

# Tavern Tables

a series of Tables for the Rolling of Dice  
to determine the Characteristics  
of Eating and Drinking Establishments  
and the Patrons therein



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Roll a d100 on the adjective and noun tables to find a name for your tavern.

Roll	Adjective	33	Painted	67	Dusty
		34	Boasting	68	Flighty
1	Dancing	35	Screaming	69	Naked
2	Prancing	36	Laughing	70	Secret
3	Singing	37	Dancing	71	Scarlet
4	Laughing	38	Crying	72	Sweet
5	Drunken	39	Leaping	73	Sour
6	Cheerful	40	Wretched	74	Kindly
7	Angry	41	Howling	75	Heroic
8	Lusty	42	Thirsty	76	Enchanted
9	Happy	43	Hungry	77	Wishing
10	Lonely	44	Charming	78	Greedy
11	Bragging	45	Mournful	79	Sleepy
12	Jumping	46	Vulgar	80	Daring
13	Feisty	47	Rude	81	Brawling
14	Noble	48	Hasty	82	Brawny
15	Golden	49	Darling	83	Precious
16	Silver	50	Tired	84	Cavorting
17	Shining	51	Smiling	85	Grinning
18	Sterling	52	Yellow	86	Ugly
19	Cowardly	53	Violet	87	Cheating
20	Brave	54	Crimson	88	False
21	Gambling	55	Blue	89	Honest
22	Legendary	56	Friendly	90	Fiery
23	Cursed	57	Bronze	91	Icy
24	Fighting	58	Brassy	92	Cackling
25	Dreaming	59	Brass	93	Coughing
26	Sleeping	60	Iron	94	Flying
27	Watchful	61	Hearty	95	Fat
28	Lucky	62	Timid	96	Skinny
29	Unlucky	63	Tricky	97	Sick
30	Frightful	64	Poor	98	Royal
31	Naked	65	Nimble	99	Limping
32	Wandering	66	Vanishing	100	Wet

Roll	Noun				
		33	Unicorn	67	Coin
		34	Wyvern	68	Mug
1	Wench	35	Griffen	69	Lover
2	Lass	36	Phoenix	70	Goblin
3	Lad	37	Priest	71	Foal
4	Hostler	38	Centaur	72	Fighter
5	Lord	39	Ghost	73	Elf
6	Knight	40	Soldier	74	Bones
7	Knave	41	Ghoul	75	Skeleton
8	Juggler	42	Priest	76	Skull
9	Minstrel	43	Wizard	77	Watchman
10	Jester	44	Enchantress	78	Pirate
11	Stallion	45	Harlot	79	Lamb
12	Mare	46	Witch	80	Hunter
13	Lady	47	Warlock	81	Peasant
14	Zombie	48	Harpy	82	Wolf
15	Bard	49	Fox	83	Drake
16	Taylor	50	Troll	84	Duke
17	Rogue	51	Farmer	85	Duchess
18	Weasel	52	Lion	86	Serpent
19	Dragon	53	Snake	87	Scallywag
20	Dog	54	Squirrel	88	Robber
21	Hound	55	Badger	89	Brigand
22	Swordsman	56	Thief	90	Bandit
23	King	57	Cat	91	Baron
24	Queen	58	Sparrow	92	Player
25	Sailor	59	Lizard	93	Gypsy
26	Jackal	60	Ogre	94	Trader
27	Slave	61	Blade	95	Tyrant
28	Maid	62	Dagger	96	Crow
29	Kitten	63	Archer	97	Raven
30	Falcon	64	Star	98	Assassin
31	Giant	65	Moon	99	Killer
32	Stableboy	66	Flame	100	Merchant

## Tavern Features

Roll a d6 on each of the following tables to describe the tavern. Or, toss a handful of d6s on the page, and each one applies to the table it lands nearest to. If more than one die lands on the same table, they either apply to different features, or something very interesting is going on. If no dice land on a table, roll for it separately, or make it up.

	<b>Quality</b>
1	Rotten
2	Poor
3	Fair
4	Good
5	Great
6	Fit for royalty

Anything not covered by another table. Roll once each for food, drinks, rooms, and service, or once for overall.

	<b>Cleanliness</b>
1	Filthy
2	Grungy
3	Tolerable
4	Decent
5	Unexpected
6	Sparkling

How clean the floor, tables, plates, and mugs are. Roll for each, once overall, or just use the number from Quality.

