

# "BELLY UP TO THE BAR"

## QUICK TAVERN GENERATOR FOR H/20 FANTASY

TAVERNS, are a staple in almost any fantasy RPG. It never fails that anytime the PCs are in a settlement they look for the tavern (or Inn) and you as a GM are expected to have one fully fleshed out and ready to serve drinks, not to mention details of every NPC in the place and a few juicy rumors or adventure hooks. Well, have no fear we give you a few simple charts to aid in this process and a few ready "rumor" adventure hooks to toss in if you so like.



**TAVERN NAMES:** Every good fantasy tavern needs a catchy name roll a result on name chart 1 and name chart 2 to name your tavern.

### Name Chart 1 (1d20)

- 1: Black or Onyx
- 2: Red or Ruby
- 3: Blue or Sapphire
- 4: Green or Emerald
- 5: Yellow or Golden
- 6: Purple or Mauve
- 7: Silver or White
- 8: Dancing
- 9: Drunken
- 10: Lucky
- 11: Lazy
- 12: Weary
- 13: Merry
- 14: Jaunty
- 15: Dirty
- 16: Stinky
- 17: Noble
- 18: Rowdy
- 19: Sleeping
- 20: Spotted

### Name Chart 2 (1d20)

- 1: Dagger
- 2: Knight
- 3: Tankard
- 4: Lady
- 5: Stag
- 6: Orc
- 7: Shield
- 8: Dragon
- 9: Toad
- 10: Bear
- 11: Boar
- 12: Minotaur
- 13: Stallion
- 14: Cat
- 15: Rooster
- 16: Trout
- 17: Sword
- 18: Owl
- 19: Maiden
- 20: Serpent

Example: I rolled a 3 on chart 1 and 6 on chart 2 for a name of **The Blue Orc**. You can go with tavern, saloon or **Sign of The Blue Orc** if you so wish.

Remember that if a result does not sound good to you, just roll again until you get something you like. I myself say just roll with it. Sure **The Black Dagger** sounds cool and tough, but I bet your players will remember **The Stinky Stallion** or **The Dirty Maiden** far longer.

Ok, now that your tavern has a name we need to see what quality of tavern it is, Staff it, fill it with

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patrons and sprinkle a few rumors, adventure hooks or an interesting NPC or Two. Don't get crazy, a couple of simple rolls and you will have the bare bones you need to open for business. Make a single roll on Chart **A**, **B**, **C**, **D** and **E** this will give you the Quality, Staff, Main kind of Patrons that frequent the tavern and What kind of interests there is to be had by the PCs.

### Chart A (Tavern Quality) (1d20)

**1-4: Poor (does not serve food unless easily obtainable, such as Rat on a Stick, watered down house ale, cheap wine by the pitcher or cup, rotgut hard liquor. -5 modifier to Staff and Patrons Chart result, 1-5 on a d20 that there will be some kind of disturbance or violence)**

**5-8: Poor Seedy (does not serve food, watered down house ale, cheap wine by the pitcher or cup, rotgut hard liquor. -5 modifier to Staff Chart and -10 modifier to Patrons Chart result, 1-10 on a d20 that there will be some kind of disturbance or violence)**

**9-12: Standard (limited menu Pot Luck or simple fare, decent house ale and limited selection of other ales, wine, by the cup or bottle. No modifier to Staff or patron Charts, 1-2 on a d20 that there will be some kind of disturbance or violence)**

**13-16: Standard Seedy (limited menu Pot Luck or simple fare, decent house ale and limited selection of other ales, wine, by the cup or bottle. No modifier to Staff chart and -5 to Patron Charts, 1-5 on a d20 that there will be some kind of disturbance or violence)**

**17-20: Exquisite (varied menu, always fresh meat or fish dishes, varied selection of Ales, wines and liquors. +5 modifier to Staff and Patron Charts. Only 1 on 1d20 chance of disturbance or violence)**

### Chart B (Staff) (1d20)

**Less than 1: Bartender and one Waitress**

**1-2: Bartender, Bouncer and one Waitress**

**3-5: Bartender, Bouncer and (2) Waitresses double as cook if serves food.**

**6-10 Bartender, Bouncer, (3) Waitresses and Cook if serves food.**

**11-19 Bartender, (2) Bouncers, (4) Waitresses, (2) Cooks if serves food.**

**20+: Bartender, (2) Bouncers, (4) Waitresses, (2) Cooks if serves food and (2) Pot boys/ Servants.**

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### Chart C (Patrons) (1d20)

1-2: Cutthroats, Drunkards and Scum (increase chance of violence by +5)

3-5: Peasants (locals) (wary or closed mouth around outsiders PCs suffer a -5 to all Gossip and Negotiate test with patrons)

6-10 Mixed (peasants, skilled tradesmen, even a few fighting men)

11-12 Mostly one race (dwarves, elves, humans) (PCs of other races suffer -10 to all Gossip and Negotiate Test with patrons, PCs of same race as patrons gain a +5 to these tests), (+5 Modifier on Points of Interest Chart)

13-18 Mixing Pot (numerous Races, and class of people, even adventurers), (+5 Modifier on Points of Interest Chart)

19-20 Adventurers (few patrons, but most all are some sort of adventurer), (+10 Modifier on Points of Interest Chart)

### Chart D (Points of Interests) (1d20)

*This gives you the number of Points of Interest that might draw the attention of the PCs. For detailed results make a number of rolls that were determined below on Chart E.*

1: none

2-5: 1 roll on chart E

6-10: 2 rolls on chart E

11-15: 3 rolls on chart E

16-20: 4 rolls on chart E

21-25: 5 rolls on chart E

26+: 6 rolls on chart E



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### Chart E (20 Random Bits of Interest (1d20))

- 1: The Tavern is a front of a band of Thieves, Smugglers or Black Marketeers.
- 2: The Tavern is renowned for Bar Fights ( +5 modifier to see if any disturbance or violence breaks out).
- 3: A Renowned Minstrel or Story teller frequents the tavern.
- 4: The Tavern is also a gambling den (Dice or Card games can always be found).
- 5: A group of five mages visits the tavern at least twice a month.
- 6: A well known local adventurer works out of the bar and can be hired by the PCs (1d20/ 1-5 Man-At-Arms, 6-10 Thief, 11-15 Minstrel, 16-20 Warlock)
- 7: The Tavern is Haunted.
- 8: A retired thief is selling a treasure map to pay off his gambling debts.
- 9: The Tavern is known for it's barroom games (arm wrestling, dagger toss, drinking contests ect.).
- 10: The Tavern cellar is infested with dungeon rats and they are looking to hire someone to clear it out.
- 11: Rumor has it that an Assassin can be hired through the bartender by saying "Black roses are Better than Red ones".
- 12: Local law-enforcement stays clear of the Tavern.
- 13: A noted Sage that is always looking for adventurers frequents the tavern.
- 14: The Tavern serves an illegal drink known as a "Coffin Nail" that is said to have magical properties.
- 15: A high ranking noble comes to the tavern in disguise to drink among the common folk. He always carries a heavy purse.
- 16: The owner pays 2 EP per Orc Skull you bring in.
- 17: There is a magic sword hidden below the floor boards of the tavern.
- 18: The Tavern hold pit fights in it's cellar.
- 19: A Fortune Teller works out of the Tavern and will divine your fate for a small price.
- 20: The entrance to a famous dungeon is in the Tavern.

***"Bartenders are a Drunkard's God, a Sell  
Sword s Priest and a Spouse's Nightmare!"***

***-Barroom Wisdom overheard in the Sign of  
the Smiling Wolf***