

#Bailey Brightbrew

Stories are often told and shared within a tavern over drinks and good food, but rarely are there stories about the folks that brew and serve those very dishes. Bailey is the exception. Everyone who's ever had the pleasure to be served by this vibrant gnomish bartender leaves with a unique tale of their encounter. Their hair is a multitude of colors ranging from orange to pink to blue and every color in between. They claim that their hair is entirely natural, and nobody tends to question it. Their personality perfectly matches their bright hair, greeting every new customer with a wide smile and cocktail recommendation.

Bailey is happy to share rumors and gossip with patrons, but will always expect information in exchange. It's believed that any gossip shared with this barkeep will reach new ears, so people should be careful what they do and don't share in their establishment.

#Bad Days

Everyone has bad days, but Bailey's are especially torrential. Their mood directly affects the magical effects of the drinks they tend. Typically, Bailey's drinks will come with fun, whimsical magic like harmless sparks flying from the mouth of the imbiber, but on rough and gloomy days those same cocktails will be visibly duller in color and take on unexpected effects such as illusory spiders crawling out of the drinker's ears. Game Masters are highly encouraged to create their own fun or disturbing effects for each cocktail that Bailey serves.

Physical Description

Bailey is short, even by gnomish standards. Their vibrant hair can often be seen peeking over the rims of tables and bars. They cover themselves with mismatched clothes of all different colors, preferring bright neon fabrics that match their hair color.

#Social Encounters

Bailey is keen to share any and all gossip they've heard recently, though they'd be hard-pressed to give the information up for free. This bartender knows how to control a conversation, so attempts at Intimidation (DC 20 to Coerce) and Deception (DC 20 to Lie, Impersonate, or Create a Distraction) are difficult to pull off. They're much easier to talk to directly using Diplomacy (DC 18 to Request or Make an Impression), but the fastest way to get Bailey to open up is to offer gossip and rumors. By sharing information that Bailey didn't already know, the aforementioned DCs will be reduced by up to 5 depending on how juicy the gossip was. Bailey also loves to prove their superiority behind the bar, and will open up to anybody who can beat them in a Cocktail Contest (DC 18 Crafting or DC 15 Alcohol Lore). While behind their bar, Bailey is a 3rd level challenge.

#Bailey Brightbrew

#CREATURE 1

Unique | CN | SMALL | THEY/THEM | GNOME | Humanoid

#Perception +8

#Languages Common, Gnomish

#Skills Crafting +6(+8 to craft food and drink), Deception +10, Intimidation +10, Society +9

#Str 0, #Dex +3, #Con +3, #Int +1, #Wis +3, #Cha +4

#AC 17; #fort +8, #ref +6, #will +8

#HP 15

#Speed 25 feet

#Melee (A) fist +9 (agile, nonlethal, unarmed), Damage 1d4 bludgeoning

#Colorful Brew Any drink prepared by Bailey Brightbrew has a dash of gnomish magic tossed in. Whenever a creature drinks something prepared by Bailey Brightbrew, roll 1d6. On a 1 or 2, harmless

sparks fly from the creature's mouth for 1 round. On a 3 or 4, the creature's hair turns rainbow colored for 1 minute. On a 5 or 6, the creature randomly speaks another common language for 1 minute, even if they can't normally speak that language.

#Fling (A) (manipulate) **#Requirements** Bailey is holding, wearing or adjacent to a bottle; **#Effect** Bailey reaches out and uses their full weight to throw a bottle within reach at a target as a ranged Strike with a +7 bonus. Empty or near empty bottles deal 1d4 bludgeoning damage and have the thrown 20 feet trait. Bottles that are mostly full deal 1d6 damage and have the thrown 10 feet trait. Additionally, when Bailey hits or misses with a filled bottle of spirits, the target and adjacent creatures become soaked in spirits for 1 minute. If they take fire damage during this time they also suffer 1 persistent fire damage.

#Story Hooks

The following hooks include suggested encounters. These encounters may be a combination of the listed creatures, or a specific selection from within, set to an appropriate difficulty for your party.

#Stolen Ingredients

Bailey's most recent shipment of magical ingredients hasn't arrived. Without them, they can't make their signature magical cocktails. The shipment is delivered subtly and under the table since some of these ingredients are exceedingly rare or volatile. The courier has never missed a delivery before now, and Bailey is worried somebody might've caught wind of their deal.

#Suggested Encounter Bandits, Pugwampi, Dryad

#Sour Wine

For some odd reason, all of the recent wine shipments have been completely soured. Not a single bottle has arrived that doesn't have an acrid taste to it. All of Bailey's wine comes from the local vineyard and they weren't given any kind of warning or notice that the wine would taste like this. Many of Bailey's signature cocktails use Wine as a base, and they can't serve any of them with a rancid product like this.

#Suggested Encounter Ogre, Slime, Invasive Insect Swarm

#The Kegs are Alive

Something's gone wrong and needs to be solved immediately! Lock the doors and windows and make sure nobody leaves. There's been a murder in Bailey's tavern and the only people clear of suspicion are the player characters. Anthony took one swig of his ale and dropped dead. Anyone inside could be the killer...but the real killer may be hiding within the products themselves...

#Suggested Encounter "Beer" Elemental hiding in the kegs (acts as a water elemental), Assassin among the patrons, Bailey themself gone mad and poisoned the man's drink.