



# TAVERN!

YE ADVENTURER'S OLDE FAVOURITE DIVE



BY

R. WILLIAM THOMPSON &  
JUSTIN P. SLUDER



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YE ADVENTURER'S OLDE FAVOURITE DIVE  
&

SAMPLE TAVERN:

## THE SWEET HAG'S BOSOM

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## INTRODUCTION

Ah, the musty smells and amusing noises that come from one of the most notorious and gregarious hotspots on every fantasy world – nothing beats a round of drinks with companions at the pub, followed by a good night's rest in the hay (or preferably, something better). But the dreadfully jaded adventurer might require more convincing, and what luck! Some assistance can be provided in that regard.

**WHAT YOU NEED:** This material assumes that all players have access to the *Pathfinder Roleplaying Game Core Rulebook*, and that GMs also have the *Pathfinder Roleplaying Game Bestiary* on hand.

Enterprising GMs will also have access to other helpful core rules content, such as the *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game NPC Codex*, and even the full downtime system found in *Pathfinder Roleplaying Game Ultimate Campaign*.

This material references several other books (this content can also be found online), which are listed below, along with their abbreviations used here.

CRB	<i>Pathfinder Roleplaying Game Core Rulebook</i>
GMG	<i>Pathfinder Roleplaying Game GameMastery Guide</i>
B1	<i>Pathfinder Roleplaying Game Bestiary</i>
B2	<i>Pathfinder Roleplaying Game Bestiary 2</i>
NPC	<i>Pathfinder Roleplaying Game NPC Codex</i>
MC	<i>Pathfinder Roleplaying Game Monster Codex</i>
APG	<i>Pathfinder Roleplaying Game Advanced Player's Guide</i>
ARG	<i>Pathfinder Roleplaying Game Advanced Race Guide</i>
ACG	<i>Pathfinder Roleplaying Game Advanced Class Guide</i>
UE	<i>Pathfinder Roleplaying Game Ultimate Equipment</i>
UC	<i>Pathfinder Roleplaying Game Ultimate Combat</i>
CAM	<i>Pathfinder Roleplaying Game Ultimate Campaign</i>
ETC	<i>Any other non-core rules from the Pathfinder Roleplaying Game</i>

**HOW TO USE THIS CONTENT:** This publication is meant to give players and GMs everything they need in a one-stop shop for taverns/inns, and related establishments. This small but jam-packed supplement can allow storytellers to create new establishments, flavor old favorite taverns & inns, or simply allow for more diversity at the table with time-saving content that can be used on the fly. GMs can use this material to run an entirely tavern-centered adventure/campaign. Players will find these new and compiled resources helpful for purchasing gear and goods found in most taverns/inns, and may even seek to perform Downtime activities related to building their own businesses, including stables and breweries.

**Tavern Rousings** (chapter 1) covers barroom brawls encounters, as well as all expanded combat maneuvers first presented in *Pathfinder Roleplaying Game Advanced Player's Guide*, which are appropriate to the themes of taverns/inns, and have been included for convenience.

**Drinking & Drinkenness** (chapter 2) proves that we are not as think as you drunk we are, providing players game mechanics for alcoholic unit, varying levels of intoxication, and new feats for dealing with alcohol intoxication (called *Drunken Feats*). **Creating Taverns** (chapter 3) should be everything you need to create any business of this sort; don't worry – it's more than anything you've already seen before, but should be very familiar material for most players. **Menu & Amenities** (chapter 4) is all the food, drink, goods, and services you might expect to find in your favorite dive, as well as a section on brewing alcohols using Craft/Profession skill checks.

**Encounters & Events** (chapter 5) is not only the normal NPCs you might expect, but also random encounter tables (people who like random rolling tables will love this material), and all the material for the optional Downtime system (from *Pathfinder Roleplaying Game Ultimate Campaign*) necessary to create and run one of these businesses in-game. Finally, the peak of our content offerings culminates in *Sample Tavern* (chapter 6), the *SWEET HAG's BOSOM* tavern & inn combination – a completely Open Game Content environment for players, GMs, fans, amateur designers, and other third-party publishers of *Pathfinder Roleplaying Game Compatible* game content, alike. The staff NPCs (including full backgrounds and descriptive details), as

well as all areas, features, and offerings available at this example two-story tavern/inn are presented in writing, and full-size maps and helpful media ready for printing and immediate use at the game table, make this publication not just a great deal – but our gift to you, and to all other publishers out there ready to pick up the torch for the benefit of *Pathfinder Roleplaying Game* players. For those of you who wish to run a game with this material, but have players with tight budgets, consider telling them about the free version of this publication, the *Sample Tavern: The SWEET HAG's BOSOM* – this document provides much of the basics found in this one, and provides a free copy of the maps for helpful reference (but not full-size, like the maps presented here).

**NEW TERMS:** When a creature drinks alcoholic beverages, it becomes *intoxicated* (full alcohol intoxication rules are presented in chapter 2). An intoxicated creature can sometimes experience a *blackout*, where they act absent-mindedly, and will end up completely forgetting any actions they undertook while "blacked out." Following a period of rest after drinking heavily, creatures may experience a *hangover*, where they are groggy, irritable, and plagued by splitting headaches. Alcohol is consumed in *doses* (just like drugs and poisons), which are counted by *alcoholic units* (outlined along with intoxication rules, as above).

**ON GLASSWARE:** Serving containers of all manner are used to serve or dispense alcoholic drinks, and may have very different names in various regions, but the most common bar glasses are the *shot glass* (1.5-oz, "halfling cup"), *rocks glass* (6-oz, "halfling bowl"), *mugs/steins* (16-oz, "halfling bucket"), and many others, including stemmed wine glasses, brandy snifters, martini glasses, etc. Many helpful illustrations are also included in this material to show common glassware used to serve and dispense alcoholic beverages.



**ALE GLASSWARE:** Ale usually comes in a glass or a large container for serving multiple drinkers. Pictured glassware is described from left to right.

**PITCHER:** A 3/4-gallon pitcher; pitchers can be anywhere between a quart and a gallon (32 to 128 fl oz, or 0.94-3.78L).

**PINT GLASS:** A pub-style glass serving a typical 16 fl oz pint (470mL); an imperial pint (UK) is 20 fl oz (570mL).

**SEIDEL MUG:** This mug is approximately the same volume as a pint (though some may be much larger), along with thick sides and a handle (ceramic mugs of this sort are called steins).





## CHAPTER 1:

## TAVERN ROUSINGS!

Everyone needs a good barroom brawl scene now and then, and preferably one with a lot of fun and interesting highlights. Introduce the following features of the tavern encounter to make it more distinctive and action-packed, without unduly slowing down combat.

### DYNAMIC ACTION

When a fight breaks out in a bar, it can be more complicated and interesting than combat in an open field, and a chaotic tavern fight offers many tactical options. Consider the battlefield and select one or two special features from this material to use each round; your players will quickly follow your example and no doubt develop ideas of their own. Use these guidelines to encourage them – especially in a non-lethal brawl, most players will be happy to follow your judgment.

**BULL RUSHING:** Few players will forget being bull rushed into a wall, window, or fireplace. Each 5-ft. square that a character would be pushed beyond what is sufficient to place him next to a wall inflicts 1d6 points of nonlethal damage (plus Strength or other bonuses). Also, allow the attacker to make a free Strength check against the wall's break DC (20 for normal wooden walls) to send the victim crashing through to the other side. With glass windows, the impact is less forceful (causing 1d6 less nonlethal damage), but the glass shards deal 1d6 points of lethal slashing damage. Ending in a large fireplace inflicts 2d6 points of fire damage and requires a DC 15 Reflex save to avoid catching fire. Pushing a victim's head into an aquarium filled with water deals 1d4 points of slashing damage from the glass, plus an additional 1d4 points of damage each round that attacker successfully pins the victim with a grapple check, along with possible rounds of suffocation, and the immediate release of whatever creatures were inside.

**NAMELESS COMBATANTS:** The following system accounts for many people in a chaotic brawl. Of course, never use these rules to describe the PC's principal opponents.

1. First, assign a rough area to the mob and assume that every square is either occupied or threatened by a combatant. Moving through these spaces inflicts 1d3 points of non-lethal damage per 10 ft. of movement; a DC 15 Reflex save halves this damage. Alternatively, a character can avoid any damage using Acrobatics (as if to avoid attacks of opportunity) or by moving their speed as a full-round action.
2. At the end of each character's turn, determine the number of adjacent squares occupied by these nameless brawlers. Roll 1d4 for each such square; the character suffers one attack, which is considered to be flanking, for each 1 rolled. If the mob has reason to dislike a particular character (e.g. the party rogue whose cheating triggered the fracas), increase the odds of targeting that character by also including each 2 rolled.
3. Assign a total hp to the mob (rather than track individual members). To resolve area spells, estimate the number of affected brawlers and apply the results proportionately. As the mob's hit points fall, reduce its size; most mobs will disperse when reduced to half their hit points.

### IMPROVISED WEAPONS

Drawing blades or other heavy weaponry on others in public can have legal repercussions in most any urban center, while other implements used during a breakout of tavern violence can be easily justified or negated with simple denial of committing hostilities. Use the following stats for common tavern items, and treat all items as improvised weapons unless specifically noted otherwise.

**CHAIRS, CRATES & CASKS:** Treat crates, or chairs appropriately sized for Small or Medium creatures as clubs, but they are

also fragile and may break on a successful hit (with hardness 0 and 5 hp; they suffer the same amount of damage they inflict). Storage containers, such as smaller ceramic amphorae and casks, are somewhat sturdier; they deal damage like clubs but have hardness 5 and 1-5 hp. Larger amphorae or kegs could also be available, but only the strongest brawlers can even lift them (requiring a DC 15-25 Strength check), but they deal significantly more damage (2d8 hp).

**MUGS & STEINS:** Mugs of ale make memorable thrown weapons, shattering upon impact and inflicting damage comparable to a sling. A bowl of piping hot soup or a pan fresh off the fire is even better and add 1d3 fire damage.

**TABLE FLATWARE:** Treat knives as daggers (not improvised), and forks as improvised daggers, and they both suffer as much damage as they deal. Spoons can only be used for Dirty Trick combat maneuvers (see below), usually to temporarily blind or deafen opponents.

**TAPPING KEGS:** Kegs of ale can be shaken and tapped (usually with a hammer and a spigot, but a dagger will do in a pinch) as a full-round action. With a ranged touch attack, a keg can then be pointed toward a character within 10 ft., who must succeed on a DC 10 Concentration check to cast spells and suffers a -2 penalty on attacks and skill checks. Small kegs can spray an opponent for five rounds. Characters drenched in alcohol receive a -2 circumstance penalty on Stealth checks.

(*Note:* Heavily carbonated beer—and, thus, pressurized kegs—are a modern invention and are not appropriate for worlds hewing closely to historical realism. Anything is possible in fantasy worlds: if an explanation is required, blame it on the gnomes!)

### TERRAIN & HAZARDS

From fireplaces to toppled furniture, the inside of a fantasy tavern is never a stranger to hazards.

**BREWING VATS:** Many taverns brew their own beer in large fermenting vats, in a side room or cellar. Such vats occupy a 5-ft. square and are 5-8 ft. tall. Small pubs have freestanding vats with makeshift stairs to their tops; larger taverns might have platforms built around a set of them (effectively putting their tops at floor level). The earthenware or wooden vessels are sealed or loosely covered at the top.

Brewing vats are sturdy, with Break DC 23 (20 at the tops), AC 2, hardness 5, and 150 hp: 15 hp damage suffices to cut a hole from which beer will flow into the room, coating two 4-ft. squares per round (and eventually even filling the room with a shallow sea of yeasty ale).

Characters can push each other into the vats (or, alternatively, throw grappled characters into them); again, allow a free break check with the bull rush. Characters inside full vats must make a DC 10 Swim check to reach the lip and breathe, plus a DC 10 Climb check to pull themselves out—especially difficult for those in armor.

TABLE 1A: IMPROVISED WEAPONS

ITEM	DAMAGE	HARDNESS	HP	STR DC TO LIFT
AMPHORAE, SMALL	1d6	1	5	10
AMPHORAE, LARGE	2d8	3	10	20
BENCH	1d12	2	8	10
CASK, SMALL	1d6	2	6	10
CASK, LARGE; OR KEG	2d8	5	15	20
CHAIR	1d6	0	5	—
FORK OR KNIFE	1d4	8	3	—
MUG	1d6	— shatter on impact —	—	—
SOUP, BOILING HOT	1d6 + 1d3 fire	— shatter on impact —	—	—
BROKEN GLASS OR MUGS	1d3, or 1d6 if falling or tripping	—	—	—





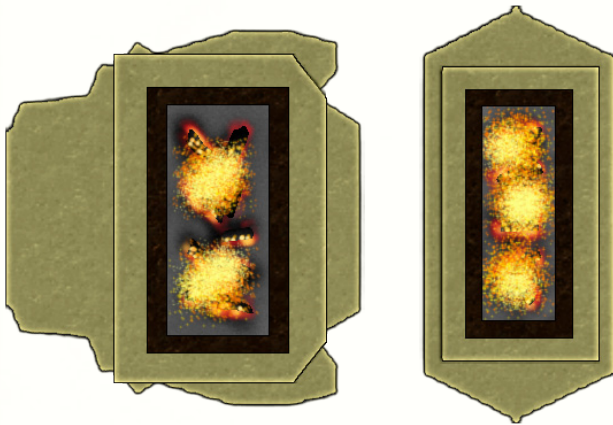
## CHAPTER 1: TAVERN ROUSINGS!

**BROKEN SHARDS:** Sprinkle squares with broken glass or ceramic as windows and trays of mugs are smashed during the combat. Treat these as caltrops for those without shoes, and even well-shod characters suffer 1d6 points of damage from a fall (or trip) into such a square and another 1d3 points when exiting or standing up (unless they expend a full-round action).

**CHANDELIERS:** Prosperous establishments may have a hanging light fixture, which can be tempting during combat. Swashbuckling rogues may leap to the chandelier and swing to someone's rescue.

Reaching a chandelier requires a standard action to jump and grab it: a DC 10 Strength or Dexterity check (player's choice). The chandelier doubles the horizontal distance of the jump, and the PC may also drop to a lower floor (decrease the effective distance fallen by 10 ft. with a DC 15 Acrobatics check). A PC who misses the chandelier can make a DC 15 Reflex save to dangle awkwardly before falling (reducing falling damage by 10 ft.).

And few events will energize a combat more than a well-placed arrow dropping the entire chandelier (see Table 4 for chandelier hp, hardness, and AC). Smaller chandeliers may be held up with a single rope or chain secured to one side, making them vulnerable. Large chandeliers have multiple supports; give them a chance to fall equal to the fraction of support missing at the beginning of each round. A character may untie a secured rope with a DC 15 check (Craft [knotwork] skill check, an appropriate Profession skill check, or an Intelligence ability check). Chandeliers and their supports are immune to bludgeoning damage, and ranged weapons do half damage to objects.



**OVEN/FIREPLACES:** Fireplace chimneys can be one- or two-sided, and can even make great locations for a kitchen oven. The SWEET HAG's BOSOM tavern has an oven-fireplace in the wall between their kitchen and the main tavern room, as well as another separate 2-sided chimney and fireplace.

A large iron chandelier (200 lbs. or more) deals 1d6 points of damage per 10 ft. of falling distance to all those below it. A smaller one (100-199 lbs.) deals half that. Characters under the chandelier must make a DC 15 Reflex save or be pinned (failing by 5 or more also grants the entangled condition until the chains and supports can be unwound and pulled off); escaping a pin requires a DC 10 Strength check as a standard action (and leaves the PC prone).

**SLIPPERY & ELEVATED SURFACES:** Areas covered in spilled ale or greasy food pose special challenges. Treat them as difficult terrain, requiring a DC 10 Acrobatics check to run or charge or after suffering damage, adding 2 to the DC of any other Acrobatics check, and rendering creatures without at least five ranks in Acrobatics flat-footed. More importantly, such terrain can easily be used for cinematic effect in combat. If a creature is bull rushed along such a surface, the pushed distance is doubled and the character must make a Acrobatics check or fall prone (DC = 10 + the difference in the bull rush checks).

Creating these conditions is not difficult: small kegs or casks cover a single 5-ft. square while larger ones cover substantially more. Slicks can be produced during melee, by characters intentionally smashing stacked kegs, or even by ranged attacks that miss their targets but instead puncture a barrel (imagine the burly fighter's surprise when his own improvised weapon trips him!). This can also be accomplished with a table full of wet/greasy foods.

For a high fantasy setting, a waxed bar also provides a slippery surface: the bar's narrowness increases the Acrobatics DCs to 15 for running or charging or for taking damage. A fall to the floor inflicts 1d3 points of nonlethal damage (plus another 1d6 if the character falls in the remains of shattered mugs). Climbing onto a bar also grants the higher ground bonus.

The key to using the bar effectively is luring the PCs onto it to set up a bull rush, either by tempting them with an opponent already atop it or taking cover behind it (and harrying them with thrown casks of beer).

**TABLES & BENCHES:** Tables may be meant for eating and card-playing, but they also offer numerous options to enterprising combatants. Standing on one grants higher ground (+1 to attack rolls) but also leaves a character vulnerable to being thrown off (inflicting 1d3 points of nonlethal damage and leaving the character prone unless they succeed on a DC 20 Acrobatics check) either because of a bull rush or because the table collapses following a well-placed strike. Typical tables have AC 2, hardness 5, and 10-15 hp (or break DC 18-23).

Old or poorly made tables have weak spots to be exploited. A creature next to such a table may notice that it is rickety; as a move action, it can make a Craft (carpentry), Knowledge (engineering), or Disable Device check (at DC 15) to identify the weak point, or a DC 20 Perception check. That character then ignores hardness, automatically scores a critical hit on any successful strike, and receives a +5 circumstance bonus on break attempts.

Characters can flip tables over; always a dramatic way to start a fight. This requires two free hands and a DC 5-8 Strength check (depending on sturdiness) if the table is empty. Raise the DC by 10 for each Medium size creature standing on it (or +5 per small creature; +15 per large creature). Once flipped on its side, any substantially sized table can provide a +1 or +2 shield bonus to AC (depending on the table's size and sturdiness) while performing a full-defense action.

### DIRTY TRICKS AND OTHER MANEUVERS

Included in *Pathfinder Roleplaying Game Advanced Player's Guide*, the following new combat maneuvers can often find themselves being used in play during tavern rousings and barroom brawls. Characters with feats and abilities related to these combat maneuvers

TABLE 1B: CHANDELIERS

SWINGING ON	CHECK TYPE	DC		
TO GRAB	Str or Dex	10		
ON A FAILED GRAB	Reflex save	15 to avoid fall		
FALLING	DAMAGE PER 10 FT.	ESCAPE ARTIST DC	STR DC	
CHANDELIER, SMALL	1d3	10	10	
CHANDELIER, LARGE	1d6	15	15	
REMOVING SUPPORTS	AC	HARDNESS	HP	BREAK DC
ROPE	11	0	2	23
CHAIN SUPPORT	11	10	5	26





may have better luck than the average commoner or even a combat-ready adventurer; however, new feats for these combat maneuvers have not been included here.

## COMBAT MANEUVERS

The following four combat maneuvers can be made using the same rules for all other combat maneuvers. Each one requires the attacking character to make an attack roll, adding in his Combat Maneuver Bonus (CMB) in place of his normal attack bonuses. If the result is equal to or greater than the target's Combat Maneuver Defense (CMD), the maneuver is a success. The drag and reposition maneuvers have varying levels of success depending on how much the attacker's roll exceeds the target's CMD.

### DIRTY TRICK

You can attempt to hinder a foe in melee as a standard action. This maneuver covers any sort of situational attack that imposes a penalty on a foe for a short period of time. Examples include kicking sand into an opponent's face to blind him for 1 round, pulling down an enemy's pants to halve his speed, or hitting a foe in a sensitive spot to make him sickened for a round. The GM is the arbiter of what can be accomplished with this maneuver, but it cannot be used to impose a permanent penalty, and the results can be undone if the target spends a move action. If you do not have the Improved Dirty Trick feat or a similar ability, attempting a dirty trick provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, the target takes a penalty. The penalty is limited to one of the following conditions: blinded, dazzled, deafened, entangled, shaken, or sickened. This condition lasts for 1 round. For every 5 by which your attack exceeds your opponent's CMD, the penalty lasts 1 additional round. This penalty can usually be removed if the target spends a move action. If you possess the Greater Dirty Trick feat, the penalty lasts for 1d4 rounds, plus 1 round for every 5 by which your attack exceeds your opponent's CMD. In addition, removing the condition requires the target to spend a standard action.

### DRAG

You can attempt to drag a foe as a standard action. You can only drag an opponent who is no more than one size category larger than you. The aim of this maneuver is to drag a foe in a straight line behind you without doing any harm. If you do not have the Improved Drag feat or a similar ability, initiating a drag provokes an attack of opportunity from the target of your maneuver.

If your attack is successful, both you and your target are moved 5 feet back, with your opponent occupying your original space and you in the space behind that in a straight line. For every 5 by which your attack exceeds your opponent's CMD, you can drag the target back an additional 5 feet. You must be able to move with the target to perform this maneuver. If you do not have enough movement, the drag goes to the maximum amount of movement available to you and ends.

An enemy being moved by a drag does not provoke an attack of opportunity because of the movement unless you possess the Greater Drag feat. You cannot move a creature into a square that is occupied by a solid object or obstacle. If there is another creature in the way of your movement, the drag ends adjacent to that creature.

**STABILITY:** Some characters or types of creatures prove particularly sure-footed, making them more difficult to overthrow and move around the battlefield. Any racial ability that grants a bonus to CMD versus bull rush attempts grants the same bonus against drag combat maneuvers.

### REPOSITION

You can attempt to reposition a foe to a different location as a standard action. You can only reposition an opponent that is no more than one size category larger than you. A reposition attempts to force a foe to move to a different position in relation to your location without doing any

harm. If you do not have the Improved Reposition feat or a similar ability, attempting to reposition a foe provokes an attack of opportunity from the target of your maneuver. You cannot use this maneuver to move a foe into a space that is intrinsically dangerous, such as a pit or wall of fire.

If your attack is successful, you may move your target 5 feet to a new location. For every 5 by which your attack exceeds your opponent's CMD, you can move the target an additional 5 feet. The target must remain within your reach at all times during this movement, except for the final 5 feet of movement, which can be to a space adjacent to your reach.

An enemy being moved by a reposition does not provoke an attack of opportunity because of the movement unless you possess the Greater Reposition feat. You cannot move a creature into a square that is occupied by a solid object or obstacle.

### STEAL

You can attempt to take an item from a foe as a standard action. This maneuver can be used in melee to take any item that is neither held nor hidden in a bag or pack. You must have at least one hand free (holding nothing) to attempt this maneuver. You must select the item to be taken before the check is made. Items that are simply tucked into a belt or loosely attached (such as brooches or necklaces) are the easiest to take. Items fastened to a foe (such as cloaks, sheathed weapons, or pouches) are more difficult to take, and give the opponent a +5 bonus (or greater) to his CMD. Items that are closely worn (such as armor, backpacks, boots, clothing, or rings) cannot be taken with this maneuver. Items held in the hands (such as wielded weapons or wands) also cannot be taken with the steal maneuver—you must use the disarm combat maneuver instead. The GM is the final arbiter of what items can be taken. If you do not have the Improved Steal feat or a similar ability, attempting to steal an object provokes an attack of opportunity from the target of your maneuver.

Although this maneuver can only be performed if the target is within your reach, you can use a whip to steal an object from a target within range with a -4 penalty on the attack roll.

If your attack is successful, you may take one item from your opponent. You must be able to reach the item to be taken (subject to GM discretion). Your enemy is immediately aware of this theft unless you possess the Greater Steal feat.



**WINE GLASSWARE:** Champagne, red, white, and blush wines all use slightly different glasses, and sherry uses a tiny stemmed glass of a similar shape; other glasses are also possible (unless otherwise noted, all wine glasses are between 4-7 fl oz (120-210mL). Pictured glassware is described from left to right.

**SHERRY GLASS:** This is for drinking potent wines and liqueurs; 2 fl oz (60mL).

**FLUTE GLASS:** This is for drinking champagne, shay, and similar fine drinks.

**WHITE WINE GLASS:** This is for drinking white wines (blush wines may use this glass, or another unique wine glass).

**RED WINE GLASS:** This is for drinking red wines (and the most common glass used in general for any wine).



CHAPTER 2: **DRUNKING & DRINKENNESS**

While the most basic game mechanics for alcohol's intoxicating effects and addictive properties are provided in *Pathfinder Roleplaying Game GameMastery Guide*, those mechanics necessary for the more pressing matter of the intoxicated opponents encountered in a tavern scene, are presented here.

**INTOXICATION & DRINKER'S FORTITUDE**

As a general rule, a GM may wish to employ the following simple method for determining alcohol intoxication effects, or else utilize the more extensive optional rules presented below.

**DRUNKENNESS:** As creatures consume alcohol, they grow increasingly more intoxicated. The simplest way to handle a drunken character is to have them make a Fortitude save against the DC above each time they consume a given unit of alcohol, with failure resulting in them gaining the sickened condition. If they continue drinking, and fail another Fortitude save, they become nauseated. If they decide to keep drinking after this, and fail yet another Fortitude save, they pass out and are unconscious. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier; drinks consumed in excess of this total cause the character to become sickened for 1 hour per drink above this maximum. Particularly exotic or strong forms of alcohol might have additional effects, or include other drugs or intoxicating ingredients. Addiction: Consuming alcohol regularly can lead to moderate addiction, as presented below (see *DRUGS AND ADDICTION*).

**INDIVIDUAL FORTITUDE**

By consuming alcoholic units, any creature that is not immune to the effects of alcohol, or poison, must make Fortitude saves, or gain a higher intoxication level, which grants intoxication effects depending on the creature's intoxication level (mildly, moderately, or heavily intoxicated). A character can consume a number of alcoholic units equal to 1 + her Constitution modifier (minimum 1) before she must make a successful Fortitude save. The DC for this saving throw is 11 + the number of alcoholic units consumed in the last hour, and a creature may not take 10 on the save; failure indicates a higher level of intoxication is gained, while success may convey different results, depending on when the check is made and the creature's current intoxication level. This is further detailed, below.

Treated as a drug (and outlined here as an affliction), the following base stats can be used for alcohol, especially common ale, beer, mead, or similar drinks, which are treated as a single alcoholic unit apiece – making save DCs and inherited effects easier to calculate.

**ALCOHOL**

TYPE drug, ingested; SAVE Fort DC 11 + the number of alcoholic units consumed (see below)

ONSET 2 rounds; FREQUENCY 2/hour for 1 hour per each alcoholic unit (see below)

EFFECT increased intoxication level (see below); CURE see below

Drinking a single alcoholic unit grants intoxication effects which last for one hour per unit (maximum 12 hours after the final alcoholic beverage is consumed, plus any applicable hangover period), and a creature must make two Fortitude saving throws each hour after consuming a single alcoholic unit to avoid higher intoxication level effects. The effects from multiple units stack (certain drinks may have other effects, or last longer than these maximums), and success on a second consecutive save in a given

hour after consuming an alcoholic beverage can even lessen the intoxication level by one step (minimum no intoxication). Following the duration of intoxication, a "hangover" period is possible, lasting one-half, to the entire duration of the character's intoxication effects, at the GM's discretion; any creature that succeeds on the final saving throw to avoid or lessen intoxication effects does not suffer any hangover effects.

**SMALL AND LARGE CREATURES:** While some GMs may wish to use a rule of "half for smaller, and double for larger" to account for relative body mass and consumption of alcoholic units, this could lead to extreme imbalances overall. It is instead recommended to grant a size bonus or penalty to checks made to avoid intoxication of the following amount to smaller and larger creatures.

**ALCOHOLIC BEVERAGES**

As far as intoxication goes, is drinking ale the same as drinking wine? What about finer liqueurs, such as minotaur bloodwine, or a double-shot of top-shelf gin? Each type of alcohol is different, and the following standards can help to define how many alcoholic units a creature consumes, in order to determine the save DC and intoxication level effects. Each alcoholic beverage of the size indicated is considered an alcoholic unit, with more potent alcoholic beverages requiring less consumption than others in order to achieve higher intoxication levels; see the following table for comparison.

Each alcoholic unit is treated as one dose of alcohol, although some drinks can contain much more alcohol than this, or even served in filled, over-sized containers. Unless otherwise noted,

one alcoholic unit is also a single dose of alcohol (drug); any beverages which function more like drugs or poisons should generally be considered one dose.

**TABLE 2B: ALCOHOLIC UNITS**

ALCOHOL TYPE	1 ALCOHOLIC UNIT	CONTAINER SIZE
ALE, BEER, LAGER, OR MEAD	1 flask, mug or stein (5/gallon)	Tiny
WINE OR CHAMPAGNE	1 cup, double-shot, or wine glass (10/gallon)	Diminutive
HARD LIQUOR & SPIRITS	1 single-shot glass or vial (15-25/gallon)	Fine
EXQUISITE LIQUEURS	1 thimble or single-shot glass (30-50/gallon)	Fine

**INTOXICATION LEVELS**

The following rules can be used if you're looking for a more in-depth way of handling alcohol than the general rules presented above. A character's first failed Fortitude save results in them gaining the light intoxication condition (below), which progressively worsens as they continue drinking and failing their saving throws. In addition, drinking too many alcoholic drinks may also cause hangovers, alcohol poisoning, and addiction.

Intoxication levels may affect the effective Challenge Rating of a creature, depending on its total Hit Dice. This optional mechanic is best used when a creature is first encountered in any potential combat encounter, and applied prior to combat; otherwise, the CR may remain unchanged (intoxication being treated as a story-based effect, and a creative means of solving the problem of potential conflict). When a creature's CR is modified by intoxication levels in this way, the effective intoxication level is used





to determine the creature's starting CR, after all abilities and feats are taken into account (such as the *Drunken Feats* presented below, which can alter how a creature's total intoxication level is treated effectively as a lower intoxication level). Use the guidelines listed below for determining a creature's CR based on its effective intoxication level at the start of any potential combat encounter.

## LIGHT INTOXICATION

A lightly intoxicated creature is dazzled. In combat, there is also a 50% chance each round they are staggered. Any spellcasting, not just arcane, suffers from a +15% spell failure chance (stacking with spell failure chance from armor and shield worn, if applicable) if the spell the intoxicated creature is attempting to cast. Creatures that successfully save against initial alcohol intoxication effects are only dazzled, and take no penalty to spellcasting. When a lightly intoxicated creature speaks, there is a 5% chance their speech is incoherent, and listeners which know the language spoken must make a DC 10 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this Linguistics check by 5 or more results in misunderstanding the drunken creature. If a drunken character speaks incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -5 penalty to Spellcraft checks to identify the spell cast, assuming the intoxicated creature successfully casts their spell.

**ADDITION VARIANT:** A creature who becomes lightly intoxicated 3 times per week or less generally does not risk becoming addicted to alcohol consumption; becoming lightly intoxicated 4 or more times per week can lead to minor addiction; becoming lightly intoxicated at least once per day can lead to moderate addiction.

**CHALLENGE RATING:** Lightly intoxicated creatures with 4 or less Hit Dice are treated as CR -1; otherwise unchanged.

## MODERATE INTOXICATION

A moderately intoxicated creature is both sickened and staggered. Any spellcasting, not just arcane, suffers from a +25% spell failure chance (stacking with spell failure chance from armor or shield worn, if applicable) if the spell the intoxicated creature is attempting to cast has verbal or somatic components. Lightly intoxicated creatures that successfully save against the initial effects of moderate intoxication are only dazzled and staggered, and gain only a +10% chance of spell failure during spellcasting. When a moderately intoxicated creature speaks, there is a 15% chance their speech is incoherent, and listeners which know the language spoken must make a DC 15 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this Linguistics check by 5 or more results in misunderstanding the drunken creature. Failing by 10 or more and you need to make a Will save (DC 10 + how much you failed the Linguistics check) or you attack the drunken creature, as you are offended by what you mistakenly believe they said.

If the drunken creature speaks incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -10 penalty to Spellcraft checks to identify the spell cast, assuming the intoxicated creature successfully casts their spell.

Each hour they continue drinking, a moderately intoxicated creature has a cumulative 5% chance they "black-out" until they rest for 8 hours. While in this state, they suffer a -10 penalty to all Intelligence-, Wisdom-, and Charisma-based skill and ability checks. If they have Skill Focus in an Intelligence-, Wisdom-, or Charisma-based skill, they instead gain a +10 bonus to such checks, but they require twice as long to perform. A character doesn't recall their actions while "blacked-out."

**ADDITION VARIANT:** A creature who becomes moderately intoxicated at least once per week risks gaining a minor addiction to alcohol consumption; a creature which becomes moderately intoxicated 4 or more times

per week risks moderate addiction to alcohol consumption; becoming moderately intoxicated at least once per day can lead to severe addiction.

**CHALLENGE RATING:** Moderately intoxicated creatures with 4 or less Hit Dice are treated as CR -2; creatures with 5-10 Hit Dice are treated as CR -1; otherwise unchanged.

## HEAVY INTOXICATION

A heavily intoxicated creature is confused, dazzled, sickened, and staggered. Any spellcasting, not just arcane, suffers from a +35% spell failure chance (stacking with spell failure chance from armor or shield worn, if applicable) if the spell the intoxicated creature is attempting to cast has a verbal or somatic components. Heavily intoxicated creatures that successfully save against the initial effects of heavy intoxication are only dazzled, nauseated, and staggered, and gain only a +20% chance of spell failure during spellcasting. When a heavily intoxicated creature speaks, there is a 25% chance their speech is incoherent, and listeners which know the language spoken must make a DC 20 Linguistics check (can be made untrained) or they are unable to understand the drunken character. Failing this check by 5 or more results in misunderstanding the drunken creature. Failing by 10 or more and you need to make a Will save (DC 15 + how much you failed the Linguistics check) or you attack the drunken creature, as you are offended by what you mistakenly believe they said.

If the drunken creature speak incoherently while attempting to cast a spell with a verbal component, their total spell failure chance is doubled (maximum 99%), but others suffer a -15 penalty to Spellcraft checks to identify the spell being cast, assuming the intoxicated creature successfully casts their spell.

Each hour they continue drinking, a heavily intoxicated creature has a cumulative 20% chance they "black-out" until they rest for 12 hours. While in this state, they suffer a -20 penalty to all Intelligence-, Wisdom-, and Charisma-based skill and ability checks. If they have Skill Focus in an Intelligence-, Wisdom-, or Charisma-based skill, they instead gain a +15 bonus to such checks, but they require four times as long to perform. A character doesn't recall their actions while "blacked-out."

**ADDITION VARIANT:** A creature who becomes heavily intoxicated at least once per month risks gaining a minor addiction to alcohol consumption; a creature which becomes heavily intoxicated at least once per week risks moderate addiction to alcohol consumption; becoming heavily intoxicated more than 4 times per week can lead to severe addiction.

**CHALLENGE RATING:** Heavily intoxicated creatures with 4 or less Hit Dice are treated as CR -3; creatures with 5-10 Hit Dice are treated as CR -2; and creatures with 11 or more Hit Dice are treated as CR -1.

## HANGOVER

When a creature consumes a number of alcoholic units over their Constitution modifier (minimum 2 units), or fails their saves as noted above, they can experience a 'hangover period' of 4-12 hours (usually 50-100% of the original duration actively spent intoxicated and/or consuming alcoholic units), following a period at least 8 hours of rest. During this hangover period, creatures are dazzled, fatigued, sickened and staggered; a successful Fortitude or Will save reduces this condition to being dazzled and staggered for a duration of 1d6 x30 minutes (this save DC is the same as the final previous saving throw made to avoid the intoxicating effects of alcohol).

## ALCOHOL POISONING

When a creature consumes a number of alcoholic units over their Constitution score (minimum 3 units), they risk overtaxing their internal organs from too high a blood-alcohol ratio. Treat as the following poison.

**ALCOHOL POISONING:** TYPE poison, ingested; SAVE Fortitude DC 11 + alcoholic units consumed in the last hour; ONSET 1d4 hours; FREQUENCY 1/hour for 4 hours; EFFECT 1 Con damage and 1 Cha damage; CURE 1 save.



**LIQUOR & LIQUEUR**

**LIQUOR/LIQUEUR GLASSWARE:** Potent alcohols are consumed in a wide variety of glasses and mixed drinks, some of which are meant to be used especially for certain drinks. Liqueurs are generally more potent than liquors, and tend to have much more complex ingredients. Pictured glassware is described from left to right.

**BRANDY SNIFFER:** This often over-sized glass is meant to be used while warming brandy in the palm of your hand as it's sipped; 8 to 16 fl oz (240-470mL).

**ROCKS GLASS:** This glass is meant to hold a double-shot of liquor, along with a half-dozen ice cubes ("on the rocks"); usually 4-6 fl oz (120-180mL).

**FOOTED CORDIAL GLASS:** The preferred method of serving fine liqueurs, the cordial glass can be footed or standard (below), although the footed variety is often found in finer establishments, especially for serving fine and superior liquors and liqueurs. Cordial glasses are approximately two shots, however they are made to serve much smaller amounts of alcohol and other beverages, mixed with a shot or two of other beverages; 3 fl oz (90mL).

**SHOT GLASS:** A small glass for pouring a single shot of liquor; 1.5 fl oz (45mL).

**CORDIAL GLASS:** The same as the footed cordial glass (above), the more sturdy flat-based glass is used in rowdier taverns. Some double-shot glasses are known as "shooters," and these sorts of glasses can easily be dropped into another larger container, such as a pint of ale; 3 fl oz (90mL).

**DRUGS AND ADDICTION**

While the main focus of this material is the tavern and alcoholic beverages, other drugs and addictive substances also follow the same basic rules as alcohol, with a couple alcoholic beverages (drugs) most commonly found in a tavern/inn also included here.

**OTHER DRINKS**

**OTHER GLASSWARE:** The glassware presented here is by no means all of them, since a wide variety of specialty and exotic glassware and utensils can be used. For example, absinthe uses a unique glass (not pictured) as well as several other utensils, including the use of an open flame—and many others exist as well. Pictured glassware is described from left to right.

**COCKTAIL GLASS:** A stemmed glass for serving fashionable mixed liquors; 4 fl oz (120mL).

**HURRICANE GLASS:** A stemmed glass for serving exotic mixed drinks; 16 fl oz (470mL).

**MARGARITA GLASS (SAUCER):** A stemmed glass for serving icy mixed drinks; varies.

**DRUGS**

Drugs (including alcohol) are alchemical items that grant effects to those who make use of them. What sets them apart from similar items is that a drug's effects manifest as both a short term (usually beneficial) effect and an amount of ability damage. In addition, those who take drugs also risk addiction, a type of disease of varying severity depending on the type of drug used.

When a character takes a drug, he immediately gains the effects, an amount of ability damage, and must make a Fortitude save to resist becoming addicted to that drug (see below). While the initial effect represents the physical or mind altering effects of the drug, the drain represents both its side effects and the amount of time a dose remains active in a character's body. As ability score damage heals at a rate of 1 point per day, a drug that causes 1 point of ability score damage remains in a character's system for 1 day, though some might cause greater damage and thus remain active for longer. While taking multiple doses of a drug at once rarely has any benefit, taking additional doses as the effects wear off renew those effects but increase the ability damage and potential for addiction.

Drugs can be manufactured using Craft (alchemy)—or Profession (herbalist), at the GM's discretion. The DC to make a drug is equal to its addiction DC. Rolling a natural 1 on a Craft skill check while making a drug exposes the crafter to the drug.

**ADDICTION**

Anytime a character takes a drug he must make a saving throw, noted in the drug's description, to resist becoming addicted. If a character makes the save, he is not addicted and the effects of the drug persist as normal. If he fails the save, he contracts the noted form of addiction (see below). Should a character take multiple doses of the same drug in a short period of time addiction becomes more difficult to resist. The DC of a drug's saving throw increases by +2 every time a character takes another dose of that drug while still suffering from ability damage caused by a previous dose. Keep track of how high this DC rises, even for characters already addicted to a drug, as it determines the DC necessary to overcome the disease.

Addiction manifests in three different degrees of severity: minor, moderate, and severe. Each drug notes what type of addiction failing a save against it results in. Each addiction causes a persistent penalty to ability scores, lasting for as long as the character has the disease. In the case of moderate and severe addictions, the character also cannot naturally heal ability damage dealt by the drug that caused the addiction.

Each form of addiction encourages sufferers to continue making use of the drug they are addicted to. While a character is benefiting from the effects of the drug he is addicted to, he does not suffer the penalties of his addiction disease. While he still receives the benefits of the drug and takes ability damage as normal, the disease's effects are mitigated. As soon as the drug's benefits expire, the disease's effects return.

**MINOR ADDICTION**

TYPE disease, variable; SAVE variable

ONSET 1 day; FREQUENCY 1/day

EFFECT -2 penalty to Con; CURE 2 consecutive saves

**MODERATE ADDICTION**

TYPE disease, variable; SAVE variable

ONSET 1 day; FREQUENCY 1/day

EFFECT -2 penalty to Con and Str, target cannot naturally heal ability damage caused by the drug that caused this addiction; CURE 3 consecutive saves





## SEVERE ADDICTION

TYPE disease, variable; SAVE variable

ONSET 1 day; FREQUENCY 1/day

EFFECT -2 penalty to Dex, Con, Str, and Wis; target cannot naturally heal ability damage caused by the drug that caused this addiction; CURE 3 consecutive saves

## CURING ADDICTION

As addictions are diseases, they can be cured as such, through the use of spells like remove disease or by succeeding at Fortitude saves over time. Unlike with other diseases, an addicted character can only make a Fortitude save to overcome his addiction after a day of not taking the drug he is addicted to. The DC of this Fortitude save is equal to the highest addiction DC his drug use has reached (not necessarily the DC that addicted him if he has continued to make use of the drug while addicted). This DC decreases by -2 for every day the character does not make use of the drug, to a minimum of the drug's base addiction DC. Depending on the severity of the character's addiction, it might take two or three consecutive successful Fortitude saves to overcome the disease. Should a character take a dose of the drug he's addicted to, he immediately relapses, causing the addiction DC to instantly return to its highest DC and negating any successful past saves.

## SAMPLE DRUGS

Presented here are several examples that might be found at taverns. All drugs have the following features.

**TYPE:** This notes how the drug is introduced into the system. These types equate to the types most common to poisons: contact, ingestion, inhalation, injury.

**ADDICTION:** This is the severity of the addiction disease the drug causes, followed by the base DC of the save a character must succeed at to resist an addiction and potentially overcome an addiction. This DC can increase through multiple uses of the drug.

**PRICE:** The common price of 1 dose of this drug.

**EFFECT:** The duration and effect of the drug.

**DAMAGE:** The amount and type of ability damage caused.

## DWARVEN FIRE ALE

TYPE ingested; ADDICTION moderate, Fortitude DC 20

PRICE 50 gp

EFFECT 1d4 rounds; rage as per the spell

EFFECT 1 hour; cold resistance 5

DAMAGE 1d2 Con damage

## ELVEN ABSINTHE

TYPE ingested; ADDICTION moderate, Fortitude DC 16

PRICE 500 gp

EFFECTS 1 hour; +1d4 Cha

DAMAGE 1d4 Con damage

## NEW FEATS

The following feats allow creatures to better tolerate the harmful effects of alcohol intoxication.

**DRUNKEN FEATS:** You gain a +1 bonus to all saves against intoxication effects for each Drunken feat you possess.

### BLACK-OUT BLOWHARD (DRUNKEN)

You don't know how you stay out of trouble while blacked-out.

**BENEFIT:** While in a state of black-out you are treated as having Skill Focus when making Charisma-based skill and ability checks to get and keep yourself out of trouble.

### DRUNKEN CASTER ADEPT (DRUNKEN)

Unlike most, alcohol can actually improve your spellcasting.

**PREREQUISITES:** Lightly Drunken Caster, able to cast spells.

**BENEFIT:** If Lightly Drunken Caster reduces your spell failure chance to a point where it doesn't bother you, you gain a +1 bonus to your caster level, but must make a Fortitude save (DC 10 + double spell level) or your intoxication level increases by one step (light to moderate, moderate to heavy).

### DRUNKEN CASTER MASTERY (DRUNKEN)

A well lubricated mind is an amazing thing.

**PREREQUISITES:** Drunken Caster Adept, Heavily Drunken Caster, Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells.

**BENEFIT:** While intoxicated, if you don't suffer any spell failure chance,

TABLE 2C: DRUNKEN FEATS

FEAT NAME	PREREQS	DESCRIPTION
BLACK-OUT BLOWHARD	-	Gain bonus to Charisma-based checks while blacked-out.
DRUNKEN TOUGHNESS	-	You gain resistance to nonlethal damage, increasing along with your degree of intoxication.
IMPROVED DRUNKEN TOUGHNESS	Drunken Toughness	Your resistance to nonlethal damage while intoxicated increases by the number of drunken feats you possess.
FORTIFIED DRINKER	Con 13	You treat your intoxication level as being one step lower on successful saves to avoid higher intoxication levels.
HEARTY DRINKER	Fortified Drinker, Con 13	You treat your intoxication level as being two steps lower on successful saves to avoid higher intoxication levels.
LIGHTLY DRUNKEN CASTER	Able to cast spells	Your chance of spell failure while intoxicated is reduced.
DRUNKEN CASTER ADEPT	Lightly Drunken Caster, able to cast spells	Your spellcasting ability can actually improve while intoxicated.
MODERATELY DRUNKEN CASTER	Lightly Drunken Caster, able to cast spells	Your chance of spell failure while intoxicated is highly reduced.
HEAVILY DRUNKEN CASTER	Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells	Your chance of spell failure while intoxicated is very highly reduced.
DRUNKEN CASTER MASTERY	Drunken Caster Adept, Heavily Drunken Caster, Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells	Your spellcasting ability can seriously improve while intoxicated, but you may pass out.
SLURRED SAVANT	-	People understand your words even when you are nearly incoherent.



you gain a +2 bonus to your caster level, but must make a Fortitude save (DC 10 + double spell level). Failure results in increased intoxication if already lightly or moderately intoxicated, or with passing out for 2 rounds per spell level (minimum 1 round) if already heavily intoxicated.

### **DRUNKEN TOUGHNESS (DRUNKEN)**

You can take a beating while intoxicated.

**BENEFIT:** You gain resistance to nonlethal damage depending on how intoxicated you are. Light intoxication grants you nonlethal resistance 5. Moderate intoxication grants you nonlethal resistance 10. Heavy intoxication grants you nonlethal resistance 15.

### **FORTIFIED DRINKER (DRUNKEN)**

When you can hold your liquor, you can really hold your liquor.

**PREREQUISITE:** Con 13.

**BENEFIT:** When you make a successful save against intoxication effects when gaining a higher intoxication level, you instead treat your intoxication level as being one step lower (minimum, light intoxication).

### **HEARTY DRINKER (DRUNKEN)**

You can drink an ogre under the table.

**PREREQUISITE:** Fortified Drinker, Con 13.

**BENEFIT:** When you make a successful save against intoxication effects when gaining a higher intoxication level, you instead treat your intoxication level as being two steps lower (minimum, as though not intoxicated).

### **HEAVILY DRUNKEN CASTER (DRUNKEN)**

There isn't much you can drink which will bother your spellcasting.

**PREREQUISITES:** Lightly Drunken Caster, Moderately Drunken Caster, able to cast spells.

**BENEFIT:** While intoxicated, you reduce any spell failure chance you have by 5% per caster level you possess (minimum 25%).

### **IMPROVED DRUNKEN TOUGHNESS (DRUNKEN)**

Your liters of drinking has made you tougher.

**PREREQUISITE:** Drunken Toughness.

**BENEFIT:** Your resistance to nonlethal damage while intoxicated increases by the number of drunken feats you possess.

### **LIGHTLY DRUNKEN CASTER (DRUNKEN)**

A little alcohol doesn't bother your spellcasting.

**PREREQUISITE:** Able to cast spells.

**BENEFIT:** While intoxicated, you reduce any spell failure chance you have by 2% per caster level you possess (minimum 10%).

### **MODERATELY DRUNKEN CASTER (DRUNKEN)**

A little more alcohol doesn't bother your spellcasting.

**PREREQUISITES:** Lightly Drunken Caster, able to cast spells.

**BENEFIT:** While intoxicated, you reduce any spell failure chance you have by 3% per caster level you possess (minimum 15%).

### **SLURRED SAVANT (DRUNKEN)**

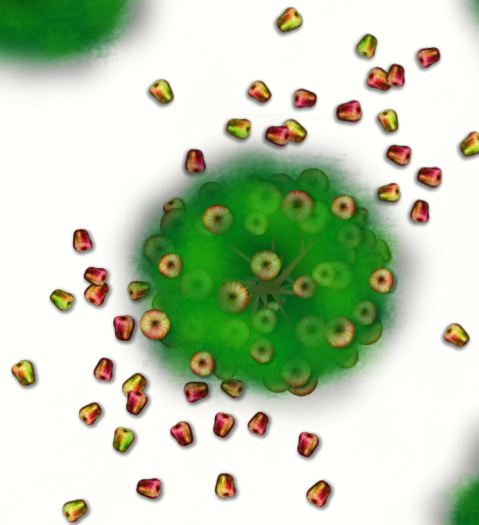
People understand you even when they don't.

**BENEFIT:** When you speak incoherently while intoxicated those around you roll their Linguistics checks twice and take the higher result when attempting to understand you. Even when a creature fails their Linguistics checks to understand your incoherent speech, they gain a +5 bonus to their Will save, with success improving their attitude towards you by one step.

**SPECIAL:** You may take this feat a second time, granting those attempting to understand you a third roll.



***SWEET HAG'S APPLE:** The fruit of the sweet hag's apple tree is so wonderful and delicious, sweet and crisp, and ... cursed by an evil hag-witch...? But it's so yummy and satisfying...! I don't believe it for a moment!*







## CHAPTER 3:

## CREATING TAVERNS

Whether it's your first tavern experience, or what you hope will be your last, this location and its inherent themes are foundational cornerstones of fantasy gaming – and yet, it could bring cheers or groans from your table, depending on the players. If you have a jaded adventurer who has seen it all, you may be able to turn the tide of interest by employing the rules found in this material, and by making your own establishment one-of-a-kind. Whether that is the typical combination tavern-and-inn ("Enjoy the food, and spend the night"), or a simple tavern with no room rentals ("You don't have to go home, but you can't stay here"), is up to the owner of the establishment. By creating establishments that are sure to draw a crowd, a savvy business owner can potentially even bring in great profits, increased reputation, or even notoriety.

