

# SO WHAT'S THE TAVERN LIKE, ANYWAY?

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Richard Green and Liz Smith



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# SO WHAT'S THE TAVERN LIKE, ANYWAY?

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A Pathfinder Roleplaying Game GM's RESOURCE supplement by Richard Green and Liz Smith

Once again, your PCs have emerged from the dungeon ready to celebrate their victory or raise tankards to their fallen comrades. Returning to town they ask "So what's the tavern like, anyway?" At that point, likely or not, the GM glosses over the tavern or wildly improvises!

Unsurprisingly, PCs spend a lot of their time between adventures relaxing in taverns and inns, but often such locales end up being drab, one-dimensional affairs with no real characteristics or flavour of their own. *So What's The Tavern Like, Anyway?* banishes this problem by presenting dozens of tables covering the tavern's offering, customers and staff along with extensive notes on games of chance, drinking songs and more!



## CREDITS

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**Layout:** Creighton Broadhurst

**Interior Art:** Paul Daly, V Shane and Maciej Zagorski (The Forge Studios). Some artwork copyright Paul Daly, used with permission.

Thank you for purchasing *So What's The Tavern Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

## CONTACT US

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Email us at [gatekeeper@ragingswan.com](mailto:gatekeeper@ragingswan.com).

## ERRATA

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We like to think *So What's The Tavern Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on [ragingswan.com](http://ragingswan.com). We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

## ABOUT THE DESIGNERS

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**Richard** has been playing RPGs since 1980, and has enjoyed running D&D in all four editions. Previous freelance design credits include "A Blight on the Land", a Forgotten Realms adventure written for Dungeon #38 way back in 1992, and contributions to the "Iron Gazetteer" for Open Design. More recently, he has been working on the forthcoming 4th Edition Bestiary for Open Design's Midgard campaign setting.

He is currently running two regular 4th edition D&D campaigns set in the city and wider world of Parsantium, the first campaign setting he created since his teenage years. Check out his blog, At the Sign of the Green Man (<http://richgreen01.livejournal.com/>) to learn more about the Parsantium campaign setting and to read other posts about fantasy RPG gaming. Richard lives in London with his wife Kate and two cats. When he's not playing and writing D&D stuff, he likes to watch Crystal Palace FC try to win football matches.

**Liz** was introduced to RPGs at the age of 14 and has been involved with them ever since, most notably in the long-running Joe Wood Commoner Campaign. Quiet, observant and an avid reader, she mostly finds herself pushed into the GM seat for games and somehow manages to fit a lot of things into a 24-hour day, becoming a full-time writer in 2002. She is now a published poet, non-fiction writer and novelist, and is proud to be able to add RPG work to the list at last. She currently lives in the UK but prefers world-hopping to dull reality.

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## FOREWORD

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There are few locales as iconic as the tavern in fantasy gaming. It's one of those timeless fantasy traditions that adventuring parties meet their employer in a tavern and taverns are where adventurers go to rest and recuperate after their adventures.



Most PCs have no real home of their own, instead spending much of their adventuring life travelling the land. As such they stay in countless taverns, but such locales are normally scantily detailed at best. That's a real shame, as a tavern is a great place to learn rumours, relax, find a new employer, gather information, soak up the local ambiance or have a barroom brawl! Sadly, such locales often get little design time from professional and amateur designers alike. After all, unless the tavern is going to become a featured locale in the campaign, putting a lot of time and effort into designing it is probably not the best use of time; once the PCs have stayed the night (or whatever) they are unlikely to ever return.

That doesn't mean, though, that taverns have to all be boring, generic places with no redeeming or remarkable features. Using the tables herein, a GM can generate the bare bones of a tavern in minutes, enabling him to bring the place to life for the PCs. A GM can even use the tables during actual play. For example, if the PCs wander the streets of a strange town looking for somewhere to rest, the GM can quickly whip out this book and generate the details of taverns the PCs visit. This kind of detail adds verisimilitude to a campaign and immerses the PCs in the setting!

I hope you find this product useful. It would be great to hear how you use it in your games. Alternatively, are there subjects of future "So What's" you be interested in suggesting? Drop me a line at [creighton@ragingswan.com](mailto:creighton@ragingswan.com) and let me know!

TABLE A: TAVERN NAME (DESCRIPTOR)

D%	
1	Abandoned
3	Angry
4	Arm
5	Arrogant
6	Black
7	Blessed
8	Blood
9	Bloody
10	Blue
11	Bold
12	Brave
13	Brawny
14	Broken
15	Capricious
16	Clever
17	Confused
18	Craven
19	Crying
20	Cursed
21	Dancing
2	Desperate
22	Destitute
23	Dirty
24	Drunk
25	Dying
26	Enchanted
27	Fallen
28	Fiery
29	Flaming
30	Foolish
31	Forgotten
32	Furious
33	Ghostly
34	Giant
35	Gray
36	Green
42	Hammered
37	Hand
38	Hapless
39	Happy
40	Head
41	Hung/hanging
43	Hungry
44	Hunting
45	Illuminated
46	Iron
47	Jealous
49	Jolly
50	Last
51	Laughing
52	Lazy
53	Lost

54	Loud
55	Mad
56	Merciful
57	Merciless
58	Merry
59	Mighty
60	Mind
61	Number (1, 2, 3 etc.)
62	Polite
63	Poor
64	Quiet
65	Red
66	Rest
67	Restless
68	Rhyming
69	Rich
70	Riding
71	Rotten
72	Ruddy
73	Rude
75	Rusty
76	Sad
77	Salty
78	Screaming
74	Selfish
79	Shadowed
80	Shattered
81	Shining
82	Singing
83	Slain
84	Slender
85	Smiling
86	Soaked
87	Spectral
48	Suicidal
88	Swinging
89	Sword
90	Tortured
91	Unkempt
92	Violent
93	Vulgar
94	Wandering
95	Weary
96	Weeping
97	Welcoming
98	White
99	Wise
100	Yellow

## USING THESE TABLES

Tables A and B present scores of options for tavern names. A GM can roll on the tables to randomly determine a name or simply pick a suitable name.

Table A presents 100 descriptors while Table B presents 100 subjects. The simplest tavern names comprise a descriptor followed by a subject; for example, the Happy Halfling. Other tavern names comprise two subjects; for example, The King and Traitor.

It's important to remember when naming taverns that such establishments often gain their name for a reason. For example, The King and Traitor could be named for a famous meeting between a king and his treacherous uncle while the Sorcerer's Wand could be named for a powerful magic item lost in the area. Such names are a cool add-on to the campaign and can even spark adventures or side quests.

For more naming tables, check out *So What's It Called, Anyway?* by Marc Radle which presents tables suitable for naming taverns and all other manner of establishments. Alternatively, a quick internet search will throw up thousands of example tavern names.

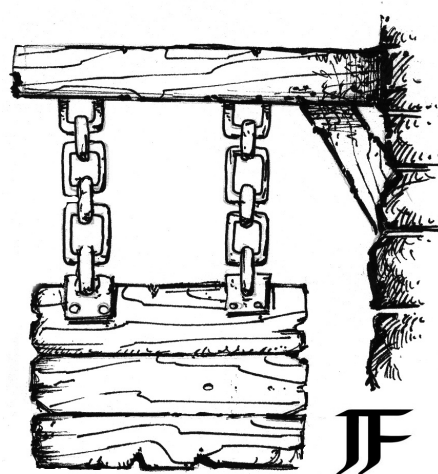


TABLE B: TAVERN NAME (SUBJECT)

D%	
1	Acolyte
2	Adept
3	Angel
4	Apprentice
5	Badger
6	Banshee
7	Beggar
8	Bugbear
9	Burglar
10	Champion
11	Cockatrice
12	Cooper
13	Cripple
14	Crypt
15	Cup
16	Curate
17	Demon
18	Devil
19	Dragon
20	Drum
21	Dwarf
22	Elf
23	Emperor
24	Ettin
25	Farmer
26	Footpad
27	Forest
28	Gauntlet
29	Ghost
30	Giant
31	Gnome
32	Goblet
33	Goblin
34	Guardian
35	Gypsy
36	Halfling
37	Harpy
38	Stallion
39	Helm
40	Hero/Heroine
41	High Priest
42	Hills
43	Horseman
44	Human
45	Jester
46	Journeyman
47	Justicar
48	Keeper
49	King/Queen
50	Kobold
51	Lich
52	Lord

53	Mage
54	Magsman
55	Man
56	Manticore
57	Master
58	Medusa
59	Merchant
60	Moon
61	Myrmidon
62	Ogre
63	Orc
64	Priest
65	Protector
66	Rabbit
67	Rat
68	Robber
69	Rod
70	Runner
71	Sceptre
72	Scout
73	Scribe
74	Scrivener
75	Serpent
76	Shadow
77	Shark
78	Snake
79	Spectre
80	Spider
81	Spy
82	Strumpet
83	Sun
84	Swashbuckler
85	Thief
86	Thug
87	Tome
88	Traveller
89	Treant
90	Trickster
91	Vampire
92	Veteran
93	Wagon
94	Wand
95	Warden
96	Warrior
97	Wave
98	Wheel
99	Wizard/Sorcerer
100	Wood

