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**DCC
RPG**

A Strange Night at The Pint 'n' Pony

~A "SHORT" ADVENTURE~



studio 9
games

A Strange Night at the Pint 'n' Pony

This is a 0-level funnel intended for 12-18 characters. It can be the start of a campaign, or a one-shot adventure. This adventure can be placed in any town or city setting.

Welcome to the **Pint 'n' Pony**! The **Pint 'n' Pony** only allows short patrons (including small humans, gnomes and wildlings). When creating starting characters, use the **“Short” Conversion Occupation Table 1-3s** to modify your roll results within **Table 1-3** (see p. 22 *DCC Core Rulebook*). This will assure that all characters will be small enough to gain access to the **Pint 'n' Pony**.

“Short” Conversion Occupation Table 1-3s

Your Roll **Table 1-3** Adjust your roll to *this entry* on **Table 1-3** and use the notes added.

1-17 is 1-17 see **Note A***

18-19 is 18 see **Note A***

20-24 is 19-20

25-26 is 21

27-28 is 22

29-31 is 23-24

32-33 is 25



34-35 is 26

36-38 is 27-28

39 is 39-47 with **Note A***

40 is 48 with **Note A***

41 is 49 with **Note A***

42 is 50 with **Note A***

43 is 51-52 with **Note A***

44 is 53-54 with **Note A***

45-46 is 55

47-50 is 56-57

51-52 is 58

53-54 is 59

55-56 is 60

57-58 is 61

59-60 is 62

61-62 is 63

63-64 is 64

65-67 is 65-67 see **Note A***

68 is Wild Elfin Farmer (items as 68) see **Note B****

69 is 70 see **Note A***

70 is 71 see **Note A***

71-75 is Gnome Jeweler (items as 72) see **Note C*****

76-77 is Gnome Locksmith (items as 73) see **Note C*****

78-79 is Gnome Mendicant (items as 74) see **Note C*****

80 is 75 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-human*)



81-84 is Gnome Merchant (items as 76) see **Note C*****

85 is Wild Elfin Artisan (items as 77) see **Note B****

86 is 78 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-Human*)

87 is 79 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-Human*)

88 is 80

89 is Halfling Pony Hostler (items as 81)

90 is 82 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-Human*)

91 is 83 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-Human*)

92 is 37-38 see **Note B****

93 is 33-34 see **Note B****

94 is 86 see **Note A***

95 is 87 see **Note A***

96 is 94

97 is 95 see **Note A***

98 is 96 (roll d4 1-elf**, 2-halfling, 3-dwarf, or 4-Human*)

99 is 97 (This is a human magically altered by their master to appear as a dwarf, but in all respects is human. He/she will return to their human form in 1d30 days.)

100 is Dwarven Woodcutter (items as 98-100)

***Note A:** This is a small human. All small humans have a 20' rate and +1 AC due to size. Why so small? Roll 1d4, you are: (1) a small child; (2) unusually short, 3-4 feet tall; (3) had a halfling or dwarf parent, are short, but in all respects human; (4) afflicted with a magical curse that shrinks you to 2 feet tall. The curse ends after 3d4 days.

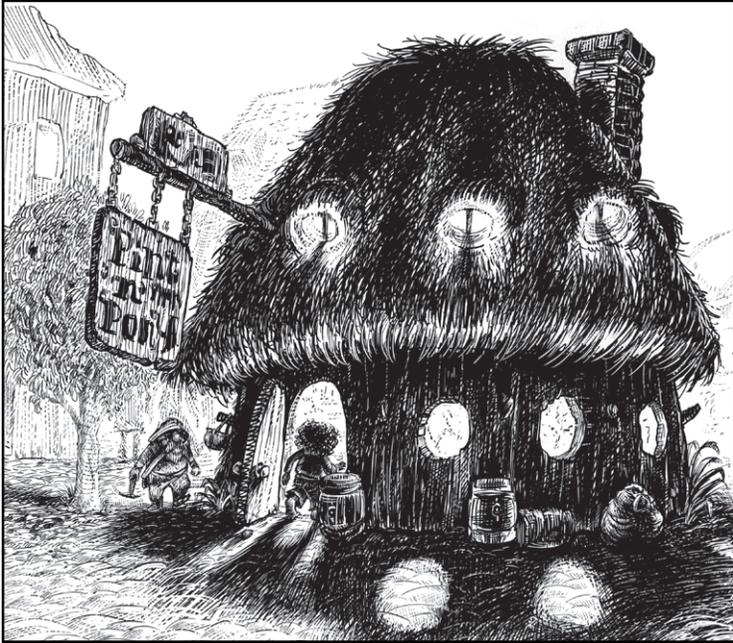
****Note B:** This is a wildling elf (see p. 14 *Greenwood of the Fey Sovereign*). If you don't have wildling elf rules, this is a very short elf. Short elves have a 20' move rate and +1 AC due to quickness and stature.