	<b>Size</b>
1	Hole in the wall
2	Tiny
3	Cramped
4	Typical
5	Spacious
6	Huge

Roll for the size of the tavern, of any rooms, and, if applicable, any booths, stages, or other features.

	<b>Prices</b>
1	Rock bottom
2	Cheap
3	Affordable
4	Pricy
5	Extravagant
6	Absurd

Roll once each for food, drink, available rooms, and any other goods or services.

	<b>Variety</b>
1	Almost none
2	Limited
3	Expected
4	Unusual
5	Exotic
6	Nigh unlimited

Roll once each for food, drinks, and any other goods or services on offer.

	<b>Taste</b>
1	Lethal
2	Nauseating
3	Uninteresting
4	Unusual
5	Delicious
6	Addictive

Roll for food and drinks. This may or may not be the same as quality.

	<b>Popularity</b>
1	Uninhabited
2	Few patrons
3	Some patrons
4	Healthy crowd
5	Sizeable crowd
6	Spilling out the windows

How many patrons are in the tavern at the time. Can also be used for room occupancy.

	<b>Noise Level</b>
1	As the grave
2	Whispers
3	Subdued
4	Conversational
5	Shouting only
6	Raucous cacophony

How loud the patrons are. Can also be used to determine how quiet the rooms are.

	<b>Dark Corners</b>
1	None – tavern well lit
2	None occupied
3	One occupied
4	Half occupied
5	All but one occupied
6	All occupied

Can also be used as a measure of the overall shadiness of the tavern.

## Notable Patrons

Roll on any number of charts to describe a given patron, or toss the dice as described on the previous page.

<b>Clothing</b>		<b>Markings</b>		<b>Jewelry</b>	
1	Half-naked	1	Heavily scarred	1	One or more piercings
2	Heavily cloaked	2	Heavily tattooed	2	One or more bracelets
3	Oddly dressed	3	Mildly scarred	3	One or more rings
4	Expensively dressed	4	Some tattoos	4	One or more necklaces
5	Roughly dressed	5	Healing wounds	5	Unusual jewelry
6	Unremarkable clothing	6	No markings	6	No jewelry
<b>Build</b>		<b>Hair</b>		<b>Eyes</b>	
1	Scrawny	1	Black	1	Blue
2	Willowy	2	Brown	2	Green
3	Slender	3	Red	3	Brown
4	Solid	4	Blond(e)	4	Hazel
5	Muscular	5	Unusual color	5	Rare (grey, yellow, etc)
6	Heavy	6	Roll twice; mix of both	6	Inhuman color
<b>Apparent Mood</b>		<b>Sobriety</b>		<b>Current Activity</b>	
1	Flirty	1	Dead sober	1	Gambling
2	Cheerful	2	A few drinks	2	Talking
3	Melancholy	3	Mildly tipsy	3	Drinking/buying drinks
4	Worried	4	Drunk	4	Dancing
5	Angry	5	A few too many drinks	5	Shouting or singing
6	Smug	6	Near liver failure	6	None of the above
<b>Likely Profession</b>		<b>Others' Reactions</b>		<b>Voice</b>	
1	Warrior	1	Friendly	1	Rough
2	Spellcaster	2	Neutral	2	Husky
3	Brigand (thief, etc)	3	Cautious	3	Trained
4	Tradesman/commoner	4	Curious	4	Lilting
5	Merchant/craftsman	5	Scornful	5	Melodious
6	Indeterminate	6	Hostile	6	Heavily accented
<b>Notable Item</b>		<b>Notable Accessory</b>		<b>Hidden Talent</b>	
1	Unusual weapon	1	Strange/foreign crest	1	Card-sharking or tricks
2	Musical instrument	2	Recognizable crest	2	Magic tricks or cantrips
3	Bag or pouch	3	Healing wound	3	Appraising others
4	Funny hat	4	Religious symbol	4	Brawling
5	Talisman/amulet	5	Magical symbol	5	Knowledge/trivia
6	Book or scroll	6	Guild symbol	6	Wilderness skills

## Brawlin'

Roll on these tables for what happens to each PC during every round of a no-holds-barred brawl.

