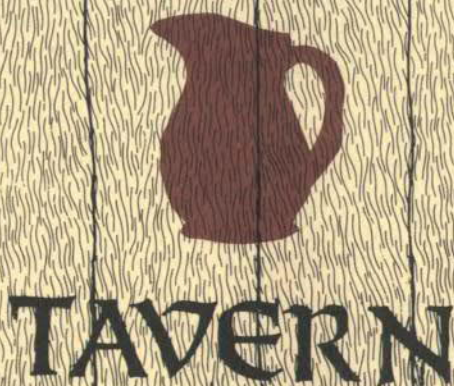
A wooden sign with a vertical wood grain texture, hanging from a horizontal pole. The sign is divided into vertical planks. In the center is a dark brown silhouette of a pitcher. The text is arranged vertically: 'The' at the top, 'COMPLEAT' in the middle, and 'TAVERN' at the bottom.

The
COMPLEAT



TAVERN

*Being a Treatysse
on ye Perylls
and ye Pleasiurs
of frequenting
a Publick Howse.*

GAMELORDS, LTD.

THE COMPLEAT TAVERN is a set of interpretations, suggestions, and rules to make running the ubiquitous tavern a little easier. A good tavern should allow the players a variety of options for a night of adventure in addition to drinking and fighting.

These rules can help the GM design a nice little tavern, which can be set in virtually any locale he wishes. Information is included on rates, clientele, the rumors one can gather in such a place, gambling, and two interesting forms of competition frequently witnessed in taverns - darts and arm wrestling - as well as rules for staging a good bar-brawl, and a relatively simple method of determining inebriation.

The equipment consists of a rule book (now being read), an 11" by 17" layout of the common room of an average inn, and a set of tables, chairs, and benches printed on a heavy stock, which can be cut apart (suggested implements are an X-acto knife or single-edge razor blade, and a steel straight-edge) to provide furnishings for the common room.

Many of the rules in this book refer to various requisites (physical statistics for the character). Match the abbreviations with the particular names for the physical statistics used in your campaign. All requisites are assumed to be in the range of 3 to 18 (before possible modifications for race), rolled using 3D6. If a different system is used, many of the calculations in this book will prove erroneous.

- STR - strength, force, muscle
- CDN - co-ordination, manual dexterity (thoughtful actions)
- REF - reflexes, agility, speed (instinctive actions)
- STM - stamina, constitution, health, endurance
- DSC - discretion, common sense, wisdom
- IQ - intelligence, reasoning ability
- TAL - talent, psychic ability, power
- MGR - magic resistance, luck, will
- MAG - magnetism, charisma, leadership, sex appeal
- APP - appearance, good looks, beauty

Occasionally the rules will require a character to "make a saving roll against" a particular requisite. The saving roll is made using the total of 2D12. If the total is greater than the requisite, the saving roll has been missed; if it is equal to or lower, the saving roll is successful. If a bonus or penalty is noted, add or subtract that number from the requisite before the comparison is made.

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The COMPLEAT TAVERN

Being a Treatise on ye Perylls
 and ye Pleasiurs
 of frequenting a Publick Howse;
 also concerning
 ye fyne Arts of Tippling, Wenching, & Gaming,
 with providenses
 for ye Manly Sport of tavern Brawling

by
 Kerry Lloyd
 with
 Richard Meyer

tavern furnishings by
 The Companions, Inc. 245 Water St., Bath, Maine 04530

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RATES

for rooms, food, drink, and ...

All taverns and inns charge for their services and goods. Rates may range from the ridiculous to the sublime. Accommodations may be luxurious or louse-ridden, food excellent or terrible, and the spiritous beverages smooth and pleasant or a panther clawing its way down the back of your throat. But there is always a charge, and always an innkeeper with his palm out to collect.

There are basically four locales in which to situate a tavern: quality, common, poor, and slum. The quality taverns are frequented by the better classes, nobility and wealthy merchants, and their prices reflect their status. The common locales are frequently way-side inns or taverns in a good part of town. A neighborhood bar would typify the poor tavern, while a waterfront dive is a good example of a slum locale. Prices will vary greatly depending on the normal clientele of a tavern, as determined by the locale. Locale also tends to determine the size and personnel of a tavern or inn, as well as the type and quantity of accommodations available.

An inn located in a quality section will have a spacious common room, with 3 to 18 small tables (3D6) having 4 (35%) or 6 (65%) chairs each, 1 to 6 large tables (1D6) sided by benches capable of seating 12 (2 benches, 6 people each), and 2 to 8 semi-private booths (2D4) capable of seating up to 6. There is a 50% chance of 1 to 8 side rooms (1D8), and a 65% chance of overnight accommodations. If there are sleeping rooms, there will be 3 to 24 of them (3D8) of which 80% will be private rooms. Shared rooms will contain 2 to 6 beds (2D3), averaging 4 beds in a room. There is a 75% chance of a public bathing facility if overnight accommodations are available; in private rooms, a tub may be provided and hot water hauled in. Personnel will include the owner (innkeeper), 1 barkeep per shift open, barmaids equal to 2% (1/50) of the expected customer load, serving wenches equal to 10% (1/10) of the load, a maitre-chef, additional kitchen personnel (chef's assistants, scullery maids, pot-whallopers, etc.) equal to 4% (1/25) of the customer load, 1 maid for each 3 private rooms, 2 maids for the shared rooms, and a crew of 4 for the public bathing facility. There are usually bouncers, hired to keep the common riff-raff at bay; there will be 1 (80%) or 2 (20%) large, physically competent men in this position - usually found near the main entrance. There is a 50% chance entertainment will be provided; if so, there will be 2 to 8 (2D4) dancing girls, and 2 to 6 (2D3) musicians. When such entertainment is regularly provided, there is a 65% chance there will be 1 (35%) or 2 (65%) additional bouncers available to eject the unruly. There is always a 35% chance of a wandering bard performing, and a 15% chance of a traveling troupe of players staging some entertainment for the evening. The stable will have 4 to 40 stalls (4D10), with 1 groom for each 4 stalls (a stall can contain 2 quiet steeds in a pinch); the carriage-house will be capable of storing 3 to 12 vehicles (3D4), and there will be a wainer available to care for them (these last two services are optional). extremely large inn.)

A common or way-side tavern or inn will be a bit smaller, unless it's the only one for 50 or so miles around (in that case treat it as a quality locale size-wise, but use the pricing schedules for the common facility). The common room will have 1 to 8 small tables (1d8), 2 to 8 large tables (2D4), and 2 to 6 semi-private booths (2D3). There is a 35% chance of 1 to 4 side rooms (1D4). In an urban location, there is a 25% chance of overnight accommodations, but a rural location will always provide sleeping rooms of some description. There will be 2 to 12 rooms in the urban inn (2D6) of which 35% will be private rooms, and 40% will be shared rooms; the rest are dorms containing 2D4 large beds capable of sleeping 4 people. The rural tavern will have 4 to 24 rooms (4D6) of which 25% will be private, 35% shared and the rest dorms. There is a 35% chance of a public bathing facility, if the urban inn provides sleeping rooms; there is a 15% chance in a rural inn. Personnel tend to run about 65% (2/3) of the proportions for the quality inn, but the owner is usually the barkeep or bouncer (75% chance he hires someone else), and a family member is the chief cook. Entertainment is a 65% chance in an urban location, and a 15% chance in a rural area; bards and troupes show up at about the same rate as for the quality inn. There will be a public corral provided for horses; a private stable (60% chance) will have 3 to 18 stalls (3D6). There is only a 15% chance of a carriage-house in an urban tavern, but 35% in a rural.

The common room of a poor tavern is smaller yet, 1 to 4 small tables (1D4), 2 to 6 large tables (2D3), and a 15% chance of 1 to 4 booths (1D4). There is a 20% chance of 1 back room (the old gambling den), and a 25% chance of 2 to 8 sleeping rooms (2D4); if so, there is a 35% chance of 1 (65%) or 2 (35%) private rooms. The rest are split 50/50 shared rooms and dorms. There is a 15% chance of a small bathing facility, and only 35% they will bring a tub and hot water to a private room. The owner is the only barkeep, there will be 1 serving wench per 15 possible customers, and the kitchen crew is generally the owner's wife and/or daughter, with a 50% chance of 1 helper. There are no maids, but there is always a bouncer. There is a 35% chance of entertainment, only 1 to 6 dancing girls (1D6) and 1 to 3 musicians (1D3); there is a 10% chance for a bard, and 5% for a troupe (and a pretty bad one, at that). There are stables 25% of the time, with 2 to 12 stalls (2D6), and 1 groom; a carriage-house is a dream.

