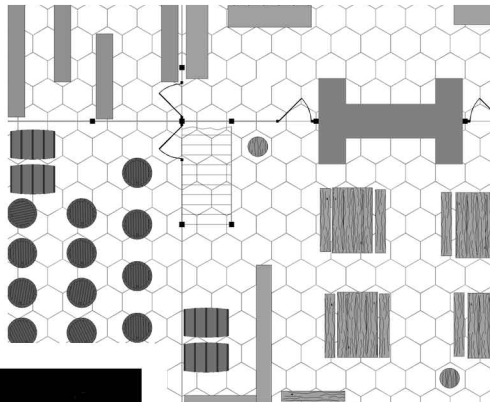


GURPS

Fourth Edition

DUNGEON FANTASY™ 10 TAVERNS™



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CONTENTS

INTRODUCTION	3	3. THE DANCING GOAT	14
How to Use This Book	3	Ground Floor	14
About the Authors	3	Upper Floor	14
About <i>GURPS</i>	3	<i>House Specials</i>	14
1. TAVERNS AND TAVERN FOLK	4	Map	15
<i>Basic Budgeting</i>	4	Characters	16
AMENITIES	4	Adventure Seeds	17
Drink	4	<i>The Academy Wyrms</i>	17
Food	4	4. THE CAVE	18
Shelter	5	The Main Room	18
Other Diversions	5	Other Rooms	18
THE REGULARS	5	The “Back Door”	18
Bartender	5	<i>House Specials</i>	18
Belligerent Drunk	5	Characters	18
Crooked Gambler	5	Map	19
Cutpurse	6	Adventure Seeds	22
Humorous Drunk	6	5. PERNEL’S	23
Raconteur	6	Ground Floor	23
Scullery Boy	6	Upper Floor	23
<i>Party Like It’s 1499</i>	6	Other Buildings	23
Serving Wench	7	<i>House Specials</i>	23
Slumming Fop	7	Characters	23
<i>Loose Lips Share Tips</i>	7	Map	24
Stranger in a Cloak	8	Adventure Seeds	26
<i>Innkeeper PCs</i>	8	<i>Wooden Doom</i>	26
Thief	9	6. THE BROKEN OAR	27
Young Tough	9	Ground Floor	27
BUSKERS AND BARDS	9	Upper Floor	27
Paying the Piper	10	<i>House Specials</i>	27
<i>Crowd Control</i>	10	Characters	27
Earning Your Way	10	Map	28
All Together Now	10	Adventure Seeds	29
2. BAR FIGHT!	11	7. BEHIND THE BAR	30
Startin’	11	Magical Wonders	30
Brawlin’	11	Shaken, Not Stirred	30
<i>Them’s Fightin’ Words</i>	11	X Marks the Spot	31
<i>New Perk: Dirty Fighting</i>	12	<i>Giant Maned Rat</i>	31
<i>Escalation</i>	13	INDEX	32
Stoppin’	13		
Mornin’	13		

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INTRODUCTION

Nearly every human community bigger than a single household has a place for people to eat, drink, and socialize.

– *GURPS Fantasy*

Bars and taverns occupy an archetypal niche in roleplaying games. From the hobby's earliest days, adventures often started (and ended) in a tavern. One reason was college students played the earliest RPGs, and the location they were most familiar with was the student bar or café. Even today, reasons abound for kicking off a classic dungeon crawl in a tavern. Most obviously, it gives the GM a means of getting rumors and hints to the adventurers through NPC barflies, and it allows PCs to blow off a little steam.

Dungeon Fantasy 10: Taverns expands on the role of bars and taverns in a *Dungeon Fantasy* game, with examples of bars and bar-haunting NPCs that can be dropped into any setting. In addition, rules for everything from busking

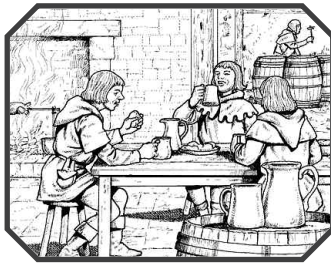
to bar fights are provided, to ensure that the entire party can keep themselves occupied and entertained until it's time for the next dungeon. Now, raise your glasses and be of good cheer, for the storyteller is about to begin . . .

HOW TO USE THIS BOOK

Chapters 1 and 2 contain new and expanded rules for making the tavern an active part of *Dungeon Fantasy* games, instead of mere justification for weekly cost of living expenses. Players will want to read them to learn what they can do in certain situations, while the GM will need to read them to set those situations up. Important characteristics are listed in **boldface**, for ease of reference.

The GM may want to reserve the last chapters for himself. These include four sample taverns are described in detail, down to secrets of the NPCs and hooks that could snare the party into local adventures.

Most NPCs are given short write-ups, with necessary information only. However, a few get full details, including the point value. For friendly folk, this is a not-so-subtle hint that this person might make a useful Ally or a valuable and knowledgeable asset to bring along when heading into the local dungeon (for a fair share of the loot, of course).



About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

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Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The *GURPS Dungeon Fantasy 10: Taverns* web page can be found at www.sjgames.com/gurps/books/dungeonfantasy/dungeonfantasy10.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

ABOUT THE AUTHORS

Loren Wiseman was one of the founding partners of GDW, Inc., and spent more than 20 years there as a game designer, developer, editor, and typesetter. While at GDW, Loren contributed to more than 60 of that company's myriad products. After GDW closed in 1994, Loren freelanced for a while and then came to Steve Jackson Games, where he is the *Traveller* line editor. Loren is a historian by training and a game designer and developer by avocation. He paints miniature figures for relaxation when not reading or watching DVDs. From time to time, he has been known to actually play tabletop wargames with the figures he has painted.

Jason Levine, better known to most as "Reverend Pee Kitty," has been a gamer for most of his life and a die-hard *GURPS* fan since the release of *GURPS Third Edition*. His previous work includes coauthoring the *GURPS Creatures of the Night* series and writing *GURPS Dungeon Fantasy 5: Allies* and *GURPS Psionic Powers*. This historic moment marks the first book he's worked on since joining Steve Jackson Games as the assistant *GURPS* line editor – praise "Bob." He maintains a *GURPS* fan site at www.mygurps.com.

CHAPTER ONE

TAVERNS AND TAVERN FOLK

During the Middle Ages, practically every peasant wife brewed ale because the water in most places wasn't fit to drink. The smallest taverns were private homes where someone in the house happened to have a talent for brewing. These people (known as *brewers* if male, *alewives* if female) would periodically brew a batch of ale for sale or (more commonly) barter. Sometimes the alewife would load the cauldron of finished

product onto a wheelbarrow and trundle it around, pouring it into whatever container her customers provided.

Anyone who could consistently brew a good ale and was located in a good spot could make a living by selling ale, especially if there were frequent travelers passing through who could pay in cash rather than barter. Such entrepreneurs often found it worthwhile to add a room or two to their huts where the ale could be served on a full-time basis. A large common room, equipped with benches and stools for the convenience of customers, became a standard feature of the tavern throughout the centuries.

Larger villages and towns, especially those located on trade routes, often had several taverns. The more successful of these could afford to erect separate buildings for brewing (freestanding buildings also meant improved fire safety). As time passed, some taverns began renting sleeping space to travelers, serving meals, and providing other services that turned them into inns or ordinaries. Taverns everywhere attracted those who made their living from travelers with cash to spend: gamblers, entertainers, raconteurs, and criminals.

Basic Budgeting

The cost of (temporarily) living in town is \$150 per week (*GURPS Dungeon Fantasy 2: Dungeons*, p. 4). This includes all basic costs for food, drink, and shelter, discounted for the long-term stay. Don't pay it twice! The rates in *Amenities* (below) are provided for extraneous spending ("Barkeep! A round for everyone on me!") and special circumstances ("We have to hide the princess here for *how long?*"). Note that all the prices listed for amenities will vary *widely* based on the area – and often on the owner's estimation of the customer's purse size.

AMENITIES

So, why is a group of stalwart adventurers here? Likely to eat, drink, and be merry while preparing to set forth and rid the world of evil monsters . . . or to recover from having just done so. All but the most boring of taverns will provide some basic services to travelers.

DRINK

The main product of any tavern is, of course, something to drink, preferably alcoholic. The specific beverage(s) served varies: ale, beer (the most common in European-styled fantasy worlds), wine, mead, cider, distilled spirits, and so on. A per-glass price of \$2 (for cheap ale) to \$12 (for fine wine or spirits) is average.

A tavern will stick out more in a customer's mind if it has a "house special" of some sort. Most of the time, this is simply a



mundane drink (*sometimes* with a spice or two added) given a fancy name. However, the more interesting bars have a truly memorable fantasy brew or two, whether "on tap" or in a few bottles, taken from the back of the wine cellar for special customers. For some examples, see *Shaken, Not Stirred* (pp. 30-31) and the *House Specials* boxes on pp. 14, 18, 23, and 27.

The GM will want to be familiar with *Drinking and Intoxication* (p. B439) if the party begins downing extra ale . . .

FOOD

Taverns rarely offer drinks without food. Even a small tavern starts off as someone's home – with food preparation going on daily, if only for the family. Eventually, a hungry patron will talk the owner into selling a bowl of porridge, stew, or whatever leftovers might be available; regular meals become a service soon after. A typical bland "tavern stew" or porridge costs about \$4, while an inn with a genuine chef may provide sumptuous repasts for \$12 or more.

SHELTER

For small taverns, shelter for travelers consists of flop space in an out-of-the-way corner, or on one of the benches after the place has closed for the night. (The rooms, if any, are already reserved for employees or family members.) Larger taverns often have guest rooms, although they're rarely guaranteed to be private unless the travelers want to pay extra. Common prices for a night's stay are \$5 per person for flop space, \$10 per person for a room, and an extra \$5 (per room) for those who don't want additional travelers being ushered into the room in the middle of the night. Many inns offer

reduced long-term rates; apply a 20% discount for stays of a week or more.

Assume that each tavern has a stable or corral, the use of which is included in the cost of shelter.

OTHER DIVERSIONS

Gambling, animal (and human) fights, ladies of negotiable affection, and other diversions may be available, at the GM's whim. For prosaic entertainment, see *Buskers and Bards* (pp. 9-10).

THE REGULARS

There's a certain comfort in knowing that whether the group enters a tavern in the middle of the Imperial City, or a seedy bar hundreds of miles into the Orcish Wastelands, at least one guy in a corner will be loudly explaining that he could take on the entire bar – and would if he didn't love them so much. Certain types of people tend to gather at taverns, and while their details change, their basic function does not. Whether there to serve as a moment of humor in the game, a potential opponent in a brawl (see Chapter 2 for details), or something in between, it can be useful to have quick stats for these tavernfolk.

Each regular below comes with a few optional details – ways to add color should the adventurers take an interest in a particular NPC. The GM will also need to make a few basic decisions about the person – race, sex, and age, at a minimum. Suggested heights and weights, given in the templates, are for typical male human versions, unless otherwise specified in the description.

BARTENDER

The bartender is the NPC that most delvers want to interact with. Because of this, it's usually worth the time to flesh him (or her) out in more detail. This simple write-up can help a beleaguered GM in a time crunch, of course. This bartender is friendly, has his ear to the walls, and won't hesitate to pull a loaded crossbow on any troublemakers.

ST 11; DX 11; IQ 11; HT 12.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 12; Per 13; FP 12. Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 9 (Wrestling). 5'8"; 155 lbs.

Advantages/Disadvantages: Charisma 1; Chummy; Contact Group (Bar Patrons; Skill-12; 12 or less; Somewhat Reliable).

Skills: Brawling-12; Carousing-13; Crossbow-14; Diplomacy-10; Fast-Draw (Crossbow)-13*; Professional Skill (Bartender)-13; Wrestling-13.

* Crossbows cannot normally be fast-drawn; this skill allows the bartender to quickly ready a crossbow from its resting place *underneath the bar*.

Potential Details

- The bartender is the owner (a common occurrence); add Wealth (Very Wealthy) and Merchant-14.

- The tapster is a former adventurer – pick a template (any template) from *GURPS Dungeon Fantasy 1: Adventurers* and add Professional Skill (Bartender) at IQ+2.

- The barkeep is collaborating with a criminal dealing, and he will feed false info to travelers to lure them into a con or trap. (Use this one sparingly, or adventurers may stop trying to gather information.)

BELLIGERENT DRUNK

Some people simply can't handle their liquor. Some get angry when inebriated and decide to throw a punch (1d-1 cr) without provocation or consideration of the odds.

ST 11; DX 12; IQ 10; HT 12.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 12. Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 10 (Brawling). 5'8"; 160 lbs.

Advantages/Disadvantages: Bad Temper (9); High Pain Threshold.

Skills: Brawling-14; Carousing-12; Diplomacy-4; Wrestling-13.

Potential Details

- The drunk is a surprisingly competent fighter! Build him with the knight or martial-artist template from *Dungeon Fantasy 1* (pp. 8-10).

- The lush has a mean sucker punch – he has Dirty Fighting 3 (p. 12).

- The boozier has a glass jaw. Once he takes 3 HP of injury or more, he runs screaming into the night.

CROOKED GAMBLER

No small number of gamblers believes the goddess Fortuna (or the local equivalent) helps those who help themselves. Loaded dice and marked cards are the tools of the trade for these people, but sometimes they depend on the distraction of a low-cut blouse to enable them to grab part of the pot unnoticed.

ST 10; DX 11; IQ 12; HT 11.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 13; FP 11. Basic Speed 5.50; Basic Move 6; Dodge 8; Parry 8 (unarmed). 5'7"; 135 lbs.

Advantages/Disadvantages: Compulsive Gambling (15); Empathy; Intuition.

Skills: Acting-13; Carousing-11; Detect Lies-13; Gambling-15; Sleight of Hand-11.

Potential Details

- A low-end gambler does it for the rush instead of for money. Worsen Compulsive Gambling to (9), and lower skills to Acting-11 and Gambling-12.
- A high-class gambler favors complex card games. He will let victims win several small hands before suggesting the stakes be raised to “make things more interesting.”
- The gamester works with a distracting accomplice (see *Paying the Piper*, p. 10, for more details).
- The sharp may be more than what he seems. Use the thief (*Dungeon Fantasy 1*, p. 12) template, raising Gambling to 15.

Party Like It's 1499

Carousing may be the most generally useful skill in a tavern or bar. After an hour or more spent drinking and socializing, a successful Carousing roll gives +2 to reaction rolls (pp. B559-562) from everyone in the bar. (A failed roll means a -2 reaction penalty instead – you made a fool out of yourself.)

Instead of the above use, Carousing can help with an Influence roll (p. B359) with any fellow tavern-goer. You must have spent at least an hour “working the bar,” as above, though you don’t necessarily need to have been drinking and talking with the subject personally. Roll a Quick Contest of your Carousing skill (applying your personal reaction modifier and the modifiers from p. B183) vs. the subject’s Will. If you *win*, you get a “Good” reaction automatically. If you tie or lose, his reaction is “Bad” – see *Them's Fightin' Words* (p. 11).

CUTPURSE

Cutpurses depend on skill and nerve, but they are not above using a serving girl as a (sometimes willing, sometimes unwitting) accomplice. They work best in teams – one providing distraction, and one doing the cutting. See *Paying the Piper* (p. 10) for details.

ST 10; DX 12; IQ 10; HT 12.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 11; Per 11; FP 12. Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 9 (unarmed). 5'7"; 135 lbs.

Advantages/Disadvantages: Social Stigma (Criminal).

Skills: Area Knowledge (Local)-11; Filch-13; Knife-13; Pick-pocket-12; Running-14; Streetwise-10.

Potential Details

- The person was hired by someone to target a specific item belonging to one of the party members.
- The cutpurse is a child (about 10 years old), working for an adult.
- While a cutpurse is rarely anyone of consequence, he may be working for someone who is. For fun, choose a template randomly from any *Dungeon Fantasy* book as the “boss,” then figure out why. (“What would make a scholar employ a team of cutpurses?”)

HUMOROUS DRUNK

Occasionally, the heroes encounter a stumbling, nearly incoherent sot whose antics prove a pleasant diversion. Or is he more than he seems? (Probably not – at least not too often.)

ST 11; DX 10; IQ 10; HT 11.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 10; Per 10; FP 11. Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 8 (unarmed). 5'8"; 160 lbs.

Advantages/Disadvantages: Alcoholism; Honest Face; No Hangover.

Skills: Carousing-13.

Potential Details

- The person is everybody’s friend! He buys drinks for the bar at least a few times per week, so the regulars won’t tolerate the party harassing him.
- The drunk brags about his (imaginary) exploits and adventures. For added fun, his tales are about stuff that the party did, which he heard about secondhand.
- Alternating between humor and belligerency (p. 5), the boozier won’t try to get to the point of an actual bar fight, but he’ll get close.

RACONTEUR

This loudmouth is willing to tell a story or a bad joke at the drop of a hat. The question is . . . does he have anything worth paying attention to, or is he just a waste of the heroes’ time? Unlike a storyteller (*Buskers and Bards*, pp. 9-10), the raconteur isn’t looking for tips, just for friendly ears who don’t mind a story with a little slurring in it.

ST 10; DX 11; IQ 11; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 11; Per 11; FP 10. Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 8 (unarmed). 5'7"; 145 lbs.

Advantages/Disadvantages: Chummy; Compulsive Carousing (and Talking) (12).

Skills: Carousing-12; Current Affairs (Local)-12; Performance-10; Public Speaking-11.

Potential Details

- The anecdotist has actual useful information; add Hidden Lore (something appropriate)-12.
- The person is an amazing storyteller, even if a bit drunk; build him as a bard (*Dungeon Fantasy 1*, p. 5) instead of using these statistics.
- The raconteur tries to get the bar into a storytelling contest (Quick Contest using the lower of Performance or Public Speaking). Optionally, he gets very jealous and competitive if outdone.

SCULLERY BOY

Scullery boys help in the kitchen, haul what needs to be hauled, and are the general lads of all work about the tavern. Delvers who need small errands run can throw them a copper or two for most simple requests.

ST 12; DX 10; IQ 10; HT 12.
Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 10; Per 11; FP 12.
Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 8 (unarmed).
5'7"; 155 lbs.

Advantages/Disadvantages: Fit; Social Stigma (Uneducated).
Skills: Area Knowledge (Local)-11; Lifting-13; Packing-12.

Potential Details

- The young man is secretly in love with one of the serving wenches, worshipping her from a distance. This can be used to manipulate him . . . or it may complicate things if a delver seduces (or is seduced by) said wench.
- The boy is very useful outdoors; build him as a scout (*Dungeon Fantasy 1*, p. 10), but with no weapon skills and no advantages except Outdoorsman 2 and Fit.

