

*A TakeOnRules.com Endeavor*

# TAKE ON ESTABLISHMENTS



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Welcome to [TakeOnRules.com](http://TakeOnRules.com)'s second published supplement – “Take On Establishments” is a collection of physical establishments and locations, brief descriptions, a few PCs, and corresponding moves for [Dungeon World](http://Dungeon World).

### MY GUIDING PRINCIPLES FOR ESTABLISHMENTS

- ❖ *...should be occupied by interesting people*
- ❖ *...should be a possible launch point for adventures*
- ❖ *...should be just as much a part of play as a dungeon*



## Basilica of the Sun

**Smell:** burning incense, faint hint of sulfur

**Sight:** massive stained glass window depicting a sunrise, vaulted ceilings adorned with golden chandeliers

**Sound:** chanting and swishing of robes

**Person:** Brother Calvin, opulent crimson robes, freshly shaved head, gaunt frame

*Instinct:* to lead through force

- Consult with ancient forgotten beings
- Bath the insolent in fire
- Intimidate the simple-minded

When you **plead with Brother Calvin to grant you sanctuary in the Basilica of the Sun**, Roll+CHA. On a hit, Brother Calvin grants your request, though expects a small monetary donation. On a 7-9, he also demands a lock of hair or a few of your finger nail clippings.

## Butchered Bound Pig (Inn)

**Smell:** swine scat and fried pork

**Sight:** gigantic stuffed snarling hog's head adorning a roaring fireplace

**Sound:** tankards slamming on the table, fires crackling, muted squeal of pigs

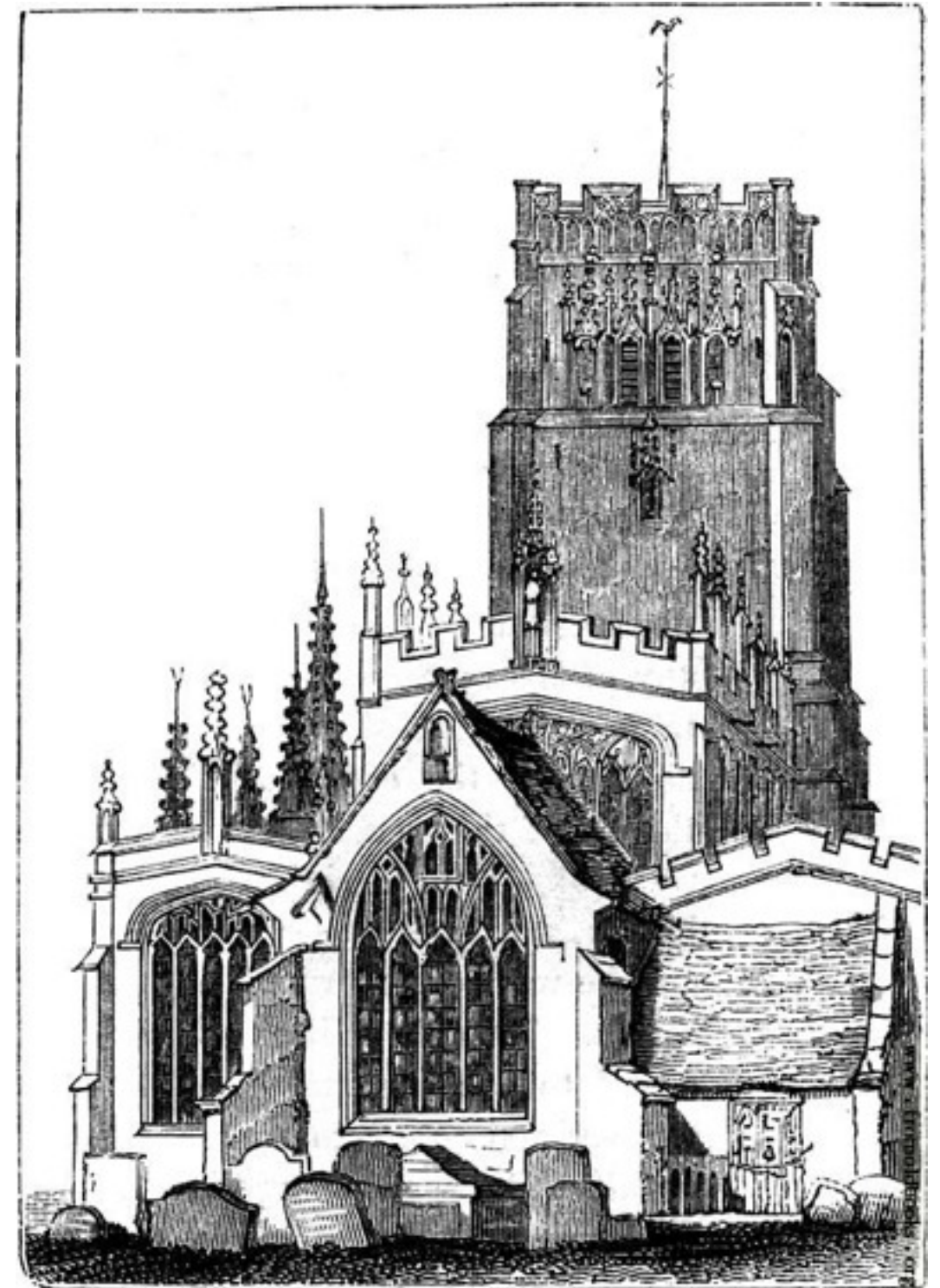
**Person:** Rond A. Round, the rotund owner of the Butchered Bound Pig will gladly give you a free room in exchange for taking over shoveling the swine scat for an afternoon

