

TAVERN

Between-Game Events for OSR Players



OSR

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

DEED

Be it known that the below-listed property is owned and operated and taxed per the laws of the land.

Description of Property

X

Owner or Owners

X

X

X

X

X

X

X

X

X Lerispa Darkshore
Tax Assessor



TAVERN

Between-Game Events for OSR Players

Created by James Floyd Kelly
1st Printing

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TAVERN

Between-Game Events for OSR Players

Players, this book is for you.

Well... it's for you AND your Referee, but since so many OSR resources are for GMs only, I felt it was time to give players something fun to use.

Your PCs spend a lot of time down below. Between fighting monsters, avoiding traps, and hauling all that loot back home, wouldn't it be nice if your PCs had a place of their own, some place warm and inviting in which to always return? And let's make it even better - how much fun would it be if your PCs could use some of that loot to purchase a tavern that could generate some income?

Welcome to *Tavern*. In this booklet, players can sit down with the Referee and see what's available for purchase (tavern owners are always open to offers, by the way). The availability changes often, so if players don't see something they like, just wait a bit. You can work through this little booklet before a night of gaming begins or after; should you find something you like, pool your gold, make a purchase and get ready to call yourselves both adventurers AND business owners.

But buying a tavern isn't all fun and profit. You'll have to keep it running smooth by scheduling special talent to entertain your guests, hire bouncers to remove the troublemakers, and make upgrades and expansions when possible. Ignore your customers' well-being and you risk your tavern becoming a place where thieves prowl, patrons brawl, and dastardly deals are made... pushing out the quality customers and creating an entirely different atmosphere that isn't good for business.

Referees -- let your players have some fun here. If a roll on a table doesn't make sense, let them re-roll or choose. Ultimately, however, you'll need to tweak any prices to fit your own game's economics. And feel free to toss in some surprises for the PCs (adventure hooks have been spread throughout the pages) when they return from a delve - a tavern can be just as exciting and dangerous as any dungeon!

For Sale



What's Available?

Village	Roll 1x Structure
Town	Roll 2x Structure(s)
City	Roll 3x Structure(s)

d8 - Structure(s) and Base Price (max)

- 1 Stand-alone, single story, established - $(1d4+2) \times 100gp$ - **Size = S**
- 2 Stand-alone, two story, established - $(2d4+2) \times 200gp$ - **Size = M**
- 3 Stand-alone, single story, new - $2d4 \times 1000gp$ - **Size = M**
- 4 Stand-alone, two story, new - $4d4 \times 1000gp$ - **Size = L**
- 5 Shared structure w/ Butcher, single story - $3d4 \times 1500gp$ - **Size = M**
- 6 Shared structure w/ Baker, single story - $2d4 \times 2500gp$ - **Size = M**
- 7 Shared structure w/ Haberdasher, single story - $3d4 \times 2000gp$ - **Size = M**
- 8 Shared structure w/ Inn, two story - $4d4 \times 2000gp$ - **Size = L**

Record Your Six Results Below:

Offer	Description	Price	Size
Village 1			
Town 1			
Town 2			
City 1			
City 2			
City 3			

Continue to next page...

d12 - Name

- 1 The Grinning Griffin
- 2 Budger's Cauldron
- 3 The Mute Minstrel
- 4 The Stubborn Mage
- 5 The Angry Paladin
- 6 Two Dizzy Monks
- 7 The Cracked Lantern
- 8 The Sword & Rose
- 9 The Charred Orc
- 10 The Snoring Ogre
- 11 The Lonely Knight
- 12 The Witch's Hearth



NOTE:

For a Town or City tavern, a name change may be made for a small fee of 2d8+10gp to be paid to the local tax assessor. The name change may ONLY be made after the purchase has been settled and a deed of ownership is presented to the tax assessor.

Offer	Name
Village 1	
Town 1	
Town 2	
City 1	
City 2	
City 3	

Continue to next page...