SERVING WENCH

Many serving girls earn additional money by dancing or other means. They come in a variety of sizes, shapes, and temperaments. Some may be working with criminal elements that frequent the tavern. They tend to be either comely and willing to use their feminine wiles, or surly and downright scary.

ST 9; DX 11; IQ 10; HT 11.
Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 11; Per 10; FP 11.
Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 8 (unarmed).
5'4"; 120 lbs.

Advantages/Disadvantages: Alcohol Tolerance; Appearance (Attractive or Unattractive); Contact Group (Bar Patrons; Skill-12; 9 or less; Somewhat Reliable).

Skills: Carousing-12; Current Affairs (Local)-13; Professional Skill (Server)-12. • One of Intimidation-13 or Sex Appeal-13.

Potential Details

- The woman is pleasant, but noticeably sad and distant. If the party asks what's wrong, she'll tell them of an adventure hook involving a family member in trouble. Perhaps the girl's family has a mystical heirloom (see *GURPS Dungeon Fantasy 6: 40 Artifacts* for possibilities) that they want returned. The mini-quest itself should have enough reward to make it worth the groups' time.
- The wench is flirtatious and seductive with one party member. Using this to lure him into a trap is so obvious that it may be fun for the "victim": He can spring the trap, beat up some crooks, and either see justice served or take their stuff.

SLUMMING FOP

A fellow of means and high status, who just likes to get away from it all and enjoy himself among the common rabble. He uses his modest Disguise skill, with a little mud and old clothing, to hide his identity from the

other patrons. The other regulars likely know who he is, but they never bring it up, either out of respect or prudence.

ST 10; DX 11; IQ 12; HT 12.
Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 12; FP 12.
Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 8 (unarmed).
5'8"; 145 lbs.

Advantages/Disadvantages: Status 3; Wealth (Very Wealthy).
Skills: Acting-13; Carousing-13; Disguise-12; Savoir-Faire (High Society)-15.

Potential Details

- The man is incapable of disguise and in denial about it; remove Acting and Disguise, and add Delusion ("I can hide my identity with minimal effort"). He acts mostly as comic relief, spouting lines like, "Well met, fellow bar-goers! How about those foolish nobles and their strange ways? Thank goodness we aren't silly like them!"
- The fop has a hidden agenda and is watching the tavern for something specific – anything from a criminal on the run to the hero prophesied to bring down the wealthy man's evil schemes.
- He is a keen swordsman, deadly with a blade. Build him as a swashbuckler (*Dungeon Fantasy 1*, p. 11), spending some background skill points on Acting and Disguise.
- He takes care of the tavern, in both a legal and financial sense. The other regulars react *very* badly to anyone being rude or aggressive toward the fop.

Loose Lips Share Tips

Taverns – and the NPCs within – are excellent sources of information. While it can be difficult to separate the nuggets of useful truth from the boasts, drunken ramblings, and imaginary fancies, it can be well worth the effort for those delvers who understand their fellow man.

Essentially, a delver pumping a fellow tavern-goer for information is trying to turn the subject into a temporary Contact (p. B44) with Current Affairs skill. To determine if this works, make a reaction roll (p. B559-562) or Influence roll (p. B359) for the NPC.

Modifiers: The delver's normal reaction modifiers for this person. +2 if the delver succeeded at a Carousing roll earlier; or -2 if he failed at one. +1 for buying the subject at least two drinks; +2 for buying him drinks all night; or +3 for keeping him and his friends in drink, getting the busker to sing of his heroism, *and* talking the serving girls into flirting with him. -2 to +2 based on the adventurer's behavior and the player's roleplaying of the situation. Finally, if the previous modifiers total to a positive value, add +1 if the NPC is tipsy or +2 if drunk; if it's a negative total, add -1 if tipsy or -2 if drunk (*Afflictions*, p. B428).

The GM should always roll in secret so the player doesn't know how well he did. On a "Poor" result or worse, the subject has no interest in talking with the hero; if "Bad" or worse, also see *Them's Fightin' Words* (p. 11)! A "Neutral" result turns him into an Unreliable Contact with skill 1d+8 (this includes the -2 to skill for being Unreliable). A "Good" result produces a Somewhat Reliable Contact with skill 1d+10. A "Very Good" or better result turns the subject into a Usually Reliable Contact with skill 1d+10. Remember, however, that a tipsy or drunk Contact is at -1 or -2 to skill, respectively!

STRANGER IN A CLOAK

This person can be found several nights a week sitting in a corner (his back to the wall), nursing a tankard. He wears a well-worn but serviceable hooded cloak concealing everything but his gloved hands, sleeved forearms, and black leather,

knee-length riding boots. He speaks only in monosyllables, pays with silver, and takes no part in anything that goes on in the common room unless someone lays hands on him. This hasn't happened in so long a time, no one can really remember exactly how an unlucky drunk wound up with a large welt on his jaw on the floor near the stranger.

Innkeeper PCs

Delvers customarily *start* as adventurers, find their fortune, and then buy an inn. Things could go the other way, though: a tavern employee or owner might learn from the adventurers who frequent his establishment, and then venture out to seek loot instead of pushing a mop. This whimsical template is best for gamers who want to try their hand at playing a 250-point frying-pan-brandishing generalist.

Innkeeper

250 points

All fantasy innkeepers are surprisingly fast and strong of mind and hand . . . but you're a legend, faster and stronger than most. What you lack in mystical powers and combat training, you make up in versatility. Lady Luck favors you – she *always* favors the house – and years of overheard gossip have given you the gift of knowing what to do in some extremely weird situations (Wild Talent).

Attributes: ST 12 [20]; DX 13 [60]; IQ 13 [60]; HT 12 [20].

Secondary Characteristics: Damage 1d-1/1d+2; BL 29 lbs.; HP 12 [0]; Will 13 [0]; Per 14 [5]; FP 12 [0]; Basic Speed 6.00 [-5]; Basic Move 6 [0].

Advantages: Alcohol Tolerance [1]; Improvised Weapons (Kitchenware)† [1]; Luck [15]; No Hangover [1]; and Wild Talent 1 [20]. • A further 50 points chosen from among ST +1 to +5 [10/level], DX +1 or +2 [20 or 40], IQ +1 or +2 [20 or 40], HT +1 to +5 [10/level], HP +1 to +3 [2/level], Will +1 to +7 [5/level], Per +1 to +6 [5/level], Acute Senses (any) [2/level], Charisma [5/level], Combat Reflexes [15], Discriminatory Smell [15], Eidetic Memory [5] or Photographic Memory [10], Fearlessness [2/level] or Unfazeable [15], Gizmos 1-3 [5/level], Honest Face [1], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Lifting ST 1-3 [3/level], Penetrating Voice [1], Rapier Wit [5], Resistant to Poison (+3) [5], Signature Gear [Varies], Smooth Operator 1-3 [15/level], Wealth (Comfortable or Wealthy) [10 or 20], more Wild Talent [20/level], or replace Luck [15] with Extraordinary Luck [30] for 15 points or with Ridiculous Luck [60] for 45 points.

Disadvantages: -20 points chosen from among Compulsive Gambling‡ [-5*], Compulsive Spending‡ [-5*], Curious [-5*], Greed [-15*], Impulsiveness [-10*], Overconfidence [-5*], Sense of Duty (Adventuring companions) [-5], or Xenophilia [-10*]. • Another -25 points chosen from among those traits or FP -1 to -3 [-3/level], Bad Temper [-10*], Chummy [-5] or Gregarious [-10], Compulsive Carousing [-5*], Gluttony [-5*], Honesty [-10*], Lecherousness [-15*], Miserliness‡ [-10*], Odious

Personal Habits [-5 to -15], Overweight [-1] or Fat [-3], Post-Combat Shakes [-5*], or Stubbornness [-5].

Primary Skills: Brawling, Crossbow, Fast-Draw (Knife), and Knife, all (E) DX+1 [2]-14; Wrestling (A) DX+1 [4]-14; Professional Skill (Bartender) (A) IQ [2]-13; and Carousing (E) HT+1 [2]-13. • One of Axe/Mace, Broadsword, Shortsword, Staff, or Two-Handed Axe/Mace, all (A) DX+1 [4]-14. • A further 8 points distributed among the combat skills above.

Secondary Skills: Any eight of Filch (A) DX [2]-13; Pick-pocket or Sleight of Hand, both (H) DX-1 [2]-12; Connoisseur (any), Fast-Talk, Gambling, Leadership, Merchant, Smuggling, or Streetwise, all (A) IQ [2]-13; Diplomacy or Poisons, both (H) IQ-1 [2]-12; Sex Appeal (A) HT [2]-12; Scrounging (E) Per+1 [2]-15; Body Language, Lip Reading, or Search, all (A) Per [2]-14; Detect Lies (H) Per-1 [2]-13; Intimidation (A) Will [2]-13; or 2 points to raise one of those skills by a level.

Background Skills: Any three of Climbing or Stealth, both (A) DX-1 [1]-12; First Aid or Gesture, both (E) IQ [1]-13; Hiking (A) HT-1 [1]-11; Observation or Urban Survival, both (A) Per-1 [1]-13; or 1 point to buy another secondary skill at one level lower.

* Multiplied for self-control number; see p. B120.

† This perk lets the innkeeper wield ordinary kitchen tools without penalties; e.g., a broomstick as a staff, a carving knife as a large knife, or a frying pan as a small mace. In practical terms, he buys *good*-quality knives and blunt weapons at *cheap*-quality prices, correcting for poor balance with experience.

‡ Miserliness is incompatible with Compulsive Gambling and Spending.

Customization Notes

All innkeepers are good in a brawl or a drinking bout, but they vary greatly in skills and advantages. Players might find these ones *especially* appealing:

I've had this since back in '67. Gizmos (and Signature Gear) can represent all the weird-and-wonderful junk left at a tavern. See **GURPS Dungeon Fantasy 4: Sages** for guidelines. "Consumable nonmagical item that suits the user's profession" could mean *anything* here!

Mr. Popularity. Investing in Charisma, Smooth Operator, and social skills like Detect Lies, Diplomacy, Fast-Talk, Intimidation, Merchant, and Sex Appeal can turn the innkeeper into a credible bard substitute, minus the magic – perfect for the player who wants a non-spellcasting social genius.

ST 13; DX 12; IQ 12; HT 12.
Damage 1d/2d-1; BL 34 lbs.; HP 13; Will 13; Per 13; FP 12.
Basic Speed 6.00; Basic Move 6; Dodge 10; Parry 11 (Brawling
or weapon).
5'8"; 155 lbs.

Advantages/Disadvantages: Combat Reflexes; Loner (9);
Secret.

Skills: Brawling-15; Hidden Lore (Any)-13; Observation-14;
Wrestling-14. • One Melee Weapon skill at DX+2.

Potential Details

• Who is he? Either the tavern has one common theory or everyone believes something different about the stranger. Some possibilities: a former knight; a slumming fop (p. 7); deposed royalty; a wanted criminal; a barbarian from a far-off land; a healer or wise man; a minor deity (or demigod); the secret lover of a royal's wife; a bandit leader; a disgraced city guard; a powerful wizard; a transmogrified animal; the eyes of a powerful patron; or a rebel fighter. Most rumors end with ". . . who now drinks to forget some horrible incident from his past."

• The stranger is in need of help for a quest. Players will be expecting this the moment they hear, "stranger in a cloak," so the GM may wish to subvert it (the stranger doesn't have a quest, but someone else does) or use it sparingly.

THIEF

Unlike the adventuring thief (*Dungeon Fantasy 1*, p. 12), common thieves operate without much in the way of skill or finesse. The usual mode of operation is to follow an inebriated patron to some place where there are no witnesses (any dark spot will do), overpower him with a sap, and make off with his valuables. Those possessing a modicum of intelligence may pose as the friend of an unconscious drunk and "help" him home. For thieves who simply grab unattended valuables and make off with them before the owner(s) notice, see the cutpurse (p. 6).

ST 11; DX 12; IQ 11; HT 11.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 11; Per 12; FP 11.

Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 10 (Brawling).
5'7"; 135 lbs.

Advantages/Disadvantages: Callous; Social Stigma (Criminal).
Skills: Acting-11; Brawling-14; Carousing-12; Search-13;
Stealth-12; Streetwise-13.

Potential Details

• The criminal is a nasty specimen – add Bad Temper (12) and Sadism (12) – who enjoys rolling victims even if they have no money.

• The person works for a press gang (see *Shanghai Surprise*, p. 29, for ideas) or slavers; the victim is the prize.

• For a more well-rounded, high-powered thief, use the thief template (*Dungeon Fantasy 1*, p. 12).

YOUNG TOUGH

This fellow hangs out at the tavern hoping to get the chance to prove he is a man by pummeling a helpless drunk to jelly. His fighting skills are subpar, but he is a legend in his own mind. He fantasizes about being noticed by a group of adventurers willing to take him on or a comely wench willing to take him home.

ST 11; DX 11; IQ 10; HT 11.
Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 9; Per 10; FP 11.
Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 9 (Brawling).
5'7"; 145 lbs.

Advantages/Disadvantages: Bully (15); Fearlessness 3; Overconfidence (9).

Skills: Brawling-12; Carousing-12; Tactics-4; Wrestling-10.

Potential Details

• Half young tough, half humorous drunk (p. 6), he boasts loudly about his heroic adventures as often as he tries to show off his skills and manliness.

• The lad has genuine promise – he just needs to lose the attitude. Build him as a knight (*Dungeon Fantasy 1*, p. 8) with ST 12 and DX 12, and without the 60 points in optional advantages.

BUSKERS AND BARDS

"Busker" is a general term for a performer who works for tips and/or free drinks. Sometimes a tavern keeper recognizes that a regular is entertaining enough to attract other customers, and will encourage him to stick around. Other buskers, particularly the traveling type, earn a modest living moving from town to town and tavern to tavern. Many professional performers work in groups (see *All Together Now*, p. 10).

There are many types of buskers; each uses different skills to entertain. See *Earning Your Way* (p. 10) for further details.

• **Acrobats** often have to perform outside of smaller bars, demonstrating the **Acrobatics** skill.

• **Actors** are nearly always found in groups; they use pure **Performance** skill, though both **Acting** and **Public Speaking** help their craft.

• **Dancers** require **Dancing** skill; in most locales, the **Sex Appeal** skill is complementary, while some veer into outright **Erotic Art**.

• **Magicians** either use actual spells (choose a flashy one) or **Sleight of Hand** and possibly **Ventriloquism**.

• **Musicians** play a **Musical Instrument** – and if performing original songs, they should have **Musical Composition** skill.

• **Poets** need **Poetry**, of course, but a good **Public Speaking** skill is nearly as important.

• **Singers** use **Singing**, sometimes accompanying themselves with **Musical Instrument**.

• **Storytellers** rely on **Public Speaking**, sometimes using **Occultism** or **Current Affairs** references to spice up a tale.

PAYING THE PIPER

Tavern patrons can make simple requests (e.g., a particular song, a story about a given subject) of a busker for \$2. Asking for something in-depth, tricky, or particularly lengthy runs \$5. Contracting the services of the performer for the entire night costs about \$10, assuming that the party stays in the inn and keeps to reasonable requests.

Groups can use this as a way to get information. A singer or storyteller just *might* know some real details about a local legend or nearby site. The GM can decide this, or roll 3d: On a 9 or less, the busker has some *vague*, but useful, information to share. On a 6 or less, he knows something specific. In the latter case, the performer typically charges triple (or more) for anything other than tidbits! Alternatively, see *Loose Lips Share Tips* (p. 7) for persuasive heroes. The reaction roll or Influence roll is at an extra -2 against a busker (performers are used to being “worked”), but if successful, add 2 to his effective skill as a Contact.

Buskers are also a great cover for quiet discussions. Paying a singer or similar vocal performer to walk around your table applies a -4 penalty to anyone attempting to eavesdrop from elsewhere in the tavern. Delvers smart enough to talk into their mugs can foil lip readers as well.

Thieves like to hire buskers for other reasons. Sending one to serenade, dance for, or otherwise distract a mark is good for a -2 penalty on the mark's rolls to notice pickpocketing, poisoning, and so on. If the group's bard (or a highly skilled performer) acts as such a distraction, use the rules under *Earning Your Way* (below), but apply half the margin of success (rounded down) as the awareness penalty instead, to a maximum of -4.

Crowd Control

Bards with **Musical Influence** (p. B210) or any of the Enthrallment skills (**Captivate**, **Persuade**, **Suggest**, or **Sway Emotions** – pp. B191-192) will generally have no problem finding a willing audience in a tavern. These skills all have their usual effects.

Some bards may wish to use these powerful gifts for making a quick buck. If so, the delver may use *one* of these special skills (along with any appropriate complementary skills) for the purpose of *Earning Your Way* (below). It must always be the final roll (regardless of whether other skills are higher). The performer must perform for the entire night, not just for the time listed in the **Basic Set** to use the skill. If successful, the bard receives 50% more money from the crowd than he normally would.

EARNING YOUR WAY

The following rules significantly expand on *Scoring Extra Cash* (*Dungeon Fantasy 2*, p. 4).

Bards (or anyone entertaining – bards are just assumed here) may wish to “sing for their supper” at a tavern. The adventurer must choose a type of busking from the beginning of *Buskers and Bards* (p. 9). Each approach lists one or more skills (in **bold-face**). In all cases, the first skill is required – you can't sing without **Singing** skill, after all – as is the **Performance** skill. (Actors already require **Performance**, and do not roll against

it twice.) The other skills listed can be added *if* the performer chooses to incorporate them.

To determine how the crowd reacts after a full night's performance, first roll against every skill being used *except* for the highest one. The final roll is always against the delver's best applicable skill, modified by his luck with the others: Apply +2 to the final roll for each critical success, +1 for each success, -1 for each failure, and -2 for each critical failure.

In addition, apply *half* of the bard's reaction modifier, rounded down, to this final roll. Only apply reaction bonuses and penalties that pertain to the current situation. **Charisma** always applies. **Appearance** does if it is Universal *or* if the majority of the audience is the same race as the performer. **Voice** is relevant unless the bard stays mute. **Reputation** counts *if* it is applicable to most of the tavern-goers *and* they recognize him. Bonuses from high **Diplomacy** and **Fast-Talk** apply if the delver is storytelling, or at least able to address the crowd freely between “acts.” The reaction bonus from **Talent** may fit the situation; in particular, **Musical Ability** does if music is involved in any way. If the performer has openly acted on any disadvantages that give a reaction penalty (e.g., **Bully**), include those penalties. If most of the crowd has a trait that affects their reactions (e.g., **Intolerance**), that applies as well.

