

THE TREANT'S HALL

description

This is a fairly large two-story establishment—five buildings interconnected in the shape of a pentagon around a garden dominated by a large oak tree in the middle. Made of a strange mix of the white stones for which Silvermoon is justly famed, and large pieces of lumber, the Treant's Hall stands out as one of the most bizarre buildings in the city. All sorts of trees from the North seem to be represented in the structure of the building. Where there are not strangely angled windows from where guests can look out on the passing byers, branches have been used as fill-ins between spaces of the pieces of lumber. The tavern is bizarre looking, yes indeed, but to most it also has a weird air of comfort to it.

The entrance faces the street. You only have to go five feet on barely kept grass (this is what the owner calls "the yard"—very misplaced wording, if you ask me) to come to the large darkwood door. Strangely enough, the general building structure considered, the entrance is made of one piece of massive wood. The door is framed in white stone. On the stone over the entrance is engraved "The Treant's Hall" in Common, and in smaller letters below that the same words in Elven. Both engravings are sprinkled with silver powder, giving the text a faint shimmering light in the darkness of the night.

In the midst of the tavern's buildings is a garden. It is a well-kept (if sometimes a little too wilderness-like for the occasional metropolitan-minded guest), medium-sized garden filled with several varieties of trees, including a few rare specimens of chime oak from the Starwood of Cormanthor. Here stands the large oak tree from which the tavern gains its name. The top of the tree covers most of the tavern's roof(s). Because of this, one may be inclined to think that the garden is dark. That is far from the case, however. The branches of the oak have grown such that light—sun- as well as moonlight—shines through easily most of the time. This creates a very charming and slightly breezy oasis. Rumors have it that this tree is a treant.

Of interesting note is that the center of the oak's treetop can be used for special, secret or otherwise out-of-sight meetings. It is this local (and magically protected) curiosity that has given the tavern its name "The Treant's Hall."

Menu

The Treant's Hall primarily serves vegetarian food, very often of elven origin. Once in a while, however, boar or other wild meat is served, at the discretion of the proprietor's mood.

During the last year, the Treant's Hall has reached something akin to fame for its excellent Neverwinter Soup, which is only served in the month of Flamerule,

due to the rarity of the spice and crushed flowers used as ingredients (coming straight from Neverwinter Wood, if rumors are to be trusted). It is said that this slightly bitter, yet fully satisfying soup has the taste of all the wild woods of the North—especially when cooked by the proprietor, Garolen.

Another rarity in this tavern is the local milk-and-flowerhoney drink known as Silver Milk. While this tasty brew is common in taverns and inns of Silvermoon, Garolen of the Treant's Hall takes special care to take honey from a secret place in the vicinity of Silvermoon, giving a special silvery look to the version sold here. Also, Dwarven Spirit is sold for one copper less than most other places in the city (much to the displeasure of several tavern-owners in Silvermoon, of course).

FOOD

-Vegetarian food, more often than not elven varieties of what the season has to offer.

Special: Neverwinter Soup (Flamerule only)

DRINK

Special: Silver Milk

- and a mug of Dwarven Spirit costs 1 copper less here!

entertainment

The only constant entertainment here is the occasional, often fairly drunk, guest trying to get the "treant" to talk, much to the amusement of everyone else but the tavern-owner. Besides that only the passing bard, a talkative ranger or druid enjoying a drink in the garden entertains with a tale or two. Still, if one wants to hear tales about druids, rangers and wildlife of the North in general, this is a good place to visit.

patronage

The Treant's Hall is frequented by—and invites—all kinds of guests. However, there is a larger frequency of elves and rangers visiting the tavern than other people. One need not be a sage to figure out why this is. During the last year druids have begun frequenting the tavern too, especially druids of Silvanus. In fact, druids of Silvanus' grove in Silvermoon are highly esteemed guests here. They are so esteemed that in the garden they have a table ready at all times.

In principle everyone is welcome at the Treant's Hall, but not in reality. For instance, smokers are *not* allowed into the garden; they are at best kindly escorted to one of the two 'silent booths' where smoking is allowed. (See interior description.) A similar fate befalls those who come bearing an axe. They are free to visit the tavern, but it is prerequisite that they leave the weapon at the entrance's large safe, known as 'the Axe Keep.'

