

## Dine Divine: A Sneak Peek at Bluffside

### Dine Divine

Key  
TD1

Type of Establishment:  
Inn/Tavern

**Description of Establishment:** This eating establishment hosts an unusual dichotomy of beauty and pain. Two bouncers check all weapons at the door. The inside is done all in wood carved with a dark, rich, beautiful feel. The walls hold paintings of historical events, each featuring a different god. Above those tables against the walls are holy symbols of all the deities worshipped in Bluffside. Only patrons wearing the right symbol can sit at the table of a specific god. The rest of the tables are available to anyone. In the center of the establishment is a round fighting ring, with a sign above: "Don't ruin the furniture! Take your disagreements here, and may the strongest believer win!" This is where "holy fights" take place, proving for

all to see whose belief is strongest. Dine Divine is considered one of the toughest pubs in the city.

Male human Rog7/  
Exp3; hp 50; see  
*Appendix 1: NPCs*

**Owner/Prominent Resident:**  
Farkham McDougnam

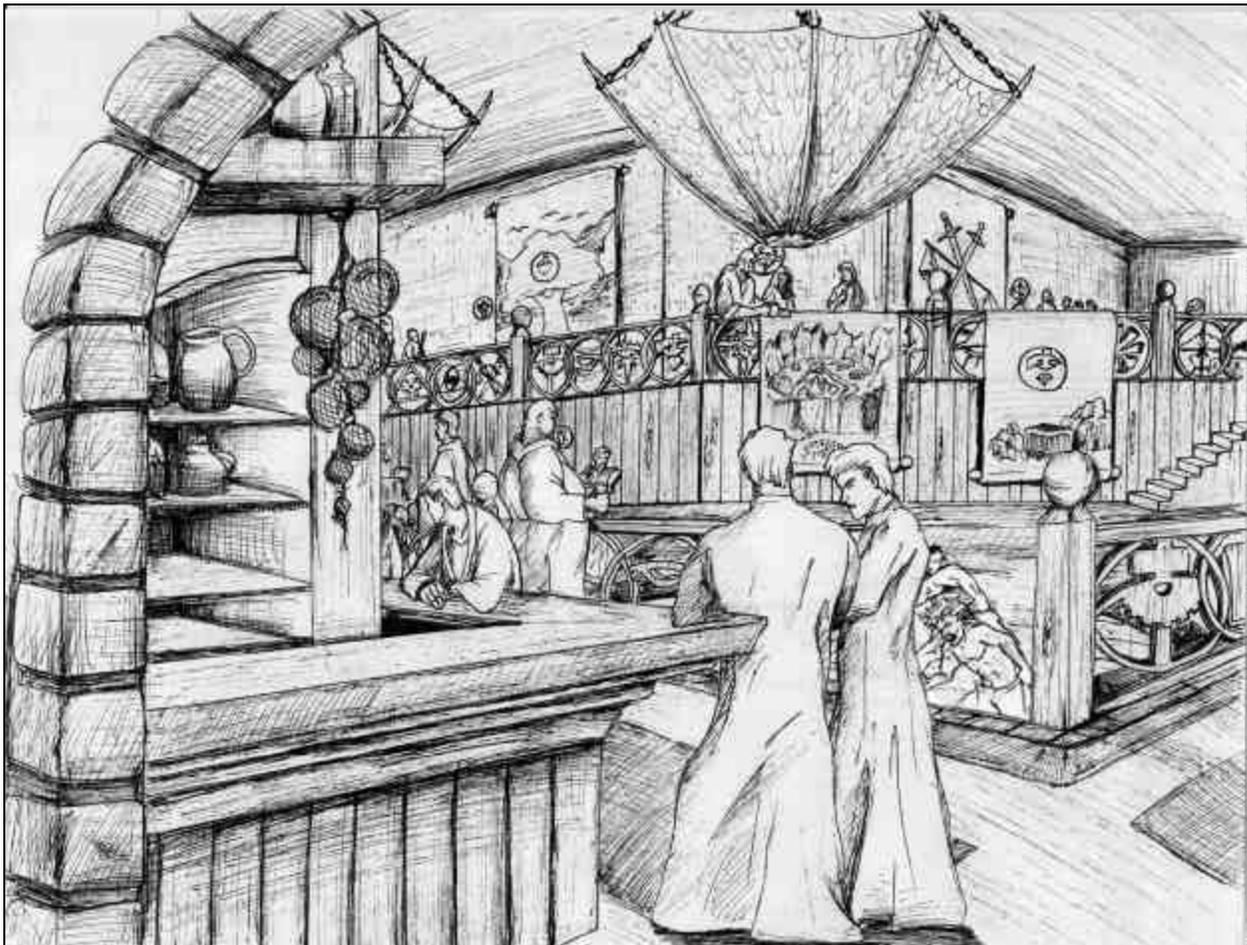
**Description of Owner/Prominent Resident:** Farkham is a short human with a rough demeanor. He is usually behind the bar, serving drinks and making conversation. Once a well-known thief in Bluffside, his career ended when one robbery went horribly wrong. He was caught and summarily sent "over the edge" by his victim. Fortunately, the wind was heavy and luck was with him. He was pulled out of the bay on the verge of death by a passing cleric. Now, all Farkham has from that dreadful night is a limp and memories. He felt that the gods gave him a second chance, so he quit his thieving life, opened this pub, and dedicated it to the people closest to the

