

It's cliché to meet up with the rest of your PC party in a tavern before heading out to conquer the world. Inside the tavern itself, however, is a whole world waiting to be conquered. Welcome to *Barquest*!

Barquest is an RPG where you play a denizen of a medieval-style drinking establishment. The narrator/gamemaster is the Barkeep/Alewife. The object is to party and socialize until last call—without getting thrown out, knocked out, or otherwise incapacitated. This game can also be used as a supplement to your current campaign to make the standard tavern situation far more interesting. There are a lot of objectives to accomplish before the night is over...best get to them.

This RPG Boxed Set comes with:

- 8 floor tiles for creating the tavern setting
- 15 pregenerated character cards to augment play
- 10 Event Tiles
- 2 d8 dice
- A Handy Booklet to explain everything.

Introduction to the Tavern

The establishment is your traditional image of a dank, seedy medieval tavern: dark, wine-stained wood, rickety tables and chairs peppered with knife and axe scars. A large open space has been established to one side where a minstrel can entertain the crowd or a test of strength can be wagered on. The floor is swept, but has a slight sticky sensation and smells of old wine and ale. The drinking hole has a few rooms upstairs that can be rented for the hour or for the night. The Barkeep gets to name the establishment—it is his place after all.

The tavern has probably been open since noon, but we'll figure that things don't really get hopping until after suppertime—say, eight o'clock? Besides, you don't want the watery mystery meat soup anyway. In any event, the characters have approximately six hours to accomplish their goals before the inn shuts down for the night.

We provide eight floor tiles to help you visualize the tavern. These are configured by the Barkeep. You don't have to use all eight but your tavern has to have at least a front door, a cellar door, a kitchen door, a staircase leading upstairs, and a stage where any musicians or actors can perform.

((See BarquestA))

The Denizens

We have 15 pre-generated character cards for the most common dwellers of late-night drinking establishments, but you can also grab an index card and make your own or use a character from another game. Each character must fulfill a certain amount of "missions" before the bar closes for the night. These missions are provided on the pregenerated character cards or the barkeep will provide a couple for each character.

Creating a New Character

Find your D8 dice.

You have four attributes: Physical, Emotional, Intellectual, and Psychological/Psychic. You place these in order from what is most important to you (First) to what is least important (Fourth).

Each attribute has specialties or skills. The character gets one specialty for each attribute. So, a player can choose Strength as the specialty for the Physical attribute, but this means the character is not known for his acrobatics. Here are some examples, feel free to make up others.

Physical

Strength

Dexterity

Hand-Eye Coordination

Comeliness

Emotional

Soothing

Charm

Eloquent

Romantic

Intellectual

Book Learning

Street Smarts

Insightful

Psychological/Psychic

Lecherous

Addiction: Gambling

Fortune-telling

Lucky

Rank your attributes 1, 2, 3, and 4. If you roll this number or less on a d8, you will fail when using this attribute and specialty. You must deduct 2 from your roll if attempting something not in your specialty.

Example: Tom the Fighter

Strength: Hand-eye coordination

Intellectual: Strategy and Tactics

Psychological/Psychic: Reading opponent's next move

Emotional: Heroic

When Tom fights with his sword, he will only fail on a roll of 1. When Tom attempts to perform a feat of Strength, he has a -2 on his roll, so he needs a roll of 4 or above to succeed. Later, he

decides to catch a girl's eye and see if she's interested. He's trying to be more romantic instead of heroic, so now he needs a 7 or higher.

Playing your Character

How you rank your attributes and determining the specialties directly affects how the character should be played. A person who has Physical: Strength as his first attribute will be inclined to use it most often in play. He will not negotiate or talk his way out of a situation; he will grab his opponent and throw him out the window. An Intellectual: Book Smart-type of person will avoid a fight at all costs.