*Instinct:* to get others to do his work

- Propose a lopsided bargain
- Order around the help
- Throw the first punch

When you **shovel the swine scat for the afternoon**, Roll +CON. On a 10+, pick 2 from the list below. On a 7-9, pick 1.

- You find evidence of a crime, the GM will tell you what.
- You overhear something scandalous, the GM will tell you what.
- You manage to avoid falling in the swine scat and ruining your cloths.



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## Buzzard Hockenpock's Furs and Trappings

**Smell:** slightly rotten smell of burning tallow candles

**Sight:** a stuffed dire wolf, tattered and worn from age, dominates a room bursting with a hodgepodge of things long past their prime

**Sound:** crackling of burning fat, mumbling, and chuffing

**Person:** Buzzard Hockenpock, a grizzled old veteran with a hook in place of his left hand

*Instinct:* to not be forgotten

- Don aging armor and weapon
- Prove prowess with feats of strength
- Tell a long tale of lost treasure

When you **first root around the dusty, moldering sundries of Buzzard Hockenpock's Furs and Trappings**, Roll+WIS. On a hit, you find something rare and valuable. Name up to 3 tags. The GM will tell you what you found. On a 10+, Buzzard has seriously underestimated its value.

## Chamber of the Master

**Smell:** spiced rum, sweet and pungent hint of skunk musk

**Sight:** a thick haze of smoke clings to the ceiling; A large leather bound chair, with fine cushions at the head of a small table.

**Sound:** dice rolling, coins clanking, fiddle being tuned

**Person:** Gilded Master, a corpulent pock-scarred man, drenched in sweat, leader of the Thieves Guild

*Instinct:* to hold influence over the powerful

- Send assassins from the shadows
- Demand a feat of prowess be performed
- Blackmail a person of power

When you **undertake the Feat of Strength**, Roll+STR. On a 10+, you have defeated the brute, tell the GM if you killed him. On a 7-9, pick 1 from the list below.

- You cracked a few ribs while defeating the brute. Take -1 ongoing to physical tasks until it heals.

- You are locked in a tie and the Gilded Master calls the match – he is obviously bored.

When you **undertake the Feat of Speed**, Roll+DEX. On a 10+, you have safely and deftly completed the treacherous Thief's Gambit before the skulk. On a 7-9, pick 1 from the list below.

- You twist your ankle while dashing and diving through the exit; You make it ahead of the skulk. Take -1 ongoing to physical tasks until it heals.
- You and the skulk burst through the exit at the same time.

When you **undertake the Feat of Brains**, Roll+INT. On a 10+, you have defeated the savant in three challenges. On a 7-9, pick 1 from the list below.

- You feel ill after drinking from the goblet, but won the majority of the challenges. Take -1 ongoing to mental and social tasks until you get a good nights sleep.
- You won only one challenge, but know the savant cheated...and have evidence, tell the GM what the evidence is.