Profit



What's Size?

- S Roll on Monthly Profit 1
- M Roll on Monthly Profit 2
- L Roll on Monthly Profit 3

d6 - Monthly Profit 1

- 1 $15 + 5d10gp$
- 2 $20 + 5d10gp$
- 3 $25 + 5d10gp$
- 4 $30 + 5d10gp$
- 5 $35 + 5d10gp$
- 6 $50 + 5d10gp$

d6 - Monthly Profit 2

- 1 $40 + 5d10gp$
- 2 $50 + 5d10gp$
- 3 $60 + 5d10gp$
- 4 $80 + 5d10gp$
- 5 $100 + 5d10gp$
- 6 $150 + 5d10gp$

d6 - Monthly Profit 3

- 1 $50 + 5d10gp$
- 2 $100 + 5d10gp$
- 3 $150 + 5d10gp$
- 4 $200 + 5d10gp$
- 5 $250 + 5d10gp$
- 6 $350 + 5d10gp$

Record Your Six Results Below:

Tavern Name	Size	Monthly Profit

Continue to next page...

Reputation

d6 - Reputation & Profit Modification

- 1 A Dive - Dangerous & Dirty (-20%)
- 2 Shady - Questionable Patrons (-10%)
- 3 Local's Choice - Affordable (no change)
- 4 Like Home - Reliable (no change)
- 5 Traveler's Choice - Fun & Active (+10%)
- 6 The Spot - Safe & Welcoming (+20%)

Tavern Name	Rep (# rolled)	Monthly Profit*

* update the profit value from Profit page

Continue to next page...

Make an Offer!

Your asking price is _____.

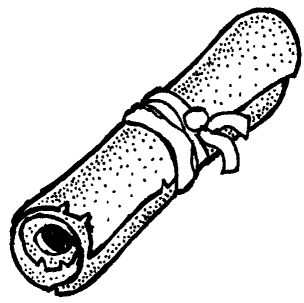
Would you be willing to go a little lower on the price?

d6 - The Seller's Mood

- 1 I've got another buyer interested. Sorry. (+3%)
- 2 The price is firm. (No change)
- 3 You can pay right now? Sure... (-3%)
- 4 You caught me on a good day. (-5%)
- 5 I never pay for a drink or a meal, deal? (-7%)
- 6 Take good care of her, okay? (-10%)

My price is _____.

Do we have a deal?



Sign and it's Yours!

DEED

Be it known that the below-listed property is owned and operated and taxed per the laws of the land.

Description of Property

X

Owner or Owners

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X

X

X

X

X

X

X Lerispa Darkshore
Tax Assessor



Tavern Awards

Roll for awards your tavern has received!
(1x for Small Tavern, 3x for Medium, 4x for Large)

d20 - Award (reroll duplicates)

1	Mibador's Tavern of the Year	<input type="checkbox"/>
2	Merchant Guild's Award of Excellence	<input type="checkbox"/>
3	The Brewer's Cup	<input type="checkbox"/>
4	Tankard of Bliss Laurel	<input type="checkbox"/>
5	The Warrior's Shield of Distinction	<input type="checkbox"/>
6	Dwarves of Nista Citation of Welcome	<input type="checkbox"/>
7	The Prince's Letter	<input type="checkbox"/>
8	The Empty Flagon Award	<input type="checkbox"/>
9	Kalib's Respite Medallion	<input type="checkbox"/>
10	Drijjer's Mug & Barstool Honor	<input type="checkbox"/>
11	10 Copper Pieces Tribute	<input type="checkbox"/>
12	The Warm Hearth Banner	<input type="checkbox"/>
13	The Brass Tap	<input type="checkbox"/>
14	Yiko's Medal of Superior Service	<input type="checkbox"/>
15	The Drinker's Crown	<input type="checkbox"/>
16	A Jug's Worth of Praise	<input type="checkbox"/>
17	The Happy Sorcerer's Accolades	<input type="checkbox"/>
18	The White Dragon's Bottomless Tankard	<input type="checkbox"/>
19	Fill My Flask - Superior Ribbon	<input type="checkbox"/>
20	The Riska Irontoe Brewer's Prize	<input type="checkbox"/>

d4 - Roll for Each Award*

- | | |
|---|-------------|
| 1 | +3% Profit |
| 2 | +5% Profit |
| 3 | +8% Profit |
| 4 | +10% Profit |