Example: Edgar steps in front of the tavern's fireplace and begins telling stories. Edgar *must* rely on his **Public Speaking** and **Performance** skills for this. He *chooses* to also use his **Current Affairs** skill to incorporate a little local satire. Edgar's best skill is Performance, so he first rolls against Public Speaking (a success) and Current Affairs (a success), giving him +2 on his final roll. He also adds half of his +3 reaction modifier, for another +1. Edgar's final roll is against Performance+3.

Success on this final roll nets the adventurer \$2 per point of success. Critical success earns the same money *plus* free drink, food, and bedding for the night (the GM should reimburse the bard for these costs if they came out of his weekly cost of living), and gets him a +1 reaction from everyone in the tavern for a week. Failure indicates indifference – the bard receives no money and getting permission to play at the tavern again will require a **Fast-Talk** or **Merchant** roll, at a cumulative -2 per failure. Critical failure requires an immediate reaction roll at -4: On “Neutral” or better, the bard is booed off the stage. If “Poor” or worse, the crowd breaks his instrument, tears his clothing, or otherwise physically humiliates him. Either way, he cannot play in that tavern again for at least a month and is considered to start with a -1 to entertainment attempts at any other venue in town.

ALL TOGETHER NOW

Group performances use the same rules as *Earning Your Way* (above), with the following changes.

- Use the single highest skill (among the entire group) for the final roll. Each member rolls against his own appropriate skill(s), with each roll adding the usual +1/-1 modifier (double that for critical successes or critical failures) to the final roll.
- Average the *highest* and the *lowest* reaction modifiers in the group, then divide that in half (round down) and apply it to the final roll.
- Success earns *each member* \$1 per point of success. Another \$1 per point goes into a kitty for the buskers to split among themselves.

CHAPTER TWO

BAR FIGHT!

A bar brawl is not the same as a dungeon fight. Sure, the participants are trying to hurt each other, but not *badly*. A good bar fight ends with the conscious half of the crowd dragging the unconscious half to comfortable corners, and everyone buying each other a drink in the morning. In short, a good brawl should be *fun*, not deadly.

Fortunately, most tavernfolk are aware of this. Unless someone deliberately chooses to initiate deadly force (see *Escalation*, p. 13), common courtesy means that everyone limits themselves to the combat options under *Brawlin'* (below). While doing so doesn't prevent the occasional concussion or broken bone, it makes permanent damage uncommon and death extremely rare.

STARTIN'

Player characters can start a bar fight anytime they want, just by taking a swing at someone. See *Them's Fightin' Words* (below) for guidelines on when an NPC will kick things off. The target of the first attack must make a Per-based roll against **Body Language, Tactics, or Observation**, or roll at **Per-5**; add +6 for **Combat Reflexes** or **Danger Sense**. If the roll *fails*, this first attack counts as a *sucker punch*, and he defends at -2!

Once the first punch is thrown, the brawl has officially started. (It is at this point that the bartender grabs a large weapon and stands between the brawlers and anything expensive.) Anyone may choose not to participate, but that doesn't remove him from the action! Switch to combat time; everyone takes a turn in his normal sequence. Sneaky delvers may use the backstabbing rules (*Dungeon Fantasy 2*, p. 11) to setup an easy kayo.

Someone may wish to shut down the brawl before it really can get underway. This requires a **Diplomacy** or **Intimidation** roll, at -4 if using Diplomacy, -1 for every five people in the bar, and at a further -2 for *each punch thrown* before the attempt is made. Multiple people who know the skill may work together; roll against the highest skill and add +1 for each additional person trying to calm the situation, to a maximum of +5. Success defuses the situation . . . for the moment.

BRAWLIN'

All of the normal combat maneuvers are available in a bar brawl. However, unless escalating (p. 13), everyone attacking should follow the guidelines below. Note that these options

are available for *any* fight in a *Dungeon Fantasy* game, if they seem appropriate for the situation!

Remember that brawlers are at -1 to DX (and all DX-based skills) if tipsy, or -2 if drunk.

How to Hit

Everyone's expected to keep his weapons sheathed; pulling out a real weapon is a major *faux pas* in a brawl (*Escalation*, p. 13)! The basic modes of attack are punches and kicks (giving martial artists a serious edge). However, there's no rule against grabbing an *improvised* weapon from whatever is laying around the bar, and people have been known to hit each other with chairs.

Treat an improvised weapon as *cheap* for all purposes. These weapons *can't* parry unless specifically noted. The skill needed to wield it (and the skill penalty to do so) appears in brackets. Any glass item may break; roll 1d on every strike or parry. On a 1-3, it breaks, and is now useless as a weapon unless noted otherwise; on a 1, it *also* does thrust cutting damage to the hand.

Them's Fightin' Words

If, at any point in the evening, an NPC rolls a "Bad" or worse reaction toward one of the party members (and this includes almost all failed Influence rolls), that person might start a bar fight. The details depend on the specific reaction.

"Bad": The offended patron will loudly berate and challenge the hero. PCs with Bad Temper must make a self-control roll to avoid escalating things (see below). A successful **Carousing, Diplomacy, or Fast-Talk-3** roll can defuse the situation – but failure causes a new reaction roll with a penalty equal to the margin of failure!

"Very Bad": Make a second reaction roll for the angered person, with all applicable reaction modifiers, plus -2 if tipsy or -4 if drunk. On a "Poor" result or better, see "Bad," above, but all rolls to defuse the situation are at -3. On a "Bad" result or worse, see "Disastrous," below.

"Disastrous": Bar fight! The offended subject takes a swing at whichever person *within reach* he finds most annoying. See *Startin'* (above).

Bad Temper can make things worse! An angered patron with that problem must make an immediate self-control roll, at -2 if tipsy or -4 if drunk. On a failure, treat the reaction as a step *worse* for these rules; e.g., "Bad" becomes "Very Bad." *Exception*: If he *also* has **Berserk**, he gets out of control – start the fight immediately!

Note that these rules assume that the party is not *trying* to start a fight. If one or more PCs are actively challenging their fellow tavernfolk, treat a "Poor" result as a "Very Bad" and a "Bad" result or worse as "Disastrous."

The above does not apply to the cinematic innkeeper (p. 8), who also ignores all penalties to skill listed below!

Bottle: Swing as small mace at -2 damage [**Axe/Mace-2**]. Can parry. If glass, it does an extra -1 damage and may break (becoming a bottle, broken, below).

Bottle, Broken*: Strike as small knife for full damage but armor divisor (0.5) [**Knife-2**]. May break. If the bottle was full, the first 1d attacks cause an extra -1 shock penalty (to a maximum of -5) from the alcoholic sting.

Broomstick: Strike as quarterstaff at -2 damage [**Staff-1** or **Two-Handed Sword-1**]. Can parry. Roll ST or ST-based Forced Entry to snap the bristles off (takes two seconds); otherwise skill is at an *extra* -2.

Candle-Holder, Metal: If small, treat as a tankard (below); if large, treat as a bottle (above). If it still holds a burning candle add a further -1 skill penalty, but every successful attack has a 1-in-6 chance of splashing hot wax on the foe (-1 to his next attack due to distraction).

Chair: Swing as a maul at -3 damage [**Two-Handed Axe/Mace-1** or **Brawling-4**]. Chairs take a Ready maneuver to pick up and another Ready maneuver to prepare for combat. Anyone may roll against the lower of **ST-4** or **DX-4** to pick up *and* ready a chair simultaneously, and fighters may make an All-Out Attack (Double) to do so *and* attack on the same turn! A poorly made chair breaks apart upon hitting the target, doing full damage for *knockback purposes only*, but half damage otherwise.

Darts, Game: Throw as dagger at -2 damage [**Games (Darts)** or **Thrown Weapon (Knife)-1**].

Frying Pan: Swing as small mace at -1 damage [**Axe/Mace-3**] or block as a light shield [**Shield-2**].

Fork, Eating: Thrust as dagger at -1 damage [**Knife-2**].

Fork, Toasting: Treat as spit, roasting (below) at an extra -1 damage.

Knife, Carving*: Strike as large knife at -1 damage [**Knife-1**]. Can parry.

Knife, Eating: Strike as small knife at -1 damage [**Knife-1**].

Ladle, Cast-Iron: Swing as small mace at -2 damage [**Axe/Mace-1**]. Can parry.

Spit, Roasting*: Thrust as smallsword at -2 damage [**Rapier-2**, **Saber-2**, **Shortsword-3**, or **Smallsword-1**]. Can parry. If still red-hot from roasting, does 1 point of burning follow-up damage.

Table Leg: Swing as maul at -3 damage [**Two-Handed Axe/Mace**]. Can parry. Generally requires throwing someone into a table, first.

Tankard: Counts as brass knuckles, giving the usual +1 punching damage [**Boxing-1**, **Karate-1**, or **Brawling**].

* May count as *Escalation* (p. 13) in some taverns; GM's call.

New Perk: Dirty Fighting

You get +1 to any feint or attack delivered as a "sucker punch" before combat begins. This is cumulative with the effects of *Startin'* (p. 11) and *Hidden Weapons* (*Dungeon Fantasy 2*, p. 12) – and like those rules, works just once as a fight opener. Unlike most perks, this one comes in three levels: 2 points give +2 to your opening punch, and 3 points grant +3.

What to Hit

While any hit location can be useful, a few are most commonly targeted, usually as an All-Out Attack (Determined). These are all "high-value targets," which can end a fight without serious damage. For *jaw*, *nose*, and *vitals*, remember that **High Pain Threshold** adds +3 to knockdown rolls and **Low Pain Threshold** subtracts -4.

Eyes: A double eye-poke is done at a -5 penalty. A hit does no damage. Instead, the victim must roll against HT or be blinded for seconds equal to his margin of failure.

Jaw: The jaw is -6 to hit; a miss by 1 hits the torso. Any injury requires a roll as for *Vitals* (below), but at an extra -1 penalty.

Nose: Roll at -7 to hit the nose. Injury requires a roll as for *Vitals* (below), but if the attack did over HP/4 damage, the nose is *broken!* The victim gains No Sense of Smell/Taste until healed. Consider this a major wound, and roll HT-5 instead of HT.

Skull: The skull is -7 to hit, or -5 from behind. Anyone using a *crushing* attack against the skull may try to "kayo" the target (this is *assumed* in a brawl). On a successful hit, roll damage normally, subtracting any DR from headgear, as well as the natural DR 2 for the skull. *Instead* of taking injury, the target must make a HT roll at a penalty equal to the penetrating "damage" (a straight HT roll if the damage is *exactly* 0 after DR); on a failure, he falls unconscious for 15 minutes.

Vitals: A brawler can punch, kick, or otherwise strike the vitals with a *crushing* attack, at the normal -3 penalty. Any injury requires a knockdown roll against HT (or against HT-5 for a major wound). Failure means the target is stunned and falls down – see *Takedown* (below) for more on going prone. On a failure by 5 or more, or a critical failure, he is knocked unconscious and is out of the fight . . . except as an obstacle.

Grabbin' People

Grappling (p. B370) is extremely common in a bar brawl. Participants have a wealth of options here. Note that "grappling skill" refers to any of **Judo**, **Sumo Wrestling**, or **Wrestling**.

Takedown

This effective follow-up attack is possible on turns following a successful grapple. Roll a Quick Contest, with each of you using the highest of **ST**, **DX**, or his best **grappling skill**. Include posture penalties (p. B551) for those who aren't standing. If the attacker wins, the defender falls down, prone, losing any grip he may have had on someone else. If the opponents tie, or the attacker loses by 1 or 2, nothing happens. If the attacker loses by 3 or more, *he* falls down, prone, losing any grip he had on anyone.

Anyone lying on the floor in a bar fight is in a *very* precarious situation. Most people won't kick him while he's down – though that rule doesn't hold in all areas! Even so, he has to make a single dodge each turn, at the usual -3 for being on the ground and another -1 for every standing fighter within two yards, to avoid getting *accidentally* kicked for 1d-1 crushing damage (DR protects normally). This assumes that he's crawling to safety – if he's trying to stand up, double the penalty! Alternatively, he can use an acrobatic stand (*Dungeon Fantasy 2*, p. 12) to regain his feet in a single turn.

For simplicity, assume that any NPC on the ground is out of the fight, unless he has a strong reason to stay in. A party member can use this as an excuse to get out for good, or he can crawl back to his feet, catch his breath, and then dive right back in.

Bear Hug

Barbarians love the bear hug! If your SM exceeds your opponent's *or* if he weighs no more than your BL×4, and you have him grappled with two hands, you can *squeeze*. Roll a Quick Contest of your **ST-5** (including any bonuses for **Arm ST**, **Lifting ST**, or **Wrestling** skill) against the higher of your foe's ST or HT. If you win, he takes fatigue damage equal to your margin of victory, as you squish the breath out of him. (You can choose to do crushing damage instead, outside of a bar brawl.) Each attempt counts as an attack.

Choke Hold

A choke hold requires two free hands. It's an attack with **Judo-2** or **Wrestling-3** from the rear, with another -1 from the front. On subsequent turns, roll a Quick Contest of your **ST+3** (plus bonuses for **Arm ST**, **Lifting ST**, and **Wrestling**) against the *higher* of the victim's ST or HT; this counts as an attack. If you win, the foe loses FP equal to your margin of victory. He may try to break free, but your hold gives you +5 in the Quick Contest!

Bonk!

This special form of All-Out Attack can only be performed on two adjacent foes. Roll against **DX** or any **grappling skill**, at -8 to hit, for each foe. If they fail to defend, roll **DX**, **Brawling**, **Sumo Wrestling**, or **Wrestling** to bash their skulls together. They each get a second chance to defend. If both fail, roll thrust crushing damage and apply the "kayo" rules normally (see *Skull*, p. 12).

This attack is best delivered from behind. If you sneak up on the opponents, they get no defense (against the grapple *or* the "bonk"), and you are only at -4 to hit instead of -8 as you can afford to make a "telegraphic" attack!

Tossing the Rag Doll

Grapplers with **Judo** can throw a foe – preferably *into* another foe! See p. B203 for full rules. Those without Judo can hang onto a foe and smash him into a wall, the bar, or some other solid object. To do so, roll against **DX**, **Brawling**, **Sumo Wrestling**, or **Wrestling**. Apply hit location penalties if you're trying to smash a particular body part. Your foe can parry (with a free hand) or dodge; if not, you inflict thrust+1 crushing damage, plus any damage bonuses from skill (treat the ST bonus from **Sumo Wrestling** or **Wrestling** as a damage bonus).

Psyche Out

Brawlers can use **Intimidation** to scare an opponent; this takes a full turn. Roll a Quick Contest of skill (applying the modifiers on p. B202) against the target's Will. If you lose, you wasted the turn and cannot attempt to psyche that foe out again. If you win, apply *either* a -2 penalty to his next attack against you *or* a +2 bonus to your next attack against him.

Escalation

Sometimes someone pulls a sword in a bar fight, or knocks a person down and starts stomping on his head. The first time this happens in a brawl, treat it as a "sucker punch" (*Startin'*, p. 11), unless the person readied a weapon without using **Fast-Draw**, in which case everyone can see it coming.

In most brawls, this quickly turns things from "every man for himself" to "everyone get that guy!" If "that guy" seems especially competent or dangerous, make a reaction roll for the crowd, modified by a value from -4 ("Bet I could take him") to +4 ("I think he's that world-famous swordsman"). On a "Neutral" reaction or better, the crowd pauses and steps far back from the escalator. On a "Poor" or worse, they rush him.

In addition, if your margin of victory is 5+, he will refrain from attacking you for the rest of this brawl unless you attack (or similarly provoke) him first!

Group Intimidation (p. B202) is possible, but risky, as all of the brawlers either win or lose as a group. Since most brawls will involve 25 or fewer NPCs, it's possible (in theory) for a hero with a high **Intimidation** skill to scare the entire bar into leaving him alone!

Social delvers may try a different approach, using **Carousing**, **Diplomacy**, **Fast-Talk**, **Sex Appeal**, or **Streetwise** to convince an opponent that he shouldn't hit you. This works as above, but with a few changes. First, the skill roll is always at -5 for combat use, plus another -5 if you've already hit this foe; it otherwise takes all normal modifiers *for that skill*. (Don't add Charisma or other generic reaction bonuses, as this is *not* an Influence roll.) It may only involve a single opponent; groups cannot be affected. Finally, the effects are flipped: If you win, the foe will leave you alone; if you win by 5+ and you later choose to attack him anyway, you do so at +2 (plus any bonus for the *Dirty Fighting* perk, p. 12, as this is definitely a "sucker punch")!

STOPPIN'

Once more than half the bar is out of the fight – whether from unconsciousness, crawling into the corners, or running out of the tavern – the brawl tends to wind down. Each participant who ends a turn with no other opponents in easy range (his step plus his Reach) should make another reaction roll based on the average person remaining in the brawl. For example, if over half the participants are orcs, a brawler with **Intolerance (Orcs)** would roll at -4. On a "Poor" or worse result, he runs back into the brawl; on "Neutral" or better, he finds a comfortable spot to catch his breath. (This does not apply to PCs, of course, who may decide for themselves whether to continue.) Berserk fighters follow the rules on p. B124 instead.

MORNIN'

Most taverns are built to last, and the bartender will keep the brawl away from anything worthwhile. Still, there will be broken chairs, dented mugs, and extra tips for the staff who had to clean everything up. *Everyone* who was involved in the brawl will be expected to pay restitution; each person typically pays \$5-10. Anyone who cannot will either need to talk a fellow barfly into doing so or be prepared to face the city watch (or local equivalent) . . . and the watch won't be using these bar-fight rules!

CHAPTER THREE

THE DANCING GOAT

The Dancing Goat is located by the river gate of the city of Kingsbridge. It benefits from the huge traffic in travelers crossing the Banurgan River, and from assorted explorers and adventurers heading into the uplands north and west of the city. The heavily forested Losturian hills to the west are rumored to contain extensive ruins of a long-departed sorcerer's academy. Few of the city's denizens travel there, because of tales of a monstrosity – part-lizard, part-worm – said to inhabit the site. Parties of outsiders, however, are quite common because of the vast treasures that supposedly await artifact hunters. The tavern is a popular jumping-off place for expeditions into the hills, as well as a gathering spot for would-be adventurers and those locals who want to take advantage of them.