The Pregenerated Characters

Our pregenerated character cards consist of customers, employees and professionals. Have the characters select who they would like to be for this situation. If you are inviting characters from another realm into this bar, you can use these cards as NPCs that the characters will meet. The pregens have "Missions" to accomplish before the night is through. A winner is determined by who has succeeded in the most missions by the end of the night. If a player character gets removed before his missions are accomplished, have him pick a new character and come back into the bar.

((((Pregenerated Character Cards)))

The Barkeep (GM) (flipped as Alewife)

1. Intellectual: Business
2. Physical: Fighting
3. Emotional: Intuitive
4. Psychological/Psychic: Honorable

The Barkeep runs the establishment. He knows everyone there. He is a valuable source of information on people in the bar and can provide tidbits to help the characters along.

Edric the Merc

1. Physical: Hand/eye Coordination
2. Intellectual: Tactics
3. Psychological/Psychic: Insightful
4. Emotional: Blocks feelings

Equipment: Sword, Purse with 10 coins

Missions: Obtain 10 more coins, get hired for more work.

Tomas the Bouncer

1. Physical: Strength
2. Psychological/Psychic: Reads people's intentions
3. Emotional: Slow to Anger
4. Intellectual: Street Smarts

Equipment: Club

Missions: Keep the peace, Woo Sarah the Barmaid.

Sarah the Barmaid

1. Emotional: Friendly
2. Physical: Agile
3. Psychological/Psychic: Empathy
4. Intellectual: Story-telling

Equipment: Large tray, eating knife, damp cloth for cleaning

Missions: Provide drink to customers, Keep away from groping hands

Polly the Barmaid/Prostitute

1. Emotional: Cheerful
2. Psychological/Psychic: Reads intentions
3. Intellectual: Retains information
4. Physical: Comeliness

Equipment: Small tray, purse with 5 coins.

Missions: Obtain 10 coins. Find a better position than a barmaid.

Anna the Temptress

1. Physical: Sexy
2. Emotional: Seductive
3. Intellectual: Quick-Witted
4. Psychological/Psychic: Self-centered

Equipment: Purse with 15 coins, key for room upstairs

Missions: Obtain 20 more coins, Find a way out to the big city.

William the Constable's Son

1. Intellectual: Book Smart
2. Physical: Hand/Eye Coordination
3. Emotional: Proud
4. Psychological/Psychic: Addictive Personality

Equipment: Purse with 25 coins, light rapier

Missions: Get laid, Get drunk

Elizabeth the Lady

1. Emotional: Lusty
2. Physical: Comeliness
3. Intellectual: Sexual arts
4. Psychological/Psychic: Deceitful

Equipment: Cloaked hood/disguise

Missions: Get Laid, Avoid scandal.

Randall the Lord

1. Emotional: Angry
 2. Physical: Brawling
 3. Intellectual: Book Smart
 4. Psychological/Psychic: Jealous
- Equipment: Bare Hands, purse of 20 coins

Missions: Find his wife Elizabeth, Beat somebody within an inch of his life.

Colin the Minstrel

1. Intellectual: Musical notes and lyrics
2. Physical: Finger Coordination
3. Emotional: Romantic
4. Psychological/Psychic: Empathy

Equipment: Lute, Purse with 5 coins

Missions: Obtain 10 coins, Avoid a fight.

Gregor the Drunk

1. Psychological/Psychic: Addictive Personality
2. Emotional: Morose
3. Intellectual: Wisdom
4. Physical: Bulky

Equipment: Empty Horn, Old letters from Ex

Missions: Get someone to buy him a drink, Tell someone the complete story of why his wife left him.

Samuel the Merchant

1. Intellectual: Number Savvy
2. Strength: Alcohol Tolerance
3. Emotional: Poker Face
4. Psychological/Psychic: Lucky

Equipment: Purse with 20 coins, Dice, Current Ship schedule.

Missions: Interested in comely/seductive women, Needs hirelings for business.

