

RUNNING A TAVERN

RENOVATIONS	PRICE
Hole in Roof	200gp
Plaster and Brick Repair	50gp
Water Damage	150gp
Windows	60gp
Furniture	80gp
Kitchen Hearth	75gp
Lighting	40gp
Plumbing	100gp
Sign	25gp

When the party takes over Trollskull Manor, it's in a state of disrepair and will need extensive renovations and remodelling. The party can try to haggle with different guilds which will increase their renown in the city; or they can work alone, which will earn them a negative reputation and take them longer to complete. Further customization can be completed for addition costs. The party will also be required to pay a fee of 250gp to cover the expense of *guild contracts* and licences.

RUNNING COSTS

The party must pay a total of 60gp every 10 days to keep their business operating. This consists of 50gp for their staff wages and a further 10gp for guild fees which covers stock and additional services.

PROFITS

Every 10 days roll a d100 + 30 once to determine how much money (gp) the Tavern has made. Add any bonus profits gained from Promotions. Running costs are then removed from this total.

PROMOTIONS

You can hold one event every ten days; along with flyers and posters which can be done alongside other events. Roll a d20 to determine a pass or fail; Critical Rolls add a 50% bonus to Event Profit. Hosted Events require a party member to host them; hosts add their Charisma bonus to Event DC.

Event	DC	Cost	Profit
Handing out flyers and posters.	-	1gp	1d6gp
Host a night with a local performer(s).	DC12	25gp	25gp - 75gp
An exciting, themed dinner theatre. (Hosted)	DC14	100gp	100gp - 200gp
A fancy wine tasting.	DC15	150gp	100gp - 250gp
A spooky, haunted séance event. (Hosted)	DC17	250gp	150gp - 450gp
An upscale masquerade Ball.	DC20	300gp	150gp - 600gp

BONUS MODIFICATIONS

Further modifications can be made to the bar once it's up and running. Here is a list of further upgrades available to the party to maximize the profitability and customize their business.

NAME	PRICE	EFFECT
Beer Garden	200gp	+2d10 to Profits
Water feature	150gp	+2 to Promotion DC
Statue	200gp	+3 to Promotion DC
Comfy Chairs	150gp	+2d8 to Profits
Neon Sign	350gp	+20gp to Profits
Live-In Bard	-15gp Profits	+1d6 to Profits +1d6 to Promotion DC
Lif	-	+2 to Séance DC

CONTACTS

Broxley Fairkettle – *Fellowship of Innkeepers* – This halfling father of nine is passionate about all aspects of hospitality and innkeeping. He is a proud representative of his guild who will check in on the party now and then to make sure they are keeping things up to scratch and managing the bar properly.

Hammond Kraddoc – *Vintners', Distillers', and Brewers' Guild* – What Hammond Kraddoc doesn't know about business could fit on the back of a napkin; coin is his language, and he speaks it with a silver tongue. This eccentric, well-dressed man knows exactly what's hot and what's not. Always seen in the company of his doting Tiefling assistant Jinny, he will lend his alcoholic expertise to the party to tell them what to sell and what to shelf.

Justyn Rassk – *Guild of Butchers* – Dead eyed and slack jawed, the only thing this brute of a man understands is chopping meat and getting paid for it. Justyn darkens the party's doorstep to deliver meats from his butcher shop in the Field Ward.

Ulkoria Stonemarrow – *Watchful Order of Magists and Protectors* – Known as "The Gargoyle" for her frightening stare, this Shield Dwarf archmage has personal history with the Tavern. Often accompanied by her Shield Guardian bodyguard, she will stop in for a pint and see how the tavern is getting on whenever she is in the area. She can also be hired to set Glyphs of Warding on the place for 300gp apiece.