



CHRISTINA STILES PRESENTS

WAYSIDES: ROCK BOTTOM



Spike y Jones

WAYSIDES ROCK BOTTOM

BY SPIKE Y JONES

“Rock Bottom” is the third Waysides in my Christina Stiles Presents offerings for

Rogue Genius Games! In case you missed the first two, please check out “[Didjer’s Crab House](#)” and “[Hair of the Dog](#).”

“Rock Bottom” introduces a ramshackle, shady tavern to be implanted into any town or city of your choice. Rather than frequenting the place of their own accord, the PCs most likely track nefarious individuals to it, or only patronize it when seeking street-level intelligence. It really isn’t a place the PCs would find appealing as a drinking establishment or place of leisure. It truly *is* where folks go when they’ve hit “rock bottom,” after all. Hopefully, the PCs are much better off than that.

Enjoy using this low-life addition in your city or town.

Christina Stiles

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ABOUT THE AUTHOR

Spike Y Jones has played *D&D* and other games since 1978; has written scores of fantasy RPG articles for gaming magazines since 1986; and has written, co-written, or edited dozens of books for a variety of game companies. In all those years of gaming, he’s dealt with any number of “You walk into the bar...” scenarios, but none quite as initially unpromising for adventure-seeking PCs as *Rock Bottom*. Initially.

WAYSIDES

WHAT ARE WAYSIDES?

Let's face it, many a campaign begins with the adventurers meeting in a tavern. Whenever the PCs want to gather information, relax, cause trouble, or make deals, the tavern's where they head. More often than not, the tavern takes on a life of its own, becoming an important fixture of your game's town or city.

Waysides are drop-in locales to add flavor to your town or city, and they make great gateways to adventure.

All *Waysides* PDFs include the following seven sections:

Stat Block: Each locale has a type, alignment, and setting listed. The locale's type indicates its status as a hostel, hotel, inn, or tavern. Its alignment identifies the types of people who generally frequent the establishment, but most especially its owner. Its setting provides an at-a-glance suggestion for placement of the establishment in your campaign world.

Usage: This brief section details on how GMs may wish to use the locale within an existing campaign.

Background: A detailed description of the tavern's origins and history, along with the major players associated with it.

Description: This section provides opening, read-aloud text for the GM, and it details the locale's individual rooms and their contents.

Goods & Services: This section is divided into three subsections: Beverages, Victuals, and Lodging & Other Services.

Personalities: These are the NPCs the player characters encounter within the establishment. GMs will find important details about the characters here, with names and complete stat blocks for each one.

Adventure Seeds: This section offers ideas DMs can use to create adventures in and around the tavern. Not all are necessarily related to the tavern's backstory.

ROCK BOTTOM

Type: tavern

Alignment: neutral

Setting: warehouse district, large town or city

USAGE

Unlike most *Waysides* establishments, Rock Bottom is not likely to become the PCs' favorite watering hole. They might wander in once, when they're new to town and to adventuring, but Sibayan won't get any repeat business from them.

Instead, Rock Bottom is a bar where NPCs hang out and the PCs burst or sneak in from time to time, feeling out of place and possibly unwelcome.

The most obvious way to get the PCs into Rock Bottom is to have them follow Three-Finger Tomas (or some other sneak thief) as he flees with something he stole from them. Another is for them to be directed to the bar in search of a beggar with important information.

Rock Bottom isn't a good place for the traditional barroom brawl. Not only aren't the patrons able to put up much of a fight, nor Sibayan tolerate it, but the bar itself wouldn't survive the sort of rough treatment PCs mete out to more traditional adventurer taverns.

It is, though, a surprisingly good place for more subtle adventures, where PCs in disguise try to insinuate themselves into a foreign culture for whatever reason. And it can also be the setting for lighthearted farce if the disguised heroes get mixed up with the schemes of Hadama Half-Penny or Gabby, either independently or as an added complication to the Hadama/Gabby adventure seed below.

