

Tavern Builder

By James Embry



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Taverns are the heart and soul of many a fantasy community. Here the adventurers can gather information, look for new quests to go on, drink, rest, and carouse. The following tables are meant to provide Game Masters in a typical fantasy or medieval style game to great unique and interesting taverns for their parties to explore. Rather than just one nameless tavern after another, players may fondly remember their nights at “The Green Archer” and how they slept in the rotting bunks in the basement, The large and inviting fire at the “The Jumping Pirate”, or the friendly serving girl at “The Enchanted Horse”.



How Many Taverns

If you are using the districts in the City Builder you can use the following chart to determine how many taverns are present in each district. Even without the City Builder, the names should be self-explanatory. In addition to the number of taverns found in a district, the mood and tone of the tavern should also reflect the district it is found within. For example, the tavern found in the university district of a large city will boast a much different clientele than a tavern found in the town center of a rural village.

These numbers are intentionally low to make the number of taverns more manageable for Game Masters, while at the same time giving the players some variety in the taverns they may choose to spend their hard earned coins in. From what I have been able to gather a real medieval community would have many more taverns available. The goal here was for playability rather than historical accuracy. Of course, these are all just suggestions and the GM should feel free to have any number of taverns in their communities. Like everything else in this book, this should be taken as a polite suggestion.

District	Number of Taverns
Art District	1
Brothel District (Low End)	3
Brothel District (High End)	3
Citadel	1
Craftsman’s Quarters	1
Luxury Quarters	3
Market District	3
Slum	3
Tavern District	5
Town Center	1
University	1

What is in a name?

One of the first things the players are likely to notice about a tavern is its name. Taverns, like most businesses would have names that were intended to be memorable and in many cases evocative. The following tables provide a relatively quick method for coming up with a random name for your tavern.

1d20	Name Format
1 – 10	The (Table 1) (Table 2)
11 – 13	The (Table 2) and the (Table 2)
14 – 16	The (Table 3) (Table 4)
17 – 18	The (Table 2)'s (Table 4)
19	The (Table 5) (Table 6) (Table 7)
20	(Table 8)'s (Table 7)

Table 1 (1d100)

1	Angry
2	Bashful
3	Black
4	Bleeding
5	Blue
6	Blushing
7	Brass
8	Brave
9	Broken
10	Bronze
11	Burning
12	Busy
13	Calm
14	Clever
15	Cold
16	Cowardly
17	Curious
18	Dancing
19	Dapper
20	Drab
21	Drinking
22	Drunken
23	Dusty
24	Enchanted
25	Falling

26	Fancy
27	Fat
28	Flying
29	Foolish
30	Frightened
31	Frowning
32	Ghostly
33	Glass
34	Glowing
35	Golden
36	Green
37	Hanging
38	Happy
39	Hungry
40	Ivory
41	Jumping
42	Kicking
43	King's
44	Laughing
45	Lean
46	Little
47	Lively
48	Lonely
49	Long
50	Lord's
51	Magic
52	Mighty
53	Naked
54	Nimble
55	Noble
56	Peaceful
57	Pesky
58	Pious
59	Poor
60	Prancing
61	Prince's
62	Prudish
63	Purple
64	Queen's
65	Quick
66	Rearing
67	Red
68	Regale
69	Rich

70	Righteous
71	Roaring
72	Round
73	Royal
74	Sad
75	Shinning
76	Short
77	Silver
78	Singing
79	Skinny
80	Sleeping
81	Smiling
82	Sneaky
83	Spotted
84	Stately
85	Stinking
86	Stone
87	Stripped
88	Tired
89	Ugly
90	Victorious
91	Violet
92	Wandering
93	Warm
94	Wax
95	Weeping
96	Wet
97	Whispering
98	White
99	Wooden
100	Yellow

Table 2 (1d100)