## Gated Entrance

**Smell:** horse manure mashed by trampling feet

**Sight:** stone gatehouse with heavy wooden doors, animal droppings litter the road leading into the gated entrance

**Sound:** clapping of horse hooves, shuffling of travelers, and in the distance you hear merchants hocking their wares

**Person:** two well armored guards, lazily clutching their halberds, feigning attention, occasionally stopping those entering

*Instinct:* to work for the weekend

- Raise the alarm
- Disarm an opponent
- Retreat to fight another day

When you **first attempt to enter via the gated entrance**, Roll+CHA. On a 10+, the guards fail to give you notice and you pass without toll. On a 7-9, they barely acknowledge your presence as they demand a toll. On a 6-, they are in your business.

## In The Lavender (Apothecary)

**Smell:** lavender, thyme, and cinnamon

**Sight:** an ancient border collie, stretching and yawning, amongst the numerous potted plants and drying herbs

**Sound:** a young woman's voice excitedly declaring, "Oh my goodness, it is so great to see you! Would you like some tea?"

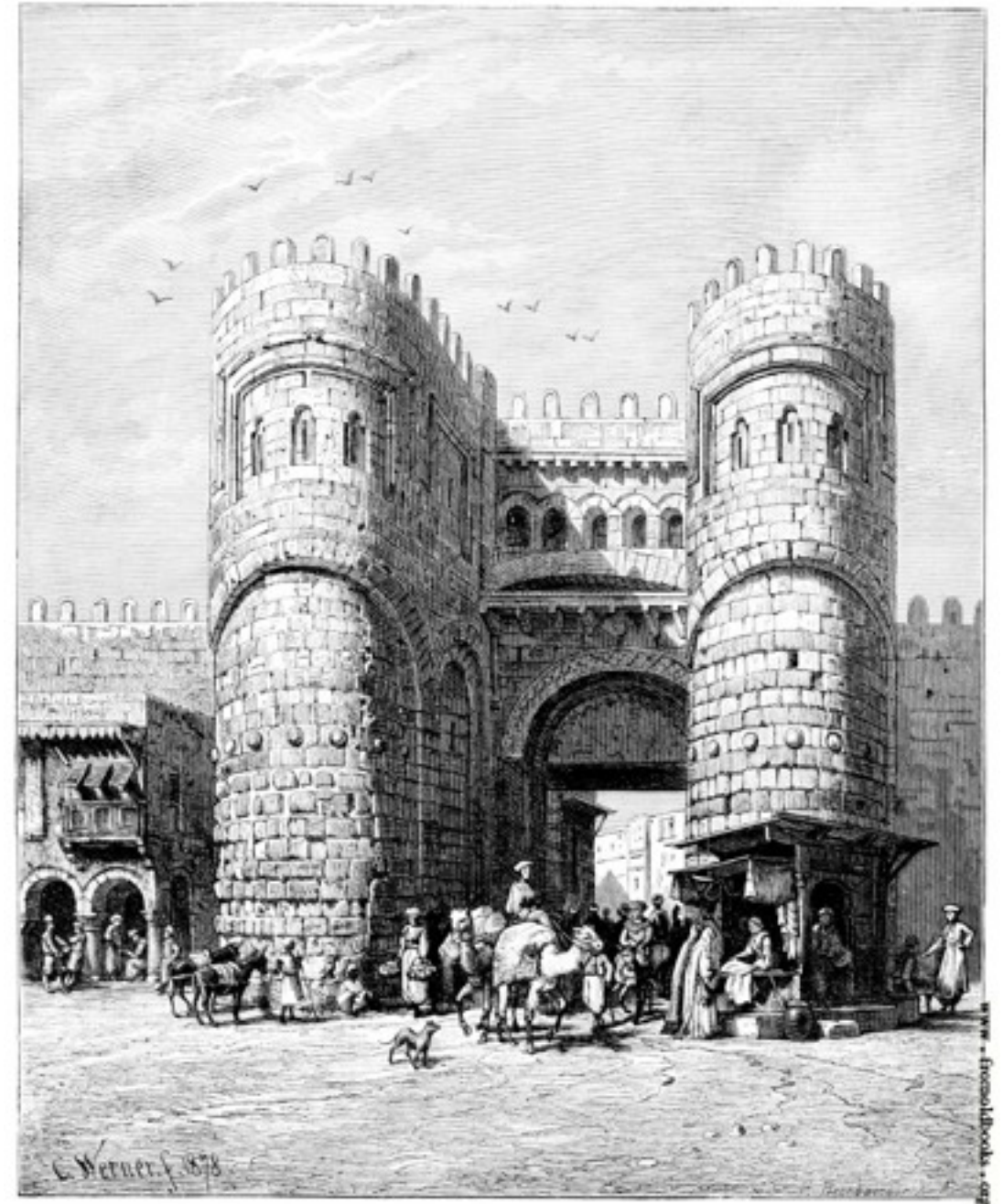
**Person:** Corriandar "Piggy" Fritlerech, a young somewhat large eared woman of seemingly boundless energy

