

Targu's Spit and Flagon

A two-story grey building built of blocks of native granite, **Targu's Spit and Flagon** could easily be mistaken for an ancient temple, rising in the heart of the city. It has a wide entrance on each of its four sides and a smaller 8-sided second floor made with lighter hued stones. From dawn until after midnight, smoke can be seen rising from the top of the building, evidence of the slow roasting fires burning inside. Aromas of slow-cooked meat and spices drift out of the four doorways, enticing passersby and regulars alike. The small rosewood signs above the entrances declaring "Spit and Flagon" are almost superfluous.

Targu's Spit and Flagon was built ten years ago. Originally, it was known more for its owner, the great Ghenevo Targu, swordsman and legendary adventurer, than for its fare. After a storied career with his partner, Fenol Lightfingers, Targu retired from the road to establish himself in the city where he'd grown up. He worked for months to create the perfect meat recipe and then built the Spit and Flagon. He chose a small plaza in the city and built the eatery square in the center of it, unconnected to the surrounding buildings. During construction, gold flowed free to create the eatery using huge granite slabs carted in from afar. He also lined the pockets of influential figures in the neighborhood to not interfere with the construction.

His reknown for his luck and successful career as a 'freeswordsman' is evidenced by the treasures rumored to be held in his secret vaults and lesser trophies on the walls of the eatery (the jawbone of a King Lizard, the scorched outline of a dying spectre on Targu's shield, the leathery wings of a wyvern). Tales of his adventures with Fenol Lightfingers are many-fold, stories of high risk, exotic places, and great rewards. Targu will tend to get sad after telling these tales for awhile, as his time with Fenol did not end well. After five years together, Fenol was captured and hung for the theft of Chalice of Collay.

Today, Targu runs the place with his friend, Etta Calley, and an ever-changing stream of local girls to handle clearing tables, hauling wood, and other tasks.

In the few hours when the eatery isn't operating, doors are closed on the four entrances, but their locks are easy to jimmy loose. Much more secure heavy

oak doors secure the stairs to the cellar and up to the second story. There is a single door on the second floor leading out on to the roof of the first floor.

Main Doors: *Thickness 1 inch; Hardness 3; Break DC 5; hp 10; Open Lock (DC 10). The doors are old and slightly warped elm. They are braced open during working hours and locked shut after Targu closes.*

Stairwell Doors: *Thickness 3 inches; Hardness 8; Break DC 25; hp 35; Custom Jekemi Two-Key Lock; Open Lock (DC 30). These doors are well-maintained, well-fitted, and solid ironwood. The locks are rare works requiring two simultaneous keys. The door to the upper floor is always locked. The door to the cellar is unlocked while the eatery is open.*

Second Story Door: *Thickness 2 inches; Hardness 10; Break DC 28; hp 60. Ornate Iron door in iron frame, custom Jekemi Two-Key Lock; Open Lock (DC 30) Jekemi Poison Needle Trap (CR 2; +8 ranged (1, plus whisper oil poison (Injury DC17; Init Dam 1 Con; Sec Dam Unconsciousness)); Search (DC 22); Disable Device (DC 25)).*

Ghenevo Targu, Male Human Ftr5; CR 5; Medium-Sized Humanoid (6 ft 2 in tall); HD 5d10+10; hp 52; Init +1 (+1 Dex); Spd 30 ft; AC 17 (Touch 11, FlatFoot 16); Atk +11 melee (2d6+8+1d6 cold/crit 19-20, Greatsword +2 (Frost)); Atk +9 melee (1d6 +4/crit 19-20, Shortsword +1 (Holy)); AL CG; SV Fort +6, Ref +2, Will +2; Str 17, Dex 13, Con 14, Int 10, Wis 13, Cha 14.
Skills: Climb +4, Handle Animal +3, Intimidate +3, Jump +4, Knowledge (Legends) +4, Profession (cook) +4, Ride +4, Swim +4.
Languages: Common
Feats: Cleave, Combat Reflexes, Improved Bull Rush, Power Attack, Weapon Focus (Greatsword), Weapon Specialization (Greatsword)
Possessions: "Gelidus" (+2 Frost Greatsword), "Retribution" (+1 Holy Shortsword), +2 Chainmail shirt, battle trophies (parts of monsters), liberated treasures (the Chalice of Collay, the Banner of Victory, the Trident of Melichor), jewels and coins worth 10,000gp.

Description: Targu is a large man (6'2", 190 pounds) sporting a fashionable beard that wanders across his face. His face can be either warmly impish or frighteningly grim. (He prefers the former these days.) Targu's form is very muscular, though it is hidden a bit by a layer of fat he's acquired since retirement.