1	Acrobat
2	Archer
3	Badger
4	Bandit
5	Barbarian
6	Bard
7	Bastard
8	Bear
9	Beaver
10	Beggar
11	Bishop

12	Boar
13	Bride
14	Bull
15	Cat
16	Chipmunk
17	Cock
18	Cow
19	Crab
20	Crow
21	Dancer
22	Dandy
23	Dog
24	Donkey
25	Dragon
26	Duck
27	Dwarf
28	Eagle
29	Elephant
30	Elf
31	Fairy
32	Falcon
33	Fighter
34	Fish
35	Fool
36	Fox
37	Frog
38	Giant
39	Gnoll
40	Gnome
41	Goblin
42	Goose
43	Griffon
44	Hawk
45	Horse
46	Horseman
47	Hound
48	Imp
49	Jackal
50	Jester
51	Juggler
52	Kraken
53	Lady
54	Lion
55	Lizard

56	Mage
57	Maiden
58	Mermaid
59	Mole
60	Monk
61	Mouse
62	Mule
63	Ogre
64	Otter
65	Owl
66	Ox
67	Peacock
68	Pickpocket
69	Pidgeon
70	Pig
71	Pike-man
72	Pirate
73	Pony
74	Priest
75	Rabbit
76	Ranger
77	Rat
78	Raven
79	Robin
80	Sage
81	Sailor
82	Saint
83	Serpent
84	Siren
85	Snake
86	Solider
87	Sparrow
88	Sprite
89	Squirrel
90	Stag
91	Swan
92	Swordsman
93	Thief
94	Tiger
95	Toad
96	Turtle
97	Warlock
98	Witch
99	Wizard

100 Wolf

Table 3 (1d20)

1	Black
2	Blue
3	Brass
4	Broken
5	Bronze
6	Glass
7	Golden
8	Green
9	Iron
10	Ivory
11	Old
12	Onyx
13	Purple
14	Red
15	Rusty
16	Silver
17	Steel
18	Stone
19	White
20	Yellow

Table 4 (1d100)

1	Alter
2	Anchor
3	Apple
4	Arrow
5	Axe
6	Bagpipe
7	Barrel
8	Basket
9	Bell
10	Belt
11	Berry
12	Boat
13	Book
14	Boot
15	Bow
16	Bracelet
17	Bridge
18	Broom
19	Brush

20	Buckle
21	Cage
22	Candle
23	Card
24	Chain
25	Chair
26	Charm
27	Chest
28	Cloak
29	Club
30	Coin
31	Compass
32	Cross
33	Crown
34	Caldron
35	Cup
36	Cutlass
37	Dart
38	Door
39	Drum
40	Fiddle
41	Fishhook
42	Flask
43	Flower
44	Flute
45	Fountain
46	Goblet
47	Hammer
48	Harp
49	Hat
50	Helm
51	Hook
52	Horn
53	Hourglass
54	House
55	Jar
56	Keg
57	Key
58	Knife
59	Lamp
60	Lance
61	Lantern
62	Lock
63	Locket

64	Lute
65	Mask
66	Mirror
67	Mug
68	Mushroom
69	Nail
70	Needle
71	Ocarina
72	Pan
73	Pepper
74	Pie
75	Pipe
76	Plate
77	Pot
78	Ring
79	Rose
80	Scabbard
81	Scale
82	Shield
83	Shoe
84	Slipper
85	Spear
86	Staff
87	Stool
88	Sword
89	Tankard
90	Tome
91	Torch
92	Tower
93	Trident
94	Trinket
95	Trumpet
96	Vineyard
97	Violin
98	Wand
99	Wheel
100	Whip

Table 5 (1d20)

1	Black
2	Blue
3	Dark
4	Emerald
5	Enchanted

6	Golden
7	Green
8	Lonely
9	Red
10	Silver
11	Stormy
12	White
13	Witch's
14	King's
15	Queen's
16	Lord's
17	Prince's
18	Princesses'
19	Barron's
20	Bright

Table 6 (1d20)

1	Abby
2	Barrow
3	Bridge
4	Castle
5	Creek
6	Field
7	Forest
8	Gate
9	Grove
10	Hallow
11	Hill
12	Island
13	Lake
14	Meadow
15	Mountain
16	River
17	Road
18	Shire
19	Tower
20	Woods

Table 7 (1d6)

1	Bar
2	Inn
3	Lounge
4	Pub
5	Tap House
6	Tavern

Table 8 (1d20)*

This table includes rather English sounding names that may or may not be appropriate for a specific setting. GM's are encouraged to substitute names from their own setting if needed.