gods as a thank you. A cleric of any deity with a permanent location in the Temple District can get all food and drink at cost. Whenever a new religion comes in, Farkham gets the symbol posted over a table along the wall. As the pub grew in popularity, so did the theological debates, which grew more heated and often physical. Farkham established the ring to protect his furniture. Many a patron has discovered his pious side while watching the heated discussions within the ring, and gambling cannot be bad when it's part of a philosophical discussion, can it?

#### List of Regulars:

Male human Pal6;  
hp 48; female  
human Sor9/BGn1/  
Ftr1; hp 55; see  
*Appendix 1: NPCs*

*Brandyn & Jezzica Bergen* – Brandyn and Jezzica live in a well maintained house in Old City with his sister. They are the last of the Bergens, a line of royalty



from the south that came to Bluffside for a change of pace from the "less civilized" lands. When he is not with his sister he can be found at Dine Divine.

*Kinkar Kinlay* (NC8)  
*Walnd* (TD12)

**Hooks:**

- The person who sent Farkham "over the edge" has discovered he is still alive. He is actively searching through the pubs of Bluffside.
- The PCs are taunted into a religious "discussion" once inside the tavern. When it reaches a heated level, they will

be called out to enter the ring and prove the validity of their beliefs.

**Excerpt from Appendix 1: NPCs**

**Farkham McDougnam:** Male human Rog7/Exp3; CR9; Medium-size humanoid (human); HD 10d6+13; hp 50; Init +7 (+3 Dex, +4 improved initiative); Spd 30 ft.; AC 17 (+3 Dex, +4 bracers of armor; touch 13, flat-footed 14); Atk +13/+8 melee (1d4+4, 19-20/x2, +3 dagger), or +10/+5 melee (1d6+3, 19-20/x2, +2 short sword ghost touch); SA Evasion, sneak attack +4d6, uncanny dodge; SV Fort +4, Ref +9, Will +7; AL N; Str 13, Dex 16, Con 13, Int 14, Wis 14, Cha 15.

*Languages:* Common, dwarven, gnome.  
*Skills and Feats* Appraise +11, Balance +12, Bluff +11, Climb +10, Diplomacy +14, Disguise +7, Gather Information +12, Listen +13, Move Silently +13, Open Lock +13, Pick Pocket +13, Search +12, Sense Motive +14, Spot +9, Use Magic Device +10; Alertness, Improved Initiative, Quick Draw, Toughness, Weapon Finesse (dagger).

*Possessions:* +4 bracers of armor, +3 dagger, +2 ghost touch short sword, stone of good luck, ring of invisibility, misc. coins.

*Note:* Stone of good luck confers a +1 luck bonus on saving throws, ability checks, and skill checks.

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