If you thought the poor tavern was bad, the slum dive will make it seem luxurious. The common room is small, but usually crowded with 3 to 18 large tables (3D6); there is 1 back room (always, with a 24-hour gambling game of some sort in process). Sleeping rooms are a 20% chance, for 1 to 6 (1D6); 1 private room has a 10% chance; the rest are shared 25% or dorms 75%. There are no bathing facilities (bath? what's a bath?), and only a 15% chance for a tub and cold water in a private room. The owner is the barkeep, bouncer, and cook, and he will have 1 serving wench per 20 customers. "Maids" don't know how to make a bed, but they are very "friendly" ... for a price; there are 1 to 6 of them (1D6). They also constitute the 'entertainment', with a 35% chance of 1 musician or poor-quality bard for accompaniment. There is a 15% chance of stables, 2 to 6 stalls (2D3), but a groom is a joke.

Four categories are covered in the suggested rates: lodging, meals, drinks, and ... (er, ah, entertainment?). The coinage system used is based on 5 coppers to the silver piece, and 10 silvers to the gold. The GM may vary the suggested rates, but should attempt to stay within a range of + or - 25%.

Accommodation	LODGING			
	Quality	Common	Poor	Slum
Private room	15 GP	7 GP	4 GP	2 GP
Bed in shared room	5 GP	3 GP	2 GP	1 GP
Shared bed in dorm	-	6 SP	3 SP	1 SP
Floor of common room	-	-	3 CP	1 CP
In the stable	-	-	1 CP	free
Bath in room	10 GP	5 GP	2 GP	5 GP
Bath	3 GP	1 GP	5 SP	-
Stabling (top)	3 GP	2 GP	1 GP	-
(good)	2 GP	12 SP	7 SP	-
(warhorse)	x 5	x 4	x 4	-

Prices for stabling apply only if stables and grooms are available; top includes hot-walking, a rubdown, currying and brushing, and a feedbag of oats along with the standard hay and water; good includes walking, a rubdown, and hay and water. Warhorses tend to be vicious, and will bite handlers if given the chance; the extra charge is made to provide the occasional widow with something to remember her ex-husband by. Top stabling will improve most horses' performance.

There is a chance of picking up vermin in most accommodations, either fleas (which cause itching, prove a distraction at embarrassing moments, and cause a 20% drop in MAG while you have them) or lice (which cause a 20% drop in both MAG and APP). Fleas can usually be washed away with a good hot bath and shampoo (90% chance of success, decreasing 5% each missed try; the little beggars are tenacious), but lice require the services of a healer of some type, even if only to prepare some gentian violet to splash on the affected areas (you'll look slightly purple for 8 to 10 weeks, but there's a 60% chance any given treatment will work).

Accommodation	Quality	Common	Poor	Slum
Private room	5/0	10/0	20/5	40/15
Bed in shared room	10/0	20/0	35/15	65/30
Shared bed in dorm	-	30/5	50/25	80/50
Floor of common room	-	-	75/50	90/75
In the stable	-	-	50/10	60/20

(The first figure is the percentage chance of catching fleas in a given accommodation, the second is the percentage chance of contracting lice.)

Service	MEALS			
	Quality	Common	Poor	Slum
Top quality (7 course)	25 GP	10 GP	-	-
Excellent (4 course)	12 GP	5 GP	3 GP	-
Good (Steak +)	5 GP	2 GP	1 GP	5 SP
Average (Good stew)	2 GP	5 SP	3 SP	1 SP
Fair (Bread & cheese)	-	3 SP	7 CP	3 CP
Cheap (Poor stew)	-	2 SP	4 CP	2 CP
Subsistence (Beans)	-	-	-	1 CP

In the two lowest class taverns, there is a chance of ptomaine (food poisoning - the result of the cook using 8 day old meat, rotten vegetables, etc.). On the cheap and subsis-

tence meals, this is, respectively, a 10% and 20% chance in the slum tavern, and a 5% chance on the cheap meal in the poor inn.

LIQUID REFRESHMENT

(In a slum dive, the whiskey will be rotgut or white lightning 90% of the time; in all cases, by the shot is bar whiskey [if not rotgut], and by the bottle is bonded [bar whiskey if the place serves rotgut normally]; see Inebriation for descriptions of the various alcoholic beverages.)

Beverage	Serving	Quality	Common	Poor	Slum
Whiskey	Shot	3 GP	2 GP	1 GP	1 GP
	Bottle	45 GP	30 GP	15 GP	15 GP
	Jug	-	-	60 GP	60 GP
Brandy	Shot	5 GP	3 GP	15 SP	1 GP
	Mug	25 GP	15 GP	9 GP	6 GP
	Bottle	65 GP	40 GP	25 GP	15 GP
	Jug	-	-	90 GP	60 GP
Toddy	Mug	4 GP	3 GP	15 SP	15 SP
	Jack	7 GP	5 GP	3 GP	3 GP
Wine	Mug	8 SP	4 SP	2 SP	8 CP
	Jack	15 SP	8 SP	4 SP	3 SP
	Bottle	2 GP	1 GP	5 SP	4 SP
	Jug	-	4 GP	2 GP	15 SP
Mulled Wine	Mug	1 GP	5 SP	3 SP	1 SP
	Jack	2 GP	1 GP	6 SP	2 SP
Ale	Mug	2 SP	1 SP	3 CP	2 CP
	Jack	4 SP	2 SP	1 SP	4 CP
	Jug	-	1 GP	5 SP	4 SP
Beer	Mug	2 SP	1 SP	3 CP	2 CP
	Jack	4 SP	2 SP	1 SP	4 CP
	Jug	-	1 GP	5 SP	4 SP
Small Beer	Mug	1 SP	4 CP	2 CP	2 CP
	Jack	2 SP	8 CP	4 CP	3 CP
	Jug	-	8 SP	4 SP	3 SP
Hard Cider	Mug	1 SP	3 CP	2 CP	2 CP
	Jack	2 SP	1 SP	4 CP	3 CP
	Bottle	-	-	1 SP	4 CP
	Jug	-	5 SP	4 SP	3 SP

COMPANIONSHIP

Many girls worked in taverns and inns in medieval times as serving wenches or maids. Frequently, these young women were not averse to earning a little extra money by having a quick (or maybe not so quick) tumble with a customer. The price varied on the girl's looks and sex appeal, her common sense (in knowing how much she could be worth), and the customer's personal attractiveness (in terms of good looks, charisma or sex appeal, and station in life); the occasional lucky fellow would get loved for the pure joy of it.

Each prospective wench should have her DSC, MAG, and APP rolled. This is done using 3D6. Add the racial bonus to each girl's DSC and APP (human 1/3, elven -1/5, half-elven 1/4, hobbit 2/4, orcish -1/1; the first figure is the DSC add, the second APP).

Depending on the type of place in which she works, there are bonuses or penalties to those requisites, as well as minimums; add the bonus to the roll - if it is still under the minimum for the requisite, increase the requisite to the bare minimum for the establishment in which she works.

Factor	Quality		Common		Poor		Slum	
	Min.	Bonus	Min.	Bonus	Min.	Bonus	Min.	Bonus
DSC	(-)	+2	(-)	+1	(-)	-1	(-)	-2
MAG	(10)	+4	(9)	+3	(7)	+1	(5)	even
APP	(13)	+6	(11)	+4	(8)	+2	(8)	even
Base price	1 GP		5 SP		2 SP		4 CP	
Racial bias	+12		+9		+5		+2	
Noble	-2		-5		-8		-11	
Disease	1%		4%		15%		35%	

If a character should proposition one of the maids or wenches, there is a (30 + MAG + APP)% chance that she is willing. Her base price equals the tavern's base multiplied by the girl's (MAG + APP). This price may be modified because of racial differences, the attractiveness of the character, or his social status. If there is a racial difference, add the race bias to the girl's DSC; if the customer is of the nobility, apply the noble factor to the girl's DSC. To get her final asking price, divide the propositioner's combined MAG and APP by the girl's adjusted DSC, and modify base price by the ratios below, rounded down:

Ratio	Price	Bonus	Ratio	Price	Bonus
10-1 +	0%	Love 100%	4-3	200%	None
8-1	0%	Love 35%	1-1	300%	Rape 5%
5-1	50%	Free 25%	3-4	500%	Rape 5%
4-1	75%	Free 10%	1-2	1000%	Rape 15%
3-1	90%	Free 10%	1-3	2000%	Rape 35%
2-1	100%	None	1-4	5000%	Rape 65%
5-3	150%	None	1-5 -	Refusal	None

Bonuses represent the percentage chances of certain occurrences; love means the girl has fallen madly in love with the character, and will travel, etc. with him; free means no charge - the tumble is for the joy of it (she likes his looks); rape means the girl has had second thoughts, and accuses the character of molesting her (this generally occurs after the money has exchanged hands, in a loud voice in the common room; there is a 20% chance the girl has done this before - if so, there is a 10% to 60% (1D6 x 10%) chance a local non-player-character will remember, and call off the inevitable lynch mob [80% to 90% of the male patrons]; if this happens in a slum locale tavern, there ain't no hope for the character - it's an accepted method of fleecing out-landers).

