Generic Fantasy Tavern

Jumpchain-compliant CYOA by acheld. 1.2

Congratulations on your new fantasy tavern. Picture a tavern and/or inn that would fit in a fantasy setting, that could reasonably be run by only a few people, and that doesn't have any 'powers' (other than those you purchase below). That's the one you've got.

This can be used as an add-on to any fantasy-adjacent CYOA, as one stop in a "jumpchain", or just by itself.

You've got **10 Gold Coins** to spend.

If you want to use this in a jumpchain and it bothers you that it's not CP, just treat every coin as 100 CP. So you start with 1000 CP, and things that cost 1 Coin cost 100 CP.

SKILLS

Each skill costs you **one** gold coin, and you can buy no more than four. The skills help you run your fantasy tavern, and give you some minor benefit.

Brewer/Mixologist - You find that you have a knack for drinks of all kinds, both in the brewing and the making. You have a feel for the right balance of flavors, and the right steeping methods, and the knowledge of an experienced brewer. If you know alchemy, this provides a very slight boost to that as well.

Business(wo)man - You've got a head for business. This doesn't turn you into a calculator (which is only one aspect of business), but rather enhances your intuition for what good business moves are in a situation, as though you had decades of skilled experience.

Charmer - You find it much easier to put customers (and others) at ease and maintain a pleasant conversation in general. Unless you choose to 'turn it off', you can get almost anyone to open up. It's nothing supernatural, merely a developed intuition for the right things to say, and when to say them.

Chef - Your head is bursting with a wide variety of recipes, especially those appropriate to the current time and place, along with the skill to put them into action. This does not make you a kitchen god, but you'd be skilled enough to work in all but the most elite of elite kitchens.

Cleaner - You have *nearly* supernatural skill at cleaning a bar, table or bedroom. You know exactly the techniques to do so quickly, and move with perfect efficiency when doing so. In other areas, your ability to clean is enhanced, though not to quite the same level.

Handyman - You have a greatly increased ability to make repairs and fixes, especially to medieval tech levels and lower. You know what to repair and how, and your hands move in practiced, steady, and sure motion. This ability is broader than it is deep, but should allow you to maintain your inn or tavern on your own labor, for all but the most dramatic of damage.

Musician - You're skilled both with your voice and one instrument appropriate to the setting, as though you've been doing this all your adult life. Your natural skill of a singer is enhanced enough that you could make a decent living at this alone. You gain a strong repertoire of songs ready to play, and an enhanced ability to write more.

Storyteller - You have a great speaking voice, the skill and experience to captivate an audience, and a seemingly endless repertoire of grand tales of adventure to share. While this will serve as a very effective way to entertain, it also amplifies your ability to speak to and command an audience in general.

Veteran - Maybe you're a retired adventurer, or a soldier, but either way you know your way around a weapon. You're no legendary adventurer, but you could take on any common bandit without fear. When running your tavern, your presence helps prevent problems even more than your skills help end them.

DRINKS

Your tavern will serve many drinks, but these go a bit beyond the mundane. Each choice made here allows you to give these the special touch that enables their fantastical features. This is not as simple as knowing a recipe: though you could potentially teach others, it would be a long and arduous process. You do not necessarily have to be the one to pour the drink: the magic may be formed in them earlier in the serving process.

You get two drink choices for **free**, and each additional choice costs **one** gold coin.

Ale of Fortune - This hoppy brew dials up the effects of fate in the drinker, and they'll find their luck turning, for the better or worse, for up to a day. *Most* of the time good luck occurs, enough to perhaps find a silver coin on their way home from work, run into an old friend out of nowhere, or duck in time for an arrow to slip past. But one time in ten things turn the other way: a trip on a cobblestone, a lost key, or finding oneself in an enemy's path.

Blessed Beer - This divine beer will allow the imbiber to become exactly as drunk as they wish to be, and never have a hangover as a result. The flavor seems to change with each tasting, vaguely reminding the drinker of a pleasant event long past, or enhancing anticipation of something good to come.

