

Sample file

Ultimate Fantasy Tavern Guide

Writing: Curtis and Sarah Lyon

Cover Art: Paul Slinger

Interior Art: Tamás Baranya, William McAusland,
Jeff Preston, Miguel Santos, Shaman's Stock Art

Cartography: Curtis Lyon

Editing: Sarah and Curtis Lyon

Layout: Curtis Lyon

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Ultimate Fantasy Tavern Guide

Contents

INTRODUCTION	1	<i>Wenching</i>	41
FOX AND BREW ROADHOUSE	2	<i>Seducing</i>	42
Exterior and Grounds	2	<i>Romancing</i>	44
First Floor	2	Complications	45
Second Floor	4	TAVERN BRAWLS	46
Menu Prices	7	Here's How It Works	46
Fox and Brew Staff	8	APPENDIX I: RANDOM PATRONS	48
BUILDING YOUR OWN TAVERN	13	Who Do I See?	48
Name	13	APPENDIX II: DIVERSE GAMES	56
Quality and Meals	14	Dice Games	56
Clientele and Rooms	17	Card Games	60
BASICS AND DIVERSIONS	18	Board Games	65
Eating	19	Combination Games	68
Drinking	22		
Getting Drunk	22	MAPS	
The Effects of Being Drunk	24	Fox and Brew 1st Floor Map	3
Drinking Contests	26	Fox and Brew 2nd Floor Map	5
Sleeping	28		
Room Quality and Pricing	29	TABLES AND NEW RULES	
PLAYING AROUND	30	Fox and Brew Menus	7
Gaming	30	Random Tavern Names	13
Arm Wrestling	30	Random Sample Meals	21
Checkers	32	Modifiers to Drinking Roll	23
Darts	33	Random Sample Drinks	25
Gambling	34	New Edge: Drinks Like A Fish	28
<i>The Lone Wolf</i>	34	Bravo! Bravo! (Performing)	34
<i>Betting the Odds</i>	35	Opponents' Skill Based on Stake	34
<i>A Fortune in Cash and Prizes!</i>	36	Gambling Odds and Payout	35
SOCIALIZING	37	Gathering Rumors	42
The Fine Art of Carousing	37	Random Name Tables	52
<i>Whoring</i>	39	Hazard Payout Odds	59



Ultimate Fantasy Tavern Guide

Introduction

The material in this Ultimate Guide originally appeared as a series of articles in the magazine, *Savage Insider Premium*, issues 2 through 5, originally published by Mystical Throne Entertainment between spring of 2012 and winter of 2013.

To create the *Ultimate Fantasy Tavern Guide*, we took all four of those articles and combined them (with a little judicious editing), then added a few little extras to help players and GMs alike: A series of tables to help a Game Master generate their own tavern, and a random patron generator (for those times when your players want to know who might be lurking in the tavern with them), just to name a couple.

The *Fox and Brew*, which appeared as an example tavern in *Savage Insider Premium* articles, is presented at the front of the guide, along with a few plot hooks for the GM. Liberally sprinkled around the rest of the guide are NPCs who can easily be dropped into the Fox and Brew (or any other tavern) for added flavor and color.

So go eat, drink, gamble, wench, and brawl... and then sleep it off and be ready to sally forth for adventure again once the morning arrives!



Ultimate Fantasy Tavern Guide

The Fox and Brew Roadhouse

The *Fox and Brew* is presented as an example of a small inn sitting at a crossroad on a major trade route. Feel free to put it in your campaign world wherever it would fit best. The *Fox and Brew* makes a good starting or resting spot for a band of fantasy adventurers.

Exterior and Grounds

The inn itself is a two-story wooden building just to the side of the main road. The structure looks old, but well cared for – in fact, the inn was originally an abandoned building built on an even older stone foundation. The current owner refurbished the place when he took over.

A pole in front of the porch bears a sign painted with a fox holding a large, frothy mug. A hook set into the top of a pole holds a lit lantern after dark, and there's a hitching post next to a small, stone porch in front of the main door. A pair of water barrels sit beneath a single window in front. When the weather is cold, smoke curls lazily from four brick chimneys, each roughly in a corner of the building.