CLIENTELE

or, who's that bruiser in the corner?

The number of people present in a tavern can be derived from the table below (percentages refer to that portion of the total seating capacity of the common room full during a specified time period):

Quality	Common	Poor	Slum
<u>Morning</u> 5% to 20% 1D4x5%	<u>Morning</u> 10% to 35% [1D6+1]x5%	<u>Morning</u> 0% to 25% [1D6-1]x5%	<u>Morning</u> 25% to 50% [1D6+4]x5%
<u>Afternoon</u> 15% to 40% [1D6+2]x5%	<u>Afternoon</u> 15% to 30% [1D4+2]x5%	<u>Afternoon</u> 25% to 50% [1D6+4]x5%	<u>Afternoon</u> 25% to 50% [1D6+4]x5%
<u>Evening</u> 50% to 85% [1D8+9]x5%	<u>Evening</u> 50% to 85% [1D8+9]x5%	<u>Evening</u> 55% to 100% [1D10+10]x5%	<u>Evening</u> 35% to 60% [1D6+6]x5%
<u>Late Night</u> 25% to 50% [1D6+4]x5%	<u>Late Night</u> 5% to 30% 1D6x5%	<u>Late Night</u> 25% to 50% [1D6+4]x5%	<u>Late Night</u> 65% to 110% [1D12+10]x5%

The following charts give the percentage of the total number of customers present who fit a particular description. Four charts are provided, one for each of the four locales, since the type and distribution of clientele differ greatly.

	QUALITY INNS			
	Morning	Afternoon	Evening	Night
Nobles	0%	15%	25%	5%
Couples	0%	15%	25%	5%
Dandies	0%	0%	15%	15%
Adventurers	20%	15%	10%	30%
Gamblers	5%	5%	10%	40%
Locals	5%	35%	5%	5%
Travelers	70%	15%	10%	0%

	COMMON TAVERNS			
	Morning	Afternoon	Evening	Night
Dandies	0%	5%	10%	20%
Adventurers	10%	20%	20%	30%
Gamblers	5%	0%	10%	45%
Locals	20%	65%	40%	5%
Travelers	65%	10%	20%	0%

	POOR SALOONS			
	Morning	Afternoon	Evening	Night
Adventurers	15%	20%	15%	5%
Gamblers	5%	10%	20%	40%
Locals	40%	20%	40%	5%
Thieves	15%	20%	5%	15%
Thugs	15%	15%	5%	10%
Slatterns	10%	15%	15%	25%

	SLUM DIVES			
	Morning	Afternoon	Evening	Night
Gamblers	15%	15%	15%	20%
Locals	10%	80%	35%	5%
Thieves	30%	0%	5%	25%
Thugs	20%	0%	5%	25%
Slatterns	25%	5%	40%	25%

Nobles refer to the wealthier members of the local community. They tend to dress well, each wearing 1 to 3 (1D3) items of relatively expensive jewelry (worth 100 GP to 2000 GP [1D20 x 100]) and will usually carry a purse of 50 GP to 200 GP (1D4 x 50). 65% are wealthy merchants, and 35% actual nobility.

Couples refer to pairs or groups of people out for the evening. A couple is handled as "Nobles" for possessions and dress.

Dandies are the "Young Stallion" types; they dress ostentatiously (and in costly fashion), and are usually good to excellent duellists. They will wear 1 to 6 (1D6) items of jewelry (usually gaudy, but worth 20 GP to 80 GP each [2D4 x 10]). In quality establishments, they will have a purse of 20 GP to 120 GP (2D6 x 10) 80% of the time, and 100 GP to 1000 GP (1D10 x 100) the other 20% of the time; in a common establishment (dandies are seldom found in the lower class taverns), they would tend to carry about half the amounts above.

Adventurers are those hardy souls who venture forth into the cruel realities of possibly getting eaten by a monster. If in an inn, they will be just returned from an expedition (10%), enjoying the fruits of their recent labors (60%), or seeking a new expedition (30%). In a quality inn, the adventurer will be relaxed, and usually unarmored. If just returned, he will carry a single item worth 1000 GP to 6000 GP (1D6 x 1000); if resting, he will have 50 GP to 500 GP (1D10 x 50), and if looking for work 10 GP to 60 GP (1D6 x 10). In a common tavern, he will carry approximately 60% of the cash indicated above; there is a reasonable chance he will be armored. The adventurer will almost certainly be wearing some form of armor in a poor saloon; his cash resources will be about 35% of those listed for a quality inn. Adventurers are usually smart enough to stay from slum dives, so they are seldom found in such places.

Gamblers are those who involved in the games of chance found in the taverns, inns, etc.; this will frequently include members of the various other general classes. In a quality place, each gambler will tend to have 10 GP to 200 GP (1D20 x 10) available or in pocket; in a common inn, they will usually have more cash (since the innkeeper is not likely to extend credit), 25 GP to 500 GP (1D20 x 25). For games in a poor saloon, the gamblers are likely to possess 50 SP to 1000 SP (1D20 x 50); in a slum dive, the gamers will tend to have 1 CP to 100 CP (1D100). These sums may vary greatly if one player at the table is a big winner. Note that these in hand or in pocket figures do not limit the amount of the bet that may be placed in the proper circumstances; they simply indicate the amount the gambler can bet without having to borrow funds from his friends (or the innkeeper, if the NPC happens to be a regular with good credit).

Locals are the average people of the neighborhood, as well as tradesmen and small merchants. They seldom will have much money on them, 10 SP to 100 SP (1D10 x 10) in a quality establishment, 10 SP to 60 SP (2D6 x 5) in a common inn, 1 CP to 100 CP (1D100) in a poor saloon, and 1 CP to 20 CP (1D20) in a slum locale.

Travellers are generally those overnight guests who are just passing through. They are occasionally wealthy, but normally tend to carry 100 GP to 600 GP (1D6 x 100) in a quality hostel, and 50 GP to 400 GP (1D8 x 50) in a common tavern.

Thieves are those low-life types who specialize in relieving others of their wealth in a non-friendly manner. The category includes all criminal types other than pure muscle (thugs), and they are seldom found in the two higher class establishments. Much of the time, a thief will be close to broke, but after a good score, he may be rolling in cash. In the poor saloon, a thief will have 1 SP to 50 SP (1D50) 95% of the time, and 25 GP to 500 GP (1D20 x 25) the rest of the time. In a slum hangout, the thief will carry 1 CP to 100 CP (1D100) 90% of the time, and 50 GP to 1000 GP (1D20 x 50) the remaining 10% (the criminal hangouts in the lower class sections of town tend to be the lairs of more, and generally more successful, outlaw types).

Thugs are the "big bruisers", the ones you would hate to meet in a dark alley (let alone a brightly lit thoroughfare). They are seldom very intelligent, and are usually hired for various jobs by the other criminals. In a poor area, a thug would have 1 SP to 20 SP (1D20), and might carry 1 CP to 20 CP (1D20) in a slum; they are usually in the process of drinking up what money they have, and becoming surly, unfriendly, and even downright nasty in the process.

Slatterns are lower-class women who hang out at an establishment, providing favors, being the criminals' molls, etc. They seldom have any money since what they get usually goes to their "manager".

THE RUMORMILL

Information for the price of a ...

Rumors about almost anything are available at virtually any tavern, regardless of the location. Many players and their characters, as well as assorted non-player-characters, go to an inn strictly to garner information. Most of the time, this information is primarily local gossip, about whose daughter has run off, whose gout is acting up, etc. But occasionally, a gem of information can creep through this morass of conflicting gobbledy-gook: "Oh, him? He just left on a trip, and won't be back for three days.", or "Did you hear? Mikal the farmer found this old cylinder in his field, and it had some sort of scroll in it; but since he can't read anyway, he's willing to sell it to anyone who'll give him 25 GP for it." The latter is about as complex as the information contained in any rumor should ever be; too much given out in a rumor transforms the rumor into a piece of information that should have been sold, not handed out in the course of a drink and a chat. The GM should set the stage as well as he can, then let the players stumble, fumble, and mumble their way through. Some of the most enjoyable adventures are those that appear accidentally as the result of a side path taken in the midst of a carefully plotted quest.