## SAMPLE TAVERN NAMES

D20	THE...
01-02	Acrobatic Spider
03-04	Angry Badger
05-06	Angry Harpy
07-08	Balls and Ferret
09-10	Banshee & Spider
11-12	Bard and Fox
13-14	Blind Medusa
15-16	Bloody Orc
17-18	Coiled Serpent
19-20	Confused Jester
21-22	Craven Dragon
23-24	Crippled Bugbear
25-26	Crippled Dog
27-28	Curate and Thief
29-30	Cursed Helm
31-32	Dancing Ettin
33-34	Enchanted Axe
35-36	Fallen Cooper
37-38	Footpad's Hand
39-40	Forgotten Queen
41-42	Ghostly Goblet
43-44	Ghostly Warrior
45-46	Goblin's Sword
47-48	Good Master
49-50	Green Dragon
51-52	Iron Warden
53-54	Jumping Cripple
55-56	Lost Angel
57-58	Mad Beggar
59-60	Merry Huntsman
61-62	Rabbit and Ogre
63-64	Screaming Forest
65-66	Scribe and Scriveners
67-68	Swashbuckler's Head
69-70	Three Kings
71-72	Traveller's Rest
73-74	Tricky Spy
75-76	Vampire and Ghost
77-78	Vengeful Apprentice
79-80	Vengeful Kobold
81-82	Vulgar Halfling
83-84	Wagon and Sceptre
85-86	Wand and Cup
87-88	Wandering Lich
89-90	Weary Giant
91-92	Weeping Justicar
93-94	Weeping Merchant
95-96	Wizard and Beggar
97-98	Yellow Elf
99-100	Zealous Paladin

## INTERESTING TAVERN FEATURES

Each tavern or inn the PCs visit should have something unique or interesting about it to help it stick in the players' minds. This section presents dozens of memorable tavern features, including physical descriptions, rumours, secrets and other quirks.

D%	THE TAVERN....
1-2	suffers from frequent bar fights. All stools, benches and tables are nailed to the floor, and all food and drinks are served in wooden plates, bowls and mugs. The cutlery is still metal though....
3	has secret smugglers' tunnels leading from its cellar to an underground river dock.
4	brews Gorgon's Blood Strong Ale on the premises; the beer is rumoured to contain a drop of real gorgon's blood in each pint.
5	has a badly stuffed pair of ettin's heads hanging on the wall. The monster terrorized travellers until it was slain by the landlord and patrons.
6	is a moored ship that once belonged to the infamous pirate captain Bloody Marja.
7	has a resident alehouse drake [see <i>Book of Drakes</i> from Open Design] named Mikulas who loves to gossip and carouse.
8-9	is famous for its menu including dishes such as devilled cockatrice eggs and spiced owlbear steaks.
10-11	has a hidden room where illegal high-stakes gambling takes place.
12-13	doubles as a brothel renowned for its discretion and is very popular with the great and the good.
14	has a polar bearskin rug in front of the fire; this was the gift of a patron from the Northlands.
15-16	is operated as a front for the local thieves' guild.
17-18	stages pit fights in its basement, including bear vs. dogs, cockfights and bare knuckle boxing matches.
19	is situated on stilts in the marshes; patrons arrive and leave by skiff.
20	has a sign on the door reading "No Dogs, Muddy Boots or Adventurers Allowed."
21	is immaculately clean; the rumour is that brownies sweep and wash the floor, polish the glasses and tidy up every night after closing.
22	is designed with gnomes and halflings in mind; the furniture is tiny and humans are forced to stoop to avoid banging their heads on the low ceiling.
23	has an enormous map of the locality on the wall behind the bar with key dungeons marked; adventuring bands stick a flag with their emblem in the map when they have looted a site.
24	is run by a devout follower of Conn the Lawgiver and serves no alcohol.
25	is situated at a crossroads with an excellent view of a high set of gibbets.
26	has such a fine wine cellar that it's rumoured powerful noblemen frequent it in disguise.

27	has a secret door hidden in the wardrobe of one of the bedrooms which leads to the unholy temple of a demonic cult.
28	has a bar made from the trunk of a sacred oak, enraging the local druidic circle.
29	is inside a lighthouse on a rocky headland. The landlord still lights the great lantern on stormy nights.
30	is haunted by the harmless ghost of a former regular, Aznaro Litwin. An empty chair is left by the fireside for him.
31	is run by a former pirate and has a bright green talking parrot on a perch behind the bar. The parrot likes to insult customers, but occasionally recites directions to buried treasure.
32	has ten tables grouped around a large stage on which satirical plays are performed. Sometimes these are closed down by the authorities.
33	somehow moves around the city. Each night it can be found in a different district. Occasionally, it shifts to another town altogether.
34	is popular with members of the Arcanists' Guild; newcomers are encouraged to demonstrate their magical skills with a trick or two.
35-36	is always very dark and has many alcoves. It attracts unsavoury characters and those who don't want to be seen.
37	is inside the trunk of a huge tree; the bar stools and tables are upturned logs, and the floor is bare earth.
38	has the best selection of dwarven beers outside of the mountain kingdom of Khazdralhad.
39	serves bland food and flat beer, but thanks to an enchantment placed on the establishment by a local illusionist, the patrons love it.
40	has a row of moth-eaten peryton heads mounted on the wall; the patrons use their antlers to hang up their hats and cloaks.
41	is warded by a permanent <i>calm emotions</i> (established after the owner grew tired of brawls breaking out).
42-43	has a leaky roof which the landlord is too poor (or mean) to fix. There are buckets everywhere, when it's raining.
44-45	makes the best spiced chicken pasties and pheasant pies for miles around.
46	is on the end of a pier. A trapdoor in the middle of the taproom can be used to drop unruly drunkards and those who can't pay their tab into the sea.
47-48	is situated on a floating island, drifting 200 feet above the ground. Access is via a large wicker basket on a pulley.
49	makes its own sweet white wine from the vines growing in the garden behind the pub.
50-51	serves amazing smoked dire boar sausages.



52	acts as the unofficial headquarters of the Adventurers' Guild. There is a "Situations Vacant" notice board for available work and a scoreboard for tallying treasure found and monsters killed.
53	has a rune-covered greatsword hanging over the bar.
54-55	is the most fashionable place in the city, despite its rude staff, vinegary wine and overcooked food.
56	holds weekly singing contests for locals and visitors. Many of the singers have also performed at the opera house.
57	has walls painted with raunchy scenes of nymphs and satyrs; there is a small shrine to the Wine God in one corner.
58	brews its own strong cider, Jolly Halfling Redface, using only local orchards.
59-60	opens early in the morning to cater for the market traders and is closed in the evenings.
61-62	is overrun by rats which are bold enough to eat the food from the customers' plates.
63	has a wide double door entrance, oversized furniture and a high, vaulted ceiling. Tall and four-legged folk such as ogres and centaurs make up much of the clientele.
64	supposedly has the lost treasure of Peder Uren buried beneath the cellar floor.
65	has a flat roof for landings by griffins and giant eagles. An upper floor also provides a quiet, members only drinking venue.
66-67	is the best place in the city to find someone willing to buy an unwanted magic item.
68	has a trapdoor in the floor of the kitchen which leads down into the remains of the older city on which the present one is built.
69	has a huge painting hanging on the wall of the current landlord battling a dragon single-handed. This never happened – the landlord has always worked in pubs but dreams of adventure.
70	is also a popular gambling establishment among the wealthy, offering fine food and wines and a classy escort service for both men and women.
71	is built on a bridge spanning a chasm. The floor of the taproom is magically reinforced glass and offers a superb view of the river 500 feet below.
72	is situated in the undercroft of the city gatehouse and is popular with off-duty city watchmen. This is a good place for rumour-gathering.
73-74	is a local pub for local people. The place falls silent when the PCs enter and the "welcome" from the bar staff is noticeably frosty.
75-76	has a bad reputation for pickpockets.
77	is decorated with dozens of hunting trophies (mostly animals but there are a few monsters too). The three chandeliers are fashioned from antlers.
78	has dishonest staff who short-change their customers and pilfer items from their rooms.