*****Note C:** This is a gnome (see p. 10 *Crawl* issue #6). If you don't have gnome rules, this is a halfling.

Background

Eons ago, when the world was home to super-science and magic, aliens and devils, there arose a Vicar of the insectoid god Leicca. This Vicar was the first human to stand with the ones called devils—a race of misunderstood insectoid humanoids who were hated and persecuted with an antipathy passed down into the present-day collective psyche (fear of insects). At that time, the devils thrived in what was known as the shadow years, but as humanity restored its grip on civilization, a great pogrom threatened the decimation of Leicca's followers. It was then the Vicar of Leicca arose to cast down four symbolic foes within herself: hatred, fear, ignorance, and desire. Having destroyed these, the Vicar could see that elimination of the legions of Leicca would also doom humanity. The Vicar ultimately gave her life in preservation of insectoids, and Leicca ordained a shrine be built to protect and one day revive her. The magic and science behind its awesome purpose was lost in the cycles of a myriad of ages and revolutions of thought. Leicca became a patron dormant and forgotten, and like insects, made small and weak. But the shrine and its power remained untouched. Until now, that is. Ratmen under the city have built their

society on the trash of the human world, thriving by tunneling in the shadows. They have recently dug up the forgotten crypt and unleashed horrors meant to protect the Vicar of Leicca. To these ancient protective forces and intelligences the modern world makes no sense, and it has driven them mad and murderous. The happy denizens of the **Pint 'n' Pony** are about to unwittingly discover a nightmare, right beneath their hairy little feet.



A Strange Night Begins

Area 1— The Pint 'n' Pony: Once players have generated a group of halflings, dwarves, gnomes and other small-sized characters, read the following:

After a long day of toil and labor, you find yourself in the amber glow of the ever familiar Pint 'n' Pony. Near the warm clutches of its fires is the perfect place to throw off the chill of winter. This halfling-owned tavern, both smoky and small, accommodates only the short folk in town—mostly halflings, but also gnomes and dwarves, and occasionally shorter members of the human and elf races. Its 5-foot ceiling, low chairs, and stocky tables naturally keep big folk and their problems away.

On this night you find yourself once again a few pints into a cozy, merry time amongst friends. It is, however, in the middle of a rousing song of “The Ride of Umbar on the Celestial Owl” that the room shakes and rumbles—and not due to the stout dwarven brew you are imbibing.

As the song dies down, the tremor is interrupted by an explosion of dirt and clay that erupts from the floor right under the central keg table. You watch in horror as the four large



kegs either burst open and spill their golden juices or tumble down into the newly created hole. Emerging from this hole are the perpetrators of this violation—ratmen!

While normally averse to all manner of heroics, you are currently feeling “chemically” encouraged. You reach for the nearest chair, tankard, or cutlery and rush the invaders in hopes of some measure of retribution.

Roll initiative! The PCs are **Buzzed**, see Intoxication Level I.*

The ratmen are as confused and surprised as the PCs. Neither side gains surprise. The ratmen are in a state of panic. They are eager to get away and will attempt to rush to the exit, attacking anyone who blocks the way. Each round they fight and move towards the exits (1a and 1b). This will seem like a menacing raid on the town and

Bar Room Fighting Props

Chairs: Smash an opponent (1d3 dam). This has a 25% chance of knocking out the target. The chair shatters after the first successful hit.

Fireplace: Falling into fire causes 1d6 dam + d3 each round until making a DC 10 Reflex save.

Tables: +2 AC if turned over or hidden under.

Stage: Provides higher ground: +1 attacks. Also, from the stage the chandelier can be reached and swung upon. On the following round, the PC may land anywhere in the tavern with a +3 bonus to hit and +2 damage from the swinging attack. If hit, the victim must roll a contested Reflex save against the attack roll or be knocked prone (if lined up correctly, right into the fireplace!).