

Medieval Style

Alehouses, Taverns, and Inns



DUNGEON BREW

Alehouses

The alehouse is the simplest and most common drinking establishment, run from a private home by an Alewife. It offers a single, limited batch of 'small beer' and one type of food, serving as a social hub for the lowest classes.

Step 1: Roll for the Location

This determines the "unique homey location."

d6	Location
1	A cramped, one-room hovel with a dirt floor, smelling of woodsmoke and damp.
2	The surprisingly clean ground floor of a tradesperson's home (e.g., a weaver, a cooper).
3	A small, thatched cottage with a well-tended herb garden out back.
4	A leaning, ramshackle house crowded by other buildings on a narrow alley.
5	A sturdy home with a stone foundation, a sign of a slightly more prosperous family.
6	The back room of a working stable, smelling of hay and livestock.

Step 2: Roll for the Symbol

This determines the "alestake" displayed outside to show ale is for sale.

d6	Alestake
1	A simple, worn broom propped next to the door.
2	A bundle of birch twigs tied to the doorframe.
3	A long pole with a small, faded garland of hops tied to the end.
4	A sheaf of barley hanging from a hook.
5	A wet branch stuck in the ground.
6	A simple wooden sign with a crude drawing of a mug.



Step 3: Roll for the Alewife

This determines the character of the woman running the business.

d6	Alewife Archetype
1	Wife Selling Excess: A married woman brewing from home, selling the surplus to supplement her family's income.
2	Unmarried Brewer: An unmarried woman running her own small-scale enterprise, a rare position of financial independence.
3	Widow Inheritor: A widow who inherited her deceased husband's brewing business and continues the trade.
4	"Disreputable" Keeper: No longer a brewer, but a woman who has fallen on hard times and now works in a low-repute alehouse to survive.
5	Struggling Against Regulation: A married brewer whose husband is under pressure due to new laws making him liable for the quality of her ale.
6	Wealthy Brewer: A disproportionately wealthy woman who has managed to maintain a prominent brewing business against the odds.

Step 4: Roll for Today's Offerings

This determines the single batch of ale and food available until it runs out.

d6	Ale (Small Beer)
1	A thin, pale oaten ale.
2	A slightly sweet barley brew.
3	A dark, smoky ale from roasted malt.
4	A cloudy, unfiltered wheat ale.
5	A weak ale flavored with local herbs (gruit).
6	A slightly sour, watery brew (end of the batch).

d6	Food
1	A dozen savory pork pies.
2	A large pot of thick pease pottage with bacon.
3	A basket of hard-boiled eggs pickled in brine.
4	A wheel of sharp sheep's cheese with coarse rye bread.
5	Smoked and salted herring.
6	A tray of savory oatcakes with onion.

Taverns

The Tavern is a commercial, middle-class establishment specializing in wine, serving as a hub for socializing, business, and potential trouble. Unlike a rustic Alehouse, it's a more upscale venue; unlike a traveler's Inn, it likely doesn't offer lodging.

Step 1: Roll for Tavern Name

"The + Part 1 + Part 2"

As a formal business, the Tavern has a name. Roll once on the Adjectives/Concepts list and once on the Nouns/Objects list.

d10	Part 1	d10	Part 2
1	Gilded	1	Boar
2	Salty	2	Cony
3	Golden	3	Dog
4	Crimson	4	Mare
5	Laughing	5	Barrel
6	Sleeping	6	Rose
7	Black	7	Coin
8	White	8	Shield
9	Broken	9	Hammer
10	Iron	10	Flagon

Step 2: Roll for Tavern's Primary Function

This determines the main social dynamic.

d6	Tavern Function
1	A Social Hub: The tavern is filled with locals meeting friends and neighbors to relax and talk.
2	A Business Hub: Patrons are conducting business meetings. Agreements are being sealed with drinking parties known as "ale lawings".
3	A Political Hotbed: Seditious newspapers are being passed around, and patrons are engaged in heated political discussion. An uprising could start here.
4	A Den of Vice: A prohibited gambling game (dice, cards, skittles, or billiards) is being played discreetly, robbing laborers of their money and morals.
5	A Nest for Thieves: "Nocturnal villains" are gathered in a corner, planning a crime or dividing their spoils.
6	Under Scrutiny: A constable is present, ensuring order and that food isn't being sold outside of main meal hours to curb drunkenness.