79	serves delicious mead and tasty honey from its own beehives.
80	is a rowdy place, popular with warriors and barbarians; much quaffing of ale, plate-smashing and drunken singing happens here.
81	has saucy, flirty serving staff of both sexes who can be hired as "bedwarmers."
82	is <i>very</i> quiet. Serious students from the nearby university and School of Wizardry come here for a bite to eat and a drink while studying their books.
83	acts as a front for a group of cruel slavers. Drunk patrons are sometimes dragged off and shoved into the holding cells beneath the inn.
84	is popular with local fishermen and is decorated with fishing nets and other nautical knickknacks. The fried fish served here is delicious.
85	has a "no weapons" rule. All weapons must be surrendered at the door to a female half-orc bouncer with a big club and a missing nose.
86	has a shield with a red griffin emblem hanging outside. This shield was stolen from the paladin Amar Beaumont by bandits; he would pay a decent reward for its return.
87	is subject to a permanent <i>reverse gravity</i> enchantment, allowing patrons the chance to drink on the ceiling.
88	is situated on its own demiplane, accessible from a number of different pub entrances across the multiverse. The clientele is as varied as the cuisine and drinks menu.
89	employs hard-up students from the School of Wizardry; some of them are prone to bumping up their tips with a little charm magic.
90	is a former chapel and has beautiful stained-glass windows. The old altar displays a range of strong spirits.
91	is a popular spot for a romantic evening and has a small fountain in the middle of the dining area. It is said that if a couple each throw a coin into it, they will live happily ever after.
92	is a dank and dimly lit cellar bar, decorated with the skulls of various animals and monsters.
93	is packed every night with actors and playwrights who perform at the nearby theatre. They drink a lot and like to rehearse their speeches in front of other patrons.
94-95	has an uneven floor and wobbly tables and chairs.
96-97	is a cheap, backstreet pub, selling strong ale and hearty stew to hard-working laborers.
98-99	is very popular with merchants and traders; there are deals going on at almost every table.
100	is a secret drinking establishment inside a cave on the outskirts of town.

## SAMPLE CUSTOMERS

Other patrons offer the GM a great way for the PCs to hear local rumours, pick up on adventure hooks, or just have a fun roleplaying encounter when they visit a tavern.

This section presents 50 notable tavern customers for the PCs to interact with; each entry includes basic statistics, a physical description and one or two personality traits to help bring the patrons to life.

D%	CUSTOMER
01-02	Eavis Hob [N male human commoner 3]: ruddy-faced local farmer with mutton-chop sideburns, doesn't like "folk not from round 'ere".
03-04	Franco Colias [NG male human expert 5/bard 2]: fork-bearded playwright, scribbling furiously away on parchment and won't take kindly to being disturbed. Likes to use flowery language.
05-06	Berig Tolly [LN male human expert 2]: miserable, pot-bellied fisherman, constantly bemoaning the lack of a good catch. Stinks of fish.
07-08	Oglander Trell [CG male human wizard 11]: bearded, wears a ridiculous-looking wizard's hat, and smokes a foul-smelling pipe. An expert on the fey; friendly but very absent-minded.
09-10	Madame Rocelin [CG female human expert 7]: buxom middle-aged brothel-keeper, the archetypal "tart with a heart." Loves a good double entendre.
11-12	Garrow Poppyfield [LN male halfling expert 4]: rotund orchard keeper and cider-maker, has a huge belly laugh and enjoys a good gossip.
13-14	Rafiq Al-Tayyib [N male human expert 8]: dark-skinned, djellaba-wearing spice merchant from the southern city of Sabtah. Warm and friendly, but insists on haggling.
15-16	Holgin Forgestoker [LG male dwarf expert 6]: bald-headed weaponsmith with elaborately braided red beard and heavily calloused hands. Irritable perfectionist who does excellent work.
17-18	Anora Greenmantle [NG, female half-elf druid 5]: has light brown hair, violet eyes and attractive features; wears plain woollen robes and is accompanied by her wolf. Softly-spoken, kind and wary of heavily-armed adventurers.
19-20	Nesta Redhawk [CG female human ranger 3]: red-haired with a freckled face and wearing studded leather armour and a dark green cloak. Moves slowly and deliberately. Takes an interest in strangers.
21-22	Gong Tzu [LN male human monk 7]: shaven-headed elderly martial artist from distant Keiwan, dressed in simple robes. Bows respectfully and expects others to do the same. Speaks very poor Common and is likely to become confused in any conversation.

23-24	Thadeous Kellgrim [CE male human sorcerer 6]: bald-headed, thin-faced man with a goatee beard, wearing black robes and a sinister-looking silver amulet. Has a cruel sense of humour.
25-26	Father Poncival [N male human cleric 1]: big-nosed, middle-aged priest of Conn the Lawgiver, clad in white clerical robes. Tends to leer at attractive women.
27-28	Gerd Hot-Head [CN female human barbarian 10]: blond Northlands warrior, clad in furs and leather and carrying a big axe. Boisterous and quick to anger; she likes to challenge men to drinking contests.
29-30	Odgar Pennyweather [N male gnome rogue 3]: devious pickpocket with bright orange hair, large glittering black eyes and earthy brown skin. Bursts into (crocodile) tears, if caught stealing.
31-32	Skaar Flatnose [NE male half-orc fighter 5]: down-at-heel warrior who was thrown out of his last adventuring band and is desperate to join another one. Has terrible breath and a nasty temper.
33-34	Gwaelen Calafalas [CG female elf fighter 7]: blond-haired elf archer in shining chainmail and green leather boots; has a nasty scar on her left cheek. Waiting to meet a prospective employer and seems distracted.
35-36	Piero Merigot [LN male human aristocrat 12]: wealthy and handsome olive-skinned young noble in search of some female company. Charming but somewhat world weary.
37-38	Dani Sunilda [NE female human rogue 6]: very attractive, well-dressed lady with bright green eyes and dark hair. Looking to seduce a stupid but wealthy man and run off with his money.
39-40	Sidrac Pureheart [LG male human paladin 9]: good-looking, blond-haired knight in shining armour embossed with the symbol of the sun god Darlen. Vain, pompous and a bit dim.
41-42	Beldina [NG female human witch 4]: young dark-skinned gypsy fortune-teller offering tarot readings. Very intense; often sees death in her cards.
43-44	Ivan and Pavao [N male human warrior 1]: off-duty members of the city watch. One is tall and thin, the other short and fat. Both are bullies, and don't like to pay for their drinks.
45-46	Theona [LG female human expert 3]: pale and undernourished scribe with ink-stained fingers, dressed in plain grey robes. Speaks very quietly and is painfully self-effacing.
47-48	Valgard Stonyfist [LE female dwarf fighter 7]: one-eyed bearded adventurer, back from a successful expedition with items to sell. Greedy and likely to rip off anyone she deals with.

49-50	Hamult [N male human commoner 1]: buck-toothed miller, not liked by the rest of the locals, who suspect him of taking a bigger cut than he should. Hums to himself and is suspicious of outsiders.
51-52	Caranthir Martken [N half elf rogue 6]: handsome con man, posing as a merchant who has just been robbed. Smooth-talking and apparently very honest.
53-54	Barr Jockell [NE male human commoner 3]: red-faced cooper with a shock of blond hair and a lazy eye. Bigoted about other races and sexist to boot. Rants when drunk.
55-56	Gundrik Craghammer [LN male dwarf commoner 2]: master builder with a magnificent triple-braided beard and the ability to blow large smoke rings. Very meticulous in everything he does.
57-58	Tuluin [NG male human commoner 1]: swarthy labourer with nearly all his teeth missing, wearing a simple peasant smock. Nosy and overbearing.
59-60	Minir Lossehelin [CG male elf bard 5]: blond-haired singer and lute player, wearing clothes of deep blue and a silver swan-shaped brooch. Talented performer, prone to melancholy.
61-62	"Happy" Hiragg Skullcruncher [N female half-orc fighter 5]: broken-nosed scraggly-haired enforcer for the local thieves' guild. Affable when she's not working; tells terrible jokes.
63-64	Reyna Kirkas [LE female half-elf inquisitor 10]: heavily armed, fanatical follower of Darlen the Shining Light, sworn to track down the god's enemies. Has a sinister smile and enjoys inflicting pain on others.
65-66	Ruggert [N male human expert 3]: weather-beaten, sun-tanned sailor, with a bowlegged gait and lots of tattoos. Won't stop telling sea stories as long as the rum keeps flowing.
67-68	Colum the Clumsy [N male human commoner 2]: accident-prone dock-worker with a limp and sporting a black eye. Hates his boss and tells boastful lies to anyone who will listen.
69-70	Bhuvanesh [LN male human wizard 8]: brown-skinned, handsome scholar from remote Gopura, studying the magic of distant lands. Will enthusiastically compare notes with any arcane spellcasters; somewhat naïve.
71-72	Leovold Kerric [LG male human paladin 1]: inexperienced, fresh-faced paladin with shiny, undamaged, plate mail and a sword that's barely been swung in anger. May ask the PCs for some tips if they seem to be "goodly sorts."
73-74	Parador [NG male human cleric 6]: middle-aged tonsured priest of the god of healing. His adventuring days are behind him but he enjoys

