

## KEY LOCATIONS

What follows is a description of the various places to be found in Deadgate.

### I. THE APPLEBERRY TAVERN

The Appleberry Tavern holds a prominent place in Deadgate, positioned so that it's one of the first places visitors must pass. On a placard running the width of the building above the porch in front is the face and long nose of the Tavern's founder: Katella Appleberry. She is remembered for her long nose, hence the nickname "Big-Nosed Kate's Place." Aside from the gaudy appearance, the Appleberry Tavern is known for excellent food, tasty beer, and an overall rollicking good time.

For those who are unaware of what the tavern has to offer, two of her grandchildren, Bobbo and Lobo, will tell you all about it as you pass by, whether you like it or not. Here is a sampling of their spiel: "You look hungry ma'am. Why not shake the dust off your boots and take a look at the fine menu of dishes? Best food in the crag, I tell you. We have a wide assortment of pies, cheese, broths, and don't forget our 37 different kinds of sausages! We've got it all! And, you can wash it all down with a mug of Appleberry's finest ale, ta boot. [Leaning closer, they go on to say:] I hear it's better than most of the Dwarf ales in the city. Bored, are you? Well, if it's fun you're after, Appleberry's the right place for you. We've got shows runnin' all the time. Singin', dancin'—you name it! You can also get in on the bettin' on Moot Darts if you like. You never heard of Moot Darts, ya say? Well, step right in, and we'll show you how it's done..."

Inside, the place is more or less an upscale tavern with rooms for rent upstairs (typically priced). A bar runs along the far wall and tables fill the centre of the tavern. A small stage features room for singers and dancers as well as a smaller section cordoned off for musicians. The walls feature stuffed animal heads, paintings of bold Halfling heroes and famous cooks, to say nothing of the great wooden sausage that hangs suspended over the bar. Guests who drink 20 mugs of Kate's Best, a Good ale, earn the right to leave their mark on the sausage. Most patrons can't write in the first place, and after 20 or so ales, the markings they leave include dried vomit, charcoal smears, and less savoury substances.

In the back of the tavern, the Halflings have roped off an area for Moot Darts (see sidebar for details). Here, there's a large dartboard that literally bristles with darts. A chalkboard hangs a few feet over, marked with circles and crosses. Queerly, there's also a pile of odd props, including three legged stools, big feathers, a roll of canvas, a mallet, a bucket of vile-looking water, and more.

There are always at least two bouncers here hired by the owners, Jasper and Farlotta Appleberry, to make sure no one gets out of line. (Use the profile for sell-swords on page 235 in the *WFRP* rulebook.) In addition to the sons mentioned earlier their two daughters, Tayia and Gertrude, work in the place with their uncle Brogbelly who plays the lute to the delight of the guests. Jasper is also the champion Moot Dart player, but he can rarely find anyone willing to play against him.

#### Jasper Appleberry

**Career:** Innkeeper (ex-Hunter, ex-Targeteer)

**Race:** Halfling

| Main Profile      |     |     |     |     |     |     |     |
|-------------------|-----|-----|-----|-----|-----|-----|-----|
| WS                | BS  | S   | T   | Ag  | Int | WP  | Fel |
| 31%               | 85% | 33% | 35% | 81% | 41% | 51% | 63% |
| Secondary Profile |     |     |     |     |     |     |     |
| A                 | W   | SB  | TB  | M   | Mag | IP  | FP  |
| 2                 | 14  | 3   | 3   | 4   | 0   | 0   | 0   |

## MOOT DARTS

Moot Darts is an interesting game the Appleberrys claim to have invented, though the truth of this claim has never been proven. The rules of the game are simple. Each player has to throw darts until he hits the outer ring, the middle ring, and finally the inner ring. If a player hits the bull's-eye, he automatically wins. Where the game differs from other, more ordinary dart games, is in the conditions of the toss.

In Moot Darts, each contestant tries to come up with an outlandish way to throw the dart, and his opponent must match it. The trick is to make sure your challenge is a good one, or the patrons betting on you will let you know it. Examples include turning your back to the dartboard, bending over and throwing the dart between your legs with your eyes closed, or having your friends grab a piece of canvas and hurl you into the air whilst you throw darts at the board. The drunker the crowd, the more bizarre the challenges—hence the props nearby the dartboard.

After each declaration of what the contestants are trying to do there is a round of betting on whether or not it will be successful or who will win the game. The house takes 5% of all bets placed, of course. Most games end up with something silly happening like a contestant accidentally hitting himself or something (or someone) else in the tavern except the dartboard, to howls of raucous laughter. Weirdly, it seems that when the Halflings play, they make challenges more likely to harm the crowd rather than hit anywhere close to the wall.

The mechanics of the game are simple. Under normal circumstances, tossing a dart is a **Routine (+10%) Ballistic Skill Test**. Each degree of success moves the dart further in, thus a success hits the outer ring, one degree hits the middle ring, two degrees the inner ring, and three or more hits the bull's-eye. The difficulty of the test changes depending on the challenge. You can come up with any challenge you like, but if you're a bit starved for neat idea, feel free to roll on the following table. If you miss, you hit the wall, but if you miss by 20% or more, the dart flies out into the crowd, likely to hit one of the patrons.