Updated Monthly Profit

* apply to the profit value from Reputation page

Wall Trophies

These would look great on the walls!*

Manticore Tail

This tail is from a beast that was responsible for the deaths of over 50 villagers before the famed hunter, Brollis Marblefist, placed an arrow through its heart.

350 gold coins

Troll Head

After terrorizing the town of Falling Pine, this troll named Priska met his match in the form of two rangers named Hallix of Red Fern and Murg Halabo. Legend says tossing a single copper in its mouth is good luck.

400 gold coins

Bulette Back Crest

Everyone loves to sit and eat on the table crafted from the back crest of the bulette responsible for the halfling massacre at Rose Creek.

800 gold coins

Stuffed Hulker

Responsible for the deaths of over twenty adventurers, it was a young fighter with a deadly swing that finished it off.

125 gold coins

* Maximum of 1 trophy for Small tavern, 2 for Medium and 4 for Large+

Unknown Creature

For more than forty years, no one has been able to identify this strange creature that resembles an orc but has gills and has a fish tail instead of legs.

300 gold coins

Medusa Head

Don't worry -- the snakes have been replaced with fakes and the eyes are glass. But that hideous face is all real! Feel free to stare away without worry!

200 gold coins

Ochre Jelly

Kept in this sealed jar high on a back shelf, you can look but don't touch. Feed it a rat or two once a month and it'll last longer than you. (2-in-6 chance a bar fight will break the jar and release it!)

520 gold coins

d6 - For Each Trophy Purchased*

- | | |
|---|-------------|
| 1 | +1% Profit |
| 2 | +3% Profit |
| 3 | +5% Profit |
| 4 | +8% Profit |
| 5 | +10% Profit |
| 6 | +15% Profit |

Updated Monthly Profit

* apply to the profit value from Awards page

Improvements

Add more floor space?

- Expand a **Small** tavern to a **Medium** tavern: **250gp** + Re-roll Profits
- Expand a **Medium** tavern to a **Large** tavern: **1000gp** + Re-roll Profits
- Expand a **Large** tavern to a **City Block**: **5000gp** (+3 on Profit Table 3)

New tables, chairs, etc:

- New **Medium** tavern: **40gp**
- New **Large** tavern: **75gp** + **100gp** for additional fireplace (+3% profit)
- New **City Block** tavern: **150gp** + **100gp** for 2 new fireplaces (+5% profit)

Miscellaneous

- Stage for entertainment: **40gp Large** / **75gp City Block**
- Room(s) for Rent for **Large** tavern (max 2): **30gp***
- Room(s) for Rent for **City Block** tavern (max 6): **200gp***



* rent for room(s) set by GM

Bards for Hire

Monthly Contract then on to Next Tavern!

d6 - Name - Fee/month - Profit +%*

- 1 Lintaro Snowspark - 5gp - +10%
- 2 Tagos Yeltimar - 10gp - +20%
- 3 Valey Copperbelt - 20gp - +35%
- 4 Finiya Brightwood - 30gp - +50%
- 5 Daccinius Kallindale - 40gp - +65%
- 6 Knot Greenstake - 50gp - +80%