The Dancing Goat is of timber-frame construction, on a foundation of dressed stone, with a slate roof. The floors of the ground-floor rooms are covered in flagstones, while the second-story floors are planks covered with rushes. A large wooden carving of a goat prancing on its hind legs – painted in purple, green, and gold – hangs from a short beam jutting out over the front door.

House Specials

The Goat is famous for the apple cider and apple brandy they serve in the fall, as well as Banurgan red wine, made nearby. Those looking for something nonalcoholic may appreciate *fayne*, a steaming hot beverage brewed from the roots of a local shrub. This mild stimulant gives +1 on any rolls to stay awake for one hour after consumption (half-pint: \$3, 0.5 lb.) There's also a bottle of crushroom ale (*Shaken, Not Stirred*, p. 30) in the storeroom, though that's not normally "on the menu."

GROUND FLOOR

The tavern consists of three main sections: a large central hall or common room, and two smaller sections, one on each side.

Common Room: The common room takes up almost the whole of the center section, its massive arched roof supports soaring 20 or more feet into the air. A huge fireplace is in the rear of the common room, with a chimney rising up the rear wall. The smoke in the upper reaches of the common room is strictly from the candles and small braziers found on every

table. On the right and the left of the fireplace, staircases lead up to the second-floor rooms over each of the side sections.

Small Private Room: Located on the ground floor to the right of the common room, this chamber is available for parties who do not wish to drink with the *hoi polloi*. It costs \$10 for the evening or \$15 per day to rent, not including a tip for one of the serving wenches. The small area has a table seating six, several candlesticks, a couple of sideboards, and a window facing out toward the street.

Large Private Room: Identical to the small private room, but seating 12 and costing \$15 an evening or \$20 per day. It is also situated to the right of the common room, but its window faces out on the alley to the rear of the tavern.

Kitchen: The kitchen is behind the common room. Its fireplace backs up against the fireplace in the common room and uses the same chimney, but the two fires are separate.

Pantry: The pantry serves as a storeroom for food and drink. It is accessible via a door on the left side of the kitchen. It also has a doorway to the alley, through which the stores can be replenished by deliveries in the rear.

Storeroom: The storeroom is on the left section of the ground floor. It is reached by a door under the stairs. This door is normally kept locked; Bernard, the owner, has the only key. It contains the tavern's stock of beverages, as well as tankards, platters, mugs, mops, buckets, and other necessities.

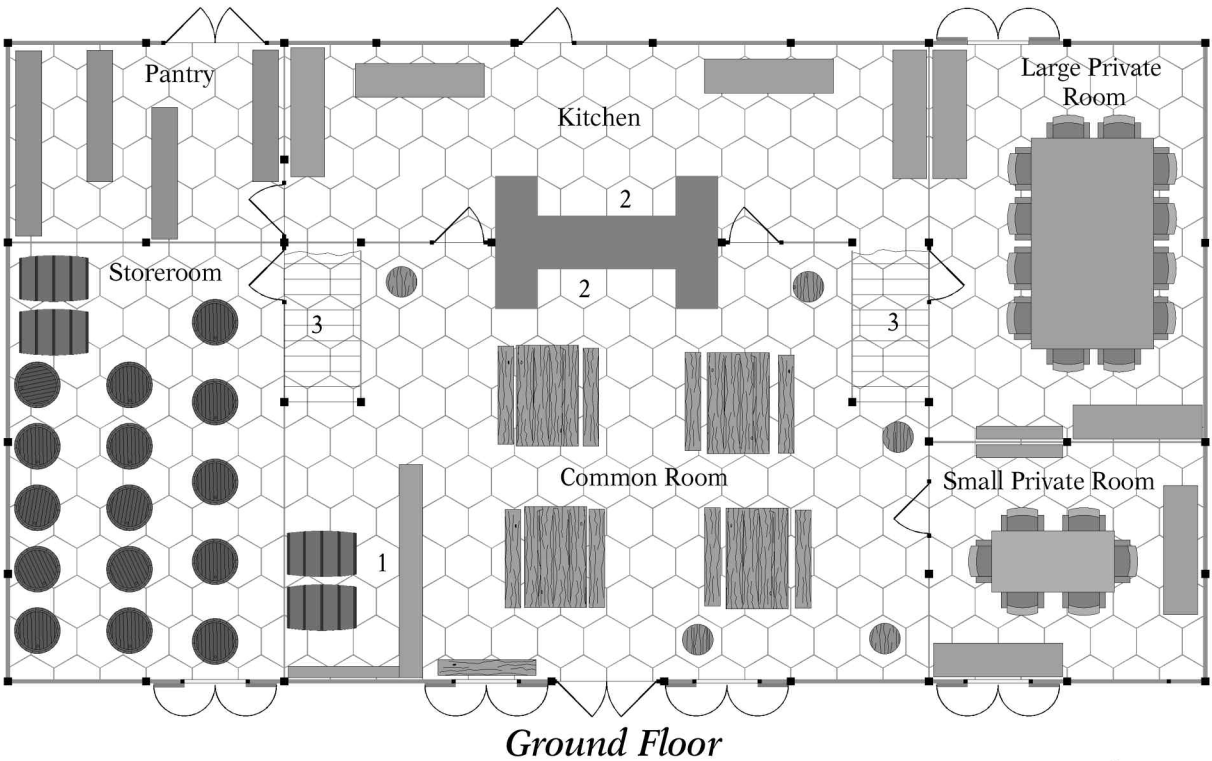
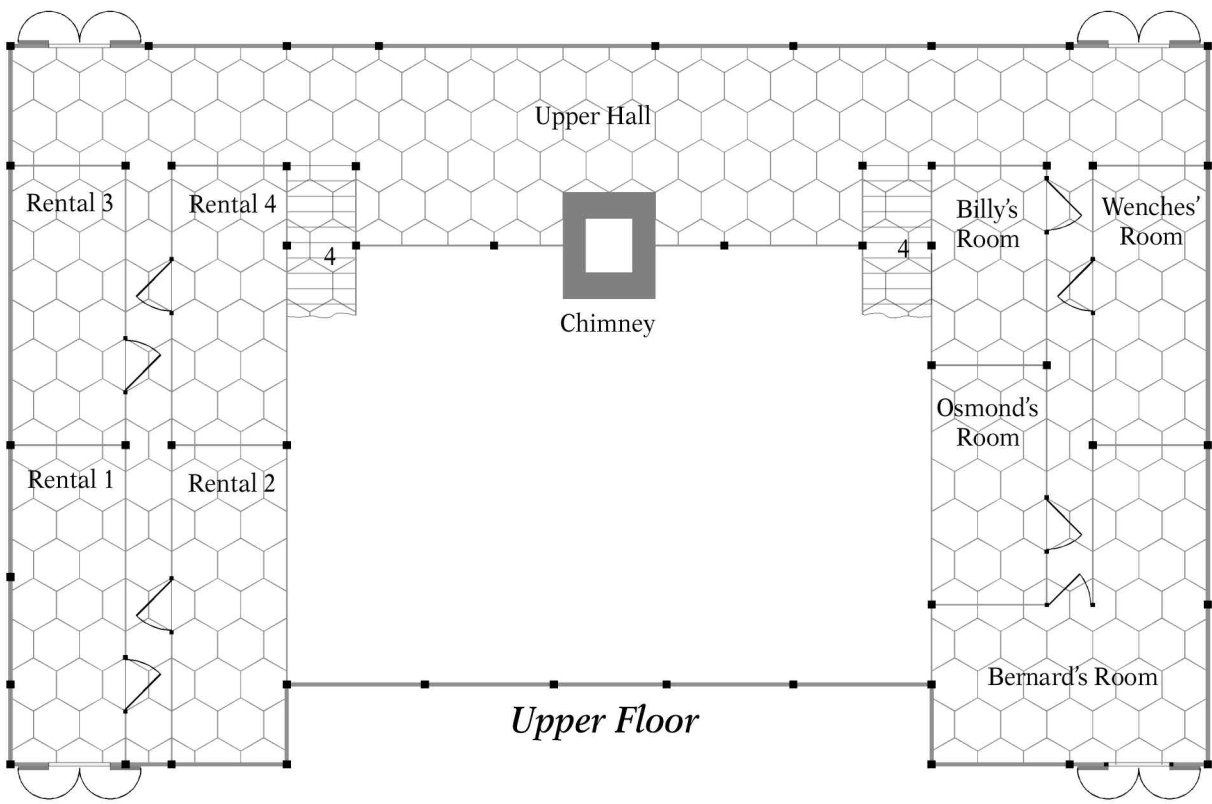
UPPER FLOOR

A long hall over the back third of the inn connects two sections of upper rooms. Two staircases, one on each side of the common room, lead to the second floor.

Rental Rooms: The left stairway leads to four rental rooms, two on each side of a central hallway. Traveling peddlers primarily use them, but there is a small market in adventuring parties. Rates are per *Shelter* (p. 5).

Living Quarters: The living quarters for the staff are over the right section of the tavern. There is a large room in the front (for Bernard the owner) and three smaller rooms, linked by a central hallway. Billy the bartender and Osmund the scullery boy each have a room, while the two serving wenches share one. (Eldred the cook lives with his family, in town.)





THE DANCING GOAT

- Key**
- 1. Bar
 - 2. Fireplaces
 - 3. Stairs Up
 - 4. Stairs Down
- Scale**
1 hex = 1 yard

CHARACTERS

Bernard Vestier owns the Dancing Goat. He employs a bartender, a cook, two serving wenches, and a scullery boy (called Osmund; use the stats on pp. 6-7).

Bernard Vestier, Owner

Bernard inherited the Dancing Goat from his father (also named Bernard) after the latter's untimely death at the hands of a sorceress. Or so legend has it . . . others say he simply drank too much and fell from the second-story window, landing on his head. Either way, Bernard has proven a much better manager than his father, and has improved operations and service to such an extent that the Goat is *the* place to go if you have any notion of going to the nearby hills.

ST 10; DX 11; IQ 12; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 12; FP 10.
Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 8 (unarmed).
5'5"; 130 lbs.

Advantages/Disadvantages: Combat Paralysis; Eidetic Memory; Reputation +1 (Runs a fine tavern; Everyone within a day's travel; All the time).

Skills: Body Language-13; Current Affairs (Local)-15; Diplomacy-14; Leadership-12; Merchant-15; Propaganda-13.



Billy the Bartender

Billy is also nicknamed "Billy Longshanks" because he is so short. "Longshanks" (long-legged) is a joke at his expense, but he doesn't seem to mind. He doesn't seem to mind much of anything, because Billy's intellectual capacity is limited to knowing how to pour drinks into containers (and he *usually* gets that right). Billy is bucktoothed, stocky, and completely white-haired (although he is not especially old) with a short white goatee. Billy mutters to himself in a language incomprehensible to anyone else, and he has the strange habit of chewing the rags used to mop up the bar.

ST 12; DX 11; IQ 8; HT 13.

Damage 1d-1/1d+2; BL 29 lbs.; HP 14; Will 11; Per 10; FP 13.
Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 9 (Brawling).
5'0"; 120 lbs.

Advantages/Disadvantages: Animal Empathy; Clueless; High Pain Threshold; Honest Face; Language (Accented/Broken); Oblivious.

Skills: Brawling-12; Carousing-13; Professional Skill (Bartender)-9; Stealth-11.

Eldred Perle, Cook

Eldred is in charge of food for the tavern, usually some form of pottage with a couple of chunks of unidentifiable meat thrown in. He is fat, totally bald, and a surprisingly good cook; why he chooses to work at the Goat is a mystery.

ST 10; DX 9; IQ 11; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 11; Per 11; FP 10.
Basic Speed 4.75; Basic Move 4; Dodge 7; Parry 7 (unarmed).
5'7"; 255 lbs.

Advantages/Disadvantages: Acute Taste and Smell 3; Ambidexterity; Appearance (Unattractive); Fat.

Skills: Cooking-16; First Aid-12; Naturalist-11; Scrounging-12; Swimming-11.

Desdemona, Server

Desdemona is the youngest of the Goat's serving wenches, and she is learning the ropes from Donata. Of the two, Desdemona is prettier and a little slow about doing her job, especially when it interferes with her flirting with the more handsome male customers. Desdemona deals with unwanted advances by dumping beverages down the offenders' pantaloons and then clouting them with the now-empty mug.

ST 9; DX 11; IQ 10; HT 12.

Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 10; Per 11; FP 12.
Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 8 (unarmed).
5'4"; 120 lbs.

Advantages/Disadvantages: Appearance (Beautiful); Overconfidence (12); Lecherousness (15).

Skills: Carousing-13; Current Affairs (Local)-12; Professional Skill (Server)-10; Sex Appeal-15.

Donata, Server

250 points

Donata is the older of the Goat's serving wenches. She is rumored to have killed the last customer who tried to take liberties with her . . . by kicking him in the head from a standing start. Donata encourages this rumor, although it isn't completely true . . . she only knocked the man out cold.

ST 13 [30]; DX 15 [100]; IQ 11 [20]; HT 13 [30].

Damage 1d/2d-1; BL 34 lbs.; HP 13 [0]; Will 13 [10]; Per 12 [5]; FP 13 [0].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 11*; Parry 12* (Karate) or 13* (Staff).
5'6"; 135 lbs.

Social Background

TL: 3 [0].

CF: Human [0].

Languages: Common Tongue (Native) [0].

Advantages

Combat Reflexes [15]; Fearlessness 4 [8]; High Pain Threshold [10]; Very Fit [15]; Very Rapid Healing [15].

Disadvantages

Bad Temper (12) [-10]; Code of Honor (Pirate's) [-5]; No Sense of Humor [-10]; Overconfidence (12) [-5]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Dislikes being flirted with; Wears dresses – would choose a sackcloth dress over silk pants; Would rather be feared than liked. [-3]

*When the hour is nigh me,
Let me in a tavern die,
With a tankard by me.
– Archpoet, “Confesio”*

Skills

Acrobatics (H) DX-1 [2]-14; Area Knowledge (Local) (E) IQ+1 [2]-12; Carousing (E) HT+1 [2]-14; Climbing (A) DX-1 [1]-14; Fast-Draw (Sword) (E) DX+1 [1]-16*; Gesture (E) IQ+1 [2]-12; Intimidation (A) Will+1 [4]-14; Judo (H) DX [4]-15; Jumping (E) DX [1]-15; Karate (H) DX+1 [8]-16; Observation (A) Per [2]-12; Professional Skill (Server) (A) IQ+1 [4]-12; Shortsword (A) DX [2]-15; Staff (A) DX-1 [1]-14; Stealth (A) DX-1 [1]-14; Streetwise (A) IQ [2]-11; Swimming (E) HT [1]-13; Tactics (H) IQ [4]-11; Throwing (A) DX-1 [1]-14.

* Includes +1 from Combat Reflexes.

Equipment

On duty, Donata wears a simple, loose-fitting dress and basic shoes. If given time to arm herself (for serious fighting, not a brawl) from her room, she wears cloth armor, sleeves, and gloves; leather leggings and shoes (all DR 1); and a leather helm (DR 2). She carries a quarterstaff (2d+1 cr or 1d+2 cr), and a baton (2d-1 cr or 1d cr) wielded with Shortsword skill. This totals 17.5 lbs., putting her at No Encumbrance. Anyone loaning her an actual sword is guaranteed a positive reaction.

Other Regulars

No one knows the name of the resident stranger in a cloak (pp. 8-9), but everyone calls him Jon White, because of the large aureole of white hair framing his head. Jon is rumored to have seen the inside of the ruins of the sorcerer's academy on many occasions. Apparently, he emerged from his final expedition with his hair bleached completely white. He now spends every evening by the fire, trading stories about the ruins for drinks.

Anyone in the tavern after sundown is likely to (literally) bump into Otis Fieldman, a humorous drunk (p. 6) who loves to go on at *length* about his remarkable work ethic and endurance. To hear him tell it, he plows his own land so quickly, he has time to do half his neighbors' as well. Unfortunately, Otis is sometimes used as an unwitting

distraction for Gunther, a street urchin and cutpurse (p. 6) who only works the tavern on its busiest nights. Gunther also keeps an eye out for Desdemona flirting with a customer, to grab valuables quickly while the two are occupied.

ADVENTURE SEEDS

While there are surely adventures to be had in the nearby city, the lure of magical fun can be baited even closer to home.

Back to School

Ages ago, the sorcerer's academy encompassed a beautiful campus built atop a network of tunnels and laboratories. Today, only pieces of the campus buildings are visible, and the land has reclaimed the upper level of the labyrinth. Still, any local with Area Knowledge can lead a delver to one of the sinkholes or overhangs that allow entrance. The ruins themselves contain a trove of magical lore – wizards can expect to find a number of spellbooks (*Dungeon Fantasy 4: Sages*, p. 13) along with a nice amount of low- to mid-level magic items. Unfortunately, an unnamed serpent/worm critter hoards the *best* stuff . . . but that won't stop brave adventurers, right?

Billy Boy

Heroes who try to pry into Billy's life will be met with stalling from most of the regulars. Enough probing will lead to Bernard, who asked everyone long ago to let Billy be. Perhaps Billy was once a beast, and Bernard feels that he's better off this way. Or did Bernard make some dark pact, damning a man to an animalistic existence in return for his own prosperity?

The Academy Wurm

This fast, ferocious creature resembles a 20' long eel with four wiry legs. In combat, it tries to use its tail to constrict the foe that seems the most dangerous while biting at others. If injured badly enough, it attempts to escape through one of the many holes in the walls; it will return (angry) once healed back above half its HP. The wurm tends to collect shiny things, much as a magpie does, but it lacks the intelligence to appreciate value.

ST: 23	HP: 23	Speed: 7.00
DX: 14	Will: 12	Move: 10
IQ: 4	Per: 13	Weight: 450 lbs.
HT: 13	FP: 13	SM: +3
Dodge: 11	Parry: N/A	DR: 6

Bite or Claw (16): 2d+2 cutting.

Tail Grab (16): No damage, but squeezes (*Choke or Strangle*, p. B370) with effective ST 25 on subsequent turns.

Traits: Combat Reflexes; Constriction Attack; Double-Jointed; Extra Attack 1; High Pain Threshold; Peripheral Vision; Quadruped; Regeneration (Regular, 1 HP/hour); Regrowth; Wild Animal.

Skills: Brawling-16; Climbing-18; Escape-16; Running-14; Wrestling-16.

Class: Dire Animal.