The *SWEET HAG'S BOSOM* sample tavern and inn (presented in the final chapter of this book) is meant to showcase rich tavern traditions of hospitality and comfort, and its ownership caters to patrons of all manner of background without discrimination. However, these are not always the best circumstances for your gaming group or adventure, so you may need some more tools to help create a unique establishment that will reinvigorate even the most jaded gamer to the old-fashioned love of the tavern. Whether your own tavern is the running joke to end all tavern jokes, or the most well-planned recreation and relaxation pleasure-playground in all the known realms, is up to you to decide. If a PC is interested in creating or running a tavern/inn of their own, see the Downtime section, in the following chapter.

### SERVICES

At its simplest, a tavern is a bar: a business where customers (usually adults, of drinking age) can purchase alcoholic beverages, and mingle publicly with others while openly intoxicated. But not every popular hangout is going to fit that exact description, and by no means is this a constraint on what such a facility for recreation and public enjoyment can become. The following ideas can help you offer services and amenities that take your establishment outside those basic components, making it somewhere memorable and welcoming for those seeking a reprieve from the hardship of the adventuring lifestyle.

### SETTING AND QUALITY

More than any other component, the way in which you describe the tavern for the first time will largely determine how the PCs feel about it – is it large, clean, and well-furnished, with fireplaces blazing; or is it a dark, cramped, dingy, smoke-filled den of thieves and dangerous-looking locals? Consider the sights, sounds, smells, and general atmosphere, as well as unusual or unique elements, especially those that would draw the eye toward them. Depending on what other staff and patron NPCs are doing, the activity or lull in activity could similarly change its ambience, and this can vary at different times of day. Some patrons may wish to sit or stand in locations where they are less visible or where they can remain inconspicuous, and may require opposed Perception checks by the PCs to be noticed; if they are not named NPCs with stat blocks, they can use a community's modifiers, or else use the stats of a similar NPC stat block to simulate them – but unless they are meant to be a red herring in a detective adventure, it might be a waste of time to allow each and every shady-looking or secretive NPC to be a potential enemy of the PCs, based on mystique alone.

A tavern's location is prime, as it may be symbolic of the area (like a low-class tavern in the slums of town, and a high-class tavern in much richer part of town), or it could be in stark contrast to the rest of the area around it, perhaps even "standing out like a sore thumb." Similarly, the usual patrons of the establishment will influence the mood/feel, and ongoing activity happening outside the PCs' direct control. Depending on the location, offerings, and the foot traffic of locals or travelers in the area, a tavern-inn combination usually houses several individuals or more who

treat the place like a second home, often because the tavern is the best or only source of entertainment or recreation in the region; adventurers are more prone to this habit than others, often because they have the extra gold to spend on such continued luxuries in between their heroic undertakings while adventuring. Perhaps this tavern serves only non-alcoholic drinks, since it's located in a dry county/region, or maybe it serves to youngsters as commonly as adults of drinking age.

Whether it's a permanent fixture or quality, or if it represents a temporary special, one-time thematic event, or hosting a traveling feature, one or two unique qualities can make or break even the best taverns. For more ideas on how to make your tavern memorable or interesting, roll 1d3 different traits or simply choose one or two from the Unique Tavern Traits (table 3b).

### DRINKS

While it might be easy to stereotype a tavern based on its alcoholic offerings, everything from the region's local agriculture to the racial or cultural background of the innkeeper or tavern owner can affect the available drinks and brewed concoctions offered to the PCs. Those barkeeps with all manner of cultural backgrounds may tend to offer brews and beverages with which they are familiar, even in lands in which they are exotic and unfamiliar to the locals, while the local produce and available ingredients will more often make an impact in any selection of drinks or consumables than an owner's particular tastes. Alcoholic drinks tend to be served and offered not least because of their intoxicating quality, but because they remain unspoiled for much longer durations than most other drinks, and require little or no cooling or other special storage.

Ales and beers are typically brewed in temperate regions, where wheat, hops, and barley make the primary ingredients in brews/alcohols, and any region with honeybees can also offer mead. Grapes are often grown in arid climates, and while these make the most common wines (blush, red, and white wines), fruit of many different sorts can be used to make luscious fermented wine-like drinks. Where arable land is scarce, in desolate wastelands, or in other extreme conditions, a tavern may serve fermented goat's milk, cactus juice or cactus-based liquors like tequila, snake-blood liquor, hallucinogenic toad wine, or even more exotic beverages. Extremely unique taverns might go so far as to seek out monstrous body parts, magical salts, or strange and semi-poisonous swamp plants to make their brewed concoctions, and it is not unheard of to find a sampling of alchemical remedies, potions, and other substances offered at exotic taverns. If magic is very prevalent, a trick magician or alchemist may be on hand to craft drinks which have special qualities, potency far beyond normal, carbonated sodas, or even serving dangerous, flaming drinks to customers. For an even simpler twist, perhaps a tavern offers all coffee-based drinks, including a wide assortment of alcoholic and non-alcoholic coffee beverages (or substitute this for teas, fruits, or any other "theme ingredient").

Because drinking tends to go hand-in-hand with drugs and addiction at locations of recreation and gatherings of large people, it can also be handy to have available the material below for Drugs & Addiction, as well as a sampling of poisons, herbal remedies, and other concoctions PCs might run into while selecting brewed offerings and beverages. Furthermore, it is not impossible to be drugged or poisoned against one's will, and certain preventative measures can be taken in tavern environments to prevent foul play using one's drink (see Chapter 4, New Beverages).

### FOOD

Most taverns will at least offer peanuts or other locally available dry goods as snack foods, and any decent inns will often have a kitchen, usually attached to the tavern common area, or located where they can more easily serve meals to rooms, if that service is available. Local fare and offerings are preferred over imported and exotic goods, the same as it is with drinks. The more upscale establishments, and those located in heavily populated urban areas with high trade, will tend to offer more exotic



foods, especially those found primarily in foreign regions. Note that although taverns/inns may sell food items, they do not usually offer travel and adventuring foods (such as trail rations, wandermeal, or similar food products specifically targeted at travelers and adventurers), and prefer to advertise their establishment with hot meals, served fresh with a smile, where the relaxation factor is as much a part of the dining experience as the food itself. Unless it's a special item they use to increase sales, they rarely sell their ingredients directly, and instead focus on providing an array of services to complement the food, such as entertainment and a place to rest – and then, point adventurers in the direction of the local traders who deal in travel rations, when the time comes for them to move back out onto the road.

Offering exotic food items made from monsters, such as scrambled dragon eggs, is one way to make a tavern's menu more intriguing, another is simply to describe the food in a way which is more appealing (or appalling) than its standard description. This can be done by emphasizing the actions used during cooking methods, detailing the scintillating herbs and spices used, and even being served in an exciting manner (such as steaming, pan-seared, sizzling, or flaming). When in doubt, use fictional ingredients to describe the food palette, and tie in a little monstrous or magical flair: perhaps the meal was cooked by a magma elemental on the petrified shell of a dragon turtle, or a unique imp or pseudodragon hanging around nearby contributes bodily fluids to give it that special touch!

## ENTERTAINMENT

As any hearty drinker knows, intoxication has a way of taking one to dark and sad places if the wrong environment is in place, and the best way to increase repeat local customers, especially in rural areas, is to offer entertainment and pleasures to keep the patrons having a good time, happy, and buying more of the tavern's available stock. The typical traveling minstrel might croon to happy hour patrons, a house band might play on a collapsible stage every week, or the elaborate fixed stage might feature amazing performances by musicians and dancers from all across the globe on a nightly basis. Whatever the level of allure involved, most any tavern is going to

**TABLE 3A: RANDOM TAVERN NAME GENERATOR**

D%/	DESCRIPTOR I	DESCRIPTOR II	SUBJECT I	SUBJECT II
1-2	Blind/Deaf/Mute	First/Last	Adventurer	Bone/Skeleton
3-4	Black/Dark	Thrice-Born	Peasant	Bronze
5-6	White/Light	Dual/Second	Knight/Paladin	Pirate/Sailor
7-8	Brown/Mucky	New/Old	Noble/Lord/Lady	Captain/Colonel
9-10	Red/Crimson	Soothing/Honeyed	King/Queen	Chief/General
11-12	Orange/Amber	Wicked/Villainous	Prince/Princess	Carrot/Turnip
13-14	Yellow/Tan	Friendly/Allied	Heir/Consort	Potato/Tuber
15-16	Green/Veridian	Prismatic/Rainbow	Mistress/Concubine	Catapult/Trebuchet
17-18	Blue/Cerulean	Stormy/Rainy	Son/Daughter	Galleon/Warship
19-20	Purple/Violet	Cloudy/Clear	Father/Mother	Snail/Slug
21-22	Pink/Magenta	Giant/Miniature	Aunt/Uncle	Crane/Stork
23-24	Indigo	Slow/Sluggish	Niece/Nephew	Owl/Hawk/Falcon
25-26	Silver/Mithral	Quick/Speedy	Cousin/Sibling	Crow/Raven
27-28	Golden	Sleepy/Lethargic	Husband/Wife	Frog/Toad/Salamander
29-30	Platinum	Peppy/Active	Parent/Child	Lizard/Snake/Skink
31-32	Copper	Sylvan/Fey	Grandparent	Dinosaur/Dragon
33-34	Iron/Cold Iron	Draconic/Reptilian	Ancestor/Descendant	Carriage/Chariot
35-36	Tin/Electrum	Celestial/Heraldic	Brother/Sister	Sled/Sleigh
37-38	Steel/Adamantine	Fiendish/Infernal	Enemy/Ally	Cart/Wagon
39-40	Brass/Brazen	Demonic/Devilish	Host/Patron	Ferryboat/Raft
41-42	Jade/Emerald	Alien/Aberrant	Contact/Associate	Vessel/Pod
43-44	Jasper/Obsidian	Bestial/Wild	Nursemaid/Maiden	Any Unique Name
45-46	Ruby/Sapphire	Clockwork/Mechanical	Donkey/Mule	Any Numeral (roll)
47-48	Dead/Living	Arcane/Divine/Psionic	Horse/Pony/Stallion	Any Monster
49-50	Wooden/Darkwood	Natural/Artificial	Goat/Sheep/Lamb	Any Deity/Power
51-52	Fearsome/Frightening	Magical/Supernatural	Chicken/Rooster/Chick	Any Armor/Weapon
53-54	Burnt/Flaming	Monstrous/Mutant	Bull/Cow/Calf	Any Magic Item
55-56	Blasted/Broken	Slimy/Moldy/Oozing	Deer/Doe/Stag	Any Hero/Legend
57-58	Jolly/Joyful	Foliated/Verdant	Man/Boy	Any Class
59-60	Buxum/Voluptuous	Undead/Skeletal	Woman/Girl	Any Community
61-62	Deviant/Eccentric	Acidic/Corrosive	Dog/Puppy	Any Clothing/Hat
63-64	Rebel/Maverick	Cold/Frigid	Cat/Kitten	Any Gear/Item
65-66	Glorious/Wondrous	Electric/Shocking	Boar/Piglet/Swine	Jewelry/Art Object
67-68	Liberal/Conservative	Audible/Visible	Mouse/Mice	Church/Temple
69-70	Empty/Filled	Mental/Emotional	Crab/Lobster	Foundry/Furnace
71-72	Thirsty/Hungry	Young/Youthful	Octopus/Squid	Potion/Brewery
73-74	Drunken/Staggering	Elderly/Ancient	Spider/Arachnid	Nomad/Caravan
75-76	Thin/Fat	Progressive/Futuristic	Scorpion/Stinger	Cliff/Hill
77-78	Murdered/Slaughtered	Retro/Old-School	Insect/Bug	Desert/Wastes
79-80	Tiny/Large	Clean/Dirty/Crusty	Salmon/Cod	Forest/Woods
81-82	Round/Rigid	Comely/Homely	Carp/Sturgeon	Jungle/Swamp
83-84	Hollow/Weightless	Deep/Shallow	Jellyfish/Shark	Hill/Mountain
85-86	Blunt/Sharp	Rocky/Craggy	Crawd/Crayfish	Field/Plains
87-88	Quiet/Noisy	Lurching/Stumbling	Monkey/Ape	Ruins/Dungeon
89-90	Outrageous	Lurking/Stalking	Parrot/Thrush	Crypt/Cellar
91-92	Common/Standard	Striding/Gliding	Merchant/Farmer	Island/Lagoon
93-94	Boozy/Frothy	Steep/Sheer	Barn/Farmhouse	Bay/Cove/Strait
95-96	Flying/Swimming	Sweet/Salty	Stable/Rookery	Lake/River
97-98	Walking/Running	Spicy/Savory	Sandal/Slipper	Ocean/Sea
99-100	Burrowing/Sunken	Bland/Potent	Sage/Incense	Arctic/Tropics





offer some form of entertainment for the crowd; this could also include games such as a dartboard and set of darts, a chess set and free use of the card decks, or even more elaborate and hectic props, including those for popular drinking games.

Performances can range from the singers and musical instrumentalists that often travel the urban centers in search of fame and fortune, or they can be exotic dancers (clothed or nude) from faraway lands performing traditional or debaucherous, contemporary dance forms. Magicians could perform amazing tricks of illusion or arcane potency, or they could perform stage gimmicks more appropriate for children's parties – old gypsies might call upon the spirits of the dead, or read decks of cards (special decks, or simple poker cards) in order to tell patrons of their future or the spiritual elements surrounding their auras, or one could have their palms read or astrological birth charts notated and summarized by mysterious nomadic diviners. Tales told of local heroes and epics of achievement, parables based on local customs and common values, and even comedic or silly performances could be acted out, including song and dance numbers, and these performances could range from modest and family-appropriate, to completely lewd and indecent. Local laws and culture will dictate this in most cases.

Companionship – that of escorts or prostitutes – is also commonly offered in most areas where taverns exist, and although only brothels and other notorious establishments will explicitly offer these sorts of services to patrons, taverns of any sort tend to attract the world's oldest profession. Local laws and culture will also affect the success or problems faced by those who own taverns where prostitution abounds, and some cultures may impose significant restrictions, punishments, or other bans on such business activity. The *SWEET HAG's BOSOM* does not offer companionship as part of its sample services, since it is intended to be a family-appropriate tavern & inn, located in a nice part of town where that sort of activity is often frowned upon.

## BEDDING

Inns offer places to rest, private rooms, and other relaxing services, and are often located along well-traveled routes into, out of, or in between major settlements. Unlike taverns, which primarily serve food and drink only, inns offer a wide spectrum of hospitality services and special products meant to provide a comfortable and pleasant experience, usually in an effort to bring a broad range of sensational experiences to the patron, and expanding their business through positive word-of-mouth advertisement and local support. As a simple form of public resting sites, they can be a hostel or communal space, but the most renowned and helpful for adventurers are the higher-scale establishments where private rooms may feature simple or exquisite bedding, storage and features like washtubs and free buckets of hot water on request.

Rooms can vary widely by size, décor, and furnishings, and they can feature all manner of additional features, like attached balconies, baths, saunas, swimming pools, or fitness room access, or even additional sitting rooms, antechambers, or even specialized workspaces for in-house artisans. Poor quality (low-class) inns may offer no more than a reserved space on the floor, or perhaps a shoddy straw-filled mattress, in a shared room with other patrons, possibly near a fireplace. Average quality (middle-class) inns often have private rooms with some sort of locks, which can house two people in a shared bed or pair of padded cots. Superior inns (high-class) inns have private rooms with nice locks and chests or closets, with adjoining sitting room or antechamber, with comfortable beds and possible a balcony, fireplace access, or other complementary benefits.

## OTHER AMENITIES

In addition to the wide array of other amenities that could be included or added onto a stay in one of the inn's rooms, and an astounding assortment of food and drink menu items that could be purchased and enjoyed, taverns and inns often serve as the focal point of most communities, and along with

being a popular landmark, may very well serve a more practical purpose in any such locale. They will often have bulletin boards covered in wanted posters, local decrees, requests for items/services, job postings, lost & found ads, or any other sort of public notice or advertisement – and these can always serve as a centralized spot for PCs to look for new missions, clues, or situations of interest. On the rare occasion, a sheriff, enterprising noble, entrepreneurial mercenary, or other skilled individual may even make the establishment their base of operations (either temporarily, or permanently – especially if they also own the tavern/inn), and could even recruit (or deputize) the PCs or any other able-bodied citizen as part of their ongoing activities at the site.

## PERSONALITIES

**STAFF:** Any business is often defined by its ownership and management – and no matter what establishment you are dealing with, so long as a business is open, at least one person is always running a tavern/inn (or stable, brewery, etc.); this might be the owner, or someone they have put in charge while they are elsewhere, such as a barkeep or innkeeper, a stable manager, a butler, or just an entrusted employee with full knowledge of the day-to-day tasks and needs of the business. Additionally, all manner of employees could serve under the owner and management, including (but not limited to): bartenders, barmaids/barboys, cleaning staff, cooks, craftspeople, guards, master brewers, ranch hands, and specialized employees (like masseuses, alchemists, etc.). Each employee might perform specific tasks based on their position/duties, or they might be required to fulfill several roles at once, such as cook, server, innkeeper, and tavern bouncer.

**PATRONS:** Whether a business is low-class (poor quality), middle-class (average quality), or high-class (superior quality), usually depends on several factors, including the location of the site, the typical local regular customers, the influx of new customers or travelers during any given period, and of course, the menu and amenities offered by the establishment. Additionally, other external activity might leverage or bully the business management as a means of influence, such as a rival brewers' guild sabotaging a public tavern front, in order to gain some or all of the patronage lost by the more popular business, or a local gang wishing to claim territory as their own, and harassing all others who do not agree to pay a regular "protection tax." Any tavern/inn that serves as a social hub for its community is going to be treated far differently (and with more respectful and hospitable service and company) than a common watering hole that caters to one-time travelers and transients in an urban center, where hardly anyone is a return or repeat customer, never coming back after their first visit. Lastly, these sorts of businesses can be common and filled with fraternizing laborers, farmers, hunters, craftspeople, merchants or even nobles; or they can be dens of iniquity, where the thieves guild meets every week or more, where every patron is trying to hide from someone, where assassins take new jobs, and where gossip can lead to death in a nearby alleyway.

**DESCRIBING THE ATMOSPHERE:** When running a tavern scene, it's not necessary to have every single NPC statted for combat or even dialogue, and GMs can use a community's settlement stat blocks and related modifiers to make generic rolls based on the local populace, including gathering information or inciting riots. While any combat encounter or important NPC is going to require a stat block (and you can always substitute something similar in times of need), it can be profoundly easier to make a simple set of probable NPC personalities with a few quirks and unique traits which the PCs can engage in discussion or even more detailed conversation. It's always easy to add in one or two strange or outlandish features of an NPC passerby, allowing the common folk to be just as strange and outlandish as the most ridiculous PC, and potentially creating the next most memorable NPC of your campaign. Along with the random options below for tavern activities & NPC encounters, a GM could roll randomly on an appropriate downtime events tables for inspiration on what sorts of people and activity is happening in a tavern/inn.





## UNIQUE TAVERN TRAITS

**APPEALING WALL MEMORABILIA:** The walls of this tavern are completely covered in various items, usually historical memorabilia of a local sort. These can include all manner of items, including framed parchments (or possibly newspaper clippings) about special events, farming or sporting equipment, or even used adventuring gear like weapons, armor, and spent magic items. These items be enclosed in cases of glass or stronger materials.

TABLE 3B: UNIQUE TAVERN TRAITS

D%	TRAIT
1-4	Appealing Wall Memorabilia
5-7	Armory/Fortification
8-10	Assigned Seats/Sectioned/Reserved Areas
11-12	Building Sublevel
13-15	Central Entertainment Pit/Stage
16-19	Converted Building
20-21	Courtyard or Roofless Area
22-24	Creatures Around
25-27	Distinctive Bar
28-29	Distinctive Business Practices
30-32	Distinctive Ceiling/Height
33-35	Distinctive Fireplace/Visual Focus
36-37	Distinctive Mascot/Herald
38-39	Distinctive Owner/Partners/Founder
40-42	Distinctive Patrons
43-44	Distinctive Servers
45-46	Endless Stew
47-48	Games/Patron Interaction
49-51	Harsh Punishments/House Rules
52-53	Haunted Site/Item
54-55	Hidden/Secret Spaces
56-57	Holds Regular Prayers/Rituals
58-60	Illegal Activities/Affiliations
61-62	Labyrinth
63-66	Legendary Hero
67-68	Mounted Heads/Trophies
69-70	Partially Damaged
71-72	Permanent/Recurring Effect
73-75	Plants/Trees/Garden
76-77	Preserved/Stored Remains
78-80	Semi-Private
81-83	Smoky/Smoking Space
84-85	Stocks/Gallows
86-88	Strange Bar Tabs
89-90	Strange Clockwork
91-93	Strange Furnishings
94-96	Strange Items Behind Bar
97-98	Strange Lighting
99-100	Strange Serving Method

**ARMORY/FORTIFICATION:** The building is either completely fortified with stone walls and other defenses, or it may have partial fortifications such as siege engines on the grounds, or even a built-in armory. Patrons may be expected to take up arms in the event of local battles, gang wars, or other conflicts. For a little less flair, one or more suits of armor may be on display, perhaps each with a single sword and shield, or an array of popular local weaponry.

**ASSIGNED SEATS/SECTIONED/RESERVED AREAS:** Seating inside the tavern is sectioned by race or social caste, it may have specific tables or areas reserved for nobles, local celebrities, or other VIPs; it could have even more complicated or segmented seating assignments, or it could simply be a halfling or gnome establishment, where all humans or other larger humanoids must sit on the floor or pillows. Seats and tables may be randomly designated, and patrons may request specific seats or servers.

**BUILDING SUBLEVEL:** The structure of this building is either partially or entirely underground, or the sublevel of another larger establishment, such as a basement, cellar, or even the top of a dungeon. It may have windows looking out upon the street near eye level, or it could be completely sealed from external light sources.

**CENTRAL ENTERTAINMENT PIT/STAGE:** This tavern features an area where musicians, dancers, or other performers entertain patrons, often located in a central pit, stage, or other space easily viewable from most areas inside the building.

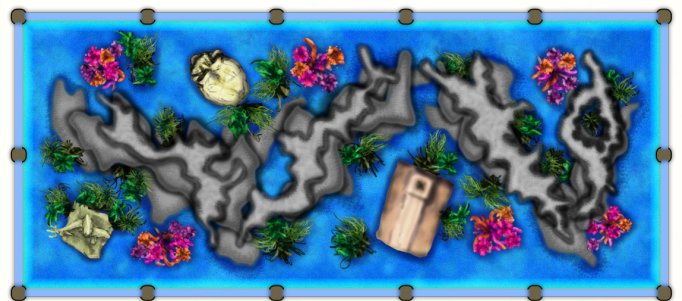
**CONVERTED BUILDING:** This business is located in a structure that used to be something far different, such as an old barn, courthouse, farmhouse, lighthouse, temple, or theater.

**COURTYARD OR ROOFLESS AREA:** This establishment has an interior courtyard, a mostly-enclosed yard space, or some other area where there is open air (like a covered patio) or no roof, but not due to damage.

**CREATURES AROUND:** Inside this building are many creatures, usually the owner's pets or those they wish to sell off to patrons; these can be animals such as cats, dogs, or caged animals like exotic birds or lizards, or even imps, tiny magical beasts and other miniature monsters.

**DISTINCTIVE BAR:** Along with any distinctive bartender that may appear behind it, a bar in this tavern is made of something very unique, such as a portion of a once-sunken warship, handmade stonework, petrified trees, large pieces of driftwood, or even the wood of a single tree felled by the bar's owner. It may have an aquarium or other animal tank built into its base, or hanging above it.

**DISTINCTIVE BUSINESS PRACTICES:** This tavern has some unique practices, which many newcomers may find unusual or even disconcerting. Patrons who are celebrating birthdays might be forced to wear unusual



**AQUARIUM:** Whether filled with crabs and lobsters that patrons can pick out to be cooked for dinner, for storing other aquatic delicacies, or just for display and entertainment, aquarium tanks are usually made of thick glass, crystal, or more durable transparent material, often reinforced with a frame of wood and metal. These containment areas for watery wildlife can be freshwater or saltwater, and often require continual maintenance (mundane or magical).





hats or other accessories, or they may be sung to by servers or bartenders (they may receive free food or drink). Patrons who are strangers to a region or newcomers to the tavern may have to sing or dance for their food/drink. During happy hour, staff members may adorn patrons or themselves with special magical pins, along with providing generally good service.

**DISTINCTIVE CEILING/HEIGHT:** The ceiling of this tavern is incredibly low, very high, or made of an intricate structure, such as large and elaborate rafters, or even filled with objects that hang and dangle above the patron's heads, possibly including dangerous blades or other equipment.

**DISTINCTIVE FIREPLACE/VISUAL FOCUS:** This tavern features a unique visual focus, such as an arcane mark, holy/unholy symbol, a magical fireplace full of colored flames or dancing fire mephits, or even an aquarium or other central focal piece. Use the Random Deity or Mystic Patron table (below) to determine the nature or origin of the symbol.

**DISTINCTIVE MASCOT/HERALD:** This business has an unusual mascot or heraldic animal, monster, or symbolism; perhaps a dull, lusterless, clumsy, or overly plain animal (like a dodo bird, beaver, tree sloth, or sea cucumber), a strange or bulbous creature (platypus, fat cat, or hippopotamus), a creature with strange features (two-headed eagle, six-legged tiger, or a serpent with a humanoid head and a scorpion tail stinger), or a cryptid or other creature with no factual historical or biological basis.

**DISTINCTIVE OWNER/PARTNERS/FOUNDER:** This business was founded in times long since passed, or currently owned by one or more beings who are very unique, unusual, or noteworthy. It could be owned communally by the locals of a small town, by five sorcerous sisters, by a local gang or thieves guild. It was founded by a terrible succubus who posed as a noblewoman, by a high warpriest of a long-dead deity, or by the younger sibling

of a powerful mage or other hero/villain.

**DISTINCTIVE PATRONS:** While specific NPCs are not usually covered in a tavern/inn's traits, this business is often filled with a specific type of people: usually regular locals, drunks/addicts, transients from far away, or crusaders on their way to the far-off battlefields of their destined futures. This usually relates to whether the business is a central hub of the community (more locals/regulars), or located in an urban area or other site where there are few regulars (more transients/foreigners).

**DISTINCTIVE SERVERS:** Many taverns are staffed by locals of an overly typical sort, but this tavern has truly noteworthy staff members: they are all unusually similar to one another; exotic and distinctive; busty and beautiful; revolting and covered in pustules or a flesh-eating disease; or otherwise distinctive (for better or worse).

**ENDLESS STEW:** This tavern is home of the "endless stew," which has been cooking continually for many years (roll 3d20 years, or d% years).

**GAMES/PATRON INTERACTION:** This establishment allows patrons to spin a wheel for a free drink/food item (or requires them to choose in this manner), or which practices games like a tavern-wide lottery. They have a central dice table or gambling device upon which all patrons are represented, and which can affect the numbers or interactions in betting for those playing the games. They require patrons to occasionally do things like reach over and shake the person's hand across the aisle, hug/kiss the person to your left, say "Good day" to a nearby stranger, or other games meant to support patron interaction.

**HARSH PUNISHMENTS/HOUSE RULES:** This tavern has a penchant for allowing its patrons to dole out justice; criminal, irritating, or inebriated patrons are subjected to harsh in-house punishment, possibly dealt by other patrons. Obnoxious drunks, those found cheating during bets, or those who don't pay their tab, are thrown off the second-floor balcony, or otherwise dealt with harshly without informing the city guards. Other house rules could include requests for etiquette, efficiency, or inequality, such as requiring all Small humanoids to sit in high-chairs made for human children.

**HAUNTED SITE/ITEM:** The creepy old grandfather clock haunted by the ghost of its first owner's dead lover, the room(s) where the banshee scares away skittish patrons, or a shadow that haunts the entire grounds at night (and whose power increases during solar/lunar eclipses); some portion of this business is haunted, and this might even be part of the allure of eating or staying the night, especially for brave adventurers in search of new mysteries.

**HIDDEN/SECRET SPACES:** There are secret rooms, secret passages, hidden portals, or winding and labyrinthine halls, or even entire levels or wings hidden from view by magical or mundane means.

**HOLDS REGULAR PRAYERS/RITUALS:** The owner or manager of this establishment holds regular rituals, prayers, or other means of commune/worship; these might be daily (at a designated time of day, such as dawn, noon, dusk, or midnight), or several times a day, week, month, or according to a complex calendar. These rituals might not be religious in nature, but related to arcane patrons or other mysterious otherworldly forces, or simple meditations on unity or the natural order; there might be a designated space for this to take place, like an altar, shrine, or even a large interior courtyard.

**TABLE 3C: RANDOM DEITY OR MYSTIC PATRON**

D% ROLL	RESULT
1-4	Ancestor spirits of the four winds (Kachina)
5-8	Angelic goddess of fire, protection, and the sun (Solaria)
9-12	Arcane, agnostic, philosophical, psionic, or secular force (Arcanum, Ki, Psy)
13-16	Cult of the old gods, the harbingers of chaos, destruction, and disasters (Old Ones)
17-20	Dwarven creator goddess of crystals, earth, and wildlife (Hylgaia)
21-24	Dwarven god of battle, tactics, and the forge (Ulgur)
25-28	Elemental deity of genies, transformation, and elemental medicine (Zhan)
29-32	Elven god of bravery, freedom, and wine (Oelistan)
33-36	Elven goddess of agriculture, architecture, and civilization (Lyria)
37-40	Fiendish god of demons, devils, or other evil outsiders (Damean)
41-44	Fiendish goddess of disease, famine, pestilence, revenge, and undead (Niruthi)
45-48	Gnome god of artifice, clockworks, steam power, and tinkers (Jarlax)
49-52	God of darkness, jealousy, kytons, pain, and shadows (Zeb)
53-56	God of hunting, farming, family and fertility (Drune)
57-60	Goddess of darkness, poison, spiders, and the underground (Lilith)
61-64	Human god of cities, murder, thieves, trade, and trickery (Brutus)
65-68	Human goddess of chastity, honor, justice, protection, and war (Ourien)
69-72	Hag goddess of madness, monsters, nightmares, and witchery (Salmash)
73-76	Monastic patron of history, nobility, knowledge, and self-perfection (Ki, Umarni)
77-80	Mystical patron, juju spirit beings, or supernatural forces (Hyrex, Wendo)
81-84	Neutral deity of fate, death, magic, prophecy, and rebirth (Karma, Nexus)
85-88	Orcish god of armaments, battle, blood, destruction, and strength (Rokar)
89-92	Pirate god of sailing, the open seas, weather, and trade (Avasteon)
93-96	Sylvan god of dreams, luck, stars, and travelers (Nierylorian)
97-100	Sylvan goddess of art, beauty, creation, passion, and performance (Calypso)





## CHAPTER 3: CREATING TAVERNS

To randomly determine the focus of these rituals, use the Random Deity or Mystic Patron table above, or use one of the Core Rules Deities (table 5a in Chapter 5).

**ILLEGAL ACTIVITIES/AFFILIATIONS:** This tavern/inn is owned by a thieves guild or its membership, participates in the slave trade, or secretly dealing alcohol/drugs where they are otherwise illegal. It operates a secret brothel, opium den, or other illegal business under a legitimate front, or it is a central and public hub of such activity where it is allowed. It may be owned by someone involved in illegal activities, or affiliated through less direct means, such as secret ivory-mafia investors.

**LABYRINTH:** There is a stone or hedge labyrinth on the grounds, or the building is built over a dungeon labyrinth which patrons are allowed to delve into its upper floor without danger; eager explorers may be able to pay the owners to let them delve the lower depths of such a dungeon maze.

**LEGENDARY HERO:** This establishment is most well known to its affiliation with one specific person of local history or legends.

**MOUNTED HEADS/TROPHIES:** Hunters often collect a staggering array of trophies, mounted heads of their felled beasts, or other memorabilia of the hunt, including even the stuffed remains of the beasts. These could be normal animals (even the largest beasts of the forest or plains), or monsters of any local or exotic sort. Sometimes other documentation or proof of the kill will also accompany the head/trophy. In a rare instance or in evil communities, these might include humanoid heads or other intelligent creatures.

**PARTIALLY DAMAGED:** A portion of the building/grounds is burnt, falling down, or otherwise in ruin. The back barn's roof is caved in, the roof/walls are leaking when it rains, there are clear indications of a recent fire, or any number of other mishaps have occurred but not yet been fixed.

**PERMANENT/RECURRING EFFECT:** An illusion or other magical visual effect takes place on a regular or recurring basis, in a single space or over a wide area. This could be an artificial sky, false windows or illumination, or some sort of arcane effect or possibly a breach between the planes. Whether it is real or a figment, this effect has come to have a significant impact on the reputation of this business.

**PLANTS/TREES/GARDEN:** This establishment has an herb garden on its grounds for its kitchens, fruiting trees and shrubs (free to pluck, or private/fenced off), or it has large plants or a tree located in a prominent site, even growing up through the building. The building could be a treehouse, its outer walls covered in ivy, or it could be completely made out of living plants.

**PRESERVED/STORED REMAINS:** Somewhere on the grounds are the preserved, stuffed and mounted, or otherwise stored remains of a human or other once-living intelligent creature, usually the previous owner, founder, or even a hero or legendary figure in the community, such as a saint (who may be preserved simply out of her inherent sanctity). These remains might be on public display directly in front of the tavern where she and her close companions used to frequent, the founder of the bar might be buried in the basement (perhaps even hidden), or even displayed in the main lobby like a trophy animal.

**SEMI-PRIVATE:** Whether this establishment is the property of a group of adventurers or the headquarters of a local thieves guild or gang, it is only open to the public on a limited basis. This could include only opening on public or high holidays, or when a great influx of people into a community would guarantee substantial funds. If the business is owned by a religious group, they might open their doors on religious holidays of their deities; if it is a thieves guild, this might be the deity of thieves and trickery.

**SMOKY/SMOKING SPACE:** This tavern is always filled with a lingering smoke from its patrons, kitchens, or both, or it has a designated space for smoking (interior or exterior).

**STOCKS/GALLOWS:** Somewhere on the grounds or in the building is a set of stocks, gallows, a guillotine, or any combination of them. Stocks are wooden bindings of the head and arms, made to hold the prisoner in an uncomfortable position, and usually fastened to the floor; gallows are used

to hang people, sometimes multiple victims at once; a guillotine is usually a singular fixture, used for beheading victims with a sharp, heavy blade.

**STRANGE BAR TABS:** The bar requires those who wish to owe the house (a common practice, requesting to begin a "tab" of orders/debt) to undertake unusual or extreme measures, including signing the tab with blood, magical ink, or including other contractual agreements. Inability to repay could result in harsh measures, including magical punishments, loss of limbs or one's tongue, or even loss of one's soul.

**STRANGE CLOCKWORK:** This mechanical device might be a central visual focus, or it might be just another of the many wonders on hand. It could be a clock whose numerals count up to 13 or some other unusual number, possibly even notating the time on another world or dimension (or even multiple worlds/planes), or it could be a complex orrery denoting the positions of stars, planets, and moons in the sky. Perhaps the lavatory is incredibly advanced with unique clockwork spigots and pressurized plumbing, or even just a series of cables and pulleys to deliver waste to a nearby septic hole. A clockwork or robotic creature may be on hand, perhaps even acting as a server or bartender, or a portion of the building may have some other clockwork purpose; the owner might not even know how to work it properly, and may seek the wisdom of experienced adventurers to assist him in making it correctly function once more (or prevent it from carrying out some terrible and predictable function).

**STRANGE FURNISHINGS:** While simple wooden tables, chairs, and bar fixtures are standard, this establishment features an array of unique furniture, possibly including its inn room furnishings. These could be elaborate wrought-iron chairs with plush seats, magical chairs that push themselves in and out for the patron (or keep themselves warm for a period of time), stone furnishings in a dwarven brewery, fixed furniture which is alive and grows out of the floor, or unholy cult symbols etched into each and every piece of furniture on the building grounds.

**STRANGE ITEMS BEHIND BAR:** The bartender or tavern owner enjoys keeping bizarre and unusual objects behind the bar or other focal areas, and this might even be a personal collection. Such objects might include bubbling alchemical concoctions (or even drinks), preserved shrunken heads from slain enemies of the local shamans, preserved specimens collected during exotic explorations, bottled miniature ship models, a mirror that shows false reflections, exotic stuffed/mounted creatures, arcane items of historical interest, or recovered local artifacts of the legendary hero-liberator of the people.

**STRANGE LIGHTING:** The illumination of this establishment is unique (but mundane) or magical in nature, or it has some bizarre or surreal trait. Colored clouds that slowly change hues, magical lanterns that float and bob around the bar, or caged bioluminescent creatures like insects, or even glowing fungi that also illuminate in the ultraviolet or infrared spectrum, could provide the patrons with what they need to see properly inside. For taverns where most patrons have darkvision, this lighting may provide additional visual or other sensory benefits, or it could be entrancing in nature for those who don't have darkvision (or those who do).

**STRANGE SERVING METHOD:** The mobile-impaired bartender sits stationary, and passes drinks down a hand-crank-powered conveyor belt, or uses an elaborate pulley system or other mechanical conveyor to get drinks to the patrons at their tables, along with any number of other gnome contraptions and steam-powered mechanical means of delivering food/drink. Alternatively, magical serving trays, phantasmal pairs of spectral hands, or even the delightful local ghost who resides here serve edibles and other goods to patrons.







## CHAPTER 4:

## MENU & AMENITIES

A full range of food, drink, and additional items and services can be found at a tavern, inn, or related establishment. GMs can use the following item descriptions and random generator tables to produce menus, sale items, and more.

### BEVERAGES

Since it's a tavern, all alcoholic and new beverages have been listed here at the beginning of the chapter for convenient reference. For other beverages, please see Food and Drink, in Additional Tavern Goods. Entries include the cost for one dose (or a dispenser, if applicable), weight, the cost of refills when applicable, and the requisite DC and needs to brew the alcohol (see Brewing Alcohols, at the end of this chapter).

**ABSINTHE:** This green alcoholic drink, made from wormwood, is rumored to enhance creativity, which makes it a favored beverage of artists and eccentrics. PRICE 3 gp (glass) – 30 gp (bottle); WT. 1-1/2 lb. (bottle); REFILLS 2 gp (glass; limit 3); CRAFT DC 15 (common liqueur), requires special alchemy/herbalist checks, along with special serving glassware, utensils, and mixing. (Note that Elven Absinthe (see Drugs & Addiction, chapter 2) is a much more potent version of this liqueur, requiring extensive special preparations that mostly only elves still know.)

**ALE:** Ale is a type of beer brewed from malted barley. It has a sweet, full-bodied, and sometimes fruity taste. PRICE 4 cp (mug) – 2 sp (gallon); WT. 1 lb. (mug) – 8 lbs. (gallon); REFILLS 2 cp (mug; unlimited), 1 sp (gallon; limit 3); CRAFT DC 5 (common ale).

**APPLEJACK:** This even stronger version of hard cider is typically made by allowing hard cider to freeze during the winter cold, then removing the ice to extract much of the water from the cider and concentrate the alcohol. PRICE 8 cp (mug) – 4 sp (gallon); WT. 1 lb. (mug) – 8 lbs. (gallon); REFILLS none; CRAFT DC 12 (superior ale), or 16 (good liquor).

**BAIJIU:** This clear alcoholic beverage, distilled from sorghum, is extremely potent, and is often regarded as an acquired taste due to its corrosive flavor. PRICE 10 gp (bottle); WT. 2 lbs.; REFILLS none; CRAFT DC 16 (good liquor).

**BUFO:** This drink is a favorite of goblins, boggards, and other primitive humanoids. It is made by soaking a poisonous toad or frog (or its eggs) in weak beer, or by “milking” these animals for their poison and mixing it with the beer (which allows the animal to be used over and over again). Some tribes use wide-mouthed jugs and leave the dead animal inside as a crunchy treat for eating once the drink is gone. A creature drunk on bufo has the dazzled condition in addition to the normal intoxication effect. PRICE 1 gp (jug); WT. 2 lbs.; REFILLS none; CRAFT DC 8 (good ale, mixed drink).

**CAUIM:** This beerlike drink, made from manioc root or corn, requires extensive chewing as part of its production. PRICE 1 gp (filled gourd); WT. 2 lbs.; REFILLS none; CRAFT DC 8–12 (good or superior ale).

**DWARVEN STOUT:** More a family of beers than one single drink, dwarven stout is known by different names in human lands. Dwarven stouts are dark beers characterized by a slightly burnt flavor and a foamy head; they are said to be as filling as a meal. Most dwarven clans use a recipe unique to that clan, and family rivalries over the best brew may date back for hundreds of years. PRICE 2 cp (mug); WT. 1/2 lb.; REFILLS 1 cp (limit 3); CRAFT DC 8–12 (good or superior ale).

**GROG:** A foul mix of different alcohols and whatever's handy, grog was invented by pirates and sailors and never managed to crawl far onto land. Grog is no one's first choice of drink, but anyone who's spent enough time on a ship has had at least a taste. PRICE 2 cp (mug); WT. 1/2 lb.; REFILLS 1 cp (unlimited); CRAFT DC 3 (poor ale).

**KUMIS:** This alcoholic beverage, made from fermented horse milk, has approximately the same potency as typical beer. It is served cold. PRICE 5 sp (wineskin); WT. 1-1/2 lb.; REFILLS none; CRAFT DC 8 (good ale).

**MEAD:** This alcoholic beverage is made by fermenting honey and water. It may be flavored with spices, fruit, or hops. PRICE 5 cp (mug), 2 gp (gallon);

WT. 1/2 lb. (mug) – 8 lbs. (gallon); REFILLS 5 cp (unlimited); CRAFT DC 8 (good ale).

**OLDLAW WHISKEY:** This single-malt whiskey is made with a recipe that's nearly 200 years old, and is a favorite alcoholic beverage of old soldiers everywhere. PRICE 20 gp (bottle); WT. 1 lb.; REFILLS none; CRAFT DC 20 (superior liquor).

**PULQUE:** This nutritious milk-colored alcoholic beverage is fermented from the heart of the agave or century plant. PRICE 1 sp (cup), 4 sp (wineskin); WT. 1/2 lb. (cup) – 2 lbs. (wineskin); REFILLS none; CRAFT DC 8 (good ale), or 12 (common liquor).

**RUMBOOZLE:** A potent drink featuring rum, wine, ale, eggs, sugar, and spices, rumboozle is served warm in finer taverns. PRICE 1 sp (cup); WT. 1/2 lb.; REFILLS none; CRAFT DC 5 (common ale, mixed drink).

**SEALORD WINE:** These red and white wines grown in certain coastal vineyards have a sweet-tart flavor valued by nobles in many lands. PRICE 15 gp (bottle); WT. 1/2 lb.; REFILLS none; CRAFT DC 14–18 (good or superior wine).

**TEPACHE:** This mildly alcoholic beverage is made of beer, pineapple (or other tropical fruit), sugar, and cinnamon, then fermented a few days and served cold with chili powder. It is sweet and pleasant but common only in warmer climates. PRICE 1 sp (cup); WT. 1/2 lb.; REFILLS 5 cp (unlimited); CRAFT DC 5 (common ale, mixed drink).

**WHISKEY:** Whiskey is a distilled beverage made from fermented grain mash (typically barley, corn, malt, rye, or wheat) aged in a wooden cask. The longer the drink ages in the cask, the smoother the final product. PRICE 1 sp (cup); WT. 1/2 lb.; REFILLS none; CRAFT DC 12 (common liquor).

**WINE:** Wine is made from fermented fruit juice, usually grapes, but also sometimes berries, apples, or even rice (sake). The lower listed price is for unremarkable common wine and the higher is for significantly finer wine, though wine from certain vintners (and specific years) may fetch much higher prices. In colder climates, wine is often mulled with fruit, spices, honey, and almonds and served as a warming beverage during the winter. PRICE common wine 2 sp (pitcher), fine wine 10 gp (bottle); WT. 6 lbs. (pitcher) – 1-1/2 lb. (bottle); REFILLS none; CRAFT DC 10 (common wine).

### NEW BEVERAGES

A few sample fantasy drinks are included below. If no effect is presented, the beverage is simply an alcoholic drink of fantasy origin. Included are typical brewers who produce or serve these drinks, along with their cost ranges (beverages with refills have those costs listed), typical dosage/glassware used to serve it, and the Craft DC to make it (with the quality and type of alcohol, or if it is a mixed drink, alchemical additive, etc.).

For dosage, note that a cup or wine glass is approximately the same volume as a “rocks” glass, which is meant to hold over 2 shots worth of alcohol, along with a half-dozen ice cubes; this is just about half the volume of a medium glass, mug, or stein – over twice as much as a single shot glass. Also, a thimble shot glass can also simply be a teaspoon or so (less than half a single shot, and often added to some other beverage or mixer).

**BLOODWINE:** These potent and often stomach-churning fermented beverages are the result of brewers who prefer the blood of sapient humanoids to add to their dark wines, with each of the racially-brewed variations having completely distinctive flavor palettes; EFFECT poison (see sidebar); BREWERS drow, minotaurs, orcs, serpentfolk, undead; PRICE 5 to 500 gp; DOSE wine glass or rocks glass; WT. 1/2 lb.; CRAFT DC 14–18 (good or superior wine), or 20–25 (good or superior liqueur).

**DWARVEN SPIRITS:** Most humans are aware of moonshine, and the dwarven version of this long-aged alcohol is always described as ‘twice as potent’ an intoxicant, and ‘double the “burn”’; EFFECT some variations are brewed to provide a +1 morale bonus to any Strength-based checks, or to increase the effectiveness of a drinker who benefits from rage or orc ferocity; BREWERS dwarves, orcs; PRICE 3 gp to 50 gp; DOSE shot glass or rocks glass; WT. —; CRAFT DC 16–20 (good or superior liquor).

**ELVEN SHAY:** This seasonal drink is often served sparkling as champagne, and most often tasted by outsiders as “summer shay,” a light and refined





apple cider champagne with hints of the perfectly ripened harvest – autumn variations tend to include nutty spices and squash, spring shay is bittersweet with rich grape flavors, and winter brew can be brusque, dark, and nutty; BREWERS elves, fey; PRICE 2 gp to 350 gp; DOSE wine glass, or rocks glass; WT. —; CRAFT DC 14–18 (good or superior wine).

**GOBLIN PISS:** This mixed drink of sweet and sour ingredients includes four different alcohols and cola nut extract, and is also sometimes called a “long island iced tea,” and although the exact location of this ‘long island’ is unknown, it is said that it is among the most expansive and dangerous urban dungeon delves in known existence (and possibly home to the legendary ancient goblin king); Brewers gnomes, halflings, half-elves, half-orcs, humans; PRICE 3 gp (2 gp refills; limit 2); DOSE medium glass or stein; WT. 1 lb.; CRAFT DC 12 (common liquor, mixed drink; 4x-6x alcoholic units, often including gin, orange liqueur, rum, tequila, and vodka).

**LIBERA:** Often taken by long-term drug users who wish to remain unhampered by their addictions, this slightly chalky liquid additive gives any drink a milky appearance (but no taste), and is very popular throughout dens of illicit substance users; EFFECT reduces addiction (treat as antitoxin, only applies to addiction saves); BREWERS alchemists, drug dealers/users; PRICE 50 gp; DOSE one potion vial (usually less than a rocks glass), added to drink; WT. —; CRAFT DC 25 (additive, alchemical remedy).

**MAGE'S IMBIBE:** This flavorless additive can be placed in any drink, with some varieties being a small tablet that effervesces once placed into a

## SERPENTFOLK BLOODWINE

Any standard variety of bloodwine can make the drinker sickened if they are not used to ingesting blood (typically requiring one successful Fortitude DC 15 to negate this effect), however some races brew and drink even more potent varieties of bloodwine, such as the serpentfolk. Normal bloodwine threatens drinkers with the sickened condition, but no Wisdom damage; the following stats are presented as a more potent variety.

Like typical bloodwine varieties, this concoction is primarily made from the blood of humanoids and other intelligent creatures, brewed in a complex process, and also spiced with exotic mold spores and other seasonings from the subterranean realms before being allowed to age. It is favored by serpentfolk (and evil outsiders), who can drink it as easily as a human drinks alcohol, granting much the same effect without any harm, but it is poisonous to most other creatures; drow who drink serpentfolk bloodwine are immune to the sickening effect but are still susceptible to Wisdom damage.

**BLOOD-DRINKERS BENEFIT:** Vampires heal 2 hit points or gain 2 temporary hit points for each glass of bloodwine consumed. Immunity to poison provides immunity to the harmful effects of bloodwine.

**PRICE:** A single dose of serpentfolk bloodwine is worth 100 gp.

### SERPENTFOLK BLOODWINE

TYPE poison, ingested; SAVE Fortitude DC 25

FREQUENCY 1/minute for 6 minutes

INITIAL EFFECT sickened for 1d4 hours; SECONDARY EFFECT 1d3 Wis damage; CURE 2 consecutive saves.