* +3% if dedicated stage available



d6 - Specialty

- 1 Slow, sad love songs
- 2 Humorous melodies
- 3 Bawdy rhymes
- 4 Historical tunes
- 5 Drinking anthems
- 6 Epic ballads

d10 - Surprise for the Month

- 1 Bard's reputation brings in a retired hero. +100gp profit
- 2 Song insults a visiting minor royal. -200gp to calm nerves
- 3 Bard introduces a new tune that draws crowds. +150gp profit
- 4 Subject of song starts a bar fight. -80gp in damages
- 5 Drinking game song is a hit! +200gp profit
- 6 Song offended a visiting dwarf clan. -100gp in lost sales
- 7 Bard has local cousin who dances! +50gp profit
- 8 Bard catches Beetle Rash that affects voice. -50gp in lost sales
- 9 Rumor that bard's voice is lucky for adventurers! +125gp profit
- 10 Thieves Guild takes advantage of crowds! -75gp folks stay home!

Tavern Tales

What makes a good tavern tale?
Well, it depends on who you ask.

Ask a tavern owner or the bartender, and they'll tell you that a good tavern tale will have patrons buying more drinks and eating more food as they listen intently to the story unfolding. (And you'll probably never notice the bartender slipping the storyteller more ale along with a whisper to keep the story going...)

Ask the farmer's family eating together at a table near the fire, and they'll tell you that the best tavern tale gives them a taste of adventure without the danger (and maybe discourage the children from wandering too far from home).

Ask the group of friends gathered in the corner who are trying to gather their courage to investigate a lost tomb that an old uncle wrote about in a found

journal. They'll tell you that the tavern tale inspires them but also provides them with some advice on what to do and what NOT to do when danger looms.

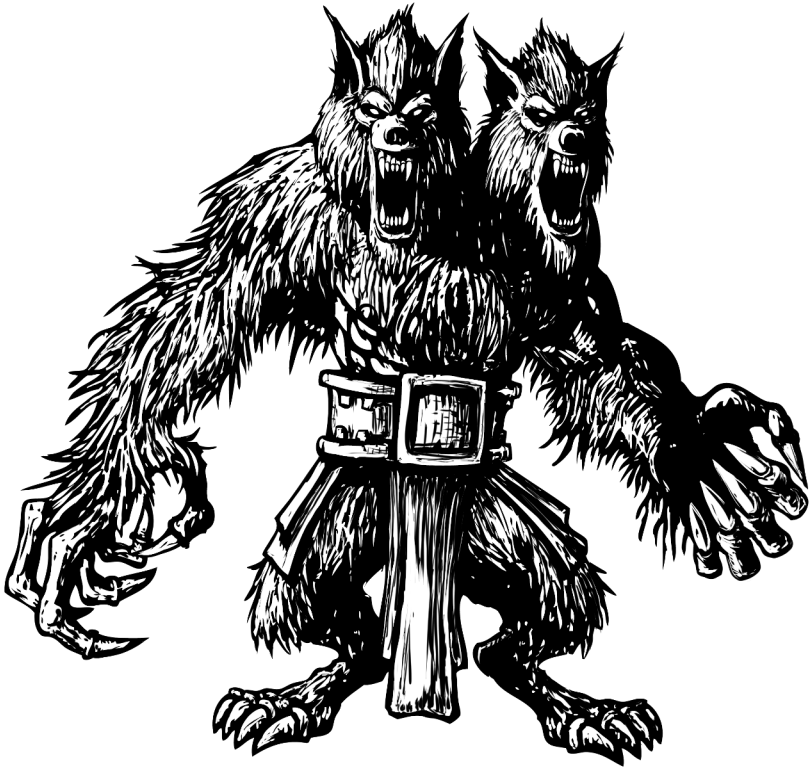
A good tavern tale has a start, a middle, and an end. It has excitement, danger, a big reveal, and a conclusion that will (hopefully) have patrons asking for the tale to be told again.

Oh, and the best way to know you've been told an excellent tavern tale? Details change in every telling... so come back tomorrow or next week and buy an ale for that crusty old adventurer sitting in the corner, and listen again to the story he tells. And if a detail should change here or there? Forgive the old swordsman or wizard and just enjoy the story.