	recounting his exploits in a dull monotone. Has sweaty hands.
75-76	Kazask't [N male lizardfolk fighter 4]: seven-foot-tall green-scaled warrior, carrying a turtle-shell shield and a spear. Confident, taciturn and unbothered by any strange looks.
77-78	Elanoreth [CG female elf wizard 13]: stunningly beautiful silver-haired magus, wearing black robes decorated with arcane symbols and carrying an orb-topped staff. Poised and aloof.
79-80	Barro Bonerattler [N male gnome expert 13]: talented professional gambler with a natty line in waistcoats. Expressionless when at the tables; shows his deadpan humor when he's not.
81-82	"Scabby" Cuthred [CN male human commoner 7]: scruffy and dirty beggar with a missing arm. Offers local information in exchange for food and drink.
83-84	Brendon Sharpwit [NG male halfling expert 2]: smartly dressed curly-haired general shopkeeper with well-manicured bare feet. Is keen to find out if the PCs have enough iron spikes and ten-foot poles.
85-86	Folgrim Goldsmelter [NE male dwarf expert 10]: grey-bearded balding moneylender, wearing small spectacles on the end of his nose. Mean-spirited, avaricious and misanthropic.
87-88	Kadia Killiwrath [LN female monk 10]: dark-skinned woman with her blue-black hair tied in a topknot, and two kamas tucked into her red cloth belt. Maintains a state of zen-like calm.
89-90	Liuva [NG female human commoner 2]: soot-covered, muscular charcoal-maker. Nervous about returning to work due to "strange happenings in the woods."
91-92	Elarik Swiftwater [CG male half-elf ranger 7]: rugged-looking, well-travelled bounty hunter on the trail of a notorious murderer. Intimidating and solemn.
93-94	Variel Duskreader [LN female elf fighter 6]: plain-featured down-to-earth captain of the city watch. Always on the lookout for anyone up to no good.
95-96	Pia [CG female commoner 1]: seven-year-old girl in a bright red dress who is looking for her mother. Distressed, she wants to tag along with the PCs until she finds her.
97-98	Borstig Bigbelly [CN male human commoner 5]: obese, sweaty cobbler whose main aim in life is to avoid being sober. Rude and abusive.
99-100	Letia Varro [N female human aristocrat 4]: elegant and well-dressed mature noblewoman, accompanied by her manservant as she looks for her errant husband. Imperious demeanour.

## SAMPLE STAFF

It's often the staff in a tavern that determine its atmosphere and help make it distinct and memorable. It's particularly important to have interesting NPCs working in a pub that the PCs regularly return to after an adventuring expedition. The landlord can become a trusted friend and a good source of information on what's been going on in town while the PCs have been away. This section presents 50 notable tavern staff; each entry includes basic statistics, a physical description and one or two personality traits to help with roleplaying.

D%	STAFF MEMBER
01-02	Urgrim Strongarmed [N male dwarf warrior 2]: overweight and out of shape bouncer. Is polite to women and gruff with men. Perpetually smiling, he is very protective of the tavern's staff.
03-04	Gurdik Pendrell [LN male human expert 1]: weasel-faced bartender, wearing a grubby, grease-stained apron. Miserly and lugubrious.
05-06	Jarla Vespen [CG female human commoner 2]: rosy-cheeked, mature landlady with a heaving bosom and a heart of gold. Flirtatious.
07-08	Steffan Kennig [N male human expert 3]: portly landlord with thinning hair. Snobbish; looks his patrons up and down when they enter his tavern. Hates mess and dirt; is usually obsessively cleaning something.
09-10	Tanith Zerlas [LG female human aristocrat 2/expert 1]: elegant widow with long raven-black hair, running her own stylish restaurant. Loves good food and fine wine.
11-12	Renward Slyfox [CN male halfling rogue 2]: well-fed professional gambler who won the tavern in a bet and hasn't a clue how to run it. Makes mistakes when taking drink and food orders, spills beer everywhere and so on.
13-14	Darry Hardbottle [LN male halfling expert 2]: ruddy-complexioned halfling cook. Superb piemaker but very temperamental.
15-16	Bella Moonrise [NG female half-elf commoner 1]: young serving maiden with long, braided, light brown hair. Terrified of getting things wrong and losing her job.
17-18	Rhodus [CN male human commoner 3]: very handsome, pony-tailed waiter; wears tight leather breeches and a puffy shirt. Vain and empty-headed.
19-20	Shazwyn [N male gnome expert 3]: green-haired resident juggler and knife-thrower. Sulks if he doesn't get enough applause.
21-22	Dollen [LG male human commoner 1]: goofy-looking serving boy with ginger hair and a stutter. Very gullible.
23-24	Ratha Varrin [LN female half-orc expert 2]: scary-looking innkeeper, with a nasty scar running

	across her forehead. Proud and determined to make her inn the best in town.
25-26	Ninetha [CN female human commoner 1]: pretty, green-eyed, olive-skinned serving girl and chambermaid. Lazy and flighty.
27-28	Luthrin Summerbee [NE male human rogue 4]: very pale, almost albino, tavern owner. Smooth-talking liar, always looking for ways to steal from his customers.
29-30	Bolval the Barrel-Bellied [NG male dwarf cleric 9]: tubby landlord and former cleric of the Forge God. Has dedicated his retirement to brewing the best beer this side of the Cloudpeak Mountains.
31-32	Obry Verne [LN male human rogue 3]: heavily tattooed, bald-headed landlord with a bushy moustache. Used to be in a criminal gang, but is now determined to keep out of trouble.
33-34	Jameela [N female human expert 1]: sensuous, dark-skinned exotic dancer, performing in diaphanous veils. She longs for a rich patron to whisk her away.
35-36	Grodor [NG male human expert 2]: short, bearded bartender who pours beer agonisingly slowly, much to the frustration of his thirsty customers.
37-38	Zebar [NG male black bear]: dancing bear, sits chained in the corner. An adventurer who was cursed by the fey, he tries to communicate his predicament to the PCs.
39-40	Derlana [LG female commoner 2]: smartly dressed, silver-haired landlady who insists only the finest glasses are used to serve drinks in her backstreet pub. She allows no swearing.
41-42	Niall Brodgirdle [N male halfling commoner 1]: dodderly, tipsy old potman with bushy sideburns and big, hairy feet. Drinks down the dregs as he collects up the tankards.
43-44	Blothmac [CN male troll]: hideously ugly green-skinned bouncer with a ring through his nose. Unusually intelligent and fiercely loyal to the landlord.
45-46	Spichfat [NE male human expert 1]: greasy-haired, acne-ridden cook, with a thin moustache. Mean and nasty; uses rat meat in his stews.
47-48	Elenagh [NG female commoner 1]: pretty young serving girl with blond hair and a curvy figure. Tired of getting her bottom pinched by amorous patrons, she is likely to empty a glass over someone's head the next time it happens.
49-50	Zambros Kibber [CN male gnome commoner 2]: well-dressed, diminutive landlord with fiery red hair and a bottle-green waistcoat. Greedy, he serves watered-down beer to patrons he thinks won't notice.

51-52	Tereza [N female half-elf expert 3]: beautiful dark-haired prostitute who works from the rooms upstairs. One of her regular client beats her violently, but she is too scared to tell anyone.
53-54	Malkas Hardepate [CN male human bard 5]: veteran master of ceremonies, with wild, grey hair and a red robe that's seen better days. Great joke-teller with a sharp wit.
55-56	Algar Scrobbs [LN male human expert 3]: wide, bull-necked pit boss who makes sure all is running smoothly at the gaming tables. Suspicious of everyone and misses very little.
57-58	Herol Chenric [CN male human expert 5] highly talented chef, with a shaved head and neatly trimmed beard. Believing that his lovely food is not being appreciated, he is on the verge of poisoning his "ungrateful" customers.
59-60	Frodin Underhall [N male dwarf commoner 1]: dark-haired cellar man, with intricate silver clasps tying up his hair and beard. Surly and enjoys grumbling.
61-62	Landaeris Celetherin [CG female elf bard 3]: graceful and handsome blond-haired resident musician, capable of playing both rousing jigs and terribly sad songs. Shy and nervous when not performing.
63-64	Pachko Keff [N male human fighter 11]: brawny and red-bearded former adventurer, who once plundered the tower of a notorious sorcerer, and is now lying low as a backstreet tavernkeeper. Wary of strangers.
65-66	Morten Ordel [LE male half-elf rogue 3]: brown-haired, clean-shaven landlord with wholly unremarkable features. Polite to his customers and keeps a low profile to avoid drawing attention. The tavern is a front for his small but growing criminal empire.
67-68	Bjorg Deepdelver [LG male dwarf expert 2]: one-legged former sailor, covered in nautical tattoos; now a barman. Loves the open sea and has never seen the inside of a mine.
69-70	Belloza [NG female human commoner 1]: attractive, middle-aged landlady, wearing lots of make-up and perfume. Widowed a year ago, she is lonely and looking for a new husband.
71-72	Wali Sabirah [LN male human expert 2]: dark-skinned tavernkeeper, with a smartly trimmed beard and wearing a clean white djellaba. Warm, friendly and passionate about the very fine coffee and mint tea he serves.
73-74	Wennig [N male human expert 1]: young lad with a shaved head and multiple piercings. He is an excellent cook; fish and seafood are his speciality. He is often late for work after a big night out. He is pale skinned and suffers from horrendous hangovers.

