual they perform. They never have enough money for anyone to think about stealing from them.

A carter is someone who hauls a cart from one town to another, buying and selling small goods people need. Pascoe and Talwyn probably know more about the local area than anyone in town. Once the blacksmith enters and it becomes clear that goblins are afoot, Pascoe may say **"I heard tell of goblins raiding north of the Boar Wood."** At which his daughter will seem frightened. . . and fascinated!

Morgouse the Carpenter

Morgouse is a stout, middle-aged woman, outgoing, pragmatic, who was the town's spinster making linen and wool garments until her husband, Brenn the carpenter, died of a fever. Now she does double-duty. She's in the Green Dragon nursing a swollen thumb she mashed with a hammer. Maybe Caroc teases her about this with an acerbic sneer, in which case she'll display her thumb and say "Did this mending the yoke for YOUR horse, Caroc the Lazy. You want to mend your own property, you just say the word."

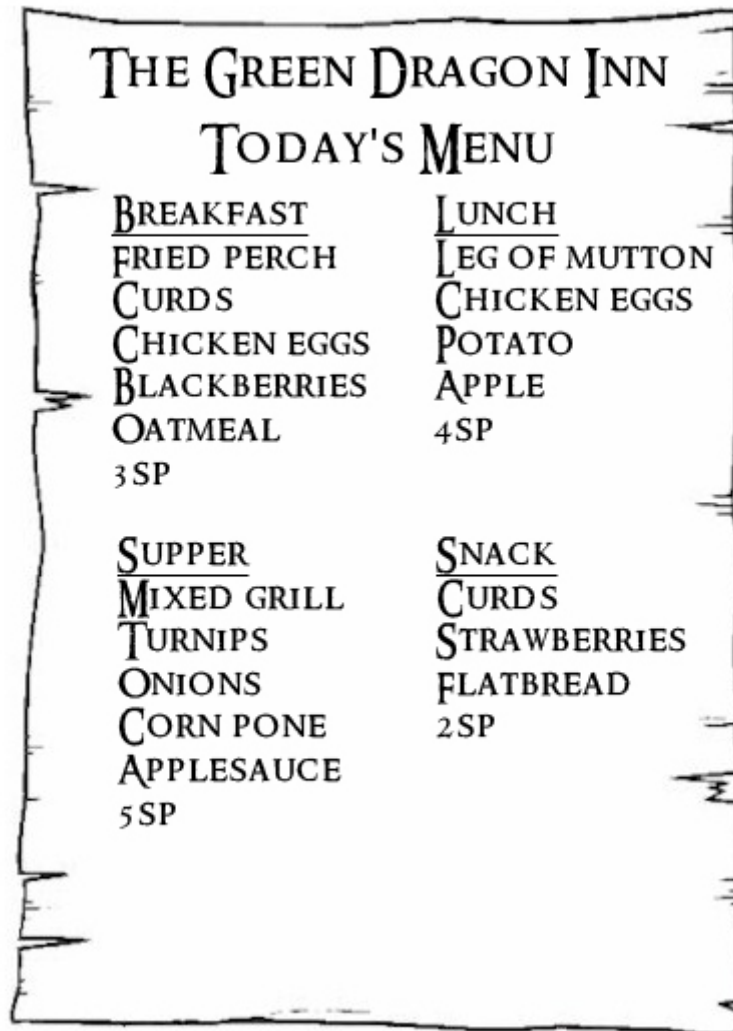
Caroc knows he's not half the carpenter Morgouse is, and keeps his mouth shut.

These are by no means ALL the townsfolk, just the few who happen to be in the inn when the players arrive.

Taking Orders and Making Small Talk

The players have talked to each other, you've described the local townsfolk, it's time for Brecca to take everyone's order. And for this, you need a menu!

Scrawled in chalk on a piece of slate behind the bar is the following



Remember, this is an inn, if the players ask for something not on the menu, or not being served that time of day, Giselle and Gowan will try and accommodate them. They want happy customers! Even if Becca gets impatient.

Asking the players what their characters want to eat and drink is incredibly simple and straightforward but gives them a chance to roleplay in what we call a "consequence-free environment." Nothing is going to go terribly wrong if the players are jerks or say something foolish or stupid.

Of course, your players may do something really, really stupid like decide to just kill everyone in the inn and take what little money they have, but dealing with that kind of catastrophic failure is beyond the scope of our simple adventure. Come by the YouTube channel for advice on those kinds of players!

Once the players have talked to each other, talked to the locals, ordered food, been served food, it's time for something to happen!

The Blacksmith's Daughter

Read the following to your players;

"A large man wearing a black leather apron over linen shirt and wool pants bursts in. He smells of sulfur and carries a heavy hammer. 'They took Bess,' he says. 'They got my girl.'"

This is Jago the Blacksmith. Being the town's blacksmith is an important job and Jago could easily take a seat on the town council, if Villane was large enough for such a thing. But Jago is a simple man who wants little more than to work metal and provide for his family.

His daughter, Jenna, was kidnapped by goblins. How does he know that? His wife Elowen saw it happen, tried to stop them, but was attacked by the goblins and is resting at home.

All these details will come out as the players or the NPCs in the inn ask. Was Jenna alive? Yes. Where did they take her? North. Why didn't you go after them? He came late, and tended to Elowen.

Why has he come to the inn? Because he's looking for people to help him go after the goblins.

Now, this is a dangerous proposition and the other townsfolk will try and talk him out of it. "It's too dangerous! You're not a knight! You'll be killed! Talk sense!"

The players may interject at any time. If they don't, allow the townsfolk to debate. We should go together! No, that's suicide. We should send to Baron Tor for help! No, that will take too long."

Ideally the players will offer to help, but if they don't, feel free to have Becca suggest them. She has that kind of pragmatic, no-nonsense, confrontational attitude. "Hey there's some adventurers right here! Why not ask them?"