1	Amy
2	Benjamin
3	Bradley
4	Calvin
5	Coventina
6	Dawn
7	Derick
8	Drake
9	Gerrald
10	Gwen
11	Hector
12	James
13	John
14	Karley
15	Laisa
16	Richard
17	Rose
18	Samual
19	Thomas
20	Trevor



Quality and Description

Taverns are described in general terms of quality. The quality of a specific tavern depends on what type of district it is found in.

District	Taverns Quality
Art District	Common
Brothel District (Low End)	Poor
Brothel District (High End)	Good
Citadel	Common
Craftsman's Quarters	Common
Luxury Quarters	Good
Market District	Common
Slum	Low End
Tavern District	Common
Town Center	Common
University	Common

A tavern's description not only provides the set dressing for the tavern, but also provides some insight into the types of services the tavern offers its guests. To generate a tavern's description, roll once on each of the following seven tables for the tavern's level of quality. The first four lines of description are just that, while the last three lines deal more specifically with amenities.

Low End Quality Taverns

These taverns are normally ill thought of and only sought out by those without coin to find better accommodations. They offer only the minimum of comfort, privacy, or safety to their guests.

Low End Tavern Description 1 (1d10)

- 1 A few oil lamps rest on the tables to provide dim light.
- 2 A few small candles burn around the room providing the bare minimum of illumination.

- 3 A fire pit burns in the center of the common room, casting harsh shadows.
- 4 A handful of candelabras burn around the room providing the dimmest of light.
- 5 A handful of tallow candles struggle to keep back the ominous shadows.
- 6 A large hearth burns in the common room casting deep and dangerous shadows.
- 7 A low fire burning in the fireplace is the only source of light.
- 8 A low fire burns in the hearth providing dim light.
- 9 A small collection of oil lamps swing from thin chains attached to the ceiling.
- 10 Oil lamps affixed to the walls provide the barest of light.

Low End Tavern Description 2 (1d10)

- 1 The dirt floor is covered in sawdust.
- 2 The dirt floor is covered in straw.
- 3 The floor is a single slab of cold stone.
- 4 The floor is covered in what remains of a rug, now just a moldy rag.
- 5 The floor is made of ill-fitting planks.
- 6 The floor is made of rotting and warped planks.
- 7 The floor is made of stone tiles, many of which are cracked or broken.
- 8 The plank floor creaks loudly underfoot with each step.
- 9 The wood floor is covered in dark stains.
- 10 The wood floor is covered with mud and grime.

Low End Tavern Description 3 (1d20)

- 1 A strange and unpleasant smell lingers in the air.
- 2 An unidentifiable grime clings to most surfaces.
- 3 Bits of broken glass litter the ground.
- 4 Cobwebs cling to walls.

- 5 Large spiders hang from webs and lurk in dark corners.
- 6 Long legged spiders crawl across the floor and table tops.
- 7 Mice dart boldly around the room.
- 8 Mold clings to the walls.
- 9 Rats dart boldly around the room.
- 10 The air is thick with buzzing insects.
- 11 The air reeks of the smell of unwashed bodies.
- 12 The air smells of dirt and wet soil.
- 13 The air smells of fish.
- 14 The air smells of mildew
- 15 The air smells of rotting fruit.
- 16 The air smells of rotting meat.
- 17 The air smells of wet livestock
- 18 The ceilings are high and vaulted.
- 19 The ceilings are uncommonly low.
- 20 The smell of something foul and dead hangs in the air.

Low End Tavern Description 4 (1d20)

- 1 A large pot sits on a fire in the corner offering some sort of bubbling broth.
- 2 A sad looking dog on a short rope stares off into the distance.
- 3 A skinny and mangy cat hisses and anyone who gets too close.
- 4 A snarling dog grows from near the bar.
- 5 An old dart board hangs on one of the walls.
- 6 Bones and bits of stale bread litter the floor and table tops.
- 7 Faded paintings of wildlife decorate the walls.
- 8 Old barrels are stacked in the corners of the room.
- 9 On the walls hang a number of rusty and battered shields.
- 10 Rusty farming implements decorate the walls.
- 11 Shelves line the walls containing strange and macabre curiosities.