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Cost



(the ½ extra is due to the cheaper Dwarven Spirit)

Quality



owner

Garolen of the Treant's Hall (m human druid 4): SZ medium; HD 4; hp 24; AC 10; Str 11, Dex 10, Con 13(+1), Int 14(+2), Wis 15(+2), Cha 10; AL LN; Skills: *Animal Empathy* 6; *Concentration* 4; *Diplomacy* 2; *Handle Animal* 4; *Craft (wood carving)* 2; *Knowledge (nature)* 6; *Knowledge (geography)* 1; *Profession (cook)* 7; *Swim* 4; *Wilderness Lore* 7 (5+2 *Survivor*); *Climb (trees)* 5.

Feats: *Toughness* (+3 hp); *Survivor* (+1 Fort; +2 *Wilderness Lore*).

Other features: *Nature sense, animal companion* (doesn't have a companion, however), *woodland stride, trackless step, resist nature's lure*.

Spells (5-3-2): 0—*Create Water, Detect Poison, Mending, Naturewatch**, *Purify Food and Drink, Entangle, Shillelagh*; 1st—*Claws of the Beast**, *Endure Elements, Goodberry, Animal Messenger, Master Air*; 2nd—*Barkskin, Resist Elements*.

[*= indicates a spell from *Magic of Faerûn*.]

The owner's name is Garolen Kamboreon (commonly referred to either as "Garolen the Sad-eyed" or "Garolen of the Treant's Hall"). Last year his father, a retired adventurer, died suddenly and Garolen hastened from Neverwinter Woods to his father's side. Garolen now owns and runs the tavern. Although Garolen has great respect for his father's work, he plans to make even more changes when he has gotten a better grip on how to run the business himself. Besides running the place more in accordance with Silvanus' teachings of nature he has secretly begun work on an underground site beneath the tavern, connected with some of the tunnels of the Undercity. Because of this one of the tavern's buildings will be closed for at least another year. Here the help of his friend, the one-eyed dwarven warrior-merchant Breon Blackbeard is invaluable. The closing off of the building has attracted a few curious remarks; Garolen makes sure to fuel the often fantastic rumors about what's going on there. It's good publicity.

employees

Of primary note here is the young moon elven maid, Queelin Qu'Etroschi, who has lived all her life in Silverymoon. After Garolen's inheritance of the tavern, she has been assigned more responsibility of the daily routines of The Treant's Hall. She has secretly developed a crush on the new owner, a fact her father and mother have discovered but do not approve of. So far, however, they have remained silent.

Queelin Qu'Etroschi [1st lvl. Aristocrat] (f moon elf): SZ medium; HD 1; hp 6; AC 10; Str 9, Dex 14 (+2), Con 13(+1), Int 11, Wis 13(+1), Cha 15; AL LG;

Skills: *Knowledge* (Silverymoon history) (+2 skill points), *Appraise* (+2), *Listen* (+2), *Perform* (+1), *Read Lips* (+2), *Ride* (+1), *Sense Motive* (+2), *Spot* (+2), *Wilderness Lore* (+2).

Feats: *Education* [from *The Silver Marches*]

Another person worth mentioning here is the dwarven warrior-merchant Breon Blackbeard who was a friend of Garolen's father, and remains at the son's side. This respected (if sometimes only grudgingly so) one-eyed dwarf handles far-away tradings and deals, as well as the construction of the underground portion of the tavern.

traveler knowledge

Want some tasty, warming and fulfilling soup? The Treant's Hall is the place for you. The tavern's Silver Milk is worth a visit too. If you want to feel as close to the wilderness as you can get in a sprawling city—even a fair, lush city as Silverymoon – this tavern is one of the places to go. In other words, if you are a druid or a ranger this is a must-visit. And, of course, then there are the stories of a treant occupying the garden amidst the strange-looking structure that is the Treant's Hall.

resident knowledge

It is common knowledge that one of the Treant's Hall's buildings is under construction. This is in fact the center of lots of gossip. Rumors range from speculations that the strange but old building just needs new beams to make sure the construction doesn't collapse soon to more wild ones—an often discussed speculation is that Garolen and the mysterious one-eyed merchant dwarf are opening an entrance to the Underdark.

