

5E Compatible Adventure for
TOWNS & TAVERNS



THE FESTIVAL OF BO

AFTER YOUR LAST ADVENTURE YOU SEEK OUT A SMALL TOWN, LOOKING FOR A WELL DESERVED REST, AND THE COMFORTS OF CIVILISATION.

UPON ARRIVING, YOU DISCOVER THE TOWN IS SOON TO HOLD A BAWDY DRINKING FESTIVAL IN HONOUR OF A LOCAL LEGEND "GREAT BO", WHO PASSED THROUGH THE REGION MANY YEARS AGO. A TRIBAL PRIEST OF A RATHER BACCHANALIAN DEITY, HE CAUSED NO SMALL AMOUNT OF (FONDLY REMEMBERED) MAYHEM AND CHAOS.

IN HONOUR OF HIS FABLED VISIT TO THE TOWN, THEY NOW HOLD A YEARLY FESTIVAL OF CAROUSEL AND REVELRY. TEAMS FROM ACROSS THE TOWN COMPETE IN A (MOSTLY) FRIENDLY SET OF CHALLENGES IN ORDER TO BE "CROWNED" CHAMPIONS OF GREAT BO'S DAY.

CURRENTLY AT A LOOSE END, PERHAPS YOU MAY DECIDE TO ENTER INTO THE COMPETITION AND SEE IF YOU CAN'T BAG SOME SWEET LOOT, OR AT LEAST A HANGOVER WORTHY OF LEGENDS!





TOWNS & TAVERNS

THE FESTIVAL OF BO



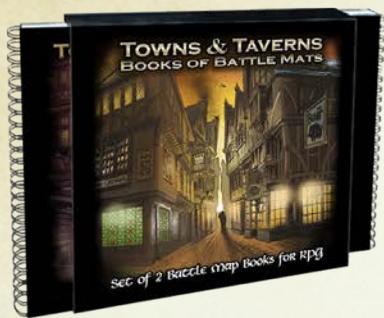
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FOREWORD

This book contains a short adventure and some example town locations, all written for the world's most popular roleplaying system, and has been balanced for a party of 4 characters of around 3rd level, although the nature of the adventure will allow for some simple adjustment to suit other levels.

This product has been written to accompany the **Towns & Taverns Books of Battle Mats** set from **Loke BattleMats**, using either the physical Books themselves or the digital version of the same title.

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THE ADVENTURE

As an adventuring party head back to town after their latest adventure they find the town gearing up for a day of revelry, competition and lots of drinking!

Are the characters up for joining in the with this local tradition and seeing if they can win the Barrel of Bo.



WARNING

If you are planning on experiencing any of the content in this module as a player then read no further than this page; as from this point on spoilers await!

INTRODUCTION

INTRODUCTION

Need time to finish writing up the next part of your campaign? Do your players need a brief break from the daily grind of slaying monsters and rescuing hapless villagers? Want a richer location than The Inn with barmen Bob?

This short module is designed to fit into your campaign and pad out the “you return to the town to sell loot, buy new toys and rest” part of a campaign. Much like the Loke BattleMats books it accompanies, it’s designed to be modular and can be used in whole or select portions as appropriate.

Each of the seven locations loosely fits into a broader narrative, but should provide an intriguing standalone location that can be fitted into most settings. The accompanying NPCs are designed to offer slightly fuller and more embellished characters than might ordinarily be created for more mundane town locations.

The adventure itself offers five different challenges to run as part of the festival of Great Bo. They are aimed at a group of 4 adventurers around level 3, though should be easily adjusted to suit as required. If all challenges are run, it will take around 2 to 3 sessions, depending on session time, group play style and experience, to complete this module.



THE FESTIVAL OF BO

Everyone in town knows the rules, it’s not hard to find someone to explain them, at length.

The festival has a Master of Ceremonies, Shurlek the Sober, who presides over the day’s challenges, acting as judge, referee and presenter of the final prize. Shurlek’s word is final, though increasingly slurred as the day passes.

Each of the taverns listed in this book fields a team for the competition. It is assumed that the players will be the team for the Outsiders Inn, having gathered there for one reason or another.

THE CHALLENGES

There are up to five challenges held during the festival, these are:

1. **The Angler Wrangler** - Fun down at the docks
2. **The Race of Many Legs** - A run through the town
3. **Haggle Dipper** - Find the hidden tokens
4. **Smugglers Run** - Ride barrels under the bridges
5. **Siege the Wall** - Scale the town wall

The challenges are traditionally held in the same order, starting with the ‘Angler Wrangler’ before noon and finishing with ‘Siege the Wall’ after dusk. All followed by a party late in to the night.