CHAPTER FOUR

THE CAVE

The Cave is a tavern in a cavern, owned and operated by a family of dwarves for generations. The Cave is located next to and connected with, the infamous Dunheath Labyrinth. It is often the last bit of civilization the adventuring party sees before descending into the depths.

The Cave is not the only way into the labyrinth. Its “back door” leads to a tunnel that passes by two other viable (though more difficult to reach) entrances. Some delvers scoff at those who take the “civilized” way in . . . but most agree that a stiff glass of ale is the right way to start *any* dangerous activity.

Thorin and Ythelin have gone out of their way to encourage rumors about the wondrous treasures and adventures to be found within the labyrinth (and to shut up those who say it’s been looted out). It still has yet to occur to them that nearly as many people come for the Cave itself as for the underground maze it’s attached to.

THE MAIN ROOM

The central room of the Cave is large underground area, entered through a doorway on the surface. A massive, two-part bar, built completely out of carved stone (mostly marble and slate) dominates the left half of the cavern, while tables and chairs (metal frames with stone surfaces or “cushions”) take up the right half. The walls of the room are dotted with ironbound oak doors, allowing entrance into small rooms and passages carved into the rock.

OTHER ROOMS

Family Quarters: Four small rooms make up separate quarters for Thorin, Ythelin, Edwin, and Astrid.

Staff Quarters: The other three employees are welcome to sleep here – though only Greentooth typically takes advantage of the offer. The humans commute from the nearby town (about five miles away).

Guest Rooms: Visitors can stay in one of six unfurnished rooms – *completely* unfurnished. Thorin charges 50% more than the prices listed under *Shelter* (p. 5).

Kitchen: Chosen for its natural flue, this large room houses a large prep table, a fire pit, and well (a hole in the floor to an underwater stream) with bucket and winch.

Pantry and Wine Cellar: Two of the colder rooms, toward the back of the common room.

Storage Rooms: Near the entrance, these rooms hold some dry goods, extra crockery and utensils, a few items left by guests, and so on.

THE “BACK DOOR”

The very back of the Cave turns into a wide tunnel that gradually becomes a narrow passageway into the labyrinth.

Up until the stairs that mark the true beginning of the maze, travelers find signs for the Cave posted regularly, with arrows helpfully indicating which way to return if lost. While even some dwarves find this crass advertising, it *works*.

Thorin and Ythelin realize that monsters could theoretically come up from the depths and all the way into the Cave itself. (It’s never happened, but it *could*.) To prevent this, they placed *several* traps, deadfalls, and alarms along the passageway in. Travelers – even the rude ones – are *always* given details of how to avoid them (no roll required, once briefed).

House Specials

Thorin and family don’t go for much in the way of fancy drinks. The appeal of the Cave is its location (how many taverns literally sit in the entrance to a dungeon?) not its menu. The bar boasts several varieties of stout dwarven ale, which nondwarves just order by consistency: *drinkable*, *pourable*, *spoonable*, or *chewable*.

The Cave does keep a few bottles of polar beer (p. 31) in stock, imported from a perpetually frozen northland known as Whitmark (and rumored to be brewed only by a single clan of witches). The beer is shipped in small kegs nested in large barrels of sawdust, supposedly to insulate it from heat during shipment. Connoisseurs of polar beer, however, know that this is merely showmanship to emphasize the potion’s cachet: polar beer is a perpetual slush that never quite thaws, described by some as “beer that’s been poured over snow.”

CHARACTERS

The Cave is largely a family operation.

Thorin Braumeister, Owner

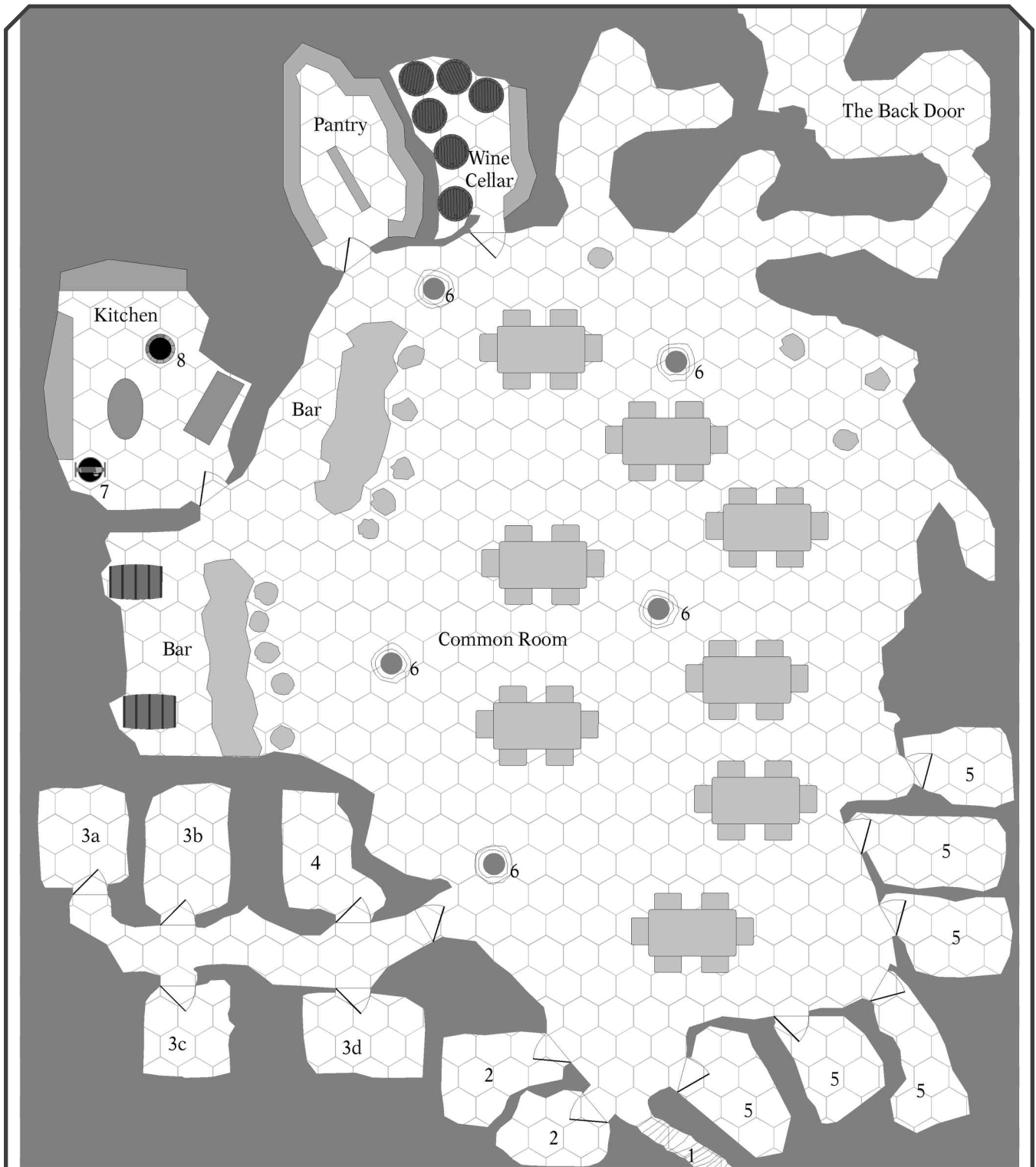
Thorin is the owner and the brewmaster for the Cave. This tavern has been his family’s legacy for generations, and he worries that it will go under and gradually be forgotten – even when things are going well. Should things turn ugly, he carries a pick (1d+2 imp) on his belt.

ST 11; DX 10; IQ 11; HT 12.

Damage 1d-1/1d+1; BL 34 lbs.; HP 11; Will 12; Per 11; FP 15. Basic Speed 5.50; Basic Move 4; Dodge 8; Parry 9 (Axe/Mace). 3’11”; 205 lbs.

Advantages/Disadvantages: Dwarf; Intuition; Vow (Keep the Cave open and prosperous).

Skills: Architecture-11; Area Knowledge (Local labyrinth)-13; Axe/Mace-13; Merchant-11; Prospecting-14; Survival (Mountain)-12; Traps-12.



THE CAVE

Key

- 1. Stairs to Entrance
- 2. Storage Rooms
- 3. Family Quarters
 - a. Thorin's Room
 - b. Edwin's Room
 - c. Ythelin's Room
 - d. Astrid's Room

- 4. Staff Quarters
- 5. Guest Room
- 6. Stalgmite/Stalactite
- 7. Well
- 8. Firepit

Scale

1 hex = 1 yard

Ythelin Svendsdottir, Manager

Ythelin is Thorin's wife of nearly 40 years. She is in charge of the day-to-day operations of the Cave, assisted by her children. Ythelin and Thorin look like twins, except that her hair is lighter in color. She does not carry a weapon, but she has a great axe (2d+2 cut) in her room.

ST 13; DX 12; IQ 11; HT 12.

Damage 1d/2d-1; BL 45 lbs.; HP 13; Will 11; Per 10; FP 15.
Basic Speed 6.00; Basic Move 5; Dodge 9; Parry 10 (Two-Handed Axe/Mace).
3'10"; 220 lbs.

Advantages/Disadvantages: Dwarf; Empathy; Sense of Duty (Family).

Skills: Cooking-12; Forced Entry-13; Merchant-14; Propaganda-13; Two-Handed Axe/Mace-14.

*Let us sing our own
treasures, Old England's
good cheer,
To the profits and
pleasures of stout British
beer;
Your wine-tippling,
dram-sipping fellows
retreat,
But your beer-drinking
Britons can never be beat.
– "The Beer-Drinking
Briton" (1757)*

Edwin Thorinsson, Bartender

Ythelin and Thorin's son, Edwin, serves as bartender for the Cave. He also directs Greentooth toward situations that need his special talents. He is nearly a head taller than his father. He wears his hair in hundreds of thin braids, and has a beard that a flock of pigeons could get lost in. He keeps a few throwing axes under the bar (1d+3 cut) for emergencies.

ST 11; DX 11; IQ 11; HT 13.

Damage 1d-1/1d+1; BL 34 lbs.; HP 11; Will 11; Per 12; FP 16.
Basic Speed 6.00; Basic Move 5; Dodge 9; Parry 10 (Axe/Mace).
4'4"; 215 lbs.

Advantages/Disadvantages: Appearance (Attractive); Dwarf; Jealousy.

Skills: Axe/Mace-14; Carousing-15; Professional Skill (Bartender)-12; Sex Appeal-14; Thrown Weapon (Axe/Mace)-16.

Astrid Thorinsdottir, Hostess

Edwin's sister, Astrid, is in charge of the (human) serving wenches and making sure the customers stay happy. Astrid would prefer to have at least one dwarf server, but most dwarves that aren't already working in their own families' businesses would rather become adventurers instead of hauling tankards about. Fortunately, she gets along very well with other races, and she is the typical "go-between" for her family and the other employees.

ST 11; DX 10; IQ 12; HT 12.

Damage 1d-1/1d+1; BL 34 lbs.; HP 11; Will 12; Per 12; FP 15.
Basic Speed 5.50; Basic Move 5; Dodge 8.
3'11"; 165 lbs.

Advantages/Disadvantages: Cultural Adaptability; Dwarf; Skinny.

Skills: Carousing-14; Current Affairs (Local)-13; Diplomacy-12; Professional Skill (Server)-13.

Greentooth, Bouncer

250 points

Greentooth, an abandoned orc who grew up in dwarven lands, is the Cave's bouncer. He normally breaks up fights by beating all participants unconscious with his fists and carrying them outside. Greentooth (named because of the color of the teeth in his necklace, not his own) is over a head taller than the average human customer (easily twice the height of the average dwarf), and is well-suited to his job. He is frequently the one sent into the labyrinth to fix signs, check traps, etc. He has learned a modicum about its lower levels from listening to countless drunken adventurers.

ST 17 [54]*; DX 13 [60]; IQ 10 [20]; HT 13 [20].

Damage 1d+2/3d-1; BL 58 lbs.; HP 22 [6]; Will 11 [0]; Per 12 [5]; FP 13 [0].

Basic Speed 6.00 [-10]; Basic Move 7 [0]‡; Dodge 10‡; Parry 11‡ (Brawling); Block 12‡.
8'2"; 355 lbs.; SM +1.

Social Background

TL: 8 [0].

CF: Dwarven [0].

Languages: Common Tongue (Native) [0].

Advantages

Combat Reflexes [15]; High Pain Threshold [10]; Orc [14]*; Outdoorsman 4 [40]; Recovery [10].

Disadvantages

Bad Temper (15) [-5]; Bloodlust (15) [-5]; Easy to Read [-10]; Gigantism [0]; Impulsiveness (12) [-10]; Vow (Never refuse a challenge to combat) [-10].

Quirks: Oddly specific threats ("Settle down or I'll drive my thumb into your right eye."); Thinks anyone under 4' tall is a dwarf; Wears his opponents' teeth on a necklace. [-3]

Skills

Area Knowledge (Local labyrinth) (E) IQ [1]-10; Axe/Mace (A) DX+2 [8]-15; Brawling (E) DX+2 [4]-15; Camouflage (E) IQ+4 [1]-14§; Carousing (E) HT+1 [2]-14; Disguise (Animals) (A) IQ [2]-10; First Aid (E) IQ [1]-10; Gesture (E) IQ [1]-10; Hiking (A) HT-1 [1]-12; Intimidation (A) Will [2]-11; Naturalist (H) IQ+2 [1]-12§; Navigation (Land) (A) IQ+4 [2]-14§; Observation (A) Per-1 [1]-11; Running (A) HT-1 [1]-12; Shield (E) DX+3 [8]-16; Stealth (A) DX [2]-13; Survival (Mountain) (A) Per+3 [1]-15§; Swimming (E) HT [1]-13; Thrown Weapon (Axe/Mace) (E) DX+2 [4]-15; Tracking (A) Per+3 [1]-15§; Weather Sense (A) IQ [2]-10; Wrestling (A) DX [2]-13.

* Cost reduced for Size (-10%), from Gigantism.

† Includes +1 from Gigantism.

‡ Includes +1 from Combat Reflexes.

§ Includes +4 from Outdoorsman.

Equipment

When heading into Dunheath, Greentooth wears leather armor, heavy leather leggings and sleeves, a leather helm, leather gloves (all DR 2); and shoes (DR 1) – all oversized for his Gigantism. He carries a medium shield (DB 2, *not* factored into his defenses above) and *six* cheap small maces (3d+1 cr; Acc 0; Parry 11) obtained via barter with various dwarves. This totals 70 lbs., putting him at Light Encumbrance. His combat tactic is to use his shield defensively while striking with a mace; if necessary, he'll throw the mace and ready a new one. He keeps one in hand, two on his belt, and three more in his pack for spares. When on duty, he wears full armor but only carries one mace.

Agravane Fuller, Server

Agravane is one of two human waitresses at the Cave. She comes across to most people as both a sweetheart and a complete ditz. In truth, she isn't stupid, just *far* too naïve and trusting – remarkable traits for someone who works in a tavern.

ST 9; DX 10; IQ 10; HT 11.

Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 10; Per 10; FP 11.

Basic Speed 5.25; Basic Move 5; Dodge 8.

5'6"; 135 lbs.

Advantages/Disadvantages: Charisma 2; Charitable (12); Cultural Familiarity (Human, Dwarven); Gullibility (12); Honest Face.

Skills: Current Affairs (Local)-12; Diplomacy-12; Professional Skill (Server)-13; Singing-13.

Camara Coliar, Server

Camara is the other human waitress at the Cave – a short, feisty red-head who carries a picture locket of her suitor, Mika, who hasn't been seen since he last went looking for treasure in the labyrinth several weeks ago. Since then, her eyes belie her sadness no matter how much she tries to hide it with a smile.

ST 10; DX 11; IQ 11; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 10; FP 10.

Basic Speed 5.25; Basic Move 5; Dodge 8; Parry 9 (Wrestling).

5'4"; 130 lbs.



Advantages/Disadvantages: Flexibility; Honesty (12); Phobia (Enclosed Spaces) (15).

Skills: Merchant-11; Professional Skill (Server)-12; Wrestling-12.

Mika Langford

125 points

Mika is an aspiring adventurer, though his reach often exceeds his grasp. Convinced that enough wealth will solve all of his life's problems, he's willing to take almost any job – including going into the labyrinth – if the pay is lucrative enough. Mika is a good lad at heart, just one who desperately wants to stop living on the street.

ST 11 [10]; DX 12 [40]; IQ 12 [40]; HT 11 [10].

Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 12 [0]; Per 13 [5]; FP 11 [0].

Basic Speed 6.00 [5]; Basic Move 6 [0]; Dodge 9; Parry 10 (Brawling); Block 10.

Social Background

TL: 3 [0].

CF: Human [0].

Languages: Common Tongue (Native) [0].

Advantages

Ambidexterity [5]; Flexibility [5].

Disadvantages

Curious (12) [-5]; Greed (12) [-15]; Overconfidence (12) [-5]; Post-Combat Shakes (9) [-7]; Skinny [-5].

Quirks: Delusion ("I am deathly allergic to dwarven ale"); Horrible Hangovers; Indecisive at times. [-3]

Skills

Acrobatics (H) DX-2 [1]-10; Brawling (E) DX+2 [4]-14; Carousing (E) HT [1]-11; Climbing (A) DX+2 [1]-14*; Escape (H) DX+1 [1]-13*; Fast-Talk (A) IQ [2]-12; Filch (A) DX [2]-12; First Aid (E) IQ [1]-12; Forced Entry (E) DX [1]-12; Gambling (A) IQ-1 [1]-11; Hiking (A) HT-1 [1]-10; Knife (E) DX [1]-12; Lockpicking (A) IQ+1 [4]-13; Observation (A) Per-1 [1]-12; Pickpocket (H) DX-1 [2]-11; Scrounging (E) Per [1]-13; Search (A) Per [2]-13; Shield (Buckler) (E) DX+2 [4]-14; Shortsword (A) DX [2]-12; Stealth (A) DX+1 [4]-13; Streetwise (A) IQ [2]-12; Thrown Weapon (Knife) (E) DX [1]-12; Traps (A) IQ+1 [4]-13; Urban Survival (A) Per-1 [1]-12.

* Includes +3 from Flexibility.

Equipment

Mika has always been frugal enough to save his money for useful gear. He wears a mail hauberk, leggings, sleeves, and coif (all DR 4; DR 2 vs. crushing); and leather gloves and boots (both DR 2). He carries a light shield (DB 1, *not* factored into the defenses above), a cutlass (1d+1 cut or 1d-1 imp), and three cheap large knives for throwing (1d-1 imp). While in the labyrinth, he is also carrying some personal basics and eight meals' worth of rations, bringing him to Medium Encumbrance (68 lbs.).

