
Safe Mooring Inn

Creator Name: Lynne Smith

Hold Contact: Lynne Smith

Current Holder: Mariline, Inn Proprietor

Badge and Colors: On a black Roundel, a silver and blue estoile

Hold Beholden to: Rubicon

CLIMATE & ECONOMICS

The Safe Mooring Inn lies halfway between 40° and 30°. Moderate climate. Quite hot in the summer. Cold wet winters. Can get some bad storms, both snow and rain depending on the season, particularly if they come in from the sea.



GENERAL INFORMATION

Conveniently located mid-way on the massive bluffs that lead from the piers of Rubicon's main port, the Safe Mooring is a popular rest stop for sailors and visitors alike. The Inn is carved out of the native stone and is snug from the strong breeze and spray kicked up from the nearby ocean. Soft glows line the main bar; nets, buoys, and strange sea creatures line the walls.

The Inn is a built in a deep, multilevel half-circle. When entering the door, you'd see the first arc, which holds a large common room with two long tables and several much smaller ones for private (more expensive) dining. To the right, a large bar carved out of the native stone seats several more, and the kitchens are just off a large doorway at the far side.

Out of sight of the patrons, the kitchen gives way to several outlets - storerooms, an herb closet, and a concealed but accessible stairway which leads to all other floors.

Back in the common room and to the left, there's a small area that is usually crowded with the local oldsters. A small hearth blazes from morning till closing, illuminating the comfortable chairs, rocker, and the ever-present chessboard.

The bouncer and account keeper, Jesseb, looms quietly over the proceedings at the Inn, and by day, several cheerful serving maids make sure that each guest's needs are met. By night, the amount of servers is approximately halved at any given time, but no one's complained about it yet.

Moving into the next half-circle, you'll see a narrow hallway that branches off into several passages, most of which lead to rooms for paying customers. Another passageway is a long corridor with two doors - one to Mariline's sleeping quarters, and one at the very end of the hallway which leads to the lowest floor.

A short staircase lined with glows illuminates this area. Several sleeping areas line the walls - two midsize dormitories for the young or unattached workers of both

genders, and several much smaller rooms for attached couples. This lower level also houses a cold room and several large storage rooms, as well as the infamous 'backrooms', the purpose of which varies wildly from occasion to occasion.

Adjacent to the Inn and assessable from the kitchen and lower level (although it has a separate ventilation system), a stable houses the Inn's livestock and the occasional hound or other pets & livestock brought by patrons.

On the cliffs above the Inn, natural caves in the cliff side have been modified for stressed, recuperating, or battle weary dragonriders.

During their stay, 'riders receive three meals a day (dragons need to hunt for themselves!), room & board, and clothes laundering, in exchange for which the Inn pays no tithes. Rubicon's Lord (currently young Lomcoli) receives compensation (generally consisting of favors) from the Weyr for his approval of the arrangement.



SPECIAL ATTRACTIONS

Specialties include The Catch of the Day, Fried Softshell Rockmite, and Black Chai Smoked Bellclaw with Moonvine, the recipe for which is highly guarded secret. A lesser mentioned but just as popular item is on sale -- Salty's Cure-all: guaranteed to clear your sinuses, rip the plaque off your teeth, and, when externally applied, remove warts. This high proof brew is generally only offered to locals (unless, of course, the locals get bored).

Visitors are urged not to listen to rumors of the backrooms and what goes on therein. The Safe Mooring is a strictly above board, honest establishment. Jesseb, - the aforementioned extremely large man - will be happy to positively *quash* any doubts the visitor might have to the contrary.



SPECIAL EVENTS

The last sunset of the old Turn marks a localized holiday - all inhabitants of the Safe Mooring and many of the stall keepers and locals meet on the piers to remember those lost at sea during the previous Turn.

After a short speech - given by a harper, if available, a respected local if not - small boats are floated into the water in remembrance of the deceased. These toy-sized vessels are made of whatever material is available - clay, shell, driftwood, etc.

It's considered especially good luck if the sun sets red that night - giving double meaning to the saying "Red sky at night, sailor's delight; red sky at morn, sailors be warned."

The entire process is brief and is followed by story telling and toasts in homes, the Inn, and even on the thoroughfare to the Inn itself, weather permitting.



IMPORTANT PEOPLE

Mariline -- F, H= brown, E= brown, HT= 5' 3", Age=47
Slim and generally tired looking, with a kind of faded prettiness. Slightly longer than shoulder length hair that's worn in a neat bun. Determined that the family place continues to prosper. Fully at ease with the slightly shadier side of the Inn, though she'd deny any and all accusations. (Persona of Lynne Smith)

Jesseb -- M, H= brown, E= brown, HT= 6' 5", Age= 27
Jesseb has a muscular build, a shaved head, and a surprisingly soft voice. After a near fatal drowning, some of his mentation suffered, but he's a functional part of the Inn where he now works. A generally peaceable man who delights in simple pleasures. Bouncer and account keeper at the Safe Mooring Inn; owner of Kitty, a striped tomcat. (Persona of Whitney Ware)

Kitty -- M, Feline, H= brown/tan/cream, E= green, HT= 8", Age=4
Kitty isn't his real name, though he'll (wincingly) answer to it. Fierce bane of squeekers, loyal warmer of feet, & sworn foe of Ix. Can expand to cover an astonishing amount of space, considering he's a midsize tom. Affectionate when he feels like it, gone when he's not. Maine Coon patterning, long haired, and very vocal. Owner of Jesseb, a large but gentle pet that's mostly trained. (Persona of Lynne Smith)

Reshon -- F, H=black, E=brown, HT= 5' 6", Age=20
Reshon has caramel brown skin, very short hair, and is lanky and long-limbed. Loves stories, songs, bangles, and bold colors. Competent, though not craft-quality seamstress, & an energetic dancer. Worker at the Safe Mooring Inn; owner of Ix, a small talking wherry. (Persona of Lynne Smith)

Ricully -- M, H=brown, E=brown, HT=5' 6", Age=36
Ricully is pale, nervous, and as twitchy as a long-tailed cat in a room full of rocking chairs. Moderately talented flutist & composer of music for the same. Currently stationed at the Safe Mooring Inn. Journeyman harper; owner of many, many phobias. (Persona of Lynne Smith)