

# ANDY'S TAVERN

One more for the road?

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## 1 General

- The Tavern space on the main board remains unchanged. (It represents the Tavern's outside café.) However, characters can now enter the Tavern and experience a variety of new challenges and rewards.
- When you land on the Tavern space, roll 1 die as normal. On your next turn, you may continue moving in the Outer Region, or you may enter the Tavern.
- Characters in the Tavern are affected normally by Events on the main board, as well as by Spells cast from another region. The only exceptions are the Blizzard and Electrical Storm, which do not affect characters in the Tavern.

## 2 Rules of The Tavern

### 2.1 Coat Check Room

- As the Tavern is a respectable establishment, fighting is frowned upon. To discourage fighting, no weapons are allowed in the Tavern. You must leave all of your Objects at the Coat Check Room as soon as you enter the Tavern.
- You automatically pick up your Objects on your way out (even if you are Thrown Out).

### 2.2 Use of Magic

- Whereas fighting is frowned upon (it is often a crowd-pleaser and therefore good for business!), the use of magic is expressly forbidden. If you cast a Spell while in the Tavern, the Border Patrol will be called at the beginning of your next turn.
- If you have not vacated by the time they show up, the Border Patrol will attempt to arrest you. If you go quietly, you are merely Thrown Out. You may also fight them. The Patrol has a Strength of 6. If you lose, you lose a Life and are dragged to the City Jail.

## 3 Movement

- Movement is the same in the Tavern as in the Realms around the main board. Roll the special movement die and move that many spaces. You may move in either direction, but you cannot change directions in the middle of a move.
- You may enter one of the Special Locations around the Tavern. You may stop moving when you enter one of these areas, even if you have movement remaining.
- Unless you enter a special area, draw a Tavern card after you have moved.

## 4 Combat in The Tavern

The Tavern is a civilized business establishment, not some dungeon or arena. This is reflected in the way combat is carried out. Whenever you fight a combat in the Tavern, you fight a barroom brawl as follows:

- Determine your Strength as normal, except that you may not use any Followers, and all of your Objects are at the Coat Check Room (q.v.).
- You and your opponent roll dice and add your Strengths. If you lose, you lose a Life as normal. If you win, you may trade your opponent in for Strength points.

Brawling is non-lethal. If you are reduced to zero wounds, you are not dead but are Thrown Out (q.v.) and restored to 1 Life.

## 5 Leaving The Tavern

You may be thrown out of the Tavern for a number of reasons.

You lose 1 Object or 1 Gold (taken by the barkeeper to cover the cost of any damages), and you are thrown to a random space. Roll 1 die to determine where you wind up:

- 1 - One space to the left of the Tavern

- 2 - Two spaces to the left
- 3 - Three spaces to the left
- 4 - One space to the right
- 5 - Two spaces to the right
- 6 - Three spaces to the right

5.3. You do not encounter the space or any characters on it. In addition, you lose your next turn as you try to recover your senses.

## 6 Rules for Special Locations

### 6.1 Brewmaster

You may buy up to 2 Brews-to-go for 1 Gold each. You may drink one before a battle. Roll 1 die to determine the effect:

- 1 - Pass out! The Brew is so strong that you pass out. You automatically lose the battle.
- 2 - No effect.
- 3-4 - +1 Strength for this battle
- 5 - +2 Strength for this battle
- 6 - Gain 1 Life.

### 6.2 Kitchen

You may buy a hearty serving of Mutton Chops, or a bowl of Dragon Stew. Each costs 1 Gold, and heals 1 Life when you eat it.

### 6.3 Craps Table

- You may try your luck at this simple game of chance.
- Place a bet of 1 Gold. You may bet on "odds", "evens", or any single number from 1 to 6.
- Roll 1 die. If any of the number(s) you bet on come up, you win.
- Betting on "odds" or "evens" pays 1 Gold (in addition to the Gold you bet.). The single number pays 5 Gold!
- You may stay remain in this space and play again next turn, as long as you have the Gold to place the bet.

### 6.4 Front Desk

You may rent a room for the night, at a cost of 2 Gold. Move to any vacant room. You lose your next turn, but are restored to your starting quota of Lives.

### 6.5 Tattoo Parlor

For a cost of 1 Gold, you may get a Tattoo inscribed on your body. The workmanship is so impressive that the Tattoo gives you a +1 bonus to your die roll when dealing with Strangers (including any "people" you encounter on board spaces, such as the Enchantress, Mystic, etc.).

## 7 This and That

### 7.1 Bouncer

- You may apply for the Bouncer title at the Front Desk.
- To be hired as a Bouncer, you must defeat the owner of the bar (Strength 5) in a wrestling match.
- If you lose, lose a Life as normal.
- If you win, he hires you. Take the Special Bouncer card.

### 7.2 The Gateway

- There is a permanent Gateway in Room 101. You may enter the Gateway if you pay 1 Gold at the Front Desk.
- After you move into the Gateway, move to the corresponding Gateway on the Gateway Board.

For any comments or queries regarding the Tavern expansion or any other of Andy's works (including those which aren't posted at this site), please contact him via e-mail