



# THE WITCHER<sup>®</sup>

## SIRIOL'S HANDBOOK: TAVERNS AND INNS



## Cast & Crew

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# Leaving the Road

*“At the end of a long day a tavern’s a place to get warm, fed, and watered. They’re also where people talk more freely than they might at home because the consequences of sounding off to strangers is less. Keep your ears open and always stand your ground, never know what might be useful.”*

—Siriol de Arian



Taverns and inns are a staple in the traveler’s life. Anyone who wanders is bound to visit several over the course of their journeys. You can use the tables below to generate a memorable establishment the next time your players’ characters enter a settlement looking for a pint, a meal, or a place to bed down.

## Types of Establishments

Inns come in all shapes and sizes but five common types dominate the landscape of the Continent.

- A **brothel** is an establishment where patrons engage in sexual activities with the employees there. It’s often run by a Madam, who supervises the daily activities and manages the business.
- A **club** is a private or semi-private establishment, often a hybrid between a tavern and a brothel, where admittance is restricted in some way, often by a secret passphrase or a badge.
- A **coaching inn** is your traditional roadside inn, found in remote places or on the outskirts of cities. Many coaching inns are fortified in some way and offer multiple services like horse care and blacksmithing.
- A **hostel** is a low-cost alternative to inns, often found in bigger cities. Their accommodations are more bare bones but their owners don’t charge much and don’t ask questions.
- A **tavern** is a drinking establishment. Depending on the location and local laws, gambling is frequently allowed in taverns.

Roll 1d6 to determine what type of inn the establishment is.

### Establishment Type

1d6	Establishment Type
1	Brothel
2	Club
3-4	Coaching Inn
5	Hostel
6	Tavern



## Rooms Available

Determine the number of rooms, and what types, are available. The rolls below are for average sized locations. For larger establishments, add 1d6 to the total. Subtract 2 (minimum 1) for smaller locations. A common room can hold 2d6 people sleeping on pallets in a single, large space. There is no privacy in the common room, and it is only available after closing time.

Establishment Type	Single Rooms	Double Rooms	Dormitory (4 Occupants)	Common Room Available?
Brothel	2d6	—	—	No
Club	1d6	1d6	—	No
Coaching Inn	2d6	2d6	2d6	Yes
Hostel	1d6	1d6	1d6	No
Tavern	1d6	—	—	Yes

## Prices

The prices found on page 93 of the core rule book are averages. If you want to diversify this, feel free to increase or decrease the prices by 1d6 crowns. In bigger cities, like Novigrad, you can increase the prices by up to 2d6 crowns.

## Services

What services are available in the inn? For each service, roll 1d10 and compare to the DC. If the roll beats the DC for a given service, it is available. Note, the existence or lack of a service at the inn doesn't preclude those same services being available in a nearby settlement.

Establishment Type	Baths	Blacksmith	Fence	Gambling	Private Booths	Stabling
Brothel	DC 5	-	DC 6	DC 4	DC 4	DC 6
Club	-	-	DC 7	DC 3	DC 3	DC 5
Coaching Inn	DC 5	DC 6	DC 9	DC 4	DC 7	DC 2
Hostel	DC 7	-	-	DC 6	-	DC 8
Tavern	-	-	DC 7	DC 2	DC 6	DC 5

## Talk of the Continent

What would make people recognize the establishment? What would attract travelers and patrons? Roll 1d10 for each column. Feel free to get creative with what the combination means!

1d10	Adjective	Thing
1	Cheap (Half of the listed price)	Beer
2	Expensive (Double the listed price)	Spirits
3	Huge	Wine
4	Small	Meals
5	Shady	Baths
6	Luxurious	Rooms
7	Warm	Barkeep / Innkeep
8	Cold	Bouncer
9	Overrated (Double the price, but worth half of that)	Furnishing
10	Elderfolk	Privy



## Name

The name of an establishment tells a lot of its history, its services, and the atmosphere of the place. Roll for each column on the following table and arrange the elements as you like to generate a name. If it makes sense, add “The” at the start of the name.

1d10	Element
1	Cardinal Direction (North, Northern, South, Southern, etc)
2	Color
3	Animal
4	Weapon
5	Title (King, Queen, Lord, etc)
6	Number
7	Positive Adjectives (Cheery, Friendly, Warm, etc.)
8	Negative Adjectives (Weary, Angry, Sad, etc.)
9	Notable Nearby Landmark (River, Hill, Woods)
10	Kingdom (Rivian, Aedirnian, Vicovarran, etc.)

## Quirks

Every tavern on the Continent is unique. Each has its own quirks to make it stand out from the others. Roll 2d6 to find out which. Or, if you’re feeling creative, make up your own!

2d6	Quirk
2	There are mounted power stones which create flitting visions and illusory spectacles.
3	There’s a strange, resident pet such as a monster or an exotic animal.
4	The Establishment is owned by Elderfolk.
5	There’s a particularly salacious sign above the door.
6	The Establishment has a lousy in-house troubadour.
7	The Establishment hosts an all-you-can-drink event one night a month for a nominal fee.
8	The Establishment is the home of the regional annual Gwent tourney.
9	There’s a peculiar odor that just won’t go away.
10	There are bells at every table for summoning the staff.
11	There are strange keepsakes and souvenirs mounted on the walls.
12	There’s a strange stuffed animal or monster on display.





## Through the Door

Regulars come and go through the night, but sometimes a special guest arrives, one whose entrance cannot be missed. Roll 2d6 to see who breaks the monotony.