And be sure to tip the barmaid.

Tavern Tales

Night of the Two-Headed Werewolf



d4 - Storyteller

- 1 Trimgell Sandsharp
- 2 Meera Tollaveer
- 3 Camya Harpwillow
- 4 Gakliss Darkspeed



d12 - The Adventurers (roll 6x)

- 1 Yurk Brokestar (Human Fighter)
- 2 Hilla Bluestream (Half-elf Magic-User)
- 3 Qonna Ponfir (Halfling Thief)
- 4 Billish Sangama (Human Cleric)
- 5 Larab Ospitt (Dwarf Fighter)
- 6 Krale Jarrish (Human Magic-User)
- 7 Taleck Driss (Human Thief)
- 8 Trib Lokka (Half-orc Cleric)
- 9 Hacoop Drickin (Half-orc Fighter)
- 10 Andler Reauxik (Elf Magic-User)
- 11 Misun Essim (Human Thief)
- 12 Arlett Keren (Dwarf Cleric)

d6 - Setting

- 1 Small town in forest (+1gp)
- 2 Abandoned mining camp
- 3 City sewers (+1gp)
- 4 Docks on river
- 5 Outside walls of monastery
- 6 Inside evil temple (+3gp)

d6 - The Werewolf (roll 2x)

- 1 Spotted by children
- 2 Attacked a widow (+1gp)
- 3 Howls heard at night
- 4 Body found w/ bites (+2gp)
- 5 Seen on a rooftop
- 6 Missing animals reported

d12 - The First Encounter (roll 3x)

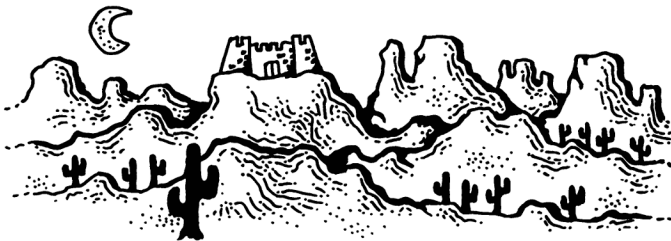
- 1 One adventurer killed, werewolf wounded (+2gp)
- 2 Lair discovered, evil cleric protecting creature (+3gp)
- 3 Werewolf surprised adventurers, one gravely injured (+1gp)
- 4 While tracking, adventurers attacked by two thieves
- 5 Werewolf set trap for adventurers, local hunter killed
- 6 Werewolf bites off adventurer's arm (+6gp)
- 7 Night chase and werewolf leaps off cliff (+4gp)
- 8 Wagon found with werewolf eating dead merchant (+4gp)
- 9 Adventurer triggers a trap set by a local hunter, werewolf flees
- 10 Adventurers save local family from attack (+6gp)
- 11 Local priest provides identity of creature - blacksmith! (+3gp)
- 12 Two adventurers killed, one bitten and cursed (+2gp)

d12 - Plot Twist (Roll 2x)

- 1 Evil priest leads adventurers straight to werewolf! (+3gp)
- 2 Adventurer taken by the werewolf! (+2gp)
- 3 Werewolf can cast spells in its lair! (+1gp)
- 4 1d4 locals protecting werewolf, attack adventurers (+1gp)
- 5 An adventurer turns into werewolf and joins creature! (+3gp)
- 6 Lair had six kidnapped children! (+2gp)
- 7 Adventurers attacked in lair by evil cleric in lair (+2gp)
- 8 Trap kills an adventurer in the lair (+1gp)
- 9 Werewolf splits into two -- wizard werewolf and cleric! (+4gp)
- 10 Pack of werewolves hunting twice-cursed creature! (+3gp)
- 11 Werewolf under protection of secret guild (+1gp)
- 12 Special amulet makes werewolf invulnerable (+2gp)

d8 - End of the Story (Roll 2x)