Brightly Burning Brandy - This burns as it goes down, but the drinker feels a wellspring of energy within, allowing them to continue as though they'd had several hours rest. Once the effects wear off - within six hours - the crash is bad. This can be postponed by another shot, but the crash scales exponentially.

Firebelly Spirits - Alcohol is often called 'liquid courage', but this dials that up to 11. A small sip will wash away trepidation, and fill the imbiber with the desire to right wrongs, long before a hint of drunkenness appears. This will not cause foolishness, however. Courage, not recklessness.

Frost Cold Tea - This almost painfully cold (optionally alcoholic) drink is bliss on a blistering day. In addition to its immediate cooling properties, it grants endurance and moderate protection against heat for up to a day. Laboring under the hot sun instead feels as working in the shade with a cool breeze.

Loose Lips Liquor - This potent liquor draws the secrets out of those who partake of it. One shot is enough to have the drinker sharing unflattering opinions of those they work with, while three may be enough for them to share things they've never told another soul.

Mead of Merriment - This sweet brew brings out the spirit of joy and celebration in particular. If the drinker had any inclination to sing, or dance, or just make merry in general, you can bet they're going to be doing that. Hangovers are minimal, if they exist at all.

Poetic Potable - Taking many forms, this particular drink brings out creative inspiration in the one who partakes. While sipping, a drinker may find their pen scratching faster along the paper, or the forms of song or verse springing into their minds. This amplifies skill, it does not create poetry from whole cloth, but everyone has at least a bit of poetry in their heart.

Soma / Ambrosia - Sometimes called the 'drink of the gods', this particular variety is a lesser form. Rather than granting immortality, or even longer life, it restores some of the vigor and energy of youth to those past their prime, or just amplifies the energy of those who aren't a bit. For those aged beyond their years, regular enjoyment may find them becoming actually more youthful, but lifespans remain entirely mortal.

Sunlight Lemonade - *Optionally* alcoholic, this tartly sweet drink helps wash away weariness of the soul, and bring sunlight into a dark situation. Drinkers find themselves more optimistic than they were before. Depression is abated, at least for a while.

Water of Clarity - This pure spring water (which can be mixed into other drinks, or served with ice) clears the head and promotes focus. Lesser befuddlements will be broken, and even stronger ones may be weakened. Imbibers find an enhanced ability to focus on what matters for them, at least for a while.

Wine of Prophecy - Drink deeply, and see signs of what may be. Imbibers have vague visions of what is to come in their futures. The drunker they are, the stronger the signs, but the more difficult to remember.

DISHES

You will likely serve many things to eat, but a few stand out as exceptional.

Dishes follow the same rules as Drinks for their magic. You get one dish choice for **free**, and each additional choice costs **one** gold coin.

Delectable Detectables - These small, sweet pastries enhance the senses of the consumers for up to a day, sharpening their acuity and keenness. This doesn't grant 'darkvision', or anything of that sort, but may allow reading at twice the distance, or hearing something half the volume. Glasses may no longer be necessary. Very popular among guards and watchmen.

Fried Fuerte Fritters - Portions of meat or potato battered and fried, with a crispy and delicious flavor. A serving of these will increase the strength and endurance of the consumer for a day, allowing them to lift half again as much, for twice as long.

Lembas - This cakey bread is light, tasty, and when wrapped properly keeps fresh for months. A handful has sufficient energy and nutrition to fuel a full grown man for a day, and yet somehow without any of the drawbacks from excessive consumption when such energy is not needed. Lembas is greatly valued as a travel ration, and so this may be especially good for a tavern that supplies passing adventurers.

Medicinal Medley - This flavorful mixture of vegetables, cooked in a variety of ways, helps bring an unhealthy body back to its peak. It acts as a moderate broad-band medicine, a general anti-venom, and a vitamin booster all in one. While this is no instant cure to any and all ills, it is remarkably effective in improving the recovery rate from any given ailment.

Mutton on the Mend - This can be any type of meat, depending on what is available, but if prepared in the right way it gains special healing properties for recovering from wounds and injury. Those who consume a serving and get a good night's sleep gain the benefits of a week's rest and greatly reduced chances of infection.