Opponents		Actions		Skill	
1	None – for now	1	Punch	1	Blind drunk (-2)
2	One	2	Kick	2	Stupid drunk (+0)
3	Two	3	Hit with mug/bottle	3	Mean drunk (+2)
4	Three	4	Hit with chair	4	Crazy drunk (+5)
5	Five	5	Hit with table/weapon	5	Suspiciously sober (+7)
6	Half the bar	6	Grab/bite/both	6	Drunken master (+10)

How many of the local toughs think this PC spilled his drink on them?

Roll once for each opponent, or roll once and rule that most of the crowd is doing that.

How well are the drunken louts hitting? Includes skill bonuses for any relevant rolls in parentheses.

## Drunken Shenannigans

Roll on these tables to find out what happened to that PC who said, “The locals say three sips of it will knock out an ox? I down a tankard of it.”

Consequences		Very Mild Trouble		Mild Trouble	
1	None	1	Bad hangover	1	Terrible hangover (-2 to anything numeric)
2	Very mild trouble	2	Lost 1d6 silvers gambling	2	Lost 2d6 gold gambling
3	Mild trouble	3	Inexplicable snickers from the locals the next morning	3	Made unfortunate purchase
4	Moderate trouble	4	Misplaced unimportant item	4	Made unfortunate friend
5	Severe trouble	5	Insulted bartender/barwench	5	Slept somewhere not in inn
6	Leave town now	6	Slept on the tavern floor	6	Lost a fight (not at full HP)

  

Moderate Trouble		Severe Trouble		Leave Town Now	
1	Lost 5d6 gold gambling	1	Suddenly deep in gambling debt	1	Gambled away most worldly possessions and/or freedom of self and/or other PCs
2	Acquired small tattoo	2	Acquired large tattoo	2	Joined cult of some kind
3	Made unfortunate enemy	3	Antagonized very important person or persons	3	Killed or maimed someone
4	Woke up in jail (minor offense)	4	Woke up in jail (moderate offense)	4	Acquired questionable potion (looks dangerous)
5	Has new love interest	5	Misplaced important item	5	Utterly derailed the party's current plans in some way
6	Said very inopportune things to someone who should not hear them	6	Woke up far from town	6	Roll once each on Mild, Moderate, and Severe (take worst of conflicting results)

## Example Patrons

The following bar patrons were created with the tables from page 5. These use one result from each table, but you don't have to do the same. The series of rolls that led to each character are on the left.

6	4	3	The muscular, dark-haired dockworker with the grey eyes has been buying drinks for women and striking out all night. He's now drunk after his many attempts. He wears a ring with the crest of the local thieves' guild, and might know something about their latest heist. He has the strange long daggers favored by local brigands. There is a tattoo of a raven across his throat, and other tattoos peek out from the sleeves of his shirt.
5	1	5	
1	4	3	
4	6	1	
1	2	5	

5	2	5	The barbarian bard has been playing and singing for hours now, and taking her wages in drinks. Her clothes have seen better days, and they, as well as some of her strange jewelry, bear the emblem of a faraway kingdom. Strange whorls of tattoos cover her body, from her tattered boots to her gleaming silver eyes. Despite her exotic allure, the local toughs ignore her; she showed them last night that her flirtations are just part of the show, and anyone believes otherwise will end up in a world of hurt.
4	6	6	
1	5	5	
4	2	4	
2	1	4	

4	2	4	Everyone wonders why the young scion keeps coming back. He gives himself airs while playing the petty thief, getting tattoos and dabbling in religion and the arcane while still wearing all the emblems of his rank. Despite his foolishness and his habit of overeating, he is not one to underestimate in a fight. Tonight he is quieter than usual, sitting silently in a corner and glancing from time to time at the door.
6	1	2	
4	3	6	
3	5	2	
5	5	4	

1	1	3	The locals all wince as the merchant waltzes by, his paunch hanging over his belt. Much to the dismay of all present, he took his shirt off a few drinks back. He keeps dancing back and forth between the bar and his table, never taking his eyes off the book half-hidden in his pack. It bears the symbol of a prominent wizards' guild in a far-off city. Those who believe the merchant merely stumbled upon it by accident are in for a surprise if they try to take advantage of him – he's not as drunk as he looks.
6	1	3	
4	2	4	
5	5	5	
6	6	3	