NPCs like Hadama Half-Penny, Gabby, Einar the Valiant, and Three-Finger Tomas don't spend all of their time in the bar, and a GM could easily include some of these characters in other parts of his campaign city without needing to immediately introduce Rock Bottom. If the PCs should happen to encounter Adem the Ambitious

Rock Bottom

in his watchman role, spotting him in disguise making his way into Rock Bottom could pique their curiosity. And the many genuine beggars who frequent Sibayan's place have to spend most of their day elsewhere in the city earning the coppers to buy their soup and mug.

And when all else fails, there's the tried-and-true story starter of a PC waking up naked, bruised, hung-over, and unable to answer Sibayan's questions about how he got into such dire straits.

BACKGROUND

Despite the lack of a sign over the ramshackle establishment's door, all of the city's underclass knows the name, location, and reputation of Rock Bottom, where beggars go to spend the coppers they cadge off of the patrons of up-scale eating and drinking establishments.

Sibayan never came up for a name for his tavern beyond "Sibayan's Place," but quickly the phrase, "You know you've hit rock bottom when you eat at Sibayan's," was shortened to just "Rock Bottom" among those who considered themselves better off than Sibayan's clientele. Eventually, the beggars themselves adopted the name.

The barkeep, Sibayan, is a wounded war veteran turned beggar who came across enough extra money (through not entirely legitimate means) that he could do a little something to improve his life and that of others at the lowest rung of the social ladder. He walled off the two ends of an alley between a pair of warehouses, stretched a sheet of canvas between the warehouse eaves and declared it a tavern, serving bottom-of-the-barrel drinks and sustaining but unappealing meals from late afternoon to just after midnight.

In the two years of its operation, Rock Bottom has been improved somewhat: The roof is wooden, there's now a small store room at one end of the building, and he cooks over a stone hearth instead of an open firepit. But the floor is still packed dirt, there are no windows, and at the height of summer and the depths of winter, the temperatures inside are hardly comfortable.

While no longer a beggar, Sibayan maintains his contacts with the begging and thieving communities, and occasionally acts as a go-between for his clientele (e.g., he doesn't fence stolen goods, but he can put a customer in touch with someone who does). He knows just about every rumor making the rounds of the underworld, and even has a good idea which ones are true.

Sibayan doesn't tolerate fighting in his tavern for fear that the city watch or the owners of the property Rock Bottom squats on might stop taking a blind eye to his existence.

DESCRIPTION

After entering the tavern, it takes a few moments before your eyes adjust to the darkness; even at night, it's usually darker inside the windowless building than out. Seated at two long tables are anywhere from a handful to three-dozen grimy patrons, being served by a shuffling half-elf waiter.

1. COMMON ROOM

The irregularly shaped common room is always dark. The light of the cooking fire and small oil lamp above one corner of the bar reveals long benches and two skinny tables that run the length of the earthen-floored room, drying herbs hanging from the low ceiling, and a bar made of a row of empty liquor barrels.

One of the barrels making up the bar conceals a bolt-hole dug into the earth beneath the establishment. It's sometimes used to hide contraband (untaxed liquor, items held temporarily for friends), including fugitives with money to pay for a very temporary hiding place.

2. STOREROOM

The tiny storeroom has shallow shelving floor to ceiling along three walls. The shelves hold cooking ingredients (spices, preserves, salted meat) and bottles of cheap wine. The floor is crowded with barrels of beer, baskets of spoiling

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vegetables, bags of flour, sacks of sprouting potatoes, and other less-than-fresh foodstuffs.

The stacks of foodstuffs are lower in front of the one wall without shelving, allowing access to the secret door (Search DC 15) that opens into an adjacent warehouse.

GOODS & SERVICES

The food and drink Sibayan serves is often donated to him by other barkeeps; they were going to throw it out anyway, so it might as well keep someone alive for another day.

PERSONALITIES

The following section describes the owner of Rock Bottom and his solitary employee, as well as a number of the bar's frequent customers.

SIBAYAN—OWNER

While only 34, years of hard living make Sibayan look decades older.