Step 3: Roll for the Proprietor

This NPC is the "vintner" or wine manager of the tavern.

d6	Proprietor Archetype
1	Licensed Vintner: A professional wine manager, accountable to the powerful vintner's guild.
2	Elite Businessman: An owner of multiple businesses who sees this tavern and its expensive, imported wine as a status symbol.
3	Guild Publican: A member of the publican's guild, focused on the rules, traditions, and politics of the guild.
4	"Broken Merchant": A formerly successful merchant who has fallen on hard times and is now trying to make a living selling ale and wine.
5	"Idle Fellow": A proprietor with no real skill or trade, running the tavern simply to avoid begging or ending up on the poor rate.
6	Brewer's Tenant (Tied-House): Doesn't actually own the establishment; it's owned by a large-scale brewer who dictates what he can sell.

Step 4: Roll for Today's Offerings

Tavern menus focused on drinks rather than food.

d8	Drinks Menu
1	Fine Imported Wine
2	Cider (Apple Wine)
3	Perry (Pear Wine)
4	Mead (Honey Wine)
5	Ale (Small Beer)
6	Metheglin (Honey and Fruit Wine)
7	Hypocras (Fortified, Spiced Wine)
8	Buttered Beer (Spiced and Sweetened Beer)
d6	Food
1	A pottage of root vegetables, served with preserved ham.
2	A meat (minced pork or mutton) pie with a crust.
3	The pottage made with whatever preserved meat is on hand.
4	A pottage made with river fish or preserved cod.
5	A pottage of boiled vegetables like beans and cabbage, served with a brown bread.
6	It's outside of main meal hours, and the authorities have restricted sales to curb drunkenness.

Inn

The Inn is a full-service establishment for travelers, offering food, drink, and lodging. As the highest-tier venue, it's a place for players to find secure long-term lodging, interact with people from outside the local area, and hear news from the wider world.

Standard Layout: The inn typically includes

- **Hall:** Common room that may include dining
- **Kitchen:** Usually focused more on food than drinks.
- **Stables:** For guests' horses or mules.
- **Storage:** Back area or cellar, often with strongboxes.
- **Dining Rooms:** Secluded rooms used for private dining or events

Step 1: Roll for Inn Name

"The + Part 1" or "The + Part 1 + Part 2" or "Part 1 + Part 2" or "Tavern Part 1 + ??"

d8	Part 1	d8	Part 2
1	Bell	1	's Head
2	Crown	2	's Arms
3	Hart	3	's Cross
4	Plough	4	's Inn
5	Fawcon	5	's Passing
6	Lion	6	's Rest
7	Staff	7	's Court
8	and (Roll x2)	8	and Part 1

Step 2: Roll for Inn's Feature

This provides a unique feature for the Inn based on its function as a hub for travelers.

d6	Inn Feature
1	Landmark Location: The inn is a well-known landmark, located in the town square or at a major trade road intersection.
2	Guild Patronage: A local guild rents a private room for its meetings, making the inn a center for a specific trade.
3	Cost for Entry: There's a minimal entry fee to cover potential damages, and hired guards are present.
4	Under Scrutiny: Because the inn serves strangers, local authorities are constantly watching it and questioning the innkeeper about guests.
5	Ancient Structure: The building is old, featuring stout timber framing and low ceilings. The storage cellar contains old strongboxes from previous owners.
6	Tippling Limit: There is a maximum time (e.g., one hour) that a patron (often lower classes) can drink.

How Lodging Works: An inn's main service is providing accommodation, which varies in quality:

- **Stables:** Many inns would allow sleeping in the stables.
- **Chamber:** Back room with communal beds.
- **Private Chambers:** Separated private bedrooms.

Step 3: Roll for the Innkeeper

This NPC is responsible for a variety of roles, but often excel at one aspect of the position

d6	Proprietor Archetype
1	The Manager: Focused on the logistics of the business: ordering supplies, managing rooms, and calculating bookings.
2	The Hospitable Host: A kind and loving person who sees it as their duty to receive and entertain strangers, sometimes offering charity.
3	The Security-Obsessed: Primarily concerned with preventing violence and ensuring the safety of their guests and property.
4	The Scrutinized Operator: Is constantly being watched by local authorities and is wary and suspicious of all strangers who enter.
5	The Professional: Views innkeeping as one of the most lucrative and demanding occupations. They are all business, focused on profit and efficiency.
6	Briguu: A wealthy individual running the inn to gain social status by hosting important people.

Step 4: Roll for Today's Offerings

Inn menus focused on food rather than drink.

d4	Drinks Menu
1	Cider (Apple Wine)
2	Mead (Honey Wine)
3	Perry (Pear Wine)
4	Ale (Small Beer)

d6	Food
1	"A stew (buckenade), usually with venison or beef."
2	A slab of stale bread (trencher) served as a plate, topped with hot meat and sauce.
3	Spiced beef, venison, or lamb with white bread
4	A large game pie, filled with seasoned fowl like pheasant or duck.
5	A sweet dish of frumenty, made with boiled wheat, egg yolks, almonds, and sugar.
6	A "white pottage" made with chicken, rice, almonds, and spices.