75-76	Ciosa and Jacopa [NG female human commoners 2]: two young sisters, both blond-haired and comely. Took over the tavern when their father died and are determined to make a go of it without any male interference.
77-78	Gerulf Thondirk [N male human commoner 3]: frustrated artist who serves ale wearing a paint-spattered smock. The tavern is hung with his talentless paintings. Very sensitive to criticism of his art.
79-80	Marketa [CG female human commoner 1]: very pretty serving girl with light brown hair. Forced to work in the tavern by her father, she is trying to get fired by spilling drinks and getting things wrong but it's not worked yet.
81-82	Elestir Calafalas [CG male elf expert 3]: pale gold-haired, violet-eyed and very attractive landlord; dresses immaculately. Loves sharing his passion for fine wines with anyone who orders a glass.
83-84	Herek Tebene [N male human expert 1]: tall, grey-haired, blue-eyed landlord with more than a whiff of arrogance about him. Thinks his tavern is far too good for the riff-raff who come in there.
85-86	Ergal Shieldbreaker [LN male dwarf fighter 2/expert 1]: former adventurer, now a landlord, red in the face with an unruly beard. Hates elves and won't allow them in his pub.
87-88	Edine [NG female human commoner 2]: slim and muscular serving girl with short, dark hair. Keen to give up her boring job and become an adventurer. She may seek to follow the PCs on their next quest.
89-90	Steinar [CG male human ranger 3]: tall, burly tavern keeper, who insists the only food served is game he's hunted or caught himself. Plains-spoken and genuine.
91-92	Osoro [N male human commoner 1]: young serving lad and apprentice cook with tousled, brown hair. Hates the head cook and is over-salting the food to see if he can get him fired.
93-94	Alvito [NG male human commoner 1]: gangly young waiter with goofy teeth. Works hard but is clumsy and accident prone.
95-96	Hilda Goodeve [CG female human expert 1]: kindly, smiling woman who runs the gaming tables. Often tries to stop those who can't afford it from betting too much.
97-98	Felippon [N male human expert 3]: well-oiled, sun-tanned and muscular male stripper and sometime gigolo. Targets rich, older women when performing in an effort to get bigger tips.
99-100	Tamas [N male human commoner 2]: ugly and foul-smelling landlord of a shabby backstreet tavern. Is missing several teeth and part of his left ear. Rude and disinterested.

## FOOD & DRINK

The food and drink available at taverns is as varied as the establishments themselves. These two pages presents lists of suitable food and drink divided by the quality of the establishment. The table immediately below also presents the average cost of food and drink for sale in taverns.

### DRINKS

Ale (gallon)	2 sp
Ale (mug)	4 cp
Wine (common; pitcher)	2 sp
Wine (fine; bottle)	10 gp

### MEALS (PER DAY)

Poor	1 sp
Common	3 sp
Good	2 gp

## POOR FARE

### D20 POOR MEALS

1	Carrot and acorn soup with bread
2	Vegetable stew
3	Pease pudding
4	Chickpea stew with kale
5	Beans and greens soup with rye bread
6	Pea and carrot soup with oatcakes
7	Vegetable soup with laver bread
8	Pea soup on baked potato
9	Potato soup with mixed greens
10	Pea and beet stew
11	Acorn cakes with beet soup
12	Oat gruel with turnips
13	Bean soup with onion
14	Cheesy millet balls with carrot
15	Beet soup with bread
16	Mixed greens pottage with potato
17	Carrot soup with ground chickpeas
18	Fried beet and potato cake
19	Potato and acorn stew with bread
20	Baked potato with onions and bread

### D20 POOR DRINKS

1	Water (cold)
2	Buttermilk
3	Whey
4	Mint tea
5	Nettle tea
6	Dandelion coffee
7	Small ale
8	Small beer
9	Sour wine
10	Sage tea
11	Chamomile tea
12	Plain barley water
13	Lavender verbena tea
14	Water (hot)
15	Rosemary tea
16	Watered cider
17	Watered perry
18	Fennel tea
19	Raspberry leaf tea
20	Birch sap tea

### D20 POOR HOUSE SPECIALITIES

1	Rolled seaweed stuffed with rice and vegetables
2	Fishcakes with cabbage
3	Black pudding with turnip and bread
4	Marrow stuffed with barley and herbs
5	Spiced beets with onion and potato
6	Roast chickpeas with laver bread
7	Mushroom porridge
8	Turnip and pea pie
9	Onion flan
10	Bean stew with onion bread
11	Cracked wheat pilaf
12	Turnip stew
13	Mixed root stew with kale
14	Bean and barley pottage
15	Homity pie
16	Chicken soup with bread
17	Fish soup with rice and beans
18	Beet stew
19	Umble pie with cabbage
20	Cabbage soup with beets

## COMMON FARE

### D20 COMMON MEALS

1	Omelette with toasted nuts
2	Ham with mixed greens
3	Fish and bacon stew
4	Rabbit in mushroom sauce
5	Fried rabbit with nut cakes
6	Poached fish with kale
7	Cheap sausage with fried onion and apple chunks
8	Black pudding and beans
9	Corned beef with carrots
10	Ham and vegetable stew
11	Cheese and ham omelette
12	Cheese and leek bake
13	Rabbit pie with beets
14	Black pudding with turnip and mushrooms
15	Cheap sausage with cheese and chickpeas
16	Cauliflower cheese with parsnip and kale
17	Leek and chestnut stew
18	Vine leaves stuffed with chickpeas and millet
19	Chicken with buttered parsnip
20	Fishcakes with cracked corn and red cabbage

### D20 COMMON DRINKS

1	Beer
2	Ale
3	Watered white wine
4	Cider
5	Perry
6	Cherry barley water
7	Plum barley water
8	Watered red wine
9	Koumiss
10	Watered mead
11	Pear barley water
12	Elderflower cordial
13	Blackberry cordial
14	Elderberry cordial
15	Sloe wine
16	Sloe gin
17	Rosehip cordial
18	Gooseberry cordial
19	Plum cider
20	Blackcurrant cordial

<b>D20</b>	<b>COMMON HOUSE SPECIALITIES</b>
1	Chicken in plum sauce with rice
2	Honey-fried fish
3	Sheep's head stew with barley and beans
4	Star-gazy pie
5	Chicken and leek pie
6	Mushroom flan
7	Oxtail soup with cheese bread and onions
8	Pork liver with onions and potatoes
9	Bacon, eggs and fried Potatoes
10	Parsnip soup with cheap sausage and bread
11	Yoghurt soup with meatballs
12	Trout stuffed with oats and mushrooms
13	Lentil pancakes with cabbage and leeks
14	Shellfish chowder
15	Fishballs with mixed greens
16	Lamb heart stew
17	Brawn with spinach, turnips and carrots
18	Oxtongue with onion bread and hazelnuts
19	Fish cooked in ale with mashed swede and potato
20	Vine leaves stuffed with garlic cheese, served with millet balls

	cracked wheat pilaf
8	Mushroom soup with good sausage and butter beans
9	Salmon with peas, mushrooms and carrots
10	Beef stew with roasted chickpeas and kale
11	Good sausage, cheese, plums and honeycakes
12	Roast goose stuffed with apple and raisins and served with potato and parsnip
13	Duck pie with broad beans and sweet millet balls
14	Roasted eggs with endive, raisins and cracked corn
15	Roast pork with fried parsnip and sliced beet
16	Baked pigeon in cream with leek and onion
17	Good sausage with hardboiled egg, cheese bread and spring onions
18	Cinnamon dusted mutton with roasted chestnuts and potato
19	Turkey with raspberry sauce, green beans and mushrooms
20	Roast chicken With pork and apple stuffing, carrots and peas

<b>D20</b>	<b>GOOD HOUSE SPECIALITIES</b>
1	Lobster with mixed greens and rice
2	Beef in red wine with potato, carrot and swede
3	Partridge stuffed With eggs and mixed grains
4	Baked hare stuffed with roasted eggs and creamed corn
5	Veal in cream with spiced pilaf
6	Pork and apricot stew with broad beans
7	Peppered beef with corn, red cabbage and peas
8	Minted lamb ribs with peas and potato
9	Chicken stuffed with quail, with parsnips, green beans and spinach
10	Goose in white wine with rice, peas and carrots
11	Smoked salmon with parsley, peas and creamed turnip
12	Pigeon pie with potato, butter beans and baked pear
13	Mutton with mushroom sauce and mixed beans
14	Gammon in cheese and parsley sauce with leeks
15	Turkey with sliced good sausage, cabbage and broad beans
16	Venison meatballs with apricot sauce, chestnut cakes and kale
17	Mutton in onion gravy with a cracked wheat pilaf
18	Steak and kidney pudding with potato, cabbage and peas
19	Pork chop with sage and onion stuffing, peas and roast beet
20	Perch in honey sauce with rice, fennel and raisins

## GOOD FARE

<b>D20</b>	<b>GOOD MEALS</b>
1	Mutton in a creamy almond sauce with a mixed green salad
2	Steak and mushroom pie with green beans
3	Honey glazed ham with cheesy potatoes and peas
4	Lamb chops with redcurrant sauce, swede and leeks
5	Roasted quail in a nest of rice and peas
6	Spiced goat with apple and raisin oatcakes
7	Pork medallions with apricots, almonds and

