

## Bars

There are many activities in the drinking establishments of the major cities: one can find companionship, job opportunities, gambling, contests, entertainment, and of course one's favorite beverages. The GM should roll, pick, or invent the name of any Inn or Tavern the characters happen to see or enter.



### HOTTEST NIGHT SPOTS ON VINYA

#### (1d100) Bar Name

01	House of Three Rings
02	Radbif's Revenge
03	Pokies
04	Amazing Idiosyncrasies
05	Bob's Runway and Grill
06	Delectable Deborah's
07	Excitable Kim's
08	The Dragon's Scale
09	A Warm Place
10	Fanny's Finger Palace
11	Satisfactions
12	Tea Time Tavern
13	The Golden Hero Inn
14	The Brass Lamp
15	Hot-N-Juicy
16	Dieter's Den
17	U-Do Inn
18	The Smoking Ember
19	The Stiff Staff
20	The Morgue
21	The Magic Ball
22	After Sundown
23	The Lizard's Nest
24	Pink Sand Cafe
25	The Corner Market
26	The Big Horn
27	The Great Sword
28	The Happy Horner
29	Katner's Kafe
30	The Observer's Roost
31	The Tiki Room
32	Death's Door
33	Girls, Girls, Girls
34	The Squinting Scout

#### (1d100) Bar Name

35	The Lucky Star
36	The Trampled Tron
37	The Cave
38	The Void
39	Come-On-Inn
40	Goldbrick Inn
41	Protector's Palace
42	The -censored- Inn
43	The Shaven Dremle
44	The Common Room
45	Double Image
46	The Yawning Walker
47	The Snarling Mip
48	The Place
49	The Transporter
50	Tax Haven
51	Dew Drop Inn
52	Escape Ventures
53	The Wooden Mug
54	House of Dreams
55	The Queen's Chamber
56	Farewell to Strangers
57	Zanny's Abode
58	This Time
59	U-Must-B-Kidding
60	Four Sticks & Three Stones
61	The Fun House
62	The Giggling Wench
63	Big Blue Beastie
64	The New Way
65	Condemned
66	The Five Fountains
67	The Landing
68	The Spinning Tavern

#### (1d100) Bar Name

69	The Black Serpent
70	Pole Axes & Medium Shields
71	The Sweaty Palm
72	The Red Moustache
73	The Bash-Way Inn
74	The Class Room
75	The Trap
76	Sad Wings of Destiny
77	Stunning Sushan's Deli
78	The Bald Wench
79	Leaping Worm
80	Rugged Rojah's
81	Sweet Sap
82	The Mellow Inn
83	Fisherman's Paradise
84	The Broken Bow
85	Mip on the Nape
86	The Tempest
87	Illusionary Inn
88	Traveler's Rest
89	Know Questions Asked
90	Kirch's Last Inn
91	First City Tavern
92	The Enchantment
93	A Days Rest
94	One More Vice
95	Rejuvenation
96	#95
97	The Spell's Fears
98	Come Hither & Go Forth
99	For Sale
00	Growing Older But Not Up

## Unique Tavern Characteristics

Each tavern or inn has at least one unique characteristic, selling point or distinctive attribute that makes it just a little different.

### UNIQUE TAVERN CHARACTERISTICS

#### (1d100) Bar Characteristic

01	Open every other day
02	Relaxing atmosphere
03	Serves exquisite breads and pastries
04	Smells like stale ale
05	Serves fresh yo-pa ``dead baby Mips''
06	Dirt 1/4 in. thick on tables
07	Serves own brand of candy
08	Grand opening (half-price)
09	Smells like a gym
10	Known for high-stake Tryad games
11	Serving wenches all have APP of 15+
12	Largest wine cellar in the city
13	Serves live fish
14	Headquarters of Mot, the famous Outdoorsman
15	Famous for seafood buffets
16	Overlooks historic landmark
17	Bandor's den (famous of story teller)
18	Specialties include smoked meats
19	Never closed
20	Serves fine Bruff Ale
21	Bartering accepted for meals
22	Chef famous for throwing knives
23	Takeout orders available
24	Authentic Geffren cuisine
25	Permanent Sign: "Free Drinks Tomorrow"
26	Stuffed animals hanging from rafters
27	Cloud-light frying
28	Sophisticated musical entertainment
29	Drinks served from hollow Dremle foot

#### (1d100) Bar Characteristic

30	Daily luncheon specials
31	Banquet ability
32	One of the newest fun-and-dance places
33	Known for a rare reptile blood drink
34	Winner of the Golden Knife award
35	4-star restaurant
36	Across from the stables
37	Home of the biggest mystery-meat burger
38	Has bizarre religious rituals
39	Captive beasts in every corner
40	Comedy club
41	Reservations necessary
42	Near the Dremle track
43	Fried Mip ala vegees
44	Semi-nude dancers
45	Nightly ugliest bartender contest
46	Gut-bucket quartet
47	Zombie waiters
48	Home of Zonti (hypnotist)
49	Blade limbo contest
50	All you can eat specials
51	Happy hour open to close
52	Rude waitresses but excellent food
53	Seashell trio
54	1-copper ale
55	Spiral staircase
56	Mud wrestlers
57	Natural motif
58	Cape and cane required
59	5-Crown cover charge
60	Doesn't close 'til dawn
61	Fire-eaters
62	Nightly look-alike contests
63	Chug-a-lug contests
64	Lizard races
65	Costume required
66	Fun house atmosphere

#### (1d100) Bar Characteristic

67	Stage plays
68	Slight-of-hand artists
69	Gap-toothed singer
70	Home-away-from-home for a practical joker
71	20-piece band
72	Prize (10 CR) for drinking 3 Fangwhistles
73	Converted stable
74	No alcohol on premises
75	Wet tunic contests
76	Mirrored walls and ceilings
77	Militia personnel get 1/2 priced drinks
78	Unescorted ladies get free drinks
79	Credit available
80	Mounts allowed
81	Stained-glass tables
82	Zombie auctions
83	Exotic dancers
84	U-killed-it, u-cook-it !
85	Huge fire in center of common room
86	Serves hot, spiced wine
87	Multi-colored beverages
88	Tavern of Strange Things (01% to Identify displays)
89	Serves raisins by the bowl
90	Free bulbous roots with entree
91	Indoor waterfall/fountain
92	Wet and/or raw bar
93	Front for an employment agency
94	Door prizes
95	Famous for special sauces
96	Fresh fruits at bar
97	101 Cheese Hors d'Oeuvres
98	Nothing or closed
99	Roll twice
00	Roll thrice