SIBAYAN	CR 3
XP 800	
Human expert 4/warrior 1	
N Medium humanoid	
Init +0; Senses Perception +10	
DEFENSE	
AC 10, touch 10, flat-footed 10	
hp 23 (4d8+1d10)	
Fort +5, Ref +1, Will +6	
OFFENSE	
Speed 25 ft. (lame leg)	

Melee meat cleaver +3 (1d6-1, x3)

Ranged mwk heavy crossbow +5 (1d10/19-20)

STATISTICS

Str 9, **Dex** 11, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10
Base Atk +4; **CMB** +3; **CMD** 13

Feats Great Fortitude, Quick Draw, Skill Focus (Knowledge [local]), Skill Focus (Profession [barkeep])

Skills Bluff +8, Intimidate +5, Knowledge (local) +12, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Sense Motive +10, Sleight of Hand +5, Stealth +5, Survival +7

Languages Common, Dwarf, Halfling

Gear meat cleaver (treat as hand axe), dagger, sap

Sibayan realizes that he could probably make a decent living in some other profession, or even running a more reputable tavern elsewhere in the city, but he considers his operation a charity.

Unlike some bartenders, he has no patience for hard-luck stories (especially those told repeatedly by his regulars), and while he hears almost every word spoken in his little establishment, he tries not to involve himself in his customers' affairs.

Sibayan's military weapons and armor were sold long ago, and he keeps the peace in Rock Bottom with the cleaver and padded club he keeps behind the bar.

There are rumors that Sibayan has a hidden stash of money, but if he does, he certainly doesn't live as if he did.

MENU		
Drinks	Cost	Description
Beer, mug	1 cp	Usually flat
Wine, pitcher	1 cp	On the verge of souring, if not already there
Victuals	Cost	Description
Cheese	1 cp	Safe to eat if the bad spots are cut off
Soup	3 cp	Spicy when the flavor of tainted meat needs to be covered up (with stale bread)
Stew	6 cp	Identical to the soup, but not watered down as much (with stale bread)

Rock Bottom

Dyce Holebuc—Staff

The skinny 17-year-old half-elf dresses in rumpled clothing, and generally has a look of confusion about him.

DYCE

CR 1/3

XP 135

Human commoner 1

N Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (1d6+3)

Fort +2, **Ref** +0, **Will** -1

OFFENSE

Speed 30 ft.

Melee dagger +1 (1d4+1)

STATISTICS

Str 12, **Dex** 11, **Con** 15, **Int** 4, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 11

Feats Catch Off-Guard, Endurance

Skills Climb +5, Perception +3

Languages Common

Gear dagger, turnip

Born a halfwit, the half-elf Dyce was put out on the streets by ashamed parents and has been a beggar, living as much on the kindness of other street people as on handouts from the well-to-do, for more than a decade.

After a year as a regular customer, Sibayan began hiring Dyce to do odd jobs (paying him in food, drink, and a sleeping pallet in the store room). Along with serving food and cleaning up, Dyce collects donations for the continuously cooking stew (odds and ends of bruised or old vegetables and meat; nothing inedible, but also nothing particularly appealing) from merchants who save their remainders for him.

Sibayan never entrusts him with a purse of more than a few silver pieces, even though most beggars and thieves in the city know Dyce and look out for his welfare.

TYPICAL PATRON

Scum and rabble sit around the place, paying no attention to what they see or hear ... or eat.

TYPICAL PATRON

CR 1

XP 400

Human commoner 1/rogue 1

N Medium humanoid

Init +3; **Senses** Perception +6

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 13 (1d8+1d6+5)

Fort +2, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +1 (1d6+1)

Ranged club +3 (1d6+1)

Special Attacks sneak attack +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +0; **CMB** +1; **CMD** 14

Feats Endurance, Skill Focus (Survival)

Skills Climb +6, Knowledge (local) +5, Perception +6, Sleight of Hand +8, Stealth +8, Survival +6

Languages Common

SQ trapfinding +1

Gear club, begging bowl

Most of Sibayan's customers are simple beggars, each of whom has a tale of woe, but none of whom is particularly interesting.

There are, though, a few customers who stand out from the rest.

"HADAMA HALF PENNY" (ADEM THE AMBITIOUS)

A humble figure shuffles in. Clearly newly flush, he treats the other patrons to a round with a few simple silvers.

