

MIRTH & MILKSHAKES

You have come into posession of the deed to an old and run-down tavern. The building is located at a small square in the outer part of a medium-sized town.

After all those long and perilous adventures, doesn't it sound quite appealing to settle down and run your own business in a quiet part of a safe settlement? How could you have ever guessed the stress and troubles that come with running a business in the service industry – poor, naive adventurers.



STARTING YOUR TAVERN

When you first enter your new establishment, the door almost falls out of its hinges, cobwebs cling to all corners and a film of dust covers everything. To run your tavern, you will first need to make some renovations, paint a sign and give your tavern a name!

SIGNATURE DRINK: Next, you need something to offer your customers – a signature drink. This can be wine or mead (Rulebook, p.80) or something more exotic, as in the table below. You need a supplier for the drink or its ingredients, the drink's Supply tells you how easy it is to find one (see Rulebook, p.73).

DRINK	COST	SUPPLY	DESCRIPTION
Milkshakes	1 silver	Common	A milky, foamy delight that comes in seven different flavors – name them!
Amber Mead	2 silver	Uncommon	A delicious mead made by halflings from the honey of giant bees.
Stonebrew	5 silver	Rare	This dwarven spirit burns a clear flame. It is said to be made of mushrooms.
Dewdrop	1 gold	Rare	A refined elven liqueur made from fairy dust that doesn't give you a hangover.

YOUR REPUTATION

Make a list of the positive and the negative publicity and rumors that potential customers might have heard about your tavern and make them want to visit you.

POSITIVE POINTS: To better your reputation, you can try things to improve your reputation, like the following:

- ◆ Publically advertise your tavern with PERSUASION.
- ◆ Entertain your customers with a PERFORMANCE.
- ◆ Decorate or paint your tavern with CRAFTING.
- ◆ Have adventures and tell the tale – folks like heroes.

You can also try other things, discuss with your GM what would help attract more customers.

NEGATIVE POINTS: When rolling a demon on trying to increase your reputation, or when others spread bad rumors about you (see “The Competition”) you get negative points. You can try to get rid of these by countering the rumors or getting rid of the problem.

SERVING DRINKS

Each day you actively serve customers at your tavern, you then roll a number of D6s to determine how much your customers consume on that day:

- ◆ For each positive point on your list, roll a D6.
- ◆ For each negative point on your list, roll a D6.
- ◆ Subtract the sum of negative D6s from the sum of your positive D6s

Multiply the resulting number by the cost of your signature drink. If the number is positive, you earn that much selling drinks today. If it is negative, you have over-planned on provisions and some of your stock spoils, you lose that amount of money today.

HIRING STAFF: If you want to head out on an adventure, you need someone to take care of your tavern for you. A typical server or tavern keeper will ask for payment of about 8 silver per day or 5 gold per week.

WEEKLY EARNINGS: When you are away on an adventure, only roll to see how many customers come by once for the whole week. Roll the same as above but you gain or lose the result $\times 7$ what you would in a day.

THE NEIGHBORS

IN SEARCH OF GOOD SERVICE

When you are looking for a server, many applicants express interest, but one seems the clear favorite.

- ◆ **Eliana:** A clear favorite of your customers, Eliana will grant you an additional positive reputation point as long as she works there.
- ◆ **Loyal Customers:** If you try to get rid of her again, you will instead get 1 negative point.
- ◆ **Secret:** Eliana is a talented thief and will cook your books and pocket about 10% of all your earning if not caught.



ELIANA

MOVEMENT: 10 **HP:** 10 **WP:** 8 **PAY:** 8s/day

SKILLS: Sleight of Hand 13, Sneak. 10, Persuasion 8

ABILITY: Fast Footwork **GEAR:** Dagger (Skill 7)

THE COMPETITION

"The Cat's Rest" is a seedy old inn on the other side of the square. Its ale is watery and its beds overpriced.

- ◆ **Relana:** The grumpy middle-aged owner seems to hate her job, but she clearly hates competition even more.
- ◆ **Slander:** Relka bad-mouths her competition to anyone who listens and spread nasty rumors about rats in your tavern.
- ◆ **Secret:** Relka would love nothing more than to close her inn and become a bard – she plays the lute.



RELKA

MOVEMENT: 10 **HP:** 10 **WP:** 10

SKILLS: Performance 12, Persuasion 9, Bushcraft 9

ABILITY: Master Chef **GEAR:** Lute, Club (Skill 8)

THE CARPENTER'S WORKSHOP

Next to your tavern you find a messy workshop, hammering noises and the scent of sawdust fills the air.

- ◆ **Workshop:** It is quipped to craft wooden furniture or other items like doors & windows.
- ◆ **Yorik:** A young carpenter who inherited the shop after the untimely death of his father. He now takes care for his mother and 3 younger siblings.
- ◆ **Renovations:** He can fix your tavern in about a week. When you hire him, he will be a loyal customer



YORIK

MOVEMENT: 10 **HP:** 10 **WP:** 10 **PAY:** 2g/day

SKILLS: Crafting 12, Bartering 9

ABILITY: Master Carpenter **GEAR:** Hammer (Skill 9)

THE PROTECTION RACKET

Our organization cares for the safety of all hard-working business owners from all kinds of dangers.

- ◆ **Eolendil:** The soft-spoken elf is the head of the Wardens, and a ruthless criminal mastermind
- ◆ **Thugs:** If you don't pay 5 gold per week protection money three thugs (Bandits) show up and harass your customers (3 negative reputation points)
- ◆ **Dewdrop:** Eolendil is a lover of fine wines and could hook you up with a dewdrop supplier.



EOLENDIL

MOVEMENT: 10 **HP:** 20 **WP:** 12

SKILLS: Persuasion 15, Awareness 12

ABILITY: Insight **GEAR:** Parrying Dagger (Skill 13)