

The Moonsong Tavern - A location-based Encounter for Roleplaying Games

The Moonsong Tavern is a drop-in location for any roleplaying game, specifically as a tool for any GM to use to make the location for an interesting encounter, a break from a more serious campaign, or to provide the party with supplies.

The Essentials of the Moonsong Tavern

Elevator Pitch - The tavern in any form was founded/opened by Aryn Moonsong, primarily in fantasy settings as a standard tavern (ex: you meet in a tavern), for food/lodging. It can also provide other services as the GM sees fit.

Patrons - The tavern is a meeting place across the multiverse, and can allow a GM to place characters that are not normally in their world (ex: TMNT, DBZ, MCU, etc), adjusted so that they fit into the world (ex: TMNT are the turtle species in D&D, often monk class) or reskinned.

A Meeting Place - The tavern in a location where an organization that seeks to protect the freedom of individuals (ex: the Harpers in the Forgotten Realms) can often be found.

Ownership - The tavern may be run by a descendent of Aryn (she's dead or nowhere to be found), or by a tavern keeper who either takes the name Moonsong or holds the title of "the Moonsong". If it is a descendant of Aryn, they will be elvish to some extent, or the equivalent pointy-eared equivalent in the world (ex: Vulcans in Star Trek), though the specifics .

Location - The tavern is never not busy, as it's always in a good location where it will get traffic. This usually means it's in a village or town, and is often the center, with other services nearby.

The House Drink - The Moonsong Ale, a bright apple (or world-equivalent) ale, with notes of citrus and cinnamon, generally the lowest level alcoholic beverage. If there is a world-specific drink, that can be substituted. But generally, characters can drink normal amounts without issue.

Metaknowledge - Originally known as Bardic Metaknowledge, it's the ability of a character to have awareness they are in a game, and a character/NPC played by a player. The tavern, as a result, is infused with this, and game system-specific and player-specific references can be inserted.

Extended example: In a D&D 3.5/Pathfinder 1e game, the stage for a bard will have plaque mounted on the back that says:

"Bards Suck." - Flynn the Fine as played by Leo "DaVinci" Lamb

This is a reference to the movie The Gamers: Dorkness rising. It's also a reference to the fact that the character of Aryn Moonsong (her first iteration was a 3.5 bard) has an aversion to the class.

Additional attributes

The following attributes can be eliminated if needed due to elements not working in the world (ex: magic).

The Name - Generally, the location is known as “The Moonsong Tavern”, with a crescent moon and treble clef as part of the signage. If the setting requires it, the name can be altered to fit, or placed into another language which references the words “moon” and/or “song” (ex: a southern diner known as Mooney’s, a moonbase hotel known as The Moonrock Hotel, or a foreign location called Waiata Marama (moonsong in Maori) .

Heart of the Tavern - This is an artifact-grade item that essentially powers the tavern, and is controlled by the tavernkeeper (The Moonsong), and adds a lot of the more magical functions. In a setting that doesn’t have magic, or runs on tech, then leave this item out. It’s mainly there as a mechanism to power the location in a fantasy setting, and is an NPC item only, connecting this tavern to all the others, and can do whatever the GM wants it to do. Feel free to make this into a metareference.

Golden Fried Owlbear (GFOB) - This is a special supplied by access to the Heart of the Tavern. It’s literally the invention of a PC by the name of Roldan (based on the location and the prominence of the owlbear in the campaign). In the lore, the owlbears, if not harvested locally, are supplied by the Heart, from an operation on a world overrun with owlbears.

Extradimensional Space - The tavern in a fantasy setting is bigger on the inside, with all the space necessary with no restriction based on the building space.

Portals - If extradimensional or long-distance travel is needed, the tavern has it. This can be reflavored as tech, or eliminated depending on the setting.