RULES

The teams must compete in the challenges, scoring points as they do so. There are up to five challenges to compete in, depending on the desired duration of the event. Each challenge gains up to a maximum of three points for each team:

- One point for **Completion**; finish the challenge
- One point for **Technical** excellence; perform well
- One point is up to the **Crowd**; Entertain the crowd

CHALLENGES OF BO

TEAMS

As the characters compete in an event the other teams also compete, when events are completed, roll a D10 to determine rival teams score for the event:

On a 1 - 3 the rival team failed and got 0 points.

On a 4 - 7 the rival team managed to get 1 point

On a 8 - 9 the rival team got 2 points

And on a 10 the rival team got all 3 points

Optionally, if the characters are in the lead, but a rival team happens to be close in points, that might create some interesting possibilities for team vs. team interaction.

You may even want to play a challenge with a rival team running the same challenge at the same time as the characters, if so the following section has some sample teams you can use.

THE CROWD

At its heart, the festival is for the Townsfolk's entertainment. Teams that curry favour with the crowd stand to gain more points, richer rewards and may even benefit from the odd helping hand; or at least slightly less hindrances.

Whilst there's no precise formula to calculate the audience reaction some general pointers include:

- They're an increasingly drunk crowd.
- They have a low brow sense of humour and want to see a bit of blood. Just a bit like, no killing.
- Obvious cheating won't go down well, unless it's really funny.
- Overt and excessive use of magic will be frowned upon.
- Attacking any townsfolk not taking part as a rival team member will go down very badly.

REWARDS

The Master of Ceremonies will orate over the highlights of the day, after which the winning team is presented with the Barrel of Bo, filled with donations from the crowd during the celebrations. The exact amount of coins found in the barrel varies, based on the mood of the crowd, however it is always a heavy weight of mostly copper and silver coins.

Show me the money

The prize money should generally be enough to allow the purchase of at least a common potion or minor magic item or two per winning character, the more entertained the crowd, the greater the reward will be.

Crowd is unmoved (0 - 1 total crowd points)

Barrel has 4D4 x 10 gp per Character

Crowd is amused (2 - 3 total crowd points)

Barrel has 6D6 x 10 gp per Character

Crowd loved it (4 or more total crowd points)

Barrel has 8d8 x10 gp per Character

Total crowd points assume all five challenges were attempted.

The purveyors of all manner of goods and services will all take care to drop parchments advertising their wares with offers and discounts aplenty; there is a degree of competition to ensure as much of the winnings are spent in their establishments as possible. Local merchants won't mind the small change, however it's expected that most of the winnings are spent in the town.

DM NOTE:

Feel free to adjust any DC values presented here to suit your players party, just remember in many challenges the weakest link can bring the party down!



“Best to keep the crowd on your side...”

RIVAL TEAMS

RIVAL TEAMS

These are some example rival teams that could be used in this module. Due to the nature of the festival these NPC's are unlikely to be carrying their normal equipment, armour or weapons for each challenge. Feel free to adjust as makes sense.

Remember something has gone very wrong if the characters need to fight another team for real.

NPC's that are underlined have a detailed entry in the Town Locations section later in this book.

Blockade Team

A mix of sailors, dock hands and the desperate poor make up the team that represents the Blockade.

Gloss - For a captain looking for ways to pay the bills, a barrel of coins is mighty tempting (**Pirate Captain**).

Vangrel - An explorer with a gambling habit (**Spy**).

Hansek - A grizzled tough street fighter turned dock hand (**Thug**).

Young Thell - A nimble urchin (**Commoner**).

Add sailors (**Pirate**) if the team needs more people.

The Nightcandle Team

The Nightcandle team is made up mainly of retired or serving town watch.

Sergeant Lanrey - A jolly, experienced career member of the watch (**Veteran**) who sees the festival as good way to connect to the people.

Pyarn - An old guard (**Thug**) With a reputation for thinking with their fists. This is a night they've been looking forward to.

Dal Redin - A keen new recruit (**Guard**).

Elli Dean - A chance for a night away from serving tables (**Commoner**).

Any other team member are off-duty watch (**Guard**).

The 9th Coin Team

The 9th Coin team is always a mix of the noble clientele out for the experience and some hired ringers to give the team an edge.