*Instinct:* To offer hospitality

- offer exquisitely smelling herbal tea
- brew a potent poison
- ask for help finding an exotic herb

When someone **applies to your wound that healing concoction created by**

**Corriandar**, Roll+CON. On a hit, you heal 2d8 HP. On a 10+, you may also remove one debility. On a miss it must've lost its potency...well at least it didn't hurt you.



## Necropolis of the Fallen

**Smell:** hints of long cut flowers

**Sight:** concentric circles of old tombstones, surrounding a small obsidian building

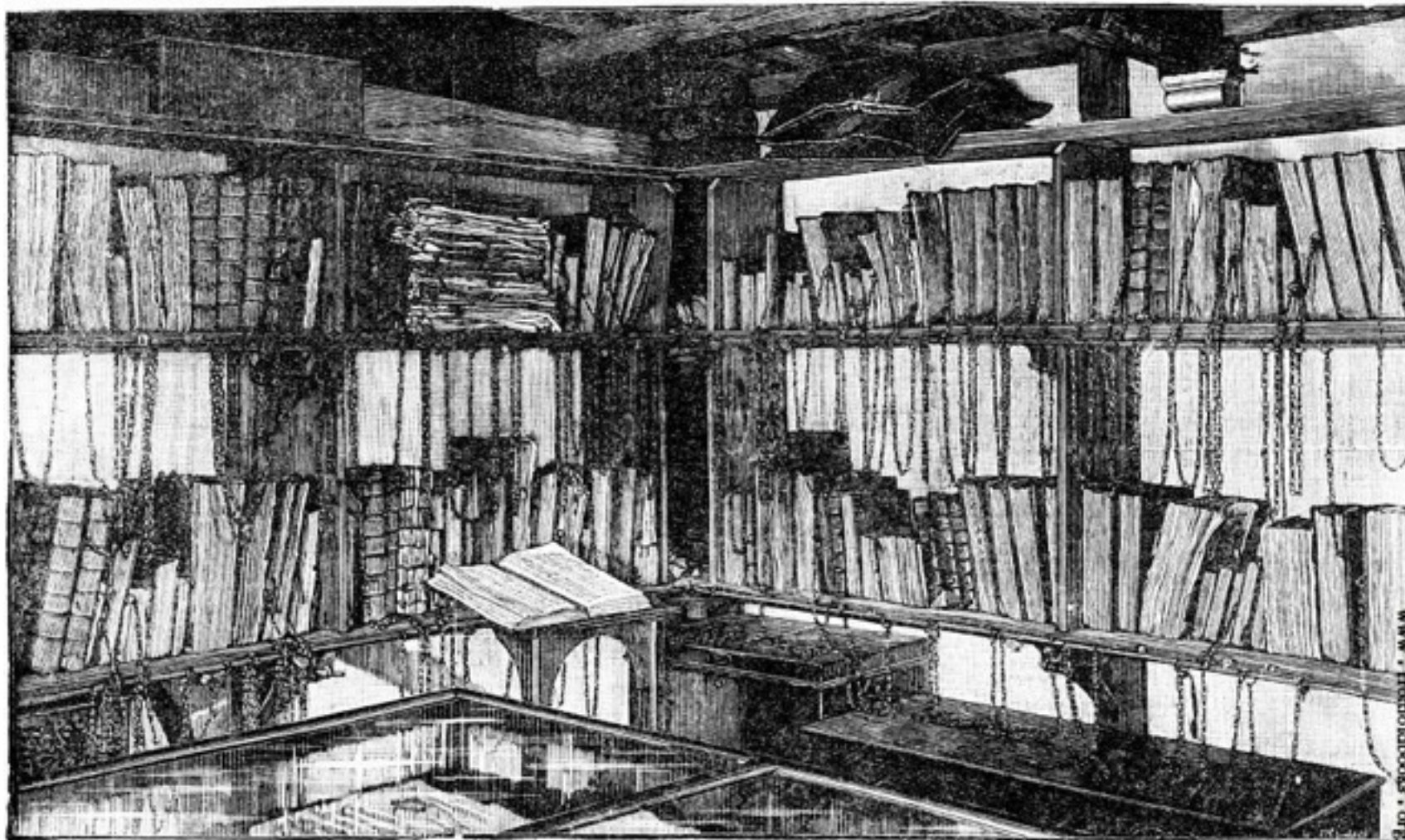
**Sound:** crickets, gentle rustling of leaves