TABLE 4A: DRINKS

D% <sup>0</sup>	COMMON ALCOHOLS	PRICE	WEIGHT	REFILLS	CRAFT DC
1-4	ABSINTHE	3 gp–30 gp	1-1/2 lb. (bottle)	2 gp (glass; limit 3)	15 (common liqueur)*
5-11	ALE	4 cp–2 sp	1 lb.–8 lbs.	2 cp (mug; unlimited),	5 (common ale)
12-16	APPLEJACK	8 cp–4 sp	1 lb.–8 lbs.	—	12-16 (superior ale or good liquor)
17-21	BAIJIU	10 gp	2 lbs.	—	16 (good liquor)
22-27	BUFO	1 gp	2 lbs.	—	8 (good ale, mixed drink)*
28-32	CAUIM	1 gp	2 lbs.	—	8-12 (good or superior ale)
33-39	DWARVEN STOUT	2 cp	1/2 lb.	1 cp (limit 3)	8-12 (good or superior ale)
40-47	GROG	2 cp	1/2 lb.	1 cp (unlimited)	3 (poor ale)
48-52	KUMIS	5 sp	1-1/2 lb.	—	8 (good ale)
53-58	MEAD	5 cp–2 gp	1/2 lb.–8 lbs.	5 cp (mug; unlimited)	8 (good ale)
59-63	OLDLAW WHISKEY	20 gp	1 lb.	—	20 (superior liquor)
64-69	PULQUE	1 sp–4 sp	1/2 lb.–2 lbs.	—	8-12 (good ale or common liqueur)
70-75	RUMBOOZLE	1 sp	1/2 lb.	—	5 (common ale, mixed drink)
76-80	SEALORD WINE	15 gp	1/2 lb.	—	14-18 (good or superior wine)
81-85	TEPACHE	1 sp	1/2 lb.	5 cp (unlimited)	5 (common ale, mixed drinks)
86-91	WHISKEY	1 sp	1/2 lb.	—	12 (common liquor)
92-96	WINE	2 sp–10 gp	6 lbs.–1-1/2 lb.	—	10 (common wine)
97-100	OTHER BEVERAGE	—	—	—	—
D10	NEW TAVERN DRINKS	PRICE	WEIGHT	REFILLS	CRAFT DC
1	BLOODWINE	5 gp–500 gp	1/2 lb.	—	14-25 (good or superior wine or liqueur)*
2	DWARVEN SPIRITS	3 gp–50 gp	—	—	16-20 (good or superior liquor)
3	ELVEN SHAY	2 gp–350 gp	—	—	14-18 (good or superior wine)
4	GOBLIN PISS	3 gp	1 lb.	2 gp (limit 2)	12 (common liquor, mixed drink)
5	LIBERA	50 gp	—	—	25 (additive, alchemical remedy)
6	MAGE'S IMBIBE	20 gp–150 gp	—	—	20 (additive, alchemical remedy)
7	POISONBANE	65 gp	—	—	25 (additive, alchemical remedy)
8	SLURGE	8 gp	1/2 lb.	—	15 (alchemical remedy)
9	VALE	25 gp–150 gp	1/2 lb.	—	15 (non-alcoholic, or w/ common liquor)*
10	WISP	50 gp	—	—	14-18 (good wine or liquor, or superior wine)*

\* This beverage may have other required checks in order to produce some or all varieties, such as Craft (alchemy), Knowledge (nature), Profession (herbalist), or Spellcraft checks.





drink; EFFECT neutralizes intoxication effects related to spellcasting (rare variations add alchemical bonuses to checks made to identify spells and effects, or even to increase caster level); BREWERS alchemists, spellcasters; PRICE 20 gp to 150 gp; DOSE increases volume by one potion vial (rocks glass will suffice for a single shot of liquor), added to drink; WT. —; CRAFT DC 20 (additive, alchemical remedy).

**POISONBANE:** While frequenting social establishments, it can become very easy to poison someone in their food or water, and this flavorless additive works to protect against that; EFFECT works as antitoxin, and alchemically neutralizes any ingestion-type poisons which are made to dissolve in alcohol or water before drinking; BREWERS alchemists, poison users; PRICE 65 gp; DOSE one thimble-shot glass (nominal increase to any drink), added to drink; WT. —; CRAFT DC 25 (additive, alchemical remedy).

**SLURGE:** Also referred to as “soothegill” by gillmen, this viscous mixed drink is consumed as much for its physical effects on amphibious bodies as the taste, since it allows water dependent creatures to act as though they had been immersed in their natural aquatic environment; EFFECT none (for non-water-breathing drinkers); BREWERS aboleths, gillmen, skum; PRICE 8 gp; DOSE rocks glass or medium glass; WT. 1/2 lb.; CRAFT DC 15 (alchemical remedy).

**VALE:** This translucent gray beverage is usually served with dry ice, making its own fog, and sometimes referred to as “hauntsPELL”, most variations includes a vial's worth of unholy water (water targeted with an evil variant of *bless* water), especially to drinkers who have negative energy affinity; EFFECT some variations allow other effects upon the drinker, depending on the source of the unholy water and its intended use; BREWERS cultists, dhampirs, necromancers, undead; PRICE 25 gp to 100 gp; DOSE rocks glass, medium glass, or wine glass; WT. 1/2 lb.; CRAFT DC 15 (non-alcoholic, or any liquor added).

**WISP:** This soothing drink includes cooling eucalyptus, and was likely brought westward by tengus long ago, as their wisest enlightened masters still serve the tea-like alcoholic drink in traditional ceremonies; EFFECT the drinker is treated as being acclimated to high altitudes (up to 15,000 ft. altitude) for 6 hours; BREWERS mountain-dwellers, elemental lords, genies, tengu elders; PRICE 50 gp; DOSE shot glass or rocks glass; usually a ceremonial teacup; WT. —; CRAFT DC 14–18 (good or superior wine), or 16 (good liquor).

## MENU ITEMS

The edible items listed here can be a sample menu for all types of taverns, but some high-class or low-class taverns might not offer all of these dishes. Feel free to add your own favorite dishes to your tavern's menu, create a fantastical new dish from your setting's local ingredients, and try offering them as a special meal deal including a drink (even a mug of the house ale, or a glass of common wine). Some items may include free or discounted refills, but this may be a limited deal – some items have no refills at all.

And what's stopping you from serving real food while you entertain the players at the game table? Serve those eager players some grub, and let them know what they just ordered from the local fantasy dive.

**APPLE CAKE:** This light and fluffy cake is enough to wet an appetite, and most often served to tea and coffee drinkers whose bodies are still unwelcoming toward heavier foods, especially in the morning (and following a hangover; a slice of cake and cup of coffee counts as a serving of food to offset alcohol/hangover effects). Most often made from wheat, the flour is always of a local grain variety, most often mixed with sunflower bits and oil, butter, and sugar. It is essentially an upside-down cake, with sliced apples adorning the underside while cooking, which provide additional moisture during baking.

PRICE 2 cp; REFILLS 1 cp.

**SPICED APPLE SAUCE:** Additional apple topping (made with rum or bourbon, and seasonal decadent spices) can be added to any apple cake. PRICE 2 cp (no refills).

**AUNT PENNY'S PUDDING:** This simple pudding is made from milk, sugar, salt, and butter, with a hint of flavoring (such as vanilla bean, mint leaves, dried fruit or nuts). One scoop of this delicious snack food is offered as a possible side dish (see Side Dishes, below).

PRICE 1 sp; REFILLS free (limit 3).

**BOILED EELS:** Depending on the season, this freshwater river eel or saltwater eel is brought in by local fishers, and is smoked before it is prepared – it can be served uncooked with a simple rice and seaweed paper mixture to make a delectable exotic-tasting sushi.

PRICE 2 sp; REFILLS 1 sp (limit 4).

**BOILED RABBIT:** These farm-raised domesticated rabbits are always in supply, and their smoked and boiled meat (lightly salted and spiced) makes a hearty snack – and most taverns serve it as a meal with additional side dishes.

PRICE 1 sp; REFILLS 5 cp. Served with 1-2 side dishes.

**BOILED SALMON:** This local salmon is either wild river salmon, or a prized farm-raised variety, and is smoked before it is prepared – it can be served uncooked.

PRICE 3 sp; REFILLS 1 sp (limit 3). Served with 1-2 side dishes.

**BOILED TROTTERS:** These pig's feet are boiled in a vat of spiced juices until the meat falls off the bone, usually four feet from a single swine.

PRICE 1 sp; REFILLS none.

**BOILED TURNIPS:** These boiled root-vegetables can be served whole or mashed; they are available year-round in many areas, and this cost can also be used for similar root-vegetables, such as potatoes and tubers. This is a side dish, and can be substituted for any other listed side dish (see below).

PRICE 5 cp; REFILLS none.

**SIDE DISHES:** Along with any of these listed food items (5 cp or less in price) can be served as a side dish for another main dish: Aunt Penny's pudding (above), boiled turnips (above), a spoonful of steaming grits, cooked rice (or other seasonal grains), mashed tubers, or steamed seasonal vegetables, or a small cup of simple soup (also, see Soup or Stew, below); at the GM's discretion, this can include other items as well. See the individual descriptions for prices and ingredients for any specific dishes detailed here.

**BREAD & BUTTER PUDDING:** This hearty pudding is made from the same basic pudding as Aunt Penny's Pudding (above), and has thick wedges of cooked bread (like dessert croutons, with cinnamon, raisins, apples, and other spices), and is usually sprinkled with seasonal nuts or dried berries, such as raisins or currants; during local shortages of bread ingredients, rice is often substituted.

PRICE 3 cp; REFILLS 1 cp (limit 2).

**BROILED MACKEREL:** This oily fish must be properly refrigerated, smoked, or pickled in order to prevent spoilage and food poisoning, leading to its notoriety as a “stinky fish.” It is broiled, skin-down in a shallow pan of oil, after being marinated in lime juice, garlic, ginger, and other spices.

PRICE 3 sp; REFILLS none. Served with 1-2 side dishes.

**CLEAR SOUP:** Usually made from the briny liquids in which other foods are stored (for freshness) or fermented, and spiced with the crumbs and leftover tidbits from other dishes, clear soup (once thoroughly cooked) is an easy choice for upset stomachs, and often served with a dash of finely chopped vegetables, nuts, or cooked grains (such as rice) on top.

PRICE 2 cp; REFILLS free (limit 2). Add additional crackers, rice, or noodles (1 cp), or cooked seasonal poultry (1 sp), by availability.



**CRAB/LOBSTER:** Whole fresh crab or lobster (sometimes chosen from a display aquarium by the patron), is boiled or steamed, served with imported citrus, seasonal grains or vegetables, and a spoonful of tangy fish sauce.

PRICE 3 sp; REFILLS none. Served with 1-2 side dishes. Add whole citrus fruits (5 cp), or additional sauce condiments (5 cp), by availability.

**CRAYFISH SOUP:** Crayfish (crawfish, or crawdads) caught from the local rivers, or raised in prized farms, are often available year-round; steamed or boiled crayfish can be stored or cooked in a soup and stored for the rest of the year. This dish is a winter favorite, usually served with a spoonful of rice (or several toasted crackers), and the costs here could also be used for chowders made from shellfish or poultry, or even boiled, heavily seasoned crayfish (served steaming and heaped on a plate).

PRICE 4 cp; REFILLS 2 cp (limit 2).

**FRIED COW-HEEL:** A farmhouse favorite along with fried cow or pig tongue, throat organs, poultry innards (giblets), and fried pig intestines (chitterlings), and often served as side dishes; these costs cover any of these simple dishes. A fried cow-heel dinner also includes 1-2 side dishes.

PRICE 8 cp (single)-1 sp (dinner); REFILLS 5 cp (limit 3).

**FRIED WOODCOCK WITH WINE SAUCE:** This full-bodied game bird is found in wilderness areas with soft ground or wetlands. It is cleaned and quartered, then battered, deep fried, and served with a side of red wine sauce with butter-sautéed onions and spices.

PRICE 4 sp; REFILLS none. Served with 1-2 side dishes.

**GAME PIE:** Local hunters collect small wild game almost year-round, and this mixture of seasonal game meats and giblets is finely shredded and mixed with seasonal vegetables, and a congealed sauce that is both savory and sweet, then wrapped in its own dough, baked, and served in an individual pie dish.

PRICE 5 sp; REFILLS none.

**GOSLING WITH DAMSON CHEESE:** Roasted gosling is cut and sliced or shredded, and presented on a small group of biscuits or crackers as hors d'oeuvres, along with a slice of real cheese, and a jam-like concoction made from damsons (fruit of the plum family) that are cooked and packed so densely that it must be sliced like real cheese.

PRICE 5 sp; REFILLS none.

**GROUSE WITH GOOSEBERRY JAM:** This chicken-sized game bird is usually roasted whole or halved after being seasoned and placed in a bath of red wine, butter, and poultry stock, and sometimes stuffed with bread crumbs and savory herbs before cooking. A side of sweet jam made from gooseberries can be spread on,

**TABLE 4B: COMMON MENU ITEMS**

FOOD*	PRICE*	REFILLS*	D <sup>0</sup> / <sub>0</sub>		
			LOW-CLASS	MIDDLE-CLASS	HIGH-CLASS
APPLE CAKE	2 cp	1 cp	1-3	1-2	1-3
AUNT PENNY'S PUDDING	1 sp	free (limit 3)	4-6	3-4	—
BOILED EELS	2 sp	1 sp (limit 4)	7-8	5-6	4-6
BOILED RABBIT	1 sp	5 cp	9-11	7-8	7-9
BOILED SALMON	3 sp	1 sp (limit 3)	12-13	9-10	10-12
BOILED TROTTERS	1 sp	—	14-16	11-12	13-15
BOILED TURNIPS	5 cp	—	17-19	13-14	—
BREAD & BUTTER PUDDING	3 cp	1 cp (limit 2)	20-22	15-16	—
BROILED MACKEREL	3 sp	—	23-24	17-18	16-18
CLEAR SOUP	2 cp	free (limit 2)	25-28	19-20	—
CRAB/LOBSTER	3 sp	—	29-30	21-22	19-21
CRAYFISH SOUP	4 cp	2 cp (limit 2)	31-33	23-24	—
FRIED COW-HEEL	8 cp	5 cp (limit 3)	34-36	25-26	—
FRIED WOODCOCK WITH WINE SAUCE	4 sp	—	37-38	27-28	22-23
GAME PIE	5 sp	—	—	29-30	24-25
GOSLING WITH DAMSON CHEESE	5 sp	—	—	31-32	26-27
GROUSE WITH GOOSEBERRY JAM	4 sp	—	39-40	33-34	28-29
HAGGIS	1 sp	5 cp (limit 2)	41-42	35-36	—
HARE SOUP	6 cp	3 cp (limit 2)	43-45	37-38	—
HASHED MUTTON	1 sp	—	46-48	39-40	30-32
HOTCH POTCH	1 sp	5 cp	49-51	41-42	33-35
JUGGED HARE	3 sp	—	52-53	43-44	36-38
LAMB CUTLETS	3 sp	—	54-55	45-46	39-41
LEG OF MUTTON	4 sp	—	56-57	47-48	42-43
MARROW DUMPLINGS	8 cp	2 cp (half serving)	58-60	49-50	—
MEAT PIE	1 sp	—	61-63	51-52	44-46
MUTTON PUDDING	1 sp	—	64-66	53-54	47-49
OXTAIL SOUP	8 cp	5 cp	67-69	55-56	—
OYSTER SOUP	2 sp	—	70-71	57-58	50-52
PIE, CREAM OR FRUIT	1 sp	—	72-74	59-60	53-55
POTTED PARTRIDGE	4 sp	—	75-76	61-62	56-57
PTARMIGAN	5 sp	—	—	63-64	58-59
RISSOLES OF GAME	4 sp	2 sp (half serving)	77-78	65-66	60-61
ROAST FOWL	6 sp	—	—	67-68	62-63
ROAST GOOSE WITH APPLE SAUCE	7 sp	5 sp (limit 3)	—	69-70	64-65
ROAST LANDRAIL	4 sp	—	79-80	71-72	66-67
ROAST RIBS	3 sp	—	81-82	73-74	68-70
ROAST SUCKLING PIG	1 gp	—	—	75-76	71-72
RUMPSTEAK AND MUSHROOMS	5 sp	—	—	77-78	73-74
SAUSAGES	1 sp	—	83-84	79-80	75-77
SIMMERED GURNARD	3 sp	1 sp (limit 2)	85-86	81-82	78-79
SKATE IN CAPER SAUCE	3 sp	—	87-88	83-84	80-81
SOUP OR STEW	5 cp	2 cp	89-91	85-86	82-86
STEWED KIDNEYS	4 sp	1 sp (limit 4)	92-93	87-88	87-88
STEWED PIGEONS	2 sp	1 sp (limit 2)	94-95	89-90	89-91
TROUT, SMOKED OR SEARED	3 sp	1 sp (limit 2)	96-97	91-92	92-94
TURBOT WITH TRUFFLES	2 gp	—	—	93-94	95-96
VEAL CUTLETS	1 gp	—	—	95-96	97-98
VEGETABLE BROTH	3 cp	free (unlimited)	98-100	97-98	—
WHOLE LOCAL CHEESE	1 gp	—	—	99-100	99-100

\* Additional offerings, variations, and other details may be presented in the individual item description.





which then melts and glazes the outside of the bird before its cut and served.

**PRICE** 4 sp; **REFILLS** none. Served with 1-2 side dishes.

**HAGGIS:** This dish is a meaty pudding made of sheep organs (mainly heart, liver, and lungs) minced with onions, oats, fat, spices, and salt, wrapped in a sheep stomach and slow-cooked. Though its ingredients discourage cautious eaters, fans of haggis consider it a hearty meal with a wonderful texture.

**PRICE** 1 sp; **REFILLS** 5 cp (limit 2). Served with 1-2 side dishes.

**HARE SOUP:** A single wild hare (or jackrabbit) is cleaned, cut, and washed in a salt bath, lightly battered and pan-fried in butter, before being thoroughly cut or shredded, and added to a soup of beef stock, carrots, celery, and bacon, along with spices and a dash of port (a sweet red wine; treat as Sealord Wine, below).

**PRICE** 6 cp; **REFILLS** 3 cp (limit 2).

**HASHED MUTTON:** Strong-tasting goat or sheep meat is roasted, and after it has cooled, it is sliced thin and evenly, and the bones and tendons are added to a pan to make a gravy, along with peppers, allspice, onions, and a tied bundle of herbs, thickened with wheat flour. After the gravy is strained and the fat removed, it is allowed to cool and the meat added once again, only shortly warmed on the oven fires (hashed) to prevent the meat from becoming tough.

**PRICE** 1 sp; **REFILLS** none. Served with 1-2 side dishes.

**HOTCH POTCH:** This soup is made from a simple stock using chicken bones, neck, and giblets, which is strained before adding vegetables such as cabbage, turnips, leeks, and broccoli or cauliflower, along with peas (added last, to keep them mostly solid), sugar, and spices.

**PRICE** 1 sp; **REFILLS** 5 cp.

**JUGGED HARE:** Wild hare or domestic rabbit (blood and liver separated for later use) is marinated whole or quartered in red wine and brandy (alcohol burned off), along with carrots, onions, celery, and other spices, then left in a closed ceramic container for 1-2 days. The juices from the hare and the marinade are boiled and skimmed/strained several times while cooking to make the liquid base, while the hare meat is battered with rye wheat and browned in goose fat or lard, along with fried pancetta (or bacon) and the vegetables. Once the vegetables are caramelized, all the ingredients are put into a covered pot along with mushrooms and rich spices, then oven-cooked until the meat is falling off the bone. In the final step of this time-consuming preparation, the meat is removed, with all juice and cooked ingredients shredded or liquefied (and thoroughly strained), then re-combined with fresh mushrooms, chili paste, sliced onions, the hare meat, and a cooked mixture of liver, cream, and blood from the animal.

**PRICE** 3 sp; **REFILLS** none.

**LAMB CUTLETS:** These slices of leg or rib meat are derived from sheep of any age, either marinated or spice-rubbed and oiled, usually still on the bone when they are oven-roasted.

**PRICE** 3 sp; **REFILLS** none. Served with 1-2 side dishes.

**LEG OF MUTTON:** This sheep or goat leg is usually slow-roasted after being glazed in a blend of butter and savory herbs.

**PRICE** 4 sp; **REFILLS** none. Served with 1-2 side dishes.

**MARROW DUMPLINGS:** Marrow is extracted from bone (soaked and drained), cooked with flour, sea salt, black pepper, shallot, and beef stock, and cooked into tiny dough balls, usually covered in gravy or a daily/seasonal sauce topping.

**PRICE** 8 cp; **REFILLS** 2 cp (half serving).

**MEAT PIE:** This pie crust is filled with finely ground meat (usually beef and pork, although any farmed or game meat is possible)

in a simple savory syrup; pies filled with more ingredients than meat alone are sometimes called shepherd's pie.

**PRICE** 1 sp; **REFILLS** none.

**MUTTON PUDDING:** Sheep meat and kidneys are mixed with vegetables, savory herbs, and pastry into shaped molds, then braised lightly and covered in a sauce of capers and parsley.

**PRICE** 1 sp; **REFILLS** none.

**OXTAIL SOUP:** Using the tail of an ox, cattle, or sheep as the prime meat in this hearty classic soup, slow cooked to tenderness, oxtail soup includes vegetables, barley, and herbs, and is often flavored with sherry or specialty wine.

**PRICE** 8 cp; **REFILLS** 5 cp.

**OYSTER SOUP:** These delectable shellfish are pan-seared, then finely pureed and cooked with heavy cream, lemon juice, onion, and coastal spices.

**PRICE** 2 sp; **REFILLS** none.

**PIE, CREAM OR FRUIT:** Cream pies usually begin with a pudding base, and additional seasonal flavors; fruit pies are usually simple-syrup concoctions with large bits of local fruit (or other decadent vegetables, such as rhubarb); both have a crumb or dough crust, with many fruit pies also having a top layer of dough. Ask to have the pie re-warmed on the fireplace rack for several minutes (free), or topped with additional sauces/condiments, such as whipped cream, nuts, or dried berries (2 cp each, by availability).

**PRICE** 1 sp (slice), 8 sp (whole pie); **REFILLS** none.

**POTTED PARTRIDGE:** This small, pheasant-like game bird is heavily spiced and slow roasted in clarified butter while covered; after cooling, it is placed in jars and covered by clarified butter, to be served later.

**PRICE** 4 sp; **REFILLS** none. Served with 1-2 side dishes.

**PTARMIGAN:** This game bird is cooked much like the very similar grouse (above), with most of the meat being located on the breasts, usually baked with stuffing or cooked in a simply stew.

**PRICE** 5 sp; **REFILLS** none.

**RISSOLES OF GAME:** Leftovers of any game animal are combined with potato and herbs, then covered in a pastry dough or rolled in breadcrumbs and baked or deep fried to make small doughy meatballs, usually served with a side of savory herb dipping sauce.

**PRICE** 4 sp; **REFILLS** 2 sp (half serving).

**ROAST FOWL:** As with the other whole-bird poultry dishes described here, any of a variety of seasonal game fowl is spiced, possibly breaded, and roasted whole on a spit or in a pan of its own juices.

**PRICE** 6 sp; **REFILLS** usually none. Served with 1-2 side dishes.

**ROAST GOOSE WITH APPLE SAUCE:** Farm-raised prized geese are slow roasted in herbs and their own juices, and a helping of meat is served with fresh sliced apples and a side of Spiced Apple Sauce (as described in Apple Cake, above).

**PRICE** 7 sp; **REFILLS** 5 sp (limit 3). Served with 1-2 side dishes.

**ROAST LANDRAIL:** This species of mainly wetland fowl (also called a corn crake) is spiced with seasonal herbs, covered in bread crumbs, and oven-roasted on a spit.

**PRICE** 4 sp; **REFILLS** none. Served with 1-2 side dishes.

**ROAST RIBS:** This half- or full-rack of ribs (beef, pork, or large-game) is spiced with seasonal herbs, then oven-roasted or smoked and barbecued.

**PRICE** 3 sp (half-rack), 5 sp (full rack); **REFILLS** none. Served with a side of BBQ sauce and 1-2 side dishes.

**ROAST SUCKLING PIG:** This baby pig is seasoned, then oven-roasted or smoked and barbecued, and is enough to feed two.

**PRICE** 1 gp; **REFILLS** none. Served with a side of BBQ sauce and 1-2 side dishes.





## CHAPTER 4:

## MENU & AMENITIES

**RUMPSTEAK AND MUSHROOMS:** Select beef is seasoned with herbs and pan-fried in sunflower oil, and covered in a sauce made from mushrooms, butter, and red wine.

PRICE 5 sp; REFILLS none. Served with 1-2 side dishes.

**SAUSAGES:** Sausages are usually made from pork (some are made from beef, poultry, or other meats), and ground with various spices and additives, from the mundane (usually 6 sausages) to the exotic and sizzling hot (usually 4 sausages).

PRICE 1 sp; REFILLS none.

**SIMMERED GURNARD:** Served with a sweet and sour sauce of onions, beans, and vinegar, this saltwater bottom-dwelling fish (sometimes called a gurnet) is usually simmered after being pan-seared.

PRICE 3 sp; REFILLS 1 sp (limit 2). Served with 1-2 side dishes.

**SKATE IN CAPER SAUCE:** This saltwater fish is served grilled, along with a sauce made of lemon, butter, and capers; it may be substituted with swordfish or another oceanic whitefish, and often recommended to go with a white wine. Skate – often mistaken for stingray – is served with capers, which are salty, savory pickled flower buds similar in size and appearance to peas.

PRICE 3 sp; REFILLS none. Served with 1-2 side dishes.

**SOUP OR STEW:** Any of a wide variety of soups or stews, often changed daily, usually meant to cook unused food ingredients.

PRICE 5 cp; REFILLS 2 cp.

**TABLE 4C: DAILY SOUP/STEW**

D20	SOUP OR STEW	D20	SOUP OR STEW
1	Butternut squash	11	Potato lentil
2	Cabbage lentil	12	Sausage kale
3	Cheddar broccoli	13	Sausage sauerkraut
4	Chicken dumpling	14	Spicy duck artichoke
5	Chili	15	Spicy seafood
6	Five bean	16	Sweet potato goose
7	Ham bean	17	Sweet & sour
8	Jambalaya	18	Turkey noodle
9	Meatball BBQ	19	Wedding stew
10	Minestrone	20	Zucchini buffalo

**STEWED KIDNEYS:** Kidneys of large animals (cattle, pigs, etc.) are sliced and stewed in a thin layer of vinegar, water, and herbs, then served with a simple gravy, onions, herbs, over noodles or dumplings.

PRICE 4 sp; REFILLS 1 sp (limit 4). Served with 1-2 side dishes.

**STEWED PIGEONS:** This classic medieval-style recipe for game fowl is made with 6 pigeons, 2 pheasants, or a single large fowl, and serves up to six people. It includes a classic gode broth, a bottle of red wine, and spices including garlic, thyme, tarragon, parsley, sage, chicory, saffron, cinnamon, and marjoram.

PRICE 2 sp; REFILLS 1 sp (limit 2). Served with 1-2 side dishes.

**TROUT, SMOKED OR SEARED:** This large freshwater fish is harvested from local rivers or prized fish farms, and its filets smoked or pan-seared in oil and herbs.

PRICE 3 sp; REFILLS 1 sp (limit 2). Served with 1-2 side dishes.

**TURBOT WITH TRUFFLES:** This strange-looking flatfish is pan-seared in clarified butter, and served over a bed of cabbage with a blended sauce made from fresh truffle fungi, almond powder, butter, and sea salt.

PRICE 2 gp; REFILLS none. Served with 1-2 side dishes.

**YEAL CUTLETS:** These are the same as lamb cutlets, except

that the meat is only from young sheep, as they are much more tender, and require less preparation and spices. But, it may be outlawed or taboo because of the killing of young animals.

PRICE 1 gp; REFILLS none. Served with 1-2 side dishes.

**VEGETABLE BROTH:** This simple liquid is made from leftover/unused vegetables, water, salt, bones, and spices, boiled for a very long time, and strained before serving. It can help calm nausea and hangovers by settling the stomach, and is the base liquid for many other soups and stews.

PRICE 3 cp; REFILLS free (unlimited).

**WHOLE LOCAL CHEESE:** Cheese comes in a staggering array of varieties, and is usually offered as a hunk or wedge, or as a whole, fresh wheel. A 5- or 10-pound wheel of aged cheese is encased in a tough rind, which keeps the interior fresh.

PRICE 1 sp (1/2-lb. wedge), 1 gp (5-lb. wheel), 2 gp (10-lb. wheel); REFILLS none.

**TABLE 4D: COMMON & DELICACY CHEESES**

D20	COMMON CHEESES	D20	DELICACY CHEESES
1	Cheddar (mild or sharp)	11	Gouda
2	Feta	12	Havarti
3	Mozzarella	13	Ricotta
4	Provolone	14	Gruyere
5	Pepper Jack	15	Muenster
6	Holed White	16	Gorgonzola
7	Blue Cheese	17	Pecorino Romano
8	Parmigiano	18	Edam
9	Colby	19	Manchego
10	Yellow Farmhouse	20	Roquefort

## OTHER LOCAL AND IMPORTED GOODS

When local farmers, brewers, and cooks get together, they often form a *Harvest Guild*, a loose-knit group of all manner of professionals and traders in fresh goods. These groups then organize and fund local “farmer’s markets” to try and out-compete imported goods by traders who have less vested interests in a local community’s well-being. These groups even go so far as to get local taverns and inns to keep some of their goods on hand for adventurers looking for fresh and hearty farm goods, and brewed drinks such as ale or even hard liquor.

If the good is not grown or made locally (imported), it may have a higher cost, although most costs listed will take into account a good’s relative value and scarcity; an imported item or an good of exquisite quality or reputation may have a cost of up to double or even triple the normal amount, depending on its scarcity and public demand – and no tavern or inn is above making an extra silver or gold off needy patrons, when they have the proper goods to supply. Local suppliers who have surplus goods may ask the taverns/inns to sell the stock at extremely discounted price, or even included in a room rental or other costly service purchased.

The following additional goods from *Pathfinder Roleplaying Game Ultimate Equipment* could serve as discounted specials (when the tavern/inn has a surplus of the items), seasonal first-choice picks (to help local farmers’ reputation for quality and expertise), or even just a selection of locally-brewed and fermented, or pickled goods, and an assortment of fresh meats/vegetables. These items represent only the most common expanded goods and specials at taverns, and items which are likely to be lying around, or common tools of the trade. Offerings found at inns, stables, breweries, etc., are included in the Amenities section, below.





## ADVENTURING GEAR

**ANIMAL GLUE:** This simple glue is created by extensively boiling animal skin, bones, hooves, horn, and tendons until they turn into a ochre syrup that cools when it hardens. Before you use animal glue, you must heat it until it liquefies. You normally apply it with a brush and hold the pieces together for a minute, at which point it is cooled and hardened. The glue

is sufficient to coat 1 square foot of surface, or (because of waste and spills) up to 40 smaller applications of approximately 2 square inches each. Pulling apart a large glued surface (at least 1 square foot) requires a DC 15 Strength check. Pulling apart a small glued surface (anything less than 1 square foot) requires a DC 10 Strength check. Animal glue slowly dissolves in water, reducing the Strength DC needed to break it by 1 per

**TABLE 4E: ADDITIONAL TAVERN GOODS**

<u>ADVENTURING GEAR</u>					<u>FOOD &amp; DRINK (NON-ALCOHOLIC)</u>				
D <sup>0</sup> / <sub>0</sub>	ITEM	PRICE	RENTAL*	WEIGHT	D <sup>0</sup> / <sub>0</sub>	ITEM	PRICE	RENTAL*	WEIGHT
1-2	ANIMAL GLUE	5 sp	—	1/2 lb.	47-48	BANQUET	10 gp/person	—	—
3	AREA MAP	50 gp	10 gp	2 lbs.	49-50	BREAD	2 cp	—	1/2 lb.
4-5	BARREL	2 gp	—	30 lbs.	51-52	CAVIAR	50 gp	—	—
6	BLUE BOOK	5 gp	—	1 lb.	53-54	CHOCOLATE	5 gp	—	1/2 lb.
7-8	BOTTLE	5 sp	—	2 lbs.	55-56	COFFEE, BREWED	1 cp (cup)	—	1/2 lb.
9-10	BUCKET	5 sp	—	2 lbs.	57-58	COFFEE, GROUND	8 cp (bag)	—	1 lb.
11-12	CANDLE	1 cp	—	—	59-60	COFFEE, WHOLE BEAN	5 cp (bag)	—	1 lb.
13	CANTEEN	2 gp	—	1 lb.	61-62	HONEY	1 gp	—	1/2 lb.
14	CROWBAR	2 gp	5 cp/hour	5 lbs.	63-64	ICE CREAM	1 sp	—	—
15	DRILL	5 sp	1 sp/hour	1 lb.	65-66	JUNGLE COFFEE	3 cp (cup)	—	1/2 lb.
16-17	FIREWOOD	1 cp/day	—	20 lbs.+	67-68	KAHVE	2 cp (cup)	—	1/2 lb.
18	FISHING KIT	5 sp	1 sp/12 hours	3 lbs.	69-70	MAPLE SYRUP	1 gp (jar)	—	1/2 lb.
19	FLASK	3 cp	—	1-1/2 lb.	71-72	MEAL, POOR	1 sp	—	—
20	HIP FLASK	1 gp	—	1/2 lb.	73-74	MEAL, COMMON	3 sp	—	—
21	JUG	3 cp	—	9 lbs.	75-76	MEAL, GOOD	5 sp	—	—
22	MESS KIT	2 sp	2 cp	1 lb.	77-78	MEAT	3 sp	—	1/2 lb.
23	MUG/TANKARD	2 cp	—	1 lb.	79-80	MILK	5 cp (bottle)	—	1/2 lb.
24	PAPER	4 sp (sheet)	—	—	81-82	POWDERED MILK	1 sp	—	1 lb.
25	PARCHMENT	2 sp (sheet)	—	—	83-84	STREET MEAT	1 cp	—	1/2 lb.
26	PITCHER	2 cp	—	5 lbs.	85	TEA, CEREMONIAL	4 cp (cup)	—	1/2 lb.
27	POT, COMMON	8 sp	8 cp	4 lbs.	86-87	TEA, COMMON	2 cp (cup)	—	1/2 lb.
28	POT, MITHRAL	1,001 gp	80 gp	2 lbs.	88-89	YOGURT	1 sp	—	1/2 lb.
29	POWDER	1 cp	—	1/2 lb.	90-91	OTHER BEVERAGE (roll again on Table 4a)	—	—	—
30	RICE PAPER	5 cp (sheet)	—	—	92-93	OTHER FOOD (roll again on Table 4b)	—	—	—
31	SACK	1 sp	1 cp	1/2 lb.	<u>ALCHEMICAL REMEDIES &amp; TOOLS</u>				
32	SKILLET, COMMON	8 sp	8 cp	4 lbs.	D <sup>0</sup> / <sub>0</sub>	ITEM	PRICE	WEIGHT	CRAFT DC
33	SKILLET, MITHRAL	1,001 gp	80 gp	2 lbs.	94	ALCHEMICAL SOLVENT	20 gp	1/2 lb.	20
34	SOAP	1 cp	—	1/2 lb.	95	ALCHEMIST'S KINDNESS	1 gp	—	20
35	WATERSKIN	1 gp	1 sp	4 lbs.	96	MEDITATION TEA	30 gp (cup)	—	20
36	WHETSTONE	2 cp	—	1 lb.	97	SMELLING SALTS	25 gp	—	25
37-38	OTHER TRADE GOOD (Roll again on Table 4f)	—	—	—	98	SOOTHE SYRUP	25 gp	1/2 lb.	15
<u>ENTERTAINMENT</u>					99	TINDERTWIG	1 gp	—	25
D <sup>0</sup> / <sub>0</sub>	ITEM	PRICE	RENTAL*	WEIGHT	100	WATER PURIFICATION SPONGE	25 gp	1 lb.	15
39-40	CARDS	1 sp–100 gp	2 sp/day	—	* Rental per day/night (24-hour day at an inn; usually from check-in time, to check-out), unless otherwise noted. <div> </div>				
41-42	BILLIARDS GEAR	5 sp	1 sp/hour	8 lbs.					
43	BILLIARDS TABLE	250 gp–2,500 gp	—	200 lbs.+					
44	CHEATER'S GEAR	—	—	—					
45-46	OTHER GAME/ ENTERTAINMENT	—	—	—					





10 minutes. It softens if heated, even with steam, reducing the Strength DC needed to break it by 1 per minute. PRICE 5 sp; WEIGHT 1/2 lb.

**AREA MAP:** A geographically relevant map grants a user a +1 circumstance bonus on Survival checks made to navigate in the wilderness (or urban area, if Knowledge [local] is used). It also can be used to grant the same bonus on Knowledge (dungeoneering) checks made to navigate underground. PRICE 50 gp; RENTAL 10 gp/day; WEIGHT 2 lbs.

**BARREL:** This is a sturdy wooden barrel with a tight-fitting lid, banded with metal. PRICE 2 gp; RENTAL 2 sp/day; WEIGHT 30 lbs.

**BASKET:** This large basket has a lid and holds about 2 cubic feet. PRICE 4 sp; RENTAL 4 cp/day; WEIGHT 1 lb.

**BLUE BOOK:** This book details the seedier entertainment establishments in one major city. It contains the names of brothels, burlesque houses, and gambling halls in that city. By consulting the book for 1 hour, for the next 24 hours you gain a +2 circumstance bonus on Knowledge (local), Bluff, and Diplomacy checks to gather or use information in that city. At the GM's discretion, you can use it in settlements near that city for a +1 bonus. PRICE 5 gp; RENTAL 1 gp/hour; WEIGHT 1 lb.

**BOTTLE:** This glass bottle holds about a pint and includes a cork. PRICE 2 gp; RENTAL 2 sp/day; WEIGHT 1 lb.

**BUCKET:** A typical bucket has a rope handle and can hold 1–2 gallons of liquid. PRICE 5 sp; RENTAL 5 cp/day; WEIGHT 2 lbs.

**CANDLE:** A candle dimly illuminates a small area, increasing the light level in a 5-foot radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A candle burns for 1 hour. PRICE 1 cp; WEIGHT —.

**CANTEEN:** This hollow container is made of wood, a gourd, or metal, and carries liquid like a waterskin, but is more resistant to punctures and cuts. PRICE 2 gp; RENTAL 1 sp/day; WEIGHT 1 lb.

**CROWBAR:** This versatile tool is designed to help pry open whatever the user desires. A crowbar grants a +2 circumstance bonus on Strength checks made to force open a door or chest. If it is used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size. PRICE 2 gp; RENTAL 5 cp per hour; WEIGHT 5 lbs.

**DRILL:** A drill can create a 1-inch-diameter hole in stone, wood, or metal as a standard action. Harder materials wear down or break the drill more quickly. Hearing the sound of drilling requires a DC 15 Perception check. PRICE 5 sp; RENTAL 1 sp per hour; WEIGHT 1 lb.

**FIREWOOD:** This bundle of dry wood includes twigs and logs; the listed cost is enough delivered wood for an inn patron to burn a fire consistently for 1 day in a given fireplace or oven. PRICE 1 cp; WEIGHT 20+ lbs.

**FISHING KIT:** This kit includes a simple fishing pole and a small box that contains fishing tackle (hooks, lines, sinkers, floats, and lures). PRICE 5 sp; RENTAL 2 sp/day; WEIGHT 3 lbs.

**FLASK:** This glass bottle holds 1 pint. It is relatively fragile and breaks if thrown at a creature or hard surface. Flasks may be simple blown glass, or they may be elaborate affairs embossed with family crests and other artwork. PRICE 3 cp; WEIGHT 1-1/2 lb.

**HIP FLASK:** This metal canteen has a flattened, curved shape so you can easily conceal it in a pocket or against your body. A typical hip flask holds 8 ounces, and like a regular flask may be little more than a plain canteen or a decorative work of art. PRICE 1 gp; WEIGHT 1/2 lb.

**JUG:** This basic clay jug is fitted with a stopper and holds 1 gallon of liquid. The listed weight is for a jug filled with water, wine, or ale; when empty, it weighs about 1/2 pound. PRICE 3 cp; WEIGHT 9 lbs.

**MESS KIT:** This kit includes a plate, bowl, cup, fork, knife, and spoon, made of wood, horn, or tin. Each item has a handle or small hole, and can be tied together using the included leather cord. PRICE 2 sp; RENTAL 2 cp/day; WEIGHT 1 lb.

**MUG/TANKARD:** Whether it is a simple pottery cup or an elaborate drinking stein with a handle and decorative lid that flips up, this cup may be used to hold any sort of beverage. Tankards are commonly made out of

clay or tin. PRICE 2 cp; WEIGHT 1 lb.

**PAPER:** A sheet of ordinary paper typically measures 9 inches by 6 inches and is unsuitable for making magical scrolls. It has hardness 0, 1 hit point, and a break DC of 5. PRICE 4 sp (sheet); WEIGHT —.

**PARCHMENT:** This sheet of thin, treated animal skin is a durable writing surface and is suitable for making magic scrolls. It has hardness 0, 2 hit points, and a break DC of 5. PRICE 2 sp (sheet); WEIGHT —.

**PITCHER:** This basic clay pitcher has a handle and an open top with a groove for easy pouring. It holds 1/2 gallon of liquid. The listed weight is for a pitcher filled with water, wine, or ale; empty, it weighs about 1/2 pound. PRICE 2 cp; WEIGHT 5 lbs.

**POT:** This 8-inch-diameter iron pot is sturdy and has feet, a lid, and a rounded handle. It can hold enough stew to feed one hungry human for one meal. A mithral pot is lighter and food rarely sticks to it. PRICE 8 sp (mithral pot 1,001 gp); RENTAL 8 cp/day (80 gp/day); WEIGHT 4 lbs. (2 lbs.).

**POWDER:** Powdered chalk, flour, and similar materials are popular with adventurers for their utility in pinpointing invisible creatures. Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there. A much more effective method is to spread powder on a surface (which takes 1 full round) and look for footprints. PRICE 1 cp; WEIGHT 1/2 lb.

**RICE PAPER:** This sheet of paper is made of rice, straw, or tree bark. It has hardness 0, 1 hit point, and a break DC of 2. PRICE 5 cp (sheet); WEIGHT —.

**SACK:** This heavy canvas sack, useful for carrying adventuring gear and other supplies, holds about 4 cubic feet. A leather thong threaded through loops at the bag's end allows it to be tied shut easily. PRICE 1 sp; RENTAL 1 cp/day; WEIGHT 1/2 lb.

**SKILLET:** This 8-inch-diameter skillet has a long handle and feet so you can rest it on a fire or hot coals. Adventurers prefer models with a hinged handle that folds over the top of the skillet for easier storage and transport. A mithral skillet is lighter and food rarely sticks to it. PRICE 8 sp (mithral skillet 1,001 gp); RENTAL 8 cp/day (80 gp/day); WEIGHT 4 lbs. (2 lbs.).

**SOAP:** Most soap is made from animal fat and lye derived from ashes. You can use this thick block of soap to scrub clothes, pots, linens, adventurers, or anything else that might be dirty. A bar of soap has approximately 50 uses. PRICE 1 cp; WEIGHT 1/2 lb.

**WATERSKIN:** This bag is made of an animal bladder or treated leather. It is watertight and holds about 1/2 gallon of liquid. The listed weight is for a waterskin full of water; empty, it weighs about 2 pounds. PRICE 1 gp; RENTAL 1 sp/day; WEIGHT 4 lbs.

**WHETSTONE:** A whetstone allows you to sharpen a blade by sliding it against the stone at a precise angle. Honing a blade with a whetstone requires about 15 minutes of work and grants the weapon a +1 bonus on your damage roll the first time you hit with it. This only works on nonmagical blades. PRICE 2 cp; WEIGHT 1 lb.

## ENTERTAINMENT

**BILLIARDS GEAR:** This set includes a wooden cue, a block of cue chalk, 15 wooden balls, and a triangular wooden ball rack. PRICE 5 sp; RENTAL 1 sp/hour; WEIGHT 8 lbs.

**BILLIARDS TABLES:** This table features a recessed top, and a surface lined with felt or similar material, and several holes (often six) along its outer edge; some also feature additional layout features, such as unique table placements for the holes, different numbers of holes, and wooden peg obstacles placed on the table's surface for increased challenge and angles. Billiards is always played with billiards gear of varying composition and quality (below). PRICE 250 gp–2,500 gp; WEIGHT 200+ lbs.

**CARDS:** Playing cards range from block-printed symbols on thick paper to elaborate, hand-painted works of art on waxed vellum, ivory, wood, or even metal. PRICE 1 sp–100 gp (1 sp for cloth wrapping); RENTAL 2 sp/day; WEIGHT 1 lb.





**CARD PACKS:** A favorite pastime in many taverns, playing cards are often provided in a handmade cloth wrapping that keeps the deck of cards together, and often loaned to patrons for payment. RENTAL 2 sp/12 hours (3 sp/day).

**OTHER TAVERN GAMES:** While card games and billiards might remain high on the list of popular pub games (along with notorious drinking games), other items of entertainment that can commonly be found in taverns and inns include *Board Games*, *Bowling Sets*, *Cards*, *Croquet Sets*, *Dartboard Sets*, *Dice*, *Dominos*, *Horseshoes Games*, *Polo Gear* (only available at taverns/inns with stabling for horses), *Rounders Gear*, or *Tennis Gear*. The specific offered amenities vary by the quality of the establishment, and how many previous games or gear has been stolen from the business recently. These games and entertainment items are detailed in *Pathfinder Roleplaying Game Ultimate Equipment*.

**COMMON HOUSE RULES FOR GAMES:** At any lawful establishment, unless there is nothing to be lost (such as no bets placed, nor any bloodshed), cheating is not looked highly upon, but neither is it felonious. If anything rides on a bet or game of chance (like a gamble on the results, or the ensured security of a specified asset), it is typically considered an offense to the establishment to use any form of cheating items, including (but not limited to) *Loaded Dice*, or *Marked Cards*. Patrons caught cheating on any serious game at their establishment risks being thrown out for the night, indefinitely, or even worse (depending on what the staff is able to get away with, without losing face with the local authorities). While any common night may have a lawful spin, it is possible that there are exceptions to the rules: on nights when the local thieves guild meets (every third and fifth Sundays of the month), special rules are enacted in the house, where honor among thieves is meant to prevail over silly laws and legal codes. On these nights, the guild has worked out an accord with the owners to take care of any serious offenses on their own, without undue interference – and the tavern/inn acts accordingly, even generating a substantial profit despite the under-handed dealings.

## TRADE GOODS

The following trade goods can be bought or sold at the most helpful and well-stocked taverns. Merchants commonly exchange trade goods without using currency. Trade goods are the exception to the rule that you can sell an item for half its price; they're valuable enough to be exchanged almost as if they were cash itself. Trade goods are usually transported and sold in larger quantities than the amount listed. A farmer may have 10- and 20-pound sacks of potatoes to sell to a large family or restaurant, and be resistant to tearing open a bag just to sell a few individual potatoes.

**ANIMALS:** The listed price is for one live animal. For larger animals such as pigs and cows, the price includes a short length of cheap rope, allowing you to lead the creature away. For smaller animals such as chickens and geese, the purchase might include a bag for carrying them.

**FOOD:** Food items includes staples such as wheat, nuts, or cheese, plus more exotic foods or ingredients such as chilies, coffee beans, or honey. Note that some of the food items here have different prices than in the section on food, because purchasing that item as something ready to eat includes the cost (in money or labor) of preparing and cooking the food. For example, turnips as a trade good are 2 cp per pound, but a poor meal (which primarily consists of turnips) is 1 sp per day. You can buy a 10-pound bag of turnips for 2 sp, but you'd have to cut and boil them to turn them into a meal.

## TABLE 4F: TRADE GOODS

D <sup>0</sup> / <sub>0</sub>	PRICE	ITEM
1-6	1 cp	Guinea pig, rat, wheat (1 lb.)
7-12	2 cp	Beans (1 lb.), cheese (1 lb.), chicken, flour (1 lb.), potatoes (1 lb.), turnips (1 lb.)
13-18	3 cp	Charcoal (20 lbs.), citrus (1 lb.), nuts (1 lb.), peat (20 lbs.)
19-24	5 cp	Coffee beans (1 lb.), coal (20 lbs.), masonry stone (1 lb.), sugar (1 lb.)
25-30	1 sp	Iron (1 lb.)
31-36	5 sp	Copper (1 lb.), garlic (1 lb.), mint (1 lb.), mustard (1 lb.), oregano (1 lb.), thin leather (1 sq. yard), tobacco (1 lb.)
37-42	1 gp	Allspice (1 lb.), basil (1 lb.), cinnamon (1 lb.), cloves (1 lb.), dill (1 lb.), glass (1 lb.), goat, honey (1 lb.), maple syrup (1 lb.), nutmeg (1 lb.), rosemary (1 lb.)
43-48	2 gp	Beaver pelt, chilies (1 lb.), cardamom (1 lb.), cumin (1 lb.), fennel (1 lb.), ginger (1 lb.), pepper (1 lb.), saffron (1 lb.), sheep, vanilla (1 lb.)
49-54	3 gp	Fox pelt, mink pelt, pig, thick leather (1 sq. yard)
55-60	4 gp	Ermine pelt, linen (1 sq. yard)
61-65	5 gp	Marble (1 lb.), salt (1 lb.), seal pelt, silver (1 lb.)
66-70	6 gp	Wool (1 lb. or 1 sq. yard)
71-75	8 gp	Cotton (1 lb. or 1 sq. yard)
76-80	10 gp	Chocolate (1 lb.), cow, darkwood (1 lb.), silk (1 sq. yard)
81-85	15 gp	Cloves (1 lb.), ox, saffron (1 lb.)
86-90	50 gp	Cold iron (1 lb.), gold (1 lb.)
91-95	300 gp	Adamantine (1 lb.)
96-100	500 gp	Mithral (1 lb.), platinum (1 lb.)

**RAW MATERIALS:** Raw materials have little use as-is but can be made into other useful or valuable items. Iron, stone, darkwood, leather, cloth, and fur pelts are raw materials. Metals are usually sold as ingots or rough nuggets, but can be transported or sold as ore. Most taverns will not deal with special materials only used to make armor and weapons, or with metal ores (especially those with values higher than silver), however some entrepreneurial tavern owners might expand their trading ability beyond what is commonly available, with the proper available storage space.

**METAL ORE VALUE:** The value of metal ore depends on its grade—how much of it is valuable metal out of the total volume of common rock. For a typical fantasy campaign, an ore's grade may be as high as 60% (for some particularly rich iron deposits) or as low as 5% (any less than this and it's not cost-effective to mine it). For convenience, assume that typical ore is 25% grade. Multiply the pure metal's price per pound by this grade percentage to determine the best value of the ore. For example, gold is 50 gp per pound, so a 25% grade ore is worth about 50 gp × 25% = 12-1/2 gp per pound. Given the cost of smelting, ore is usually worth one-half to three-quarters this value (so the 25% grade gold ore is actually bought and sold for about 6 gp to 9 gp per pound).

**SPICES:** Spices such as garlic, cumin, salt, and ginger are used to flavor other foods. They are usually sold in jars, bottles, or waxed-cloth packets.