Other Regulars

Travelers who stop in the Cave for more than a few hours will probably get punched by Agdir Gaynisson (a belligerent drunk dwarf, p. 5) at some point. It's practically considered a rite of passage for newcomers, though Agdir isn't aware of what a stereotype the others see him as. Greentooth will step in (after the punch) if the victim doesn't seem interested in continuing the brawl. (Agdir's first punch of the night never counts for *Startin'*, p. 11.)

While occasionally "real" entertainment shows up, those hard up for a story must settle for Morton Enquist, a human raconteur (p. 6) with a penchant for boasting about his times and travels down in the labyrinth. In truth, he's gone *almost* 200 yards past the bottom of the first stairs, but generous a GM can throw in one solid piece of information or advice among the irrelevant dross.

When we drink, we get drunk.

When we get drunk, we fall asleep.

When we fall asleep, we commit no sin.

When we commit no sin, we go to heaven.

So let's all get drunk and go to heaven!

– Irish toast



ADVENTURE SEEDS

In addition to the joy of storming the labyrinth simply "because it's there," adventurers can find some unique challenges at the tavern itself as well.

O Boyfriend, Where Art Thou?

Heroes who take pity on Camara may try to pick up Mika's trail. It's cold, but fighting and searching through each level uncovers enough clues to show which way he went down to the *next* level. Eventually, the adventurers come across a tiara lying on the floor, unmovable, with a tiny scrap of Mika's clothing wedged underneath it. Destroying the tiara frees Mika from his entombment within the dungeon floor . . . as well as the peshkali demon (*Dungeon Fantasy 2*, p. 25) he was wrestling with!

If he survives the fight, Mika explains that he was down here working for Ari Danshar, a powerful wizard-scholar with a private tower many miles away. Mika was searching for a lost tome, *Fantomas Prophecies*, and the tiara kept them telepathically linked. After a few dead leads, Ari began using the tiara to entomb Mika for days at a time to research things further; Mika protested and begged, but left the tiara on out of fear that he'd starve to death without Ari's guidance. When Mika finally found the book, it woke the peshkali demon and Ari entombed them both (accidentally) to ponder the situation.

We're Off to Stab the Wizard

Once saved, Mika wants revenge for being treated like an expendable tool. He willingly hands *Fantomas Prophecies* over to the party, but passes on that Ari has the equally rare *Concordances* for the book. One book will sell for \$3,000 to an appropriate collector; both *together* are worth \$10,000 easily. (Or such a collector may have a potent artifact he'd be willing to trade for both; see *Dungeon Fantasy 6* for some suggestions.)

If Ari detects the group on its way to his residence, he assumes the worst and attacks preemptively with Telecast-delivered avalanches and other potent, indirect attacks. His tower is well protected, with bound golems and elementals forced to fight to the death. If the party gets partway in, Ari pauses to bolster his defenses with summoned demons and elementals. If they get past these defenses to where they can threaten him up close and personally, he'll surrender, giving them the *Concordances* and whatever else they can squeeze out of him.

Stats are not provided for Ari Danshar; he only fights by proxy, through distant spells and summoned guardians.

CHAPTER FIVE

PERNEL'S

Pernel's is a small alehouse in Faelin, a modest hamlet that used to be rather isolated. After the king commissioned major roads to link cities of his realm together, Faelin found itself entertaining the occasional traveler. While the hamlet is not located on the road directly, it is only a few miles back (easily found by following a wide dirt path), and it is the largest "town" within a half-day's travel.

Visitors to Faelin will probably be surprised by the townsfolk's ubiquitous love of nature. Everyone there is at least a vegetarian, and most have a full-blown Sense of Duty (Nature). Farm animals are only raised for work duties, firewood is gathered instead of chopped, and so on. While they do not force their beliefs on travelers, anyone who outright snubs them (e.g., by roasting a wild boar in the village square) will be asked to leave.

Pernel's sits at the edge of the village, its back nestled against the thick forest known simply as Faelin Woods. It is a small tavern, with a timber-frame construction, an overhanging upper floor (from which a plain "Inn" sign is hung), and a thatched roof. Its bottom floor is pounded earth, surfaced with clay and covered with rushes (which are changed occasionally) for comfort. Pernel's is family owned and operated, and they prefer cash but will barter. (Use the prices under *Amenities*, pp. 4-5, for barter, or 20% less for those paying in cash.) It is open almost all hours; when locked, a family member will wake up for any pounding on the door.

GROUND FLOOR

Kitchen: The kitchen takes up about a third of the ground floor. It can be entered by its own separate door on the front of the building. It has a low ceiling, due to the second floor above it. Smoke wafts out the door from a central fire pit lined with stones and clay. Ale is brewed in a large cauldron here and transferred to casks when completed. For customers who want something to eat, there's usually a pot of porridge or stew on a small brazier in a corner of the room, and a few loaves of bread available. Pernel spends her time here with her daughter, brewing ale.

Common Room: This large room occupies the rest of the ground floor and is filled with benches, stools, and the odd table or two, rearranged as necessary to suit the customers' needs. In the middle is a large vat of beer, from which the staff refills the customers' tankards from time to time. Fresh casks are rolled in to top off the vat as necessary. The sun provides light through windows during the day, replaced by simple torches or rushlights during the night hours. The room has a door opening on the street, a doorway leading to the kitchen on the left, and a smaller (locked) door in the rear leading to the storeroom.

Storeroom: This is a simple lean-to shed added on to the building to serve as a storage place for barrels of ale and other supplies. It is only accessible from the common room.

UPPER FLOOR

Living Quarters: The living quarters (where visitors sleep) are above the kitchen. They are accessed by a ladder. The floor is built of planks and covered with rushes. There is only one large room; Pernel's does not offer private quarters. The family used to sleep here, but at present, only Sulien Atteford does, on a straw-stuffed mattress in one corner. Shelves on the walls of the room are filled with mugs, pottery, herbs, and other odd bits connected with running the tavern. Bundles of drying hang from the rafters.

OTHER BUILDINGS

Pernel and Bertram live in a small house near the tavern. They expect Sulien to get up for midnight travelers, but the parents generally wake anyway if they hear pounding on the tavern's door. Their daughter Judith and her family live in a hut at the edge of Bertram's holding, just a few minutes' walk away.

House Specials

Pernel's is a very small business, so her only special brew is also her most popular seller. *Pernel's Twice-Brewed Ale* gets its name from its alcoholic content – so high her customers believe it has been brewed twice. The super-secret recipe involves numerous spices and seasonings, but not a doubled brewing process. Rather, Pernel has figured out a combination of ingredients that amplify the potency.

CHARACTERS

Pernel and her family form the entire staff of the tavern, but there are a number of regular customers from the town.

Pernel Atteford, Owner and Brewer

Pernel has a rare talent for brewing. This has been the economic salvation of her family, making them one of the most prosperous families in Faelin. She does an excellent trade in barter from locals plus a fair cash business from the increasing number of travelers in recent years. Her husband, Bertram, who grows her barley and herbs in his fields, helps Pernel's bottom line. The rest of her family make up the tavern's staff.

ST 10; DX 11; IQ 12; HT 11.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 12; Per 12; FP 11. Basic Speed 5.50; Basic Move 5; Dodge 8.

5'5"; 145 lbs.

PERNEL'S

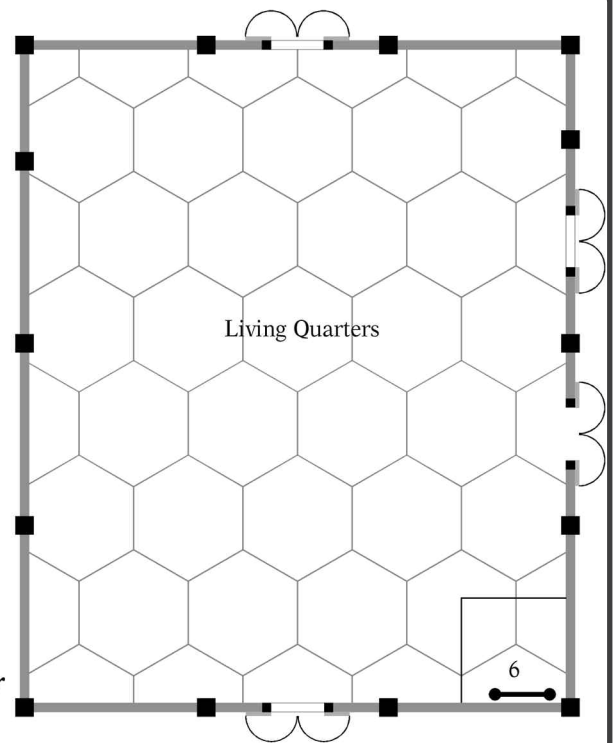
Key

- 1. Stools
- 2. Vat of Beer
- 3. Cooking Fire
- 4. Brazier
- 5. Ladder Up
- 6. Ladder Down

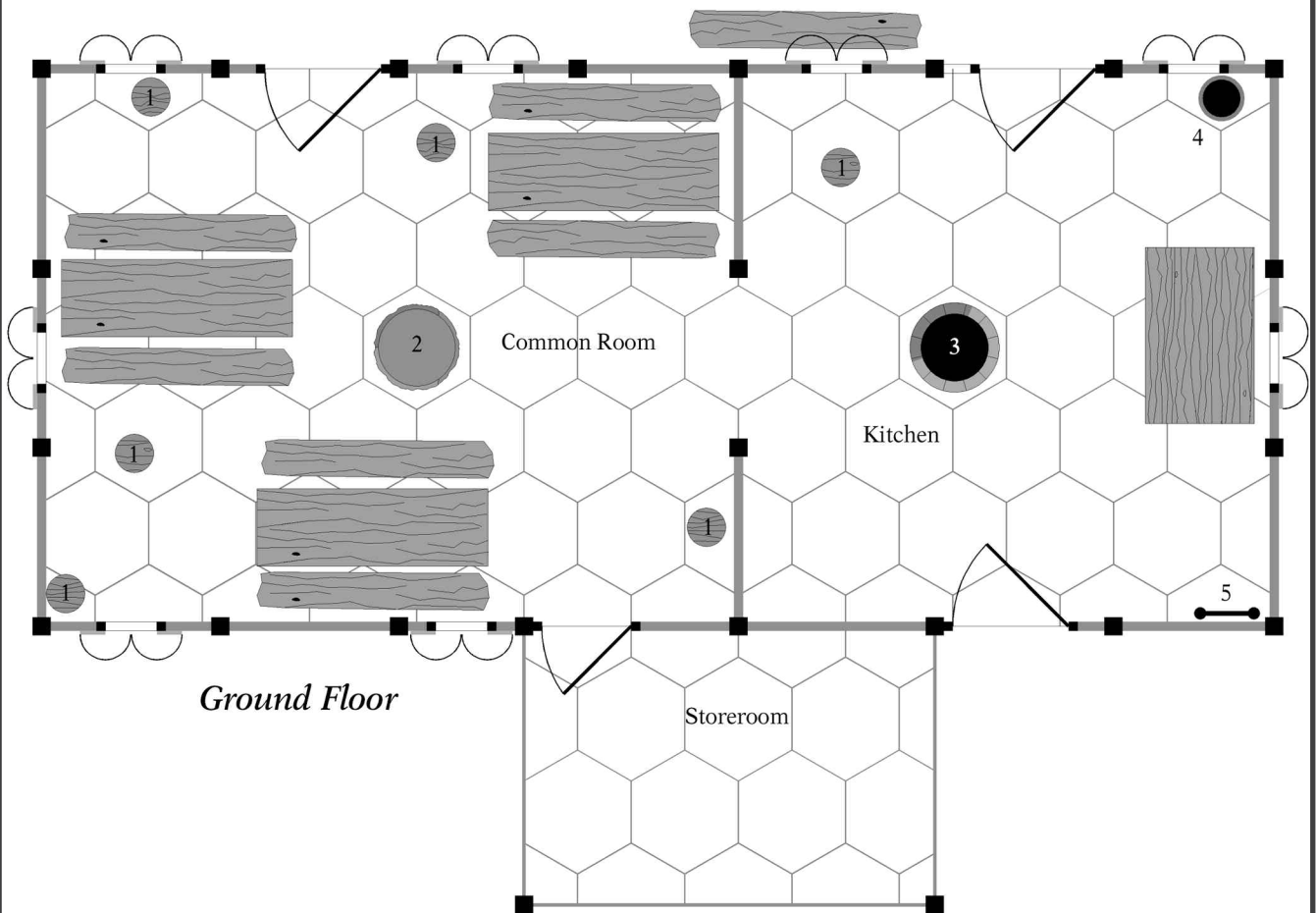
Scale

1 hex = 1 yard

Upper Floor



Ground Floor



Advantages/Disadvantages: Acute Taste and Smell 3; Sense of Duty (Nature).

Skills: First Aid-12; Merchant-13; Naturalist-14; Professional Skill (Brewer)-16.

Bertram Atteford, Farmer

Pernel's husband devotes his fields largely to growing barley for brewing and the herbs required by Pernel's recipe (*House Specials*, p. 23), depending on the tavern's profits to buy/barter the rest of the household's needs. An accident during his years as a farmer cost him his left index finger. He's not involved in the day-to-day running of the tavern, but he can be found there a few nights a week, when he has time to relax. He carries a hatchet (2d-1 cut) for self-defense.

ST 13; DX 12; IQ 11; HT 11.

Damage 1d/2d-1; BL 34 lbs.; HP 13; Will 11; Per 12; FP 11.
Basic Speed 6.00; Basic Move 6; Dodge 9; Parry 10 (Axe/Mace).
5'11"; 180 lbs.

Advantages/Disadvantages: Missing Finger; Sense of Duty (Nature).

Skills: Animal Handling (Cattle)-12; Architecture-10; Axe/Mace-14; Carousing-12; Current Affairs (Local)-12; Survival (Plains)-13; Weather Sense-11.



Judith Blount, Server

Judith married Eudo Blount 15 years ago. She moved in with him in the small cottage he built on the small piece of land that was her dowry. She works at the tavern part time, helping her mother in the morning, then returning to her cottage to cook and tend to the household there. Her daughter, Magda, is old enough (13 years) now to help at the tavern full time, and Eudo works as a laborer for her father.

ST 10; DX 10; IQ 10; HT 10.

Damage 1d-2/1d; BL 20 lbs.; HP 10; Will 10; Per 10; FP 10.
Basic Speed 5.00; Basic Move 5; Dodge 8.
5'5"; 130 lbs.

Advantages/Disadvantages: Peripheral Vision; Phobia (Heights) (12); Sense of Duty (Nature).

Skills: Area Knowledge (Faelin)-11; Current Affairs (Local)-12; Knot-Tying-11.

Sulien Atteford, Server and Bouncer

The Attefords' son, Sulien, works the farm with his father. He also acts as the inn's bouncer should such a service be needed. He doesn't go about armed, but he knows how to use a knobbed stick (1d+3 cr) effectively if necessary.

ST 12; DX 11; IQ 10; HT 12.

Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 11; Per 10; FP 12.

Basic Speed 5.75; Basic Move 5; Dodge 8; Parry 9 (Brawling).
5'10"; 180 lbs.

Advantages/Disadvantages: Absent-Mindedness; Sense of Duty (Nature); Very Fit.

Skills: Axe/Mace-10; Brawling-13; Carousing-14; Climbing-12; Hiking-13; Stealth-11.

Shane Linnemore, Druid

430 points

Shane is a druid in his late 40s and a regular at Pernel's. He tends to keep to himself, though not to a suspicious degree – he's joined in on his fair share of singalongs and brawls. He has a plot of farmland and a small, one-room house, in a clearing far back in Faelin Woods.

Unknown to the tavern and townsfolk, Shane is the reason for the hamlet's benevolence toward nature. About a decade ago, he began researching an herbal concoction to affect plants – one that would produce magical effects on those who later ate them. Only a tiny fraction of the effect came through in the cooked plant, but it gradually built up over the course of a year when a person ingested it every day. Shane began dosing his neighbors' fields, and now (years later) most of the town has been magically altered without realizing it. See *Adventure Seeds* (p. 26) for more details.

Shane sees himself as a guerrilla warrior in a fierce war. His master plan (to "enslave the enemy," in his mind) was careful and bloodless, but he will not hesitate to shed humanoid blood. If encountered outside of a forest, he often uses Arboreal Immurement on *himself* as a quick "teleport" to the nearest large tree. In the forest, he is incredibly dangerous: He casts Mystic Mist before his enemies get close, Body of Wood for the ability to hide *inside* trees, Rain of Nuts to penalize vision, and then Animate Plant on tree after tree as he moves stealthily around the forest.

ST 13 [30]; DX 14 [80]; IQ 16 [120]; HT 14 [40].

Damage 1d/2d-1; BL 34 lbs.; HP 15 [4]; Will 16 [0]; Per 16 [0];
FP 21 [21].

Basic Speed 7.00 [0]; Basic Move 7 [0]; Dodge 10; Parry 11
(Broadsword); Block 11.
5'9"; 170 lbs.

Social Background

TL: 3 [0].

CF: Human [0].

Languages: Common Tongue (Native) [0].

Advantages

Green Thumb 1 [5]; Higher Purpose (Defend his forest) [5];
Medium (PM, -10%; Specialized, Nature Spirits, -50%) [4];
Power Investiture (Druidic) 6 [60]; Signature Gear (Medallion;
Power Item, 15 FP) [7]; Speak With Plants (PM, -10%) [14].

Perk: Sane enough to hide his Delusion from others. [1]

Disadvantages

Delusion (Mankind and Nature are at war) [-10];
Intolerance (Urbanites) [-5]; No Sense of Humor [-10]; Sense
of Duty (Nature) [-15]; Stubbornness [-5].