### MOOT DARTS DIFFICULTIES

| Roll   | Challenge  | Suggested Difficulty |
|--------|--|----------------------|
| 01–10  | Throw while being tickled with a feather           | Challenging (–10%)   |
| 11–20  | Throw while drinking an ale or some other beverage | Challenging (–10%)   |
| 21–30  | Throw while drinking from the bucket of vile water | Hard (–20%)          |
| 31–40  | Throw blindfolded and spun around in three circles | Very Hard (–30%)     |
| 41–50  | Throw while being tossed in the air                | Very Hard (–30%)     |
| 51–60  | Throw with your off hand                           | Hard (–20%)          |
| 61–70  | Throw after smelling Old Man Pete's armpit         | Challenging (–10%)   |
| 71–80  | Throw while sniffing Grandma Slaw's sheets         | Very Hard (–30%)     |
| 81–90  | Throw while being pelted by rotten fruit           | Hard (–20%)          |
| 91–100 | Throw while holding an angry small dog             | Hard (–20%)          |

Should the PCs not take part in Moot Darts, they would do well to steer clear of the game, though distance is no guarantee of safety. During a game, there's a 1 in 10 chance that a dart will come their way. If so, have the thrower make a **Ballistic Skill Test**. If he hits, he nails a random member of the party. A flung dart deals a Damage 1 hit.





**Skills:** Academic Knowledge (Genealogy/Heraldry), Blather, Charm, Common Knowledge (The Empire, Halflings), Concealment, Consume Alcohol, Evaluate, Follow Trail, Gossip +20%, Haggle, Outdoor Survival, Perception +10%, Read/Write, Search +10%, Secret Signs (Ranger), Set Trap, Sleight of Hand +10%, Speak Language (Halfling, Khazalid, Reikspiel), Trade (Cook)

**Talents:** Dealmaker, Hardy, Lightning Reflexes, Marksman, Mighty Shot, Night Vision, Rapid Reload, Resistance to Chaos, Rover, Sharpshooter, Specialist Weapon Group (Longbow, Sling, Throwing), Streetwise, Sure Shot

**Armour:** None

**Armour Points:** Head 0, Arms 0, Body 0, Legs 0

**Weapons:** Throwing knife, Expertly Crafted Darts

**Trappings:** Apron, Gold Ring worth 60 *gc*

Jasper never wanted to be part of the family business. He scoured the hills as a hunter in his youth, eventually becoming so skilled he became a targeteer. When his father died, he was forced to assume the role of innkeeper for the family. He still shows off his prowess in marksmanship when he plays darts. His black hair is greying and he has a bit of a gut now, but he is still very nimble.

## 2. THE PIT OF BLOOD

Pit fighting has been part of the culture of the Old World for quite some time now. Some are drawn to it for the blood and death. Others find satisfaction in gambling on the outcome and cheering for their champion. Some combine the two. Whatever the reason, pit fighting is a thriving business for those who know how to exploit it.

The Pit of Blood here in Deadgate is a 10-foot deep, 50-foot diameter pit with stone sides surrounded by wooden seating about 15 feet above the ground. The arena can hold 300 screaming people, all with a good view of the battle below. The Pit of Blood hosts fights each weeknight to determine the lucky challenger who gets to face the undefeated Dwarf champion Buurf Treadknuckles during the main event each Saturday.

The merchant Bruno Widmann runs the place with the help of hired muscle from the Markov crime syndicate.

Spectators pay a fee of 5 *p* to watch the fights during the week and 10 *p* to watch the main event on Saturdays. In addition, all gambling on site must go through Bruno and the house takes a percentage of all winnings. The fights start at dusk. There are always plenty of street vendors and performers around before and after the fights trying to earn their living from the spectators.

Characters can sign up to fight in the pits if they so desire. Bruno looks them over first (he lives in the house marked **2a** on the map). If he thinks they would make a good fight, he signs them up. Pit fighters are paid 30 *p* a night, but they must pay 15 *p* to Bruno in advance just in case they die and he has to get them buried on the hill. This is non-refundable if they survive. Pit fighters make side bets on their own to increase their take. All fights are to the death. If the character manages to beat the current champion he assumes the mantle of champion and must fight once a week. The champion is paid 100 *p* per fight. The opponents, except for the champion, are left for the GM to generate to tailor to his particular players.

### Bruno Widmann

**Career:** Merchant (ex-Burgher)

**Race:** Human

#### Main Profile

| WS  | BS  | S   | T   | Ag  | Int | WP  | Fel |
|-----|-----|-----|-----|-----|-----|-----|-----|
| 38% | 34% | 36% | 38% | 42% | 56% | 45% | 61% |

#### Secondary Profile

| A | W  | SB | TB | M | Mag | IP | FP |
|---|----|----|----|---|-----|----|----|
| 1 | 15 | 3  | 3  | 4 | 0   | 0  | 0  |