## FOOD & DRINK (NON-ALCOHOLIC)

Trail rations and other travel-ready foods have been excluded from the following list of food items, to represent the menu items of taverns, and not a traveling food vendor. Many items come in a variety of storage containers, quantities, and prices, and these values represent only the most commonly-found, average-quality goods.

**BANQUET:** A banquet includes several food courses, good drinks, and servants to bring the food and take away empty plates. The listed price is for having a banquet at a restaurant (though some restaurant owners can be hired to serve a banquet at a private location). PRICE 10 gp (per person); WEIGHT —.





**BREAD:** This is a loaf of bread with a crust that ranges from crisp to soft, depending on the local ingredients and baking methods. Bread may be leavened or unleavened, depending on whether yeast is used to make it rise. Unleavened bread is also known as flatbread, and ranges in thickness from that of a cracker to half an inch thick. Both leavened and unleavened bread may be stuffed with cheese, fruit, olives, meat, or other rich ingredients when prepared for festive occasions. Bread that is left exposed to air becomes dry and stale in about a day. PRICE 2 cp; WEIGHT 1/2 lb.

**CAVIAR:** These translucent, salty fish eggs are a delicacy. They are usually eaten as a spread on crackers, boiled eggs, bread, pastries, or vegetables. They tend to spoil quickly and are rare outside of the coastal areas where they are harvested. Purists only consider sturgeon eggs to be true caviar, but others are more relaxed about the definition and include salmon, trout, and whitefish eggs as caviar. In some countries, the roe of larger exotic fish and sea creatures (such as chuul, giant gar, and reefclaws) are eaten as caviar, though at much higher prices. PRICE 50 gp; WEIGHT —.

**CHOCOLATE:** This dark, bitter treat can be consumed as a solid or melted and added to a beverage such as milk. In some lands it is mixed with sugar or chilies. PRICE 5 gp (bar); WEIGHT 1/2 lb.

**COFFEE:** This drink is brewed by pouring boiling water through crushed, roasted coffee beans. Two cups is potent enough to reduce the penalties from the fatigued condition from -2 to -1 for 1 hour. Brewing your own coffee requires ground coffee beans, and a cooking device. You can boil the grounds in a pot, then pour the liquid after allowing the solids to settle, or filter the drink by pouring it through a sieve or cloth. Many travelers prefer the convenience of using a Coffee Pot (see above). PRICE 1 cp (cup); WEIGHT 1/2 lb.

**Beans:** Whole coffee beans (5 cp; 1 lb.), or ground coffee beans (8 cp; 1 lb.) can be purchased for travel or other use — the details for a Drill (above) can be used in place of a coffee grinder for grinding whole beans.

**HONEY:** This golden liquid is used as a sweetener. It naturally resists spoilage, and if stored in a sealed wooden, glass, or ceramic container it can be used to preserve fruit, nuts, meat, or even leather for decades. PRICE 1 gp (jar); WEIGHT 1/2 lb.

**ICE CREAM:** This exotic dessert is made with milk and cream, often flavored with fruit or mint. Because it quickly melts at room temperature, it must be made fresh from snow or ice, or maintained at a low temperature, such as in a cold cellar or with alchemy or magic. This limitation means it is expensive and in most lands it is only available during certain seasons. The listed price is for a large scoop (1 cup). PRICE 1 sp; WEIGHT —.

**JUNGLE COFFEE:** Coffee brewed “jungle style” has a winelike acidic taste that is too strong for a novice palate. It is otherwise treated as normal coffee. PRICE 3 cp (cup); WEIGHT 1/2 lb.

**KAHVE:** This style of coffee is served with generous helpings of milk, sugar, and spices to counteract its natural bitterness. Kahve is drunk throughout the day, both at home and at coffeehouses around town. The grounds left in the bottom of a cup are sometimes used for fortune-telling. PRICE 2 cp (cup); WEIGHT 1/2 lb.

**MAPLE SYRUP:** This sweet liquid comes from tapping, and partially draining, the sap of maple trees during the early spring. The sap is then boiled down into a syrup, though it is sometimes thickened further and then poured over snow to create a taffylike candy, known as snow candy. This can also be used for berry syrups; simple fruit topping is half-price. PRICE 1 gp (jar); WEIGHT 1/2 lb.

**MEALS:** The listed price is for a day's worth of meals. Poor meals might consist of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might consist of bread and pastries, beef, peas, and ale or wine. PRICE 1 sp (poor), 3 sp (common), 5 sp (good). WEIGHT —.

**MEAT:** This is a chunk of meat big enough to be a meal. In most temperate locations, it is meat from a fish (or other seafood), pig (bacon, ham, or pork), sheep (lamb or mutton), chicken, quail, duck, goose, goat (chevon),

rabbit, deer (venison), cow (beef), or horse. In other climates and cultures it may instead be meat from a moose, seal, whale, walrus, caribou, reindeer, dog, cat, alpaca, snake, rat, guinea pig, lizard, frog, or insect. Inns with frequent adventurer clientele may have more exotic meats on the menu such as the meat of basilisks, dinosaurs, dire animals, giant scorpions, girallons, hydras, or shocker lizards, costing anywhere from 1–100 gp per meal depending on the danger and rarity of the creature. PRICE 3 sp; WEIGHT 1/2 lb.

**MILK:** Milk is a nutritious liquid created by mammals, in particular cows, goats, sheep, and horses. Fresh milk is thick and tends to separate. Often, the cream is allowed to rise to the top and then skimmed off, with the remainder served as a beverage. PRICE 5 cp (bottle); WEIGHT 1/2 lb.

**POWDERED MILK:** This dry powder can be mixed with water to produce skim milk. It is dried by slowly adding millet flour to milk while heating it, cooking it down until it becomes thick, then allowing it to dry. Powdered milk is sold in sealed pots or jars. One pound makes approximately 1 gallon of milk. PRICE 1 sp; WEIGHT 1 lb.

**STREET MEAT:** Usually sold by vendors on a thin wooden stick, these small chunks of cooked meat often come from many different sorts of creatures—rats and pigeons are the most common. PRICE 1 cp; WEIGHT 1/2 lb.

**TEA:** A popular beverage in many regions, tea may be green or black, depending on when the leaves are picked and how they are prepared. It may be served unadorned, or with milk, sugar, lemon, or spices. PRICE 2 cp (cup, common), 4 cp (cup, ceremonial); WEIGHT 1/2 lb.

**YOGURT:** This thick, fermented milk has a tangier taste than unprocessed milk. It may be sweetened with fruit, honey, or jam; blended with chopped herbs and oil to create a sauce; or mixed with water and salt, sugar, fruit, or mint as a drink. PRICE 1 sp; WEIGHT 1/2 lb.

## ALCHEMICAL REMEDIES & TOOLS

**ALCHEMICAL SOLVENT:** This bubbling purple gel eats through adhesives. Each vial can cover a single 5-foot square. It destroys most normal adhesives (such as tar, tree sap, or glue) in a single round but takes 1d4+1 rounds to deal with more powerful adhesives (alchemical glue, tanglefoot bags, spider webbing, and so on). It has no effect on fully magical adhesives, such as sovereign glue. PRICE 20 gp; WEIGHT 1/2 lb.; CRAFT DC 20.

**ALCHEMIST'S KINDNESS:** Favored by young rakes and other well-to-do inebriates, this crystalline powder resembles salt. Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it. PRICE 1 gp; WEIGHT —; CRAFT DC 20.

**MEDITATION TEA:** Drinking this cloudy tea has a soothing effect that clarifies your thoughts. For 10 minutes after drinking the tea, you gain a +2 alchemical bonus against mind-affecting effects. If you drink meditation tea while suffering from a mind-affecting affect, you may immediately roll another saving throw (with the +2 bonus) against the effect; you may gain this particular benefit only once per day. PRICE 30 gp; WEIGHT —; CRAFT DC 20.

**SMELLING SALTS:** These sharply scented gray crystals cause people inhaling them to regain consciousness. Smelling salts grant you a new saving throw to resist any spell or effect that has already rendered you unconscious or staggered. If exposed to smelling salts while dying, you immediately become conscious and staggered, but must still make stabilization checks each round; if you perform any standard action (or any other strenuous action), you take 1 point of damage after completing the act and fall unconscious again. A container of smelling salts has dozens of uses if stoppered after each use, but depletes in a matter of hours if left open. PRICE 25 gp; WEIGHT —; CRAFT DC 25.

**SOOTHE SYRUP:** This sweet and wholesome-tasting blue liquid creates a sense of warmth and comfort. Soothe syrup coats your stomach and makes it much more difficult for you to succumb to queasiness. For 1 hour after drinking soothe syrup, you gain a +5 alchemical bonus on saving throws made to resist effects that would make you nauseated or sickened. PRICE 25 gp; WEIGHT 1/2 lb.; CRAFT DC 15.



**TINDERTWIG:** The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface (a move action). Creating a flame with a tindertwig is much faster than creating a flame with tinder and a flint and steel or magnifying glass. Lighting a torch with a tindertwig is a standard action rather than a full-round action, and lighting any other fire with one is at least a standard action. A tindertwig burns for 1d2 rounds and sheds light as a candle. Tindertwigs are waterproof, but must be dried before you can strike them. PRICE 1 gp; WEIGHT —; CRAFT DC 25.

**WATER PURIFICATION SPONGE:** This fist-sized blue sponge absorbs up to 1 pint of water; squeezing the water out of the sponge filters and purifies it, making it safe for drinking, washing, and similar activities. Filling and emptying the sponge is a full-round action. The filtration is enough to remove mundane impurities and common diseases, but does nothing to protect against poisons, magic, and other exotic threats. Each sponge can cleanse 25 pints of water before deteriorating and becoming useless. PRICE 25 gp; WEIGHT 1 lb.; CRAFT DC 15.

## AMENITIES

The goods and services listed here represent the most common offered goods at many taverns and inns, and include the standard cost, along with any additional charges or variations, and the cost of Replacement for lost or stolen goods (REPLACE This item is loaned to the patron, and if it is lost, stolen, or significantly damaged, the patron agrees to pay the cost to replace it, listed here—some damage or theft can constitute a serious crime, punishable in the local courts, and some of these possibilities are also listed).

**BATH:** Whether in-room, in a covered, shared bathing space, or in a curtained-off spot in the backyard, a bathtub is provided with relatively clean water (not for drinking); hot water (usually boiled and drinkable) is extra, and soap is not included (see below). Also, see Public Bath (in Additional Amenities > Lodging & Services, below). PRICE 2 cp (cold)–6 cp (hot); REPLACE 5 sp (bucket), 10 gp (ceramic bathtub), 15 gp (collapsible bathtub).

**BLANKET/BEDROLL:** While most any room with a bed or even a cot is going to have a single blanket or thick sheet, many patrons wish for extra loaned blankets or bedrolls. PRICE 5 cp/night (blanket), 1 cp/night (bedroll); REPLACE 5 sp (blanket), 1 sp (bedroll).

**CAMPING/CARAVAN PITCH:** Renting a yard space or specific plot for camping is priced per night for each tent/wagon. PRICE 1 sp; REPLACE Owners of rural fields rarely seek compensation for any but the most severe damage done to property, but yards and campgrounds may have more liability they can claim for damages, including local vegetation (like nearby public garden space) and other property on-site.

**CHAMBER POT:** Most inn rooms of good quality or better have a covered chamber pot in the room, but additional pots can be rented per night. PRICE 2 cp; REPLACE 4 sp (as common pot, but half-price/-weight).

**CHEST HIRE:** Most inn rooms with locks on the doors (good inn stay or better) often include a private chest for storing personal items, usually a small or medium chest (see below), with a lock of any variety which often

TABLE 4G: COMMON AMENITIES

AMENITY*	RENTAL*	D% <sup>o</sup>		
		LOW-CLASS	MIDDLE-CLASS	HIGH-CLASS
BATH, COLD	2 cp	1-3	1-2	—
BATH, HOT	6 cp	—	3-4	1-3
BLANKET/BEDROLL	5 cp	—	5-6	4-6
CAMPING/CARAVAN PITCH	1 sp	4-6	7-8	—
CHAMBER POT	2 cp	7-9	9-10	—
CHEST HIRE, WITH VERY SIMPLE LOCK	2 sp	10-13	11-12	—
CHEST HIRE, WITH AVERAGE LOCK	4 sp	14-16	13-14	—
CHEST HIRE, WITH GOOD LOCK	8 sp	—	15-16	7-9
CHEST HIRE, WITH SUPERIOR LOCK	15 sp	—	17-18	10-12
COACH HOUSE	5 sp	17-19	19-20	13-15
COBBLING	2% cost of clothing	—	21-22	16-18
COMPANIONSHIP	1 gp+	20-22	23-24	19-21
FEATHER MATTRESS	2 sp	—	25-26	22-23
FEATHER PILLOW	1 sp	—	27-28	24-26
FIRE IN ROOM	5 cp	—	29-30	27-29
GUARD DOG	2 sp	—	31-32	30-32
GUARD	3 sp	—	33-34	33-34
GUIDE	3 sp	—	35-36	35-37
HOT WATER	3 cp	23-26	37-38	38-40
IRONING	2 cp	27-30	39-40	41-43
LAMP	1 cp	31-34	41-42	44-46
MASSAGE	1 sp	35-37	43-44	47-49
MEALS SERVED TO ROOM	1 sp	38-41	45-46	50-52
MIRROR	1 gp	—	47-48	53-55
PADDOCK	5 cp	42-45	49-50	56-58
PRIVATE MEETING ROOM	5 sp+	46-49	51-52	59-61
ROOM, COMMON	2 sp	50-53	53-54	—
ROOM, SHARED	5 sp	54-57	55-56	—
ROOM, PRIVATE (UNLOCKED)	1 gp	58-61	57-58	—
ROOM, PRIVATE (WITH VERY SIMPLE LOCK)	15 sp	62-65	59-60	62-64
ROOM, PRIVATE (WITH AVERAGE LOCK)	2 gp	66-68	61-62	65-66
ROOM, PRIVATE (WITH GOOD LOCK)	4 gp	—	63-64	67-68
ROOM, PRIVATE (WITH SUPERIOR LOCK)	8 gp	—	65-66	69-70
SEWING KIT	1 sp	69-71	67-68	71-73
SLEEPING SPACE, FLOOR—AWAY FROM FIRE	1 cp	72-75	69-70	—
SLEEPING SPACE, FLOOR—NEXT TO FIRE	5 cp	76-79	71-72	74-75
SOAP	1 sp	—	73-74	76-77
STABLING, SELF-SERVICE	1 sp	80-83	75-76	—
STABLING, PART LIVERY	5 sp	84-86	77-78	78-80
STABLING, FULL LIVERY	8 sp	—	79-80	81-82
SUITE, SMALL	4 gp	87-89	81-82	—
SUITE, AVERAGE	8 gp	90-92	83-84	83-84
SUITE, GOOD	16 gp	—	85-86	85-86
SUITE, LUXURIOUS	32 gp+	—	87-88	87-88
TAILORING	2% cost of clothing	—	89-90	89-90
WARMING PAN	5 cp	93-96	91-92	91-92
WASHING	3 cp	97-100	93-94	93-94
WASHSTAND WITH COLD WATER	3 cp	—	95-96	95-96
WASHSTAND WITH HOT WATER	7 cp	—	97-98	97-98
WRITING SET	2 sp	—	99-100	99-100

\* Additional offerings, variations, and other details may be presented in the individual amenity description.





opens to the same key as the door lock. PRICE 2 sp–15 sp/night; REPLACE See Chest and Lock in Other Amenities and Services > Adventuring Gear, below.

**COACH HOUSE:** Nearly always attached to a barn, stable, or farmhouse, this building is meant for coach storage, and all large/heavy items related to mounts and farm life. PRICE 5 sp/night; REPLACE Damages done to coach house or contained goods usually fall under other stable liability and damages (see Stabling, below).

**COBBLING:** Specifically for shoes in most cases, cobblers repair damaged non-cloth items (usually leather, rubber shoe soles, and buttons/clasps), mending basic damage done to well-worn items. PRICE 2% cost of each clothing item.

**COMPANIONSHIP:** Except perhaps in the most heavily-populated urban areas, this service is not offered at many reputable and high-class tavern/inn establishments (including the SWEET HAG'S BOSOM), but it can almost certainly be found around most urban communities where the practice is not unlawful. Some communities may require escorts/companions to register with a local guild, demanding healthy practices and singular professionalism (and whose employees are often well-paid). PRICE 1 gp+; REPLACE Killing a professional escort is still murder, except perhaps in regions where prostitution is expressly outlawed or even culturally blasphemous. With proper evidence against someone who harms or kills a prostitute, charges can be pressed: in some regions, the victim may be treated as sub-human, a laboring/service slave, or otherwise unequal to other citizens because of their profession; where the profession is legalized, the Companions Guild (or a similar group, including the owner of a brothel) may be able to press for further charges or more severe punishment against convicted murderers, or suspects with no credible defense (such as so-called "crimes of passion").

**FEATHER MATTRESS:** All rooms with beds have common box-spring mattresses (or worse), but additional mattresses can be loaned out per night, often more comfortable than the standard variety provided, since they are filled with the light and fluffy downy feathers of goslings of other young fowl; at the GM's discretion, a full 8 hours of rest on these mattresses may garner further benefits to the normal rest effects. PRICE 2 sp; REPLACE 3 gp.

**FEATHER PILLOW:** These pillows are filled with the same downy feathers as above, and may provide additional comfort and rest benefits of a Feather Mattress (as above), at the GM's discretion; otherwise, this is simply an additional pillow to those provided normally on a bed or cot. PRICE 1 sp; REPLACE 2 sp.

**FIRE IN ROOM:** Fireplace access directly within a room increases the cost of the room by this amount, and some inns may have special movable fire pits which (with proper ventilation) can be placed and used in a room without direct fireplace access; these pits usually weigh 5-50 lbs. Firewood can be delivered to a room (or in a common supply location) on a daily basis for 1 cp, and some taverns include this in the price of a costly room/suite. PRICE 5 cp (in addition to normal room/furnishings cost); REPLACE Movable iron pits are usually 1-4 gp to replace, depending on their size and quality, but immobile hearths can be much more expensive to replace if damaged (10 gp-500 gp).

**GUARD DOG:** Not every tavern/inn is going to provide canine guardianship, but some do loan out their guard dogs to patrons, or include them in the price of some rooms or other services. PRICE 2 sp (per day); REPLACE 25 gp (if proof of undue harm is provided).

**GUARD:** A single 1st-level warrior can be hired on as a personal bodyguard, or to defend a particular target or site. PRICE 3 sp (per day); REPLACE While the duties of a guard are often dangerous or potentially deadly, any customer which plots the inevitable demise of their guard, or otherwise unduly harmed (and proven to be the fault or negligence of the customer who has hired the guard) could be charged with murder or more serious crimes against the community of the victim's next-of-kin.

**GUIDE:** Someone who is fluent in the culture, regular events, holidays/

celebrations, and sites of interest for various patrons from a wide variety of backgrounds (usually having one or more rank in Knowledge [local]) can lead a paying customer as a tour guide, sometimes doubling as a translator for local languages which are foreign to the paying customer. PRICE 3 sp (per day); REPLACE As with Guards (above), putting a guide in any unnecessary harm could be punishable as a crime.

**HOT WATER:** Steaming-hot boiled water is provided in loaned buckets, pans, or closed casks. PRICE 3 cp; REPLACE 5 sp (bucket).

**Ironing:** Clean clothes can be pressed with warm metal plates, steam, and starch, to create a crisp, refined look for one's clothing items. PRICE 2 cp (per item).

**LAMP:** A common lamp illuminates a small area, providing normal light in a 15-foot radius and increasing the light level by one step for an additional 15 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A lamp does not increase the light level in normal light or bright light. A lamp burns for 6 hours on 1 pint of oil. You can carry a lamp in one hand (1 lb.); other more special lamps may also be available (see below). PRICE 1 cp; REPLACE 1 sp.

**MASSAGE:** Some inns with specialized staff will offer a very professional and refreshing massage, often in the comfort and privacy of their own room; this is not an intimate encounter, and unwelcomed advances by patrons on the staff members are rarely tolerated by the innkeepers, except in some shady brothels. PRICE 1 sp (per 20-60 minute service).

**MEALS SERVED TO ROOM:** Some inns will prepare meals, and bring them to the patron's room at a requested time, or on a regular schedule (paid ahead of time). PRICE 1 sp per meal, 3 sp for 3-days (up to 5 meals per day), or 1 gp per week (unlimited).

**MIRROR:** A hand-held mirror is about a foot across; unlike many higher-quality glass mirrors, this one is made out of polished steel and sturdy enough that you can drop it without risk of breakage. A larger standing mirror can be loaned to patrons who request them, and these are more fragile (and can be much more expensive) and not meant for travel. PRICE 1 gp/day (handheld mirror), 5 gp+/day (standing); REPLACE 10 gp (handheld), 50 gp+ (standing mirror).

**Paddock:** Also known as a grazing pasture, this fenced enclosure for exercise, play, and relaxing is usually attached to a stable, or located nearby. PRICE 5 cp per horse/day.

**PRIVATE MEETING ROOM:** While larger meeting rooms with better locks or security could cost more, a standard meeting room can hold 6-10 Medium-size creatures in its walls, usually with chairs and 1-2 tables, and features some measure of privacy, such as shaded or covered windows, sound-proof walls, or well-fortified doors and walls; many will have at least a very simple lock on the doors, which can be locked/unlocked from the inside only (some inns may have a master key that unlocks the doors from the outside). PRICE 5 sp per hour; REPLACE Any damaged item originally present in the room must be replaced at cost, including chairs, tables, and expensive game supplies.

**ROOMS:** Some taverns/inns may have rooms of all one type, and they may or may not feature common areas for shared sleeping or extended stays; others feature a wide variety of room offerings, mixing different rooms together for variety, or placing similarly-valued rooms in certain areas, for organization (or to keep high-class patrons away from lower-class patrons). REPLACE Any damaged/stolen item originally present in the room at the time of rental, must be replaced at cost, including bedding, furnishings, and damage done to the structure or features within.

**INN STAY:** The listed price is for a single night's stay at an inn. Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor and the use of a blanket and a pillow. Good accommodations consist of a small, private room with one bed, some amenities, and a covered chamber pot in the corner. PRICE 2 sp (poor), 5 sp (common), 2 gp (good).

**INN SUITE:** Only available in larger and more expensive inns, a suite is a rented bedroom and an attached private room. A small suite includes





a fireplace and good lock on the outer door. An average suite includes a fireplace, a superior lock on the door, and either two bedrooms or one larger bedroom. A luxurious suite includes a fireplace, a superior lock on the outer door, and two large or three or four smaller bedrooms, plus servants on call to clean, cook, help with dressing, or send messages. PRICE 4 gp (small), 16 gp (average), 32 gp+ (luxurious).

**SEWING KIT:** This kit includes several needles of different size/thickness (usually 2-3 sizes), at least one spool of thread, a handful of buttons and bands to repair or replace others, and sometimes more accessories or specialized tools, or even a simple set of written instructions with drawn diagrams to help guide the first-time user. This set is loaned for the duration of stay, up to 3 days (with a week's loan at double the cost), it cannot be taken off the property except with permission, and additional supplies can be requested: needle sets (2 cp), thread spools (1 cp for plain, 2 cp for colored), bag of buttons/bands/etc. (2 cp). PRICE 1 sp; REPLACE 5 sp (sewing needle), and any additional specialized tool of significant value (artisan's tool) can range from 2 gp to 5 gp.

**SLEEPING SPACE:** Some taverns and inns (such as those without true inn room accommodations, or no room/suite vacancy), may offer space to sleep on the floor, with space near any fireplaces at a premium. PRICE 5 cp (next to fire), 1 cp (away from fire).

**SOAP:** Inns will often provide soap to characters on loan; higher class establishments do not take back used soap, except slabs that are more than half their original size, which are then used to shave off wedges for later sale. The price listed is for a small wedge, or a 1/2-lb. slab of locally-made natural soap, whether it is loaned or sold (usually included as a discount good provided with the RENTAL of a room or other more costly service). PRICE 1 sp (wedge), 2 sp (slab); REPLACE While it is normally the same price as the standard cost listed here to replace a stolen slab of soap, only the most desperate and low-class inns try to pin this fee on patrons, and almost never seek compensation for a small wedge (especially if an odorous patron could truly use a bath).

**STABLING:** Care for animals and mounts is often available at inns which feature their own barn/stables, provided at several levels of service. With no standardized methods, specific offerings are largely left to the mount owner and service provider to determine and uphold. If the barn/stable is also connected or affiliated with a veterinarian (or healer), animal trainer, riding school, farrier (horse hoof care specialist), or tack shop (for mount-related gear), the services offered by this establishment are usually increased without much increased cost to the customer. Along with differences due to levels of service offered, many other factors can alter the structures, services, and benefits provided, including climate, cultural styles, and building materials available locally. See Stables Gear & Transport for additional possible offerings, below.

**Self-Service:** This basic barn offering usually suits short-term customers, and often includes only the use of a standard stall/box, and empty spaces for food and all related gear; it may or may not include a nearby pasture for grazing/exercise. No other goods or services are provided, and the patron/customer/mount owner is liable for all damages or other losses incurred as a result of their mount's activity, including those incurred upon the mounts/gear of other customers; PRICE 1 sp/day.

**Part Livery:** This level of service always include the benefits listed above, as well as a limited selection of other offered services. Mounts of different sizes or those requiring specialized needs (such as special feed, stalls which restrict movement, etc.) often fall under this category, and this nearly always includes the most basic needs (feeding, basic grooming, stall maintenance, etc.); PRICE 5 sp/day.

**Full Livery:** Barns/Stables which offer the full extent of livery services are veritable "horse spas," where every mount's needs are cared for, and they may even serve to help train new riders in an attached riding school (or loaned out for payment for short periods). This nearly always include the above benefits, as well as full veterinary, grooming, and emergency care, a well-maintained pasture for grazing and exercise, guided exercise

and handling/training, and highly specialized stable needs for even the most exotic or large/small mounts; PRICE 8 sp/day.

**REPLACE** If any goods other than the patron's own are damaged or stolen (with evidence or significant proof of the patron's liability), they must be Replaced at cost, or serious criminal charges are pressed in the local justice system by the innkeeper (as well as by the other patrons, if the damaged/stolen goods are their own property). Self-service stabling is the most liable for damages, since the mount owner agrees to pay to re-compensate any goods or services used or damaged, even including the stalls and mounts of other livery patrons; partial and full livery services often cover certain goods and services, even in non-emergency situations. Since services vary from site to site, it is up to customers and stabling providers to agree on reasonable terms, and to uphold them.

**SUITE:** See Rooms, above.

**TAILORING:** The listed price (per item of clothing) covers mending, re-sizing, and any other outfitting needs necessary to look nice for daily activities. PRICE 2% cost of clothing item(s).

**WARMING PAN:** This cast-iron flat pan comes with a fire-resistant cloth slip cover (required for safe use when in close contact with normal cloth or other flammables). It can be safely placed under bed spreads and thin mattresses for additional warmth after being placed on its own rack above the fireplace flames for about a minute (half that time over a roaring flame); any significant amount of time over the fire exceeding this period can cause burns (1d3 nonlethal fire damage) unless the covering is used to absorb excess heat. PRICE 5 cp; REPLACE 8 sp (pan), 1 sp (cover).

**WASHING:** Any piece of clothing or gear that can be washed with soap and water can be cleaned in this way; clothing which requires special treatment (such as minimal water) may cost up to 5-10% of the item, and any item that requires wood polish, metal polish, or other alchemical ingredients requires an additional 1-10 sp per cleaning to cover the cost of the alchemical components. Also see Laundry, in Additional Amenities > Lodging and Services, below). PRICE 2% of item value, per item (for clothing/gear up to 50 gp value), 5% of item value (up to 500 gp), or 10% of item value for items over 500 gp.

**WASHSTAND:** This simple washstand includes a bucket of cold water (free refills on request), with hot water available at cost per bucket, lent for up to one week. PRICE 3 cp (cold water only)-2 cp per bucket of hot water (or 1 sp for the duration of stay); REPLACE 5 sp (bucket), 8 sp (stand).

**WRITING SET:** See Scrivener's Kit (Other Amenities and Services, below) for description and replacement cost. This kit is often lent to the patron for up to 3 days, and cannot be taken off the property. PRICE 2 sp per 3 days.

## OTHER AMENITIES AND SERVICES

While the common amenities listed above will work for most inns – especially those that serve as both inn and tavern – other establishments may also have other facilities attached or nearby to their public dining and resting hub, including stables, breweries, and perhaps even more specialized local services.

The following additional entries from *Pathfinder Roleplaying Game Ultimate Equipment* are only the most common goods and services found in expanded taverns/inns, and they may represent a temporary or one-time only availability, perhaps at great discount (or even as part of a local trend). And while nearly any type of service or hired help could likely be found resting and recuperating at a local watering hole, or wandering inside/outside while sleeping in a private room, those listed here might be available at more than just the most eccentric roadhouses in town.





## CHAPTER 4:

## MENU & AMENITIES

### ADVENTURING GEAR

**BUCKET:** A typical bucket has a rope handle and can hold 1–2 gallons of liquid. PRICE 5 sp; RENTAL 5 cp/day; WEIGHT 2 lbs.

**CAMPSITE KIT:** This kit is actually four bundles of gear, designed so four individuals can share the load. It consists of four bedrolls, four blankets, a day's worth of firewood, a flint and steel, a tindertwig, four mess kits, a cooking kit, and 8 days of trail rations (with the expectation that adventurers will supplement the rations with a little hunting as they travel). Adventurers expecting inclement weather should also purchase one or more tents. PRICE 12 gp; RENTAL 12 sp/day; WEIGHT 80 lbs.

**CANDLE:** A candle dimly illuminates a small area, increasing the light level in a 5-foot radius by one step (darkness becomes dim light and dim light becomes normal light). A candle cannot increase the light level above normal light. A candle burns for 1 hour. PRICE 1 cp; WEIGHT —.

**CANDLE LAMP:** A candle lamp is a small lanternlike device with glass panels and a slot to hold a candle. It protects the candle from drafts and catches wax drippings. It provides the same light as a candle, but can be shuttered such that it only illuminates 1 to 3 adjacent squares. You can use a candle lamp to keep your hands warm. PRICE 5 gp; RENTAL 5 sp/day; WEIGHT 1 lb.

TABLE 4H: ADDITIONAL AMENITIES

ADVENTURING GEAR					LODGING & SERVICES				
D%	ITEM	PRICE	RENTAL*	WEIGHT	D%	ITEM	PRICE	RENTAL*	WEIGHT
1-2	BUCKET	5 sp	5 cp	5 lbs.	61-62	Bath, public	1 gp	—	—
3	CAMPSITE KIT	12 gp	12 sp	80 lbs.	63-64	Laundry, common	1 sp	—	—
4-5	CANDLE	1 cp	—	—	65-66	Laundry, magical	1 gp	—	—
6-7	CANDLE LAMP	5 gp	5 sp	1 lb.	67-68	Hireling, trained	1 sp/day	—	—
8-9	CANDLESTICK	1 cp	—	1/2 lb.	69-70	Hireling, untrained	3 sp/day	—	—
10-11	CHEST (SMALL)	2 gp	2 sp	25 lbs.	71	Valet	1 gp/day	—	—
12-13	CHEST (MEDIUM)	5 gp	5 sp	50 lbs.	STABLES GEAR & TRANSPORT				
14-15	CHEST (LARGE)	10 gp	1 gp	100 lbs.	D%	ITEM	PRICE	RENTAL*	WEIGHT
16-17	CHEST (HUGE)	25 gp	25 sp	250 lbs.	72-73	Animal harness	2 gp	2 sp	2 lbs.
18-19	COFFEE POT	3 gp	3 sp	4 lbs.	74	Barding	varies	varies	varies
20	COLLAPSIBLE BATHTUB	15 gp	15 sp	20 lbs.	75-76	Bit and bridle	2 gp	2 sp	1 lb.
21-22	COT	1 gp	1 sp	30 lbs.	77	Carriage	100 gp	10 gp/day, 3 cp/pass	2,000 lbs.+
23-24	GROOMING KIT	1 gp	1 sp	2 lbs.	78-79	Cart	15 gp	15 sp/day, 1 cp/pass	1,000 lbs.+
25-26	HAMMOCK	1 sp	1 cp	3 lbs.	80-81	Dog Sled	20 gp	2 gp/day, 3 cp/pass	500 lbs.+
27-28	INK	8 gp	—	—	82-83	Feed	5 cp/day	—	10 lbs.
29-30	INKPEN	1 sp	1 cp	—	84-85	Common saddle, military	20 gp	2 gp	30 lbs.
31-32	LANTERN, BULLSEYE	12 gp	12 sp	3 lbs.	86-87	Common saddle, pack	5 gp	5 sp	15 lbs.
33-34	LANTERN, HOODED	7 gp	7 sp	2 lbs.	88-89	Common saddle, riding	10 gp	1 gp	25 lbs.
35-36	LOCK, SIMPLE	20 gp	2 gp	1 lb.	90	Exotic saddle, military	60 gp	—	40 lbs.
37-38	LOCK, AVERAGE	40 gp	4 gp	1 lb.	91	Exotic saddle, pack	15 gp	—	20 lbs.
39-40	LOCK, GOOD	80 gp	8 gp	1 lb.	92	Exotic saddle, riding	30 gp	—	30 lbs.
41	LOCK, SUPERIOR	150 gp	15 gp	1 lb.	93-94	Saddlebags	4 gp	4 sp	8 lbs.
42-43	OIL	1 sp	—	1 lb.	95-96	Sleigh	50 gp	5 gp/day, 2 cp/pass	2,000 lbs.+
44-45	SCRIVENER'S KIT	2 gp	2 sp/3 days	1 lb.	97-98	Wagon, light	50 gp	5 gp/day, 2 cp/pass	1,500 lbs.
46-47	SHAVING KIT	15 gp	15 sp	1/2 lb.	99	Wagon, medium	75 gp	7 gp/day, 2 cp/mile	2,500 lbs.
48-49	STRING/TWINE, PLAIN	1 cp	—	—	100	Wagon, heavy	100 gp	10 gp/day, 3 cp/mile	4,000 lbs.
50-51	STRING, COLORED/DYED	2 cp	—	—	<p>* Rental per day/night (24-hour day at an inn; usually from check-in time, to check-out), unless otherwise noted.</p> 				
52-53	TEAPOT	1 sp	1 cp	1 lb.					
54	TEA CUP SET, CEREMONIAL	5 gp	1 gp	2 lbs.					
55-56	TENT, SMALL	10 gp	1 gp	20 lbs.					
56-57	TENT, MEDIUM	15 gp	15 sp	30 lbs.					
58-59	TENT, LARGE	30 gp	3 gp	40 lbs.					
60	TENT, PAVILION	100 gp	10 gp	50 lbs.					





**CANDLESTICK:** This saucerlike object has a flat bottom, a handle, and a spike on top. You can affix a candle onto the spike (up to 3 inches in diameter) and hold the candlestick by the handle. The flat bottom means you're able to set it down and not worry about the candle falling over and extinguishing itself. A typical candlestick is crafted from baked clay or a cheap metal such as copper, but elaborate and expensive ones exist. PRICE 1 cp; WEIGHT 1/2 lb.

**CHEST:** The common wooden chest comes in several sizes, including small (2 cubic feet, 1 hit point, break DC 17), medium (4 cubic feet, 15 hp, break DC 23), large (6 cubic feet, 30 hit points, break DC 29), and huge (8 cubic feet, 50 hit points, break DC 35). Most include a simple inset lock. PRICE 2 gp (small chest), 5 gp (medium), 10 gp (large), 25 gp (huge); RENTAL 2 sp/day (small), 5 sp/day (medium), 1 gp/day (large), 25 sp/day (huge); WEIGHT 25 lbs. (small), 50 lbs. (medium), 100 lbs. (large), 250 lbs. (huge).

**COFFEE POT:** This tall, teapotlike device contains a small chamber for coffee grounds and a large chamber for water, connected by a small tube. Heating the pot forces boiling water through the tube and into the grounds. A glass knob at the top of the tube allows you to see the color of the brew and stop when it is sufficiently strong. It can brew up to 4 cups of coffee at a time. It can also be used to make tea, steep medicinal herbs, or just boil water. PRICE 3 gp; RENTAL 3 sp/day; WEIGHT 4 lbs.

**COLLAPSIBLE BATHTUB:** After 10 minutes of assembly, this collection of wooden slats provides support for a cylindrical watertight canvas cloth. It can hold enough water to allow 1 Medium creature to bathe in comfort without any of the risks that might come from entering lakes, rivers, or other bodies of water. PRICE 15 gp; RENTAL 15 sp/night; WEIGHT 20 lbs.

**COT:** This elevated camp bed is made of wood and canvas, and is particularly useful when the ground is wet or rocky. It is large enough for a full-grown human, but folds down into a 4-foot-by-9-inch cylindrical bag. PRICE 1 gp; RENTAL 1 sp/day; WEIGHT 30 lbs.

**GROOMING KIT:** This pouch of toiletries includes a comb, scissors, a nail file, a sponge, a hairbrush, a miniature mirror, soap, a chewing stick, and tooth powder. PRICE 1 gp; RENTAL 1 sp/day; WEIGHT 2 lbs.

**HAMMOCK:** This blanket or net is attached to strong ropes, allowing you to hang it from a heavy branch or two trees and sleep above the ground. Climbing into or out of a hammock is a full-round action. A successful DC 5 Dexterity check reduces this to a move action. PRICE 1 sp; RENTAL 1 cp/day; WEIGHT 3 lbs.

**INK:** This vial contains 1 ounce of ink. Ink in colors other than black costs twice as much. PRICE 8 gp; WEIGHT —.

**INKPEN:** This is a wooden stylus with a metal tip that retains a small amount of ink after you dip it in a vial of ink. PRICE 1 sp; RENTAL 1 cp/day; WEIGHT —.

**LANTERN, BULLSEYE:** A bullseye lantern provides normal light in a 60-foot cone and increases the light level by one step in the area beyond that, out to a 120-foot cone (darkness becomes dim light and dim light becomes normal light). A bullseye lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on 1 pint of oil. You can carry a lantern in one hand. PRICE 12 gp; RENTAL 12 sp/day; WEIGHT 3 lbs.

**LANTERN, HOODED:** A hooded lantern sheds normal light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area (darkness becomes dim light and dim light becomes normal light). A hooded lantern does not increase the light level in normal light or bright light. A lantern burns for 6 hours on 1 pint of oil. You can carry a lantern in one hand. PRICE 7 gp; RENTAL 7 sp/day; WEIGHT 2 lbs.

**LOCK:** This can be a padlock, an inset lock in a door or chest, or any other type of keyed lock. The DC to open a lock with the Disable Device skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30), or superior (DC 40). PRICE 20 gp (simple lock), 40 gp (average), 80 gp (good), 150 gp (superior); RENTAL 2 gp/day (simple), 4 gp/day (average), 8 gp/day (good), 15 gp/day (superior); WEIGHT 1 lb.

**OIL:** A 1-pint flask of oil burns for 6 hours in a lantern or lamp. You can

also use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full-round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully. You can pour a pint of oil on the ground to cover an area 5 feet square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area. PRICE 1 sp; WEIGHT 1 lbs.

**SCRIVENER'S KIT:** This soft leather case contains a vial for holding ink, an ink pen, spare pen nibs, a small container of pigment for making ink, a tiny knife for cutting quills into pens, a blotter, and a small ruler. PRICE 2 gp; RENTAL see Writing Set (Common Amenities, above); WEIGHT 1 lb.

**SHAVING KIT:** A shaving kit contains a straight razor, a whetstone, a small mirror, a brush, a cup, and enough shaving powder to last a Medium humanoid 50 shaves. PRICE 15 gp; RENTAL 15 sp/day; WEIGHT 1/2 lb.

**STRING/TWINE:** Sold in balls or spools of 50 feet, string and twine are useful for rigging traps and alarms and are a vital component of grappling bolts and arrows. String or twine has hardness 0, 1 hit point, and a break DC of 14. PRICE 1 cp (2 cp color-dyed string); WEIGHT 1/2 lb.

**TEAPOT:** This is a small spouted pot for cooking tea. It includes a lid and a strainer, and can make four cups of tea at a time. PRICE 1 sp; RENTAL 1 cp/day; WEIGHT 1 lb.

**Tea Cup Set, Ceremonial:** This fine china cups, saucers, and other tea-serving paraphernalia can be used with a teapot (above) to serve even the most refined and delicate tea, even in an honorable ancient tea ceremony. PRICE 5 gp; RENTAL 1 gp/day; WEIGHT 2 lbs.

**TENT:** Tents come in a variety of sizes and accommodate between one and 10 people. A small tent holds one Medium creature and takes 20 minutes to assemble, a medium tent holds two creatures and takes 30 minutes, a large tent holds four creatures and takes 45 minutes, and a pavilion holds 10 creatures and takes 90 minutes (two Small creatures count as a Medium creature, and one Large creature counts as two Medium creatures). Pavilion tents are large enough to accommodate a small fire in the center. Packing up a tent takes half as long as assembling it. PRICE 10 gp (small tent), 15 gp (medium), 30 gp (large), 100 gp (pavilion); RENTAL 1 gp/day (small), 15 sp/day (medium), 3 gp/day (large), 10 gp/day (pavilion); WEIGHT 20 lbs. (small), 30 lbs. (medium), 40 lbs. (large), 50 lbs. (pavilion).

## LODGING & SERVICES

**BATH (PUBLIC):** A public bath is a bath facility (such as a bath house or resort) that provides hot water, soap, and cologne or perfume, and may also offer wading pools, massages, or other services for an additional cost. Some public baths require membership or a minimum social status. PRICE 2 sp–1 gp.

**LAUNDRY:** The listed price is for up to four items (such as trousers, an undergarment, shirt, and jacket or vest). Additional items may be washed for 3 cp each. Laundry is finished the next day unless you bring it to the washer early. Magical laundry service is a mage (typically an apprentice wizard) magically and instantly cleaning your clothes with prestidigitation. PRICE 1 sp (common), 1 gp (magical).

**HIRELING:** This listing is for any other sort of typical employment not covered by another service or job in this section. An untrained hireling is a crier, laborer, maid, mourner, porter, or other menial worker. A trained hireling is a mason, mercenary warrior, carpenter, blacksmith, cook, scribe, painter, teamster, and so on. The listed price represents a minimum wage for an adequately skilled worker, and an expert hireling usually requires significantly higher pay. The listed price is a day's wages (generally 7–10 hours of work per day). Also, see Guard or Guide in Common Amenities, above.

Typical equipment for a guard or mercenary warrior is studded leather armor and a club, shortsword, or spearspear. Most guards are off-duty soldiers or city watchmen, though some are unskilled laborers with a talent for fighting. PRICE 1 sp/day (untrained), 3 sp/day (trained).

**VALET:** This title includes valets, butlers, lady's maids, ladies-in-waiting, secretaries, stewards, concierges, majordomos, manservants,





bodyservants, and other skilled, trusted servants and employees who work closely with an employer or run a household or business, sometimes without direct supervision. PRICE 1 gp/day.

## STABLES GEAR & TRANSPORT

**ANIMAL HARNESS:** This leather or hemp harness allows a holder to restrain and control a domesticated animal. A harness is standard equipment for anyone trying to teach an animal tricks with the Handle Animal skill. Ready-made harnesses are available in most markets for common domesticated animals such as cats, dogs, horses, and oxen, but harnesses can be made for nearly any creature. PRICE 2 gp; RENTAL 2 sp/day; WEIGHT 2 lbs.

**BARDING:** Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of medium or heavy armor provides better protection than light barding, but at the expense of speed. See the *Pathfinder Roleplaying Game Core Rulebook* for more on barding.

**BIT AND BRIDLE:** This is headgear used by a rider to control a mount. Bit and bridles for horses, ponies, and riding dogs can be readily purchased in most settlements and bits and bridles can be crafted for any creature that serves as a mount. PRICE 2 gp; RENTAL 2 sp/day; WEIGHT 1 lb.

**CARRIAGE:** This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it. PRICE 100 gp; RENTAL 10 gp/day, 3 cp/ passage; WEIGHT 2,000+ lbs.

**CART:** This two-wheeled vehicle can be drawn by a single horse or other beast of burden, and is often used to transport goods across short distances. It comes with a harness. PRICE 15 gp; RENTAL 15 sp/day, 1 cp/ passage; WEIGHT 1,000+ lbs.

**DOG SLED:** This sled is designed to be pulled over snow and ice by a team of trained riding dogs. Most sleds have runners at the back for a musher to stand on. A dog sled can carry up to the capacity of all the dogs that pull it. PRICE 20 gp; RENTAL 2 sp/day, 3 cp/ passage; WEIGHT 500+ lbs.

**FEED:** Horses, donkeys, mules, and ponies can graze in some regions to sustain themselves, but feed provides more reliable nourishment. Riding dogs and other carnivores can be fed meat for the same cost. Except for horses, other Large creatures need to eat twice the feed of other animals each day. Huge creatures need four times the feed. PRICE 5 cp/day; WEIGHT 10 lbs.

**SADDLE:** Saddles (common) are used to support a rider or supplies on a mount. Exotic saddles are designed for a variety of unusual mounts, each customized for a specific type of beast. Exotic saddles come in military, pack, and riding styles, just as normal saddles do, and have the same traits.

**Military Saddle:** This saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If the rider is knocked unconscious while in a military saddle, he has a 75% chance to stay in the saddle. PRICE 20 gp (common), 60 gp (exotic); RENTAL 2 gp/day (common); WEIGHT 30 lbs. (common), 40 lbs. (exotic).

**Pack Saddle:** A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry. PRICE 5 gp (common), 15 gp (exotic); RENTAL 5 sp/day (common); WEIGHT 15 lbs. (common), 20 lbs. (exotic).

**Riding Saddle:** These saddles are the most pervasive type of riding equipment. If the rider is knocked unconscious while in a riding saddle, he has a 50% chance to stay in the saddle. PRICE 10 gp (common), 30 gp (exotic); RENTAL 1 gp/day (common); WEIGHT 25 lbs. (common), 30 lbs. (exotic).

**SADDLEBAGS:** These sturdy, weatherproof bags are draped over a saddle to add extra carrying capacity. Each side of a saddlebag can typically carry 20 pound of items that can fit in the bags. Saddlebags do not increase the amount of weight a mount can carry; they merely give riders a place to stow their equipment. PRICE 4 gp; RENTAL 4 sp/day; WEIGHT 8 lbs.

**SLEIGH:** This wagon has runners, making it an ideal conveyance for snow

and ice travel. In general, two horses (or other beasts of burden) are needed to draw it. A sled comes with the harness required to pull it. PRICE 50 gp; RENTAL 5 gp/day, 2 cp/ passage; WEIGHT 2,000+ lbs.

**WAGON:** This four-wheeled open vehicle is used for transporting heavy loads. It includes the harness needed to pull it. There are three common varieties of wagon.

**Light Wagon:** Wagons of this type are most commonly employed by farmers and craftsmen transporting their goods short distances or by venders in and around cities. A light wagon carries up to 1,000 pounds of cargo and requires two Medium creatures or one Large creature to pull it. PRICE 50 gp; RENTAL 5 gp/day, 2 cp/mile; WEIGHT 1,500 lbs.

**Medium Wagon:** Wagons of this type are typically employed for heavy duty work, often in agricultural, mining, or construction settings. A medium wagon can carry up to 2,000 pounds of cargo and requires four Medium or two Large creatures to pull it. PRICE 75 gp; RENTAL 8 gp/day, 2 cp/mile; WEIGHT 2,500 lbs.

**Heavy Wagon:** Wagons of this type are large, four-wheeled vehicles primarily used in caravans to transport goods over long stretches of territory. A heavy wagon carries up to 4,000 pounds of cargo, and is pulled by either eight Medium creatures or four Large creatures. PRICE 100 gp; RENTAL 10 gp/day, 3 cp/mile; WEIGHT 4,000+ lbs.

## BREWING ALCOHOLS

Characters can use Craft (alchemy) or Profession (brewer) to create alcohols and similar brewed concoctions; other skills might be used to make brewing checks, at the GM's discretion. The process for brewing alcohols is composed of two separate stages: the BREWING stage, and the FERMENTATION stage (commonly called 'AGING').

BREWING includes mixing all the basic ingredients (prior to storage), and may include one or more stages of cooking or other preparations, before being stored (which begins the aging process). AGING brews are placed in kegs, casks, barrels, bottles, or other containers (some with very special preparations prior to storage), and left alone in a special environment (whether that is just an old tub in a shady shack in the backyard, or a special sub-basement kept at very specific temperatures at different times during the aging process). Brewed alcohol is always left undisturbed, which refines its flavors before it is considered 'properly aged' (this period can differ between brewed alcohols, and even between different brews of the same type of alcohol); this period of storage without tampering is a necessary part of the process for successful brewing of alcohols.

## BREWING

Brewing checks are always made at the end of the brewing stage, and any unsuccessful checks result in a failed batch, destroying all the ingredients used in the brewing stage of the process (but not components used only in the fermentation stage, which are usually only consumed while preparing the brewed alcohol for storage). A successful check indicates that the brew was properly crafted, and succeeding by increments of 5 or more may indicate the brewing of a more refined and expensive variety of alcohol, but the quality and type of an alcoholic brew is always determined at its creation, and cannot be changed afterward.

For example, Arlidan has just finished mixing a brew that is intended to be a common ale (DC 5), and by making a successful DC 12 check, he can make a Good quality ale, but he would have to meet a DC 15 check (+10 above the base DC of the check to brew a common ale) in order to make a superior ale from the same brewed batch (and which would require the proper time period for aging, according to its final brewing check DC; see Aging Process, below).

Use the table below to determine the outcome of a character's base brewing check to determine the success (and relative price/quality) of the brewed alcohol, which is finalized and applied only after it has been fully and properly aged.





## PREPARING, STORING, AND AGING

While other substances and goods will spoil if left too long on their own without preservative measures, alcoholic fermentation creates a more potent, refined, and flavorful brew when properly stored for an extended period after its initial brewing. The following factors can enhance or dilute alcoholic brews leading up to the fermentation stage, to create a more or less potent or expensive brew when it is completed, or 'properly aged.'