**Person:** an old woman carrying a wicker basket, hunched over and resting against a tombstone

*Instinct:* to rest alongside her long deceased husband

- Tell a long tale of a forgotten place
- Offer dinner to a sympathetic person
- Drift to sleep mid conversation

When you **snoop around the Memorial of the Fallen**, Roll+WIS. On a hit, use the Discern Realities move results. Add the following question to the list of questions to pick from.



- What evidence of crime is poorly concealed in the mossy stones?

## Ravens Rookery

**Smell:** fresh, yet brief, rain shower on dry earth

**Sight:** small room with an ink stained table, several quills and books chained to several shelves

**Sound:** ticking of a clock

**Person:** Howard Phillips, a gaunt faced man, with ink stains at the corner of his mouth and on all his fingers

*Instinct:* to get back to writing

- pack up and seek adventure
- visit with dark cloaked travelers
- study eldritch tomes of mysterious purpose and power

When you **first read one of the books from Ravens Rookery**, Roll+INT. On a hit, take +1 forward to Spout Lore. On a 10+, the GM will share with you a vision only somewhat unnerving. On a 7-9, the GM will share with you an unnerving vision, take -1 forward to Discern Realities.

## Skittering Warrens

**Smell:** mildew, moss, and urine combine in a sickening aroma

**Sight:** trash piles scattered along the winding narrow alleyway, fleeing rats

**Sound:** dripping of water, chittering of rodents

**Person:** your gaze momentarily locks with a goblin, and in a blur it takes off running

*Instinct:* to avoid those who would take things;

- squeeze through something small
- bite and claw with vigor
- run

When you **give chase to a skittish goblin**, Roll+DEX. On a 10+, pick 3 from the list below. On a 7-9, pick 2.

- You nab the goblin and have it in your hands.
- You see where and what the goblin dropped when fleeing you.
- You see where the goblin was trying to flee to.
- The chase doesn't take a long time.

## Tethered Titan (Tavern)

**Smell:** strong alcohol and fried meat

**Sight:** tables cluttered with dice, cards, dominoes, and tiles; Many patrons engaged in a game of chance for low stakes.

**Sound:** a cacophony of dice hitting the table, moans, cheers, hollers, tankards slamming

**Person:** Alroo Dunder, a small man, with delicate hands, long fingers, and well oiled hair owns the Tethered Titan

*Instinct:* To get rich by any means

- Pilfer a share of a gamblers winnings
- “Stack the deck” in his favor
- Send adventurers into a trap

When you **set out for a night of gambling at the Tethered Titan**, Roll +CHA. On a 10+, pick 3 from the list below. On a 7-9, pick 1. On a miss, pick 1, but things tumble beyond your control (the GM will say how).

- Come out ahead
- No one suspects you cheated (rightly or wrongly)
- You make a contact at the table
- You didn't piss off the wrong person



