

INNS AND TAVERNS

Establishment	Price (gp)	Max Customers (Food/Drink)	Max Customers (Lodging)
Tavern, Poor	2,500	40	n/a
Tavern, Modest	4,500	130	n/a
Tavern, Wealthy	6,500	220	n/a
Inn, Poor	5,000	20	2
Inn, Modest	8,000	110	6
Inn, Wealthy	11,000	200	10

This table gives values for various quality levels of taverns and inns. When buying an inn or tavern, first decide on its quality. A poor establishment is of low quality. Food is often unpleasent, though bearable, and rooms are small and smelly, and crime and disease are common. A modest establishment is clean and well kept. It offers good, though not exceptional, food, and mediumly sized private rooms. Wealthy establishments offer fine foods and wines and luxurious living conditions. Wealthy establishments are ornately decorated and are very well kept.

The second column gives an average price for buying such an establishment. Note that this price is for an existing inn or tavern of corresponding quality. Note also that this is not a fixed price and is up to change at the DM's discretion. The area of the inn, as well as the seller, are likely to change this price by several hundreds (or thousands for more wealthy establishments) in either direction.

The final two columns show the maximum number of customers for food, drink and lodging. This value represents that maximum number of people that can feasibly be served in a day. This limit is usually a result of staffing or kitchen requirements, rather than the size of the tavern or inn.

UPGRADING YOUR INN OR TAVERN

After you have acquired an inn or tavern, it is time to begin upgrading the various parts of your establishment. In terms of upgrades, your establishment is considered as a collection of multiple sections. These sections are:

- **Kitchen.** This is where food and drinks are made. It is one of the most vital parts of your establishment and is responsible for the quality of your food/drink, as well as for determining your number of customers.
- **Larder.** This is the storage space for your food. It features an adjoining wine cellar where drinks are stored. This is typically underground. The size and quality of this storage determines the amount of food that can be made, as well as its quality.
- **Common Room.** This is where customers sit to eat, drink and converse. It is the largest room of a tavern or inn and is the center of importance. The quality and size of your common room greatly influences the reputation (and therefore the amount of customers) of your establishment.
- **Lodging (Inn only).** This is where certain customers have their rooms. These are usually private rooms for one or two people. The size and amount of your lodging rooms determines the reputation of your inn and the amount of customers that you have.

Each section has a designated level between 1 and 10. The starting level is determined by the quality of your establishment. Poor establishments begin with all sections at level 1. This is increased to a starting level of 3 for modest establishments, and level 5 for wealthy establishments.

UPGRADES

Once you own an inn or tavern, it is possible to upgrade these sections. Upgrading a section costs a specific sum of money, and returns benefits dependant on what section has been increased. Some upgrades have prerequisites based on the level of other sections.

Upgrades also cost time. During this time, your inn or tavern must be closed in order to work on the renovations. During this time, you earn no income from selling food, drink or lodging. You do not need to pay maintenance, hiring or guild licence costs during this time. You can only upgrade each section by one level at a time and can never decrease a section's level.

KITCHEN UPGRADE

Upgrading your kitchen costs 500 gp and takes one tenday. When you upgrade your kitchen, increase the average earnings per customer by 5 cp for each upgrade. In addition, increase your base number of customers per day by 5 for each upgrade, and increase your maximum number of customers for food and drinks by 15.

Requirements. Upgrading your kitchen to any level first requires you to have a larder at that level. You cannot upgrade your kitchen to a level higher than your larder.

LARDER UPGRADE

Upgrading your larder costs 500 gp and one tenday. When you upgrade your larder increase your maximum number of customers for food and drinks by 15.

COMMON ROOM UPGRADE

Upgrading your common room costs 500 gp and takes one tenday. When you upgrade your common room, increase the average earnings per customer by 5 cp for each upgrade. In addition, increase your base number of customers per day by 5 for each upgrade, and increase your maximum number of customers for food and drinks by 15.

LODGING UPGRADE

Upgrading your lodging costs 1000 gp and takes one tenday. When you upgrade your lodging, increase your number of customers per day by 1 for each upgrade, and increase your maximum number of customers for lodging by 2.

EARNINGS

This is the amount of money that your establishment makes in a week. It is dependant on how many people visit your establishment each day, and on the quality of your establishment. Use the table below to determine how much money is earned per patron.

Quality	Average Earnings per Patron (food and drink)	Average Earnings per Patron (lodging)
Poor	1 sp	1 sp
Modest	3 sp	5 sp
Wealthy	5 sp	2 gp

This amount takes into consideration the cost of ingredients, and other expenses that your establishment must spend in order to acquire the food. This value is the average profit made per customer, though it does not factor in any expenses listed below.

NUMBER OF PATRONS

The number of patrons that visit your establishment greatly impacts the amount of money that your establishment makes. The amount of customers is based on a large variety of different factors. These include the quality of your establishment and advertisement for your establishment.

The total amount of money spent during a tenday (in gold pieces) for advertisement cannot exceed 10 x the average level of all sections of your establishment.

TAVERNS

The base number of daily customers is equal to the average level of all sections x 10 (round this to the nearest whole number). This means that the base number of customers for a poor establishment is 10, the base number for a modest establishment is 30, and the base number for a wealthy establishment is 50. Increase/Decrease this amount based on the following modifiers:

- For every gp spent on advertisement over the week, increase the amount of customers by 1. Similarly, for every gp of debt, decrease the amount of customers by 1.

INNS

Treat the food/drink and lodging sections of your inn as a separate entities for determining the amount of visitors. The base number of daily customers is equal to the average level of your lodging section. This means that the base number of customers for a poor establishment is 1, the base number for a modest establishment is 3, and the base number for a wealthy establishment is 5.

Increase/Decrease this amount based on the following modifiers:

- For every 10 gp spent on advertisement over the week, increase the amount of customers by 1. Similarly, for every 10 gp of debt, decrease the amount of customers by 1. Amount less than 10 gp have no effect.

HIRELINGS

Running inns and taverns requires hirelings. Skilled hirelings represent people such as cooks, whereas unskilled workers represent cleaners, waiters and the like. The following amount of skilled and unskilled workers is required for a pub/inn.

Establishment	Skilled Workers	Unskilled Workers	Cost per tenday
Tavern	2	4	28 gp
Inn	3	5	40 gp

Skilled workers are paid 2 gp per day. Unskilled workers are paid 2 sp per day. An establishment cannot function with less than the shown amount of workers.

MAINTENANCE

This represents the cost to repair any things that break over the course of a tenday (such as chairs, pitchers or tables). The cost of repairs is dependant on the average level of all the sections of your inn or tavern (rounded to the nearest whole number).

Average Level	Maintenance Cost (per tenday)
1-2	2 gp
3-4	4 gp
5-6	6 gp
7-8	8 gp
9-10	10 gp

If your establishment is in a particularly rough neighbourhood, double the cost of maintenance. Similarly, if it is in an especially gentle area, half the cost.

GUILD LICENCES

This represents a recurring payment to establishments that permit them to do business, sell food and drink, and provide accommodation. It is somewhat akin to taxes. Guild licences costs are dependant on the average level of all the sections of your inn or tavern (rounded to the nearest whole number). These are usually collected at the end of each tenday.

Average Level	Guild Licence Costs (per tenday)
1-2	3 gp
3-4	6 gp
5-6	9 gp
7-8	12 gp
9-10	15 gp

RUNNING YOUR ESTABLISHMENT

With these rules you should now be able to easily run your own inn or tavern. Over time, you will earn enough money to upgrade your establishments or buy new ones.

And so your business begins...