GAMBLING AND GAMING

To simulate the workings of the rumormill, set up a table of 10 rumors; 6 of these should be of the local gossip variety, the other 4 containing useful information. Most information in these rumors should be exaggerated, but not totally false; there is generally a germ of truth at the base of any story, regardless of how fantastic it seems. There are occasional false rumors, but they are normally started maliciously, or by some drunk who wasn't sure that the pole he was leaning against was vertical.

Whenever a player is chatting with an NPC, there is a chance of some information getting exchanged. The basic requisites of the two conversants may increase these chances - a high player-character MAG, or a low DSC on the part of the NPC. A player may also consciously attempt to improve his chances by buying the NPC a drink or meal, acting very friendly or sympathetic, etc. If the GM determines that the player should hear a rumor, he should randomly select one from the list. It is possible to hear the same rumor (slightly embroidered) many times, even from the same person, particularly if the rumormonger is drinking at all heavily.

Questioning an NPC - either in soliciting information or following up a rumor - should be handled in a completely different manner. The GM should encourage his players to actively role-play a situation when specific information is desired. An NPC's willingness to answer will still depend to a large extent on the player's MAG, for a charismatic character is more likely to get information from any NPC than a non-descript turkey. An NPC may occasionally come forward voluntarily with information, if the player has demonstrated a sympathy toward the NPC's concerns. If the player is trying to buy information about a subject, the amount of money being offered is important; it is sometimes possible to offer too much, and get one's informants scared, but it is more probable that too little will elicit only a few non-committal grunts. If the subject about which information is being sought is particularly dear, or anathema, to those being questioned, it will be harder to get answers; in this case it is also possible (even highly probable) to get false or misleading answers, or even an angry reaction from a prospective lynch mob because "you bin askin too many questions" about some subject. The entire process of questioning can provide interesting times for both GM and players, as well as minor adventures for the characters.

or, who's got the loaded dice?

Most taverns and inns permit about a friendly (or even tense, uptight, somebody gets scragged for cheating) games of skill or chance involving the transfer of funds. If the game gets too loud (or a little too high in casualties), the innkeeper may suggest another place to hold it (anyplace else!), but, by and large, restrictions on tavern gambling have become common only within the last fifty years or so. Some inns and taverns have in-house gambling equipment of one sort or another, and run their own games. Most just let whoever is interested create their own methods.

The stakes involved in games vary with the locale of the establishment. In a quality inn, one may be able to find an opponent who is willing to bet 50 GP to 500 GP on a single throw of the dice, while in a common tavern, the stakes will more likely run from 1 GP to 100 GP. Wagering limits for poor and slum saloons range from 1 GP to 20 GP and 1 SP to 50 SP, respectively.

In the course of the game, a big winner may often be considered to be a cheat (especially in the lower class saloons, where his opponents have most probably been trying to cheat him). If a player-character is suspected of cheating, there are several options for the GM. The penalties for cheating range from removal of all valuables and broken hands to a severe beating by the big loser and his bravos to a possibly fatal stab in the back. The more a character has won, the more likely the big loser is to try to kill him.

If a character has been accused of cheating, he may make a saving roll against the average of STR, STM, and MAG, to face down his accuser. Winning in the face-down will allow the player to leave with his winnings; failure to face down the angry opponents will normally result in a duel or fight, or possibly a general brawl. Individual duels or fights are up to the GM, and brawling is covered in the last section of these rules, but there is a 90% chance that some smart crook will make off with the money on the table while everybody's watching or engaged in this ruckus.

Even in a successful face-down, there is still a 20% chance that the big loser will either immediately attack the winner (if the loser is bigger than the character), or (if he's smaller or a coward) send thugs or cronies to beat him up or kill him, depending on the amount of money lost, and on how humiliating the loss of prestige or honor in the face-down was. Any such messengers will probably try to waylay the character in an alley; they will almost always strip him of all valuables, and possibly even clothing, if they leave him alive.

There are two types of gambling games, those good for multi-player situations, and those good for small groups (2 to 4 players only). Good multi-player games for a tavern include Craps (see any Hoyle's for rules), Roulette, and Chuck-a-Luck. These last two fall into the category of house-run

games. For small groups, Poker Dice, Pay-off, and Roman Dice are reasonable games (the GM may also consult books on dice games for others).

Roulette is a simple game for a GM to run. A table layout looks like:

The image shows a detailed layout of a roulette table. At the top, there are two columns of numbers: 00 and 0. Below these are two rows of numbers from 1 to 36, arranged in a grid. The numbers 0 and 00 are in white circles, while the numbers 1-36 are in black circles. Below the numbers are three betting areas labeled '1st 12', '2nd 12', and '3rd 12'. At the bottom, there are four betting areas: '1 to 18', 'EVEN', 'ODD', and '19 to 36'. The 'EVEN' and 'ODD' areas have diamond-shaped symbols.

Bets may be laid on odd-even, red-black, or high-low for 1-1 odds. A third (a) or a line (b) pays 2-1; a four-block (any four numbers whose areas touch) pays 8-1; a row (c) pays 11-1; a pair will pay 17-1 and a single number pays 35-1; of course, the bettor gets back his original wager when he wins. To run roulette, throw two D6 of different colors, and a pair of percentile dice. If the D% show 97 to 00, the house wins all bets except 0 (on 97 or 98) and 00 (on 99 or 00) which pay 35-1; otherwise use the two D6 to generate a number from 1 to 36, and pay off on that result. Colors are marked on the table layout as black being gray, and red plain. (To simulate a fixed wheel, increase the 0 and 00 results to 93-96 and 97-00, or even 89-94 and 95-00; or, conceal your die-rolls and make sure the biggest bet doesn't win. It's also a nice touch to have an NPC playing and winning large amounts; when the players start betting with him, he starts losing.)

To play Chuck-a-Luck, lay out the Ace through Six of a suit from a deck of cards. Players place bets on these numbers. Throw three D6; if a number appears on 1 die, pay it at 1-1 odds, if on 2 dice, at 2-1, and if on all 3, at 3-1. This is a good, quick, simple gambling game.

Poker Dice requires five D6. On the first throw, the player decides which dice to keep; he retosses the remainder, and arranges all 5 as a poker hand. His opponent repeats the process, attempting to beat him (see also Liar's Dice for an equivalent game).

In Roman Dice, four D6 are thrown. The banker announces the total amount he will cover for the coming throw; players bet on high (above 14) or low (below 14). The banker tosses the dice, and pays off the winners (usually with the money from the losers); on a throw totaling 14, the banker wins all bets (nobody said the world was fair).

In Pay-off, only two D6 are used. High dice are tossed to see who first banker is. He announces how much he is

willing to risk per throw; the player(s) takes as much of the action as he wishes. The banker now tosses the dice, and settles the bet according to the chart below:

Throw	Result
2	Banker loses triple, passes dice
3	Banker loses double, passes dice
4	Banker loses double
5	Banker loses bet
6	Banker loses half of bet
7	Stand off, rethrow
8	Banker wins bet
9	Banker wins bet
10	Banker wins double bet
11	Banker wins double bet
12	Banker wins triple bet

The banker's percentages come from the differing results on the 6 and 8, which are both 5 chances in 36 on the throw.

With these games, the GM ought to be able to do a reasonable job of begging his players (at least as far as the characters' GP goes), even when the games are honest. When a small amount of result fixing is introduced, it is positively amazing how fast 10,000 GP can dwindle to 10.

Dart Throwing

The standard English pub dartboard has provided some of the most pleasurable evenings available for many people. It is this game that is simulated in this section. Since most GMs do not have a dartboard readily available (and even if they did, the skills of the players would not duplicate the talents of their characters), the simulation uses rolls of the dice to produce scores. The game suggested is known as "301", and is the most common of all dart games. There are two ways to play - using quick (but purely lucky) methods, or a more accurate method. We offer fair warning: the accurate method requires almost as much time as an actual game of darts - but it does allow a close simulation of the game with the players able to specify their targets.

In true "301", it is required that the dart-tosser start his scoring with a "double" (a dart tossed into the outermost ring of the dartboard). He must also end the game by attaining 0 (301 is scored by deducting the scores made from 301, attempting to reduce to 0) with a double. The remainder most often used for going out is 32 (double 16), since a miss inside (scoring 16) will leave 16 (double 8), and a miss on 16 leaves 8 (double 4), etc. Doubling on and doubling off are not required in the two simplistic versions (although it could be simulated in Quick Method 2).