<b>D20</b>	<b>GOOD DRINKS</b>
1	White wine
2	Red wine
3	Rose wine
4	Mead
5	Apple brandy
6	Pear brandy
7	Plum brandy
8	Brandy
9	Port
10	Sherry
11	Whisky
12	Vodka
13	Cherry brandy
14	Apricot cordial
15	Strawberry cordial
16	Raspberry cordial
17	Lemon cordial
18	Peach brandy
19	Spiced mulled wine
20	Spiced mulled cider

## TAPROOM EVENTS

D%	
1	A customer collapses, dead, in their meal.
2	A customer collapses, unconscious, in their meal.
3	A customer haggles with the bartender over the hire of a long dark cloak.
4	A group of local young nobles is slumming it in the corner. One is very touchy about their rank and speaks loudly about "peasants" and "scum."
5	A beggar circulates about the taproom offering to tell patrons' fortune for the price of a hot meal.
6	A sudden gust of window bangs a shutter shut causing a loud bang. Conversation momentarily stops before slowly restarting.
7	An exotic dancer pickpockets those watching her.
8	Two rival gangleaders and their guards choose the tavern as neutral ground for a meeting.
9	A professional duellist insults people, trying to provoke a duel.
10	A mercenary sergeant and squad set up a recruiting booth in the tavern.
11	A thief takes shelter in the tavern just ahead of a mob of peasants and such like trying to earn his last victim's reward.
12	A pack of students and apprentices pour into the tavern on a night out.
13	A rich merchant loudly dismisses everything offered as "not good enough."
14	A dogfight breaks out of its assigned area and rolls across the floor.
15	A cat sees a mouse and charges along the bar after it, knocking all the drinks over.
16	Off-duty town guards swagger in drunk, demanding free food and ale.
17	A drunk projectile vomits across his table.
18	A self proclaimed hero lounges at the bar, expecting free board in return for tales.
19	Members of two rival guilds stare coldly at each other across a divided taproom.
20	A half-dozen men stagger into the tavern. On an epic bender, they are clearly very drunk. They are refused service and leave...loudly.
21	A tiny fire elemental bound to the fireplace escapes, setting the tavern on fire in passing.
22	Two customers bump into each other and spill their drinks. After loudly cursing, they both apologise and return to the bar for more drinks.
23	Supporters of a local champion, gladiator or suchlike swarm into the tavern to discuss/dissect his latest tactics.
24	Someone throws hallucinogenic incense on the tavern fire, affecting everyone close by.
25	An impromptu drinking contest breaks out between soldiers from different companies.
26	A card-player jumps to his feet and loudly accuses his fellow players of cheating.

27	One of the tavern's bedwarmers comes down the stairs in tears over her latest customer.
28	A press-gang bursts in, looking for suitable victims.
29	A gang of slavers bursts in, grabbing everyone remotely attractive and dragging them outside.
30	An old man tells the tale of how he met a hero to a crowd that only humours him – until the hero walks in and recognises the man.
31	A bird tumbles down the chimney, scattering soot, coal and debris everywhere.
32	The innkeeper's dog has pups under one of the tables and won't let anyone come near it.
33	An argument breaks out at a table when a customer thinks the server has short-changed him. She hasn't; he is drunk.
34	A travelling merchant enters the bar carrying samples of several wines. He tries to sell them to the innkeeper.
35	A mass eruption of loud, unstoppable hiccups breaks out among the tavern patrons.
36	A local hero sits at a table receiving attentive service while everyone else is ignored.
37	Two drunks attempt to climb onto a table and dance for everyone else's entertainment.
38	An urchin enters the tavern and tries to sell customers one of several bedraggled, half-dead bunches of flowers "for that special someone."
39	A group of urchins wander in, begging for food scraps and coins.
40	An impromptu riddling contest breaks out among a group of sages.
41	An impromptu insult-screaming contest breaks out; a cluster of children listen wide-eyed.
42	A dog races in, snatches a plateful of food from under someone's nose, and runs off with it.
43	Someone spits noisily and obviously into someone else's beer.
44	A stray cat jumps onto a table and starts rubbing itself against a customer.
45	A dead bird tumbles down the chimney, blocking it and shunting smoke and soot into the tavern.
46	A rat emerges from a hole in the floorboards in search of food. If anyone notices it, they try and squash it, but it dashes away.
47	A mischievous gnome sits in the rafters, dropping snuff on the people below to make them sneeze.
48	A group of card sharpsters are taken for a ride by an innocent-looking bard.
49	A wild-eyed preacher declaims the end of the world to anyone who will listen.
50	Several local adventuring parties are holding a recruitment day: each table holds a knot of folk and a sign detailing the skills they seek.
51	Festival participants arrive in the tavern for food and drink, still in their costumes.



52	A bitch in heat races through the tavern door and runs the length of the tavern, closely pursued by a pack of hopeful dogs.
53	A customer steals another (distracted) customer's drink and wanders off with it.
54	A drunk customer passes out.
55	A metallic dragon in human disguise saunters in to mingle with the crowd.
56	An aging madam sits at a table interviewing prospective male and female employees.
57	A woman loudly slaps a customer across the cheek. His companions find this riotously amusing. The man is not so impressed.
58	An impromptu party breaks out when a popular local appears with his new baby.
59	A boy circulates about the taproom looking for his father (who has been missing for over a day).
60	A bard tries to tell the ballad of a hero who was born locally, only to be shouted down with laughter and jeers of "get it right!"
61	A member of the Watch walks in and nails a proclamation to the bar. He leaves after having a quick pint.
62	The town's bells suddenly toll a warning and the tavern customers abandon their benches to see what is happening.
63	A man sits alone deep in thought. Every now and then a sinister smile flits across his face.
64	A brawl breaks out and the bouncer throws the brawlers out through a window.
65	A brawl breaks out; there are too many participants for the bouncer to deal with.
66	Two thieves start a brawl as a distraction so that a third can rob the cashbox.
67	Someone spikes all the tavern's drinks, making them five times as potent as usual.
68	The legs on an bench collapse, dumping all the people on it onto the floor. Laughter fills the common room.
69	A female half-orc sits alone and sharpens a dagger. Occasionally she smiles grimly and looks around the taproom.
70	Four attractive, drunk and giggling women enter the taproom. They make their way to the bar where they hold court to a succession of suitors.
71	One of the tavern drinkers is actually a spy for the local ruler. He asks lots of questions and is quite inept; it quickly becomes obvious he is much more than he seems.
72	One of the drinkers is the local ruler in disguise, testing the mood of his subjects. He makes seditious comments and notes who agrees.
73	A weasel-faced man circulates among the patrons offering several minor magic potions.
74	Several off-duty guardsmen in a foul mood occupy one corner. They are spoiling for a fight after a local thief got away from them...again.

75	A customer enters the taproom and all the regulars shout out his name.
76	Drunk customer falls off a chair.
77	Customer vomits on the floor.
78	Pickpocket tries (and fails) to relieve a drunken customer of his pouch.
79	The watch enter the tavern looking for a wrongdoer. They question everyone closely.
80	A server drops a whole tray of drinks. This may be an accident or a customer may have deliberately tripped her. She is either angry or embarrassed depending on whether this was an accident or not.
81	Customers gambling begin to argue over their game. The argument quickly escalates.
82	A rival group of adventures enter the taproom and nosily celebrate their recently successful foray. They may invite the PCs to join them or alternatively denigrate the PCs' achievements.
83	A beggar enters the taproom and begs for money or food. The barkeep quickly hustles him out.
84	A passing customer enters the bar looking for a "friend" and loudly asks if anyone has seen him. The customer has a black eye and a broken nose.
85	Customer confuses a PC with someone else and sits down at their table.
86	A distraught and dishevelled man enters the bar and loudly calls for aid. It seems he has just been mugged and needs help tracking down his attackers. The man could be genuine or this could be a trap to waylay drunk customers.
87	A customer believes he has been short-changed. He argues voraciously with the barkeep.
88	A customer stumbles into the PCs' table spilling at least one drink.
89	A man enters the tavern, looks about the taproom intently before leaving. Shortly thereafter, two men hurriedly finish their drinks and leave.
90	A customer makes obscene comments to a server and gets a mug of ale thrown in his face.
91	Several patrons whisper conspiratorially while glancing warily about the common room.
92	A bard enters and starts serenading the patrons, moving from table to table in search of coin.
93	The floorboards overhead creak alarmingly.
94	Singing wafts up from the cellar.
95	Two lovers sit at a table, kissing passionately.
96	A half-orc whore leads a very drunk dwarf through the throng to an upstairs room.
97	Over a period of 20 minutes half the patrons drink up and leave. The common room is suspiciously empty.
98	The innkeeper asks the PCs' help with a minor problem.
99	One PC gets drawn into an event; roll again.
100	The party gets drawn into an event; roll again.