Fourn - A member of the town cavalry (**Knight**) recruited by official writ from a town official.

Jain Spary - An aspiring apprentice (**Acolyte**)

Pesrain - A professional solver of problems (**Assassin**)

Norquill - A drunkard with a very high opinion of their own abilities (**Noble**).

Any other team member will be rich regulars (**Noble**).

Under Wash Team

The Under Wash have a reputation for dirty tactics and field a team of professional criminals.

Fast Canrin - A captain in the cartel known for quick thinking and cunning plans (**Spy**).

Long Finral - Pleasant seeming cold killer (**Thug**).

Falrin the Knife - Violent lunatic (**Berserker**).

Gandrissal - A mean street enforcer (**Thug**).

Any other members will be from the cartel (**Bandit**).

Outsiders Team

The Outsiders traditionally put a team together from adventurous travelers new to the town (the player characters), but it's been known to put together a team of regulars if needed.

Saral "Clipper" Helgert - The well liked Wolf Hunter (**Veteran**) acts as team captain.

Olvin Renn - A stout wagon driver used to looking after themselves (**Thug**).

Deves Green - A local game keeper (**Scout**).

Jonril Brook - An eager youth (**Commoner**).

Farm hands (**Commoner**) would bulk out the team.

THE CHALLENGES



ANGLER WRANGLER



*“Are you wearing that for this challenge?! Why do I ask?
Oh no, that’s fine, no reason, no reason at all...”*

LOCATION

The dockside adjacent to the Blockade Tavern, with an eager crowd of rowdy onlookers packed along the quayside keen to watch the challenge.

CHALLENGE

The challenge is simple enough - carry a live octopus with you as you jump from boat to boat and deposit it in a barrel at the end of the course. All members of a team must attempt the course, but they need only get one octopus into the barrel to score the point. There is a time limit (15 rounds), and it can take some time (10 rounds) to complete the course, so the team cannot wait for one competitor to finish before the next sets off. Instead, they must follow after in quick succession. Of course, if multiple people end up in the same boat, they make things much harder for each other.

MAKING THE JUMPS

With a run up, a character can jump a distance in feet equal to their strength score, without a run up this is halved.

For this challenge you may allow characters to attempt a Strength Athletics check (DC10) to modify their jump distance, with the suggested extra distance equal to the check total divided by 3 in feet.

Any jump that starts from a boat and/or that ends on a boat requires a successful Dexterity Acrobatics check, DC 10, to avoid falling in to the water. If boat capacity is exceeded when a jumper lands IN it, or jumps OUT of it, then the jumpers Dexterity Acrobatics check is rolled at Disadvantage.

FAILING A JUMP

If a competitor fails a jump but is adjacent to another competitor, they can grab them to try to stop themselves falling in. This forces both competitors to make a new Dexterity Acrobatics roll with advantage but if either still fails, they both fall in the water. In the case that there are more people to grab hold of, then a chain reaction of rolls is possible.

ANGLER WRANGLER

THE COURSE

Some of the local fisher folk have arranged their boats along the dockside to make the course for this challenge, with colourful ribbons tied in place to outline the route for the challengers. There are seven jumps, characters may attempt one per round.

Jump 1 (Quayside to Boat)

A 10ft jump in to a boat with a run up available, a Dexterity Acrobatics check is required when landing in the boat. This boat has a capacity of 2.

Jump 2 (Boat to Boat)

A 10ft jump in to a boat with no run up, Dexterity Acrobatics checks are required when landing in and when jumping out. This boat has a capacity of 3.

Jump 3 (Boat to Jetty)

A 5ft jump on to the jetty with a no run up, a Dexterity Acrobatics check is required when jumping out of the boat.

Jump 4 (Jetty to Boat)

A 15ft jump in to a boat with a run up available, a Dexterity Acrobatics check is required when landing in the boat. This boat has a capacity of 10.

Jump 5 (Jetty to Boat)

A 5ft jump in to a boat with a run up available, a Dexterity Acrobatics check is required when landing in the boat. This boat has a capacity of 5.

Jump 6 (Jetty to Boat)

A 10ft jump in to a boat with a run up available, a Dexterity Acrobatics check is required when landing in the boat. This boat has a capacity of 2.

Jump 7 (Quayside to Quayside)

A 20ft jump from one quayside to another with a run up available.



ANGLER WRANGLER

HOLDING THE OCTOPUS

Each round the character must make a grapple check (DC 10), if successful the octopus loses its attack.