Quick Method 1:

Throw three D20, to simulate 3 darts. Total the score for each player. First player to reach or exceed 301 wins. (This has to be the most simplistic simulation ever!)

Quick Method 2:

Throw D20 and three D6. If no D6 match, the number on the D20 is a single value. If two D6 match, it's a double;

if all three D6 match, it's a triple. Three throws makes a full turn for a player. First to reach or exceed 301 wins.

Accurate Method:

A base accuracy bonus is calculated for each player-character in the game; this depends on CDN, weapons training, and eyesight. Hobbits and kobolds start with an automatic +10, while elves enjoy a +5.

BONUSES AND PENALTIES

CDN	Bonus		Sight	
1-3	-35			
4-6	-20	01-20	Poor	-5
7-8	-10	21-80	Average	0
9-13	0	81-95	Good	+5
14-16	+5	96-00	Excellent	+10
17-18	+10			
19-20	+15		<u>Weapons Training</u>	
21-22	+25		with any thrown weapon	+10
23+	+40		if pointed (additional)	+5

Total all the numbers derived from the charts above; this is the character's accuracy base. Two rolls of the dice will be used for each dart, one to determine the ring of the board in which the dart lands, the second to determine the wedge. The accuracy base will be added to each of these rolls. The results chart represents 5% increments; treat any result above a given number as the next high result: i.e., 76 is an 80.

RING ALLOCATION

(Percentage roll)

	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	0	0	more
Aim	neg	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5
Double	<===										0	0	0	0	0	0	0	0	0	0	0
Outer	<===		I	I	I	I	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0
Triple	<===		I	I	I	I	I	I	I	0	0	0	0	0	0	0	0	0	0	3	3
Bull	<===		R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	R	B	B

<=== Off the board
 2 = the double ring
 3 = the triple ring
 R = a random result on the inner ring (roll D20)
 0 = the outer ring
 I = the inner ring
 B = the bull's eye

If a player throws 00 on his initial throw (for the ring), he has hit what he aimed at; if the original throw is 01, and it will not modified into the negatives, it is a random result (D20), barring only what he aimed for. In both these cases, no further accuracy determination is necessary.

To determine the wedge in which the dart has landed, make the second roll, adding the accuracy base to get the result. There is also a penalty of 5% for each dart already in the bed (combination of ring and wedge) at which the player originally aimed.

WEDGE ALLOCATION

Roll	Result	Random bars the aimed wedge. If the result is even, move right. If it is odd, move left. A sample of a dart board is drawn on the inside of the back cover.
05 minus	Random	
06 to 25	2 wedges off	
26 to 65	1 wedge off	
66 plus	Right on	

Since most dart tossers, when throwing for the bull, actually throw for the double bull, a hit in the Bull will produce a Double Bull 25% of the time with 0 darts in the bed, 10% of the time with 1 dart in the bed, and 2% with 2 darts.

It is possible to improve skill with practice (much practice - you think your arm's gonna fall off right at the shoulder). To let players get skill improvement for practice, award 1 dart experience point (xp) for any two consecutive hits. A hit is defined as scoring the point of aim. These may be traded for skill improvement, at the rate of 250 xp for a 1% increase in the base accuracy; the total increase is limited to 2 x CDN.

Long layoffs can cause losses in skill (you have to exercise a skill to keep it at a peak). For each month in which the player does not play darts deduct 5% from skill; this may be regained at 1% per 2 hours practice. This deduction is only from earned skill; the player cannot fall below his base accuracy score.

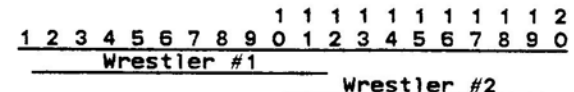
Arm-Wrestling

The decision in an arm-wrestling contest does not depend solely on strength. Both skill and luck play a part as well. Most of it, though, is strength -- arm strength, not just overall power.

Some races, and some occupations (actual jobs, not just training), have bonuses or penalties to arm strength for purposes of arm-wrestling. Dwarves get a bonus of 3, orcs a bonus of 1, and elves a penalty of 2. Occupations such as blacksmith, armorer, engineer, or those which do heavy labor primarily with the arms receive a bonus of 3. (If a person has a skill rating it is also added to strength at this point.) Divide the total of strength and bonuses by 2, rounding up; this will provide the effective arm-strength for that character.

The match itself is decided by a series of rolls using a D12. Set up a line with twelve points.

1 1 1 1 1 1 1 1 1 1 2
 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0
 Mark off each participant's arm-strength from his respective end.



Roll the die; if the result is clearly in the area owned on the line by a given wrestler, then he has a win for movement. If it is in an area owned by both (or neither) of the two wrestlers, then the combat round is a stand-off and no movement occurs.

Movement is counted in ticks, and positions range from -10 (the wrestler is pinned) to +10 (the wrestler has pinned his opponent). Because it is harder to recover when one has been forced past certain points, use this chart to determine the number of ticks a win will move the arm positions.

Position	Movement
+7 to +9	Pin
-3 to +6	3 ticks
-4 to -6	2 ticks
-7 to -9	1 tick

It is helpful to use a position indicator, but if it is remembered that the positions of the two wrestlers are always the same, with one negative and the other positive, track can be kept using a single column of figures. When a wrestler reaches a position of -10, he has been pinned.

A combat round in arm-wrestling is 1 second long. A wrestler will function at full strength for the number of cr equal to his STM. At this point, he will begin losing strength at a quickly increasing rate; he loses 1 at this point, another 1 after cr equal to 1/2 his STM, again after cr equal to 1/4 STM, then 1/6, 1/8, 1/10, then at the rate of 1 per cr. This simulates the tiring caused by the stress and exertion. Adjustments are to actual strength and bonuses, not to arm-strength.

Skill can be a bonus or a penalty, depending on a number of factors. It can be increased by experience, and decreased because a character is clumsy (poor CDN) or slow (poor REF). There is no limit to negative skill, but no one may have a skill rating greater than +4.

REF	Penalty	CDN	Penalty
1 - 3	-6	1 - 3	-3
4 - 6	-3	4 - 5	-2
7 - 8	-1	6	-1

Skill may also be increased by xp in the form of matches won; this xp is awarded according to the difference in arm-strength between the winner and the loser of the match. It is possible to lose xp for botching a match.

Arm-Strength Difference	Experience Points
-3 or more	4
-2 to +1	2
+2 to +3	1
+4 or more	0

If a wrestler is beaten by an opponent who is 4 or more lower than him in arm-strength, he will lose 4 xp. Skill may be increased at 1 level of skill for 100 xp if the player has a skill of less than 1, and 200 xp otherwise.

Since xp in the normal game is awarded for learning, it should be awarded for arm-wrestling also, provided the character has a skill level of less than 4 (at this point, there is little benefit to further xp awards; the character has learned all he can). The GM should probably award normal xp to the players at a rate of 25 to 1.

INEBRIATION

or, how did I get under that table?

Consumption of alcoholic beverages is a primary occupation in any bar, tavern, or inn. Such consumption will eventually affect any character, by slowing him down, or downgrading co-ordination, possibly causing him to pass out, or even very rarely causing death. Simulating the effects of intoxication requires a method of determining the point at which a character becomes tipsy, or drunk, or passes out. This will vary from character to character, depending largely on physical statistics.

Each player-character should have his tolerance for alcohol determined. This involves STR, STM, and the person's build (if the system the GM uses already includes some method of ascertaining build or frame, that may be used in place of the suggested roll), as well as the character's race (not all races have the same distribution of build or frame types). The roll on the frame chart is made on D100; find the column to use by checking the race list (half-breeds should be checked on the mother's race):

Race	Column	Race	Column
Centaur	4	Human	2
Dwarf	3	Kobold	1
Elf	1	Orc	2
Goblin	1	Troll	4
Hobbit	3	Uruk Hai	3

Column				Frame Type	Frame Factor	Burn Rate
1	2	3	4			
01-10	01-05	01	-	Skinny	.7	1.4
11-35	06-15	02-04	-	Slender	.8	1.2
36-70	16-30	05-10	01-02	Slim	.9	1.1
71-90	31-70	11-30	03-10	Normal	1.0	1.0
91-96	71-85	31-65	11-40	Husky	1.1	1.0
97-99	86-95	66-90	41-80	Heavy	1.2	.9
00	95-00	91-00	81-00	Huge	1.4	.8

Tolerance is determined by multiplying (STM + 2) and STR, then multiplying that result by the Frame Factor. Round to the nearest integer; this supplies base liquor tolerance. A character's body will naturally burn off liquor points each hour equal to STM x 1.5 x Burn Rate.