HADAMA

CR 1

XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/x3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2);

Other Gear half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Hadama Half-Penny is an infrequent customer at Rock Bottom. He only shows up when he comes across a handful of silver and wants to spread his good fortune with his fellow beggars. And along with buying drinks, what he most likes to do is talk, or better yet listen, trying to jolly his close-mouthed fellows to tell him about activities on the streets, especially any rumors they may have heard of criminal goings-on.

Hadama is, of course, Adem (called either “the Ambitious” or “the Puppy-Dog”), a member of the watch who disguises himself as a beggar whenever he’s trying to crack a case. His disguise doesn’t fool anyone in Rock Bottom, and most of the real beggars take their free drinks and ignore him. A few can have some fun

by feeding Adem misinformation or by turning the tables and teasing information about watch patrol schedules and the like out of him.

Adem won’t wear armor or carry weapons (other than a concealed sap) when in disguise.

“GABBY” (VANNEVAR HOLLIS)

A quiet figure, wrapped in a patched cloak, sits in the middle of the bench furthest from the draft of the door.

GABBY

CR 2

XP 600

Human rogue 3

N Medium humanoid

Init +3; **Senses** Perception +9

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 16 (3d8+3)

Fort +2, **Ref** +6, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee sap +3 (1d6+1 nonlethal)

or dagger +3 (1d4+1/19–20)

Ranged mwk composite shortbow +6 (1d6+1/x3)

or dagger +5 (1d4+1/19–20)

Special Attacks sneak attack +2d6

STATISTICS

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Deft Hands, Skill Focus (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling

SQ rogue talent (quick disable), trapfinding +1

Combat Gear *potion of expeditious retreat*, *potion of feather fall*, tanglefoot bag

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Other Gear leather armor, dagger, sap, masterwork composite shortbow (+1 Str) with 20 arrows, universal solvent, climber's kit, 50-ft. silk rope with grappling hook, masterwork thieves' tools

Gabby (as he's mockingly called by other Rock Bottom patrons) can be found almost every night in a dark corner here.

He never speaks, and no one knows enough about him to call him friend—which is a good thing, as he is friend to no one in the tavern. Only a few even realize that he's a half-elf.

Vannevar Hollis is a hired spy, sent by the city's administrators to Rock Bottom and a number of other low haunts to keep an ear open for rumors of criminal activity. As long as he keeps to his routine, Vannevar is unlikely to be discovered. Vannevar knows Hadama/Adem, but the disguised guard is completely unaware of Vannevar's identity and mission.

Vannevar doesn't bring bulky equipment like his bow and armor into the bar, but he can get to their outside hiding place in three rounds.

THREE FINGER TOMAS

A man missing the first two fingers on his right hand scowls into his mug of beer.

TOMAS

CR 1/2

XP 200

Human rogue 1

N Medium humanoid

Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +3 Dex)

hp 5 (1d8+1)

Fort +1, **Ref** +5, **Will** -1

OFFENSE

Speed 30 ft.

Melee sap +0 (1d6 nonlethal)

Ranged dart +3 (1d4)

Special Attacks sneak attack +1d6

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 13, **Wis** 8, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 13

Feats Deft Hands, Skill Focus (Sleight of Hand)

Skills Acrobatics +7, Appraise +5, Bluff +6, Disable Device +9, Disguise +8, Escape Artist +7, Knowledge (local) +5, Perception +3 (+4 to find traps), Sense Motive +3, Sleight of Hand +12, Stealth +7

Languages Common, Halfling

SQ trapfinding +1

Combat Gear bag of caltrops

Other Gear padded armor, darts (4), sap, disguise kit, thieves' tools

Tomas was a marginally successful pickpocket in another city until he got cocky and careless and was twice caught robbing city magistrates. Following the judicial amputation of two fingers on his picking hand, he moved to a city where criminal punishments are less painful and permanent and tried to start anew.

Unfortunately, between unfamiliarity with his new surroundings and the lack of dexterity with his maimed hand, Tomas hasn't been any more successful here, so his begging is now a necessary profession instead of a cover. But one day...

EINAR THE VALIANT

A one-legged man sits at the bar, bragging and regaling all who would listen with tales of past glory and fame.