Quirks: Considers plants superior to animals; Expression
("By my beard . . ."). [-2]

Skills

Animal Handling (Raptors) (A) IQ-1 [1]-15; Broadsword (A) DX+2 [8]-16; Camouflage (E) IQ [1]-16; Climbing (A) DX [2]-14; Disguise (Animals) (A) IQ-1 [1]-15; Esoteric Medicine (Druidic) (H) Per [4]-16; Herb Lore (VH) IQ [4]-16*; Hidden Lore (Nature Spirits) (A) IQ-1 [1]-15; Hiking (A) HT [2]-14; Innate Attack (Beam) (E) DX+2 [4]-16; Mimicry (Bird Calls) (H) IQ-2 [1]-14; Naturalist (H) IQ [2]-16*; Observation (A) Per-1 [1]-15; Pharmacy (Herbal) (H) IQ-1 [2]-15; Poisons (H) IQ-1 [2]-15; Religious Ritual (Druidic) (H) IQ-2 [1]-14; Research (A) IQ-1 [1]-15; Shield (E) DX+2 [4]-16; Stealth (A) DX [2]-14; Survival (Woodlands) (A) Per [2]-16; Theology (Druidic) (H) IQ-2 [1]-14; Veterinary (H) IQ-2 [1]-14; Weather Sense (A) IQ-1 [1]-15.

Spells†

Animate Plant (H) IQ+9 [16]-25; Arboreal Immurement (H) IQ+4 [1]-20; Bird Control (H) IQ+4 [1]-20; Bless Plants (H) IQ+4 [1]-20; Blossom (H) IQ+4 [1]-20; Body of Wood (H) IQ+4 [1]-20; Detect Magic (H) IQ+4 [1]-20; Detect Poison (H) IQ+4 [1]-20; Dispel Magic (H) IQ+4 [1]-20; Extinguish Fire (H) IQ+4 [1]-20; Forest Warning (H) IQ+4 [1]-20; Hawk Vision (H) IQ+4 [1]-20; Heal Plant (H) IQ+4 [1]-20; Lightning (H) IQ+4 [1]-20; Mystic Mist (H) IQ+4 [1]-20; Plant Control (H) IQ+4 [1]-20; Plant Form Other (VH) IQ+4 [2]-20; Pollen Cloud (H) IQ+4 [1]-20; Rain of Nuts (H) IQ+4 [1]-20; Recover Energy (H) IQ+4 [1]-20; Sense Life (H) IQ+4 [1]-20.

* Includes +1 from Green Thumb.

† All spells includes +6 from Power Investiture (Druidic).

Wooden Doom

Shane has no compunction about animating trees – he sees it as freeing them to unleash their wrath upon their enemies. The energy cost and the abilities of the tree depend largely on its size. His time to cast Animate Plant is always two seconds, due to high skill. Note that Shane can use Heal Plant to quickly bring a tree back to full HP if necessary.

6' tall (sapling): If stationary, 0 to cast, 0 to maintain; ST 10, DX 10, IQ 9, HT 6, Speed 4.00, Dodge 7, DR 0. If mobile, 3 to cast, 0 to maintain; ST 10, DX 10, IQ 9, HT 12, Speed 5.50, Move 4, Dodge 8, DR 0.

9' tall (small): If stationary, 3 to cast, 0 to maintain; ST 15, DX 10, IQ 9, HT 12, Speed 5.50, Dodge 8, DR 1. If mobile, 9 to cast, 3 to maintain; ST 15, DX 10, IQ 9, HT 20, Speed 7.50, Move 4, Dodge 10, DR 1.

15' tall (medium): If stationary, 6 to cast, 2 to maintain; ST 25, DX 10, IQ 9, HT 20, Speed 7.50, Dodge 10, DR 5. If mobile, 15 to cast, 6 to maintain; ST 25, DX 10, IQ 9, HT 20, Speed 7.50, Move 4, Dodge 10, DR 5.

21' tall (large): If stationary, 9 to cast, 3 to maintain; ST 35, DX 10, IQ 9, HT 20, Speed 7.50, Dodge 10, DR 13. If mobile, 21 to cast, 9 to maintain; ST 35, DX 10, IQ 9, HT 20, Speed 7.50, Move 4, Dodge 10, DR 13.

Other Regulars

The quiet, bespectacled man in the corner is Gilbert Donson, the resident crooked gambler (pp. 5-6). He takes the high-class approach, losing a few hands before upping the stakes. His cards are marked (+4 to Gambling) with alchemical ink, which only his spectacles or someone with Infravision can see – he thus will never play with (or even near) goblin-kin.

If the party is there at night, Preston Alister will often be involved in a drinking contest one way or another. A young tough (p. 9) with a touch of belligerent drunk (p. 5), he probably won't challenge the delvers directly (since he'd rather impress them), but he may do so as his blood alcohol level rises.

ADVENTURE SEEDS

Faelin is a dungeon-free backwater, but that doesn't mean there's a lack of potential adventure!

Becoming One With Nature

As the party is enjoying a meal, Judith runs into the tavern screaming and waving her arm. Apparently, it had been feeling sore all week, and it just recently turned into wood. While Pernel tries to comfort her, she points out that last week, their neighbor Whit Shaunson's foot did the same thing. (Pernel hadn't heard this, but as Judith points out, "The only time you hear any gossip is when your brewpot catches an echo!") A quick investigation will show that the problem is widespread – over half the villagers are experiencing stiffness in an extremity, with several being nearly the texture of wood. No children are yet affected.

Unknown to anyone (even Shane), half of Faelin is in the process of overdosing on Shane's herbal additives. While the Sense of Duty kicks in after a few years in most people, continuous ingestion for a full decade causes . . . this. When Shane finds this out, he'll be pleased with the accidental "bonus" from his work.

The delvers will likely try several things before thinking to test the food. If no one proposes that, Judith will. **Alchemy**, **Herb Lore**, or **Naturalist** can reveal that the plants have been treated with something alchemical; Pernel has **Naturalist** if necessary. From the field where the plants are being dosed, the group may be able to use **Tracking** to follow Shane's trail back to his home. Alternatively, the group may set up a stakeout, though in the few days until Shane heads back to the field, he'll almost certainly hear about what's going on, and will come equipped with some "muscle" (*Wooden Doom*, see box).

Night of the Lapines

The rabbits from a nearby warren were "lucky" enough to feast on a row of cabbage that Shane had *just* dosed. No one ever accused Shane of being long-sighted – for one thing, he didn't bother to calculate what would happen if an animal ate the plants, much less consumed a raw dose of the herbal potion itself.

The result appears to be a drastic switch in temperament and diet, specifically to "angry" and "carnivore." This wouldn't be so bad if not for the physiological changes as well – these bunnies bite at DX 14 for 1d-2 cutting, and have Dodge 10, DR 2, and HP 8. Rabbits use their prodigious leap to get into the strangest places, and pause before attacking to glare with steely pink eyes. If slapstick doesn't fit the tone of the campaign, it can be turned serious, mainly by threatening the inhabitants. These bunnies are more than strong enough to take out their share of "normals." The party won't have time to joke if they're busy racing from house to house to protect the endangered citizens.

CHAPTER SIX

THE BROKEN OAR

Legend has it that the founder of the Broken Oar (the current owner's grandfather) was a sailor. He tired of the sea and decided to get as far away from it as possible. Taking an oar upon his shoulder, he began walking inland, vowing that when he found someone who asked, "What's that thing you've got on your shoulder?" he would settle there. According to the story, he managed to get a hundred paces inland when a drunken sailor asked him what he was carrying.

He was so angered that he smashed the oar over the sailor's head, and it has served as the tavern's sign since that day.

Due to the Oar's excellent location, the current owner, Hiram Jellyband (see below) charges from 20% to 25% more than the prices listed for *Amenities* (pp. 4-5).

GROUND FLOOR

Common Room: This large room occupies most of the ground floor and is filled with benches, tables, and booths around the periphery. A staircase to the upper floors rises to the left, with the bar immediately behind it. The kitchen is accessible via a door to the right.

Kitchen: The kitchen takes up about a third of the ground floor. It can be entered by its own separate door on the front of the building, as well as by side door in the common room. It contains two large cooking fires, both topped by cauldrons of bubbling soup or stew, a large oven (the cook insists on baking the Oar's bread in house), and a large table used for cutting, kneading, pounding and chopping. At the back, a door opens to the storeroom, and a nearby ladder leads to the second floor.

Storeroom: This is a large room filled with kegs, barrels, jugs, bales, sacks, and firkins of food and drink, along with other supplies. It has two doors: one leading to the kitchen, and one (locked and barred when not in use) leading outside.

UPPER FLOOR

Living Quarters: The living quarters for the staff are above the kitchen. They are accessed by a ladder next to the storeroom entrance in the kitchen.

Private Rooms: A staircase in the common room leads to these small and cozy rooms. The largest is a suite that faces the street in front of the Oar, consisting of a parlor, a bedchamber, and a servant's room.

CHARACTERS

Hiram Jellyband owns the Broken Oar. His daughter, Sally, serves as waitress, assisted by the cook (Jemma) and a handful of scullery boys (pp. 6-7).

Hiram Jellyband, Owner

Hiram runs the Oar from a table near the back of the common room, where he sits and nurses his beer. Only the regulars even know who he is – Hiram doesn't feel the need to "be known," so he rarely introduces himself, even in conversation. He is aware of shanghai operations going on in and around his bar. However, he has an unspoken understanding with the kid-nappers – they leave his family and regulars alone, and they bring him increased business by docking near the Oar. He frequently keeps a broadsword (1d+3 cut or 1d+1 imp) sheathed on his belt.

ST 12; DX 11; IQ 12; HT 11.

Damage 1d-1/1d+2; BL 29 lbs.; HP 12; Will 12; Per 13; FP 11. Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 9 (Broadsword). 5'9"; 180 lbs.

Advantages/Disadvantages: Greed (12); Night Vision 3; Unfazeable.

Skills: Area Knowledge (Coastline)-12; Current Affairs (Local)-13; Broadsword-13; Interrogation-14; Merchant-14; Observation-15; Seamanship-12.

House Specials

The Broken Oar sees ships from many ports – at any given time there's a 1-in-6 chance that they'll have *any* of the brews listed in *Shaken, Not Stirred* (pp. 30-31). An exception is whisker gin, which they keep in stock year-round, thanks to a production colony nearby.

Unfortunately, one "house special" is the Mickey Finn. Press gangs will slip one or more sleeping potions to the server, who then prepares a special glass (or pitcher) of ale. One of the strongest local brews (Kassner Ale) has the dual properties of hiding the taste *and* increasing the potency – anyone drinking it must roll HT-6 or fall unconscious for (16-HT) hours (minimum one), then sleep naturally for up to eight hours longer.

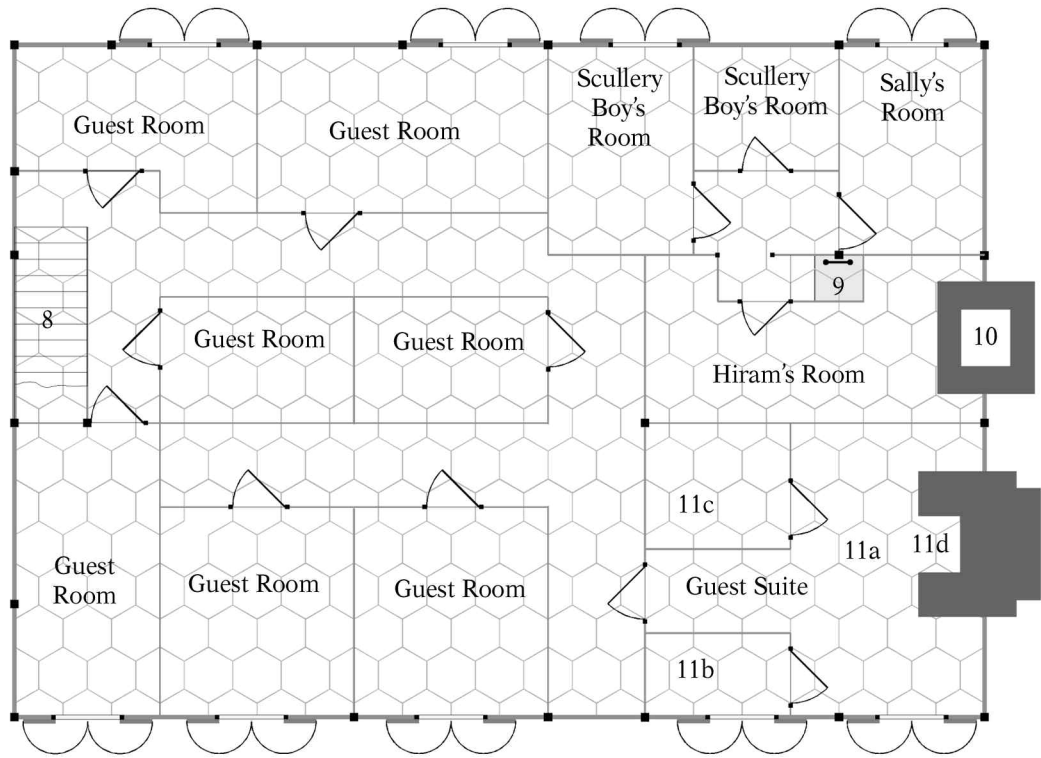
Key

- 1. Cooking Fire
- 2. Oven
- 3. Ladder Up
- 4. Booths
- 5. Bar
- 6. Hiram's Table
- 7. Stairs Up
- 8. Stairs Down
- 9. Ladder Down
- 10. Chimney
- 11a. Suite Parlor
- 11b. Servant's Closet
- 11c. Guest Bedroom
- 11d. Fireplace

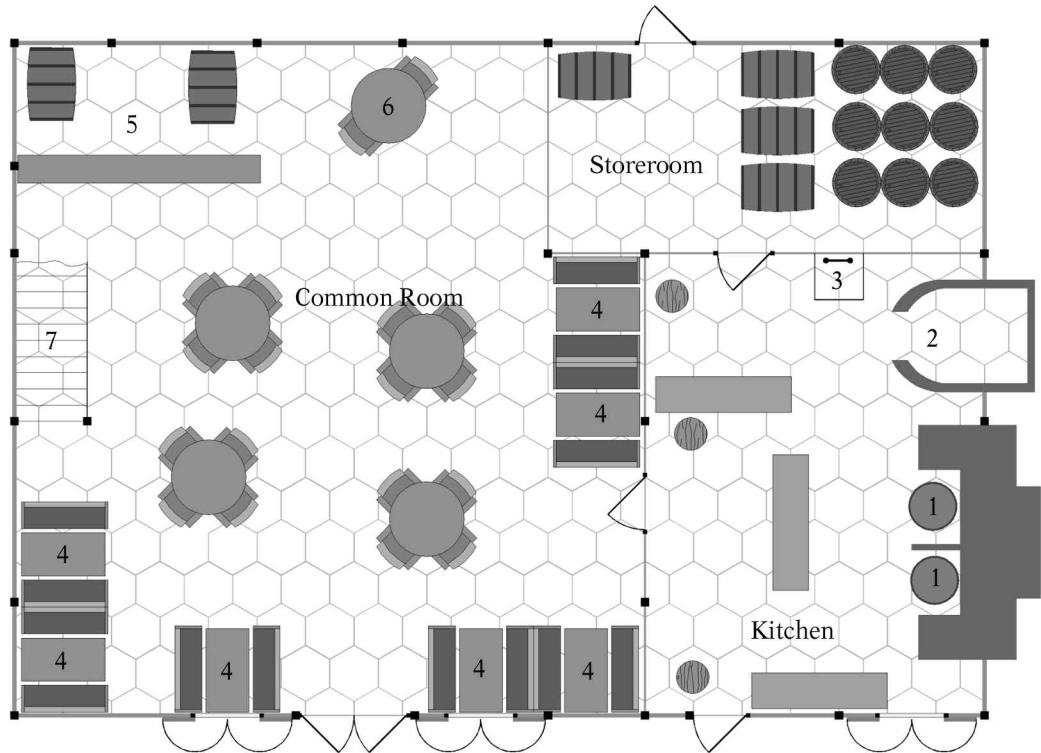
Scale

1 hex = 1 yard

Upper Floor



Ground Floor



THE BROKEN OAR

Sally Jellyband, Bartender

Sally is short, blonde, and quite attractive. As such, she is the center of attention at the Oar, especially for the sailors who make up about half the clientele. During busy nights, she'll stand *on* the bar every hour or so to sing . . . then duck underneath it as the tips come literally flying her way.

ST 9; DX 11; IQ 11; HT 13.

Damage 1d-2/1d-1; BL 16 lbs.; HP 9; Will 11; Per 12; FP 13.

Basic Speed 6.00; Basic Move 6; Dodge 9.

5'1"; 115 lbs.

Advantages/Disadvantages: Appearance (Beautiful); Odious Personal Habit (Vain); Voice.

Skills: Current Affairs (Local)-13; Merchant-12; Professional Skill (Bartender)-13; Sex Appeal-18; Singing-16.

Jemma, Cook

Jemma is the cook at the Oar, and she oversees the buying of ale, wine, and other comestibles. She is short, stout, and dark-haired, and she does not suffer fools lightly. Jemma's heavy iron ladle (1d+1 cr) is feared everywhere. She uses it to enforce the Oar's strict code of behavior: "No fightin' inside, no touchin' of the staff, and no credit."

ST 11; DX 11; IQ 11; HT 11.

Damage 1d-1/1d+1; BL 24 lbs.; HP 11; Will 13; Per 11; FP 11.

Basic Speed 5.50; Basic Move 5; Dodge 8; Parry 9 (Axe/Mace).

5'3"; 170 lbs.

Advantages/Disadvantages: Fearlessness 2; Overweight; Reputation +1 (Fearsome; All locals; All the time); Weapon Bond (Ladle).

Skills: Axe/Mace-12; Cooking-12; Intimidation-15; Merchant-13; Scrounging-12.

Other Regulars

Sir Percy Blakeney is a slumming fop (p. 7) who loves to rub elbows with the lower classes when he travels. He frequents the Broken Oar before he leaves on his private sloop for other ports. Tall and good-looking, Sir Percy fancies himself a master of disguise (Disguise-15), and he always tries to appear as something he is not. He usually manages to fool everyone except the Oar regulars and anyone who notices the three hulking bodyguards trailing him. He is especially fond of disguising himself as an old man – regulars enjoy contriving methods of pulling away his false beard in such a way that he doesn't notice for several minutes.

Few would peg Liam Waterford as a thief (p. 9), especially the kind who steals people. He is a fat, jolly, Falstaffian sort who seems to enjoy talking, telling stories, and buying people drinks. If the customer is young and healthy, the second or third drink will contain a sleeping potion (see *House Specials*, p. 27), and the victim will awaken aboard a ship, where he has been signed on for the duration of a long and probably unpleasant voyage.

ADVENTURE SEEDS

The Broken Oar is a logical jumping-off point for any water-going adventure. Taking to the high seas for a story arc or two can add some spice to any *Dungeon Fantasy* game!