- 12 The skin of a bear hangs proudly on one of the walls.
- 13 The skins of rats, lizards, and other small creatures are nailed to the walls.
- 14 The skull of some strange beast hangs over the bar.
- 15 The torn and tattered remains of a tapestry hangs on the wall.
- 16 The walls are bare and unfinished.
- 17 The walls are covered in cracked and chipped plaster
- 18 The walls are decorated with lewd and obscene paintings.
- 19 The walls are lined with shelves of old and musty books.
- 20 The walls are lined with shelves of old bottles.

Low End Tavern Description 5 (1d6)

- 1 Guests may rent a bed in one of a handful of small dual bed rooms.
- 2 Guests may sleep in one of the bunks in the back room.
- 3 Guests may sleep in one of the bunks in the basement.
- 4 Guests may sleep in one of the bunks on the second floor
- 5 Guests may sleep in one of the chairs in the common room.
- 6 Guests may sleep on the floor of the common room.

Low End Tavern Description 6 (1d6)

- 1 - 5 The tavern offers nothing in the way of luxuries.
- 6 The tavern has access to a filthy public bath, foul with the dank smell of mildew.

Low End Tavern Description 7 (1d6)

- 1 - 5 The tavern offers no stabling for mounts.
- 6 A rundown stable is available for mounts.

Common Quality Taverns

As the name implies, taverns of common quality are the ones most likely to be encountered by travelers in most parts of the world. While by no means luxurious, taverns of this quality normally offer warm food, quality drink, and perhaps even a few creature comforts.

Common Tavern Description 1 (1d10)

- 1 A large fire burns in the hearth, providing light and warmth
- 2 A low crackling fire burns in the fire place.
- 3 A welcoming fire burns in the hearth.
- 4 Lamps hang from the ceiling in glass orbs.
- 5 Many candles provide a soft warm light to the common room.
- 6 Oil lamps on the tables create a warm glow.
- 7 Only a few candles and a low fire light the common room.
- 8 The common room is dimly lit from candles and oil lamps.
- 9 The common room is well lit from the bright candles scattered about the room.
- 10 Wagon wheels hang from the ceiling as improvised chandeliers.

Common Tavern Description 2 (1d10)

- 1 The dark wood floor is clean and well-polished.
- 2 The floor is a single slab of stone.
- 3 The floor is made from stone tiles.
- 4 The floor is made of dark wooden boards.
- 5 The floor is made of smooth cobble stones.
- 6 The hardwood floor is covered with sawdust.
- 7 The hardwood floor is covered with thick rugs.

- 8 The hardwood floor is scratched and chipped.
- 9 The wooden floor creaks underfoot.
- 10 The wooden floor is covered with straw.

Common Tavern Description 3 (1d20)

- 1 A caged bird sings in a corner
- 2 A family of birds has made a nest in the beams of the ceiling.
- 3 A strange and unpleasant smell lingers in the air.
- 4 Curious mice peek from the dark corners of the room
- 5 Loafs of fresh bread sit invitingly on the bar.
- 6 Rats can be heard scratching in the walls.
- 7 The air smells of ash and wood smoke.
- 8 The air smells of fresh baked bread.
- 9 The air smells of fresh flowers.
- 10 The air smells of mildew
- 11 The air smells of roasting meat.
- 12 The air smells of spices and herbs.
- 13 The ceiling is high and arched.
- 14 The dishes are mismatched and chipped.
- 15 The scent of pipe smoke hangs in the air.
- 16 The tables and chairs are poorly made and wobble.
- 17 The tables and chairs are sturdy and well made.
- 18 The tables are clean and polished.
- 19 The tables are covered with cloth.
- 20 Wheels of cheese sit invitingly on the bar.