Example:

A dwarf with a STR of 15 and a STM of 13 has a husky frame. He has a liquor tolerance of

$$15 \times (13 + 2) \times 1.1 = 247.5$$

or 248 points. His natural burn off is

$$13 \times 1.5 \times 1.0 = 19.5$$

or 20 points per hour. It is unlikely that many people will be able to drink him under the table easily.

Food consumption appears to have a strengthening effect on drinkers; if a character is eating while drinking, increase his base liquor tolerance by 1/3. The absence of food in one's stomach appears to have the reverse effect; if a character has not eaten for 6 to 12 hours, reduce his base

liquor tolerance by 20% (1/5); if he has not eaten for more than 12 hours, reduce the base liquor tolerance by 40% (2/5).

The point at which a player-character reaches various stages of intoxication is calculated by comparing his liquor tolerance to the amount of alcohol he has consumed. These stages will also control various other aspects of the character's capability, such as instinctive reactions, manual coordination, and common sense. It is possible for a character to have a horrible hangover as the result of a drinking spree, or even to be sick for a number of days afterward.

INEBRIATION

Consumption Tolerance	Stage of Intoxication	Penalties to Brawling		Penalties to Requisites		
		MISS	HTU	CDN	REF	DSC
3/5 (60%)	Tipsy*(+12)	1/12	-10%	-1	-1	-2
1/1 (100%)	Drunk*(+8)	1/8	-25%	-2	-3	-4
4/3 (133%)	Staggering*(+4)	1/5	-45%	-4	-6	-7
5/3 (167%)	Blind Drunk*(-)	1/3	-70%	-7	-10	-all
2/1 (200%)	Dead Drunk*[1]		unconscious	-all	-all	-all
5/2 (250%)	Dying[2]		sick [6 - (STM / 4)] days			
3/1 (300%)	Dead[3]		sick [20 - STM] days			

The asterisks (*) indicate those stages which allow a saving roll against STM to avoid a hangover on the following day. If the saving roll is not successful, all REF and brawling penalties continue for that additional day (only 1 save is required, and the hangover only lasts 1 day, unless the character goes drinking again). If a character has never been drinking before, and the hangover save is successful, there is a 35% chance that character is "one of those lucky people who never gets hangovers".

If a number appears in parentheses after a stage, add that number to STM for a saving roll to avoid passing out. This saving roll should be made once each game hour; if a person engages in continuous activity (like dancing), the saving roll should be made once each 10 minutes, or once each minute (4 min; a melee round is 15 seconds) for a violent activity like brawling. Violent activity does double the person's burn off rate for the time engaged in such activity.

Sick includes having a tremendous hangover, with probable desires ranging from "Ohh gord, I wanna die" to "I'll kill anybody who makes noise." The three states marked with brackets ([]) provide that the character who reaches any one of these stages has a chance of dying from over-consumption of alcohol; to avoid death, [1] saving roll against STM + 6, [2] saving roll against STM, and [3] saving roll against STM - 4.

Various types of beverages contain alcohol. The proof of the beverage determines how much alcohol is in an ounce of that liquor. As consumption increases, so does the amount absorbed into the blood stream of the drinker (large amounts of liquor imbibed rapidly are the only ways to reach some of the stages of intoxication [Dying, and Dead]; if a character chooses to chug a bottle of whiskey, he may, but it's his funeral [probably]).

Type of Beverage	Proof	ALCOHOL IN BEVERAGES					
		Per Ounce	2oz. Shot	12oz. Mug	24oz. Jack	32oz. Bottle	128oz. Jug
Whiskey[1]	120	20	40	-	-	640	2560
Whiskey[2]	100	17	34	-	-	544	2176
Whiskey[3]	80	14	28	-	-	448	1792
Brandy	60	12	24	144	-	384	1536
Toddy[4]	35	5	-	60	120	-	-
Wine	24	4	-	48	96	128	512
Mulled Wine[5]	20	3	-	36	72	-	-
Ale	16	2.5	-	30	60	-	320
Beer	12	2	-	24	48	-	256
Small Beer	8	1.5	-	18	36	-	192
Hard Cider	8	1.5	-	18	36	48	192

- [1] Rotgut, or white lightning; home-distilled whiskey; generally found only in the cheapest places.
- [2] Bar whiskey; sold and stored in kegs; normally served when someone orders "a shot."
- [3] Bonded; good quality liquor; stored and served in bottles, after aging; prices may be 10% to 40% higher (1D4 x 10%).
- [4] Bar whiskey, hot water, honey or sugar, and sometimes lemon juice; considered a traditional cure for the common cold (three mugs of toddy and you probably won't care if you have a cold).
- [5] Heated wine; in the better class taverns, spiced, and possibly honeyed; a lesser quality wine is used for this tippie.

If anyone cares to argue that the proof and liquor point figures do not bear a strict mathematical relationship to each other, tis true; but empirical research (tell that cat to stop stomping its feet) has established the practical verity of our figures.

BRAWLING

or, who was that masked man who hit me?

There is always a chance that a fight will break out in the drinking establishment you are in. The lower the class of the place, the more likely it is to have a fight, and the higher the chance it will degenerate into a rumbling free-for-all. Brawls can also be either friendly or vicious; again, the poorer the locale, the more likely the latter type of brawl is to occur. The GM should alter the chances below to fit the situation, but they are reasonable for most occasions.

Locale	Fight	Brawl	Vicious
Quality	5%	10%	5%
Common	15%	10%	10%
Poor	25%	20%	20%
Slum	35%	15%	50%

The GM should check the chances for a fight each hour from about 8pm to 11pm, and about each half-hour thereafter till about 6am (at dawn most of the rats disappear into their holes). If a fight is slated to occur (it is generally a good idea to establish some sort of generalized time table to reflect the chances of fights, etc. at given hours), then check to see if, through no actions of their own, the players become involved (of course, if Rolf the Berserker hops up when a fight starts and dives into the melee...). A player could also become embroiled through trying to act as peacemaker and attempting to separate the combatants. If the roll indicates that a general brawl has started, the players are involved (unless they hide under the tables or whatever); if a further roll indicates that the brawl is vicious, this means that the NPC's involved will stomp a downed character or use chairs, benches, etc. to clobber him with; these are in the makeshift weapons category, and can deal real (sometimes fatal) damage.

For each participant in a fight, the amount of damage he can sustain before collapsing (HTU, or hits to unconsciousness) should be calculated.

$$HTU = [STR \times 2] + [STM \times 3] + HTK$$

A combat round for brawling lasts 3 seconds. In each combat round, opponents each announce strategies for that round: punch (this could actually be a series of quick jabs, a right cross, etc.), roundhouse (the swing from the boot-tops that can literally knock a man off his feet), kick, duck, high-block (against expected punches and roundhouses), or low-block (against kicks). A brawler may also grapple, attempt a flying tackle, or grab a makeshift weapon (this requires a saving roll against CDN), which may be swung on the next combat round.

Toe-to-toe fighting is the normal style and is cross-referenced on the "SWINGS" chart. A grapple executed from a head-on position should be referenced as a 'punch', a grab for a makeshift weapon should be referenced as a 'duck', and

flying tackles cannot be attempted from a toe-to-toe position.

A successful grapple pins the opponent's arms and makes it impossible for him to swing a blow at another person with his hands or any hand-held object. The grapple may be from the front or the rear; it requires a saving roll against CDN to succeed, at a bonus of 4 if from the rear, and at a penalty of 4 if the grapple is from the front and the opponent has selected a defensive maneuver (duck, high-block, low-block). If it a frontal grapple is attempted and the opponent has selected an offensive maneuver, there is neither penalty nor bonus to CDN, but the grappler will most probably take damage. Grapples may be broken in this manner: roll a D12 each combat round until the result exceeds the difference in STR (a 12 always succeeds); at that time the grapple is broken. While a person is within a bear-hug (a successful grapple), he will sustain the difference in STR in damage each combat round.

A flying tackle will put the opponent on the floor (or table, chair, etc.), with a saving roll against STM to avoid being KO'd, if successful. The tackler requires a saving roll against CDN to succeed (it is always successful from the rear), with a bonus of 4 against defensive maneuvers, and a penalty of 4 against offensive maneuvers (and double damage if the tackle is not successful). It will take the tackler 1 to 3 cr (1D3) to rise from the floor; the tackled person will require 2 to 5 cr (1D4 + 1) to rise after the tackler gets off of him.