If not successfully grappled the octopus will attack, roll a d20 to determine the result:

1. Eyes covered causing temporary blindness

Disadvantage to any checks requiring sight, including jumping until octopus is successfully grappled or it escapes.

2. Face covered causing asphyxiation

Character suffers -1D3 HP each round until octopus is successfully grappled or it escapes.

3-6. Arm Entangled

Disadvantage to Dexterity checks until octopus is successfully grappled or it escapes.

7-11. Leg Entangled

Disadvantage to Strength checks until octopus is successfully grappled or it escapes.

12-13. Groin Entangled

You are immobilised as you stop and use at least one arm to quickly remove that tentacle, no jumping or movement this round.

14-20. Item Removed

It pulls some item loose from your person and drops it into the sea. If no items, then it tears off an item of clothing.

FALLING IN THE WATER

Competitors who end up in the water must make a successful grapple check (DC 10) at disadvantage to hold onto the octopus. If they fail it escapes, but even if they succeed it still gets its attack.

If they are adjacent to a boat, jetty or quayside they can get out of the water with a successful Dexterity Acrobatics or Strength Athletics check (DC 10).



SCORING

Shurlek will keep a close eye and have the crowd relay back how the challenge has gone. The scoring for the Angler Wrangler is as follows:

Challenge point: Getting a live octopus into the final barrel. 1 point awarded.

Technical point: Getting a second live octopus into the final barrel. 1 point awarded.

For the **Crowd point**, the crowd here love to see people fall in to the water or flail around wrestling an octopus, especially if the challengers do so with style and good humour. If the crowd give Shurleek the roar of approval when asked, 1 point is awarded.

RACE OF MANY LEGS

“The Race of Many Legs? Yeah, it’s simple m’darlings, just gotta make it to the end of the old town course as quick as you can.

‘Course it ain’t as easy as all that, see the mages and merchants have their own little competition to spice things up!

And folk love a bit of audience participation on this one, oh yes!

Did I mention the rope?”

CHALLENGE

The competitors must complete the winding course through the old town streets.

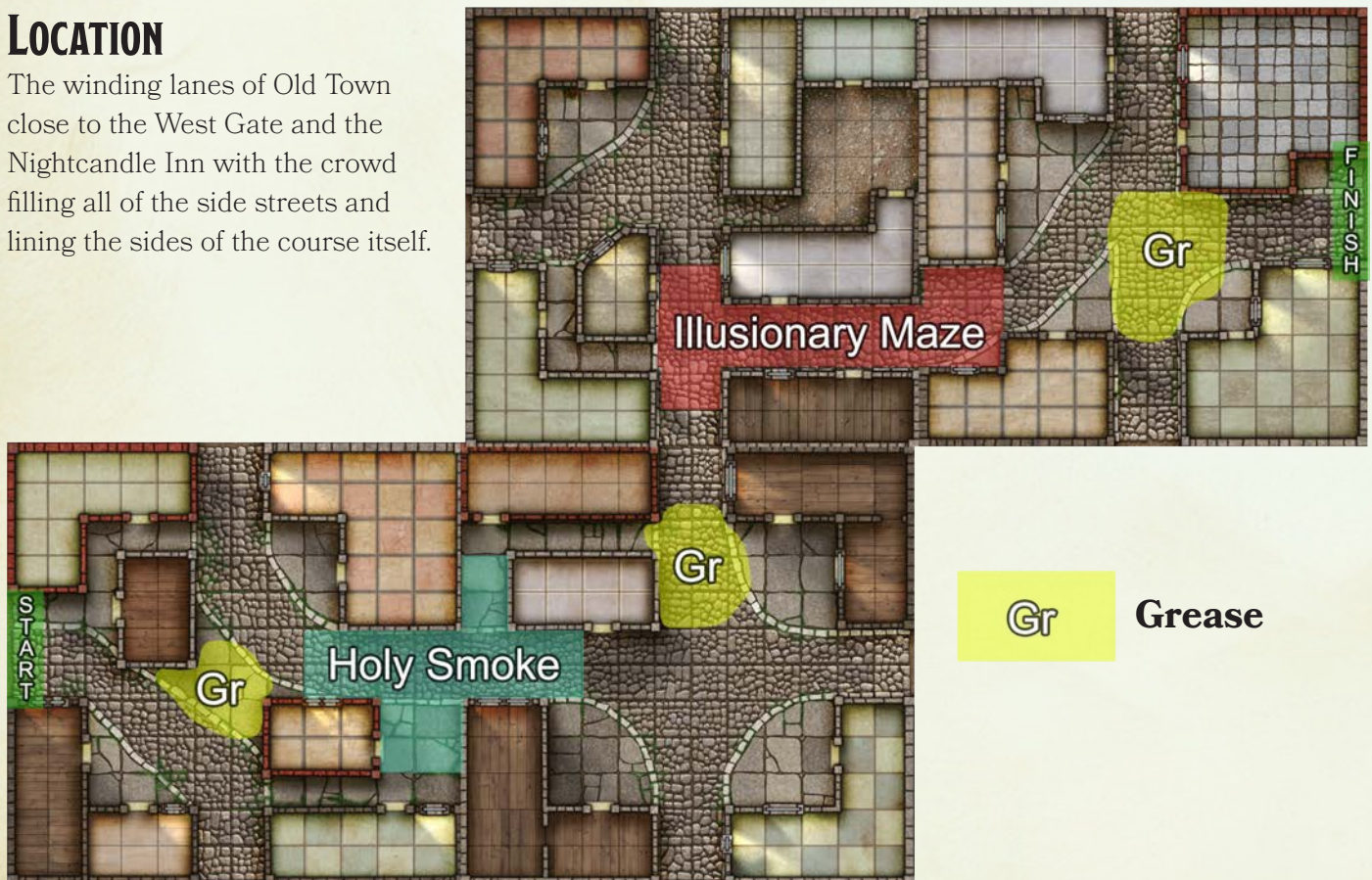
Roped together with a small amount of slack between them, they must decide on an order and may only move 2 squares (10ft) away from their immediate neighbors.