Common Tavern Description 4 (1d20)

- 1 A couple of dart boards hang on the walls.
- 2 A fat and lazy cat lounges around the bar.
- 3 A few cats stalk around the room.
- 4 A few game boards sit on the tables.

- 5 A few polished shields hang on the walls.
- 6 A friendly dog seeks food and attention from guests.
- 7 A large dog rests near the fire.
- 8 A large pot sits on a fire in the corner offering some sort of bubbling broth.
- 9 A tapestry hangs on the wall.
- 10 Old barrels are stacked in the corners of the room.
- 11 Paintings of lords, ladies, and knights decorate the walls.
- 12 Paintings of wildlife decorate the walls.
- 13 Shelves line the walls containing dolls and wooden toys.
- 14 Shelves line the walls containing strange and macabre curiosities.
- 15 The banner of a local lord hangs on the wall.
- 16 The head of a stag hangs over the bar.
- 17 The skin of a bear hangs proudly on the wall.
- 18 The walls are decorated with axes, swords, and bows.
- 19 The walls are lined with shelves of colorful bottles.
- 20 The walls are lined with shelves of old books.

Common Tavern Description 5 (1d6)

- 1 - 2 Guests may rent a bed in one of a handful of small dual bed rooms,
- 3 - 4 Guests may rent one of a handful of large single bed rooms.
- 3 Guests may rent one of a handful of small single bed rooms.
- 5 Guests may sleep in one of the bunks in the back room.
- 6 Guests may sleep in one of the bunks on the second floor

Common Tavern Description 6 (1d6)

- 1 - 3 The tavern offers nothing in the way of luxuries.

- 4-6 The tavern has access to a public bath.

Common Tavern Description 7 (1d6)

- 1 - 3 The tavern offers no stabling.
- 4 - 5 A rundown stable is available for mounts.
- 6 A stable of average quality is available for mounts.

Good Quality Taverns

These taverns are the finest of accommodations only available to those with enough wealth to afford such luxury. Taverns of this quality are rare, but offer guests a safe and comfortable stay

Good Tavern Description 1 (1d10)

- 1 A large fire burns in the hearth, providing light and warmth
- 2 A low crackling fire creates soft deep shadows about the room.
- 3 A number of brass chandeliers hang from the ceiling to provide light.
- 4 A welcoming fire burns in the hearth.
- 5 Candelabras burn around the room providing ample light.
- 6 Fires burn in the multiple fireplaces around the room.
- 7 Lamps hang from the ceiling in glass orbs.
- 8 Many candles provide a soft warm light to the common room.
- 9 Oil lamps burn inside colored glass orbs.
- 10 The common room is well lit from the bright candles scattered about the room.

Good Tavern Description 2 (1d10)

- 1 The dark wood floor is clean and well-polished.
- 2 The dark wood floor is finely made.
- 3 The floor is a single slab of stone.
- 4 The floor is covered in soft rugs.
- 5 The floor is made from stone tiles.
- 6 The floor is made of dark wooden boards.

- 7 The floor is made of smooth cobble stones.
- 8 The floor is polished to a near mirror shine.
- 9 The hardwood floor is covered with thick rugs.
- 10 The stone tile floor is finely made.

Good Tavern Description 3 (1d20)

- 1 A caged bird sings in a corner
- 2 Bottles of wine wait behind the bar.
- 3 Loafs of fresh bread sit invitingly on the bar.
- 4 The air is crisp and clean.
- 5 The air smells of ash and wood smoke.
- 6 The air smells of fresh baked bread.
- 7 The air smells of fresh flowers.
- 8 The air smells of perfume.
- 9 The air smells of roasting meat.
- 10 The air smells of spices and herbs.
- 11 The ceiling is high and arched.
- 12 The chairs are lined with soft cushions.
- 13 The dishes are all matching and finely crafted.
- 14 The scent of incense hangs in the air.
- 15 The scent of pipe smoke hangs in the air.
- 16 The tables and chairs are all delicate and eloquent
- 17 The tables and chairs are sturdy and well made.
- 18 The tables are clean and polished.
- 19 The tables are covered with fine cloth.
- 20 Wheels of cheese sit invitingly on the bar.