**ADVANCED STORAGE PROCESS:** Some brewers go to great lengths during their storage and fermentation processes, to create very specific and refined flavor combinations in their brews, often earning them great awards at brewing contests. Brewing checks receive a circumstance bonus, as determined by additional gp spent on storage equipment and processes (+2 per every 150 gp spent on storage process materials, consumed during the aging process). Certain equipment may convey additional bonuses to brewing checks, as outlined in its description.

All alcoholic brews must be properly aged for specific periods of time to finalize their crafting, which is determined by the type of alcohol, as in the general guidelines below. At the GM's discretion, an alcoholic brew stored longer than its intended aging period might be considered of a higher quality or alcoholic potency, but this is not a guaranteed outcome.

**UNFINISHED AGING BREWS:** If alcohol is still in the process of aging while tested or consumed, it is considered non-alcoholic, an unfinished brew (meaning that the rest of the stored brew in the same container is now destroyed), and does not convey any of the benefits of drinking normal alcohol (at the GM's discretion, however, it may satisfy the needs of satiating alcohol addiction – see *Drugs and Addiction*, in Chapter 2). At the GM's discretion, any brewed alcohol of a quality better than Common which is opened before it has been completely and properly aged, may be treated as a lesser quality variety of the same alcohol; otherwise, opened alcoholic brews not properly aged are destroyed in the process of being opened.

**TABLE 4I: BREWING CHECKS & VARIABLES**

ALE (INCLUDING ALE, BEER, DWARVEN STOUT, MEAD, HARD CIDER, AND LAGER)

QUALITY	BREWING CHECK BASE DC	MINIMUM AGING PERIOD*	MINIMUM COST FOR INGREDIENTS**
POOR	DC 3 (8 cp base value)	1 month (30 days)	4 cp per batch
COMMON	DC 5 (1 sp base value)	2 months (60 days)	5 cp per batch
GOOD	DC 8 (4 sp base value)	5 months (150 days)	2 sp per batch
SUPERIOR	DC 12 (1 gp base value)	9 months (275 days)	5 sp per batch

WINE (INCLUDING ABSINTHE, BLOODWINE, CHAMPAGNE, RICE WINE, AND SHAY)

QUALITY	BREWING CHECK BASE DC	MINIMUM AGING PERIOD*	MINIMUM COST FOR INGREDIENTS**
POOR	DC 7 (1 sp base value)	2 months (60 days)	5 cp per batch
COMMON	DC 10 (2 sp base value)	3 months (90 days)	1 sp per batch
GOOD	DC 14 (1 gp base value)	8 months (245 days)	5 sp per batch
SUPERIOR	DC 18 (4 gp base value) (†special)	12 months (365 days)	2 gp per batch (†special)

LIQUOR (INCLUDING BOURBON, BRANDY, DWARVEN FIRE ALE, GIN, MOONSHINE, OLDLAW WHISKEY, RUM, AND TEQUILA)

QUALITY	BREWING CHECK BASE DC	MINIMUM AGING PERIOD*	MINIMUM COST FOR INGREDIENTS**
POOR	DC 9 (4 sp base value)	3 months (90 days)	2 sp per batch
COMMON	DC 12 (1 gp base value)	6 months (180 days)	5 sp per batch
GOOD	DC 16 (10 gp base value)	12 months (365 days)	5 gp per batch
SUPERIOR	DC 20 (20 gp base value) (†special)	36 months (1,095 days)	10 gp per batch (†special)

LIQUEUR (INCLUDING ELVEN ABSINTHE, AND SERPENTFOLK BLOODWINE)

QUALITY	BREWING CHECK BASE DC	MINIMUM AGING PERIOD*	MINIMUM COST FOR INGREDIENTS**
POOR	DC 10 (1 gp base value)	4 months (120 days)	5 sp per batch
COMMON	DC 15 (10 gp base value)	8 months (245 days)	5 gp per batch
GOOD	DC 20 (50 gp base value) (†special)	18 months (545 days)	25 gp per batch (†special)
SUPERIOR	DC 25 (100 gp base value) (†special)	(†special)	50 gp per batch (†special)

\* Aging Times: This represents the minimum time period required to properly age an alcoholic brew, but the best examples of these drinks have much longer aging times, creating a more refined flavor. See below for more on aging periods. The finest alcoholic brews may have additional requirements during the aging process (such as those marked with '†special' aging periods, in the table above).

\*\* Better Brew Ingredients: Additional or better ingredients in the recipe for a brewed alcohol can increase its quality. Brewing checks receive an alchemical bonus, as determined by additional gp spent (base price multiples: +2 bonus per every additional +50% gp spent on ingredients beyond the base price for the brewed alcohol); i.e., 150% of base price spent = +2 total bonus, 200% of base price = +4 bonus, 250% of base price = +6 bonus, etc. The listed prices are for each batch of alcohol, and do not include the costs of casks or other storage/dispensing equipment. Batches of alcohol tend to be brewed in large quantities, such as 5-gallon, 15-gallon, 30-gallon, and 50-gallon filled vats, before being divided and stored for aging. Unless otherwise noted, a single batch of alcoholic brew is equal to: 1d4 gallons (ale or wine), 1d4 half-gallons (liquor), or 1d4 quarts (liqueur).

† Special Requirements: Attempting to brew alcohols of certain type and higher quality (such as those marked with an asterisk and special notations, in the table above) should usually require special and rare ingredients at the GM's discretion and determination, to be on par with some of the most refined examples of those special brews: the best and oldest recipes of which are often highly guarded by the most skilled and experienced of brewers in any guild or region. Any type of brewed alcohol can also be affected by other factors in its preparation and storage (see below), and these should be taken into account prior to the aging process (while the benefits can only be reaped after this final stage is completed).



TABLE 4j: PROPERLY AGED ALCOHOLS

<u>ALE QUALITY</u>	<u>POOR</u>	<u>COMMON</u>	<u>GOOD</u>	<u>SUPERIOR</u>
<u>ALE AGING PERIOD</u>	1-2 months	1-3 months	4-8 months	9+ months
<u>WINE QUALITY</u>	<u>POOR</u>	<u>COMMON</u>	<u>GOOD</u>	<u>SUPERIOR</u>
<u>WINE AGING PERIOD</u>	2-4 months	3-7 months	8-11 months	1+ years
<u>LIQUOR QUALITY</u>	<u>POOR</u>	<u>COMMON</u>	<u>GOOD</u>	<u>SUPERIOR</u>
<u>LIQUOR AGING PERIOD</u>	5-9 months	6-11 months	1+ years	3+ years
<u>LIQUEUR QUALITY</u>	<u>POOR</u>	<u>COMMON</u>	<u>GOOD</u>	<u>SUPERIOR</u>
<u>LIQUEUR AGING PERIOD</u>	6-11 months	8-12 months	1+ years	(†special)

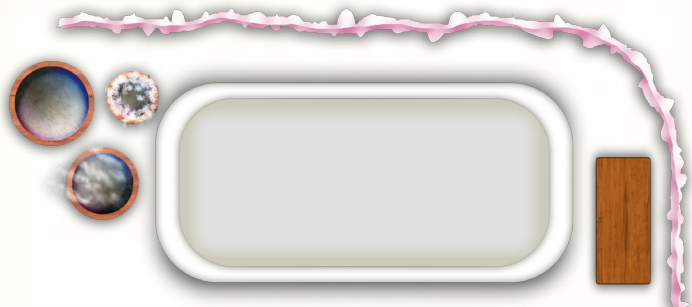
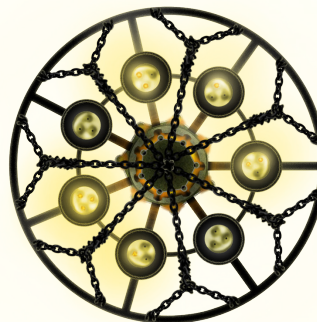
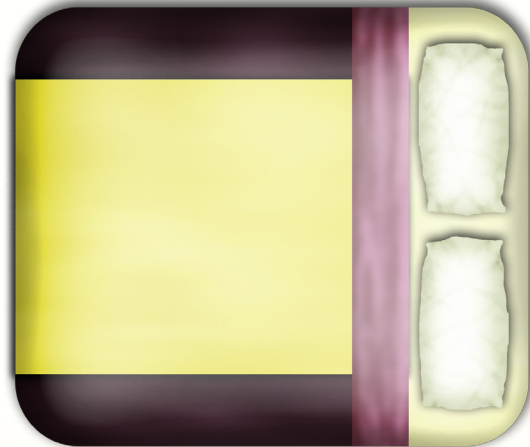
†Special: The best aging processes for the finest alcohols are a closely guarded secret by the best and most experienced brewers.

## OTHER TERMS

When barkeepers are discussing alcohols of different qualities and prices, they often call the following alcoholic beverages by the following terms: **POOR** or **COMMON** alcohol is 'bottom shelf,' **GOOD** alcohol is 'middle shelf,' and **SUPERIOR** alcohols are 'top shelf' brews. In addition, a tavern will usually have a 'house brew' of any given sort (house ale, house mead, house gin, etc.), meaning that it is the most common brewed variety, and served when no other specification is given when ordering an alcoholic drink; most taverns feature house brews that they brew personally in their own facilities, or which are sourced from an affiliated brewer's guild, and barkeeps may even serve these house brews at a discount price (such as during 'happy hour', when many item/pricing specials are promoted, often to get patrons to come in during otherwise unpopular times of the day).

**BREWING CONTAINERS & DISPENSING:** Many different containers are used to contain to brew and contain for taverns: usually brewed in massive vats or casks, and then divided up into smaller containers for serving at one or more establishments. Unless otherwise noted, a serving or dispensing container is a one-gallon pitcher, and a batch is a variable number of gallon containers (usually 1d4 in a single batch). Containers of all manner are used to pour or dispense alcoholic drinks, and may have very different names in various regions, but the most common bar glasses are the single-shot glass ("halfling cup"), rocks glass ("halfling bowl"; includes common cups, wine glasses, and snifters), and mugs/steins ("halfling bucket").

**EVALUATING ALCOHOLS:** The Appraise skill is used to determine the relative quality, form, and value of an alcoholic brew, while Profession (brewer) is more likely to distinguish fine details in the flavors and age of the different brews; Knowledge (history) or Knowledge (nobility) might be allowed, at the GM's discretion, in regions where only the nobility or the most affluent, private brewers guard their well-kept secrets of the superior processes needed to produce the most superior or refined alcoholic brews.







## CHAPTER 5:

# ENCOUNTERS & EVENTS

The following material can be used to generate random or planned encounters appropriate to taverns, inns, and related establishments, along with optional downtime events appropriate to these establishments. All NPCs, hazards, and other encounters included on the random encounter tables are found in the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game Bestiary*, and – at the GM's discretion – could also be used to include NPCs from *Pathfinder Roleplaying Game NPC Codex*.

New NPCs presented here are also included on the appropriate tables for staff members and patrons, and marked with "New" as their source material. If you do not have one of these resources, they can also be found online. These encounters encompass a wide range of CR levels, and some encounters may be too high or low of a challenge for your PCs. Any rolls that result in improper CR encounters, duplicate roll results, or otherwise unreasonable encounters can be altered, ignored, or re-rolled.

## TAVERN ENCOUNTERS

Taverns are usually filled with staff and patrons, along with any guests, celebrities, or performers; these can be rolled randomly, but staff members are usually a limited number. **STAFF** on a typical day often includes 1d3 barstaff and 1d3 managers (including barkeep, innkeeper, and/or proprietors); on busy nights, barstaff could increase to 1d6+2, and 1d3+1 managers. **PATRONS** listed below could be encountered alone, or in the most common groupings included afterward, possibly including other noted/related creatures, and some specific groupings are described here. Wherever variable groupings of creatures are presented, their Challenge Ratings (CR) are shown with their individual entry, and the Encounter Level (EL) is given for the average number of creatures.

**DARK ALLEY** encounters can be placed in any cellar, side alley, sewer, or urban area, including a thieves' guild. **ROOF/YARD** encounters can be used in any outdoor or open-air environment, such as a deck/patio, rooftops, or a wide yard, field, or pasture near to a stable. **NPC LOCALS** and **NPC ADVENTURERS** can be used with stat blocks provided in *Pathfinder Roleplaying Game NPC Codex* or to provide ideas for custom-built NPCs;

NPC class encounters can be determined with a d10 or d20 roll, and prestige class encounters can be determined with a d4 roll (or d10 to determine a new NPC's prestige class levels). Additional class options, prestige classes, and archetypes not presented in that sourcebook are also included here for enterprising GMs who wish to include them; rolling 'Class Archetype' on the *Advanced Class* table will require rolling once more on the *Base Class* table, to determine the base class altered by increased options.

**CELEBRITY BARD (CR 10 OR VARIES):** While this is a specific NPC performer (usually paid to entertain patrons), you could instead roll d20 to use any level bard NPC with local fame, infamy, or celebrity appeal.

**CELEBRITY PATRON (CR VARIES):** Roll again on the Patrons table; while this is a typical NPC, their fame/infamy extends across the land, giving them a unique celebrity appeal unbefitting their peers.

**CULTIST INVASION (EL 12):** After finding a community where they wish to preach their heretical beliefs to the public (usually by sending a doomsday cult or occultists to scout an area and begin converting locals), an apocalyptic cult and its leader now shows up. This cult includes 1d10+7 cultists, led by 1 cult leader.

**DOOMSDAY CULT (EL 8):** When a group of local cultists show up preaching about the end of the world, they may be more than the staff and owners can deal with on their own. This cult includes 1d4 cultists, which lead a group of 1d6+6 doomsayers.

**GUARD TROOP (EL 7):** Town guards will often show up in a group, often on lunch break, or while doing work in a nearby part of town. A guard troop usually includes 1d6+2 guards, led by 1d4 guard officers.

**KNIGHTS (CR 7):** Knights are often accompanied by 1d3 squires (CR 1/3) or more, which can help offset the lack of the knight's mount by helping to provide flank during combat within an interior space. Mounts are often lashed outside of a tavern/inn, and would be unable to be used inside most buildings.

**MILITARY ENTOURAGE (EL 12):** When the entire troop of military members under the command of a General shows up to eat, drink, or rest, it can mean both profits and potential problems for staff members and owners. A military entourage usually includes 1d6+1 cavalry and 1d8+4 foot soldiers, led by 1d3 generals.

**MILITARY TROOP (EL 6):** While war wages on at the nearby national boundaries, or when a cavalry squad comes to town, this group of trained

TABLE 5A: CORE RULES DEITIES

D%0	DEITY (AL)	CLERIC ALIGNMENT	DOMAINS	FAVORED WEAPON
1-5	God of Cities (LN)	LE, LG, LN, or N	Earth, Law, Nobility, Protection, Travel	Light crossbow
6-10	God of Devils (LE)	LE, LN, or NE	Evil, Fire, Law, Magic, Trickery	Mace
11-15	Goddess of Vengeance (CN)	CE, CG, CN, or N	Chaos, Charm, Knowledge, Luck, Trickery	Whip
16-20	God of Celebration (CG)	CG, CN, or NG	Chaos, Charm, Good, Strength, Travel	Rapier
21-25	Goddess of Stars (CG)	CG, CN, or NG	Chaos, Good, Liberation, Luck, Protection	Starknife
26-30	God of Hunters (LG)	LG, LN, or NG	Animal, Community, Good, Law, Plant	Longbow
31-35	God of Warriors (CN)	CE, CG, CN, or N	Chaos, Destruction, Glory, Strength, War	Greatsword
36-40	Goddess of Weather (N)	CN, LN, N, NE, or NG	Air, Animal, Plant, Water, Weather	Trident
41-45	Goddess of Glory (LG)	LG, LN, or NG	Glory, Good, Law, Sun, War	Longsword
46-50	God of Mind & Body (LN)	LE, LG, LN, or N	Healing, Knowledge, Law, Rune, Strength	Unarmed strike
51-55	Goddess of Monsters (CE)	CE, CN, or NE	Chaos, Evil, Madness, Strength, Trickery	Falchion
56-60	God of Magic (N)	CN, LN, N, NE, or NG	Destruction, Knowledge, Magic, Protection, Rune	Quarterstaff
61-65	God of Assassins (NE)	CE, LE, N, or NE	Charm, Death, Evil, Knowledge, Trickery	Short sword
66-70	Goddess of Souls (N)	CN, LN, N, NE, or NG	Death, Healing, Knowledge, Repose, Water	Dagger
71-75	God of Destruction (CE)	CE, CN, or NE	Chaos, Destruction, Evil, War, Weather	Greataxe
76-80	Goddess of Brightness (NG)	CG, LG, N, or NG	Fire, Glory, Good, Healing, Sun	Scimitar
81-85	Goddess of Beauty (NG)	CG, LG, N, or NG	Air, Charm, Good, Luck, Protection	Glaive
86-90	God of Protection (LG)	LG, LN, or NG	Artifice, Earth, Good, Law, Protection	Warhammer
91-95	Goddess of Pestilence (NE)	CE, LE, N, or NE	Chaos, Evil, Magic, Strength, War	Scythe
96-100	God of Pain (LE)	LE, LN, or NE	Chaos, Evil, Magic, Strength, War	Spiked chain





combatants may wish to eat, drink, or rest. This troop includes 1d3 cavalry members, leading a squad of 1d6+3 foot soldiers.

**NOBILITY (CR VARIES):** Roll d10 to determine a random Aristocrat NPC from *Pathfinder Roleplaying Game NPC Codex*, or roll d20 to determine the class level of a potential new Aristocrat NPC, although the maximum CR of this foe generally should not be higher than APL+3. Nobility and elite members of society are often surrounded by a retinue of royal guards or personal bodyguards, and will often allow these guards to fight for them, perhaps while fleeing or hiding. 1d6+1 guards (EL 4), or a Guard Troop (see above) may defend an aristocrat, or even 1d3 skilled warriors or combatants (maximum CR for these bodyguards generally should not be higher than APL+2, and roll d10 or d20 to determine a random warrior or fighter NPC; their alignment should match that of the Nobility NPC).

**OCCULTISTS (EL 7 OR 8):** The necessary mayhem, grief, and discord to sow the seeds of a future cultist incursion is often led by a conjurer and their minions, which may be a small group meant to stealthily infiltrate a community, or a larger group posed to converts many locals to ways of doom and gloom. An occultist group can include 1 conjurist plus 1d3 medium assistants (EL 7), or 1d3 conjurists plus 1d4+2 cultists (EL 8), but it may be a precursor to a much larger heretical incursion.

**PRIESTLY RETINUE (EL 10 OR 13):** When a priest or high priestess brings their acolyte followers for a meal and relaxation, it can mean profits or potential problems for staff members and owners. Local churches or temples often host the faith of good or lawful deities, those who protect, support, and encourage community growth, but these clergy may worship some other deity; see table 5a (CORE RULES DEITIES) for other possible clergy deities. A priestly retinue serves a priest or high priest; it usually includes 1d10+7 acolytes, who follow 1d3 priest (EL 10), or it could also include 1 high priest (EL 13).

**SAINTLY ENTOURAGE (EL 12):** The saint who defiantly stands against a nearby demonic incursion, with her holy companions at her side, have stopped for food, drink, and a night of restful peace. This group usually includes 1d2 holy warriors and 1d3 priests, led by 1 saint. While the NPCs of this faithful group are similar in nature to those of the priestly retinue (above), they could be of a very different religious background; use table 5a (CORE RULES DEITIES) to determine another possible deity.

**SHIP CREW (EL 12):** Whether it is a trade ship or that of a pirate crew full of vagabonds, this group will often have a similar skill set in either case when their vessel comes into port nearby. This ship crew is led by 1 captain or pirate captain, with the help of 1 first mate, which lead a crew of 1d8+4 shipmates. Sailors of non-criminal intent often means profits or potential problems for staff members and owners, while a crew of pirates almost guarantees problems.

**TABLE 5B: STAFF**

D%	ENCOUNTER	CR/EL	SOURCE
1-8	1d3 barstaff	1/2	GMG
9-15	1d3 barkeeps	3	GMG
16-22	1 armed innkeeper	3	New
23-30	1d3 veteran barstaff	3	New
31-37	1d6+2 barstaff	4	GMG
38-42	1d4+1 barkeeps	5	GMG
43-49	1d3 masterful barstaff	5	New
50-56	1 owner, retired tomb raider	5	GMG (revised)
57-63	1d3 veteran barkeeps	6	New
64-70	1 veteran armed innkeeper	6	New
71-77	1 owner, veteran retired tomb raider	8	New
78-84	1d3 masterful barkeeps	9	New
85-93	1 masterful armed innkeeper	9	New
94-100	1 owner, masterful retired tomb raider	11	New

**TABLE 5C: PATRONS**

D%	ENCOUNTER	CR/EL	SOURCE
1-2	1 foot soldier	1/3	GMG
3-4	1d3 squires	1/3	GMG
5-6	1d3 village idiot	1/3	GMG
7-8	1 farmer	1/2	GMG
9-10	1 pickpocket	1/2	GMG
11-12	1 shipmate	1/2	GMG
13-14	1 drunkard	1	GMG
15-16	1 guard	1	GMG
17-18	1 prostitute	1	GMG
19-20	1 shopkeep	1	GMG
21-22	1d3 storytellers	1	GMG
23-24	1 vagabond	1	GMG
25-26	1d6 foot soldiers	2	GMG
27-28	1d4 pickpockets	2	GMG
29-30	1 dealer	3	GMG
31-32	1d4+1 farmers	3	GMG
33-34	1 guard officer	3	GMG
35-36	1 impressive drinker	3	New
37-38	1d4+1 shipmates	3	GMG
39-40	1d4 prostitutes	3	GMG
41-42	1 trapper	3	GMG
43-44	1d3 turnkeys	3	GMG
45-46	1d4+1 drunkards	4	GMG
47-48	1d4+1 shopkeeps	4	GMG
49-50	1d4+1 vagabonds	4	GMG
51-52	1d4 dealers	5	GMG
53-54	1d3 fortune tellers	5	GMG
55-56	1d6+1 guards	5	GMG
57-58	1d3 minstrels	5	GMG
59-60	1 traveling merchant	5	GMG
61-62	1d8+2 drunkards	6	GMG
63-64	1d4+1 impressive drinkers	6	New
65-66	1d4+1 trappers	6	GMG
67-68	Military Troop	6	GMG*
69-70	1d2 guides	7	GMG
71-72	1 sellsword	7	GMG
73-74	Guard Troop	7	GMG*
75-76	Occultists	7 or 8	GMG*
77-78	1 first mate	8	GMG
79-80	1 first mate plus 1d6+9 shipmates	9	GMG
81-82	Town Watch	9	GMG*
83-84	1 celebrity bard	10	GMG*
85-86	1 chieftain	10	GMG
87-88	Priestly Retinue	10 or 13	GMG*
89-90	Ship Crew	12	GMG*
91	Celebrities/Guests (roll again on Table 5d)	—	—
92-93	Other NPC Local (roll again on Table 5e)	—	—
94-95	Other NPC Adventurer (roll again on Table 5f)	—	—
96-97	Dark Alley (roll again on Table 5g)	—	—
98-99	Roof/Yard (roll again on Table 5h)	—	—
100	Roll again twice		

\* See special group description.





### TABLE 5D: CELEBRITIES/GUESTS

D <sup>0</sup> / <sub>0</sub>	ENCOUNTER	CR/EL	SOURCE
1-5	Celebrity Patron	—	*
6-9	Nobility	—**	*
10-13	1 noble scion	2**	GMG
14-16	1 doppelganger†	3	B1
17-19	1 cavalry	5	GMG
20-22	1d4+1 noble scions	5**	GMG
23-25	1d3 holy warriors	6	GMG
26-28	1 princess	6**	GMG
29-31	1d3 watch captains	6	GMG
32-34	1d2 knights	7	GMG*
35-37	1d4+1 cavalry	8	GMG
38-40	1d2 mayors	8**	GMG
41-43	1d3 nobles	8**	GMG
44-46	1 priest	8	GMG
47-49	1 champion	9	GMG
50-52	1 merchant prince	9**	GMG
53-55	1d4+1 princesses	9**	GMG
56-58	1 general	10	GMG
59-61	1 queen	10**	GMG
62-64	1 rakshasa†	10	GMG
65-67	Priestly Retinue	10 or 13	GMG*
68-70	1 captain	11	GMG
71-73	1 guildmaster	11	GMG
74-76	1d3+1 priests	11	GMG
77-79	1 sage	11	GMG
80-82	1 saint	11	GMG
83-85	1 high priest	12	GMG
86-88	1d6+1 nobles	12**	GMG
89-91	Saintly Entourage	12	GMG*
92-95	Military Entourage	12	GMG*
96-98	1 king	14**	GMG
99-100	Roll again twice	—	—

† Disguised when encountered.

\* See special group description.

\*\* Always accompanied by 1d6+1 guards or 1d3 skilled fighters or warriors of any sort. See notes on Nobility.

### TABLE 5E: NPC LOCALS

D <sup>0</sup> / <sub>0</sub>	BASE CLASS
1-9	Adept NPC
10-18	Aristocrat NPC
19-27	Commoner NPC
58-76	Expert NPC
75-90	Warrior NPC
91-100	Adventurer NPC (roll again on Table 5f, Adventuring Class)

### TABLE 5F: NPC ADVENTURERS

D <sup>0</sup> / <sub>0</sub>	ADVENTURING CLASS	D <sup>0</sup> / <sub>0</sub>	ADVANCED CLASS
1-8	Barbarian	1-8	Class Archetype
9-16	Bard	9-12	Alchemist
17-24	Cleric	13-16	Antipaladin
25-32	Druid	17-20	Arcanist
33-40	Fighter	21-24	Bloodrager
41-48	Monk	25-28	Brawler
49-56	Paladin	29-32	Cavalier
57-64	Ranger	33-36	Hunter
66-72	Rogue	37-40	Gunslinger
73-80	Sorcerer	41-44	Inquisitor
81-88	Wizard	45-48	Investigator
89-92	Prestige Class	49-52	Samurai
93-96	Advanced Class	53-56	Shaman
97-100	Roll Twice	57-60	Skald
		61-64	Slayer
D <sup>0</sup> / <sub>0</sub>	PRESTIGE CLASS	65-68	Summoner
1-9	Arcane Archer	69-72	Swashbuckler
10-18	Arcane Trickster	73-76	Ninja
19-27	Assassin	77-80	Magus
28-36	Dragon Disciple	81-84	Oracle
37-45	Duelist	85-88	Warpriest
46-54	Eldritch Knight	89-92	Witch
55-63	Loremaster	93-100	Other (3pp/new)
64-72	Mystic Theurge		
73-81	Pathfinder Chronicler		
82-88	Shadowdancer		
89-100	Other Prestige Class		

**SLAVER (CR 3):** A slaver may have 1d6 slaves (or more) present with them, although these are non-combatants, and will not fight if commanded. They may consider fleeing if they get the chance. Some slavers may not allow their slaves to come inside with them, or rein them outside like horses.

**TOWN WATCH (EL 9):** When the entire town guard goes on lunch break at the tavern, or else a celebration for the town guard's membership, 1d6+4 Guards, 1d4+2 Guard Officers, and 1 Watch Captain can be found together.

## TAVERN NPCs

The following NPC stat blocks and background information can be used for your staff members of the *SWEET HAG'S BOSOM*, or any other tavern. Personality and character traits are given for staff NPCs, as well as a few different stat blocks for each – this way, your tavern is sure to be well-prepared for adventurers of most class levels. Any NPC that features new Drunken Feats includes those feats notated with an asterisk (\*); see Chapter 2 for more on Drunken Feats.



## PATRONS: DRUNKARDS

As ubiquitous as the barkeeps and serving wenches who serve them, drunkards may be found in almost every tavern in every town. Drunkards are wine-sodden louts who frequent pubs far too often, sousing away their meager earnings and often becoming surly and belligerent, especially against those from outside their home community. These are the men who leap up to start or join bar brawls, provided they're not passed out in the corner, sleeping off their latest binge.

Drunkards might be used as common sailors on shore leave, young country boys visiting town for the first time who can't hold their liquor, or drunk and disreputable off-duty guardsmen. A drunkard could even be used as a surly barkeep who samples his own wares a little too often. Most drunkards have a starting attitude of Indifferent or Unfriendly of unfamiliar faces, depending on their mood.

A drunkard may be found alone, or a pair of down-on-their-luck drunkards might try to mug lone vagabonds for coin for their next drink (CR 3). A table of four drunkards might be sitting in a tavern (CR 5), possibly with a barkeep (below), or perhaps listening to tales from a performer or a resting adventurer. A drunkard's alternative feats might replace the above selections with the new Drunken Feats: Blackout Blowhard, Drunken Toughness, and Fortified Drinker.

**BOON:** A drunkard (or impressive drinker) can be persuaded to make a loud, obnoxious disturbance as a distraction, imposing a -2 penalty on opposed Perception checks (as against Stealth or Sleight of Hand) for up to 1 minute for any NPCs who can see and hear them.

## DRUNKARD

CR 1

## XP 400

Human commoner 1/warrior 2

N Medium humanoid (human)

INIT +0; SENSES Perception -1

## DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

HP 23 (3 HD; 1d6+2d10+9)

FORT +7, REF +0, WILL -1

## OFFENSE

SPEED 30 ft.

MELEE club +3 (1d6+1) or dagger +3 (1d4+1/19-20)

RANGED club +2 (1d6+1) or dagger +2 (1d4+1/19-20)

## STATISTICS

STR 13, DEX 11, CON 14, INT 10, WIS 9, CHA 8

BASE ATK +2; CMB +3; CMD 13

FEATS Great Fortitude, Improved Bull Rush, Power Attack

SKILLS Climb +5, Handle Animal +4, Intimidate +5, Profession (choose one) +3, Ride +4, Swim +5

LANGUAGES Common

GEAR leather armor, club, dagger, gallon jug of ale

## IMPRESSIVE DRINKER

CR 3

## XP 800

Human fighter (brawler<sup>UC</sup>) 4

CG Medium humanoid (human)

INIT +1; SENSES Perception +0

## DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

HP 42 (4d10+16)

FORT +7, REF +2, WILL +1

TABLE 5G: DARK ALLEY

D%	ENCOUNTER	CR/EL	SOURCE
1-4	Patron (roll again on Table 5c)	—	—
5-8	Critter (roll again on Table 5i)	—	—
9-11	Humanoid (roll again on Table 5j)	—	—
12-14	1d3 bandits	1/2	GMG
15-17	1d3 beggars	1	GMG
18-20	1 street thug	1	GMG
21-23	1d3 burglars	2	GMG
24-26	1 choker	2	B1
27-29	1 cultist	2	GMG
30-33	1 wanderer	2	GMG
34-36	1 wererat	2	B1
37-39	1 gelatinous cube	3	B1
40-42	1d3 ooze mephits	3	B1
43-45	1 rust monster	3	B1
46-48	1 shadow	3	B1
49-51	1d3 slavers	3	GMG*
52-54	Acid arrow trap	3	CRB
55-56	1d4 chokers	4	B1
57-58	1 mimic	4	B1
59-60	1d4+1 street thugs	4	GMG
61-62	1d4 wanderers	4	GMG
63-64	1d4 wererats	4	B1
65-66	Wall scythe trap	4	CRB
67-68	1d4+1 burglars	5	GMG
69-70	1d6+2 cultists	6	GMG
71-72	1d3 highwaymen	6	GMG
73-74	1 ghost	7	B1
75-76	1 medusa	7	B1
77-78	Occultists	7 or 8	GMG*
79-80	1 slayer	8	GMG
81-82	Doomsday Cult	8	GMG*
83-84	1d4+1 highwaymen	9	GMG
85-86	1d3 vampires	9	B1†
87-88	1 rakshasa	10	B1
89-90	1 bandit lord	11	GMG
91-94	1d3 bounty hunters	11	GMG
95-96	1 cult leader	11	GMG
97-98	1 guildmaster	11	GMG
99-100	1d3 pirate captains	11	GMG

\* See special group description.

† More vampires are also presented in *Pathfinder Roleplaying Game Monster Codex*.



## OFFENSE

**SPEED** 30 ft.

**MELEE** unarmed strike +9 (1d3+8)

**RANGED** wushu dart +6 (1d3+6)

**SPECIAL ATTACKS** close combatant

## STATISTICS

**STR** 16, **DEX** 13, **CON** 16, **INT** 8, **WIS** 10, **CHA** 12

**BASE ATK** +4; **CMB** +7; **CMD** 18

**FEATS** Drunken Toughness\*, Fortified Drinker\*, Improved Unarmed Strike<sup>B</sup>, Skill Focus (Acrobatics)<sup>B</sup>, Weapon Focus (unarmed strike)<sup>B</sup>, Weapon Specialization (unarmed strike)<sup>B</sup>

**SKILLS** Acrobatics +7, Climb +7, Intimidate +5, Swim +7

**LANGUAGES** Common

**SQ** close control

**COMBAT GEAR** *potion of cure light wounds* (2); **OTHER GEAR** +1 studded leather armor, wushu dart (5)

## SPECIAL ABILITIES

**CLOSE COMBATANT (Ex):** An impressive drinker gains a +1 bonus on attack rolls and a +3 bonus on damage rolls with weapons in the close weapon group. This ability replaces weapon training 1 and 2.

**CLOSE CONTROL (Ex):** An impressive drinker gains a +1 bonus on bull rush, drag, and reposition combat maneuvers, and a +1 bonus to their CMD against bull rush, drag, and reposition combat maneuvers. This ability replaces armor training 1.

## STAFF: SERVERS & BARTENDERS

Tavern staff members are often called barmaids, barboys, servers, wenches, or dancing girls, and these often include even the harried cooks and cleaners of inns and taverns throughout the cities and towns

**TABLE 5H: ROOF/YARD**

D% <sup>0</sup>	ENCOUNTER	CR/EL	SOURCE
1-6	Patron (roll again on Table 5c)	—	—
7-12	Critter (roll again on Table 5i)	—	—
13-17	Humanoid (roll again on Table 5j)	—	—
18-22	1d3 bandits	1/2	GMG
23-27	1d3 cannibals	1/2	GMG
28-32	1d3 doomsayers	1	GMG
33-37	1d3 street thugs	1	GMG
38-42	1d3 burglars	2	GMG
43-47	1 werewolf	2	B1
48-52	1d3 doppelganglers	3	B1
53-57	1d6+1 bandits	4	GMG
58-62	1d6+1 cannibals	4	GMG
63-66	1d4 cultists	4	GMG
65-70	1d3 gargoyles	4	B1
71-74	1 griffon	4	B1
75-78	1 medium	4	GMG
79-82	1 owlbear	4	B1
83-86	1d6+2 street thugs	5	GMG
87-90	1d4+1 doomsayers plus 1 medium	6	GMG
91-94	1d4 harpies	6	B1
95-97	Doomsday Cult	8	GMG*
98-100	Cultist Invasion	12	GMG*

\* See special group description.

of the world. Although usually young, some barmaids are older goodwives working in the family business; a barstaff member is someone who serves food and drink in a tavern.

Barstaff might also be used as a farmer's, fisherman's, or shopkeep's husband/wife, or any type of sociable servant, whether in an inn or a noble's manor. Changing a barstaff's Profession skills can create any type of servant needed. Profession (courtesan) creates an inexperienced prostitute, or simply a server who works in a brothel. Replacing Perform (dance) with Sense Motive allows a more quiet and reserved server to listen to the subtle behaviors of patrons, and hearty staff members with ranks in Survival and other physical skills used in the wild could provide helpful information to local hunters and other wilderness enthusiasts. Barstaff who are terrible at cooking might forego Profession (cook) in favor of something more useful such as Knowledge (local) or Linguistics, to be able to converse more thoroughly with scholarly or well-traveled patrons.

While skilled in improvised weapons, changing a barstaff's feats can create a servant with other useful skills. Alertness or Skill Focus (Perception) make barstaff good at overhearing conversations, while barstaff working in a dangerous dive might carry a concealed dagger and have the Improved

**TABLE 5J: OTHER HUMANOIDS**

D% <sup>0</sup>	ENCOUNTER	CR/EL	SOURCE
1-3	1d3 kobolds	1/4	B1*†
4-6	1d3 drow	1/3	B1*†
7-9	1d3 duergar	1/3	B1*†
10-12	1d3 goblins	1/3	B1*†
13-15	1d3 orcs	1/3	B1*†
16-18	1d3 aasimars	1/2	B1†
19-21	1d3 hobgoblins	1/2	B1*†
22-24	1d3 tieflings	1/2	B1†
25-27	1d3 gnolls	1	B1*
28-30	1d3 lizardfolk	1	B1*
31-33	1d3 svirfneblin	1	B1†
34-36	1d3 troglodytes	1	B1*
37-40	1d3 boggards	2	B1*
41-44	1d3 bugbears	2	B1*
45-48	1d3 dark creepers	2	B1
49-52	1d6+1 kobolds	2	B1*†
53-56	1d3 sahuagin	2	B1†
57-60	1 centaur	3	B1
61-64	1d3 ogres	3	B1†
65-68	1d6+1 orcs	3	B1*†
69-72	1d6 tengus	3	B1†
73-76	1d6+1 tieflings	4	B1†
77-80	1d3 drow nobles plus 1d4+2 drow	5	B1*†
81-84	1d6+1 goblins plus 1d4 goblin dogs	5	B1*†
85-88	1d6+1 svirfneblin	5	B1†
89-92	1d3 trolls	5	B1†
93-96	1d4 dark creepers plus 1 dark stalker	6	B1
97-100	1d3 vampires	9	B1†

\* Additional NPCs and related monsters can be found for this race in Pathfinder Roleplaying Game Monster Codex.

† Additional race-based options available in Pathfinder Roleplaying Game Advanced Race Guide.





## CHAPTER 5:

## ENCOUNTERS & EVENTS

Unarmed Strike and Weapon Finesse feats. They typically will not replace selected feats with new Drunken Feats, however advanced barstaff may choose to take Drunken Feats to help them endure the drinking games and challenges of boisterous patrons.

A typical small tavern may have only a barkeep and a pair of barstaff (CR 4), while a large inn might have half a dozen barstaff serving with the barkeep, and additional hired bouncers for protection.

**Boon:** Barstaff can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community).

### BARSTAFF

CR 1/2

XP 200

Human commoner 2

N Medium humanoid (human)

INIT +1; SENSES Perception +4

#### DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

HP 7 (2d6)

FORT +0, REF +1, WILL -1

#### OFFENSE

SPEED 30 ft.

MELEE serving tray +1 (1d4) or frying pan +1 (1d6 plus 1 fire [if hot])

RANGED drinking glass +2 (1d4 plus dazzled 1 round [drink in eyes])

#### STATISTICS

STR 10, DEX 12, CON 11, INT 10, WIS 9, CHA 13

BASE ATK +1; CMB +1; CMD 12

FEATS Catch Off-Guard, Throw Anything

SKILLS Perception +4, Perform (dance) +3, Profession (barstaff) +4, Profession (cook) +3, Sleight of Hand +2

LANGUAGES Common

COMBAT GEAR antitoxin (2); OTHER GEAR serving tray or frying pan, drinking glasses (2 to 4)

### VETERAN BARSTAFF

CR 3

XP 800

Human bard 1/expert 3

N Medium humanoid (human)

INIT +3; SENSES Perception +7

#### DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

HP 25 (4d8+4)

FORT +2, REF +6, WILL +4

#### OFFENSE

SPEED 30 ft.

MELEE mwk dagger +3 (1d4/19-20)

RANGED heavy crossbow +5 (1d10/19-20)

SPECIAL ATTACKS bardic performance 7 rounds/day (DC 13; countersong, distraction, fascinate, inspire courage +1)

BARD SPELLS KNOWN (CL 1st; concentration +4)

1st (2/day)—*charm person* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *lullaby* (DC 13)

#### STATISTICS

STR 10, DEX 16, CON 13, INT 12, WIS 8, CHA 16

BASE ATK +2; CMB +2; CMD 15

FEATS Alertness, Catch-Off Guard, Throw Anything

SKILLS Acrobatics +7, Appraise +5, Bluff +7, Climb +4, Diplomacy

+7, Escape Artist +7, Handle Animal +7, Heal +3, Intimidate +7,

Knowledge (arcana, dungeoneering, engineering, geography, history, planes) +2, Knowledge (local, nature, nobility, religion) +7, Linguistics

+7, Perception +7, Perform (dance, sing) +7, Profession (barstaff) +5,

Ride +7, Sense Motive +5, Sleight of Hand +9, Spellcraft +5, Stealth

+7, Swim +4, Use Magic Device +7

LANGUAGES Common, Dwarven, Elven, Gnome, Halfling

SQ bardic knowledge +1

COMBAT GEAR *potion of shield of faith*, *wand of cure light wounds*

(9 charges); OTHER GEAR mithral shirt, masterwork dagger, heavy crossbow with 10 bolts, traveler's outfit, wrist sheath<sup>UE</sup> (2), 9 gp

### MASTERFUL BARSTAFF

CR 5

XP 1,600

Human bard 6

N Medium humanoid (human)

INIT +3; SENSES Perception +13

#### DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +3 Dex)

HP 36 (6d8+6)

FORT +3, REF +8, WILL +4; +4 vs. bardic performance, language-dependent, and sonic

#### OFFENSE

SPEED 30 ft.

MELEE mwk dagger +5 (1d4/19-20)

RANGED heavy crossbow +7 (1d10/19-20)

SPECIAL ATTACKS bardic performance 17 rounds/day (DC 16; countersong, distraction, fascinate, inspire competence +2, inspire courage +2, suggestion)

BARD SPELLS KNOWN (CL 6th; concentration +9)

2nd (4/day)—*alter self*, *calm emotions* (DC 15), *invisibility*, *silence*

1st (5/day)—*charm person* (DC 14), *disguise self* (DC 14), *silent*

*image* (DC 14), *sleep* (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13),

*lullaby* (DC 13), *mage hand*, *open/close*

#### STATISTICS

STR 10, DEX 16, CON 13, INT 12, WIS 8, CHA 16

BASE ATK +4; CMB +4; CMD 18

FEATS Alertness, Catch-Off Guard, Skill Focus (Perception), Throw Anything

SKILLS Appraise +5, Climb +4, Diplomacy +9, Escape Artist +7,

Handle Animal +7, Heal +3, Intimidate +7, Knowledge (arcana, dungeoneering, engineering, geography, planes) +4, Knowledge

(local, nature, nobility, religion) +8, Linguistics +10, Perception +13, Perform (dance, sing) +12, Profession (barstaff) +8, Ride +7, Sleight

of Hand +12, Spellcraft +5, Stealth +7, Swim +4, Use Magic Device +7

LANGUAGES Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc,

Undercommon

SQ bardic knowledge +3, lore master 1/day, versatile performance

(dance, sing)

COMBAT GEAR *potion of shield of faith*, *wand of cure light wounds* (9

charges); OTHER GEAR +1 mithral shirt, masterwork dagger, heavy

crossbow with 10 bolts, *ring of protection* +1, traveler's outfit, wrist

sheath<sup>UE</sup> (2), 10 gp





## BARKEEP: ARLIDAN RUGAVELLO

A barkeep is the proprietor of an alehouse, saloon, or tavern, often with an inn attached. While some are sly, weasel-like, and unfriendly, most are garrulous raconteurs, seeking to entertain their customers with a story or joke and keep them happy and drinking. With patrons from across the world visiting their taverns, most barkeepers know a smattering of other languages to communicate with foreigners from far-away lands.

Barkeepers are used to trouble in their establishments, for drink often brings out the worst in their customers, and most barkeepers are used to facing down and intimidating drunks and bullies. For times when words fail, a good barkeep keeps a weapon beneath the bar, and is not afraid to use it.

An average barkeep has several barmaids on staff, often with a few private guards or hired street thugs working as bouncers, since they rarely do the hard security work for the establishment in addition to their other duties. A barkeep might also be found swapping stories over a pint with any number of locals and adventurers alike, of any CR.

**Boon:** A barkeep can arrange free room and board for PCs for up to a week. He can also share local rumors and customs with PCs, granting a +2 circumstance bonus on Diplomacy and Sense Motive checks in his community for 1 day.

### OFFENSE

SPEED 30 ft.

**MELEE** Large mwk sap +6/+1 (1d8+1 nonlethal) or mwk dagger +8/+3 (1d4+1/19-20)

**RANGED** mwk light crossbow +9/+4 (1d10/19-20)

**SPECIAL ATTACKS** brutal beating (2 rounds), sneak attack +2d6

### STATISTICS

STR 12, DEX 14, CON 12, INT 13, WIS 15, CHA 12

BASE ATK +6; CMB +7; CMD 20

**FEATS** Great Fortitude, Point-Blank Shot, Quick Draw, Rapid Reload (light crossbow), Skill Focus (Profession [barkeep])

**SKILLS** Bluff +9, Diplomacy +9, Handle Animal +6, Intimidate +11, Knowledge (local) +9, Linguistics +6, Perception +11, Perform (comedy, oratory) +7, Profession (barkeep) +15, Ride +7, Sense Motive +12, Sleight of Hand +7

**LANGUAGES** Common, Dwarven, Elven, Halfling

**SQ** frightening, rogue talents (canny observer<sup>APG</sup>, hard to fool<sup>APG</sup>)

**COMBAT GEAR** *potion of bull's strength*, *potion of cure moderate wounds* (2); **OTHER GEAR** +2 *mithral shirt*, masterwork dagger, Large masterwork sap, masterwork light crossbow with 20 bolts, bandolier<sup>UE</sup>, *ring of protection* +1, traveler's outfit, wrist sheath<sup>UE</sup>, 57 gp, 5 sp

### SPECIAL ABILITIES

**BRUTAL BEATING (Ex):** When a veteran barkeep deals sneak attack damage, they can forgo 1d6 points of sneak attack damage to sicken the target for 2 rounds. This ability doesn't stack with itself—only the most recent duration applies. This ability replaces trap sense.

**FRIGHTENING (Ex):** When a veteran barkeep successfully uses Intimidate to demoralize a creature, the duration of the shaken condition is increased by 1 round. If the target is shaken for 4 or more rounds, a barkeep may instead make the target frightened for 1 round. This ability replaces trapfinding.

**ROGUE TALENTS:** A veteran barkeep has the following rogue talents.

*Canny Observer (Ex):* They gain a +4 bonus on Perception checks to hear the details of conversations and to find concealed or secret objects (including doors and traps).

*Hard to Fool (Ex):* Once per day, a veteran barkeep can roll two dice while making a Sense Motive check and take the better result. They must choose to use this talent before making the Sense Motive check.



## MASTERFUL BARKEEP

CR 9

XP 6,400

Human fighter (*lore warden*<sup>ETC</sup>) 5/rogue (thug<sup>APG</sup>) 5

N Medium humanoid (human)

INIT +2; SENSES Perception +16

### DEFENSE

AC 19, touch 13, flat-footed 19 (+6 armor, +1 deflection, +2 Dex)

HP 64 (10 HD; 5d8+5d10+10)

FORT +8, REF +7, WILL +5

**DEFENSIVE ABILITIES** evasion, uncanny dodge

### OFFENSE

SPEED 30 ft.

**MELEE** Large +1 sap +8/+3 (1d8+2 nonlethal) or mwk dagger +10/+5 (1d4+1/19-20)

**RANGED** +1 heavy crossbow +13/+8 or +11/+11/+6 (1d10+4/19-20)

**SPECIAL ATTACKS** brutal beating, sneak attack +3d6, weapon training (crossbows +1)

## BARKEEP

CR 3

XP 800

Human expert 4/warrior 1

N Medium humanoid (human)

INIT +0; SENSES Perception +10

### DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

HP 23 (5 HD; 4d8+1d10)

FORT +5, REF +1, WILL +6

### OFFENSE

SPEED 30 ft.

**MELEE** sap +3 (1d6—1 nonlethal) or dagger +3 (1d4—1/19—20)

**RANGED** mwk heavy crossbow +5 (1d10/19—20)

### STATISTICS

STR 9, DEX 11, CON 10, INT 12, WIS 14, CHA 10

BASE ATK +4; CMB +3; CMD 13

**FEATS** Great Fortitude, Quick Draw, Rapid Reload, Skill Focus (Profession [barkeep])

**SKILLS** Bluff +8, Handle Animal +5, Intimidate +5, Knowledge (local) +9, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Ride +5, Sense Motive +10, Sleight of Hand +5

**LANGUAGES** Common, Dwarf, Halfling

**GEAR** +1 *leather armor*, mwk heavy crossbow with 10 bolts, +1 *human bane bolt*, dagger, sap



## VETERAN BARKEEP

CR 6

XP 2,400

Human rogue (thug<sup>APG</sup>) 4/warrior 3

N Medium humanoid (human)

INIT +2; SENSES Perception +11

### DEFENSE

AC 19, touch 13, flat-footed 19 (+6 armor, +1 deflection, +2 Dex)

HP 45 (7 HD; 4d8+3d10+7)

FORT +7, REF +7, WILL +4

**DEFENSIVE ABILITIES** evasion, uncanny dodge





### STATISTICS

STR 12, DEX 14, CON 12, INT 14, WIS 16, CHA 10

BASE ATK +8; CMB +11; CMD 24

FEATS Combat Expertise<sup>B</sup>, Crossbow Mastery<sup>APG</sup>, Great Fortitude, Point-Blank Shot<sup>B</sup>, Quick Draw, Rapid Reload (heavy crossbow), Rapid Shot<sup>B</sup>, Skill Focus (Intimidate)<sup>B</sup>, Skill Focus (Profession [barkeep])<sup>B</sup>, Weapon Focus (heavy crossbow)<sup>B</sup>, Weapon Specialization (heavy crossbow)

SKILLS Appraise +7, Bluff +11, Diplomacy +10, Handle Animal +5, Intimidate +19, Knowledge (history, nature, religion) +6, Knowledge (local) +11, Knowledge (nobility) +8, Linguistics +11, Perception +16, Perform (comedy, oratory) +6, Profession (barkeep) +22, Ride +7, Sense Motive 16, Sleight of Hand +10, Spellcraft +10

LANGUAGES Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc, Undecommon

SQ focused study, frightening, maneuver mastery, rogue talent (canny observer<sup>APG</sup>, hard to fool<sup>APG</sup>), scholastic

COMBAT GEAR *potion of bull's strength*, *potion of cure serious wounds* (3); OTHER GEAR +2 *mithral shirt*, *Large +1 sap*, masterwork dagger, +1 *heavy crossbow* with 30 bolts, bandolier<sup>UE</sup>, *muleback cords*<sup>UE</sup>, *ring of protection* +1, traveler's outfit, wrist sheath<sup>UE</sup>, 1 pp, 126 gp, 55 sp

### SPECIAL ABILITIES

BRUTAL BEATING (Ex): See above.