Paul the Troublemaker

1. Emotional: Arrogant
2. Strength: Fistfights
3. Intellectual: Banter
4. Psychological/Psychic: Loves riling up people

Equipment: Purse with 15 coins, Sword

Missions: Start a fight whether physical or verbal, Find a warm body to have sex with.

Bren/Brenna the Cut-Purse

1. Physical: Thievery
2. Intellectual: Street Smarts
3. Psychological/Psychic: Lucky
4. Emotional: Innocence

Equipment: Male Disguise, dagger, secret pocket

Missions: Obtain 15 coins, Avoid all conflicts.

Hilda the Gypsy Dance

1. Psychological/Psychic: Fortune Telling
2. Physical: Flexible Dancing

3. Intellectual: Wisdom
4. Emotional: Fearful

Equipment: Revealing dancing costume, Purse with 5 coins, Fortune Telling cards

Missions: Obtain 15 coins, Not get taken into custody.

Playing Out the Adventure

Play is done in rounds, starting with the Bartender and working clockwise.

First Round

1. The Barkeep lays out the floor of the tavern. Using the character tiles, he places however many NPCs as he wishes wherever he wants in the tavern, keeping in mind that he can always bring in more from the upstairs, kitchen, or the outside. He describes the scene to the characters.

Example: "You walk into the tavern. The place has ___ people in it drinking and doing their thing. A musician is on a small stage tuning his lute. The Barkeep is leaning against the wall beside a set of doors that lead to the kitchen. There's a bit of gambling happening at a table nearby. Through the gloom you see a feminine figure bent over talking to a richly dressed man near the staircase. A large muscular man seated at a stool by the front door nods his head at you as you walk by." Etcetera.

2. The characters determine where they plant themselves in the tavern.
3. The barmaid collects their orders. They can choose either wine or ale/mead. Their order is given to them at the beginning of their next round.

Subsequent Rounds

1. The bartender moves the NPCs if he wishes. He decides whether to drop an Event Tile on the board.
2. The characters in order decide what they are doing. If the character decides he or she will interact with another character, the Barkeep, or an NPC, the actual interaction will begin on the next turn.

Event Tiles

There are 10 situational tiles that provide large involving situations that the characters may or may not want to get involved with. The Barkeep places them at whim or because of a character's actions. These tiles affect those PCs and non-PCs in the same area as the situation. You can make more Event tiles if you have an idea for one.

Gambling: A game of chance has begun at one of the tables.

Strength/Physical Skill Contest: Some people are willing to wager they are stronger/faster/better skills at a weapon. This would also include wrestling, lifting heavy objects, throwing knives or axes or whatnot.

Dancing: The music gets lively and propels some people out onto the dance floor. Or it could be a single person (most likely a woman) entertaining the crowd with a seductive dance.

Loud Pushy Drunk Woman/Man: Someone has had too much to drink and has become insulting. They get louder and louder as the night progresses.

Drinking Contest: Usually one on one but can draw a crowd, whoever passes out first loses.

Catfight: Two women decide to have it out. The Barkeep and Bouncer normally won't get involved because it's entertainment for the rest of the customers who bet and shout out support for the participants.

Woman being Manhandled: A woman's favors are sought against her will and she protects and struggles, drawing attention to the situation. If no one steps in to take advantage of this affront, the Barkeep or the Bouncer will on the next round.

Sheriff comes in to arrest people: The Sheriff's position can be determined with a coin or other marker. Expect that he has a First attribute of Strength: Taking by force and carries a cudgel. Any illegal activity will be noticed by the beginning of the next round.

Enraged Spouse enters the scene: Someone is looking for his or her wife or husband. The offending SO may not even be at that tavern but this person will accuse everyone of trying to hide him or her and is ready to take out anyone in his or her way. If it's an angry wife, give her a weapon to swing.

Bar fight: This affects everyone on one floor tile immediately. Furniture and fists fly. These can expand to adjacent tiles quickly.

((((10 Premade Event Tiles)))

Character Actions

The PCs can choose from a variety of actions each round.

