

Take On Establishments

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Welcome to 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](#).

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.



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.