Down Where It's Wetter

Lundarian Courtland, a sea-elf sailor fresh in off one of the docked ships, offers to barter an undersea map. His team of adventurers disbanded yesterday, leaving him alone, without equipment, and horribly depressed – he's willing to trade the map for an open tab for the night. He'll be glad to show it to the group, but not long enough for them to memorize it.

The map is waterproof and contains directions to an undersea grotto, with nonspecific indications of both monsters and wealth. If there's a scholar in the party, consult *Maps in Dungeon Fantasy 4: Sages* (p. 14), treating the map as annotated and good for 4 points of Area Knowledge. If not, the adventurers receive +1 to **Navigation** rolls to get there. Once at the spot, anyone is treated as having **Area Knowledge** of the grotto at IQ-4 *while reading the map*. If breathing underwater is an issue, the party can purchase bottles of whisker gin (*Shaken, Not Stirred*, p. 31) at the Oar. All indications are that they could navigate through the grotto and back out again in well under an hour . . . if everything goes well.

*In Heaven there is no beer,
That's why we drink it here.
And when we're all gone from here,
Our friends will be drinking all the
beer.*

– "In Heaven There Is No Beer"
(traditional)

Shanghai Surprise

Waking one morning, the delvers notice that one of the tavern regulars is not at his usual place at the bar. Alternatively, if they haven't yet had a chance to get to know the regulars, the missing person's companion approaches them, begging for help. A cursory investigation among the tavernfolk reveals that he had been drinking with Liam Waterford (*Other Regulars*, above) the night before. With the exception of Hiram (p. 27), who will not discuss the situation, most of the regulars admit that Liam probably shanghaied him.

If the group lacks motivation to rescue the NPC, one of the barfolk mentions overhearing one of Liam's sailors as he bragged about looting sacred items, "clad in gold," from the last ship they targeted. Even an honest party should realize the potential for reward if they return the holy items to their temple(s). Many of the locals have small boats for reasonable rates; some may even accept a promise of treasure. All that's left for the heroes is to sneak up to the boat (now anchored far off shore), slip past or defeat a few dozen pirates, and make their way back to land in one piece! Simple, right?

This seed works best if the party first has a chance to get to know the NPC, perhaps spending a night or two drinking together and standing side by side in a bar brawl. Lundarian Courtland (*Down Where It's Wetter*, above) is an excellent choice, assuming the GM played him as friendly, intelligent, and down on his luck.

CHAPTER SEVEN

BEHIND THE BAR

A properly positioned tavern sees travelers from all over the kingdom – perhaps from even farther. Adventurers and merchants cross paths there, to relax and make merry before heading onto the road again. While there, deals are done, trades are made, and items are stolen. The result is that the local tavern may be the home to some neat *stuff*.

Think of the following items as “bits of color” – neat things that the GM can drop into an inn to make it a bit more memorable. They may be literally hanging behind the bar, but just as often, one of these could be a keepsake belonging to a staff member, something that the tavern has come across and is simply selling, or among possessions of a fellow barfly (who may be willing to part with it for the right price – or for help with a little quest . . .).



MAGICAL WONDERS

The prices here are not meant to imply that every one of these items is for sale! While delvers tend to covet every magical item in existence, putting one in the hands of an NPC, instead, can make for a memorable encounter.

Barfly's Goblet: A 12-ounce cup that can alter the alcohol content of liquid poured in, for 1 FP per use. A beverage imbibed from the goblet counts as *either* half a drink *or* two drinks for *Drinking and Intoxication* (p. B439). Useful for getting others plastered or winning drinking contests! \$5,000, 1 lb.

Dancing Broom: Keeping the most affluent taverns clean, this whiskbroom is enchanted to sweep the floor at Move 5. Adventurers who acquire one can have it sweep their tracks away, for -3 on others' Tracking rolls! \$8,500, 1 lb.

Knockout Gauntlets: These DR 4 gauntlets do no extra punching damage past the mundane +1, but *if* the victim has to make a knockdown (p. B420) or "kayo" (see *Skull*, p. 12) roll after being punched, he rolls at -2! \$5,100, 2 lbs.

Lute of Racial Harmony: Causes all listeners to ignore the performer's race while being played, including all reaction bonuses. Great for orcs, bad for nymphs! Costs 1 FP per use, regardless of performance time. Comes in other versions – the *flute of racial harmony* is equally common. \$9,000, 5 lbs.

Returning Coin: A magical prank, of sorts, as the value gained rarely justifies the cost to make it. Activate the \$80 gold coin with a thought, and in exactly one minute it will teleport back to your pocket. The coin is distinctive in addition to its high denomination; use it in one place repeatedly at your peril. \$10,000, neg.

Stringless Marionette: A 12" doll, capable of walking (Move 2) on its own. It can take very basic instructions (“Walk to the end of the bar, bow, and walk back”) and hold small objects (ST 2). The tavern owner with one brings it out for special occasions. Not aimed at delvers – it might serve as a distraction, at best. \$15,000, 1 lb.

SHAKEN, NOT STIRRED

Dungeon Fantasy taverns offer all the usual fermented fun – ale, beer, cider, and wine – and, thanks to the advanced state of alchemy, spirits. Also on tap are some strange brews. In each case, quantity, price, and weight are for one “dose.”

Achewater: Grains steeped with rare twigs before distillation. “Good for what ails ya” – reduce all pain (p. B428) by one level for an hour, to a minimum of Moderate Pain. Moreover, if you weren't in any pain before, you're now in Moderate Pain! Pint: \$6, 1 lb.

Crushroom Ale: From fermented spores. Anyone becoming drunk on crushroom ale automatically hallucinates. Roll 1d; on a 6, he has a genuine vision, as for Oracle (p. B72). Roll IQ in the morning to interpret it. Pint: \$7, 1 lb.

Demon Rum: Made by real demons. Clerics generally disapprove – between swigs. Gives +1 to resist unholy (not wizardly!) curses, -1 to helpful cleric spells cast on the imbiber, for one hour. Half-pint: \$10, 0.5 lb.

There is nothing which has yet been contrived by man, by which so much happiness is produced as by a good tavern.

– Samuel Johnson

Orcish Bloodwine: It couldn't really be made from elf blood, could it? Offering this horrid plonk in negotiations with goblin-kin gives +1 to Diplomacy rolls. Bottle: \$7, 2 lbs.

Polar Beer: Comes from the Frozen North. Never quite thaws. Gives DR 1 vs. fire for one hour, but costs 1 FP/15 minutes thanks to the shivering. Pint: \$5, 1 lb.

Spider-Eye Spirits: What look like bubbles are actually hundreds of tiny eggs (not eyes). Roll Will-2 or Will-based Carousing to drink. Gives +1 to resist ingested poison for an hour; kills internal parasites in 1d minutes. Ounce: \$8, 0.25 lb.

Vorpal Brew: A pungent, bubbling concoction that does 1 point of corrosive damage per shot! However, as *any* trace of alcohol nullifies this, patrons are safe unless this is their first drink of the night. Good for not-so-friendly pranks and showing off. Ounce: \$10, 0.25 lb.

Whisker Gin: A merfolk secret recipe that (somehow) involves giant catfish whiskers. Doubles breath-holding time for one hour, after which the drinker loses 5 FP. Half-pint: \$8, 0.5 lb.

Wight Wine: Supposedly made by wights, this pale amber beverage is actually made from grapes that grow on their barrows. Its pleasant taste belies its ability to sap a man's courage; each glass gives a cumulative level of Fearfulness for 1d hours. There has been at least one scandal involving a tournament contestant "fixing" jousts by slipping wight wine to his opponents before the match. Pint: \$3, 0.5 lb.

X MARKS THE SPOT

The "treasure map" is a classic for good reason – every map is an adventure waiting to happen. The quality of these maps (*Dungeon Fantasy 4*, p. 14) is up to the GM, but the prices here assume 2-point annotated maps; halve the price for an average map or quarter it for a sketchy one. In all cases, the price represents the *nominal* value of the map – depending on the circumstances, it's perfectly reasonable for an NPC to simply *give* the map to the heroes – or charge them extra!

Coleopteran Mine: The translation of the notes from coleopteran (*GURPS Dungeon Fantasy 3: The Next Level*, p. 5) tongue to human is quite helpful. Apparently, one of the miners created this map when he hid his stolen valuables deep within. The mine should be abandoned by now, right? \$200, 0.1 lb.

The Hamlet of Brisco: Directions to (and a decent map of) an abandoned goblin village far from the nearest road. The scroll is certain that the chapel contains something of tremendous value, but *different* handwriting warns that feral beasts now roam the streets. \$100, 0.1 lb.

Lord Jauffre's Undercroft: Supposedly, Lord Jauffre's castle has a secret escape passageway, via a hidden connection between its undercroft and a natural system of tunnels. Any exit can also be an entrance, of course . . . \$500, 0.1 lb.

Maned Rat Warren: A series of tunnels, supposedly occupied by "giant maned rats," whatever those are (see below). More importantly, they horde gold and other shiny things, according to the notes. Surely a group of heroes can handle a few rats! \$200, 0.1 lb.

Monkey Cove: That's what's written on the map, at least. It defines a thick patch of jungle-like vegetation some distance from the current location of the adventurers, with an extremely narrow river running through it. "Apes and treasure both abound," says the author, with a distinct lack of specifics – other than a red circle. \$100, 0.1 lb.

Tregonwell Sewers: To find a city larger than Tregonwell, you'd have to visit the capital itself, and this multi-page map purports to be the original excavation plans for its sewers! Anyone familiar with the city today can easily find underused branches that might house cults, criminals, or creatures (and treasure). \$500, 0.25 lb.

Giant Maned Rat

Resembling the oversized spawn of a rat and a porcupine, these rodents have long silver-and-black-tipped spines jutting out of their thick, dark fur. This combination of spine and fur provides them superior protection. Their preference for close combat gives them a nasty offensive use as well. The spines are coated with a mild toxin, which is secreted from the rats' glands.

ST: 13	HP: 13	Speed: 6.50
DX: 13	Will: 11	Move: 7
IQ: 5	Per: 12	Weight: 90 lbs.
HT: 13	FP: 13	SM: -1
Dodge: 9	Parry: N/A	DR: 3

Bite or Claw (15): 1d cutting.

Spines (11): 1d impaling; if any damage penetrates, roll HT or suffer -2 DX and -2 HT for minutes equal to the margin of failure. Every turn, the rat may roll to hit anyone it's in close combat with *as a free action*.

Traits: Night Vision 6; Semi-Upright; Wild Animal.

Skills: Brawling-15; Stealth-15.

Class: Dire Animal.

INDEX

- Academy wyrm, 17.
Accommodations, 5.
Achewater, 30.
Adventure seeds, 17, 22, 26, 29.
Alister, Preston, 26.
Amenities, 4-5.
Atteford, *Bertram*, 25; *Pernel*, 23, 25; *Sulien*, 25.
“Back to School” adventure seed, 17.
Bad Temper disadvantage, 11.
Banurgan River, 14.
Bar fights, 11-13.
Bards, *see Buskers*.
Barfly’s Goblet, 30.
Bartenders, *example*, 16, 20, 29; *generic*, 5.
Basic budgeting, 4.
Bear hug, 12.
“Becoming One With Nature” adventure seed, 26.
Belligerent drunks, *see Drunks*.
Beverages, *see Drink*.
“Billy Boy” adventure seed, 17.
Billy Longshanks, 16.
Blakeney, Percy, 29.
Blount, Judith, 25.
Bonk! (maneuver), 13.
Bottles as weapons, 12.
Bouncers, *example*, 20-21, 25.
Braumeister, Thorin, 18.
Brawling in taverns, 11-13.
Brews, *see Drink*.
Broken bottles as weapons, 12.
Broken Oar (tavern), 27-29; *map*, 28.
Broomsticks as weapons, 12.
Budgeting, basic, 4.
Buskers, 9; *getting paid*, 10; *groups*, 10; *paying for services*, 10; *skills needed*, 9.
Candle-holders as weapons, 12.
Captivate skill, 10.
Carousing skill, 6, 11.
Cave (tavern), 18-22; *map*, 19.
Chairs as weapons, 12.
Characters, *example*, 16-18, 20-23, 24-27, 29; *generic*, 5-9; *important*, 16-17, 20-22, 25-26.
Cheap weapons, 11.
Choke hold, 13.
Coleopteran Mine, *map of*, 31.
Coliar, Camara, 21.
Contacts, temporary, 7.
Cooks, *example*, 16, 29.
Cost of amenities, 4-5.
Courtland, Lundarian, 29.
Crooked gamblers, *example*, 26; *generic*, 5-6.
Crowd control, 10.
Crushroom ale, 14, 30.
Cutpurses, *example*, 17; *generic*, 6.
Dancing broom, 30.
Dancing Goat (tavern), 14-17; *map*, 15.
Danshar, Ari, 22.
Darts as weapons, 12.
Demon rum, 30.
Desdemona, 16.
Diplomacy skill, 10, 11.
Dirty Fighting perk, 12.
Diversions, typical, 5; *see also Buskers*.
Donata, 16-17.
Donson, Gilbert, 26.
“Down Where It’s Wetter” adventure seed, 29.
Drink, 4; *house specials*, 14, 18, 23, 27; *special*, 30-31.
Drunks, *example*, 17, 22, 26; *fighting*, 11; *generic*, 5, 6.
Dunheath Labyrinth, 18.
Earning your way, 10.
Enquist, Morton, 22.
Entertainment, 5; *see also Buskers*.
Enthrallment skills, 10.
Escalating the fighting, 13.
Eyes, as target, 12.
Faelin (hamlet), 23, 26.
Farmers, *example*, 25.
Fayne, 14.
Fast-Talk skill, 10, 11.
Fieldman, Otis, 17.
Fights in taverns, 11-13.
Food, 4.
Fop, *see Slumming Fop*.
Forks as weapons, 12.
Frying pans as weapons, 12.
Fuller, Agravane, 21.
Gamblers, *see Crooked Gamblers*.
Game darts as weapons, 12.
Gaynisson, Agdir, 22.
Giant maned rat, 31.
Grabbing people, 12-13.
Greentooth, 20-21.
Group performances, 10.
Guest rooms, 5; *see also specific taverns*.
Gunther, 17.
GURPS, *Dungeon Fantasy*, 3, 6, 11, 29, 30; ***Dungeon Fantasy 1: Adventures***, 5-7, 9; ***Dungeon Fantasy 2: Dungeons***, 4, 10-12, 22; ***Dungeon Fantasy 3: The Next Level***, 31; ***Dungeon Fantasy 4: Sages***, 8, 17, 29, 31; ***Dungeon Fantasy 6: 40 Artifacts***, 7, 22; ***Fantasy***, 3.
Hamlet of Briscoe, *map of*, 31.
Hit locations, commonly targeted, 12.
House specials, 14, 18, 23, 27.
Humorous drunks, *see Drunks*.
Improvised weapons, 11-12.
Information, finding, 7.
Innkeepers, *example*, 16, 18, 23, 27; *template*, 8.
Intimidation skill, 13.
Jaw, as target, 12.
Jellyband, *Hiram*, 27; *Sally*, 29.
Jemma, 29.
Kassner Ale, 27.
“Kayo” rules, 12.
Kingsbridge (city), 14.
Knocking out a foe, 12.
Knockout gauntlets, 30.
Langford, Mika, 21.
Linnemore, Shane, 25-26.
Loose lips share tips, 7.
Lord Jauffre’s Undercroft, *map of*, 31.
Losturian hills, 14.
Lute of Racial Harmony, 30.
Magical items, 30.
Maned Rat Warren, *map of*, 31.
Maps, *example treasure*, 29, 31; *of taverns*, 15, 19, 24, 28.
Mickey Finn, 27.
Monkey Cove, *map of*, 31.
Musical Influence skill, 10.
“Night of the Lapines” adventure seed, 26.
Nose, as target, 12.
“O Boyfriend, Where Art Thou?” adventure seed, 22.
Orcish bloodwine, 31.
Osmund, 16.
Pans as weapons, 12.
Paying, *amenities*, 4-5 *damages*, 13; *the bard*, 10.
Performance skill, 10.
Performances, *see Buskers*.
Perk, new, 12.
Perle, Eldred, 16.
Pernel’s (tavern), 23-26; *map*, 24.
Persuade skill, 10.
Persuading opponents, 10, 13.
Polar beer, 18, 31.
Psyching out opponents, 13.
Rabbits, enchanted, 26.
Raconteurs, *example*, 22; *generic*, 6.
Rat, giant, 31.
Reactions, fights due to interpersonal, 11.
Regulars, *see Characters*.
Rental rooms, 5; *see also specific taverns*.
Restitution for fighting, 13.
Returning coin, 30.
Roasting spits as weapons, 12.
Scaring opponents, 13.
Scully boys, *generic*, 6-7.
Servers, *see Serving Wenches*.
Serving wenches, *example*, 16-17, 21, 25; *generic*, 7.
“Shanghai Surprise” adventure seed, 29.
Sharing information, 7.
Shelter, costs, 5.
Skills, *used by bards and buskers*, 9; *used in fighting*, 11-13.
Skull, as target, 12.
Slumming fop, *example*, 29; *generic*, 7.
Sorcerer’s academy, 14, 17.
Spider-Eye Spirits, 31.
Spits for roasting as weapons, 12.
Stabling animals, 5.
Starting fights, 11.
Stopping fights, 13.
Strangers in a cloak, *example*, 17; *generic*, 8.
Stringless marionette, 30.
Suggest skill, 10.
Svensdottir, Ythelin, 20.
Sway Emotion skill, 10.
Table legs as weapons, 12.
Takedown, 12-13.
Tankards as weapons, 12.
Taverns as information sources, 7.
Taverns, basics of, 4.
Template, new, 8.
Thieves, *example*, 29; *generic*, 9.
Thorinsdottir, Astrid, 20.
Thorinsson, Edwin, 20.
Throwing a foe, 13.
Tossing the rag doll, 13.
Tough, *see Young Tough*.
Trees, animated, 26.
Tregonwell Sewers, *map of*, 31.
Twice-Brewed Ale, 23.
Vestier, Bernard, 16.
Vitals, as target, 12.
Vorpall brew, 31.
Waterford, Liam, 29.
“We’re Off to Stab the Wizard” adventure seed, 22.
Weapons, *cheap*, 11; *improvised*, 11-12; *pulling out in a fight*, 13.
Whisker gin, 27, 31.
Whitmark, 18.
White, Jon, 17.
Wight Wine, 31.
Wooden doom, 26.
Wyrm, 17.
Young tough, *example*, 26; *generic*, 9.

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