Another subject, of course, is the matter of the treant. Even if most locals are willing to believe the oak is a treant, most will just as willingly admit that they have not actually *seen* the treant 'in action' themselves. Of course, they always know of someone who has...

forbidden knowledge

The idea of the new construction is to open an underground area of the tavern. The more exact details of this are still a little fuzzy, but Breon Blackbeard is in constant negotiation with nearby underground-residents of Silverymoon.

What nobody in Silverymoon knows is that until recently the dwarf was actually a Harper. After the split in the Harper organization he resigned, wanting nothing to do with the—in his eye—unnecessary quarrels between Khelben Blackstaff and the other persons involved in the debate.

The rumor of the treant was started in Garolen's childhood. His mother was an illusionist who "created" the treant as a friend to her lonely son. This knowledge almost no one has, not even Garolen himself. Probably

the only ones alive who know this are a few of the old, local guests, and Breon Blackbeard—and *he* is definitely not saying anything.

Last but not least: several local tavern and inn-keepers have sent spies to the tavern in order to find out what's going on with the construction, as well as finding out how the (to their mind) obnoxious new owner of the Treant's Hall makes his famous Neverwinter Soup or that special Silver Milk? And what about that cheaper Dwarven Spirit? (The latter, everyone agree, is most likely because of some special deal with Breon Blackbeard.)

History

An exact date marking the original opening of this tavern is not known. Yet according to some sages, the opening lines of the ballad *The Forest Heart Of The Weeping Lady*, written c. 802 DR (about the bethrotal and tragedy of High Lady Amaara and Tilimarin Forestheart in the year of 801DR) by the then-unknown human bard Wern Greensong, may be about the Treant's Hall. Judge for yourself,

On a cold and lonely night of silver
They met below the oak in the dark
Hidden by the walls of five
They kissed and exchanged heart

If this is correct, then the tavern has existed for more than 550 years, thus being one of the oldest taverns of the North still in existence. The next reference to the tavern—albeit with another name—is centuries later, in a diary now stacked in Candlekeep, written by the halfling merchant Saumul Evergreen, 990 DR. In a passage dated 23 Mirtul he writes,

When finally we arrived at Silverymoon—after much foul weather and even fouler goblinkin—only one tavern had some room for us weary travellers. This was one of the strangest buildings I have yet seen. “The Tree Walls” it was called, and those walls were made of all manners of wood trees, a very peculiar sight, I say. There was nothing wrong with the food, however [...].

During these years the tavern was owned by a half-elf named Rorin Rainsmile, a limp ranger from the High Forest who in his senior years had decided to settle down as a tavern-keeper in Silverymoon, a city where he could live without being insulted from the elves of the High Forest for his “bastard-blood.” In 1094 DR the now old Rorin sold the tavern to a darkhaired woman with piercing green eyes and a whispering, cold voice. Her name, she said, was Lora Noon. According to rumors she came from faraway Rashemen; a witch in exile. Whether this is true or not, no one knows but she did have extraordinary powers of healing and often read people's future in their wine.

Now known as “The Oak's Hall,” Lora Noon's half-elven daughter Leera took over the place in 1150 DR when, during the great plague that year, her mother died in a battle with drow in the cellars of the tavern. Leera ran the tavern with a firm hand the next centuries and it was during these years it became a place popular with adventurers loving to be in a place in a sprawling city without feeling the pressure of cold, stone walls caving in on them. She befriended some of these adventurers, among which counted the leader of the adventuring band The Triple-Star Eye, Garal Kamboreon and his wife Hannah. Garal was a good-hearted, if somewhat moody, fighter with high moral standards and Hannah was a quiet, yet remarkably sharp-witted illusionist. They and their band of adventurers travelled the North for fame and fortune, making enemies along the way—counting a local Zhentilar captain known as Pilon Heart-ripper and even a few Harpers among the numbers. Hannah and Leera soon built a special bond of friendship. After Leera's mysterious disappearance 13 Highsun, 1340 DR, the Kamboreons took over the tavern. Since then the tavern has been known as “The Treant's Hall.”

Recently the running of the tavern was taken over by Garolen the Sad-eyed, 26-year old son of Garal and Hannah. He is a druid of Silvanus and is presently planning to change the establishment to better fit the teachings of the Oak Father.

THE TREANT'S HALL

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Version 1.0—Last Updated 08.04.2005