

<p><i>In a dark corner of a tavern are some dwarfs drinking and recalling old memory. The fine armor testifies the high rank of these veterans. "Do you remember how we fought the undead forces of archmage Keeton at the Evergrimm Peak? That was a great fight." "Yes, and I the Lich." "That's a filthy lie. I cut his head off." "After my throwing ax had killed him." "He was still alive." "The only thing alive was your imagination." "It seems there is only one way to get this settled." "Axefight?" "No, I meant a drinking contest."</i></p>	<p><b>What it is about:</b></p> <p>You are dwarfen veterans and recall the memory of old battles. You will disagree often, since everyone wants to be the best fighter, general etc. The only way to find out who is right is by drinking, one of the favorite activities when dwarfs have no enemies to kill.</p> <p>Dwarfen Veteran is story driven. Who wins the contest can narrate the outcome. No stats, no dices, no game master. Just your vivid imagination and a lot of beer.</p>	<p><b>What you need:</b></p> <p>You will need <b>identical beer mugs made out of glass</b>. It is important that the mugs are identical and out of glass. Else comparing the amount of beer left in a mug is very difficult. You will also need a <b>shot glass</b>. And you need <b>a lot of beer</b>. As much as you can drink, maybe a bit more.</p>	<p><b>How it is played:</b></p> <p>A player starts by narrating a battle, long fought. The introduction on the first page can serve as an example. As soon as anyone wants to grab the reins he has to disagree. Whoever has less beer in his mug has to start drinking. He does not have to finish the drink. The other player drinks after the first player has finished drinking. Whoever has less in his mug may narrate how the story is going on. Then both players have to check if the beer left fits in the shot glass. If it does they have to drink, if not they don't have to. Try not to spoil anything, since drinking is serious business.</p>
<p>Dwarfen Veterans</p>		<p>Alternative Settings:</p> <p><b>Pirates!</b> : Play with rum.</p> <p><b>The eagle of the Empire:</b> You are roman legionnaires, play with wine.</p> <p><b>Avantgarde:</b> You are uprising artists in the early 20<sup>th</sup> century and talk about the last exhibition. Play with absinthe. Cutting of your ear is not required.</p> <p><b>Proletariat:</b> You are communists recalling the memories of the revolution. Play with vodka.</p> <p><b>The fair people:</b> You are elves, play with water.</p>	<p><b>Advice:</b></p> <p>Who ever has less left in his mug wins. He amount of beer you drunk is not important. So it is a valid strategy to drink a lot at one time and then win by sipping on the beer. That's what an elf would do. If the other players are dwarfs they will finish their drink and narrate the outcome of the story. And if the beer left fits in the shot glass you have to drink it and your mug is refilled.</p> <p>Know when it is time to stop, drink responsible. Maybe you decide on a time limit or a beer limit. You don't have to, but maybe it would be a good idea.</p>