2d6	Interesting Patron
2	A Werebubb or Vrani traveler who doesn't speak the Common Tongue or Elderspeech.
3	A witcher on the Path.
4	A foreign merchant and their armed escort.
5	A wanted criminal desperate for one last drink before the guards come.
6	A local noble slumming with their poor subjects.
7	A group of local kids looking to make trouble.
8	A farmer looking for his prize pig which has gotten loose.
9	A large hog, panicking and trashing the inn.
10	A troubadour looking for the subject of their next ballad.
11	A mage, teleporting in from far away.
12	A Sapient Monster such as a Succubus or Troll in disguise.



## Making the Singing Sword Inn

Using the tables provided in this section, let's make an inn that your party can visit in game.

- First, we roll 1d6 for the **type of establishment**, and we get a 3: a coaching inn.
- Then we roll 2d6 to know how many **rooms of each type are available**. Coaching inns are simple in this way. They have one function: to house as many travelers as possible. We get a result of 6 for the single rooms, 7 for the double rooms, and 11 for dormitories. With these results, we think our inn will have one large structure to house all 44 dormitory guests, instead of 11 smaller buildings. Already, the inn is starting to take shape.
- Next, we roll 1d10 for each **service** to determine which are available. The only one we fail to meet the DC for is gambling. Thus, our inn will have everything, but gambling is forbidden. Why? That might be an interesting story. Maybe the inn-keeper follows a strict religious code or, perhaps, gambling led to a tragedy no one wants to repeat. Maybe the owner just got sick of people asking for a game of Gwent.
- Rolling on the **talk of the Continent** table, we get Expensive Rooms.
- And for the **name**? A positive adjective followed by a weapon. The Singing Sword is the first thing that comes to mind. Already, ideas begin to swirl, maybe it's an inn owned by an ex-soldier? A veteran of the Northern War. Out of curiosity, we roll on the Lifepath table in the core rulebook (**page 25**) to determine where this inn is located. We get Nazair, a vassal state of Nilfgaard.
- On the **interesting patron** table, we roll a 6 on 2d6, a local noble likes to hide among the guests.
- As for **quirks**, we roll a 7, cheap drinks one night a month.

With those results we begin thinking about what this coaching inn could look like, who would operate it, and why would people visit it. The end result is on the next page.



## Mutants and Rooms

Nilfgaard is decidedly more open-minded when it comes to non-humans, but that by no means extend to witchers. Caed's employees are under strict orders witchers cannot rent rooms. They're only allowed to sleep in the common room once the bar closes. Given the Singing Sword closes past midnight and opens at the crack of dawn, witchers get much less sleep than even the poorest of travelers. As far as Caed's concerned, it is all the better if these "mutants" leave after one night, unless they have enough gold to fill his coffers for months.

## Flavor to Taste

The Singing Sword is an example of a tavern generated using the tables. However, you will notice that the Imperial Secret Service was not the result rolled on the Interesting Patrons table. This was intentional and will likely happen to you too when rolling up taverns. Sometimes a result jars with the rest. With a bit of imagination, you can tweak a result to fit a particular theme you thought of for your establishment, or to link the inn to your PCs' lifepaths. In this case, we wanted to show with the Singing Sword how every business in Nilfgaard, no matter how small, ends up working for the good of the Empire.

## Example Inn: The Singing Sword

Located halfway through the Amell Mountain Pass between Cintra and Nazair, The Singing Sword is the success story of Caed Aep Clamadh, ex-soldier turned innkeeper and entrepreneur.

Shortly after the Second Northern War, Caed purchased a small fortified barrack erected by the Nilfgaardian army in the Mar-nadal Valley in preparation for the Siege of Cintra and turned it into a coaching inn. The sturdy walls protect the establishment from marauding monsters and acts as a symbol of sanctuary for road-weary travelers.

The location proved profitable for Caed, who did not hesitate to gut the barracks to create extra rooms, and order several other buildings built. The Singing Sword now boasts a bathhouse, a smithy, expansive stables, and over 20 rooms spread out in 4 structures. All of these additions meant Caed had to secure funds rapidly, which led to him striking a deal with the Imperial Secret Service. In exchange for the funds necessary to expand his business, the notorious agency uses the Singing Sword as a base for their agents (free of charge, of course) and have posted a fence willing to buy any illegal goods stolen from the Northern Realms, all for the glory of Nilfgaard.

Travelers crossing the Amell Mountain Pass have almost no choice in stopping at the Singing Sword, lest they be forced to sleep in the wilds and, knowing this, Caed has set his prices accordingly. For travelers desiring peace and quiet, a single occupancy room can be rented for just shy of a hundred Redanian Crowns (after conversion fees are applied). Those who do not mind to sleep with another in the same room can rent one of the 7 double rooms, or sleep in the original barracks building, which can house 44 guests. Poor travelers can make use of the common room for a nominal fee, though places and comfort are limited.

In order to house all of the inn's employees, a small hamlet was constructed nearby, of which Caed Aep Clamadh was made the lord of; some say through force more than cha-

risma. In order to smooth out his reputation, Caed has been organizing parties each month on the night of the full moon. During these nights of drunken revelries, anyone, employee and guest alike, can drink all they want for only 12 Crowns. The Imperial Secret Service loves these evenings, as they use the patrons' inebriation to extract as much information from them as possible before they pass out.

### *The Singing Sword, Prices & All*

Room	Cost
<b>Single (6)</b>	98
<b>Double (7)</b>	50
<b>Dormitory (11)</b>	10
<b>Common Room</b>	5 per person

Service	Cost
<b>Bath, cold</b>	8
<b>Bath, hot</b>	16
<b>Blacksmith (per piece)</b>	32 + cost of piece
<b>Fence</b>	1/3 of the "Take"
<b>Private Booth (seats 6)</b>	3
<b>Stabling (per night)</b>	2

