

WARHAMMER  
FANTASY  
ROLE-PLAY

# TAVERNS OF THE OLD WORLD



◆ A Guide to the Dirty Dives, Homely Hostelries, and  
Up-Market Emporiums of the Empire and Beyond ◆

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# ◆ TAVERNS OF THE OLD WORLD ◆



Games of Warhammer Fantasy Roleplay often involve investigations in the cities of the Empire or journeys along the nation's roads and rivers. Visits to taverns and coaching inns are a regular feature of such games, either as places to gather information, locate a local person of interest, or spend the night in relative safety.

Adventures and supplements for Warhammer Fantasy Roleplay do detail several inns, but they are often particular venues in particular locations that serve the needs of the adventure. This supplement is designed to help a GM in a hurry generate a tavern that feels like part of the Old World, but that is also distinct enough to have a unique feel. A GM who is caught unprepared when their players decide to head to the nearest tavern can use the tables in this article to determine what sort of fare is available, what the staff is like, and what customers are currently spending their time in the taproom.

Like so much else in the Empire, the design and mood of taverns are determined by the class of person they cater to. Venues in the wealthier districts of towns, hoping to attract rich merchants or aristocratic clients, are lavishly decorated, provide long menus of gourmet food and drink, and keep a small army of servants in their employ. Provided that a visitor can persuade the doormen that they possess the bona fides to enter such exclusive places, they will be waited on attentively, treated with unctuous respect, and enjoy quality fare. The bill, however, will be steep.

Inns in the poorer parts of town may be rough dives where brawls are common, and the bar snacks are liable to leave a person suffering from the Galloping Trots. Many venues may be acting illicitly, providing cover to criminal gangs, or brewing and selling beers without a licence.

Inns in the country tend to reflect the community they serve, many of them being rather genteel and friendly to familiar visitors and standoffish to strangers. The roads between large towns and cities are dotted with coaching inns, typically combining the features of a respectable tavern and a small fort, able to weather an attack by a wandering Troll or raiding band of Beastmen or Forest Goblins. These provide vital safety to travellers on the Empire's roads.

## USING THIS GUIDE

To generate a tavern, take the following steps:

- Decide whether the tavern is a Brass Tier venue catering to the poor, a Silver Tier venue catering to travellers or the middle classes, or a Gold Tier venue catering to the upper classes.
- Choose or generate a name for the tavern.
- Choose or generate a quick description of the venue as a whole.
- As an option, use the Quirks Table to determine a unusual feature or circumstance at the venue.
- Use the Inn Vital Statistics Table to find out about the fare, drinks, rooms, and staff at the tavern.
- Use the Capacity, Games, Entertainment Table to determine who else is in the inn, and what they are up to.



## STATUS AND TAVERNS

Society in the Old World is highly stratified, and in larger settlements and cities, taverns cater to a demographic group. Large, sumptuous places in wealthy parts of town may refuse entry to anyone who isn't wearing fine clothing and may expect its clientele to pay for membership before they even enter.

Taverns for the middle class can be boisterous and lively but include private booths or separate bars for those seeking a bit of privacy or exclusivity. Taverns in the poorer parts of town can be violent and serve poor-quality fare, but they still provide a place for people to mingle and network in relative safety.

For this reason, when generating an inn, it is necessary to decide whether it is a Gold Tier venue catering to the well-to-do and found in a wealthy district of town, a Silver Tier venue catering to professional people, scholars, and respectable bohemian types, or a Brass Tier venue catering to the poor and located in one of the sprawling rookeries.

Large towns and cities have a population large enough to support several Gold and Silver Tier venues, and scores of Brass Tier dives. Smaller towns may lack a high-class venue but are still home to several Silver and Brass Tier places. Villages tend to be home to one or two Brass Tier venues.

Coaching inns are different and are almost all created as Silver Tier places. They are used by a wide variety of travellers, so those who are used to more sumptuous venues must put up with relative hardship, whilst those used to the rambunctiousness and cheap prices of an inner-city dive may balk at the cost of the fare and face the marked distaste of staff and patrons if they become drunk and disorderly.

**RANDOM TIER TABLE**

2d10	Urban Location	Rural Location
2–12	Brass	Brass
13–15	Silver	Brass
16–17	Silver	Silver
18–19	Gold	Silver
20	Gold	Gold



## TAVERN NAMES

A distinctive name attached to a distinctive image is a useful advertisement in the Empire, as a largely illiterate populace may misidentify a tavern that lacks a gaudy sign. Most Brass and Silver Tier inns, catering to the uneducated in an often-crowded marketplace, go to great lengths to think up a grandiose name and eye-catching sign. Gold Tier places, quite happy to alienate the hoi polloi, often forego a sign in favour of neatly lettered text, and adopt names associated with stately grandeur rather than a memorable image.

### A Regal Air

Gold Tier venues may adopt a plain but stately name, reassuring their clientele that they will be taken seriously and treated with dignified good grace.

*Examples: The Regent's House, the Prospect, the Emperor's Rest, the Crown and Two Chairmen.*

### A Touch of Humour

Taverns with quirky names tend to try to live up to their sense of personality through odd décor and regular entertainment. They are usually Silver Tier venues with a sense of fun but may turn out to be rather more serious places beyond the easy-going first impression.

*Examples: The Laughing Frog, the Tardy Ass, the Black Sheep, the Exploding Pig.*

### Appealing to a Particular Demographic

These taverns seek to appeal to members of a particular profession, species, minority group, or religious persuasion. They choose a name to imply what sort of people they welcome, and what sort of people might want to drink elsewhere.

*Examples: The Docker's Arms, the Pit Prop, the Blue Lantern, the Boatman Inn, the Half Measure Tavern, Dawr Urbaz.*

### Astrological Symbols

Astrological symbols are a common feature of tavern names, including the signs of the Zodiac, one or other of the moons, the sun, the planets, and the twin-tailed comet.

*Examples: The Mummit and Drummer, the Red Moon, the Beloved of Manann, the Seven Stars.*

### Bathetic or Sinister

Poor quality dives or places in the rougher parts of town often make boast of the fact that they are not at all glamorous and adopt names that stand as fair warning to prospective customers that they are rough venues with tough customers.

*Examples: The Drowned Rat, the Bucket of Blood, the Mess and Bucket, the Pit, the Sullen Knight, the Drunken Bastard, the Splintered Skull.*