## TAPROOM ENTERTAINMENT

D%	
01-02	An apprentice mage is using <i>prestidigitation</i> to create the appearance of indoor fireworks.
03-04	A young man is putting on a sleight of hand conjuring show.
05-06	A young woman is using <i>prestidigitation</i> to enhance a sleight of hand conjuring show.
07-08	A waiter is juggling the knives, spoons, mugs and plates while he sets the tables.
09-10	An animated drum kit is playing itself.
11-12	A gnome is playing harp music in one corner.
13-14	A half-orc is playing bagpipes while roving the tavern floor. The sound is incredibly loud, but rousing (and popular).
15-16	A human bard is playing the flute beside the fireplace. He is playing a soulful, haunting melody.
17-18	A man is singing love ballads in a very deep voice. Several entranced women look on.
19-20	A woman is singing bawdy songs from atop a table.
21-22	A halfling is doing a stand-up comedy routine on the perils of mixing with "big-folk."
23-24	A storyteller is expansively telling heroic tales to an audience of young children.
25-26	Wide tavern windows look out onto an bear baiting arena in the courtyard. The barking of dogs and growls of the bear echo through the taproom.
27-28	A cock-fight is in progress in the middle of the taproom. A dozen or so cheering peasants surround the fighting birds.
29-30	A dog fight is in progress along one side of the tavern, fenced off with wicker hurdles.
31-32	A narrow circular balcony features dog racing.
33-34	A tall elf is reciting humorous monologues.
35-36	Two men are wrestling on the floor while others bet on them.
37-38	Two women are wrestling on a dais.
39-40	Two boxers have squared off in the middle of the tavern.
41-42	A massively muscled dwarf is challenging all comers to arm wrestling. He accepts his winnings in gold or strong spirits.
43-44	A line of tables hosts a drinking competition. Half the people have already passed out. All are splattered with beer and several have vomited.
45-46	Three actors on a low dais are performing a short play. They are terrible, but trying very hard. Almost no one is paying attention.
47-48	Two acrobats are tumbling around the floor delivering bottles of wine.
49-50	A knife-thrower has set up a target in the roof beams and is challenging all comers.

51-52	A half-orc fire-eater is winding through the crowd, quenching torches.
53-54	A slim male dancer is dancing a jig in the middle of the floor.
55-56	A voluptuous female dancer is performing on a table.
57-58	A male stripper is beginning his performance while the crowd claps the beat.
59-60	A female stripper is winding sheer veils around her body in preparation for a performance.
61-62	A mixed group is performing a stamping sword dance around the edges of the room.
63-64	Wire mesh tubes line the walls ready for ferret races.
65-66	A mass drink-and-dance contest fills the floor. Those that fall are dragged to the sidelines.
67-68	A dog choir is lined up against the back wall. Each dog barks at a different pitch on command.
69-70	A puppet theatre fills a lone table and the puppets lie nearby in a tangle of strings.
71-72	A half-elven bard beside the bar plays the fiddle.
73-74	Two youngsters play a four-handed piece on a battered piano.
75-76	A gnome re-tunes a lute before playing again. He is dressed in garish clothes and is humming a tune to himself.
77-78	An impressionist stands on a dais, mocking the local aristocracy.
79-80	A mime plays air violin in time with an old minstrel. He looks ridiculous and leaps around a lot, pretending to serenade female customers and suchlike. Bafflingly, he is popular.
81-82	Cards and a crystal ball mark a fortune-teller's stand in a shadowy corner.
83-84	Voices echo from thin air as a ventriloquist enhances his act with <i>ghost sound</i> .
85-86	A cartoonist draws on a whitewashed wall for the patrons' pleasure.
87-88	An experienced shadow-puppeteer works in the light of a bulls-eye lantern.
89-90	Two jesters compete, bawling ribald verses at each other across the length of the room.
91-92	A dog and its owner dance to music in the middle of the floor.
93-94	A snake charmer sits cross-legged on the dais in front of a basket.
95-96	A trio of jugglers toss light clubs and balls from balcony to balcony over the audience's heads.
97-98	A talking raven squawks insults at a handful of taunting customers.
99-100	A pair of elves sing a comic duet.

## SAMPLE TAVERN SONGS

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Many landlords hire travelling bards or talented locals to entertain their customers. Other customers – groups of carefree adventurers, drunken farmers and even star-crossed lovers are also wont to break into song. This section presents a small selection of such songs.

### WHERE THE HEART IS

Where the wild geese wing  
Where the skylarks sing  
Wherever the wind cries  
And whispers and sighs  
There lies my heart

Where the old oak leans  
Where the kestrel keens  
Wherever animals creep  
And linger and leap  
There sleeps my heart

Where the sweet stream flows  
Where blue ice forms, then goes  
Wherever flowers swell  
And snowflakes fell  
There dwells my heart

### THE CAPTAIN AND HIS CREW

The Captain called to his scurvy crew  
Haul up the anchor! It's time that we flew!  
There are ships out there in the open main  
Don't you fancy some gold, so yellow and plain?

The Captain cried to his pirate crew  
Away now, away now, sail out in the blue!  
I know of an island, I know of a shore  
We all will be rich, but I will have more.

The Captain smiled at his rascal crew  
He never guessed what they planned to do  
Out there in the sea, with a sturdy plank  
And a parrot that squawked, Thanks thanks thanks!

The Captain stared at his mutinous crew  
As he walked the plank in a smart new shoe  
And only much later did the crew get in a flap  
When they found that the Captain had taken the map!

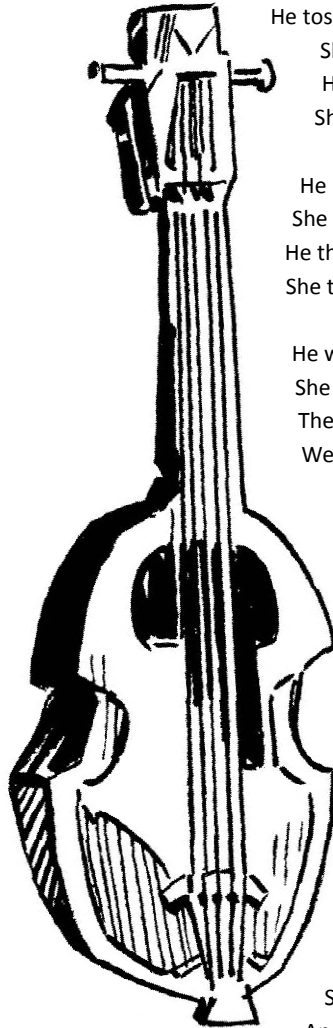
### HIS AND HERS: A DUET

He threw a rope  
She threw a plate  
He managed to duck  
She was too late

He tossed a ball  
She tossed a salad  
He called it a day  
She called it a ballad

He ran out of time  
She ran out of words  
He thought that was fine  
She thought it absurd

He went on his way  
She went on and on  
They called it enough  
We call it too long...



### LADS AND LASSES

Now that you mention those lasses,  
And some of the good lads we've known.  
My memory goes back to old Lilly  
And the nights I thought we had flown.

It's a long while ago. I'm not sure now  
Of the name of that sweet little blonde,  
And that lad with the hair to his ankles -  
I think that they called him Girond.

What became of that luscious lass, Sarie?  
Oh! Remember the fox-faced brunette?  
She was working the streets with her sister  
And she's not left my dreams even yet.

And a young lad I think was called Ishtak.  
The cutest thing I've ever seen,  
With a smile any woman would die for,  
And a body so muscled and lean.

Wait! I almost missed naming that Keisal.  
The one who gave kisses galore,  
With a twinkling eye that promised  
Everyone so very much more...

## GAMES TO PLAY

As well as drinking and eating, games of chance and skill are quintessential pastimes enjoyed in tavern taproom. (Luckily, such games are also an excellent source of barroom brawls, if the GM so desires). This section presents several such games.

### ARM WRESTLING

Popular with barbarians, dwarves and other tough guys, arm wrestling is a simple test of strength between two participants. Each person sits across from the other and places his arm on the table with the elbow bent and touching the surface. The two contestants grip each other's hand with the aim of shoving the other's arm down flat onto the top of the table.

- Each round, the contestants make opposed Strength checks.
- Each successful check moves the opponent's arm closer to their side of the table. To win, a player must make three more successful Strength checks than his opponent.
- If the contest has not been won after 10 rounds, both contestants must make a Constitution check each round (DC 10 +1 per previous check) to be able to continue wrestling. If both contestants cannot continue, the contest is a draw.

### BROOM JOUSTING

A popular game in larger taverns, especially common near knightly orders, castles and training grounds.

- Played in teams of two, one of which is the "rider" and one the "horse." The horse carries the rider piggyback.
- The rider wields a broom (improvised bludgeoning weapon dealing 1d4 nonlethal damage) and tries to hit the other rider. If a rider is hit, the rider must make a DC 10 + damage dealt Ride check to stay mounted on their "horse." Failure indicates they fall off.
- If a rider is hit 3 times or falls off his horse, he is out. The winner is the last person still mounted.

### DOWN THE HATCH

Down the Hatch is a drinking game more commonly played in poorer communities, as it only requires one mug of drink for each participant. (However, versions that require each drinker to down three drinks also exist). Rather than drinking more than your opponent, the object of Down the Hatch is to drink the same amount, but faster. It requires a minimum of three people – two drinkers and a caller. The drinkers both start with their hands placed flat, palm down, on the table equidistant from the drinks. The caller cues them in with *"3-2-1-Down the Hatch!"*

- All drinkers make an initiative check to see who can grab a mug fastest.