There aren't any stables, but there's a corralled area behind the tavern where mounts can be set to graze alongside some pigs and chickens. A chicken coop leans against the rear of the building. Much of the surrounding land is wooded and overgrown with wildflowers, although the plants and grass at the front of the inn are groomed and well-tended.

First Floor

The ground floor of the Fox and Brew is largely set aside for the common area and the staff. Most people in the place can be found moving around the first floor during the day – either cooking and cleaning, or eating and drinking.

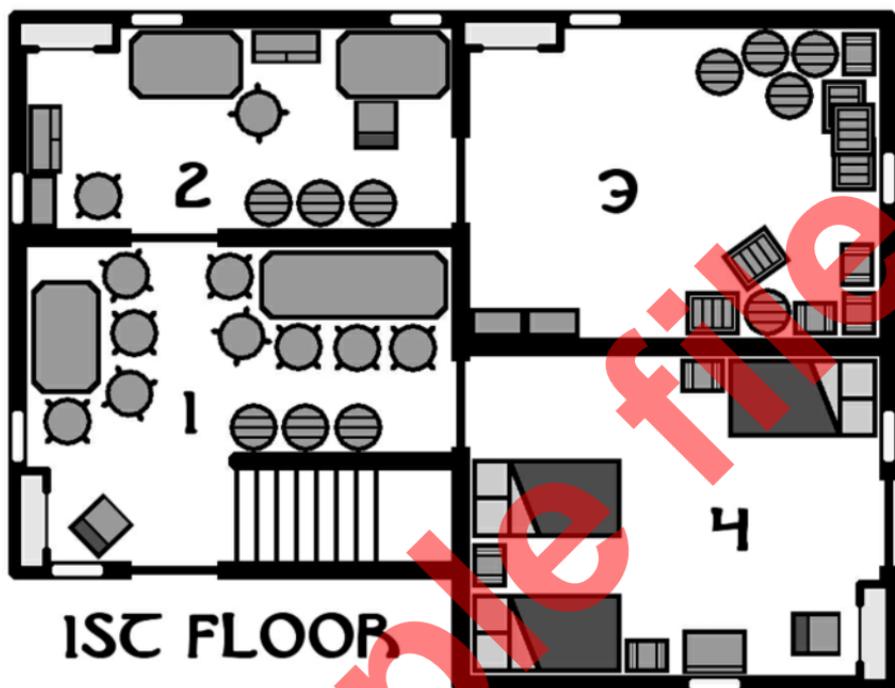
[1] Tap Room and Dining Area

The common room is dominated by a stone fireplace, two tables, and a wooden flight of stairs leading up to the second floor. A trio of kegs sits next to the stairway, and windows flank the fireplace. There are two doors in the room: one near the back of the stairs, and one leading into the kitchen.

There are only a few people here during the daytime. A middle-aged woman named Gael acts as both serving wench and maid, greeting new guests who arrive. There's usually a large, bored-looking man sitting in front of the fireplace – often idly thumbing through a book. This is Rucker, a retired soldier from a nearby village, who acts as the daytime bouncer.



Ultimate Fantasy Tavern Guide



At night, business picks up and the common room can feel pretty crowded. Light spills from a ceiling candelabrum, and a pair of pretty young wenches wind their way around the patrons, taking orders and serving drinks. Their names are Morrigan and Sylvia – one or the other serves the characters. Meanwhile, a dark, rugged-looking man mingles and chats with the patrons. This is the owner, Grey, and, although he meets and greets, he also acts as a bouncer if necessary. For information about generating random patrons, see page 48.

There's plenty of entertainment at the *Fox*: darts, dice, arm-wrestling, drinking, and **wenching**, just to name a few. While there aren't any musicians in regular employ, Grey has been known to allow travelers to perform – if they're skilled and there's a decent crowd.

Brawls are pretty rare because of a well-known "secret" of the *Fox and Brew*: The Pit. Beneath the stairs is another flight of stone steps going down. In the stone cellar of the inn, Grey and Rucker run weekly fights. It keeps the upstairs violence down, and generates extra coin for the inn. Since the place is far enough from "proper" civilization, legal issues tend to be few and far between.