Nostalgic Nosh - This dish comes in a variety of forms, usually simple foods that a child may enjoy such as a selection of fruits. It brings the eater back to a simpler time in life, summoning up the purest of memories from the times that have passed, and leaves them with a wistful longing, a smile on their face, and a tear in their eye.

Special Spice Soup - This spicy soup not only fortifies the endurance of the eater for a day or more, but additionally gives them an inner warmth that protects them from cold, as good as wearing a full set of winter clothing on top of whatever else they have. This does not worsen hot weather for them.

Spirit Stew - This hearty stew warms and fortifies the soul even more than the body. It provides a boost to the ability to throw off or break possession or curses on the one eating, and may destroy weak curses directly. Additionally, the eater is given additional protections for a time against things that may target their soul or attempt to curse or possess them.

Transmogri-Pie - These tasty treats come in a variety of shapes and sizes, allowing the consumer to alter their form in a moderate way, at least for a short while. One could reduce your size by half, another could double your mass. One might give you the ears of a cat, another the smell of a wet dog (not every one is a winner). Combining more than one may lead to... unpleasant results, but nothing permanent.

ENCHANTMENTS

Enchantments are ritual magic that you have learned to apply to a location. They are less potent than a drink or dish for an individual, but can apply to everyone in the tavern. Elsewhere they can be applied as a ritual to places that you have purview over, though the larger the place the more difficult the blessing. Like drinks and dishes, it is no simple matter to 'teach' an enchantment to another: it is an arduous and long process.

Each enchantment costs **one** gold coin to know how to cast, and you may buy no more than four.

Bugs Begone - Essentially a magical insect repellant, this enchantment prevents insects (and optionally other tiny creatures) from entering the area from their own motion (this will not impact, e.g., fleas carried in by a dog). This is how you *don't* get ants. For larger vermin, such as mice, there is a lesser repelling effect, but not fully flawless.

Conditions of Comfort - This enchantment adjusts the temperature of a given area to be more appealing to the creatures within (for your patrons, e.g.). While this will not withstand an elemental assault, it should allow reasonable comfort in all but the most extreme natural weather conditions.

Erana's Peace - This enchantment inclines all within it to more peaceful action. Fights are much less likely to break out, and tempers cool easily. Any person with a strong enough will can overcome this if they make the effort. If one person does become violent, the enchantment in no way inhibits others from defending themselves.

Growth of the Wild - This enchantment causes plants within its area to grow quickly (twice as fast at base), healthy, and strong. In a tavern, this can be of use for decoration and ambiance, and for the small herb garden that you may keep out back.

Looking for Love - This enchantment aids those who may be open to an amorous connection - brief or long term - to find one another. With only a few glances or few words exchanged, those affected have a strong and intuitive sense of whether their interest might be reciprocated, and also if their company is unwelcome. For those who do have mutual interest, they'll find conversation flowing easier, and the night just a bit more magical.

Melodious Music - This enchantment has two main functions. The first is a great improvement to acoustics, to allow both the carrying of sound when desired, and 'pockets' in which sound is more muted when such things are pleasing. The second is to allow the 'recording' of music that can then be 'played' again within the bounds of the enchantment, as the enchanter desires.

Restful Requiem - Most useful for a tavern doubling as an Inn, this enchantment helps ensure peaceful sleep for those within its effect. This does not prevent awakening in the case of danger, but greatly accelerates the rate at which anyone falls asleep (or falls back asleep) when they wish to, and promotes good dreams and healing.

Spirit of Song - This enchantment inclines those within it to be more comfortable and open to song and dance, and enhances the joy of them. It does not force anyone to do so against their true desires, but will greatly aid those who are merely trepidatious or uncertain. Additionally, it slightly increases the ability for these things, and those who celebrate long under its auspices may find their skill increasing permanently.

Uller's Understanding - Especially useful for a tavern that hosts many languages, this enchantment moderately increases the degree to which people understand each other. This does not allow talking to someone when you don't share a tongue at all, but will ease communication in a language that someone only speaks a bit of. It also slightly enhances empathy of those within, to better understand the experiences of others.