EINAR THE VALIANT

CR 1

XP 400

Human fighter 1/rogue 1

NE Medium humanoid

Init +2; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 16 (1d10+1d8+6)

Fort +3, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+3/19–20)

or sap +4 (1d6+3 nonlethal)

Ranged dagger +3 (1d4+3/19–20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 16

Feats Skill Focus (Intimidate), Toughness, Two-Weapon Fighting

Skills Climb +8, Intimidate +9, Knowledge (local) +4, Perception +5 (+6 to find traps), Stealth +7

Languages Common

SQ trapfinding +1

Gear daggers (2), sap

Einar calls himself “The Valiant” or “The Hero” around everyone but Sibayan, as the barkeep is the only one who could gainsay his claim to have lost a leg in pitched combat, instead of as the result of a well-deserved wasting curse.

At first, Sibayan suffered Einar’s tall tales because of a sense of camaraderie with the fellow veteran, but despite now having grown tired of the man’s lies, Sibayan fears the beggar knows some of his own secrets, and thus can’t send him on his way.

Although he isn’t a criminal, use the Criminals I: Street Thug stats for Einar. The veteran doesn’t have any weapons or armor from his military days.

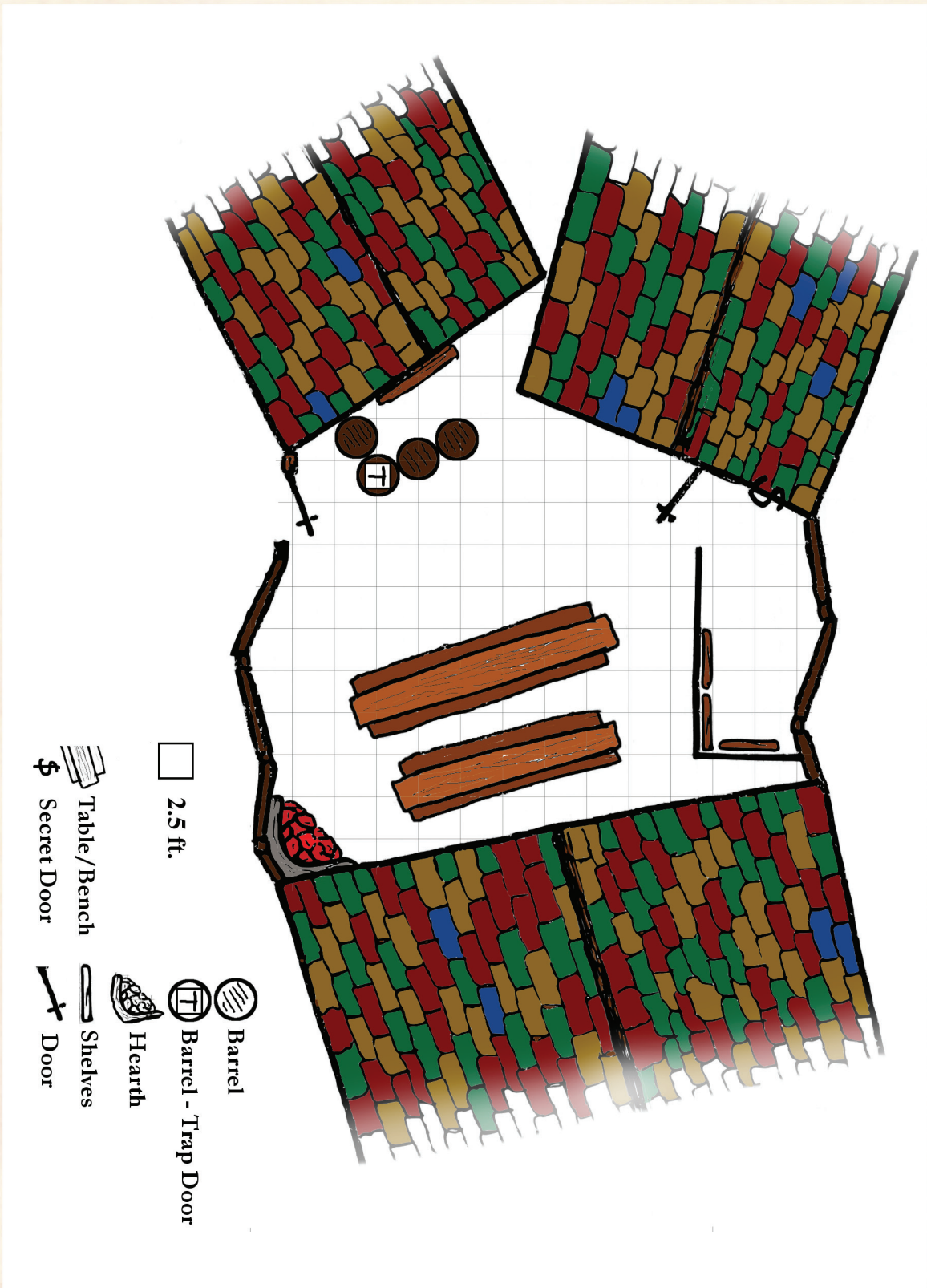
ADVENTURE SEEDS

- The PCs need information possessed by a beggar taking refuge in Rock Bottom. If they barge in dressed in adventuring finery, Sibayan clams up tighter than his purse; but if they disguise themselves as beggars or down-on-their luck thieves, he can be persuaded to “contact” their quarry. PCs

who try to strong-arm Sibayan discover that he commands the respect of the city’s beggars, and they can make life miserable for those in their poor graces.

