DarkMoore: Tavern & Inn Basic Services Table

Food	* Star	**Star	***Star	****Star	****Star			
Gruel (Bowl)	1 sp	-	-	-	-			
Porridge (Bowl)	2sp	3sp	-	-	-			
Bread & Broth (meal)	2sp	3sp	-	-	-			
Cabbage (meal)	2sp	3 <i>s</i> p	-	-	-			
Baked Beans (meal)	3 <i>s</i> p	4sp	5sp	-	-			
Bread (loaf)	3 <i>s</i> p	4sp	5 <i>s</i> p	7 <i>s</i> p	1gp			
Cheese (brick)	4 <i>s</i> p	5 <i>s</i> p	7 <i>s</i> p	1gp	2 <i>g</i> p			
Eggs & bacon (meal)	3 <i>s</i> p	4sp	5 <i>s</i> p	1gp	2 <i>g</i> p			
Beef & Potatoes (meal)	4 <i>s</i> p	5 <i>s</i> p	5 <i>s</i> p	1gp	2 <i>g</i> p			
Chicken & rice (meal)	4 <i>s</i> p	5 <i>s</i> p	5 <i>s</i> p	1gp	2 <i>g</i> p			
Pork roast (meal)	4 <i>s</i> p	5 <i>s</i> p	5sp	1gp	2gp			
Game Hen (meal)	-	1gp	2gp	3 <i>g</i> p	5 <i>g</i> p			
Salmon or bass (meal)	-	-	4 <i>g</i> p	6др	8 <i>g</i> p			
Pheasant (meal)	-	-	-	7gp	8 <i>g</i> p			
Lobster (meal)	-	-	-	-	10 <i>g</i> p			
Drink								
Grog (2 pints)	1sp	-	-	-	-			
Meade (pint)	1sp	1sp	-	-	-			
Tea (pot)	1sp	1sp	1sp	3 <i>s</i> p	5sp			
Light Ale (pint)	2sp	2sp	2sp	-	-			
Dark Ale (pint)	3sp	3sp	3 <i>s</i> p	-				
Spring Water (quart)	1	1	1sp	2sp	3 <i>s</i> p			
Beer (pint)	3sp	3sp	3 <i>s</i> p	-	-			
Imported Beer (pint)	-	4sp	4sp	5 <i>s</i> p	1 <i>g</i> p			
Cow Milk (quart)	-	-	4sp	5sp	1gp			
Wine (bottle)	8 <i>s</i> p	1gp	2др	5 <i>g</i> p	10gp			
Brandy (bottle)	1gp	2gp	5 <i>g</i> p	8 <i>g</i> p	12gp			
Services								
Laundry (1 person)	3 <i>s</i> p	4sp	8sp	1gp	2gp			
Message Courier (local)	1gp	2gp	4 <i>g</i> p	5 <i>g</i> p	10 <i>g</i> p			

Accommodations	* Star	**Star	***Star	****Star	****Star
Cot (cobwebs)	1sp	-	-	-	-
Bunkroom (sleeps 4)	1gp	15 <i>s</i> p	2gp	-	-
Basic room (1 meal)	-	1gp	15sp	2gp	3 <i>g</i> p
Luxury room (3 meals)	-	-	5 <i>g</i> p	6 <i>g</i> p	8 <i>g</i> p
Large Suite (3 meals)	-	-	-	10gp	20gp

Note: ***Star = 3 Star Tavern or Inn.

Taverns and Inns with more stars generally have higher quality, better selection and a higher price.

Meal = full meal with drinks included.

We don't use copper pieces....nobody uses copper pieces.

How to use these tables:

The purpose of these tables is to provide you with an instant tavern or inn. You simply decide how many inns and taverns are in the area and assign them the number of stars that corresponds to the details of your campaign. A small village may have a single 1 star inn; a town may have multiple inns and taverns...you decide.

These tables are designed to provide you with more details, more than just the generic "you stay at the inn and it costs you 1gp per day"....instead players can order specific meals and services at a range of different prices.

I hope you enjoy

Steve Jensen

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(Gustave Dore) Unlock door....here is your room sir, just 1 silver a night...!