## Wharf

**Smell:** brine, rotting fish, old wet lumber

**Sight:** rigging, ropes, crates, barges, ships, gulls

**Sound:** sailors cursing, water lapping against old timbers, gulls

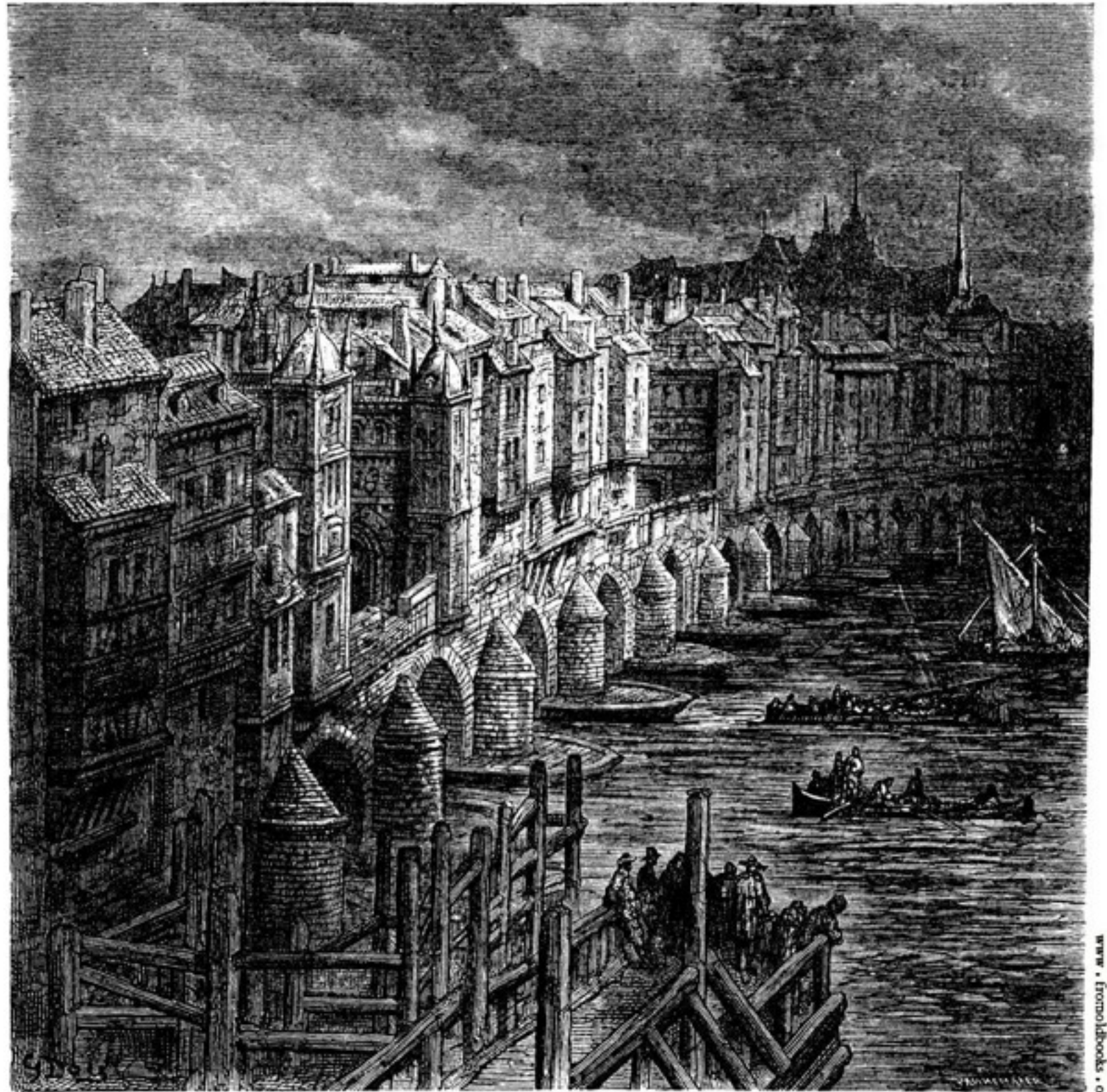
**Person:** Harbormaster Marvin, a muscular man with an impressive beer gut and hair everywhere

*Instinct:* To keep the harbor in perfect order

- Scrutinize a ship's manifest
- Call for dock guards
- Enforce an obscure regulation

When you **secure a ship for immediate passage and depart**, Roll+INT. On a 10+, pick 3 from the list below. On a 7-9, pick 1.

- The captain is trustworthy
- The ship and crew are up for the journey
- There's a stowaway that's going to bring trouble
- The harbor master isn't interested in the ship's departure



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**Special Thanks to** my wife Jenny Frech, for the fantastic name Buzzard Hockenpock; Eliana Spitler for your creativity and enthusiasm in telling me about the Butcher Bound Pig; Larry Spiel for helping me see that Gambling can easily be derived from Carousing; Jeremy Garber for first introducing Feats of “Strengf”, “Sped”, and “Braims”

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# Images Used



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