- One winter night, an indigent falls asleep beside Rock Bottom’s hearth. Instead of turning him out into the cold, Sibayan waits until morning to wake him, only to find that the man was garroted in his sleep. While there were no other customers in the tavern overnight, the building’s security is minimal. The city watch can’t be bothered to investigate the murder of one bum by another, so Sibayan turns to a friend of a friend (a PC) for help. He can’t promise a reward, but he hints that having him as a friend could be beneficial in the future.
- The PCs run into a hungry and tired Dyce Holebuc on the road more than a day’s walk from the city, on a journey he has undertaken to find his parents. He doesn’t have any idea where they might be, except for a “lucky” amulet he’s worn for as long as he can remember. Dyce recalls stories his almost-forgotten mother told him of a long-ago elven kingdom far to the east, and the charm is made from an ancient elven coin, and it bears an inscription that hints of lost riches.
- Even the dense “Hadama Half-Penny” sometimes notices the occasional oddness, and eventually he realizes that there’s something strange about the silent “Gabby.” Not wanting to blow his cover, Hadama (as Adem) hires the PCs to find out Gabby’s secrets. But as soon as the heroes start investigating Gabby, he notices them and realizes that his own cover could easily be blown, so he (in a quickly thrown-together new guise) tries to distract them by hiring them to take a quest outside of the city; it won’t solve Vannevar’s problem, but it’ll at least give him time to think.

Rock Bottom



Table/Bench
\$ Secret Door

□ 2.5 ft.

Hearth
Door

Barrel
Barrel - Trap Door

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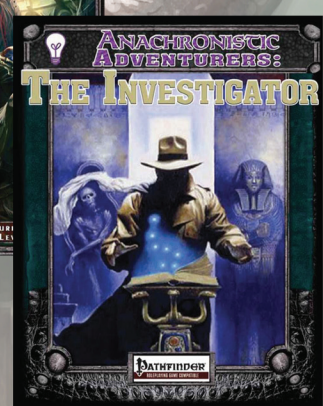
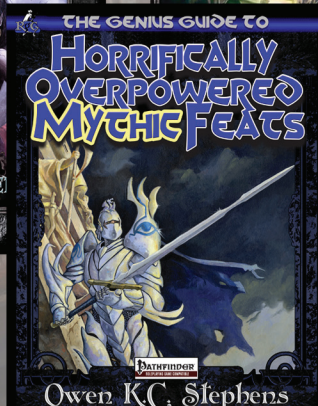
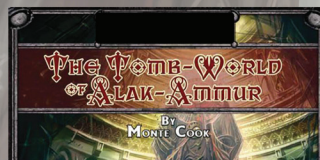
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