If anyone tries to move further or falls, adjacent competitors must pass Strength Athletics, DC 12 or a Dexterity Acrobatics, DC 12 check to stay standing.

Falls of any sort will cause 1D3 hit points of damage.

LOCATION

The winding lanes of Old Town close to the West Gate and the Nightcandle Inn with the crowd filling all of the side streets and lining the sides of the course itself.



RACE OF MANY LEGS

OBSTACLES

Holy Smoke

This section of the street is enclosed in a canvas structure, inside the incense makers pull out all the stops... the result is a heady cloud of smoke that confuses and bewilders.

Effects as per the **Confusion** spell with a DC 12 Wisdom save on the first round, increasing by 4 for each subsequent round. Competitors may attempt to hold their breath instead by making a Constitution save instead, using the same DC.

Illusionary Maze

The course is blocked with a barricade built from scrap timber, sheets of cloth, rope and more. There are gaps and possible paths to work through, but the structure clearly has dangerous junk stacked precariously throughout.

Sections of the barricade are illusions with a few non-lethal traps, such as falling glass bottles, rusty nails, and various things to bang heads, stub toes and scrape shins.

Requires 2 x DC 15 Intelligence Investigation checks to navigate through safely. Failed checks result in 1D3 hit points of damage each.

Grease

Town ordinances normally frown upon dumping, so many in the butchery and tanning business savour this day as a cheap way to dispose of their waste.

Normal movement requires a DC 15 Dexterity Acrobatics check to stay standing amongst the greasy detritus. Anyone failing this check will take 1D3 damage and gain the Sticky condition.

Sticky - Disadvantage on Dexterity and Strength checks. Takes 2 rounds to clean off.

Jumping the distance will require moving further than the amount of slack between the characters.

SCORING

Challenge point: Reaching the finish line, 1 point awarded.

Technical point: One person on their feet at all times, 1 point awarded.

For the **Crowd point**, the crowd here want to see the challengers fall over in a tangled mess, and will even trip any character that gets too close. Either getting knocked down by the crowd and not getting angry or just being entertaining will earn crowd approval, with 1 point as the reward.



HAGGLE DIPPER



“Ooh that’s my favourite challenge! I made a killing last year off the stupid cleric team. Gotta have eyes in the back of your head for that one mate...”

LOCATION

This challenge takes place in the Market Square, close to the 9th Coin inn and Pace Manor.

CHALLENGE

Tradition holds that whilst this challenge is occurring, anyone can pickpocket any of the participants. Everyone from grannies and priests to street urchins and master thieves try their luck at stealing from competitors. People are expected to carry items worth stealing as part of the challenge, they are welcome to try and keep them safe, but violence against the pickpockets would be a dangerous mistake.

This challenge requires the team to find at least one of five tokens hidden on various market stalls, all the while avoiding pickpockets in the crowd around them.

