

# TAVERN

*generator*



- Places -

**METAL TURTLE GAMES**

You enter a tavern,

**[1] ... its name is "The ..." (roll twice)**

1	mighty	knight
2	running	dog
3	drunk	rat
4	lustful	goat
5	shrieking	owl
6	lost	stranger
7	dead	stead
8	uncanny	sparrow

**[2] ... the ambience is**

1	dead
2	dark
3	worrisome
4	serious
5	sad
6	cold
7	quiet
8	loud
9	safe
10	warm
11	jovial
12	festive

**[3] ... most customers are**

1	drunks
2	peasants
3	bandits
4	pirates
5	war veterans
6	merchants
7	scholars
8	wizards
9	guards
10	nobles

**[4] ... one of the customers is**

1	a highwayman
2	a pickpocket
3	a quest giver
4	a succubus/incubus
5	three goblins in disguise
6	a priest
7	a vampire hunter
8	a vampire
9	a werewolf
10	a courier
11	a foreign princess
12	an adventurer looking for a party

**[5] ... the barman/barmaid is**

- 1 a cocktail master
- 2 playful
- 3 flirty
- 4 always busy
- 5 funny
- 6 nice
- 7 absent
- 8 talkative
- 9 always complaining
- 10 never washing the glasses
- 11 hiding a weapon under the bar
- 12 a retired adventurer

**[6] ... the rooms**

- 1 are full of rats
- 2 are dirty
- 3 are cold
- 4 are warm
- 5 are cozy
- 6 are luxurious
- 7 have a nice view
- 8 cannot be locked
- 9 have secret mechanisms
- 10 don't have windows

**[7] ... the price is**

- 1 outrageous
- 2 expensive
- 3 average
- 4 right for what it is
- 5 cheap
- 6 almost nothing

**[8] ... there is/are ... in the cellar**

- 1 illegal fights
- 2 rats
- 3 wine bottles
- 4 a brothel
- 5 cock fights
- 6 beer kegs
- 7 a passage leading to a dungeon
- 8 a sacrifice altar

**[9] ... they also offer**

- 1 a pet care
- 2 stables
- 3 a sauna
- 4 carrier pigeons
- 5 gambling
- 6 all of the above