EXPERTISE (Ex): A masterful barkeep has Combat Expertise as a bonus feat. This replaces bravery.

FOCUSED STUDY<sup>APG</sup>: This alternate racial trait grants a barkeep Skill Focus twice as bonus feats instead of the option to select any feat as a bonus feat.

FRIGHTENING (Ex): See above.

MANEUVER MASTERY (Ex): A masterful barkeep has a +2 bonus on all CMB checks and to their CMD. This replaces armor training 1.

SCHOLASTIC (Ex): A masterful barkeep has additional skill ranks to spend on Intelligence-based skills, and has all Intelligence-based skills as class skills. This replaces medium and heavy armor proficiency, as well as shield proficiency.

### INNKEEPER: SOLECE LOVANSE

Like the barkeep, Arlidan Rugavello, this innkeeper focuses on the management of the establishment, and especially the organization and renting of rooms and other services the tavern and inn offers. Aside from her specialties, she acts in all ways like Arlidan for the staff and patrons, despite being a bit less brusque with people. As an avid firearms hobbyist, she can be a helpful contact or appraiser for the exotic weapons and their paraphernalia, and can even give seasoned bow-hunters tips for transitioning from traditional ranged weaponry to the thunderous pistols and rifles she has come to love so much.

**BOON:** This specialized innkeeper is an avid gun collector, amateur restorer, and firearms memorabilia fanatic. She can provide a free firearm cleaning or simple repair, appraise a collectible or usable item, or help show a PC the proper methods and etiquette for firing, maintaining, and carrying firearms. If a PC brings in a firearm she has never seen before and allows her to inspect it fully (including possibly deconstructing and reconstructing some of its unique component pieces), she will give them free firearm cleanings for a year, and help them get started at her favored firing range, introducing them to other gun hobbyists.

### ARMED INNKEEPER

CR 3

XP 800

Half-elf expert 4/warrior 1

N Medium humanoid (elf, human)

INIT +0; SENSES Perception +10

#### DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

HP 23 (5 HD; 4d8+1d10)

FORT +5, REF +1, WILL +6

#### OFFENSE

SPEED 30 ft.

MELEE sap +3 (1d6—1 nonlethal) or dagger +3 (1d4—1/19—20)

RANGED mwk heavy crossbow +5 (1d10/19—20)

#### STATISTICS

STR 9, DEX 11, CON 10, INT 12, WIS 14, CHA 10

BASE ATK +4; CMB +3; CMD 13

FEATS Amateur Gunslinger<sup>UC</sup>, Exotic Weapon Proficiency (firearms), Quick Draw, Rapid Reload

SKILLS Appraise +6, Bluff +8, Craft (gunsmith) +6, Diplomacy +5, Handle Animal +5, Knowledge (local) +9, Perception +10, Profession (firearm restoration) +8, Profession (barkeep) +8, Profession (innkeeper) +10, Ride +5, Sense Motive +10

LANGUAGES Common, Dwarven, Elven

SQ deed (quick clear), grit (1)

GEAR +1 *leather armor*, masterwork heavy crossbow with 10 bolts, +1 *human bane bolt*, dagger, sap

#### SPECIAL ABILITIES

DEEDS: An armed innkeeper has the following gunslinger deed from her Amateur Gunslinger<sup>UC</sup> feat.

**Quick Clear (Ex):** As a standard action, an armed innkeeper can remove the broken condition from a firearm, as long as that condition was gained by a firearm misfire. She must have at least 1 grit point to perform this deed. Alternatively, if she spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

### VETERAN ARMED INNKEEPER

CR 6

XP 2,400

Half-elf expert 3/ranger (trophy hunter<sup>UC</sup>) 4

N Medium humanoid (elf, human)

INIT +1; SENSES low-light vision; Perception +12

#### DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

HP 47 (7 HD; 3d8+4d10+7)

FORT +6, REF +6, WILL +7

#### OFFENSE

SPEED 30 ft.

MELEE mwk kukri +8/+3 (1d4+1/18-20) or

mwk sap +8/+3 (1d6+1 nonlethal)

RANGED +1 *pistol* +8/+3 or +6/+6/+1 (1d8+1/x4)

SPECIAL ATTACK favored enemy (human +2), firearm style, hunter's aim

RANGER SPELLS PREPARED (CL 1st; concentration +4)

1st—*abundant ammunition*<sup>UC</sup>

#### STATISTICS

STR 12, DEX 13, CON 12, INT 14, WIS 16, CHA 10





BASE ATK +6; CMB +7; CMD 18

FEATS Amateur Gunslinger<sup>B-UC</sup>, Endurance<sup>B</sup>, Exotic Weapon Proficiency (firearms)<sup>B</sup>, Point-Blank Shot, Quick Draw, Rapid Reload (pistol), Rapid Shot, Skill Focus (Craft [gunsmithing])<sup>B</sup>

SKILLS Appraise +7, Bluff +8, Craft (alchemy) +9, Craft (gunsmithing) +12, Diplomacy +7, Handle Animal +6, Knowledge (geography, history, nature, religion) +6, Knowledge (local) +10, Knowledge (nobility) +7, Linguistics +7, Perception +12, Profession (barkeep, gunsmith) +9, Profession (innkeeper) +11, Ride +5, Sense Motive +11, Spellcraft +6, Stealth +5, Survival +7, Swim +5; RACIAL MODIFIERS +2 Perception

LANGUAGES Common, Dwarven, Elven, Gnome, Halfling, Orc

SQ favored terrain (urban +2), grit (1), improved tracking, quick clear, track +2

COMBAT GEAR alchemical cartridge<sup>UE</sup> (30; paper bullet), black powder<sup>UE</sup> (20 doses), firearm bullet<sup>UE</sup> (20), *potion of cat's grace*, *potion of cure light wounds* (2), *potion of shield* (2); OTHER GEAR +1 studded leather armor, +1 pistol<sup>UE</sup>, masterwork kukri, masterwork sap, explorer's outfit, 86 gp

### SPECIAL ABILITIES

DEEDS: A veteran armed innkeeper has the following gunslinger deed from her firearm style.

*Quick Clear (Ex):* As a standard action, a veteran armed innkeeper can remove the broken condition from her pepperbox, as long as that condition was gained by a firearm misfire. She must have at least 1 grit point to perform this deed. Alternatively, if she spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

FIREARM STYLE: A veteran armed innkeeper has Amateur Gunslinger<sup>UC</sup> and Exotic Weapon Proficiency (firearms) as bonus feats, and can use the quick clear deed (see above). This ability replaces all combat style feats.

HUNTER'S AIM (Ex): When a veteran armed innkeeper makes a firearm attack against creatures with the human subtype, she can target touch AC in the first two range increments of her pistol. This ability stacks with other effects that increase the range increments to target touch AC, adding one range increment to the effect. This ability replaces hunter's bond.

IMPROVED TRACKING (Ex): A veteran armed innkeeper gains a +2 bonus on Survival skill checks when following or identifying tracks. When she tracks, she can also attempt a Knowledge (nature) check at DC 15. On a success, she can discern the type and condition of any animals or magical beasts she tracks. By studying their tracks, she is able to identify a rough approximation of their health, maneuverability, and their general behavior as compared to the norm. This ability replaces wild empathy.

### OFFENSE

SPEED 30 ft.

MELEE mwk kukri +11/+6 (1d4+1/18-20) or

mwk sap +11/+6 (1d6+1 nonlethal)

RANGED +1 pepperbox +12/+7 or 10/+10/+5 (1d8+1/x4)

SPECIAL ATTACK favored enemy (human +4, magical beast +2), firearm style, hunter's aim

RANGER SPELLS PREPARED (CL 3rd; concentration +6)

1st—*abundant ammunition*<sup>UC</sup> (2)

### STATISTICS

STR 12, DEX 14, CON 12, INT 14, WIS 16, CHA 10

BASE ATK +9; CMB +10; CMD 23

FEATS Amateur Gunslinger<sup>B-UC</sup>, Deadly Aim, Endurance<sup>B</sup>, Exotic Weapon Proficiency (firearms)<sup>B</sup>, Point-Blank Shot, Quick Draw, Rapid Reload (pepperbox), Rapid Shot, Skill Focus (Craft [gunsmithing])<sup>B</sup>

SKILLS Appraise +8, Bluff +9, Climb +5, Craft (alchemy) +10, Craft (gunsmithing) +13, Diplomacy +8, Handle Animal +6, Knowledge (geography, history, nature) +7, Knowledge (local) +12, Knowledge (nobility) +10, Knowledge (religion) +8, Linguistics +9, Perception +14, Profession (barkeep, gunsmith) +10, Profession (innkeeper) +12, Ride +6, Sense Motive +12, Spellcraft +7, Stealth +7, Survival +7, Swim +5; RACIAL MODIFIERS +2 Perception

LANGUAGES Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Orc

SQ deeds (gunslinger initiative, quick clear), favored terrain (urban +2), grit (1), improved tracking, track +2

COMBAT GEAR alchemical cartridge<sup>UE</sup> (50; paper bullet), black powder<sup>UE</sup> (20 doses), firearm bullet<sup>UE</sup> (20), *potion of cat's grace* (3), *potion of cure moderate wounds* (3), *potion of shield* (3); OTHER GEAR +1 studded leather armor, +1 pepperbox<sup>UE</sup>, masterwork kukri, masterwork sap, *cloak of resistance* +1, explorer's outfit, *ring of protection* +1, 306 gp

### SPECIAL ABILITIES

DEEDS: A masterful armed innkeeper has the following gunslinger deeds from her firearm style.

*Gunslinger Initiative (Ex):* As long as a masterful armed innkeeper has 1 or more grit points, she gains a +2 bonus on initiative checks. Also, if her hands are free and unrestrained, and her pepperbox isn't hidden, she can draw it as part of an initiative check.

*Quick Clear (Ex):* As a standard action, a masterful armed innkeeper can remove the broken condition from her pepperbox, as long as that condition was gained by a firearm misfire. She must have at least 1 grit point to perform this deed. Alternatively, if she spends 1 grit point to perform this deed, she can perform quick clear as a move-equivalent action instead of a standard action.

FIREARM STYLE: A masterful armed innkeeper has Amateur Gunslinger<sup>UE</sup> and Exotic Weapon Proficiency (firearms) as bonus feats, and can use the listed gunslinger deeds above. This ability replaces all combat style feats.

HUNTER'S AIM (Ex): When a masterful armed innkeeper makes a firearm attack against creatures with the human subtype, she can target touch AC in the first two range increments of her pepperbox. This ability stacks with other effects that increase the range increments to target touch AC, adding one range increment to the effect. This ability replaces hunter's bond.

IMPROVED TRACKING (Ex): A masterful armed innkeeper gains a +2 bonus on Survival skill checks when following or identifying tracks. When she tracks, she can also attempt a Knowledge (nature) check

## MASTERFUL ARMED INNKEEPER CR 9

XP 6,400

Half-elf expert 4/ranger (trophy hunter<sup>UC</sup>) 6

N Medium humanoid (elf, human)

INIT +4; SENSES low-light vision; Perception +14

### DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

HP 66 (10 HD; 4d8+6d10+10)

FORT +8, REF +9, WILL +10





at DC 15. On a success, she can discern the type and condition of any animals or magical beasts she tracks. By studying their tracks, she is able to identify a rough approximation of their health, maneuverability, and their general behavior as compared to the norm. This ability replaces wild empathy.

### OWNER: GADEROV LOVANSE, RETIRED TOMB RAIDER

Not your average manager, this tavern owner is a retired adventurer, a tomb raider of some renown. Tomb raiders are cunning explorers of ruined delves and trap-haunted dungeons and daring looters of ancient, treasure-laden crypts. They are invaluable allies, helping any would-be explorers get in and out without falling prey to lurking death and hidden danger. Of course, if a tomb raider should happen to find and keep the choicest bits for himself, who would know? He would never tell. Replacing his Sleight of Hand skill with Craft (trapmaking) makes him an even more dangerous foe.

A tomb raider often works alone, but he may also cooperate with an archaeologist and a pair of burglars, or any other adventurers he confidently feels are capable of helping fulfill his own personal goals. In the tavern, his other normal staff is present, but if he does make the choice to go out of town on what seems like a last-glory exploration, he rarely travels without other willing and able explorers, and the staff is well-trained to operate without his daily presence. If the tavern owner does go missing for some reason, the other lead staff members will agree to pay for his safe return from the establishment's coffers.

**BOON:** This retired tomb raider could agree to appraise the PCs' goods, or to travel with them and disable a trap. He will agree to introduce any PC that correctly identifies, activates, or otherwise helps the retired adventurer understand the additional powers his grafted ioun stones may hold, to his dear friend who originally helped him graft them into his flesh in the hopes of discovering these additional powers.

**COMBAT GEAR** antitoxin; **OTHER GEAR** masterwork studded leather, masterwork buckler, masterwork shortbow with 20 arrows, short sword, *eyes of the eagle*, magnifying glass, masterwork thieves' tools, sunrod, unique grafted *ioun stones*, 18 gp  
**GRAFTED IOUN STONES (Ex):** This retired tomb raider has two special *ioun stones* grafted into his flesh, granting him a permanent +2 enhancement bonus to his Strength and Constitution scores. These ancient and mysterious stones also purportedly have additional powers which have not been correctly identified or used, and the tomb raider is unaware of what special circumstances will activate these additional effects, if any.

### RETIRED VETERAN TOMB RAIDER CR 8

XP 4,800

Middle-aged human rogue 9

N Medium humanoid (human)

INIT +4; SENSES Perception +21 (+25 traps)

#### DEFENSE

AC 18, touch 14, flat-footed 18 (+3 armor, +4 Dex, +1 shield)

HP 62 (9d8+18)

FORT +7, REF +10, WILL +4

DEFENSIVE ABILITIES evasion, improved uncanny dodge, trap sense +3

#### OFFENSE

SPEED 30 ft.

MELEE mwk shortsword +11/+6 (1d6+1/19-20)

RANGED mwk shortbow +11/+6 (1d6/x3)

SPECIAL ATTACKS sneak attack +4d6

#### STATISTICS

STR 13, DEX 18, CON 15, INT 15, WIS 12, CHA 9

BASE ATK +6; CMB +7; CMD 21

FEATS Fast Learner<sup>ARG</sup>, Great Fortitude, Improved Improvisation<sup>ARG</sup>, Improvisation<sup>ARG</sup>, Skill Focus (Disable Device, Perception)<sup>B</sup>, Stealthy, Weapon Finesse<sup>B</sup>

SKILLS Acrobatics +16, Appraise +14, Bluff +5, Climb +10, Craft (any) +6, Diplomacy +3, Disable Device +25, Disguise +3, Escape Artist +18, Fly +8, Handle Animal +3, Heal +5, Intimidate +3, Knowledge (arcana, engineering, geography, history, nature, nobility, planes, religion) +6, Knowledge (dungeoneering, local) +14, Linguistics +14, Perception +21 (+25 traps), Perform (any) +3, Profession (any) +5, Ride +8, Sense Motive +5, Sleight of Hand +16, Spellcraft +6, Stealth +18, Survival +5, Swim +5, Use Magic Device +11

LANGUAGES Aklo, Common, Draconic, Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon, plus 2 more

SQ favored class bonuses, focused study, rogue talents (fast stealth, finesse rogue, ledge walker, rogue crawl, trap spotter), trapfinding +4

**COMBAT GEAR** antitoxin; **OTHER GEAR** masterwork studded leather, masterwork buckler, masterwork shortbow with 40 arrows, masterwork shortsword, *belt of incredible dexterity* +2, everburning torch, *eyes of the eagle*, *feather step slippers*<sup>UE</sup>, magnifying glass, masterwork thieves' tools, unique grafted *ioun stones*, 173 gp

#### SPECIAL ABILITIES

**FAST LEARNER:** This feat grants a retired veteran tomb raider 3 bonus hit points, 9 bonus skill ranks, and the rogue favored class option six times from the *Pathfinder Roleplaying Game Advanced Race Guide*.

**FAVORED CLASS BONUSES:** A retired veteran tomb raider has 3 bonus hit points, 9 bonus skill ranks, and an additional rogue talent due to his favored class and Fast Learner feat.

### RETIRED TOMB RAIDER CR 5

XP 1,600

Middle-aged human rogue 6

N Medium humanoid

INIT +3; SENSES Perception +14

#### DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

HP 45 (6d8+18)

FORT +6, REF +8, WILL +2

DEFENSIVE ABILITIES evasion, trap sense +2, uncanny dodge

#### OFFENSE

SPEED 30 ft.

MELEE short sword +7 (1d6+1/19-20)

RANGED mwk shortbow +8 (1d6/x3)

SPECIAL ATTACKS sneak attack +3d6

#### Statistics

STR 13, DEX 16, CON 15, INT 15, WIS 11, CHA 9

BASE ATK +4; CMB +5; CMD 18

FEATS Great Fortitude, Skill Focus (Disable Device), Stealthy, Weapon Finesse

SKILLS Acrobatics +12, Appraise +11, Bluff +5, Climb +10, Disable Device +20, Escape Artist +14, Knowledge (dungeoneering) +11, Knowledge (local) +6, Linguistics +6, Perception +14 (+17 to find traps), Sleight of Hand +12, Stealth +14, Swim +5, Use Magic Device +8

LANGUAGES Aklo, Common, Terran, Undercommon

SQ rogue talents (fast stealth, rogue crawl, trap spotter), trapfinding +3





**Focused Study:** This alternate racial trait grants a retired veteran tomb raider two bonus Skill Focus feats instead of a single bonus feat of any kind.

**GRAFTED IOUN STONES (Ex):** This retired veteran tomb raider has two special ioun stones grafted into his flesh, granting him a permanent +2 enhancement bonus to his Strength and Constitution scores. These ancient and mysterious stones also purportedly have additional powers which have not been correctly identified or used, and the tomb raider is unaware of what special circumstances will activate these additional effects, if any.

**IMPROVISATION AND IMPROVED IMPROVISATION:** A retired veteran tomb raider is incredibly skilled. He suffers only a -2 penalty when using weapons, armor, and shield he's not proficient with. In addition, he gains a +4 bonus on all skill checks with skills he has no ranks in, and can use all skill untrained.

*keen sight*<sup>UE</sup>, *feather step slippers*<sup>UE</sup>, magnifying glass, masterwork backpack<sup>UE</sup>, masterwork thieves' tools, unique grafted *ioun stones*, 298 gp

### SPECIAL ABILITIES

**FAST LEARNER:** This feat grants a masterful retired tomb raider 12 bonus skill ranks, and the rogue favored class option 12 times from the *Pathfinder Roleplaying Game Advanced Race Guide*.

**FAVORED CLASS BONUSES:** A masterful retired tomb raider has 12 bonus skill ranks, and two additional rogue talents due to his favored class and Fast Learner feat.

**FOCUSED STUDY:** This alternate racial trait grants a masterful retired tomb raider two bonus Skill Focus feats instead of a single bonus feat of any kind.

**GRAFTED IOUN STONES (Ex):** This masterful retired tomb raider has two special ioun stones grafted into his flesh, granting him a permanent +2 enhancement bonus to his Strength and Constitution scores. These ancient and mysterious stones also purportedly have additional powers which have not been correctly identified or used, and the tomb raider is unaware of what special circumstances will activate these additional effects, if any.

**IMPROVISATION AND IMPROVED IMPROVISATION:** A masterful retired tomb raider is incredibly skilled. He suffers only a -2 penalty when using weapons, armor, and shield he's not proficient with. In addition, he gains a +4 bonus on all skill checks with skills he has no ranks in, and can use all skill untrained.

## RETIRED MASTERFUL TOMB RAIDER CR 11

XP 12,800

Middle-aged human rogue 12

N Medium humanoid (human)

INIT +4; SENSES low-light vision; Perception +24 (+30 traps)

### DEFENSE

AC 21, touch 15, flat-footed 21 (+4 armor, +4 Dex, +1 dodge, +2 shield)  
HP 81 (12d8+24)

FORT +9, REF +13, WILL +6

DEFENSIVE ABILITIES improved evasion, improved uncanny dodge, trap sense +4

### OFFENSE

SPEED 30 ft.

MELEE mwk shortsword +14/+9 (1d6+1/19-20)

RANGED +1 composite shortbow +14/+9 (1d6+2/x3)

SPECIAL ATTACKS sneak attack +6d6

### STATISTICS

STR 13, DEX 18, CON 15, INT 16, WIS 12, CHA 9

BASE ATK +9; CMB +10; CMD 25

FEATS Dodge, Fast Learner<sup>ARG</sup>, Great Fortitude, Improved Improvisation<sup>ARG</sup>, Improvisation<sup>ARG</sup>, Mobility<sup>B</sup>, Skill Focus (Disable Device, Perception)<sup>B</sup>, Stealthy, Weapon Finesse<sup>B</sup>

SKILLS Acrobatics +19, Appraise +18, Bluff +14, Climb +12, Craft (any) +7, Diplomacy +3, Disable Device +33, Disguise +3, Escape Artist +23, Fly +8, Handle Animal +3, Heal +5, Intimidate +3, Knowledge (arcana, engineering, geography, history, nature, nobility, planes, religion) +7, Knowledge (dungeoneering, local) +18, Linguistics +18, Perception +24 (+30 traps), Perform (any) +3, Profession (any) +5, Ride +8, Sense Motive +5, Sleight of Hand +19, Spellcraft +7, Stealth +23, Survival +5, Swim +8, Use Magic Device +14

LANGUAGES Aklo, Common, Draconic, Dwarven, Giant, Gnome, Goblin, Orc, Terran, Undercommon, plus 6 more

SQ favored class bonuses, focused study<sup>ARG</sup>, rogue talents (combat trick, fast stealth, finesse rogue, improved evasion, ledge walker, rogue crawl, skill mastery [Acrobatics, Disable Device, Perception, Sleight of Hand, Stealth, Use Magic Device], trap spotter, trapfinding) +6

COMBAT GEAR antitoxin; OTHER GEAR +1 studded leather armor, +1 buckler, +1 composite (Str 12) shortbow with 40 arrows, masterwork shortsword, apprentice's cheating gloves<sup>UE</sup>, belt of incredible dexterity +2, cloak of resistance +1, everburning torch, eyes of

## DOWNTIME ACTIVITIES

If your campaign features the *Downtime* rules for player characters, the following content applies to Taverns, Inns, Stables, Breweries, and Brewer's Guilds; while the full extent of these optional rules are not included here, those activities and components that relate to the establishment of organizations, buildings, and businesses such as those listed above are covered here. Elements related to Dance Halls have been included, for those entrepreneurial PCs who wish their establishment to be more fashionable, exciting, and intimate for their patrons, although this clearly is not for every tavern.

Usual related downtime activities involve constructing buildings, crafting mundane items, earning capital, promoting a business, recruiting for an organization, and running a business. For the entire rules system, see the Downtime Activities section of *Pathfinder Roleplaying Game Ultimate Campaign*. Otherwise, you may wish to use the events and details listed below as a way of developing your own local tavern & inn campaign, rolling random weekly, daily, or hourly events, and creating encounters and scenarios that are appropriate for your table.

## MANAGERS

Running a business can be tricky if you're still the adventuring type, so hiring managers can be a major asset for a variety of organizations. You can select a cohort or notable follower to be a manager, but you still must pay them a wage; even though they are loyal to you, they will not work for free.

### ACCOUNTANT

WAGE 3 gp/day

SKILLS Appraise, Knowledge (local), Linguistics, Profession (accountant)

An Accountant maintains financial records and balances an organization's or building's budget. He's typically a 3rd-level expert and not a combatant, though he could be from any skilled class that makes good use of high mental ability scores.



**GUILDMASTER (ARTISANS' GUILD)**

WAGE 3 gp/day

SKILLS Appraise, Craft (any one), Diplomacy, Profession (any one)

An Artisans' Guildmaster is skilled at her art and capable of running a group of like-minded artisans. She's typically a 3rd-level bard, expert, rogue, or member of another skilled class. A Guildmaster handles the day-to-day duties of running an Artisan's Guild: basic administration, educating guild members, and working at her trade.

**INNKEEPER**

WAGE 2 gp/day

SKILLS Appraise, Diplomacy, Knowledge (local), Profession (any one)

An Innkeeper runs an establishment focused on hospitality. He's typically a 3rd-level commoner or expert, but could also be a retired fighter, rogue, or warrior. An Innkeeper sees to the day-to-day operation of an Inn, Tavern, hotel, restaurant, or exclusive private social club.

**MASTER SMITH**

WAGE 4 gp/day

SKILLS Appraise, Craft (any one), Perception, Profession (any one)

A Master Smith oversees a productive business. He's typically a 3rd-level bard, expert, rogue, or member of another skilled class. A Master Smith runs the day-to-day operations of a production facility devoted to a particular trade, trains apprentices, and works on the more challenging and masterful creations being produced.

**PARTNER**

WAGE 4 gp/day

SKILLS Bluff, Diplomacy, Knowledge (any one), Profession (barrister)

A Partner is a prominent leader in a barrister's office. She's typically a 3rd-level bard, expert, rogue, sorcerer, wizard, or member of another skilled class that depends on mental ability scores. A Partner sees to the organization's legal needs.

**ROOMS AND TEAMS**

You can put together various rooms of all manner of construction, and teams of people of varying backgrounds. You can begin with rooms and construct them together into buildings, or create a building from the ground with all its components included. Putting together teams is one method for creating organizations, along with beginning an organization from scratch. Teams and organizations can be affected by Leadership scores, as well.

**ROOMS**

You can use the following rooms to construct buildings.

**ALTAR**

EARNINGS Influence +3

BENEFIT counts as a permanent fixture dedicated to your deity for the purpose of consecrate and similar spells

CREATE 2 Goods, 1 Influence, 2 Labor, 1 Magic (210 gp); TIME 4 days

SIZE 2—8 squares

This spiritual focal point has the iconography and materials required for a ceremony. A typical Altar takes the form of a stone altar, but it could also be a sacred pool, a sacrificial pyre, a collection of statuettes, or a similar sacred convergence.

**ANIMAL PEN**

EARNINGS gp, Goods, or Labor +8

CREATE 6 Goods, 1 Influence, 5 Labor (250 gp); TIME 16 days

SIZE 4—16 squares

UPGRADES TO Habitat

An Animal Pen houses animals that need more attention than horses and cattle. It could be used to house animals for food (like chickens or

pigs), display (like song birds or reptiles), or protection (like dogs or large cats). One animal pen can support 1 Large, 2 Medium, 4 Small, or 8 Tiny or smaller creatures, providing them with water and shelter. Food is not provided.

**BALLROOM**

EARNINGS gp or Influence +10

BENEFIT bonus on Perform checks

CREATE 19 Goods, 19 Labor (760 gp); TIME 40 days

SIZE 40—60 squares

UPGRADES TO Auditorium; UPGRADES FROM Common Room

This large open room is intended for dances, receptions, and other elaborate events. The superior acoustics and decor grant a +2 bonus on all Perform checks made in this room.

**BAR**

EARNINGS gp or Influence +10

BENEFIT bonus on Diplomacy checks to gather information

CREATE 6 Goods, 1 Influence, 5 Labor (250 gp); TIME 16 days

SIZE 10—20 squares

A Bar stores a selection of drinks and includes a counter for preparing them. After spending an hour with local people in this room, for the next 24 hours you gain a +1 bonus on Diplomacy checks you make to gather information in the settlement.

**BATH**

EARNINGS gp or Influence +3

BENEFIT bonus on Fortitude saves against disease

CREATE 3 Goods, 1 Influence, 2 Labor (130 gp); TIME 8 days

SIZE 3—6 squares

UPGRADE FROM Sauna

A Bath contains a single large bathtub or multiple smaller basins, along with a stove for heating water. After spending 1 hour in this room, you gain a +2 bonus on your next ongoing Fortitude save against disease.

**BEDROOM**

EARNINGS gp or Influence +3

CREATE 8 Goods, 7 Labor (300 gp); TIME 20 days

SIZE 4—8 squares

A Bedroom provides comfort and privacy for one to two people, and typically features one large bed or two smaller beds. Many also have furnishings or features, such as chairs, wardrobes, chests, tables, or small fireplaces. A Bedroom might be the sleeping place of a building's owner or a comfortable room for rent.

**CONSTRUCTION EXAMPLE: INN**

The following is an example of how you can construct your own Inn using rooms, using the Downtime system.

Suppose you want to spend downtime constructing a friendly traveler's Inn. It needs a Bar so it can sell drinks, and a Kitchen so it can serve food. Guests need a place to eat and rooms to sleep in, so it must include a Common Room and a Lodging. To keep your guests' horses safe, it must include a Stall. By adding up all the Goods, Influence, Labor, and Magic values in the Create and Time entries of the rooms' stat blocks, you get a total of 33 points of Goods, 3 points of Influence, 32 points of Labor, and 90 days. By spending that capital, after 90 days of construction time your inn is finished.

Alternatively, if you just wanted to purchase a completed Inn and the GM says one is available, you can add up the gp cost listed in the Create entries of the Inn's rooms and pay that amount to the current owner. For the friendly traveler's Inn described above, that total price is 1,390 gp.





## BREWERY

EARNINGS gp or Influence +10

CREATE 9 Goods, 2 Influence, 7 Labor (380 gp); TIME 24 days

SIZE 12—24 squares

A Brewery allows you to ferment or distill ingredients such as fruits and grain to create potent beverages.

## BUNKS

EARNINGS gp or Labor +8

CREATE 7 Goods, 4 Influence, 7 Labor (400 gp); TIME 24 days

SIZE 15—35 squares

UPGRADES TO Lodging

Bunks provide housing and limited storage for up to 10 people. Though hardly private, this space typically includes beds or cots, linens, small chests with poor locks, and chamber pots. If this room is part of an Inn, the building is more of a flophouse or hostel than a traveler's hotel, which would have private rooms. If part of a Hospital, this room houses patients.

## ROOM AUGMENTATIONS

Augmentations modify a room to be more productive, durable, or useful. Augmentations are permanent and can't be removed. If you upgrade a room you have augmented, the augmentation carries over to the upgrade, but the augmentation's cost isn't considered when you look at the difference between the base and upgrade room.

You can put more than one augmentation in a room, as long as they aren't the same augmentation.

### FORTIFICATION (AUGMENTATION)

BENEFIT increases room's durability

CREATE 8 Goods, 7 Labor (300 gp); TIME 30 days

SIZE As original room

This upgrade can be applied to any room, reinforcing walls, improving doors, and treating or replacing flammable materials. Upon buying this upgrade, the room's walls have their hardness increased by +2, the doors are improved to strong wooden doors (hardness 5, hit points 20), and walls and floors gain fire resistance 5. This upgrade doesn't affect items within the room (for example, upgrading a Book Repository affects the structure, not the books within it).

### FURNISHINGS (AUGMENTATION)

EARNINGS +5 on the room's check to generate capital

CREATE 9 Goods, 6 Labor (300 gp); TIME 20 days

SIZE as original room

This upgrade adds fancy furnishings to one room, such as wooden paneling, marble floors, fine ceramic teacups, lifelike paintings, and canopies for beds. The decoration is appropriate to the nature of the room and building. For example, if applied to a Bar frequented by soldiers, it includes patriotic heraldry and placards memorializing war heroes.

### TRAP (AUGMENTATION)

Adding a Trap augmentation to a room costs the same as adding a dedicated Trap room; see the Trap room (below).

## TRAP

BENEFIT see below

COST see below; TIME see below

SIZE 1-4 squares

This can be a specific room in a building or an augmentation to another room. A Trap room might appear empty or it might be decorated to appear to be harmless in order to lure a target into the trap. A Trap uses costs for the specific trap and building one uses the crafting rules (as explained in the *Pathfinder Roleplaying Game Core Rulebook*, see the Craft skill and the Appendix), though you may spend Goods and Labor toward this cost.

## CEREMONIAL ROOM

EARNINGS Capital +10

BENEFIT bonus on Bluff, Diplomacy, and Intimidate checks (see below)

CREATE 16 Goods, 2 Influence, 15 Labor, 5 Magic (1,180 gp); TIME 40 days

SIZE 40—100 squares

UPGRADES TO Throne Room; UPGRADES FROM Common Room

This is a large, open room for important events such as religious services, town meetings, and weddings. It often features an elevated area for the focus or leader of the event, and might have seats for others in attendance. A person leading or officially speaking at the event gains a +1 bonus on Bluff, Diplomacy, and Intimidate checks to influence others at the event. This bonus ends when the event ends.

## COMMON ROOM

EARNINGS gp or Influence +7

CREATE 7 Goods, 8 Labor (300 gp); TIME 16 days

SIZE 10—30 squares

UPGRADES TO Ballroom, Ceremonial Room, Throne Room

This versatile open area has enough space for many people to use at once. A Common Room is typically furnished with benches, chairs, cushions, mats, pews, or stools, and might have tables.

## COURTYARD

EARNINGS capital +5 (of a type the building already generates)

CREATE 4 Goods, 5 Labor (180 gp); TIME 24 days

SIZE 20—40 squares

This large, open area might be constructed to feature decorative landscaping or be a more utilitarian space for drills, meetings, or storage.

## DEFENSIVE WALL

CREATE 5 Goods, 2 Influence, 5 Labor (260 gp); TIME 12 days

SIZE 20—40 squares

This simple wooden wall, fence, or hedge surrounds your structure and provides a modicum of security. It is no taller than 10 feet, includes a single gate with a simple lock, and can be scaled with a DC 14 Climb check. It can be constructed as a stone wall—increasing the height by up to 10 feet and the Climb DC to 20—by doubling the price. If combined with a Guard Post, this can be a walkable wall with a parapet.

## DOCK

EARNINGS gp, Goods, Influence, or Labor +12

CREATE 7 Goods, 2 Influence, 6 Labor (320 gp); TIME 20 days

SIZE 10—30 squares

This is a series of walkways and sturdy posts used to safely moor a water vessel such as a boat or ship. If attached to Storage, it allows you to easily move cargo to and from the water.

## ESCAPE ROUTE

CREATE 9 Goods, 9 Labor (360 gp); TIME 16 days

SIZE 6—12 squares

UPGRADES FROM Secret Room

This is a hallway or tunnel leading to a hidden exit from the building. The exit door is typically a simple wooden door with an average lock (Disable Device DC 20 to open). Either or both ends of the hallway can be secret doors (Perception DC 20 to notice).

## FALSE FRONT

EARNINGS gp or Goods +2

BENEFIT bonus to Perception and Sense Motive DCs

CREATE 4 Goods, 1 Influence, 4 Labor (190 gp); TIME 12 days

SIZE 10—20 squares

UPGRADES TO Storage and Storefront (see below)





This simple, nondescript business uses an innocuous front to hide criminal dealings. It might appear to be a low-quality pawnshop or ill-stocked market. It has the bare necessities for functioning as the kind of business it pretends to be, but its true purpose is to conceal the nature of the building—typically a criminal enterprise or secret meeting place, such as a cult's sanctuary or a den of thieves. The room includes a secret door leading to the rest of the building. The room increases Perception and Sense Motive DCs by 5 for those trying to notice unusual activity or determine whether the building is what it seems. Since a False Front contains both a false Storefront and false display area, its space can be upgraded to both Storage and a Storefront simultaneously (or upgraded to just one, leaving the remaining area unused).

### **FARMLAND**

EARNINGS gp or Goods +10

CREATE 15 Goods, 15 Labor (600 gp); TIME 20 days

SIZE 60—100 squares

This large swath of fertile land is used for farming or fodder for livestock. The price for this room includes clearing the land, fertilizing the soil, and so on. At the GM's discretion, you might discover a plot of available land that automatically counts as a Farmland at no cost.

### **GAME ROOM**

EARNINGS gp +10 (see below)

BENEFIT Crime +1, Danger +10 (see below)

CREATE 8 Goods, 7 Labor (300 gp); TIME 16 days

SIZE 10—20 squares

A Game Room has tables for gambling or other forms of gaming, and is often used to make wagers on blood sports or other illicit activities. The listed Earnings includes illegal gaming. If your building allows only legal gaming (whether recreational or using money), the Earnings are gp +5 (not +10) and the Benefit is Crime +0, Danger +0.

### **GARDEN**

EARNINGS gp or Goods +8

CREATE 5 Goods, 4 Labor (180 gp); TIME 12 days

SIZE 10—20 squares

UPGRADES TO Greenhouse

This area of carefully tended soil is fit for growing plants that require greater attention than crops, though you can use it to grow food crops if you choose.

### **GREENHOUSE**

EARNINGS gp, Goods, or Influence +12

CREATE 8 Goods, 7 Labor (300 gp); TIME 16 days

SIZE 10—20 squares

UPGRADES FROM Garden

This garden is protected by glass and has its interior climate deliberately regulated. Delicate or exotic plants raised in this area grow larger and healthier than in a normal garden. Certain types of rare plants can be raised only in a Greenhouse.

### **KITCHEN**

EARNINGS gp or Goods +4

CREATE 4 Goods, 4 Labor (160 gp); TIME 12 days

SIZE 2—6 squares

A Kitchen is used to prepare food. It contains a stove, sink, and small pantry with basic cooking tools and supplies. A Kitchen for a business that serves food, such as an Inn, probably also has Storage just for foodstuffs.

### **LAUNDRY**

EARNINGS gp or Goods +3

BENEFIT bonus on Fortitude saves against contracting disease

CREATE 3 Goods, 3 Labor (120 gp); TIME 8 days

SIZE 2—6 squares

A Laundry contains a large vat for soaking clothes, a cauldron to heat water, washboards, drying lines, and racks and bins for dry clothes. This might be an outside area adjacent to a building. Employees and regular users of a Laundry gain a +1 bonus on Fortitude saves to resist contracting a disease while they're in the settlement.

### **LAVATORY**

BENEFIT bonus on Fortitude saves against contracting disease

CREATE 3 Goods, 3 Labor (120 gp); TIME 4 days

SIZE 1—4 squares

UPGRADES FROM Shack

A Lavatory includes up to four 5-foot-by-5-foot private rooms for dealing with biological functions. If a building doesn't have a Lavatory, people in it must go elsewhere for this sort of activity. Depending on the building and settlement, a Lavatory might be an outhouse, a closet with a chamber pot, or a stool connected to an external system such as a cesspit or pig trough. If the building has a Sewer Access, you can automatically connect all Lavatories in the building to the settlement's sewer system (see page 101). The sanitation improvement from having a Lavatory mean residents, guests, employees, and others who frequent the building gain a +2 bonus on Fortitude saves to resist contracting a disease while in the settlement.

### **LODGING**

EARNINGS gp +12

CREATE 10 Goods, 1 Influence, 10 Labor (430 gp); TIME 30 days

SIZE 20—35 squares

UPGRADES FROM Bunks

This area is subdivided into smaller chambers and provides private housing and limited storage for up to 10 people. Each chamber typically includes one or two small beds, linens, a chamber pot, and a small table and chair. The door to the chamber is a simple wooden door with a simple lock. You may upgrade individual locks by paying the price difference between a simple lock and the desired lock.

### **OFFICE**

CREATE 3 Goods, 3 Labor (120 gp); TIME 8 days

SIZE 2—5 squares

UPGRADES FROM Storage

This simple room includes a door with a simple lock, a chair, and a large desk that has two drawers with simple locks. An Office affords its user privacy and a refuge from other activity in the building.

### **PIT**

EARNINGS gp or Labor +1

CREATE 1 Goods, 1 Labor (40 gp); TIME 2 days

SIZE 1—5 squares

This is a place to dump things no longer needed. It can be used to contain refuse, dangerous waste, and piles of junk, or as a mass graveyard, communal latrine, or crude surface well. A typical pit is 5—15 feet deep with steep sides.

### **SANCTUM**

BENEFIT bonus on one Will save

CREATE 2 Goods, 1 Influence, 1 Labor, 1 Magic (190 gp); TIME 6 days

SIZE 1—4 squares

This is a basic room with a calming environment perfect for meditation, prayer, and solitude. A person who spends at least 4 hours in a Sanctum doing nothing other than praying or meditating gains a +1 bonus on Will saves. This bonus ends once the person leaves the settlement or after the first time she attempts a Will save.





## SAUNA

EARNINGS gp or Influence +3

BENEFIT bonus on disease and negative level recovery saves

CREATE 3 Goods, 3 Labor (120 gp); TIME 8 days

SIZE 2—5 squares

UPGRADES TO Bath

This simple room contains benches, a central source of heat, stones, and a container of water with a ladle to help produce steam. Using a Sauna for an hour grants a person a +1 bonus on saving throws to overcome ongoing diseases (but not on saves to resist contracting diseases) and a +1 bonus on saving throws to recover from negative levels. This bonus goes away after 24 hours.

## SECRET ROOM

CREATE 5 Goods, 6 Labor (220 gp); TIME 16 days

SIZE 6—10 squares

UPGRADES FROM Vault; UPGRADES TO Escape Route

This is either a room or a passage connecting two rooms in the building. The access to this space is controlled by a secret a (DC 20). A passage can have secret doors at both ends or a normal door at one end and a secret door at the other. If it's a room, it is typically used to hide someone or something you don't want discovered. If it's a passage, it's typically used for clandestine travel within the building, often for the purpose of smuggling or spying. For every 500 extra gp you spend, you can improve one secret door in the building to a well-hidden secret door (DC 30).

## SEWER ACCESS

CREATE 2 Goods, 1 Influence, 2 Labor (110 gp); TIME 4 days

SIZE 4—6 squares

A Sewer Access might be a tunnel or room, or something as simple as a sturdy trap door in the floor. Constructing it requires a settlement with a sewer or septic system, and connects some part of the building to that system. You can use this as an Escape Route, but only to get to and from the sewer. The door to the sewer is a strong wooden door with a good lock. For an additional 500 gp, it has an iron door instead. If you have a Lavatory and Sewer Access, you may automatically connect the Lavatory to the sewer with indoor plumbing.

## SHACK

CREATE 3 Goods, 2 Labor (100 gp); TIME 3 days

SIZE 2—4 squares

UPGRADES TO Lavatory, Storage

This no-frills wooden shelter contains a simple table, pallet bed, and stool. One person can build a shack with simple tools and basic materials. For an additional 1 point of Goods and 2 points of Labor, you can construct a brick or stone hut instead of a wooden shack.

## SITTING ROOM

EARNINGS Influence +4

BENEFIT bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks

CREATE 12 Goods, 12 Labor (480 gp); TIME 24 days

SIZE 6—10 squares

This is a room used for meeting and entertaining in a relaxed, comfortable setting, such as a den, dining room, or smoking room. It has furnishings appropriate to its function (chairs for a sitting room, table and chairs for a dining room, and so on). By spending an hour conversing with guests in a social manner, the host of the room gains a +1 bonus on Bluff, Diplomacy, Intimidate, Knowledge (local), and Perform checks to influence or learn about those guests for the next 24 hours.

## STALL

EARNINGS gp, Goods, or Labor +8

CREATE 6 Goods, 1 Influence, 5 Labor (250 gp); TIME 16 days

SIZE 6—16 squares

UPGRADES TO Habitat

A Stall is a place to keep 1—2 horses or other large domestic animals. It contains gates, feed troughs, feed, and straw.

## STATUE

EARNINGS gp or Influence +1

CREATE 1 Goods, 2 Labor (60 gp); TIME 2 days

SIZE 1—9 squares

This area contains a statue, fountain, or other large decoration. If it has religious significance, it might serve as a shrine. The listed cost and time are only to install a completed wood, bronze, or stone feature—they don't include the cost and time to create the feature in the first place, but it must be installed to produce Earnings.

## STORAGE

EARNINGS gp +2

CREATE 3 Goods, 3 Labor (120 gp); TIME 8 days

SIZE 4—8 squares

UPGRADES FROM False Front, Shack; UPGRADES TO Office, Vault

Storage is any room used to store objects, keeping them out of the way for later use. Most Warehouses are just multiple Storage rooms built into a single building. A low-cost shop may allow its customers to browse items in the Storage area. A door to a Storage room includes an average lock.

## STOREFRONT

EARNINGS capital +5 (of a type the building already generates)

CREATE 5 Goods, 1 Influence, 3 Labor (190 gp); TIME 12 days

SIZE 2—4 squares

UPGRADES FROM False Front

This is a simple storefront, holding a wooden counter, a ledger, shelves, and other necessities to run a business.

## VAULT

CREATE 8 Goods, 7 Labor (300 gp); TIME 16 days

SIZE 4—8 squares

UPGRADES FROM Reliquary, Storage; UPGRADES TO Secret Room

This is a secure room designed to keep out intruders. The access to this space is controlled by an iron door with a good lock. If you upgrade this room to a Secret Room, the door retains its material and lock and also becomes a secret door.

## WORKSTATION

EARNINGS gp, Goods, or Influence +8

BENEFIT counts as masterwork artisan's tools for one Craft or Profession skill

CREATE 8 Goods, 7 Labor (300 gp); TIME 16 days

SIZE 8—16 squares

This includes a table, chair, and appropriate masterwork artisan's tools for one Craft or Profession skill you choose when you build the room. For example, if intended for a carpenter, it has clamps, saws, nails, hammers, and a sturdy worktable. Up to three people can use the room at a time.



**TEAMS**

You can recruit the following teams and combine them to create a variety of organizations.

**BUREAUCRATS**

EARNINGS gp or Influence +4

CREATE 2 Goods, 4 Influence, 2 Labor (200 gp); TIME 2 days

SIZE 5 people

UPGRADES FROM Scofflaws, Soldiers

Bureaucrats interface with local government and deal with annoying paperwork related to running a business or organization. This type of team could include accountants, diplomats, lawyers, and scribes. A typical bureaucrat is a 1st-, 2nd-, or 3rd-level expert with ranks in Bluff, Diplomacy, Intimidate, Knowledge (local), Linguistics, and Profession (barrister, clerk, or scribe).

**CRAFTSPEOPLE**

EARNINGS gp, Goods, or Labor +4

CREATE 3 Goods, 2 Influence, 4 Labor (200 gp); TIME 2 days

SIZE 3 people

Craftspeople are trained in a particular Craft or Profession skill and make a living using that skill. Examples of this team are alchemists, carpenters, leatherworkers, masons, and smiths. A typical carpenter is a 4th-level expert with 4 ranks each in Climb, Craft (carpentry), Diplomacy, and Knowledge (engineering and local). Craftspeople in other fields have a similar skill arrangement.

**DRIVERS**

EARNINGS gp, Goods, or Labor +2

CREATE 2 Goods, 1 Influence, 1 Labor (90 gp); TIME 0 days

SIZE 1 person

UPGRADES FROM Laborers; UPGRADES TO Lackeys

Drivers are trained to handle and move common animals—managing ox-drawn carts, herding cattle, or training riding horses. A Driver is typically 1st-level expert with ranks in Handle Animal, Knowledge (geography), Profession (driver), Ride, and Survival.

**GUARDS**

EARNINGS gp, Influence, or Labor +2

CREATE 2 Goods, 3 Labor (100 gp); TIME 1 day

SIZE 5 people

UPGRADES FROM Laborers; UPGRADES TO Elite Guards, Soldiers

Guards train to watch over a person or location and defend that person or location if necessary. Unlike soldiers, guards are not expected to seek out trouble or take an aggressive role. Their purpose is to intimidate casual threats into leaving and defend against active threats. Each guard is typically a 1st-level warrior wearing scale mail and using either a glaive or a heavy wooden shield and shortspear.

**LABORERS**

EARNINGS gp or Labor +2

CREATE 1 Influence, 2 Labor (70 gp); TIME 0 days

SIZE 5 people

UPGRADES TO Drivers, Guards, Lackeys, Sailors, Scofflaws

Laborers are unskilled workers who carry out basic orders. In most cases, their work is physical labor, though you may recruit laborers for specialized tasks such as begging for your thieves' guild, being professional mourners for your cult, or filling out the cast of a theater performance. They are typically 1st-level commoners with no ranks in Craft or Profession.

**LACKEYS**

EARNINGS Influence or Labor +2

CREATE 1 Goods, 2 Influence, 2 Labor (120 gp); TIME 1 day

SIZE 5 people

UPGRADES FROM Drivers, Laborers

Lackeys wait hand and foot on you and take care of common domestic and traveling issues; their ranks include butlers, valets, maids, heralds, footmen, ladies-in-waiting, and similar service personnel. Skilled Lackeys anticipate your needs and coordinate with your other employees as well as those of your guests or host. A typical Lackey is a 1st-level commoner or expert with ranks in a subset of Diplomacy, Disguise, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, Perception, and Sense Motive.

**BUILDINGS**

Below are example buildings and their component rooms; many other possible room layouts are possible for these establishments. Note that many of these buildings can also be found in the kingdom-building rules.

**BREWERY**

CREATE 36 Goods, 3 Influence, 32 Labor (1,450 gp)

ROOMS 1 Bar, 1 Brewery, 1 Kitchen, 1 Office, 2 Storages, 1 Workstation

A building for beer and ale brewing, winemaking, distilling, or some similar use.

**DANCE HALL**

CREATE 53 Goods, 1 Influence, 53 Labor (2,150 gp)

ROOMS 1 Ballroom, 1 Bar, 1 Common Room, 1 Lavatory, 1 Office, 1 Sitting Room, 1 Storage

An establishment for dancing, drinking, and consorting with attractive people. It is often a place where members of different social classes can intermingle discreetly, sometimes using masks or other disguises.

**GUILDHALL**

CREATE 67 Goods, 66 Labor (2,660 gp)

ROOMS 1 Common Room, 1 Kitchen, 1 Lavatory, 2 Offices, 1 Secret Room, 1 Sitting Room, 2 Storages, 3 Workstations

The headquarters for a guild or similar organization.

**INN**

CREATE 52 Goods, 5 Influence, 47 Labor (2,130 gp)

ROOMS 1 Bar, 1 Bath, 1 Bedroom, 1 Common Room, 1 Kitchen, 1 Lavatory, 1 Lodging, 1 Stall, 1 Storefront

A place for visitors to stay and rest.

**STABLE**

CREATE 42 Goods, 3 Influence, 39 Labor (1,710 gp)

ROOMS 1 Animal Pen, 1 Farmland, 1 Lavatory, 1 Office, 2 Stalls, 1 Storage

A structure for housing or selling horses and other mounts.

**TAVERN**

CREATE 22 Goods, 1 Influence, 22 Labor (910 gp)

ROOMS 1 Bar, 1 Common Room, 1 Lavatory, 1 Office, 1 Storage

An eating or drinking establishment.