SWINGS

Character's Actions	Opponent's Actions					
	Punch 1-3	Round 4-5	Kick 6-7	Duck 8	High 9	Low 10
Punch	D	D#	2D	-	-	-
	D	D	D!	D/2	-	2D
Roundhouse	D	D#	2D*	D/2!	-*	-
	D#	D#	D/2*	-	D/2	3D#
Kick	D!	D/2*	D*	-	-	D/2!
	2D	2D*	D*	3D#*	2D#	D/2
Duck	D/2	-	3D**	-	-	-
	-	D/2!	-	-	-	-
High-block	-	D/2	2D#	-	-	-
	-	-*	-	-	-	-
Low-block	2D	3D#	D/2	-	-	-
	-	-	D/2!	-	-	-

! = fall, saving throws not allowed
 * = saving roll against REF or fall
 # = saving roll against STM or KO'd

Result on
Character

—
—
—

Result on
Opponent

"D" refers to damage, and the small symbols indicate special events. When the swings are made, cross-reference the character's blow (down the side) with his opponent's blow (across the top) to get a pair of results in the box at the intersection. The character's damage received is in the top section of the box, and his opponent's damage

received is in the lower section. 2D equals double damage, 3D means triple, and D/2 shows only half damage. The numbers under the opponent's options are for randomizing the actions of a drunken or confused fighter, or for solo brawling. Damage delivered by a blow or kick is the STR of the person delivering it. Strength already has been calculated for NPC's involved in brawls, to determine their HTU. If a character receives a KO result on the table (#), and is knocked senseless, he will take 10% of the damage as real damage; he must also make a saving roll against STM at a bonus of 12 to avoid being killed outright by the blow.

There are two options that a player or NPC may use when his opponent is on the floor; he may "stomp", or he may grab a makeshift weapon and attempt to clobber him with it - if it succeeds, the prone opponent has no saving throws or options other than to absorb damage. A stomp does real damage, 10% of its effect, as well as brawling damage. The stompee may elect to make a saving roll against REF to wriggle out of the way, or a saving roll against the average of REF and CDN at a penalty of 6 to grab the stomper's foot and upset him (the stompee will always regain his feet before the stomper in this case).

Makeshift weapons deliver damage according to the type of weapon; on any blow struck with a makeshift weapon, there is a chance that the recipient of the blow is KO'd. There is also a chance that the weapon will not be usable again (if it shatters or breaks). Some makeshift weapons require a certain minimum strength for a character to be able use them. Most of the heavier makeshifts deal real damage as well as brawling damage. Attempting to grab a makeshift weapon requires a saving roll against CDN; if it is missed, so is the weapon (and the combat round). A successful saving roll readies the weapon for the next cr.

MAKESHIFT WEAPONS

Weapon	STR	Damage	KO's	Breakage
Glass bottle (empty)	-	2D3	+3	95%
(full)	-	2D5	+2	95%
Leather bottle (empty)	-	2D4	+2	65%
(full)	-	2D6	+1	65%
Chair	11+	2D8	-	80%
Bench	14+	2D12	-2	15%
Small table	16+	2D10	-2	50%
Large table	18+	3D10	-4	35%
Person	19+	2D6	-1	100%

There is 15% real damage from bottles; chairs and small tables do 20% real damage; benches and large tables do 25% real damage. The figure under KO's is the bonus or penalty for a saving roll against STM to avoid being knocked senseless. If an item breaks, it is gone or useless; if not, it is ready in hand to use the following cr.

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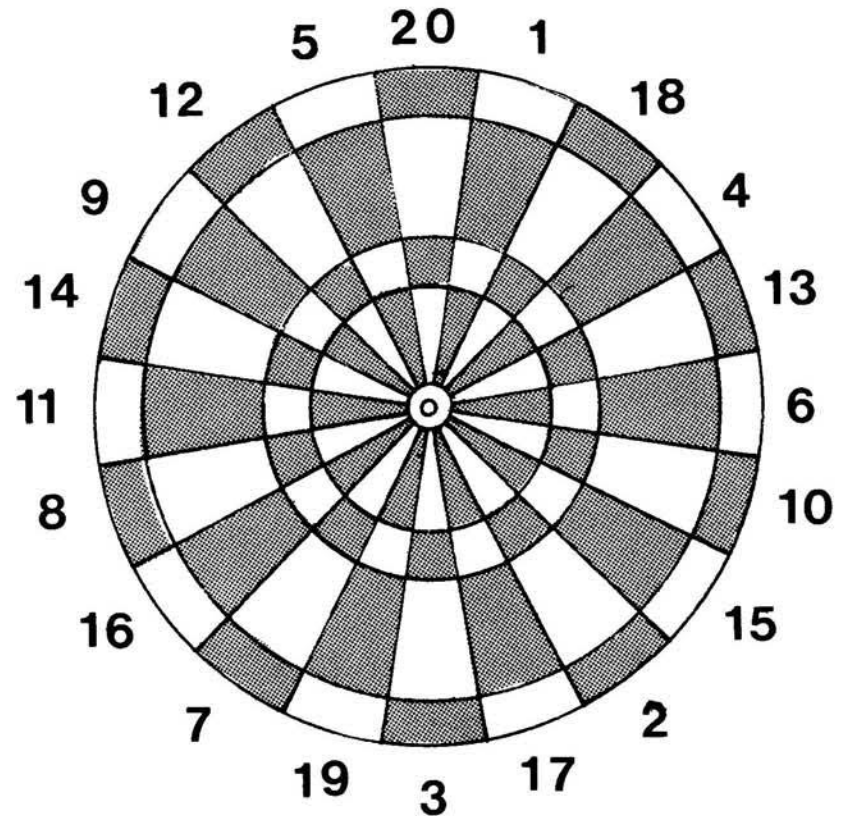
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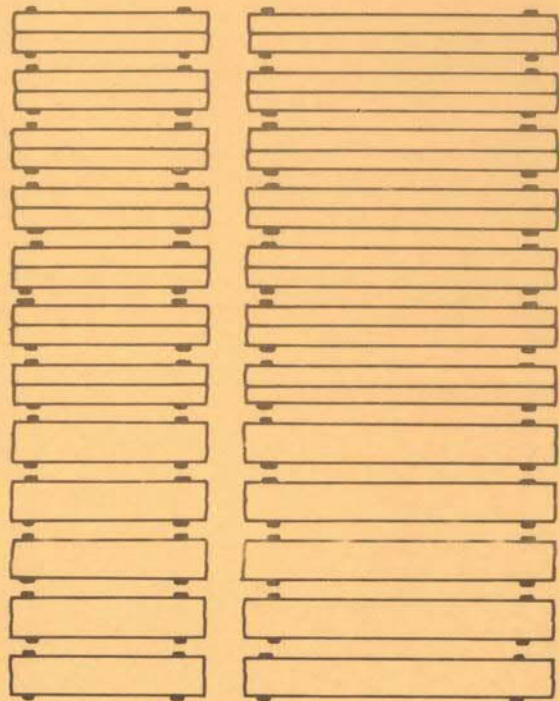
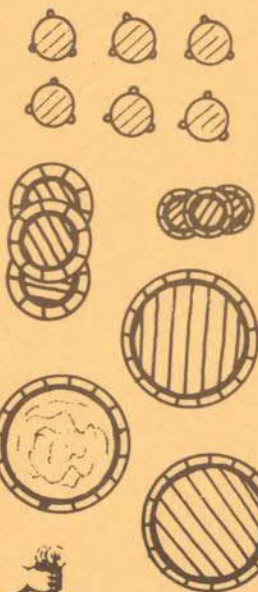
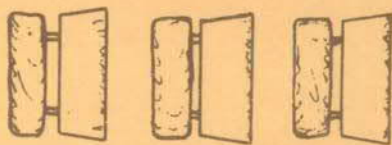
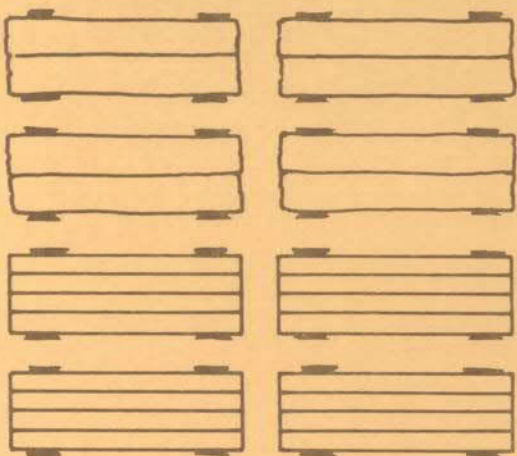
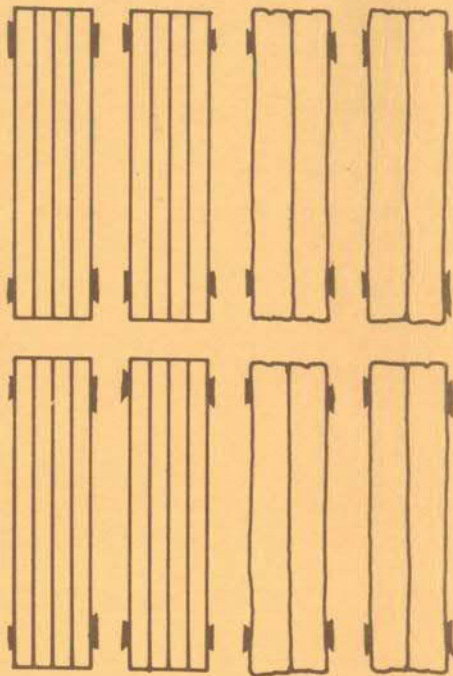
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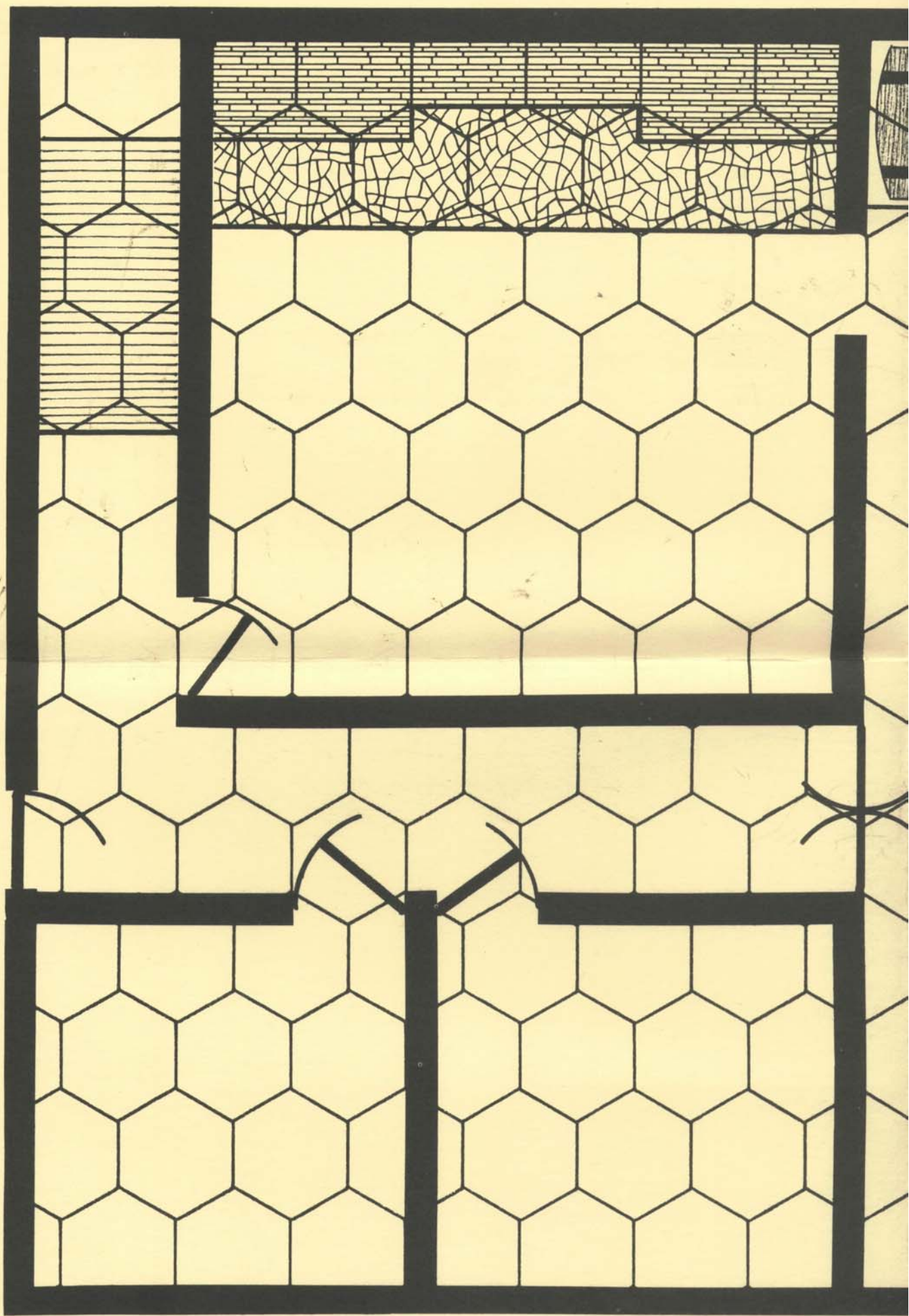