Hand Signals: The characters call the barkeep or barmaid by raising one finger over their head and calling out "Barkeep" for the gamemaster's attention, or "Miss" for the barmaid to bring a refill. The character can also attempt to use hand gestures to signal someone else in the establishment.

Flirting: The character wants to catch the attention and/or interest of another person. Letting him or her use winks, hand gestures and kissy faces can be amusing for the Barkeep and other players.

Drinking: Keep track of your alcohol consumption, using coins or other markers. On your third drink, roll a die—on a roll of 3 or below you are affected: -1 to rolls involving Intellectual or Physical (Yes, even for Comeliness). However, your Emotional or Psychological/Psychic specialties are exaggerated for every drink thereafter. You must play your character accordingly. You do not realize that you are affected, in fact your confidence in your abilities has you feeling rather invincible. Once affected by alcohol, you are affected for the remainder of the night. And

it's accumulative; roll for every subsequent drink and for each 3 or below add another -1 to Physical and Intellectual rolls. When you attempt to perform a Physical or Intellectual task and you get a negative score, you black out.

Gambling/Contests: Characters wager on the outcome and then use their attributes and dice rolling to determine winners. In the event of a strength or drinking contest, non-participants can also enter wagers on who they think will win.

Fights: If you are on the same floor tile as the fight, the character must decide immediately whether they wish to join in or leave the area. The risk of joining a barfight is that you may be thrown out.

Interactions between NPCs and PCs or PCs and PCs

Highest roll wins. You get a +2 if the interaction falls under your First attribute, but a +3 if using your specialty under that attribute. You get a +1 (+2 with specialty) for your Second attribute and just a +1 if using the specialty in your Third attribute.

Example 1. Cecil the Artist takes a swing at Bobby the Brawler. Bobby has the advantage over Cecil, so gets a +3 to his roll.

BUT the +'s and -'s should always be finalized by the Barkeep BECAUSE

Example 2. Bobby the Brawler takes a swing at Sigrid the Lucky. Sigrid's Luck gives him advantages despite not being a fighter. The Barkeep decides that they equal each other out and no one gets an advantage.

Damage: If the difference between the two scores is more than 5, the loser falls unconscious. There is no death in this game. Anyone wounded will survive. If you attempt to really kill someone with a weapon, you will be thrown out or even arrested. Either way, you lose.

Companions: If your goal is to satisfy the sexual urge, there are plenty of targets. Roleplay out the courtship. Rooms are available for three coins for a couple of hours or five for the night. None of the women will want to couple in the main room, sorry.

BARKEEP'S SECTION

Remember, it's your establishment.

Random Consequences and Bonuses

Every time a character performs an action or completes a mission, the Barkeep rolls a d8. One through four means something negative happens, five through eight is something positive that helps the character. Consult the appropriate list below and apply one of the following to the character's situation. You may add to these as needed.

Negative:

1. Your companion gives you lice/crabs/some sort of bug infestation. (Hey, this is medieval times, It's nearly a study on human-borne entomology.)

2. Your stomach rebels and you're going to puke.
3. Your purse has been cut, relieving you of 1d8 coins.
4. Target's significant other accuses you of cuckoldry.
5. Accused of thievery/cheating. Barkeep picks the accuser.
6. Someone picks a fight with you just because he/she doesn't like the looks of you.
7. You're affected by the alcohol—see the “drinking” section above.
8. You're assumed to be the troublemaker, better talk fast...

Positive:

1. Your companion is affected by alcohol.
2. You find 1d8 coins on the ground. Roll.
3. Someone wants to be the character's companion for a couple of hours.
4. Someone's looking to hire some help.
5. The Barkeep is feeling grateful, drinks on the house.
6. The music kicks in and someone looks like they wish to dance
7. They need another musician on stage, earn 1D8 coins.
8. An unfortunate event removes some of the competition (falls unconscious, his spouse walks in, whatever).