**ORGANIZATION**

A Brewers' Guild can use the details for an Artisans' Guild (below), and may work out of a brewery, a guildhall, or the basement floor of a tavern.

**ARTISANS' GUILD**

CREATE 8 Goods, 10 Influence, 14 Labor (740 gp)

TEAMS 1 Bureaucrats, 2 Craftspeople, 2 Laborers

Brewers and assistants who create quality alcohols and other fermented goods. A Brewer's Guild may employ 1 Guards, 1 Guildmaster (Artisans' Guild), 1 Master Smith, or 1 Partner instead of 1 Bureaucrat.



**TABLE 5K: GENERIC BUILDING EVENTS**

D% <sub>0</sub>	EVENT
01—02	Good fortune
03—08	Day of rest
09—12	Good weather
13—15	Famous visitor
16—65	Building-specific event
66—73	Rumormongering
74—77	Bad weather
78—80	Fire
81—82	Deadly accident
83—84	Infestation
85—88	Rivalry
89—90	Sickness
91—94	Taxes
95—98	Criminal activity
99—100	Roll twice

**TABLE 5L: BREWERY EVENTS**

D% <sub>0</sub>	EVENT
01—10	Discovery
11—20	Cold remedy
21—30	Exhausting concoction
31—40	Embarrassing affliction
41—49	Cosmetic problem
50—59	Dangerous discovery
60—69	Noxious fumes
70—75	Accidental poisoning
76—85	Contamination
86—96	Explosion
97—100	Outbreak

**TABLE 5M: DANCE HALL EVENTS**

D% <sub>0</sub>	EVENT
01—25	Famous dancer
26—35	Heart's desire
36—55	Ballroom magic
56—70	Sweaty pox
71—85	Fiendish skill
86—95	Accursed lounge
96—100	Wild night

**TABLE 5N: INN EVENTS**

D% <sub>0</sub>	EVENT
01—15	Talk of the town
16—30	Food shortage
31—55	Roll on the Tavern Events table
56—75	Strange guest
76—95	Theft
96—100	Violence

**TABLE 5O: STABLE EVENTS**

D% <sub>0</sub>	EVENT
01—15	Famous visitor
16—30	Emergency request
31—45	Crazed horse
46—65	Predators
66—80	Runaway
81—95	Horse thieves
96—100	Stable fire

**TABLE 5P: TAVERN EVENTS**

D% <sub>0</sub>	EVENT
01—15	Drinking contest
16—30	Shenanigans
31—50	Bar brawl
51—65	Rousing performance
66—75	Protection racket
76—85	Notorious visitor
86—100	Taproom trouble

## DOWNTIME EVENTS

In addition to any detailed encounters of a personal or specific nature (random encounters, above), the following events are examples of the sort of random events a GM can add to any tavern/inn campaign when using the optional Downtime system presented in *Pathfinder Roleplaying Game Ultimate Campaign*. Rolling for the following events occurs during the Event phase. Optionally, a GM could use a combination of downtime random events in conjunction with random encounter tables to generate an entire adventure campaign based on a single tavern/inn.

The first set of events consists of events that could happen to any kind of building—bad weather, a fire, a famous visitor, and so on. Following those generic events are specific events keyed to certain types of buildings—an Inn has different events than a Military Academy or Smithy. This section concludes with events for several kinds of organizations. Not every building and organization has its own event table—the GM should use the Generic

Building Events table or take inspiration from this section to make tables for other buildings and organizations.

If you don't own any buildings or organizations in a settlement, the GM can use these event tables to create events for buildings you are in or near. For example, the GM can use the Tavern Events table to generate an event while you are at a tavern. The event descriptions assume that you are the owner, so the GM should adjust the outcome if you are merely present for an event.

These tables are designed so low rolls tend to be beneficial and high rolls are harmful or dangerous. If you're using the settlement danger value, add the danger value to the percentile roll. Some results have you roll on another event table. Reroll any results that don't make sense.

Many events allow a skill check to affect the outcome of the event. If you're present, either attempt this skill check yourself or ask another member of the party or a manager to attempt the check for you. If you're absent, either your representative (such as a cohort or manager) attempts the check or roll 1d20 with no bonuses to determine the result. The GM can also allow methods other than those listed to end harmful events. For example, you might be able to end an ongoing rivalry event by befriend the owner of the rival business or driving him out of town.

## GENERAL BUILDINGS

**BAD WEATHER:** A particularly bad patch of weather plagues the area. There's a 10% chance the weather is devastating. Attempt a DC 20 Survival check. If you succeed, you've anticipated the weather and your building is unaffected. If you fail, the bad weather damages some of your supplies, and you lose 1d4 points of Goods. If the bad weather is devastating, your building gains the broken condition.

**BUILDING-SPECIFIC EVENT:** Roll on the specific table for your building. If there is no event table for that kind of building, reroll this result.

**CRIMINAL ACTIVITY:** The building is targeted by petty criminals. You can spend 2d4 points of Influence to cause them to leave you alone, negating this event. Otherwise, attempt a DC 20 Intimidate check. If you succeed, the criminals are caught and you gain 1 point of Influence. Otherwise, the criminals rob your building, and you lose 1d8 points of Goods.

**DAY OF REST:** It's an unusually relaxing day. Nothing bad happens, and minor events seem to conspire to make all the little things work out perfectly. People are well rested and in good spirits. You gain 1d3 points of Labor.

**DEADLY ACCIDENT:** Someone has a dreadful accident in or near your building. Roll 1d6; on a 1—4, the victim is a random employee or building resident, and on a 5—6, the victim is a visitor or passerby. The GM determines the type of accident.

The victim is hurt badly and is dying. A successful DC 15 Heal check or the application of any magical healing prevents death. If the person dies, you lose 1d3 points of Influence.

**FAMOUS VISITOR:** Someone famous visits the settlement. This could be a beloved actress, a vaunted hero, a celebrated noble, or the like. Attempt a DC 20 Diplomacy check. On a success, the famous visitor visits your building, and you gain 1d2 points of Influence. Otherwise you're snubbed and lose 1d2 points of Influence.

**FIRE:** A fire breaks out in your building. There's a 75% chance it's just a minor fire that costs you 1d2 points of Goods, but otherwise it's a major fire and becomes a significant danger. For a major fire, unless you utilize magic like quench, pyrotechnics, or other fire-suppressing tactics, you lose 2d6 points of Goods, Labor, or Magic (splitting this cost up however you wish) and your building gains the broken condition.

**GOOD FORTUNE:** You have a run of good luck. For 7 days, this building gains





a +4 bonus on its first check to generate capital each day. In addition, the next time you roll a building event, you can roll twice and take either result.

**GOOD WEATHER:** The beautiful weather boosts morale and business. The building gets a +10 bonus on its next check to generate capital.

**INFESTATION:** You have uninvited guests—spiders in the cellar, stirges in the attic, rats in the walls, or something similarly unpleasant. As long as your building is infested, it takes a —10 penalty on checks to generate capital. Each day the infestation continues, you lose 1 point of Goods, Labor, or Magic (chosen randomly, reroll if it's a type of capital you don't have). To end an infestation, you must succeed at a DC 20 Handle Animal or Survival check; the DC increases by 1 for each day the infestation persists (maximum DC 30). Alternatively, the GM may allow you to resolve the infestation with a combat encounter.

**RIVALRY:** A rival starts to work against you. At the start of each Income phase, you must succeed at a DC 20 skill check (with a skill that makes sense for the type of building) or either lose 1d2 points of Influence or give the building a —5 penalty on its checks to generate currency for 1d10 days (50% chance of either penalty). You may attempt a DC 25 Intimidate or Diplomacy check once per day to end the rivalry. Success means the rivalry ends (as does any ongoing penalty from this event). Failure means the rivalry continues. The rivalry ends automatically the next time you roll this event (this doesn't replace the old rivalry with a new one).

**RUMORMONGERING:** People are talking about you. Attempt a DC 20 Diplomacy check. On a success, word spreads far that your presence in the region is valuable and welcomed, and you gain 1d4 points of Influence. On a failure, the rumors are not so complimentary (and perhaps even insulting), and you lose 1d3 points of Influence.

**SICKNESS:** Your employees have become sick, and any earnings from this building today are halved. Attempt a DC 15 Heal check at the end of each day—on a success, your employees get well enough to work. If you fail, the sickness persists to the next day. Each day sickness persists, you have a 20% chance of losing 1d2 points of Labor.

**TAXES:** You must pay some unexpected taxes. You can either pay the tax amount (1% of the total gp value of your building) or attempt a DC 20 Bluff check to talk your way out of the taxes. If you succeed, you don't have to pay these taxes. If you fail, the tax owed doubles and you can't talk your way out of it.

## BREWERY

Breweries use the following downtime events, drawn from the alchemist and herbalist downtime events (see *Pathfinder Roleplaying Game Ultimate Campaign*).

**ACCIDENTAL POISONING:** An inept employee accidentally poisons one of your customers—enough to debilitate the customer for a few days, but not enough to cause a fatality. You lose 1 point of Influence. There's a 25% this customer is actually a rival brewer snooping around, in which case your rival's brewery/inn is closed for 1d6 days, and because of the lack of competition your business gains a +5 bonus during that time on its first check each day to generate capital.

**CONTAMINATION:** Rat poison, laxative, or some other dangerous product spills into the rest of your wares, forcing you to throw out the contaminated inventory. You lose 1d6 for 1d6 days Goods or Influence, divided as you see fit. Alternatively, you may continue to sell the tainted product, treating this event as an accidental poisoning (01—50), cosmetic problem (51—90), or outbreak (91—100).

**COLD REMEDY:** Your most recent brewed recipe is found to be a remedy for a minor illness currently making the rounds in the settlement. You gain 1 point of Influence, and the building gains a +5 bonus on its next check to generate capital.

**COSMETIC PROBLEM:** A batch of bad brew causes side effects such as abnormal hair growth or loss, skin discoloration, warts, or unusual body odor. You lose 1d2 points of Goods and 1d3 points of Influence.

**DANGEROUS DISCOVERY:** While experimenting with a recipe, you

accidentally create a dose of poison. Randomly select one poison from the Sample Poisons table (Appendix, *Pathfinder Roleplaying Game Core Rulebook*) that costs 500 gp or less per dose. You can keep this dose for your own use or sell it at full value. Note that selling poison might be illegal in the settlement.

**DISCOVERY:** The introduction of a new material makes your brewed recipes more potent and cost-efficient, leading to booming sales. For 1d6 days, the business gains a +10 bonus on its first check to generate capital each day.

**EXHAUSTING CONCOCTION:** Accidental exposure to a stimulating herbal ingredient has given your workers insomnia, allowing them to increase their output. For 1d6 days, each day you can spend 1 point of Influence to push the workers, giving the building a +10 bonus on its first check that day to generate capital.

**EXPLOSION:** A freak brewing accident or a spark to a dangerously flammable and exotic new ingredient causes an explosion. You lose 1d2 points of Goods and must attempt a DC 20 Survival check. If you fail, your building catches fire, as the fire event, except there is a 50% chance of a minor fire and a 50% chance of a major fire.

**NEW INTOXICANT:** You discover a new brewed concoction—perhaps including a rare herb or a refined form of a common beverage—that creates a pleasant, intoxicating sensation. If you spend 1d4 points of Influence and succeed at a DC 20 Bluff, Diplomacy, or Intimidate check, you convince the local authorities to allow you to sell it, and for 2d6 days the building gains a +10 bonus on its first check to generate capital each day. If you fail or don't attempt the check, the substance is declared illegal, a threat to society, or immoral. If the substance is banned, you can sell it illegally for only a short while before the risk grows too great; for 2d4 days, the building gains a +5 bonus on its first check to generate capital each day. There is a 10% chance than an unscrupulous employee may continue selling this intoxicating substance on the side without your permission or knowledge (which may lead to complications with local authorities).

**NOXIOUS FUMES:** The horrible stink created by one of your latest concoctions makes the workers ill. Attempt a DC 25 Craft (alchemy) or Profession (brewer) check to introduce a counteractive measure before anyone has to take days off to recover. If you succeed, you end the event with no penalties. If you fail, you lose 2d4 points of Labor; each point of Magic you spend reduces the amount of Labor lost by 2.

**OUTBREAK:** Something in your brewery/inn is making people sick—perhaps a bad reaction created poisonous gas, a monstrous ingredient carries a lingering disease, or a rival brewer planted something dangerous. Attempt a DC 30 Profession (brewer) check. If you succeed, you remedy the problem before it causes any permanent harm. Otherwise, treating and compensating the victims costs you 1d3 points of Goods, 1d4 points of Influence, and 1 point of Labor.

## DANCE HALL

Dance Halls – an uncommon addition to the tavern scene in urban or metropolitan areas, especially – use the following downtime events.

**ACCURSED LOUNGE:** One of the lounges is rumored to be cursed, and it's affecting business. While the curse persists (whether it is real or imagined), the building's generated currency is reduced by half, but any day that it generates at least 3 points of Influence there is a 25% chance that it also generates 1 point of Magic. You may end this event by spending 2 points of Influence and 1 of Magic, or by casting bless, break enchantment, or remove curse on the room.

**BALLROOM MAGIC:** An enthusiastic local spellcaster offers to use magic to temporarily enhance your employees' appeal and skills. If you spend 1d2 points of Magic, the building gains a +10 bonus on checks to generate gp or Influence for the next 2d6 days.

**HEART'S DESIRE:** A local noble wants to elope with one of your dancers. If you give permission for this, attempt a Diplomacy check and (whether you succeed or fail) multiply the result x 5 gp to determine your profits





in terms of bribes and jewelry. If you refuse, you must succeed at a DC 20 Diplomacy or Intimidate check to avoid losing 1d3 points of Influence and 1 point of Labor.

**FAMOUS DANCER:** A well-known dancer has heard of your Dance Hall and is making a guest appearance for a limited time! The dancer stays for 1d4 days. Each day the dancer stays, you gain 1d2 points of Influence. If any event causes you to lose Goods or Magic, the dancer leaves and you lose an amount of Labor equal to half the Influence you gained from the dancer's presence.

**FIENDISH SKILL:** One of your best dancers is tainted by evil magic—he's possessed, was replaced by a shapechanging evil outsider, or something similar—and is preying upon your customers. Spend 5 Magic or use appropriate spells to exorcise the evil presence. If not, you lose 1 point of Influence or Labor (your choice) each day, but the building gains a +10 bonus on checks to generate gp or Magic.

**SWEATY POX:** Your employees are all developing fevers and unsightly sores, scaring away and possibly infecting customers. Until you spend 1d6 points of Goods, 1d6 points of Influence, or 1d3 points of Magic to eradicate this problem, your building takes a —5 penalty on checks to generate capital. Each Event phase that this pox persists, there is a 20% chance that your building also gets an infestation (see the Generic Building Events Table).

**WILD NIGHT:** Overzealous patrons damage furnishings in a lounge or the main hall. The building takes a —10 penalty on checks to generate capital until repairs costing 1d3 points of Goods and 1d2 points of Labor are made.

## INN

Inns use the following downtime events.

**FOOD SHORTAGE:** Business is booming, but your food and drink stores are depleted by this increased demand. You lose 1d4 points of Goods. If you still have Goods left after paying this cost, you gain 1 point of Influence; otherwise, you lose 1 point of Influence and the building takes a —5 penalty on its next 1d6 checks to generate capital.

**STRANGE GUEST:** When a rapping at the front door awakes you from your slumber one stormy night, you find a shadowy, mysterious stranger on your Inn's stoop. There's a 50% chance this guest is just a wandering traveler seeking sanctuary from the foul weather, a 25% chance the guest brought you a gift in return for refuge (earning you your choice of 1d4 points of Goods or Influence), and a 25% chance the guest has violent intentions (in which case the GM should create a combat encounter suitable for your level).

**TALK OF THE TOWN:** Your Inn is a beacon of safety and warmth, and the business you've been doing has earned you a growing reputation in the surrounding settlements. If you succeed at a DC 25 Diplomacy or Perform check, you steer the rumors favorably to increase business, and for 2d6 days, the building gains a +10 bonus on its first check to generate capital each day.

**THEFT:** Your last guests stole property—items crucial to running the Inn. Until you pay 2d20 gp to replace these items, the building takes a —5 penalty on checks to generate capital. Alternatively, the GM may allow you to track down the thieves and reclaim your stolen property as an adventure encounter.

**VIOLENCE:** There is a 60% chance that this is just a simple brawl in the common room, and a 40% chance that someone has attempted actual harm against your employees or guests. If it is a simple brawl, you can break it up with a successful DC 20 Diplomacy or Intimidate check or by spending 1 point of Goods on the quarrelers. If it is a violent attack and you're present when it occurs, you can attempt to intercede (the GM should determine an appropriate combat encounter). Whether or not the violent attack is successful, the perpetrator must be dealt with. If you do nothing at all, you lose 1d4 points of Influence and 1d2 points of Labor as you lose frightened customers and employees. If you want the local

authorities to take care of it, attempt a DC 20 Diplomacy or Intimidate check. Success means an investigation and arrest occur without any negative repercussions. Failure means you lose 1d4 points of Influence and 1 point of Labor. If you find and punish the perpetrator yourself (or hire someone to do so), you gain 1d4 points of Influence.

## STABLE

Stables use the following downtime events.

**CRAZED HORSE:** One of the horses in your Stable goes berserk—perhaps it smells a predator, it dislikes another horse, or someone tried to steal it and fled. You must attempt a DC 25 Handle Animal, Ride, or wild empathy check to calm the horse down. If you fail, the horse runs amok, costing you 1d3 points of Goods and 1d2 points of Influence, and there's a 25% chance of having an immediate runaway event (see below).

**EMERGENCY REQUEST:** A desperate soldier, messenger, or traveler comes to you with an emergency request—she needs to borrow one or several of the horses in your Stable. If you agree to the request, you gain 1d6 points of Influence but will be short on horses for 2d4 days, during which time your building takes a —5 penalty on checks to generate capital. If you ignore the request, the event ends with no penalty or cost to you.

**FAMOUS VISITOR:** A well-known ranger, a messenger for a king, or someone of equal import, stables a mount in your building. If you succeed at a DC 20 Handle Animal check, you impress the visitor enough to gain 1d4 points of Influence as she spreads the word of the quality of your stabling. If you roll a 4 on the 1d4 roll, you instead gain 3 points of Influence and 1 point of Magic.

**HORSE THIEVES:** Thieves attempt to steal some of your horses. You can immediately spend 1d4 points of Influence to negate this attempt. Otherwise, attempt a DC 25 Intimidate or Perception check. If you succeed, your building's defenses work, the thieves are caught, and you gain 1d2 points of Influence. If you fail, you lose 1d4 points of Goods and 1d4 points of Influence. The GM may allow you to pursue or track down the thieves as an adventure hook.

**PREDATORS:** Wild animals or monsters have snuck into your Stable. This could be something as minor as a few giant rats or a wild dog, or as major as a wyvern or young dragon (the GM chooses the creature). You must defend your Stable against the predators in combat or you lose 1d6 points of Goods and 1d4 points of Influence.

**RUNAWAY:** One or more horses in your Stable wander off or run away. Attempt a DC 25 Perception or Survival check to track the horses down. If you fail, you lose 1d6 points of Influence and for the next 1d4 days this building takes a —5 penalty on checks to generate capital.

**STABLE FIRE:** Treat this as the fire event from the Generic Building Events section. If it is a minor fire, there is also a 50% chance that your Stable also has a crazed horse event.

## TAVERN

Taverns use the following downtime events.

**BAR BRAWL:** One insult against someone's lineage or beard or beauty, and the next thing you know, there's a fight! Word of the brawl helps spread your Tavern's infamy—you gain 1d4 points of Influence. Attempt a DC 20 Intimidate check. If you fail, you lose 1d3 points of Goods, Labor, and Magic (divided as the GM chooses) because of damage to your building.

**DRINKING CONTEST:** Two patrons challenge each other to a drinking contest. They demand the good stuff in order to make the contest count. Your building gains a +10 bonus on its next check to generate capital. There is a 25% chance this event happens again the next day.

**NOTORIOUS VISITOR:** A well-known criminal, evil adventurer, or known local troublemaker visits your Tavern with his cronies. There's a 50% chance the visitor starts a bar brawl (as the event above). Otherwise, his presence causes regulars to leave, halving the capital the building generates during the next Income phase. At the GM's discretion, this event could lead to more difficulties with the visitor if he feels you treat him poorly.





## CHAPTER 5:

## ENCOUNTERS & EVENTS

**PROTECTION RACKET:** Thugs attempt to extort money from your Tavern for “protection.” You can pay their demand (an amount equal to the building’s maximum possible gp earned in a day) or attempt to scare them off with a DC 25 Intimidate check. If you fail to run them off, they steal an amount of merchandise and cash equal to twice their initial demand plus 1d4 point of Goods.

**ROUSING PERFORMANCE:** A talented bard gives a rousing performance at your Tavern, delighting your customers. You gain 1d3 points of Influence, your building gains a +20 bonus on its next check to generate capital, and there’s a 25% chance the bard’s performance triggers a shenanigans event (see below).

**SHENANIGANS:** In some businesses shenanigans would be considered a scandal, but in a Tavern these ribald activities are a boon. Perhaps

someone important met with a prostitute, or maybe someone’s spouse got a little friendly with an employee. Attempt a Bluff or Diplomacy check (DC equals 20 + 1d6). If you succeed, you treat the incident with the proper discretion; you gain 1d4 points of Influence and someone involved gives you a tip of 1d20 gp for your tact. If you fail, there are no negative repercussions for you or your business.

**TAPROOM TROUBLE:** Something’s gone bad in the kitchen. Foul beer, bad fish, spoiled stew—whatever the cause is, it’s making the customers sick. You can avoid any negative repercussions by spending 1d2 points of Magic on potions or medicinal elixirs or succeeding at a DC 20 Heal check. Otherwise, bad word of mouth costs you 2d6 points of Influence, and for the next 2d6 days the building takes a —5 penalty on checks to generate capital.







## PART 5:

# THE SWEET HAG'S BOSOM

Located in the city of *Imperion*, on the island nation of *Mirande* (and easily placed in any fantasy community of your choice), this high-/middle-class, two-story tavern and inn combination is a well-known hangout for adventurers, aristocrats, influential nobles, and renowned local hunters and performers alike. However, unlike many other high-class establishments, there is no limitation or boundary on who can occupy or partake of offerings in the *SWEET HAG'S BOSOM*; all are welcome within its walls, so long as no trouble is started.

Aside from its locally famous menu offerings and the tales of adventurers which often draw local attention, the *SWEET HAG'S BOSOM* tavern & inn is also well-known for being the one of its level of quality in the area to openly welcome people of all walks of life, background, and social status as equal patrons, so long as they abide the rules, and don't cause fights or damage the property.

**FEATURES:** Outside the tavern & inn, several fruit trees grow in the front court; these are mostly a bittersweet pear-like fruit, but there is one fragrant tree with an extended flowering season called the *Sweet Hag's Apple Tree*—superstitions abound regarding what happens to those that pluck or eat the fruit, including all manner of nightmarish attacks and magical affronts by hags and witches. Youngsters can often be seen picking the fruit from the ground or tree, before a furious mother or sibling smacks it out of their hands, and dashing away while telling them the stories. Inside, a beautiful mural of the ports in a previous generation adorns one of the main walls, and all manner of wall ornamentation adorns the rest, with the hearth walls being the most decorated in mounted trophy heads and sculptural works of them all.

**MENU OFFERINGS:** The *SWEET HAG'S BOSOM* is a high-/middle-class tavern which serves every item listed in the Common Menu Items table, as well as a variable selection of additional food and drink items (see **TAVERNI**, menu items). Most food items are less than a single gold piece, and the most expensive items are generally 2-3 gp maximum—a single character can order a veritable feast for 5 gp, which is the maximum one person can order in food alone on a busy night (excluding alcohol, which is only limited by the supply held in the tavern). This tavern & inn combo is most well known for the quality and variety of its food & drink menu, far more than its inn rooms and amenities, which are menial in comparison to some more luxurious establishments.

It can be noted that, without all the conveniences of the modern world, serving alcohol over something like juice, milk, or even just water has always been a practical decision: local ground water can be plagued by bacteria and other parasites, sometimes even if its boiled, and other beverages quickly spoil in less-than-perfect conditions. Alcoholic drinks, on the other hand, do not spoil, and only get better or 'more refined' with time, under the proper aging conditions (which are much easier to achieve with minimal effort). Even something like pure seltzer water could serve as an alternative, but few taverns will keep ingredients like this on hand, especially if they can make more money another way. Thus, even children can be often found drinking mild ale and mead, or even a super-sweet "root beer" with the proper aging ingredients. Fermented drinks of any sort are common in many lands.

Luckily, the *SWEET HAG'S BOSOM* keeps even some of the most uncommon ingredients on hand (including bubbling seltzer water), and all one has to do is ask if they have it! Alcoholic beverages include both low-grade and high-grade versions of some of the most well-loved ales, beers, meads, wines, liqueurs, and exotic or particularly potent liqueurs (like dwarven spirits, elven shay, and bloodwine); they possess several fine vintage years of many of these. Simple beverages like boiled water, tea, and coffee are also available.

**STAY & AMENITIES:** For inn stays and other amenities (see chapter 4), many common amenities listed are possible, at the GM's discretion. These generally exclude on-site companionship, luxurious suites, and amenities

related to stables, the *SWEET HAG'S BOSOM* can offer all other listed amenities, or point patrons in the right direction. Some possible limitations also exist due to reserved rooms, limited or damaged resources, or other restrictions. All inn amenities found in *Pathfinder Roleplaying Game Core Rulebook* equipment list will also suffice, on short notice.

**STAFF:** The bar and kitchen employs nearly a dozen skillful serving staff, including men and women, all of them having at least a single talent beyond their ability to serve food with a smile, rent out a room, or make a good drink. Most of these are performers who can dance, sing, or play an instrument, while a talented painter named *Reynaldo* can create realistic portraits of any patron, usually in a half-hour or less. Several of these employees are working at all times, and the main floor usually has the following staff on hand: 1-2 bartenders, 1-5 servers/barmaids, 1-3 kitchen staff, 1-3 cleaning staff, and on busy evenings there is usually a single person or group performance.

Barstaff NPC names, personalities, and other traits (including any veteran or masterful barstaff NPCs) are left for GMs to name, consider, and flavor according to their own personal choices. If management NPCs are not around, all activity would be largely left to these generic staff NPCs to manage and deal with any potential problems that occur. If a skilled NPC hiring is not on hand at the tavern/inn, one of the lesser staff members can be sent to locate one for them.

**MANAGEMENT:** In addition to the constantly changing staff for the bar, kitchen, and cleaning crew, the establishment is run by a group of three individuals: the retired adventurer, *GADEROV LOVANSE*, and his wife, *SOLECE LOVANSE*, and brother-in-law, *ARLIDAN RUGAVELLO*. More information about them can be found below, and additional/NPC character stat blocks for them can be found in chapter 5.

**GADEROV LOVANSE (OWNER):** While this retired man now stays close to the establishment he built and managed in the later years of his adventuring career, he still tells stories while looking back on his past, or silently dreams of long-lost days of his adventuring youth while speaking with others. He would love to find an expert on *ioun stones* to help him identify the secret properties of his grafted *ioun stones*, and often tells the story of how he found them and had them unwilling grafted into his flesh during the early days of his adventuring youth, long before he met *SOLECE* and founded the *SWEET HAG'S BOSOM* tavern & inn.

**APPEARANCE:** *GADEROV* is somewhat short and stocky, with a growing "beer belly" in recent years. His dark auburn hair is streaked with gray, and facial scars from his early adult years still show. With very little facial hair, he never shaves his scant stubble. Two dusty-looking stones are protruding from the flesh on the backs of his wrists, dark blue and gray in color, permanently grafted into his flesh.

**PERSONALITY:** Cracking his knuckles often during conversation, *GADEROV* is easily moved to tears by many performers, and considers himself a connoisseur of fine food and drink (insisting on lecturing about it). He is very superstitious (and a tad paranoid at times), and insists on carrying out elaborate but silent practices to attract good luck and avoid misfortune.

**BACKGROUND:** Having once passed a thieves' guild test, *GADEROV* was too erratic in his early years, and refused to practice or meet many other necessary requirements, instead setting off as a solo tomb raider for ancient artifacts (hoping to sell them on the markets). He once attempted practicing magic before a traumatizing accident with an unstable magic item left him badly scarred.

**GOALS & SECRETS:** *GADEROV* would like to capture and train a monster pet (an exotic magical beast, or even a strange or ancient animal, such as a dinosaur or sabre-tooth cat), although he isn't willing to acquire it himself. He is a member of a local secret society formed to stand vigilant against the establishment of evil cults/religions, and knows the secret location where the meteor once landed that the *Old Ones* hold sacred.

**ADDITIONAL BOONS:** As the owner of the establishment (and a happily married man), *GADEROV* may choose to reward PCs by paying for their meals, or even buying them a reasonable gift if they have shown loyalty to





the protection and success of the business.

**N middle-aged male human; EXAMPLES** *Retired Tomb Raider (rogue 6, CR 5), Veteran Retired Tomb Raider (rogue 9, CR 8), or Masterful Retired Tomb Raider (rogue 12, CR 11).*

**SOLECE LOVANSE (INNKEEPER):** This chocolate-skinned half-elven woman fell in love with *GADEROV* much earlier in his adventuring career, when her younger human half-brother, *ARLIDAN*, was still an infant. During the last few years of exploration in which *GADEROV* took part, *SOLECE* stayed on hand at the growing tavern and inn to manage the site, staff, local involvement, and profits for *GADEROV*—with astounding and remarkable results.

**APPEARANCE:** As the child of a dark-skinned human and an elven hunter from the wild southern jungles, *SOLECE* has features that stand out in nearly any crowd. Dazzling eyes that change colors easily with her mood, vibrant red-orange colored hair that practically burns the eye, and multiple ear piercings line her stunning features.

**PERSONALITY:** Despite her stunning beauty, *SOLECE* is soft-spoken even when upset, and has very little command over others, relying instead on diplomacy and business negotiation. She tends to ask for advice or opinions about very unlikely situations, and is often seen checking items off a list on almost any project. She tends to question people about their background, silently determining if they are “suitable” to teach her as a master gunsmith. *SOLECE* often quotes proverbs, or says things in a profound way.

**BACKGROUND:** *SOLECE* grew up among her human family after her elven father left her mother, and was the childhood playmate of the current duchess of the elven nation to the south, as well as several now-ambassadors and liaisons to the elven royal family. Once left at the altar by her former husband, she ended up marrying him anyway, then divorced him again only a year later, before marrying *GADEROV* and taking his last name (maiden name, Obsaelo).

**GOALS & SECRETS:** *SOLECE* would like to visit many villages along the countryside and detail their local history and customs, but her highest goal is to train under a master gunslinger. She is the half-sister of *ARLIDAN RUGAVELLO*, although they often behave as simply co-workers, and do not discuss their relationship. She was beaten by her previous spouse before she fled him, divorcing him under religious authority.

**ADDITIONAL BOONS:** *SOLECE* easily befriends adventurers, often forming deep and lasting bonds with those who have the courageous hearts of explorers. If trusting towards PCs, she could agree to organize a festival or other public event for them, or if they were extremely trustworthy, she might write a letter or make some other sort of appeal to an elven royal authority figure on their behalf.

**N female half-elf; EXAMPLES** *Armed Innkeeper (expert 4/warrior 1, CR 3), Veteran Armed Innkeeper (expert 3/ranger [trophy hunter] 4, CR 6), or Masterful Armed Innkeeper (expert 4/ranger [trophy hunter] 6, CR 9).*

**ARLIDAN RUGAVELLO (BARKEEP):** As the lead bartender, *ARLIDAN* oversees the duties of all barstaff except the other management members. He is gruff and seemingly cold, but he is not heartless by any means, and can always offer helpful advice to respectful patrons who are experiencing hardship in their everyday lives.

**APPEARANCE:** *ARLIDAN* can often be seen working up a sweat on his brow, however he always seems to look as though he has been working hard. He has brown eyes of two slightly different color tones, and his left eye (slightly lighter than the right) also has a slightly elongated pupil shaped more like an ellipse than a real circle. He is slightly tall and broad-shouldered, with a heavy beard and mustache he always keeps well-groomed.

**PERSONALITY:** *ARLIDAN* is orderly, determined, and rational, with a light but easy-going sense of humor. He enjoys counting things and having fun with numbers, and gives people nicknames or uses terms of endearment. While working on a persistent problem, he easily gets angrier and more determined with each setback.

**BACKGROUND:** *ARLIDAN* is the estranged member of a notorious family,

and a former sickly child who tends to overcompensate as an adult, and while he is the half-brother of *SOLECE*, he was raised by a very different family, and doesn't speak of it openly.

**GOALS & SECRETS:** Always good at numbers, *ARLIDAN* would love to participate in professional poker or other gambling tournament. He secretly wishes to impress a disapproving estranged parent, but rarely speaks to anyone about it. He knows the underground crime organization who really runs the neighborhood, and is secretly wanted for a crime in the community of his youth (although it's not clear if he was ever guilty of anything).

**ADDITIONAL BOONS:** *ARLIDAN* is not easy to appease or befriend, but once he discerns a truly loyal and trustworthy companion or hero, he might agree to pay for your lodgings, or gather supplies for you or an exploratory mission.

**N male human; EXAMPLES** *Barkeep (expert 4/warrior 1, CR 3), Veteran Barkeep (rogue [thug] 4/warrior 3, CR 6), or Masterful Barkeep (fighter [lore warden] 5/rogue [thug] 5, CR 9).*

## GENERAL INFORMATION

This sample material covers only the first and second floors, as well as the immediate outdoor vicinity; it does not include details about any possible cellar, sub-basements, additional floors, roof space, or nearby stables or other buildings/locations nearby—these details are left to the GM's imagination.

Exterior walls and all support pillars are metal-reinforced wood 1-ft. thick (AC 3, hardness 5, 120 hp, Climb DC 25), while interior walls are half that thickness (60 hp). All exterior doors are strong wooden doors (hardness 5, 20 hp, Break DC 23), which can be barred and locked with superior locks during any possible severe incursion; interior doors are good wooden doors (hardness 5, 15 hp, Break DC 18) with variable locks. Windows are generally 3-1/2 ft. by 4 ft in size, 3-1/2 ft. above the floor, with two window panes, but larger windows sized 4 ft. by 6 ft. which are composed of many smaller panes (including stained glass art panes) are also present on the second story. The first floor ceiling height is 12 ft., and the chandeliers hang down 6 ft. from the rafters, while the second floor ceiling is 10 ft. high with chandeliers hanging 4 ft. down. Chandeliers are large iron chandeliers with chain supports (AC 11, hardness 10, 5 hp, Break DC 26), as detailed in *Tavern Rousings*.

## A. OUTDOOR AREAS

**GROUND FEATURES:** Several fruit trees are located on the grounds, one of which gives the establishment its name and local notoriety, and an entrance to a storm cellar (A1) can be used in times of dire weather to shelter patrons and locals from danger. This underground space would also be where the toiletry depositories (T) empty to the aqueducts below the basement/cellar: this elaborate system is among the only one of its kind to be used locally, allowing increased sanitation in public restroom spaces for the tavern and inn's patrons. Both floors have lavatories equipped with windows and wall-hung pulleys to allow quick and clean removal of the waste, dumping it into toiletry depositories with a simple rope catalyst into the underground outlets with very little handling or unwanted odors. The depository portholes are surprisingly well-maintained and relatively odor-free, allowing first-floor patrons to not be blasted with noxious putrescence upon arrival or departure.

**PATIOS:** A fine stone-laid patio which rests outside the entrances to much of two sides of the tavern (A2), and tables and chairs are often pulled out here during the warmer months. A stairwell (A3) leading up to a wooden terrace overhanging this stone patio is an outdoor access route to the second floor terrace (A4)—located on the second floor map, it is described here.

**WOODEN TERRACE:** On the back side of the tavern, a large wooden terrace (A4) extends off the second floor, with access to the second floor common hallway area (C1) and room C6 in the *Honeymooner's Suite*. This is directly accessible from the first floor below, by way of the exterior stairwell (A3).





## B. FIRST FLOOR INTERIOR

With few rooms, the first floor of the *SWEET HAG's BOSOM* is primarily the *Main Room*, sometimes called the "lobby," "restaurant," or simply "the tavern," along with the kitchen and a few rooms used for private meetings, game nights, and other tavern-related activities.

**MAIN ROOM (B):** Most of the first floor area is an open tavern space, with all of the rest of the first-floor adjoining rooms leading out from this central space, split up only by the other many features of interest. Along with many dining tables placed around the floor, there is a bar (B1), and an aquarium (B2), along with two fireplaces (F), one of which is also used as an oven in the kitchen (see below).

**KITCHEN (B3):** A full kitchen includes the back half of a fireplace/oven (F-O) that extends out to the main floor, and all manner of cooking equipment needed to make the tavern's extensive array of menu items. Every day, 1d4+1 menu items are chosen to be on sale for between 5% and 50% off the normal price, often to get rid of the last of the old stock after new goods have arrived. A clean washing basin for food workers is present (W), to keep all tavern patrons from getting unduly ill. This is situated just outside the first-floor lavatory (B4) for convenience. The kitchen staff can use the doorway in and out of the cooking space, or they can serve the food to the bartender or other wait-staff through the three open windows peering into the main floor.

**LAVATORY (B4):** This public lavatory is always locked from the kitchen side to help keep drunken patrons out of the kitchen, but it can be entered from both the kitchen (B3) and the main room (B). Along with all the necessary items to keep oneself clean while answering nature's call, a quick reach out through the window gives any patron the ability to empty the lavatory buckets to the toiletry depositories (T) outside, using the simple winch-pulley system attached to the building's exterior walls.

**PANTRY (B5):** The pantry for kitchen storage has a locked door, along with an array of shelves packed with necessary goods and ingredients.

**KITCHEN STORAGE I (B6):** This small room has a narrow half-stairwell leading upward to the second floor, and is also used to store certain goods, such as stored firewood for the oven/fireplace which is placed under this narrow stairwell. Many various goods can also be found dispersed on small shelves, and a hanging rack on the door which holds items on both sides of the door.

**KITCHEN STORAGE II (B7):** This adjacent kitchen room has a low ceiling in one corner, where the narrow kitchen half-stairwell leading up to the second floor occupies the space. This room defaults as a storage room of no real complexity; alternatively, it could feature a similar stairwell leading downward to a basement, wine cellar, or storm cellar space below, along with its storage capacity similar to area B6.

**BAR STORAGE (B8):** This large storage area contains mostly beverages and ingredients for the bar, including alcohol in large casks and barrels, and many shelves worth of other tavern goods that the bar wishes to keep close at hand for themselves or barstaff. A central set of shelves situated in a cross creates four distinct sections of the same shelving rows, packed full of aging liquids and other dry/canned goods.

**LOBBY STAIRWELL DEN (B9):** This small room which houses the main interior stairwell to the second floor also features a single table that is usually occupied by several chess players wishing to have some relative quiet, as well as the stairs leading up to the second floor. Below the stairs is a stack of firewood for the nearby fireplace in the main floor; alternatively, there could be a second stairwell leading to the basement, in the same vicinity as the storm cellar entrance outside.

**LOBBY ROOMS (B10-B12):** These first-floor rooms can be rented out for private meetings, or to groups looking to utilize them for a temporary period. During busy times when the main room floor is packed, area B12 is used for storage of unused tables and chairs from the main floor; otherwise, it can be rented out to any patron in the same manner as rooms B10 and B11. Card players, who tend to come in together in large groups, often use room B10 as their favored gathering spot, filling all three tables (or more).



## C. SECOND FLOOR AREAS

**MAIN HALLWAY (C1):** Along with the many rooms of varying shapes, sizes, and amenities included, the *SWEET HAG's BOSOM's* second floor has a common sitting area in the central hallway, including several shelves full of books, board games, and other items of interest for patrons to enjoy by fireside, along with two chandeliers. The two fireplaces (F) are situated in hearths extending from the first floor, and a few chairs are usually placed in the central hall, some of which are comfortable cushions like those in area C7.

**LAVATORIES (C2-C5):** The second floor rooms also includes four lavatories for patrons. One lavatory can be used by tavern patrons from the first floor (C5), but the other three are reserved solely for patrons who are also renting rooms or other amenities. One lavatory (C3) is reserved only for the occupants of the *Honeymooner's Suite* (see below), unless the occupant of that room wishes to allow others common use of the lavatory during their stay. Lavatory C3 has the most complicated and extensive pulley system for waste disposal outside its window, which spans down the entire wall of the second floor, to the first floor several feet away.

**HONEYMOONER'S SUITE #1 (C6):** This room is usually treated as a secondary living space, like a den for the *Honeymooner's Suite*, but sometimes it is rented out on its own. This room has direct access to the outdoor patio (A4). See area C7 description for more. Features large couch, two comfortable cushioned chairs, two small tables, medium chest, carpeted floor.

**HONEYMOONER'S SUITE #2 (C7):** The main bedroom (C7) of this two-room suite features a lavish bedroom, space with a chandelier and a curtained-off washtub area and a doorway connecting to a second room (C6) that serves as a den and gathering space, but which can easily double as a second sleeping room. These two rooms are among the only carpeted spaces in the inn, and the washtub area in C7 has fine porcelain tiles to help keep the floor from being ruined. Room C6 can be rented out as a room on its own – this usually happens when someone rents the *Honeymooner's Suite* bedroom, but they have no need for the second room. The bed in the main



## CHAPTER 6: THE SWEET HAG'S BOSOM



bedroom (C7) is the largest bed in the inn, and the renter of this room also has the privilege to choose to have exclusive use of lavatory C3, or to allow its use for the other inn patrons. Each of these rooms is treated as a good inn stay, or both of them together count as a small suite; inn staff refer to these as Rooms #11 and #12 (see below). Features large bed, work desk, wooden chair, two small bedside tables, two medium chests, stand-up cabinet, chandelier, carpeted floor, tiled/curtained wash area, tub, hot & cold water (buckets), soapy water bucket, small table stand for wash area, large window.

**INN ROOMS:** All other inn rooms of the *SWEET HAG'S BOSOM* are treated as a good inn stay (those which include at least one bed), or average inn stays (which include only cots or straw bedding). Several rooms include interesting features, as presented here. Any room which includes a fireplace (F) in an adjacent wall is assumed to have heat vent access in their room, with some form of personal controls for increased/decreased heat in their rooms. Note that the first-floor private rooms are notated with single-digit room numbers within the business, especially for kitchen food orders intended for patrons within a specific room; second-floor rooms begin with Room #10.

**ROOM #10 (C8):** This good inn room is one of a few rooms which feature a full work desk, and is often considered the "Artist's Cave," which many artists, writers, and painters often prefer for their stay. FEATURES full bed, work desk, wooden chair, bedside table, medium chest, firewood in hallway outside room.

**ROOM #11 (C9):** Although this good inn room with two cots and a full work desk can be rented out, it is usually put to use as one of the managing staff members as an office for paperwork and resting between shifts or during slow hours. FEATURES two cots, small bedside table, medium chest, full work desk, wooden chair, firewood in hallway outside room.

**ROOM #12 (C10):** This minimalist, average inn room has very few items, but it could simple be due to a shortage of beds/mattresses. FEATURES cot, straw bedding, small bedside table, medium chest, firewood in hallway outside room.

**ROOM #13 (C11):** This narrow storage closet is used to store firewood and extra goods (or for a staff member to take a quick nap between shifts), but it can be quickly prepared as another inexpensive average inn room during busy times. FEATURES cot, stored items, firewood in room.

**ROOM #14 (C12):** This good inn room has few features, and no windows. FEATURES full bed, medium chest, stand-up cabinet.

**ROOM #15 (C13):** This average inn room has few features. FEATURES cot, straw bedding, medium chest, small bedside table.

**ROOM #16 (C14):** This good inn room has two beds, and a nice large window looking out over the busy streets. FEATURES two full beds, small bedside table, medium chest, large window.

**ROOM #17 (C15):** This is a good inn room. FEATURES full bed, cot, medium chest, small bedside table.

**ROOM #18 (C16):** This is a good inn room with a large window overlooking the busy streets. FEATURES full bed, cot, two medium chests, small bedside table, wooden chair.

**ROOM #19 (C17):** This good inn room is located directly above the main interior stairwell. FEATURES full bed, cot, medium chest, wooden chair.

**ROOM #20 (C18):** This good inn room is large with enough room for multiple people to relax comfortably. FEATURES full bed, cot, straw bedding, medium chest, large window.

**ROOM #21 (C19):** This good inn room is large enough for multiple people, with a large window overlooking the back grounds of the property. FEATURES two full beds, medium chest, large window.

**ROOM #22 (C20):** This good inn room is in the interior of the building, with no windows. FEATURES full bed, cot, two small bedside tables, medium chest.

**ROOM #23 (C21):** This good inn room is in the interior of the building, with no windows. It is adjacent to a room with a fireplace with direct access to it, plus a stack of firewood located in the room. FEATURES full bed, medium chest, wooden chair, fireplace access, firewood in room.

**ROOM #24 (C22):** This good inn room is located directly across the hall from the fireplace in the main hallway, with no windows, but a full interior closet space. FEATURES full bed, medium chest, built-in closet.

**ROOM #25 (C23):** This good inn room has a fireplace and a stack of firewood in the room, but has no windows. FEATURES full bed, small bedside table, wooden chair, fireplace in room, firewood in room.

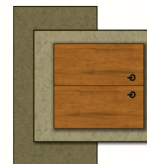
**ROOM #26 (C24):** This good inn room is heated by the adjacent fireplace, but has no direct access to it, and no windows in the room. FEATURES full bed, cot, medium chest, wooden chair.

**ROOM #27 (C25):** This minimalist average inn room doesn't have much, but is located near the fireplace in the main hallway. FEATURES cot, straw bedding, small bedside table, wooden chair.

**ROOM #28 (C26):** This average inn room could be the janitor's quarters, or a maintenance space where inn staff could rest or take up temporary quarters – it is assumed the person in this space maintains the fireplaces when no one else does. FEATURES cot, wooden chair, fireplace access, firewood in room.

**ROOM #29 (C27):** This average inn room doesn't have much, but it's located near to the main interior stairwell heading downstairs. FEATURES two cots, small bedside table.

**KITCHEN STAIRWELL ROOM (C28):** This small room has a narrow half-stairwell leading down to the first floor, to area B6, which is often used by bar staff to deliver meals up to inn patrons in their rooms, and is also used for storage of certain extra goods. It is usually locked with a good lock from inside (kitchen entrance), to prevent unwelcome patrons from entering the kitchen.







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BLESSED  
BY ZEUS  
PRETTY BIRD!