- 1 Remaining adventurers survive, werewolf flees for good (+2gp)
- 2 All but one adventurer killed but werewolf defeated (+4gp)
- 3 Werewolf killed and magical amulet recovered (+5gp)
- 4 Secret guild protects werewolf but is now revealed! (+2gp)
- 5 Werewolf splits into wizard (killed) and cleric (flees) (+3gp)
- 6 Werewolf & master, an evil cleric, both defeated (+6gp)
- 7 Werewolf defeated but only after killing an adventurer (+3gp)
- 8 Werewolf killed; remaining adventurers free prisoners (+5gp)



d4 - # Times Requested This Month

- 1 2 (Patrons bored!) Bonus x 2
- 2 5 (Story is a hit!) Bonus x 5
- 3 8 (Story getting stale...) Bonus x 7
- 4 15 (Story becomes epic) Bonus X 10

Bonus Profit this Month!

Add up gp from tables and multiply by Bonus value

STOLEN!

OUR CARGO BOAT WAS STOLEN FROM US TWO WEEKS AGO BY A GROUP OF BANDITS JUST SOUTH OF FLINT STEEPLES ON A SECTION OF SOFTSTONE RIVER KNOWN AS TWISTED NECK.

OUR CARGO CONSISTED OF OVER THREE DOZEN CRATES OF GOODS FROM THE MERCHANTS OF SPELLSPIRE. A REWARD HAS BEEN OFFERED BY THE MERCHANTS, BUT WE ARE ALSO OFFERING OUR OWN REWARD FOR RETURN OF OUR BOAT, GRISKEI'S WHISKERS.

PLEASE LEAVE WORD WITH THE OWNER OR THE BARTENDER IF YOU ARE WILLING TO HELP. FOOD AND LODGING EXPENSES WILL BE COVERED IN ADDITION TO THE REWARDS.

BE AWARE THAT THE BANDITS ARE A KNOWN GROUP LED BY A OGRE FACED AND MEDUSA SPAWNED VAGRANT KNOWN AS HARKER, MAY HIS BONES BREAK AND HIS SKIN TURN TO ASH.

THEKAN TUMBLESTAR, CAPTAIN

Congratulations!

You made it through your first month as a tavern owner! Some months will be easy... some hard. But every month will bring surprises!

Keep the ale from going stale.

Keep the food warm and plentiful.

Keep the fire stoked and the bard singing.

d6 - Someone just stumbled in...

- 1 A lone adventurer needing help to rescue allies.
- 2 A wizard looking to hire some protection.
- 3 A halfling with a found treasure map.
- 4 A farmer's family is being terrorized by an ogre.
- 5 A group of elves needing to find their father.
- 6 A collection of dwarven miners with an odd ring.

**Maybe it's time for another adventure.
The tavern will be here when you return.
(Well... if you return.)**

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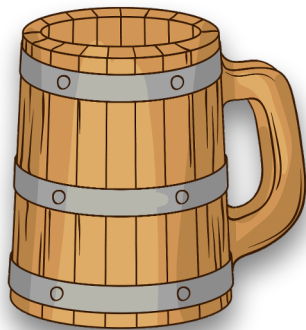
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And NOW, in addition to the **Lost Tomes** PDFs released each week to Patrons (and in PDF and print form after 48 weeks), each month a new **Tavern Tales** two-page spread will be released to Patrons. Each two-page spread (just like the two on pages 18-19) will provide players and GM with a collection of random charts and tables to consult that will provide a new between-game event that will affect the tavern that players have purchased and run.

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TAVERN

Between-Game Events for OSR Players

Most adventurers don't live down in deep, dark dungeons (or do they?), so what exactly do they do when they're on the surface?

While many of them spend their time resting and spending loot in preparation for their next delve, many will invest their coins in ventures that they hope will keep them fed and sheltered and maybe provide a nice retirement if and when that day ever arrives.

And there is no better place to do this than the familiar and friendly tavern...

Requires *Old-School Essentials*