- Each drinker must hit AC 10 to grab the drink without spilling it. Failure indicates the character knocks the drink over, pours it down themselves and so on.
- Each drinker then makes a DC 12 (+1 per previous check if more than one drink is downed) Fortitude save to get the drink down without choking.
- The winner is the first person to successfully get the drink down their throat. If more than one gets it down, the person with the highest initiative is the winner.

### HAZARD

Hazard is just one of many popular tavern dice games. It is played with two six-sided dice by any number of players. The person who has the dice is called the caster.

Bets are between the caster and the house, which is normally the player to the caster's right.

To start, the caster and the bank place their bets. After the first throw, the caster wins if she rolls her chance before her main, and has the option to increase her stake.

- Each round, she picks a number between 5 and 9 inclusive, called "the main" and throws the dice.
- If the caster rolls the main, she wins or "nicks" and can either take the pot or increase his stake (which the bank matches).

For other results, see the table below:

MAIN	NICKS (WINS)	THROWS OUT (LOSES)	CHANCE
5	5	2, 3, 11, 12	4, 6, 7, 8, 9, 10
6	6, 12	2, 3, 11	4, 5, 7, 8, 9, 10
7	7, 11	2, 3, 12	4, 5, 6, 8, 9, 10
8	8, 12	2, 3, 11	4, 5, 6, 7, 9, 10
9	9	2, 3, 11, 12	4, 5, 7, 8, 10

- If the caster neither nicks nor "throws out," this roll is called the "chance" and he throws the dice again.
- If he rolls the chance again, he wins, but now if he rolls the main, he loses. If neither number is rolled, he keeps throwing until he rolls one or the other.
- The caster may keep playing until he loses or wins three times in a row when he must pass the dice to the player on his left who becomes the new caster.

## OLD CRONE

An Old Crone is a painted wooden representation of the head of a nasty-looking witch or hag, with a clay pipe stuck in her mouth, sitting on top of a wooden pole. Players throw sticks at the crone to try to knock the clay pipe out of her mouth without knocking the head off the pole.

- Each player takes it in turn to throw their stick (treat as an improvised weapon) at the head.
- The clay pipe is AC 18 (hardness 2, hp 2).
- If the thrower misses the pipe, but hits AC 12, he hits the head. On an even-numbered attack roll, the head falls off and the player is eliminated from the game.

## PITCH COIN

Pitch coin is a common game of skill in which the players take turns tossing a coin into a container (a small box, tankard and so on). Normally, each player throws the same value coin, but if the competitors agree otherwise each player may throw whatever denomination they wish.

- Each player in turn tosses a coin at the target (AC 15). A hit indicates the player gets the coin in the container. A miss indicates he missed.
- The winner is the first to make five successful pitches and wins all the coins in the container.

## RISE AND FALL

One of many common card games played in taverns, Rise and Fall is as much about luck and guesswork as skill. It is played with a standard pack of cards. The aim of the game is to successfully predict whether the value of the next card is higher or lower than the last card showing. For this game, an Ace counts as a one and a face card counts as a ten.

- The dealer deals 10 cards face down on the table, then turns the first over as a starting point. (Roll a d10 to determine each card's value, if cards are not available).
- Each player in turn makes their guess whether the next card is higher or lower and places their bet in the pot. The dealer turns over the next card and the players who guessed wrong drop out.
- The players repeat the previous step until no cards are left or until only one gambler remains. The winner(s) split the pot equally.

## SNAIL RACING

Snail races take place on a circular "track," usually a damp cloth on a tavern table. The snails start in the middle and "race" to the edge of the circle, which is usually about 13 inches away. Races start with the shout "Ready! Steady! Slow!" The first snail to reach the edge is the winner. This usually takes several minutes. Snails are painted with racing numbers for easy identification and spectators place bets on the outcome and cheer on their snail to victory.

- Roll initiative for each snail at the start of the race (-2 modifier).
- Each minute, roll 1d6-2 for each snail. This is the number of inches the snail moves towards the edge. Roll 1d8, to determine the direction in which the snail travels in the same manner as that used to determine a missed splash attack.

- Specially trained racing snails might have a +0 initiative modifier or move 1d6-1 inches each minute. These snails typically attract much shorter odds.

## TOP THAT

A communal telling of tall tales, in Top That, each person tries to tell a stranger tale than the last, without going so far that someone declares "I don't believe you!"

Each tale-teller in turn must make a Bluff, Perform (oratory) or Profession (storytelling) check opposed by each listener's Sense Motive check. A successful check indicates the listener believes the story;

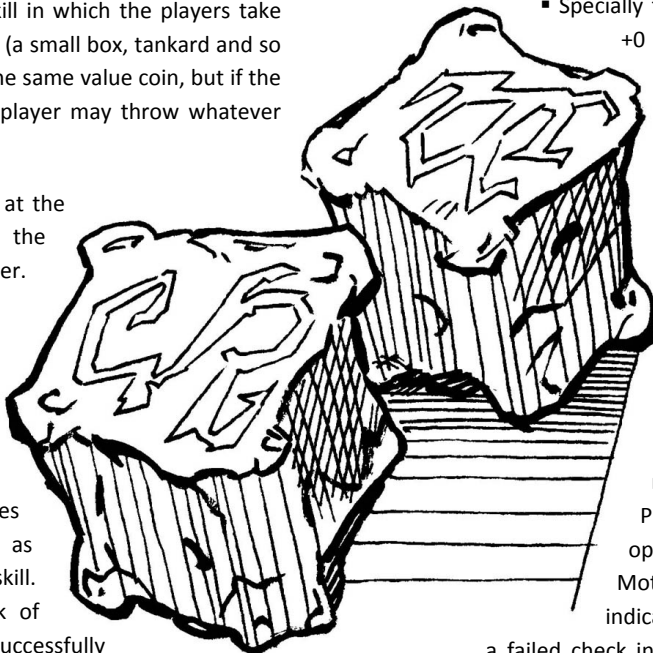
a failed check indicates the listener shouts out "I don't believe you!"

The game ends when no one can top the last tale with a better, yet believable one.

## YARD OF ALE

A yard of ale is a very tall beer glass, wide at the top and with a bulb on the end; it holds two and a half pints. Contestants need to drink the ale or beer to empty the glass as fast as possible.

- Each contestant must make a Fortitude saving throw; highest roll wins.
- Dwarves, innkeepers and heavy drinkers get a +2 bonus on their saves.
- **Yard Racing:** In races featuring a yard of ale, use the rules for Down the Hatch.



## BARROOM BRAWLS

Barroom brawls are one of the quintessential events that occur in taverns, inns and pubs of a certain quality. Alcohol mixed liberally with folk used to solving problems with violence is an explosive combination. The great thing about barroom brawls, though, is that although people get hurt, it's rare that anyone dies. This means the players can let their hair down and try some crazy stuff they'd never try in a "proper" battle. And yet, brawls feature in comparatively few adventures these days. Complicated to run, requiring an understanding of little-used rules such as nonlethal damage and improvised weapons, they can be a GM's worst nightmare!

*Barroom Brawls* provides the tools to quickly and easily run an exciting, flavoursome brawl. Including useful handouts for the players as well as extensive notes for the GM, *Barroom Brawls* is the perfect excuse to put away your longsword and belt someone over the head with a chair!

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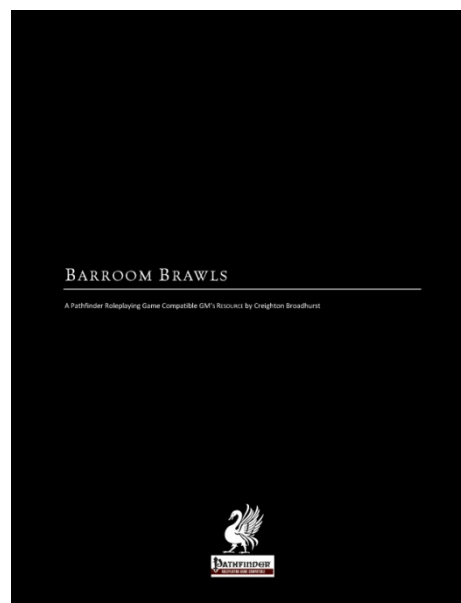
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Once again, your PCs have emerged from the dungeon ready to celebrate their victory or raise tankards to their fallen comrades. Returning to town they ask “So what’s the tavern like, anyway?” At that point, likely or not, the GM glosses over the tavern or wildly improvises!

Unsurprisingly, PCs spend a lot of their time between adventures relaxing in taverns and inns, but often such locales end up being drab, one-dimensional affairs with no real characteristics or flavour of their own. *So What’s The Tavern Like, Anyway?* banishes this problem by presenting dozens of tables covering the tavern’s offering, customers and staff along with extensive notes on games of chance, drinking songs and more!

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