

TAVERN KEEP

In-Game Appointment: Citizen & Unaffiliated

BACKGROUND

Inns and taverns as they are now known first appeared in Cavachian settlements several decades before the Half-Century War, and are now quite common across much of the Known World. The earliest establishments in Cavachs, such as the Weathered Whippoorwill (Forgestone) and the Blacksmith's Bucket (Brindling), are still in operation today, and stand as apparent inspiration for the first Kordi inn, the Fleeting Steed, in the nation's capital. While inns provide lodgings for travelers, taverns are drinking houses that seek to cater to the needs of entertainment as well as lodging. Prosperous taverns in central locales or larger cities are often comprised of several buildings, with numerous rooms for lodging and merriment, and a generous cellar. The majority of taverns, operating out of towns or serving a smaller locality, tend to be more modest and may offer only a handful of lodging rooms, with a central hall for drinking and communal eating.

Landmarks in their communities and oases for weary travelers seeking a place to rest, taverns—and their owners—often become quite famous within their localities. Within the walls of the tavern, bills are paid; deals are made; residents and strangers gather in safety and comfort; news of the world filters in; songs and stories are performed; politics are discussed or debated, and drink flows.

MECHANICS

In exchange for your hard work and service, you are given both a stipend and benefits. This profession requires a certain amount of actual, out-of-game work: assisting in meal prep, serving other players and staffers, washing dirty dishes, wiping tables clean, collecting money, and so on. If you need to leave the tavern for any reason during a shift, you should try to obtain a replacement to fill your position in your absence, but please don't miss major battles or stories for the sake of making sure people can get drinks!

In addition to a 2 silver per moon stipend, with possibility for tips, tavern keeps also have access to the following unique skills while they maintain active employment:

Brawl-breaker (0) Once per event, while inside the tavern in which you work, you may call "All within the sound of my voice, Pacify."

Rumormonger (0) As a between-game skill, contribute 1 rumor that staff can use to create plots and influence world events.