Personality: A wide grin and a great memory for faces and names are Targu's trademarks and another part of what makes his eatery so popular. Eat there once and talk with him and he'll greet you by name

the rest of your life. If flattered, he might agree to arm-wrestle a patron for a gold piece, never more, never less.

Information and Interactions: If you approach him when things are slow, Targu is fairly free with what he knows. He knows plenty of wild legends and ‘fanciful histories’ but they are often riddled with errors (Fenol was the researcher). He has some knowledge of the lands beyond his own, having visited many famous places. As long as you’re eating, he’ll be glad to tell you about it.

Etta Calley, Female Half-elven Rog5; CR 5; Medium-Sized Humanoid (5 ft 4 in tall); HD 5d6+10; hp 35; Init +8 (+4 Dex, +4 Imp. Init.); Spd 30 ft; AC 16 (+4 Dex, +2 Magic); Atk +7 melee (1d10+4/19-20, +1 Bastard Sword (Cold Iron), or +7 ranged (1d8/19-20, Light Crossbow); SA Low-light vision, Elven Blood, +2 saves vs. Enchantment, Immunity to Sleep; AL CN; SV Fort +3, Ref +8, Will +2; Str 16, Dex 18, Con 14, Int 13, Wis 10, Cha 8.
Skills: Appraise +3, Balance +8, Bluff +4, Climb +7, Decipher Script +1, Disable Device +1, Disguise +2, Escape Artist +6, Gather Information +5, Hide +8, Jump +4, Knowledge (local) +1, Listen +4, Move Silently +8, Open Lock +6, Search +4, Sense Motive +3, Spot +4, Tumble +8, Use Rope +6.
Languages: Common, Elvish
Feats: Evasion, Improved Initiative, Low-light Vision, Opportunist, Sneak Attack (+3d6), Trap Sense, Trapfinding, Uncanny Dodge
Possessions: Ring of Protection +1, Amulet of Natural Armor +1, Light Crossbow, +1 Bastard Sword (Cold Iron).

Description: Etta is a slight woman, her elvish blood apparent in her stature, though not in her face. To be frank, she is not an attractive woman. She wears her hair shorter than is fashionable but has good taste in the frocks and bodices that distract the customers from her face. She is quite nimble, able to dance through the crowds of the Spit and Flagon, as well as strong. It is common to see her hefting new meat from below to spear on one of the spits or carrying a load of firewood.

Personality: Etta always prefers to let Targu do the talking, parrying questions with well-worn jokes or polite evasions. Her smile seems genuine enough so her quiet doesn’t disturb the warm atmosphere of the eatery.

Information and Interactions: She holds her knowledge close, never sharing it freely or for coin. She tends to stay at the Flagon even when Targu goes out to secure new meats or deliver payments to the Red Hook brewery. It is generally believed that Targu and Etta are lovers but they never confirm this.

Interior

1) Main Floor

The main room has thick oak beams across the wide ceiling and several pillars creating a broad common room. The center of the room is dominated by the roasting pits: three large wood fires under great iron spits surrounding Targu’s chair. To one side of the room is Etta’s “station” where she watches the room and the serving of the ale. Behind her are the stairs down to the cellars and up to Targu’s rooms on the second floor. The floor of the room is filled with all manner of tables, chairs, and benches. Hanging oil lanterns provide a dim light insufficient to read by.

During open hours, Targu can be found on a broad stool tending the spits, basting the meat and talking with customers. Customers come and go as they please, bringing their own steins and wood plates. They approach Targu for a slice of the roast dropping coins into his hand. He judges how much meat they’ve paid for and drops the coins into a narrow copper tube, sending them down to the money room. He slices the appropriate meat and drops it on their plate.

The meat served at the Spit and Flagon is usually beef from local herds, but can also be pork, lamb, or other animals for a change of pace. Targu achieves the unique taste first through marinating the meat with a secret oil and then basting it with a basic tomato & spice sauce as it slow roasts in the big room under his watchful eye. Accompanying the roast meat is a golden ale specially brewed at the Red Hook Brewery nearby.

In Etta’s corner, she watches for thieves and takes care of the serving girls. She takes the money, looks it over and gives the girls the nod. The money drops down a tube to the money room. The girls disappear down the stone steps to the cellar and return with frothy golden ales.

Targu will tolerate minstrels and bards but they have to pay for their supper like everyone else. The atmosphere most nights is jovial with the talk of the town and even sing-a-longs as folks devour the barbeque. Regulars can get Targu to spin tales of his by-gone adventures but they say no one has yet been able to tempt him to leave the spit and pick up the adventurer’s sword again.