THE SWEET  
HAG'S BOSOM  
FIRST FLOOR  
(FURNISHED)







**THE SWEET  
HAG'S BOSOM**  
**SECOND FLOOR**  
(FURNISHED)



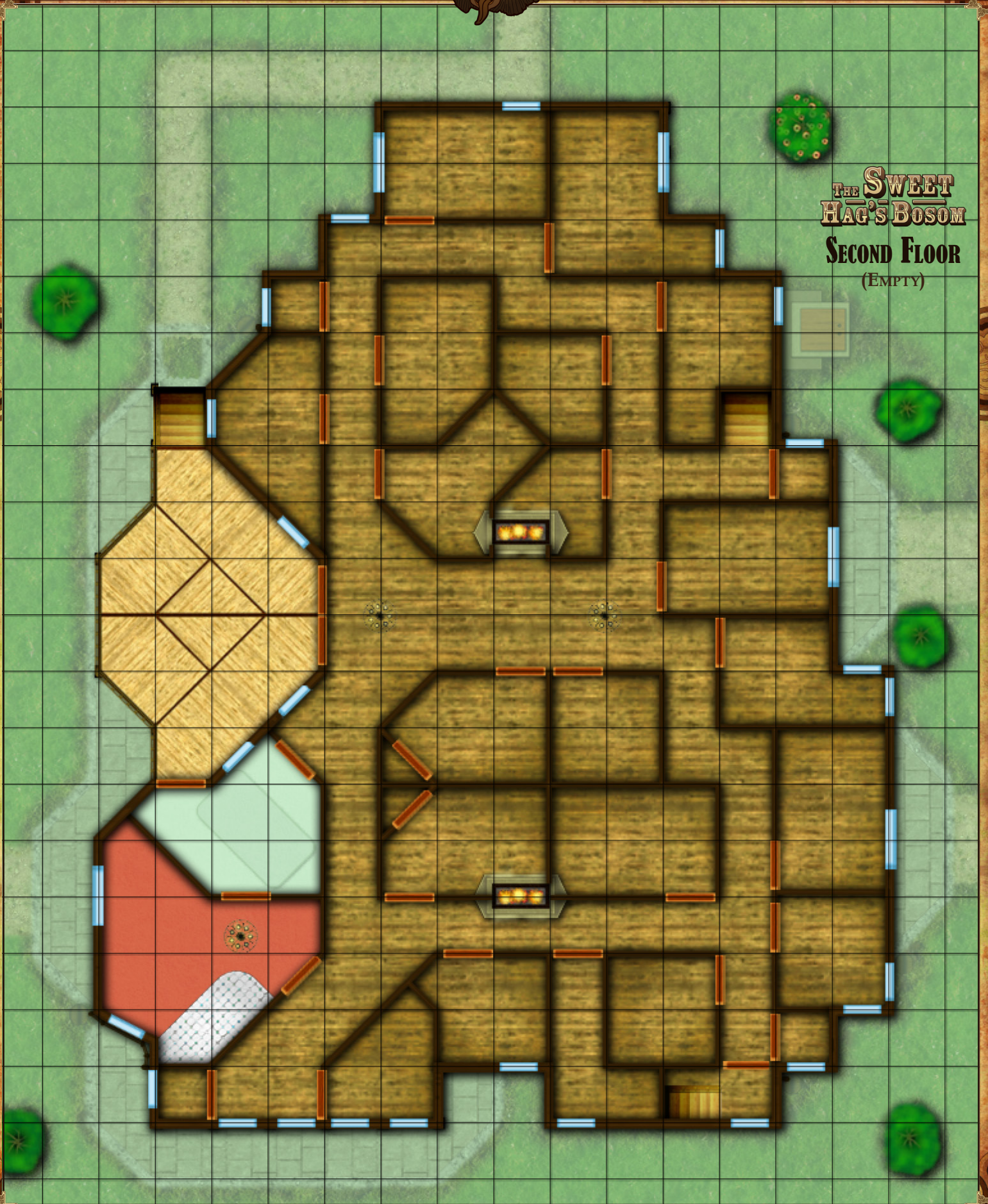








**THE SWEET  
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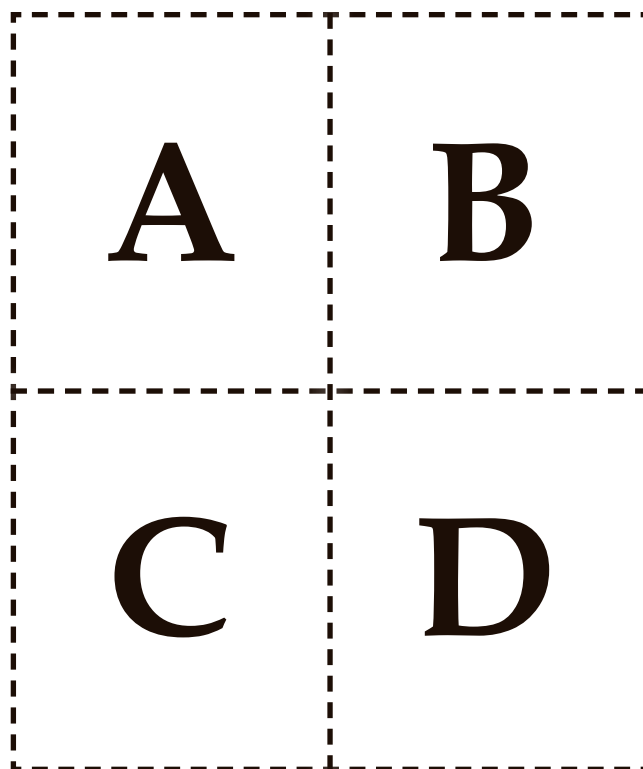








*SAMPLE TAVERN:*  
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FULL-SIZE MAP  
FIRST FLOOR (FURNISHED)  
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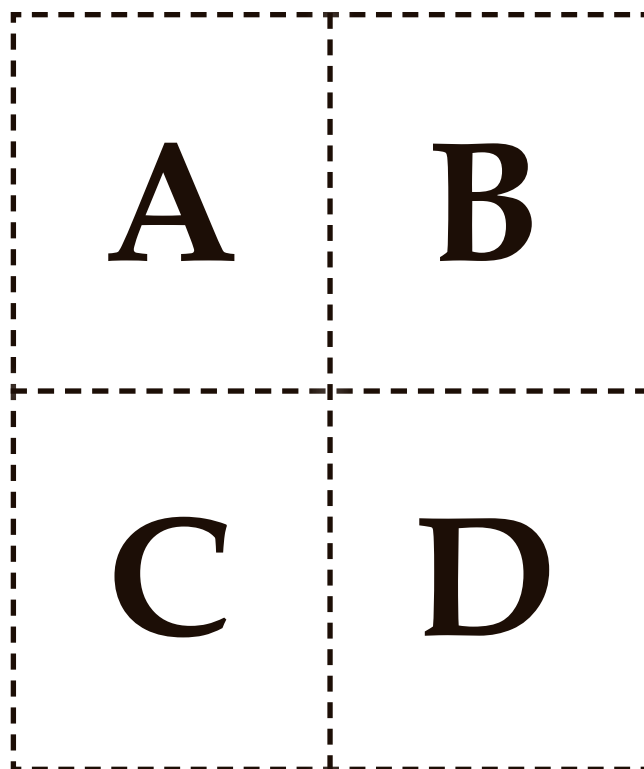








*SAMPLE TAVERN:*  
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FULL-SIZE MAP  
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**PANEL B**

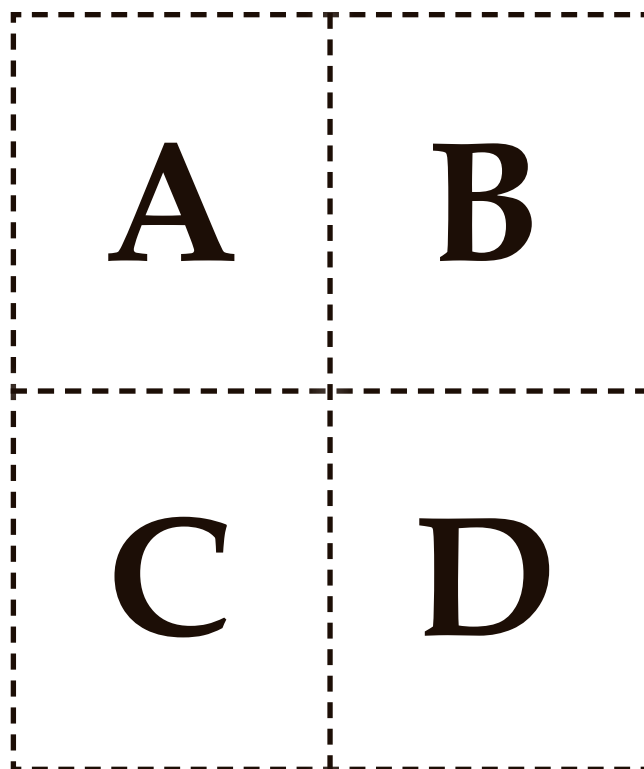








*SAMPLE TAVERN:*  
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FULL-SIZE MAP  
FIRST FLOOR (FURNISHED)  
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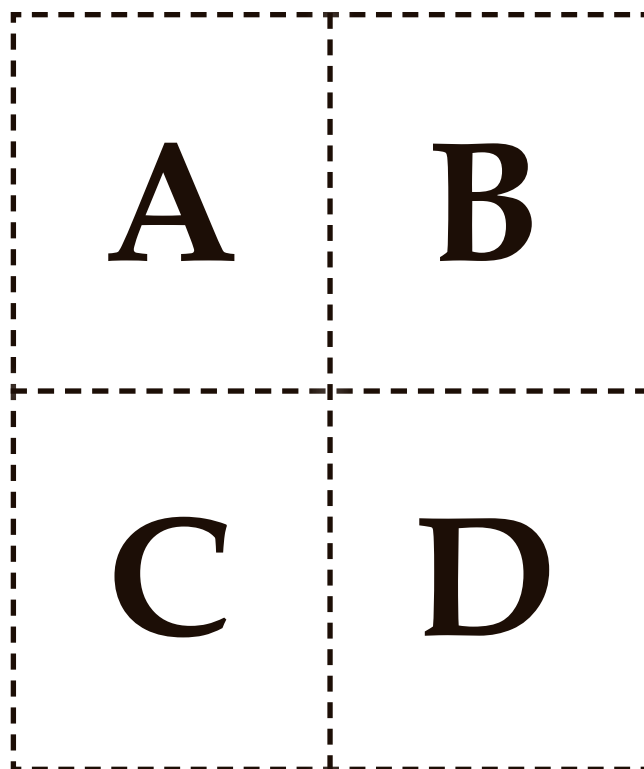








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FULL-SIZE MAP  
FIRST FLOOR (FURNISHED)  
**PANEL D**

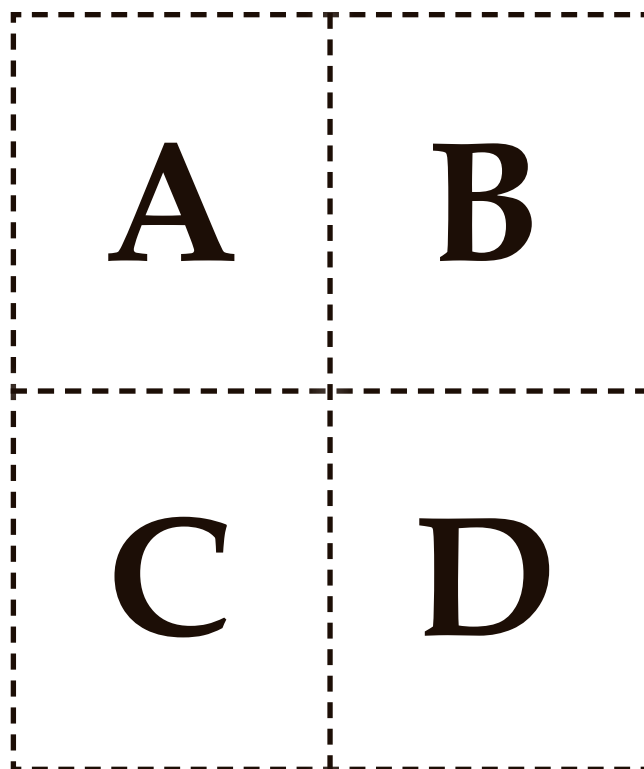








*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (FURNISHED)  
**PANEL A**

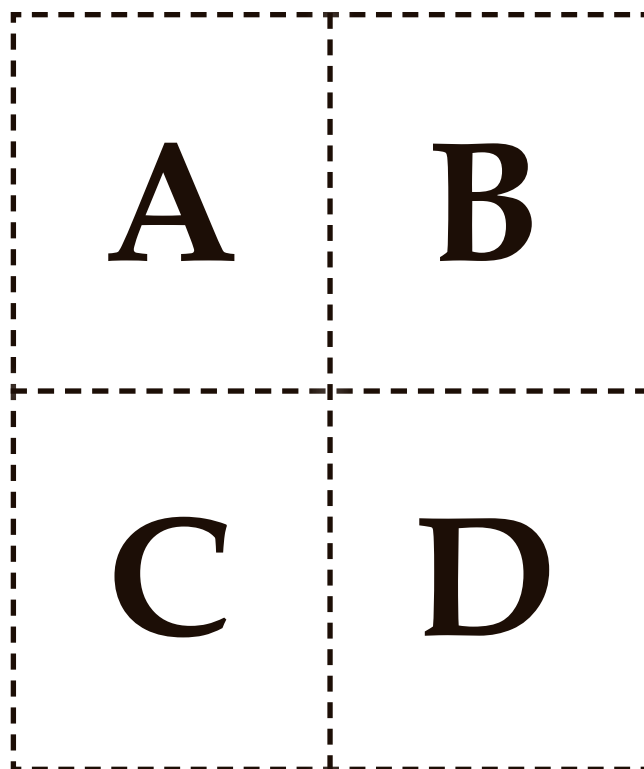








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FULL-SIZE MAP  
SECOND FLOOR (FURNISHED)  
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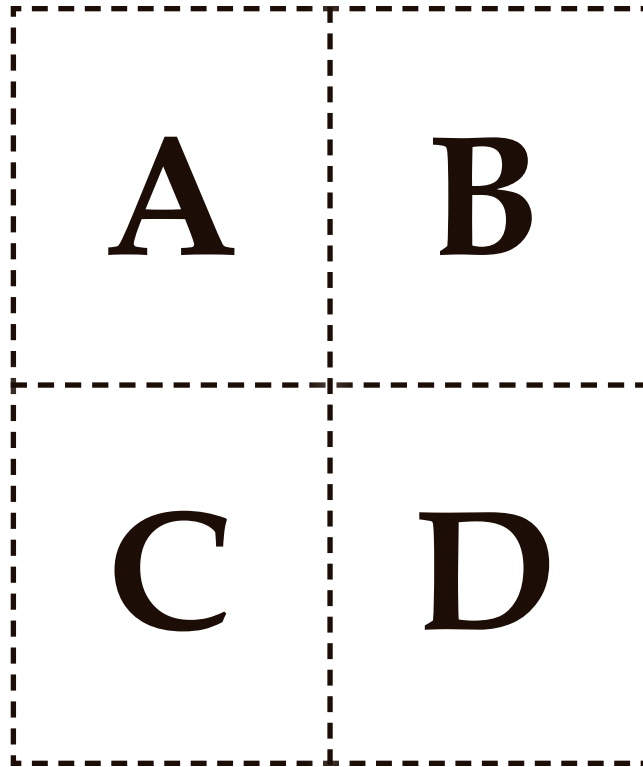




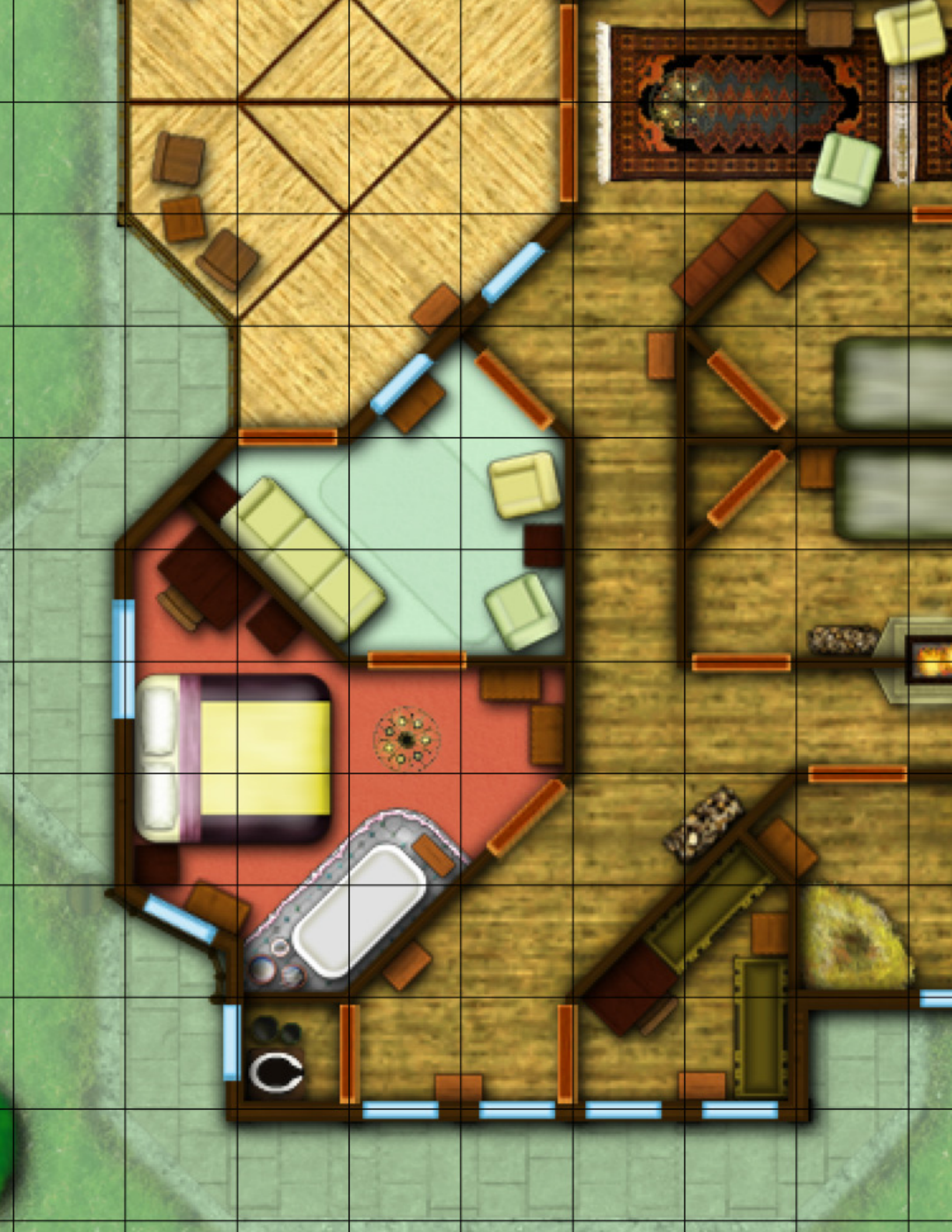




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (FURNISHED)  
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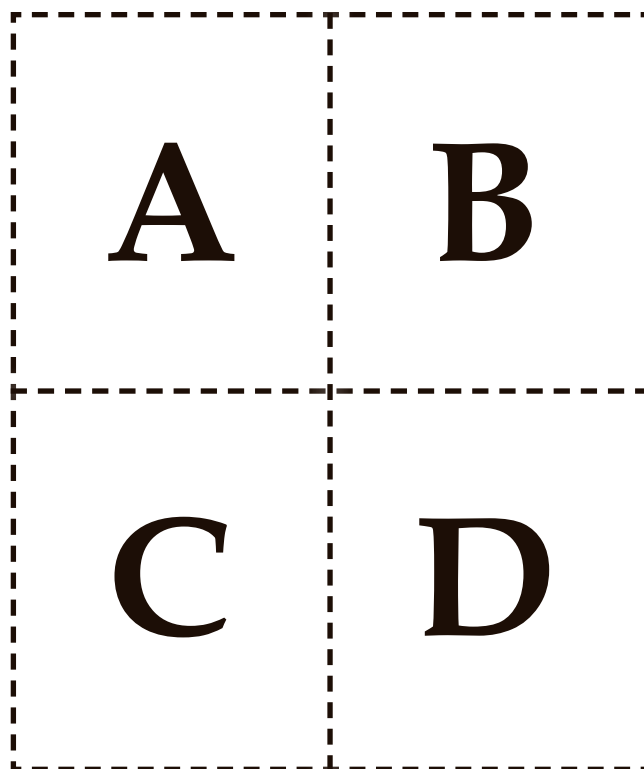








*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (FURNISHED)  
**PANEL D**

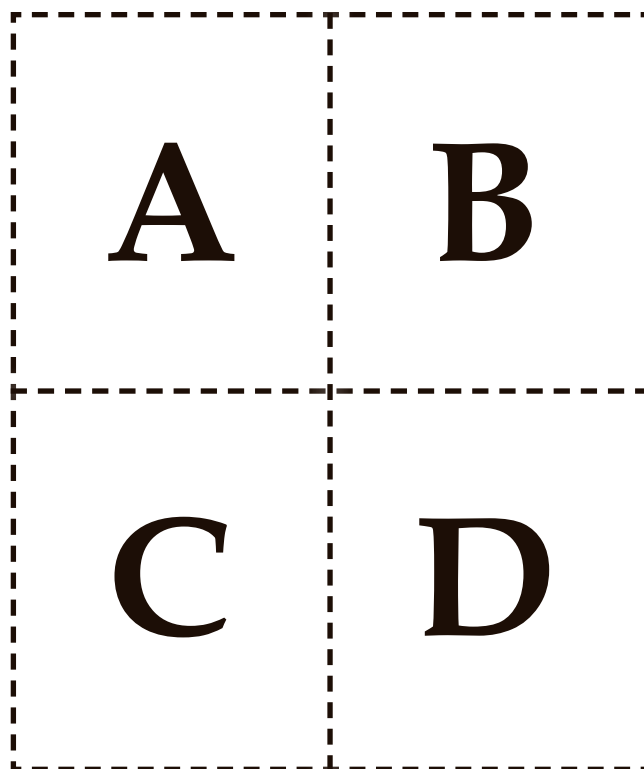




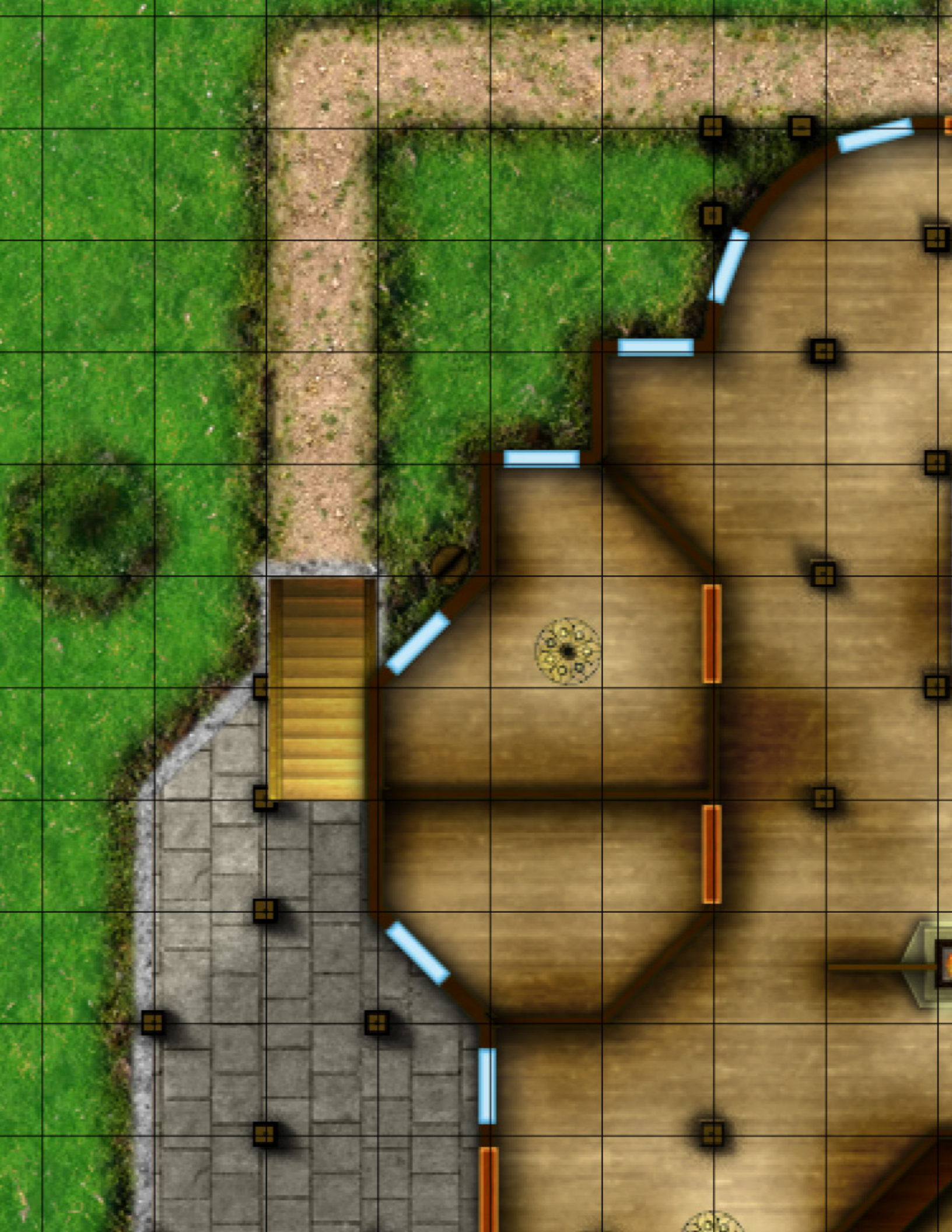




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
FIRST FLOOR (EMPTY)  
**PANEL A**

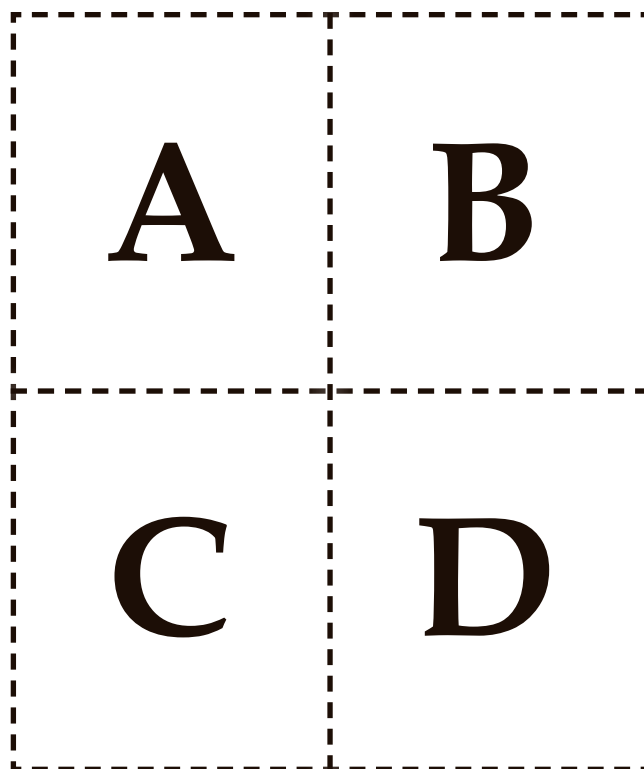








*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
FIRST FLOOR (EMPTY)  
**PANEL B**

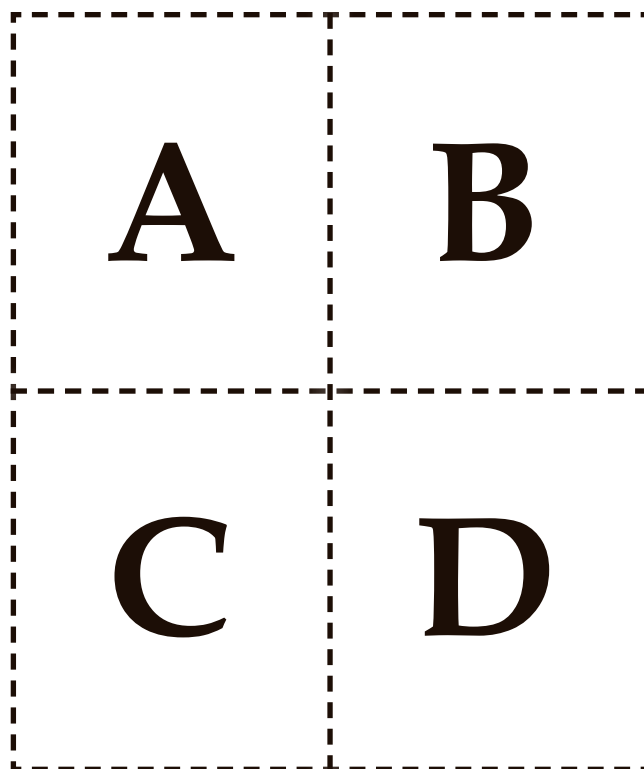




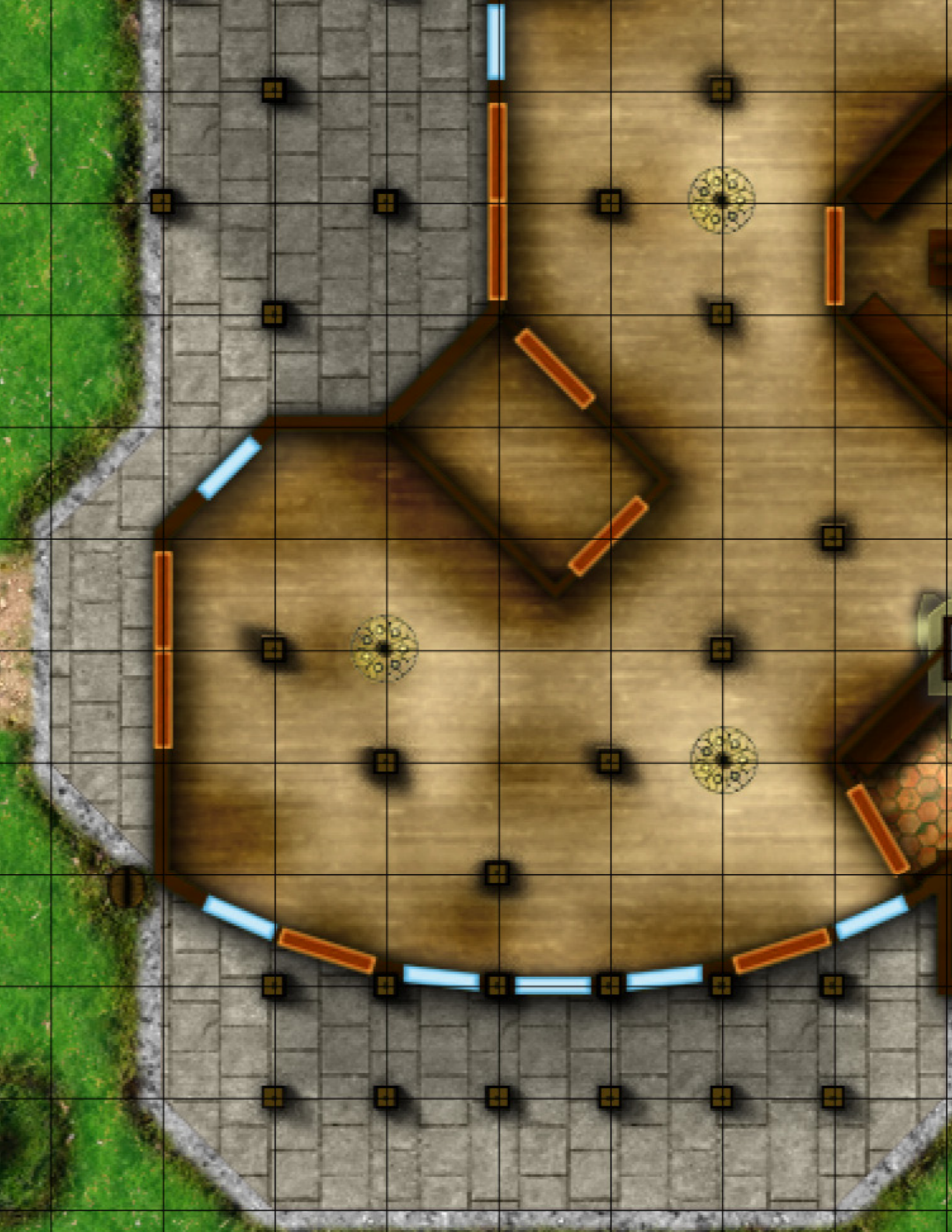




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
FIRST FLOOR (EMPTY)  
**PANEL C**

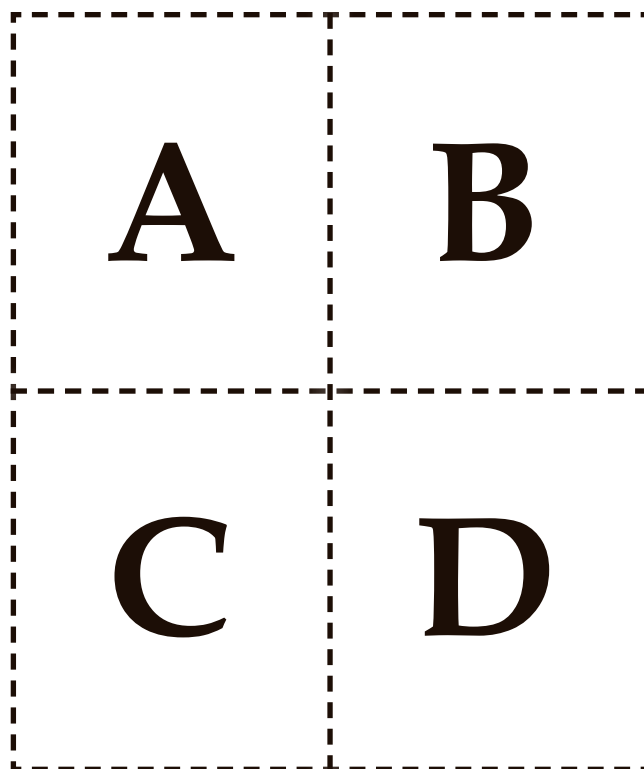




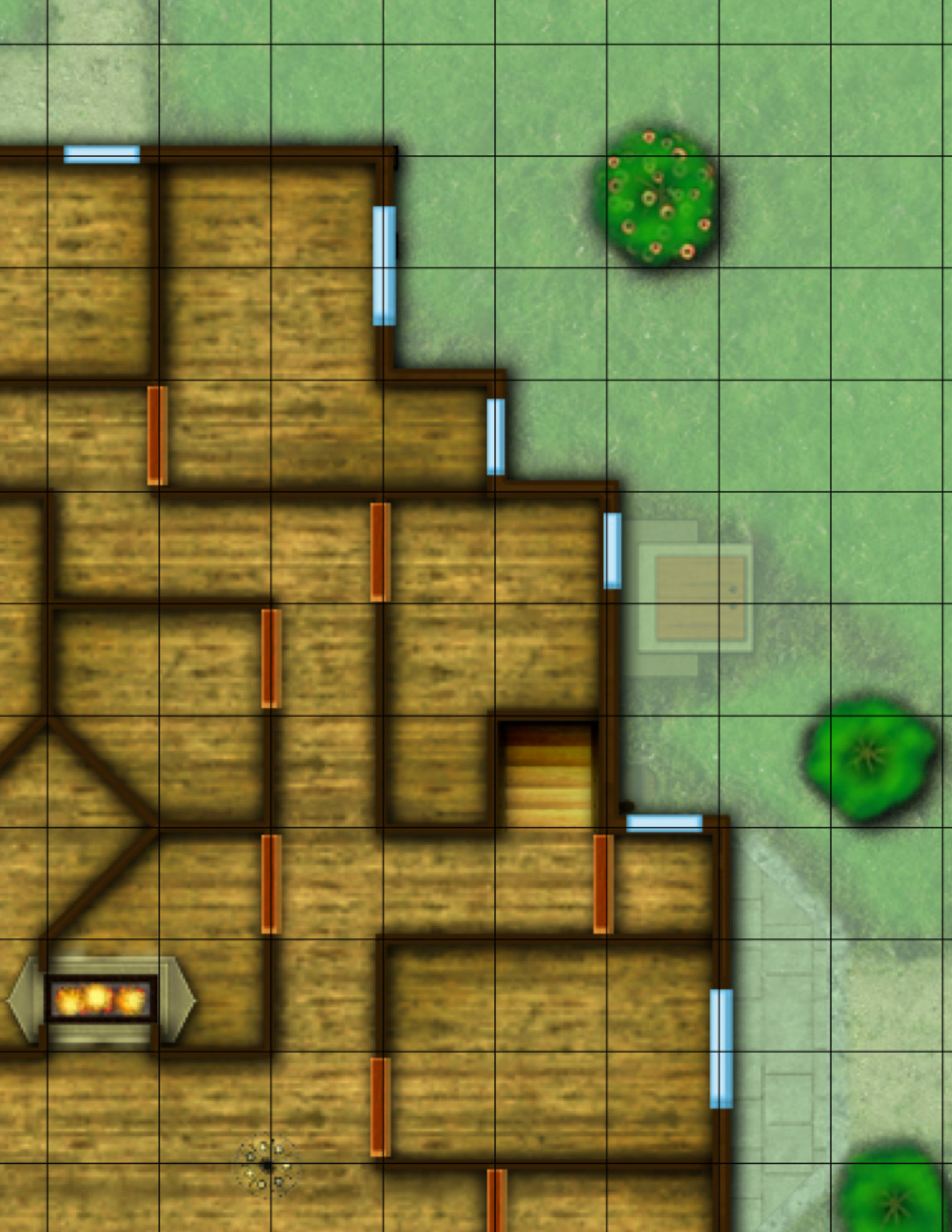




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
FIRST FLOOR (EMPTY)  
**PANEL D**

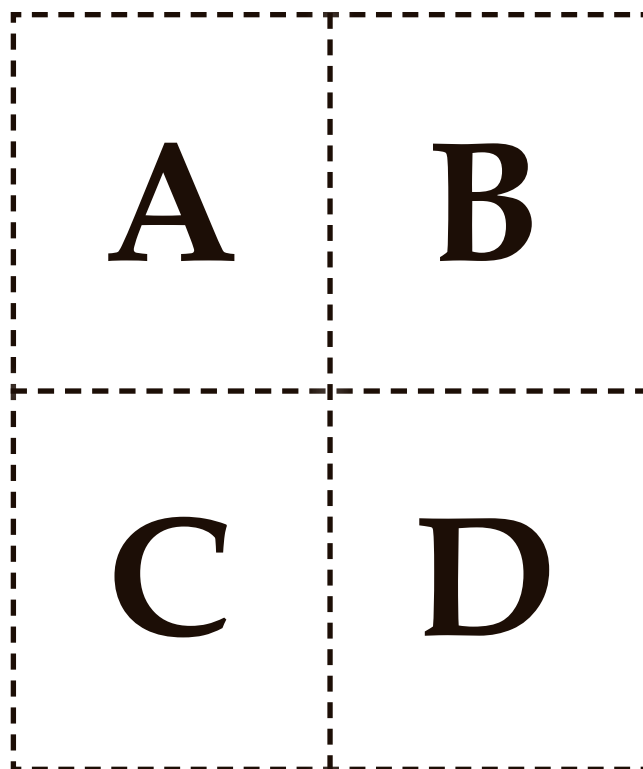




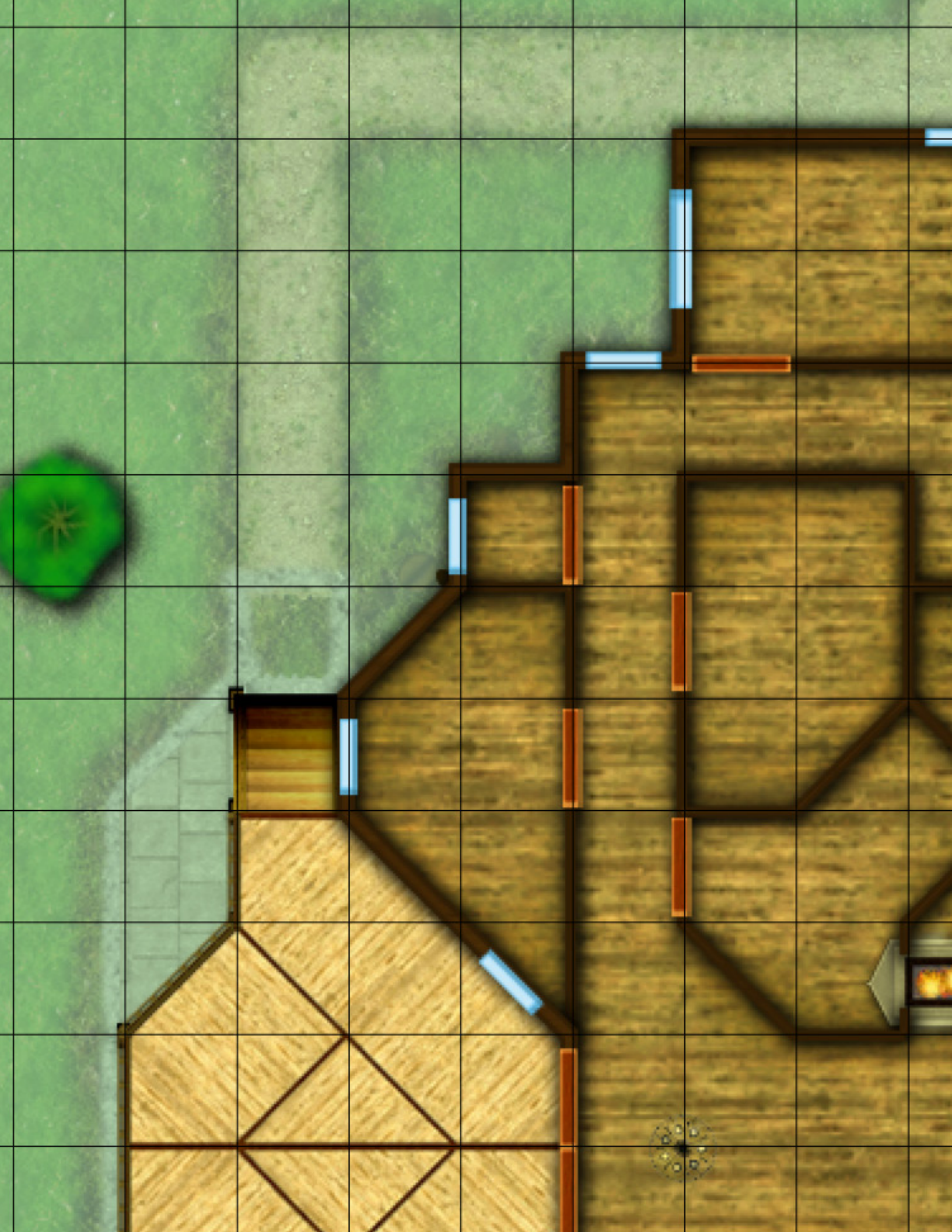




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (EMPTY)  
**PANEL A**

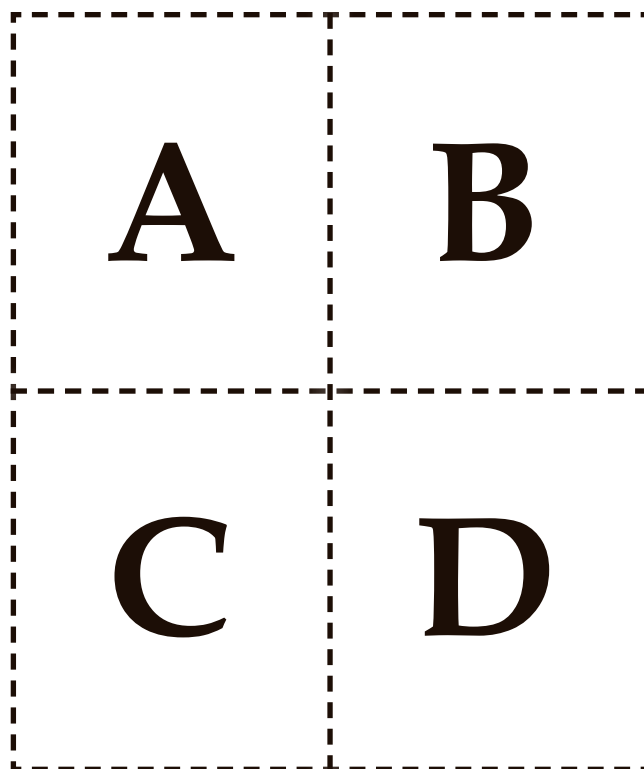




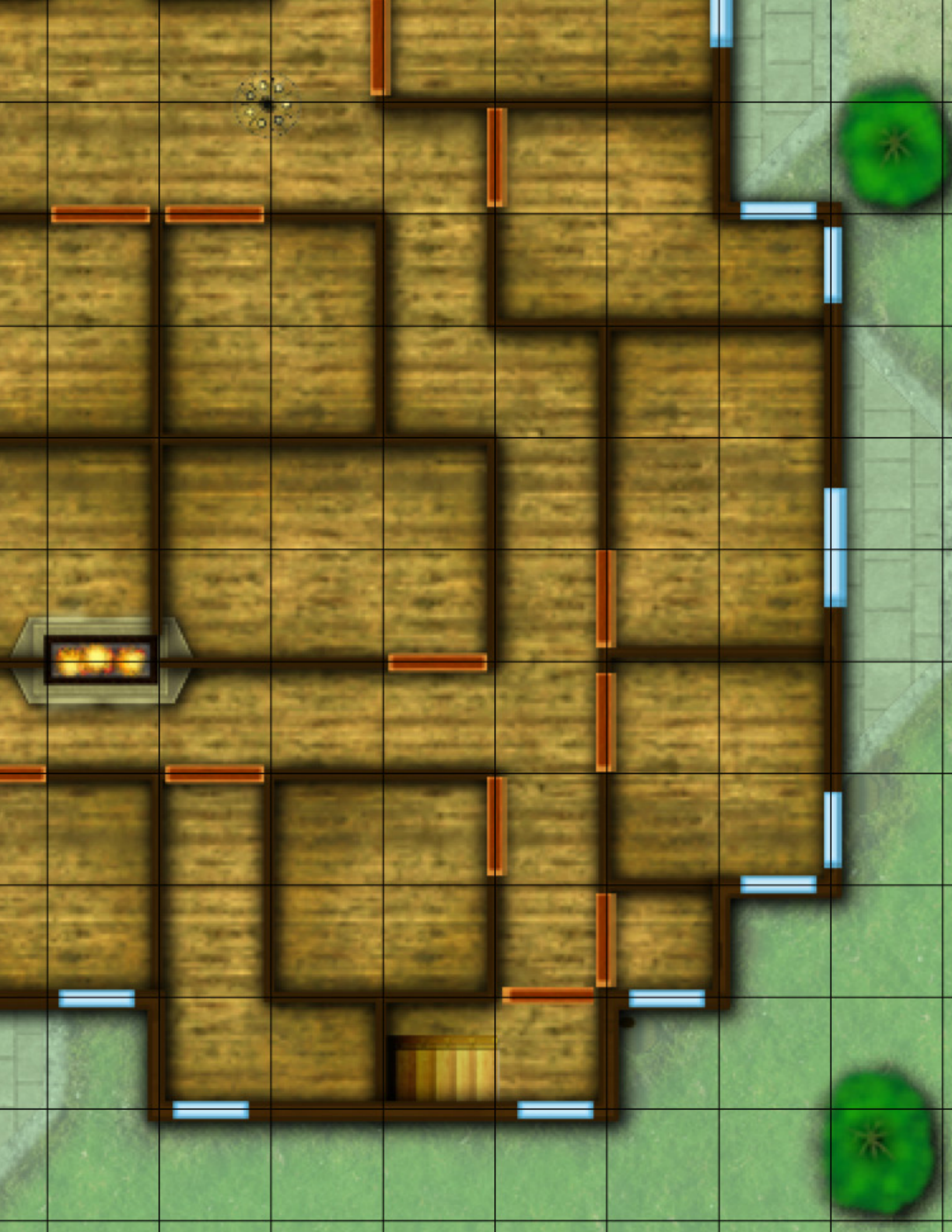




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (EMPTY)  
**PANEL B**

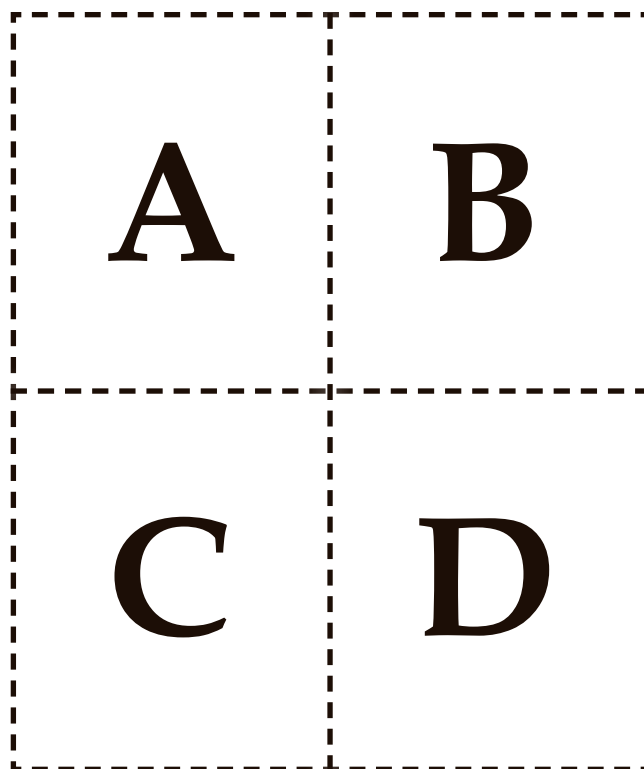




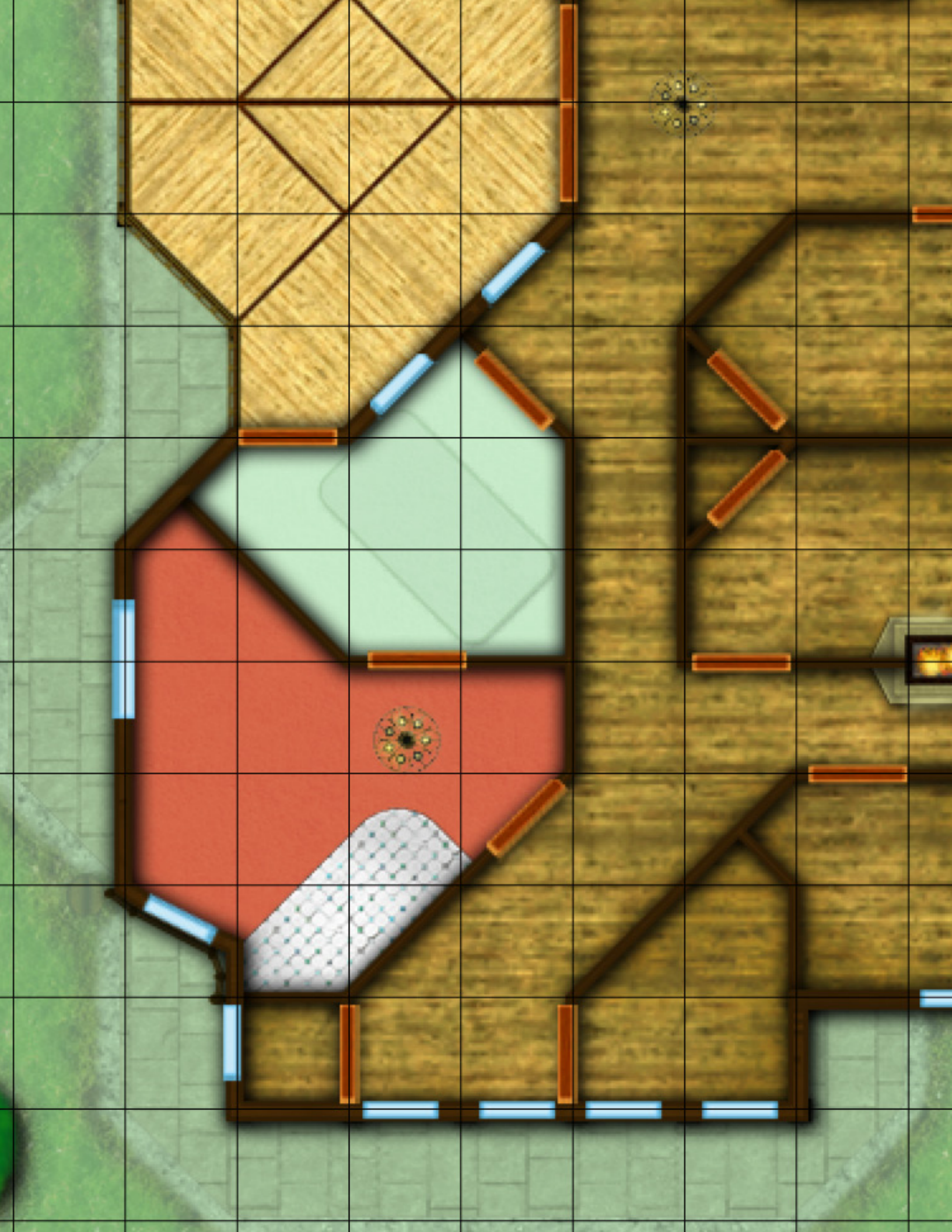




*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (EMPTY)  
**PANEL C**







*SAMPLE TAVERN:*  
**THE SWEET HAG'S BOSOM**  
FULL-SIZE MAP  
SECOND FLOOR (EMPTY)  
**PANEL D**