EMPLOYEES

Employees are either *standard* or *exceptional*, costing **one** coin and **two** coins to hire, respectively. A *standard* employee has either two skills, or one skill and one from either Drinks, Dishes, or Enchantments. An *exceptional* employee has either two skills and two other choices, or three skills and one other choice.

Each employee is either human, or has a fantasy race envisioned by you. Typical choices will include humans, elves, dwarves, dryads, fairies, and catfolk. If the fantasy race has a notable benefit (such as a slow regeneration), then that counts as one skill. You cannot choose very powerful fantasy races, such as dragons.

You receive either one *standard* employee for free, or an *exceptional* one at half cost. All others are full price.

Employees may become companions and/or followers, should they agree.

SCENARIOS/CHALLENGES

Known as “drawbacks” by some, these scenarios will allow you some additional gold with which to make choices above. Each provides **+2 Gold Coins**, and you may choose no more than three in combination.

Beware, though, these scenarios rise to the challenge: should you be a walking god, you’ll find challenge suited for a god, whatever form that might take. If it is impossible for the scenarios to challenge you, then you receive no additional coin for them.

If you choose any challenge, then to succeed in this setting it is a requirement that your tavern be a true success at the end of ten years.

Bandits

Your tavern is in an area plagued by bandits. You can pay them off at first, but their demands become more and more unreasonable as time goes on. If you last long enough without dealing with them in some other way, then they’ll eventually decide they want the whole tavern.

Bigotry

You are a member of a species (human or otherwise) that the local dominant species is heavily prejudiced against. This leads to everything from boycotts of your tavern to active attacks against it. Individuals, of course, may see past their prejudice, but it would be truly a miracle to change minds en masse.

This can also be used to represent being a monstrous race in a setting in which they are not considered civilized.

Cursed Land

You didn’t know it when you got the tavern, but the land here is cursed. Must have been why it was so cheap… Expect restless nights’ sleep for your patrons, and regular visits from the restless dead.

Inn-Debt

You begin your time here in serious financial debt to a powerful lord, and he’ll be expecting repayment. You’ve got a year before the collectors come, but a modest success will only be enough to pay the *interest*.

Prohibition

The land you are in has recently outlawed alcohol (possibly for a religious reason), with vigorous enforcement. While there is a great resistance to this, do not expect it to be overturned any time soon. With this challenge active, you are required to continue to serve alcohol at your establishment, in defiance of the authorities. Though it need not be *open* defiance.

Wild Creatures

Not all creatures of this area are benevolent. Perhaps trolls, perhaps vampires, perhaps *worse*, is out there. Not only is this a threat to *you*, customers are not going to be interested in risking their lives for a drink. Or will they?

MOVING ON

If this is used as part of a ‘jumpchain’, then at the end of your time here (ten years is the standard), you have the regular choices of staying here, moving on, or going home.

There is a potential additional reward, whether you used this as a supplement or an independent stop. If

1) A major focus of your time was the tavern (as opposed to it being an afterthought, or minor side element),
2) you value your tavern,
3) and you feel the tavern was truly a success in this world,

then you don’t have to leave it behind. Your tavern can become an add-on to any dimensional space, or you may have a similar structure (that you own) appear where plausible in future settings.

This comes with three coin ‘worth’ of employees for free who can help manage the tavern when you have other things to do, but their magical features (drinks, dishes, enchantments) are limited to the tavern only. It’s up to your interpretation whether these are the same people, or different in each setting.

CHANGELOG

1.1 Moving On section, including taking the tavern with you. Employees can also be human (which was always my intent, but did not seem to be the case from the wording). You can hire “exceptional” employees with two gold coin. Mixologist implies a minor alchemy enhancement as well. Very minor tweaks to wording of a few perks. Made it 100% unambiguous that none of the choices are ‘free’.

1.2 New skills: Musician, Storyteller. New dishes: Delectable Detectables, Fried Fuerte Fritters, Lembas. New enchantments: Restful Requiem, Bugs Begone, Looking For Love. Brings the total to 9 skills / 12 drinks / 9 dishes / 9 enchantments. Mandatory choices (two drinks, one dish, one employee) are now free as a counterbalance to the increasing number of options.