

RAGING SWAN PRESS

GM'S SCREEN #4: SEEDY TAVERN



SYSTEM
NEUTRAL



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Space behind your GM's screen is precious (and limited). You've got dice, figures, the adventure, reference books—obviously a drink and snacks—as well as pencils, pens, a notebook and more! Often times a GM needs to be a juggler to make it all fit. That's why we created the GM's Screen line. Most GM screens focus on presenting the rules. This GM's Screen line is different. Instead of rules, each instalment presents hyper-focused pages of dressing, minor events and more all designed to add depth and flavour to an adventure. (And better yet, you can use the tables without your players realising what you are doing!)

This instalment of GM's Screen comprises three tables designed to bring to life the seedy taverns in your campaign and is compatible with virtually any roleplaying game.

DESIGN CREDITS

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HOW TO USE THIS SUPPLEMENT

Using this supplement is easy. Simply print out page 2 and pin it to the inside of your GM's screen. (You can also print it out and cut it up before clipping it to your screen so you do not obscure vital tables printed on the screen itself).

When play calls for it, roll on the relevant table and use the result to build verisimilitude, detail and flavour into your game. Always re-roll inappropriate results, but consider any given result as a starting point. Describe the situation and see how the players react!

Because words have power, we've also added some flavoursome examples to help you bring the setting alive in your players' minds.



SYSTEM NEUTRAL EDITION

Welcome to this Raging Swan Press System Neutral Edition supplement. Herein you'll find evocative, inspiring text designed to help you—the busy GM—run better, quicker and easier games.

This book is compatible with most fantasy roleplaying games. It's impossible to create a truly system neutral book, though, and some generic game terms—wizard, fighter, human, elf and so on—lurk within. These generic terms are easily modified to the GM's system of choice.

One special note about the NPCs in this supplement. While some are wizards, fighters, clerics and so on, others are simply normal folk. Because different game systems handle normal folk differently we've made no attempt to note their "class" leaving them simply as "female human" and so on.

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SEEDY TAVERN

EVENTS

1. A drunk man sitting alone at a table roars for another flagon of wine. When one appears, he tries to fondle the serving wench bring it to him. She slaps him across the face before flouncing away.
2. Two men arm-wrestle at a table surrounded by onlookers. Eventually, one man loses and much silver changes hands among the watching crowd.
3. A small group of patrons break into a rowdy (and obscene) drinking song. The song ends with roars of laughter and drunken cheering.
4. Two men sit at a table drinking. As the evening progresses their conversation gets increasingly heated. Eventually, one of the men slams his empty flagon down on the table and storms out.
5. A drunk half-orc totters through the crowd in search of the privy. He suddenly stops and throws up on the floor. Cheers and laughter greet this event.
6. A tall, muscular man enters the bar, and suddenly everyone stops talking. He surveys the crowd before picking an empty table and calling for wine. Gradually, the mood in the room returns to normal.
7. A heavily scarred warrior—hand on sword hilt—shouts at the inn-keep demanding credit. The landlord stands behind the bar shaking his head.
8. A small child wanders into the tavern and slowly looks around the common room before leaving.
9. An old man dressed in rags moves from table to table offering to tell fortunes for only one silver coin.
10. Six drinkers sit around a table playing a complicated dice-based gambling game. Many empty flagon stand upon the table; as the evening progresses the drinkers become increasingly raucous.

ATYPICAL PATRONS

1. **Quobbis Quibble** (LN male gnome): A fat gnome with buck teeth fidgets in supreme discomfort as he surveys the room. Judging by his fine clothes, he shouldn't be within a hundred yards of this place.
2. **Sibolen Itali** (N male elf): A drunk elf with long black hair crawls on the floor, searching for something he has lost (his wedding band).
3. **Horne** (LN male elf): A white haired young elf speaks quietly to a shrouded confidant. The barkeep pours them expensive liquor and refuses payment.
4. **Velia Omrick** (CN young female human): The barkeep brings out a whole roasted chicken to a child of eight or nine, who pays with a strange gold coin. She devours the entire chicken, within minutes.
5. **Hurdle Belch** (NE female halfling): A morbidly obese halfling slips in and out of consciousness as she slumps in her chair, mumbling nonsense to herself.
6. **Filth** (CN male gnome): An ancient gnome begs coppers from other customers.
7. **Petrar Mane** (LG male human paladin 1): A bright-eyed young man in shining plate looks incredibly out of place. He listens attentively to the conversations around him but seems hesitant to join in.
8. **Petrera Malice** (LE female human): A tall woman in black leather armour sits at attention. She refuses a drink and keeps a hand on her longsword.
9. **Gullun** (CN male halfling): A halfling blows acrid smoke from a yellow pipe. His eyes are haunted and distant, his body paralysed in remembrance.
10. **Yorik Greygal** (CN male dwarf): A short dwarf slumps on his table amongst a dozen mugs. The look of serene contentment on his face is enviable.

ATYPICAL STAFF

1. **Eelred Vine** (CE male elf): The green-eyed, yellow haired elf behind the counter is handsome, smiling and totally self-absorbed. He steals glances at his own reflection whenever possible.
2. **Gerey Tere** (N male human): The man who serves drinks is mute. His tongue has been cut out and cruel scarring mars his cheeks.
3. **Rida** (N female half-elf): The dexterity of this one-handed server is impressive, though why someone so skilled would work in such a dump is a mystery.
4. **Thori Ghoststone** (CG female dwarf): This dwarf bartender is bald, and wears large stone earrings and heavy makeup. She speaks in a thick accent.
5. **Gyles and Gunder Keson** (CN male gnome): The two gnome servers are identical twins, though one suffers from a severe limp in his left leg.
6. **Berter Crimson** (NG female half-orc): Intricate tattoos run up the arms of this half-orc server, spilling into black fractals on her stern face.
7. **Aldwulf** (LE male human): Some rough blade removed the bartender's nose many years ago. His nasal cavity drips grey mucus.
8. **Renda Hurn** (NE female human): An eyepatch hangs loosely across the bartender's gaunt face. Peeling skin and exposed bone show where he was burnt.
9. **Roguy Mulk** (CN male halfling): Runs around the room, struggling to refill glasses and take orders. Even during lulls, he is always behind.
10. **Gileon Hoptt** (CG male human): The serving boy, a handsome teenage boy with a ponytail, constantly eavesdrops on patrons and offers his own advice on private affairs.

WORDS & DESCRIPTIONS HAVE POWER—USE THEM TO ADD FLAVOUR AND ATMOSPHERE TO YOUR GAME

Dim: dingy, shadowy; **Drunk:** s mashed, legless, hammered; **Seedy:** squalid, shabby, run-down, scruffy, worn, faded, tatty, dive, grotty; **Tavern:** inn, pub, watering hole, alehouse
Food: Carrot and acorn soup with bread, vegetable stew, pease pudding, chickpea stew with kale, beans and greens soup with rye bread, pea and carrot soup with oatcakes
Drinks: Nettle tea, dandelion coffee, small ale, small beer, sour wine, sage tea, watered cider, watered perry, slops, water, whey.

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