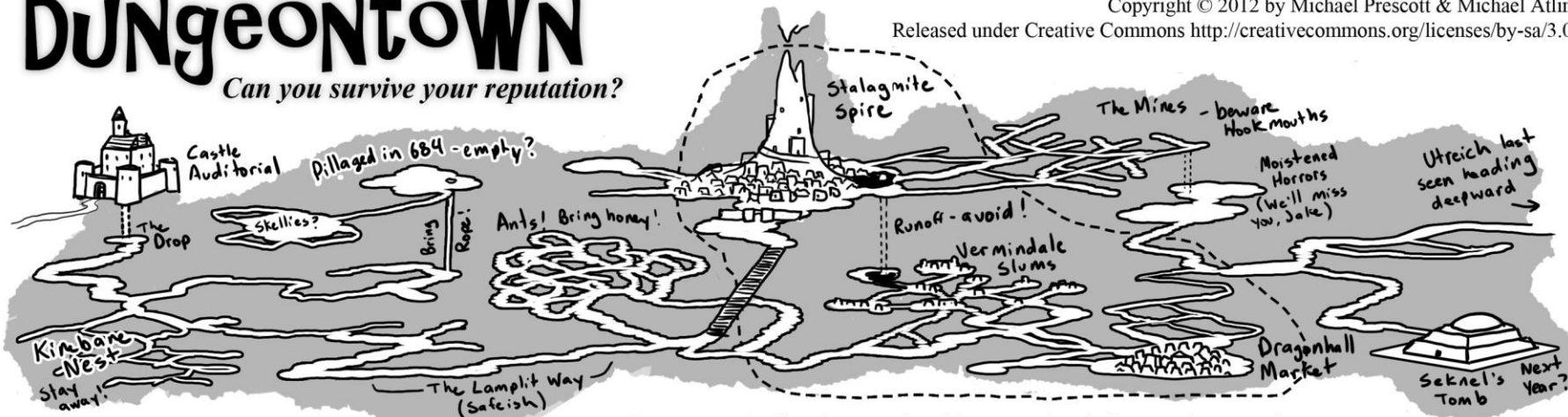


# DUNGEONTOWN

Can you survive your reputation?

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## The "Heavies"

Rep goes up the first time you: brawl in town, win a duel, cross a heavy, make an enemy, return from a deepward cavern, spend your loot, dine with the Baron, pay export duties



Inspector-Captain  
WILLIAMSON  
(Castle Auditorial)



Half-Good ERINK  
(Proprietor, Vermindale Hostel)



Miss Janice  
HELBIG  
("Spells & Sundries")



OTHAR  
Armbreaker  
(Owner, Bouncer, "Spire Rest")



Mother Amelia  
BATTLE  
(Sisters of Extortion, Healers for Cash)



BARON  
Lochlear  
("Retired")



Tobias  
SQUINT

(Former Companions of Lochlear)



BLACKLEAF  
The Mad

## The Unexpected

**CASTLE AUDITORIAL SURROUNDS** - Shallow caves, mostly safe. Mostly.

1. Contraband 'discovered'. Roll CHA. All but highest lose an item
2. Herders haze you. Rep 3+ herders hire you for protection.
3. Kinebane attack the herd, and you! Roll for initiative!
4. Sisters of Extortion lighting lamps object to being watched, or, if Rep 4+, chat for fee
5. Baron's hunting party drives monstrous beast toward you.
6. Roll Dexterity. Low roller falls in Black River. Victims hallucinate 1d6 hours, but nightmares remain forever

**DRAGONHALL MARKET** - Everything's for sale (Don't ask where it's from)

1. Roll WIS. Low roll is: <3 Rep Framed for theft; 3+ rep pocket picked
2. Run on the pawn shop. 1/6 chance your deposit is lost
3. Heavy wants to hire member of group for dirty, dangerous job
4. Scuffle for job with loser. Rep 5+, loser asks you for job
5. A heavy takes a fancy to something of yours
6. Roll INT. All but high roller lose shirts during run on bank

**STALAGMITE SPIRE** - Posh (and dry!)

1. Inn is full unless rep 5+ and bribe/threat
2. An insult! A duel! Rep <7 till first blood. Rep 7+ to death
3. Rep <5 guards block you. Else, invited to heavy's gathering
4. Rep <5 guards block you. Else Utreich returns!
5. Rep <5 guards block you. Else, commanded to join some heavy's posse
6. Roll WIS. Low roller is framed for murder

**VERMINDALE** - Beats sleeping un patrolled caves (usually)

1. Inn room full of vermin. Concierge unhelpful, or helpful, but then room floods.
2. Bar brawl. Rep +4? You are target. Rep +8? Weapons used.
3. Heavy comes to hire you or borrow from you on the sly
4. Kings men come to clean up Vermindale. Rep 5+ and you're helping
5. Clouds of vermin engulf Vermindale. Running from something worse?
6. Roll CON. High roller doesn't get the Bloody Flux