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Adventure Reference Document:

When the jolly crew enters this pub, roll 1d6 on the table below. If a character’s number is equal to or below the result, they are in the pub right now.

1d6	STAFF & REGULARS
1	
2	
3	
4	
5	

6	
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If the Risk Die rolls a Setback while the jolly crew is approaching this pub, roll 2d6 on the table below.

2d6	SIDETRACKS
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

If the Risk Die rolls a Setback while the jolly crew is inside this pub, roll 2d6 on the table below.

2d6	SITUATIONS
2	
3	
4	
5	
6	
7	
8	
9	

10	
11	
12	

PRICE	SIGNATURE DRINKS
1 silver coin	
2 silver coins	
3 silver coins	
4 silver coins	
5 silver coins	
1 gold coin	

Pubcrawl Pointcrawl Procedure

The pubcrawl proceeds in Turns. Each Turn represents an abstract and indeterminate length of time necessary to complete a simple activity, such as ordering drinks, flirting, brawling, bumming smokes or something similarly time-consuming.

At the start of each Turn, the referee describes what is happening and any changes since the last Turn. The players may ask any questions of the referee, which they will answer according to what the characters would know. If the characters would not reasonably know the answer, the referee may tell them how they could find it out.

Each Turn, the jolly crew takes one action, individually or collectively, and each jolly crewmate rolls their Sobriety Die. Moving between pubs may take a few Turns, as shown on the map.

After the jolly crew resolves their action(s), the referee rolls the Risk Die (a d6) to determine what else happens during that Turn.

RISK DIE	RESULT
1-2	Setback
3-4	Drinking
5-6	Mark Time

Interpreting the Risk Die

Setback. If the jolly crew is inside a pub, roll a Situation for the pub they are in. If the jolly crew is outside a pub (such as when traveling between pubs), roll a Sidetrack for the destination pub. Roll an initial Situation for a pub when the jolly crew first enters it. If a Situation refers to a character who isn't present at the pub, they arrive when it is rolled. The referee may also begin a Setback as they deem appropriate

Drinking. Each character has finished their drink and needs to buy a new one. Ale is usually 1d6 silver pieces for a tankard. Each character also rolls their Sobriety Die an extra time that Turn, downgrading it by one step on a 1, 2 or 3. Characters who have been drinking water instead of alcohol may sober up instead, upgrading their Sobriety Die by one step (but not beyond their maximum).

Mark Time. An hour passes in the fiction, and the bell towers toll the current time. The referee tracks the current time. At 1:00 in the morning, it's last call for drinks, and at 2:00, it's closing time.

Drinking Rules

Sobriety Die

A character's maximum Sobriety Die is based on their Constitution score. When they are stone-cold sober, they are at their maximum Sobriety Die.

Sobriety Die Chain

d12 → d10 → d8 → d6 (Tipsy) → d4 (Drunk) → Blackout

Drinking

When the Risk Die rolls Drinking, each character rolls their Sobriety Die (unless they did not have anything to drink). If they drank to excess that Turn, they roll twice and take the lower result.

If the roll is a 1, 2 or 3 then downgrade the Sobriety Die one step.

Not Drinking

Not drinking alcohol while inside a pub will raise the eyebrows, then the hackles of the patrons. They will assume you are hiding something or you want to take advantage of their inebriation.

Sobering Up & Hangovers

If a character spends a Turn drinking only water, their Sobriety Die upgrades by one step (up to their maximum) the next time the Risk Die rolls Drinking, unless they are Blackout. A full night's rest returns even a Blackout character to their maximum Sobriety Die.

When the character returns to their maximum Sobriety Die after being Drunk or Blackout, they are Hungover. Being Hungover causes exhaustion and headaches. Some magics can cure hangovers or accomplish sobriety quicker.

Being Tipsy

A Tipsy character has advantage on all Charisma saves and tests. When they roll their Sobriety Die, consult the following table.

1d6	RESULT
1-3	Inebriation. Become Drunk.
4	Nauseated. Burp rudely or lose 1 hit point.
5	Dizzy. Disadvantage on Dexterity saves and tests for next Turn.
6	Vibing. Restore up to 1d6 hit points.

Being Drunk

A Drunk character has disadvantage on all saves and tests except those involving Charisma. When they roll their Sobriety Die, consult the following table.

1d4	RESULT
1-3	Inebriation. Become Blackout.
4	Nauseated. Vomit or lose 1 hit point. Vomiting has a 1-in-6 chance to reduce the character's inebriation to Tipsy but has social drawbacks.

Being Blackout

When a character becomes Blackout, they have disadvantage on all saves and tests and are no longer exclusively played by their player. Instead, each Turn, their player rolls 1d6 to determine who will play their Blackout character, as shown below.

1d6	RESULT
1	The referee
2-3	Another player of the player's choice
4-6	The player

If a Blackout character is ever separated from the jolly crew, then they must roll on the table below.

1d6	RESULT
1	Go directly to jail. You have no memory of irking a Chaos cultist but are now serving a 2d6-day sentence in the dungeons of The Royal Wine Cellar. Bail is set at 10 gold coins.
2-3	You sent a letter while drunk. The player to your left decides its contents and the player to your right decides the recipient. You will receive a response of some sort in 1d6 days.
4-5	You found somewhere to sleep it off. Roll a die on the map. Where it lands indicates where. If it is even, it means you slept inside; if it is odd, it means you slept on the streets.
6	You made a new friend or lover. The referee decides who they are, and you pick whether they are a friend or lover. You wake up at their place, presumably where you slept last night.

Glossary

Barkeep on the Borderlands introduces a few new rules and procedures with respect to pub crawls and drinking. The list below covers the common rule-terms that are used in this adventure.

Advantage: When making the save or test, roll two dice and take the better result. Characters benefit from advantage when circumstances are favorable or for particularly creative solutions.

Charisma: A character statistic relating to charm and luck. If your system does not have Charisma, use the best equivalent.

Coins: Little round pieces of metal bearing the Monarch's face, minted by the Royal Treasury and widely accepted as legal tender in the Keep and beyond the Borderlands. A single gold coin is worth 10 silver coins or 100 copper coins.

Disadvantage: When making the save or test, roll two dice and take the worse result. Characters suffer from disadvantage for particularly unfavorable circumstances.

Hit Points: Hit points represent a combination of vigor and luck and are just as likely to be reduced by slings and arrows as they are from a rough day at work or indigestion. This

adventure is written under the assumption that the average character has 3 to 12 total hit points. Depending on the system you are using, you may want to increase the amounts.

Jolly Crew: The group of player characters in the adventure.

Risk Die: A six-sided die that the referee rolls each Turn to determine what else happens during that Turn.

Save or Test: When characters must roll to determine whether they resist a negative effect (save) or accomplish their goal (test).

Setback: A random event that happens while the jolly crew is pubcrawling, as further described on page 18 of *Barkeep on the Borderlands*. Setbacks may be either Sidetracks if traveling between pubs or Situations while inside a pub.

Sobriety Die: A die of varying size that indicates a character's level of sobriety, as further described on page 19 of *Barkeep on the Borderlands*. A character's maximum Sobriety Die is based on their Constitution score, but if your system does not have Constitution, use the best equivalent.

Tipsy, Drunk, Blackout or Hungover: Potential conditions for characters caused by drinking, as further described on page 19 of *Barkeep on the Borderlands*.

Turn: The basic measurement of time during the pubcrawl, as further described on page 18 of *Barkeep on the Borderlands*.