Good Tavern Description 4 (1d20)

- 1 A fat and cat lounges around the bar.
- 2 A few cats stalk around the room.
- 3 A few polished shields hang on the walls.
- 4 A friendly dog seeks food and attention from guests.
- 5 A large dog rests near the fire.

- 6 Elegant statues stand in the corners.
- 7 Fine tapestries hangs on the walls.
- 8 Paintings of lords, ladies, and knights decorate the walls.
- 9 Paintings of wildlife decorate the walls.
- 10 Polished mirrors hang on the walls.
- 11 Shelves line the walls containing dolls and wooden toys.
- 12 Shelves line the walls containing strange and macabre curiosities.
- 13 Suits of armor line the walls
- 14 The banner of a local lord hangs on the wall.
- 15 The common room includes a billiards table.
- 16 The heads of stags hang throughout the room.
- 17 The walls are decorated with gloomy paintings of macabre scenes.
- 18 The walls are decorated with sensual and erotic paintings.
- 19 The walls are lined with polished weapons like swords, pikes, and maces.
- 20 The walls are lined with shelves of books.

Good Tavern Description 5 (1d6)

- 1 - 6 Guests may rent one of the large comfortable private suites.

Good Tavern Description 6 (1d6)

- 1 - 4 The tavern has access to a lavish public bath house.
- 5 - 6 The tavern provides privates baths to its guests.

Good Tavern Description 7 (1d6)

- 1 The tavern offers no stabling.
- 2 - 4 A stable of average quality is available for mounts.
- 5 - 6 A quality stable is available where horses will be fed and cared for.

Putting It All Together

Now that we have the tables, let's take a look at the types of taverns we can make using them. Here are a few taverns of each level of quality to serve as some examples of the taverns made with this system.

Low-end Taverns

The Pony and the Fool

A handful of tallow candles struggle to keep back the ominous shadows. The dirt floor is covered in straw. Mold clings to the walls. Shelves line the walls containing strange and macabre curiosities.

Guests may sleep in one of the chairs in the common room. The tavern has access to a filthy public bath house. The tavern offers no stabling for mounts.

The Dancing Wizard

A fire pit burns in the center of the common room, casting harsh shadows. The floor is made of rotting and warped planks. Rats dart boldly around the room. Rusty farming implements decorate the walls.

Guests may sleep on the floor of the common room. The tavern has access to a filthy public bath house. The tavern offers no stabling for mounts.

Common Taverns

The Red Barbarian

Many candles provide a soft warm light to the common room. The floor is made from stone tiles. The air smells of ash and wood smoke. Paintings of lords, ladies, and knights decorate the walls.

Guests may sleep in one of the bunks in the back room. The tavern has access to a public bath. A rundown stable is available for mounts.

The Prince's Elephant

Wagon wheels hang from the ceiling as improvised chandeliers. The hardwood floor is scratched and chipped. The air smells of roasting meat. Shelves line the walls containing dolls and wooden toys.

Guests may rent one of a handful of large single bed rooms. The tavern offers nothing in the way of luxuries. A rundown stable is available for mounts.

Good Taverns

The Old Locket

The common room is well lit from the bright candles scattered about the room. The stone tile floor is finely made. The air smells of roasting meat. The walls are lined with shelves of books.

Guests may rent one of the large comfortable private suites. The tavern provides private baths to its guests. A stable of average quality is available for mounts.

The Giant's Door

Many candles provide a soft warm light to the common room. The floor is covered in soft rugs. The tables are covered with fine cloth. The banner of a local lord hangs on the wall.

Guests may rent one of the large comfortable private suites. The tavern has access to a lavish public bath house. A quality stable is available where horses will be fed and cared for.

I'm Never Sure what to put on the last page.

Thank you very much for checking out my city builder. If you liked it, you should check out my cowboy role playing game Devil's Crossroad or the western setting The Burning Plains.

I have also made a fantasy role playing game called Raven of the Scythe.

Again, thank you very much for supporting my work. I hope you found it enjoyable and useful.

Happy Gaming.

-James