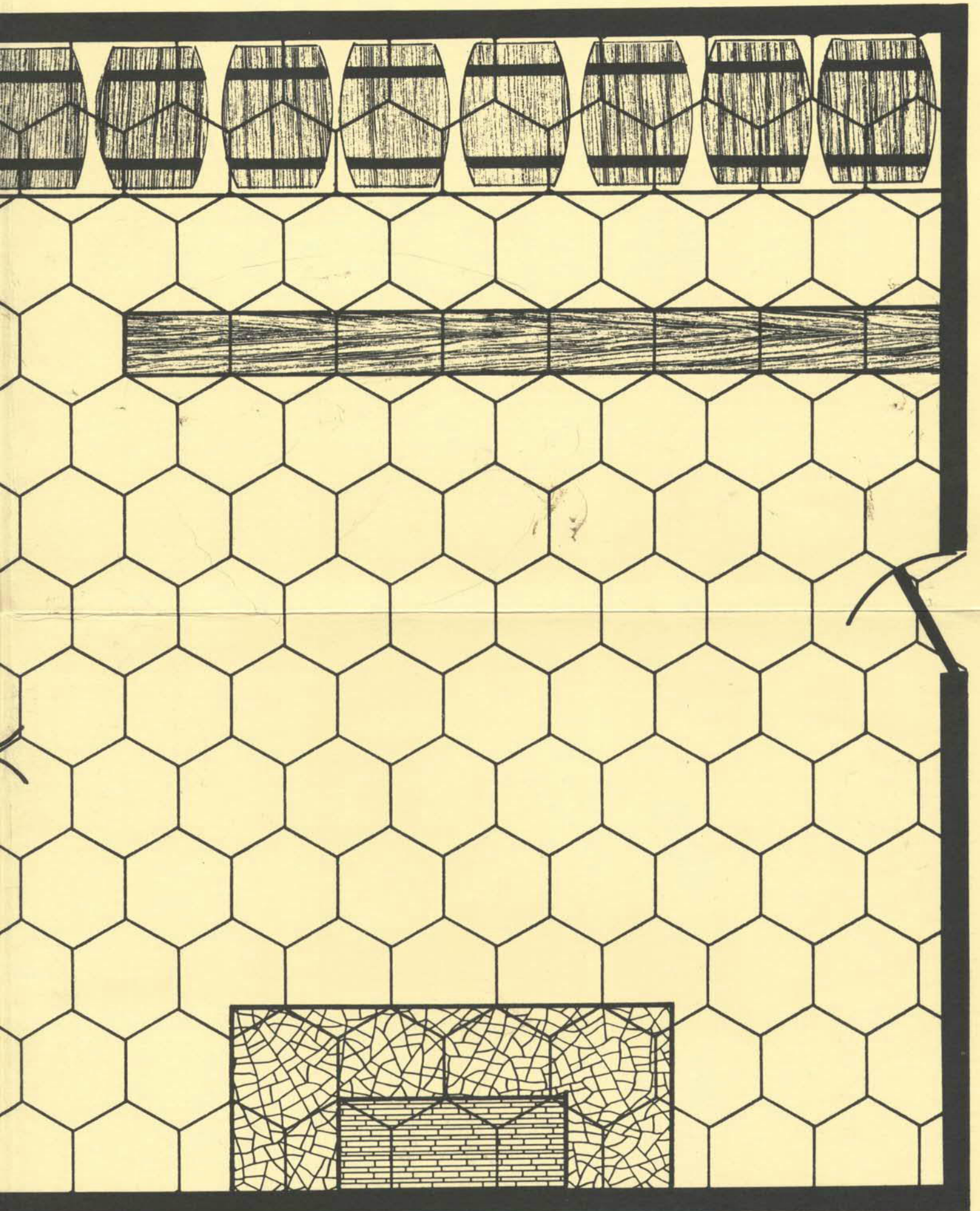


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