Goods

Targu sells a variety of meats, depending on the night and what are the best animals he can buy that week. While a copper piece will get you a sliver of

meat, a regular portion will run you 5 silvers. Depending on his mood, he might be more generous some nights over others, but that's part of the deal.

The Red Hook Ale is popular in the city, sometimes fetching a silver for a large mug. Targu's keeps prices more reasonable at 5 coppers a mug.

2) Below

Down the wide stairs behind Etta lie the cellars. There is a heavy ironwood door that is propped open during open hours and locked tight after closing. The rooms are low-ceilinged (6 foot) with hanging oil lanterns. The stairs empty into the Ale Room which contains the casks of Red Hook Ale. To the left is the Meat Room holding meats being marinated. To the right is the Money Room receiving all the coins from the main floor, locked behind an iron door. All the rooms are made with stone block walls and floors.

Down the stairs from the ale serving area is a long room running under the main floor. Cask after cask of Red Hook Ale are stacked on shelves along the room. Targu's will easily go through twenty casks a night. There are usually around one hundred and fifty casks in the Ale Room, empties replaced weekly by the girls with a trip to the Red Hook Brewery.

Entering the Meat Room, slabs of meat suspended by hooks hang in vats of Targu's marinating oils. More than a week of meat is stored here and Targu himself makes the weekly trip to various butchers to replenish his supplies. The room is enchanted with preservation magic so there is no chance of spoilage once the meat is brought there.

No one but Etta and Targu enter the Money Room. All the girls are sent home and the stairwell door secured before they unlock the room. Not only does the room contain the pile of the night's coins, it also has many shelves of solid oak chests, filled with coins. Some of the coins are from Targu's adventures, but most are profits from the business.

There is a second door deeper in the Money Room, but one that is cunningly disguised in the stonework and placed behind one of the shelves. Using the right leverage, the shelf swings away revealing the door. Like the first door to the Money Room, this door is alarmed and two-key locked. The second door opens to reveal a ten foot by twenty foot room known as the Cache. The Cache secures Targu's most prized treasures (the Chalice, the Banner, and the Trident) as well as personal papers from his times adventuring.

Money Room Door: *Thickness 3 inch; Hardness 10; Break DC 33; hp 90; Open Lock (DC 30). This door is massive with hidden hinges and its own unique Jekemi Two-Key Lock. Stone hides its edges. The door is always locked and Etta and Targu each have one of the keys. The door is also 'alarmed' to mentally signal Etta if the door is opened without speaking the password. The door to the Cache is the same.*

Treasure: The Money Room contains 10,000 plus 5d100 gold pieces worth of coins. Since much of this is in lesser metals, it amasses to a lot of coins. The Cache contains

- The Chalice of Collay (a royal heirloom, this cup enchants any liquid poured into it to become *Lesser Geas*, binding the drinker to the person who handed them the cup.)
- The Banner of Victory (A broad banner showing a knight triumphant over a mound of bodies in silhouette; when flown over a defined, armed force, each member of that force gains *Heroism* as per the spell.)
- The Trident of Melichor (The Trident belonged to a powerful monarch under the sea. When used by an appropriately sized creature, the trident is an enchanted +3 large-sized weapon (2d6 damage) that also grants its bearer +30' movement while swimming and carrying the trident.)

Character Hooks or Stories

The real secret behind Targu's is the identity of Etta Calley. Some say she is Targu's lover, others guess that she's Fenol's daughter or sister. The truth is that Etta used to be Fenol Lightfingers. To avoid death at the gallows, he allowed himself to be transformed by a wizard with a grudge. To stay alive, Fenol has assumed Etta's life and appears willing to stay 'retired in skirts'. So the two adventurers did retire together after all, though their reminiscences are kept to their second-floor rooms.

- If Etta Calley's true identity were to be discovered, the law and other foes from the past would be back to get her. The chance of the secret being out might force Targu to extreme actions to protect it (hiring someone to drop the dangerously curious person into the river, or pack him off on a long voyage).

- Targu is a generous soul and might be convinced to bankroll young adventurers... for a healthy cut of the results.
- The Spit and Flagon is known as neutral ground among the various factions and gangs of the city. Things could get ugly if that truce is broken. While it holds, very interesting characters can be found there, cutting deals and jockeying for prominence.
- One of Targu's serving girls is missing and he doesn't want to draw attention to it by closing the Spit and Flagon to look himself. He'd be interested in hiring someone to find her and bring her home safe.
- A thief tries to make off with a sample of Targu's secret oil, either during open hours or after closing.
- Etta Calley is missing and Targu wants to hire someone discreet to track her down. The investigation will take them back through famous haunts of Targu and Lightfingers.
- The owner of one of Targu's prized treasures comes looking for it. Perhaps they hire the PCs to retrieve it or Targu hires them to get it back.