THE TOKENS

Each token is hidden on a stall and “guarded” by one of the market’s regular stall holders. Competitors have 10 rounds to find at least 1 token.

Competitors can split up and search different stalls, or all search the same stall. Moving to a new stall costs 1 round; the crowd is thick and surrounds competitors at all times.

1 - FLOWER STALL - ELIS MAYWEATHER

Charisma

Elis has hidden the token about their person, and must be persuaded to hand it over somehow. Elis won’t be easy to convince, and performs for the crowds’ amusement. Characters must make a Charisma Performance, Deception or Persuasion check, but Intimidation attempts will turn the crowd against them. They must succeed twice before Elis will give them the token.

DM NOTE: Of course feel free to add a bonus for good Roleplay

HAGGLE DIPPER

2 - PEDLAR STALL - OTT GRUMBLEHEAD

Intelligence

The token is hidden on the pedlars stall, Ott will “help” the search, attempting to confuse at every turn. The competitor must make an Intelligence Investigation check against DC 20. If they succeed they find the token, if they roll less than 5 Ott somehow convinces them to buy a trinket for 1d3 gold coins. The DC is reduced by 1 each round. Each additional person searching reduces the DC by 1.

3 - FRUIT STALL - VALE WARNER

Wisdom

This stall is covered with piles of low quality oranges. One orange contains the token, but Vale offers no clues.

There are two approaches to opening oranges, a DC 18 Strength or a Dexterity ability check. If they fail this, they gain Sticky (see below).

A successful DC 20 Wisdom Insight (to read Vale) or Intelligence Investigation check gives Advantage on the next opening roll.

Sticky - Disadvantage on Dexterity and Strength checks. Takes 2 rounds to clean up.

4 - HERBALIST SHOP - LAVIN FOX

Choices

Lavin will offer a choice for the token:

- **Test of Coin:** Silver coins equal to the characters highest ability bonus times 5.
- **Test of Pain:** 1D4 + 2 hit points of damage and Disadvantage on Strength or Dexterity checks for 5 rounds.
- **Test of Confidence:** Confide a personal secret, must be “juicy” or will be rejected and shared on the spot. Will probably be sold on later...

5 - ANIMAL SHOP - CHARL ENSITE

Dexterity and Constitution

The Token will be hidden in one of the animal cages, it takes 2 turns to search a cage. Failing a DC 14 Wisdom check results in a moment’s hesitation and a wasted round. Charl has the token on himself, and will slip it into the last container chosen. DC 20 Wisdom Perception to notice this. If challenged on this, Charl will laugh and shake the final container to aggravate its creature, +4 DC to the Dexterity check. The animal crates have some dangerous and agitated creatures within and are labeled as:

- **Harmless Snakes** - Make a DC 14 Dexterity check or be bitten (DC 16 Constitution check to resist mild paralysis posion effect).
- **Angry Chickens** - Make a DC 14 Dexterity check or be bitten (1d3 + 1 HP damage).
- **Grumpy Lobsters** - Make a DC 14 Dexterity check or be pinched (1d6 HP damage).
- **Sleepy Spiders** - Actually harmless

SCORING

Challenge point: Finding a token, 1 point awarded.

Technical point: Find all tokens, 1 point awarded.

For the **Crowd point**, the crowd will mainly judge how amusing the pickpocketing interactions were. Roll 1d6 for each character to see who targets them:

1. Drunk mischevious elder (DC 8), will keep trying...
2. Intoxicated oaf (DC 10), will throw beer all about
3. Innocent looking Townsfolk (DC 12)
4. Starving Begger (DC 14), will try to steal food
5. Urchin gang (DC 16), advantage to escape
6. Professional Pickpocket (DC 18)

If players pass a Perception check against the listed DC they spot the attempt.

SMUGGLERS RUN

"I prefer the eastern bridge - the crowd ain't so drunk, and you get to watch the fear on the competitors faces as they get lowered in! Watching some scrawny spell flinger trying to manhandle a barrel... so funny. Of course there was that chap who drowned last year..."

LOCATION

The twin bridges of the riverside district close to the Under Wash inn and bathhouse.

CHALLENGE

Transfer at least one barrel to the end of the course, by lowering someone off the bridge holding a barrel and fishing them out of the water at the other end.

ROLES

Characters take on one of three roles:

- **Runner:** Carries the barrel in the river.
- **Feeder:** Holds the rope attached to the runner.
- **Fisher:** Fishes the barrel/runner out of the water.

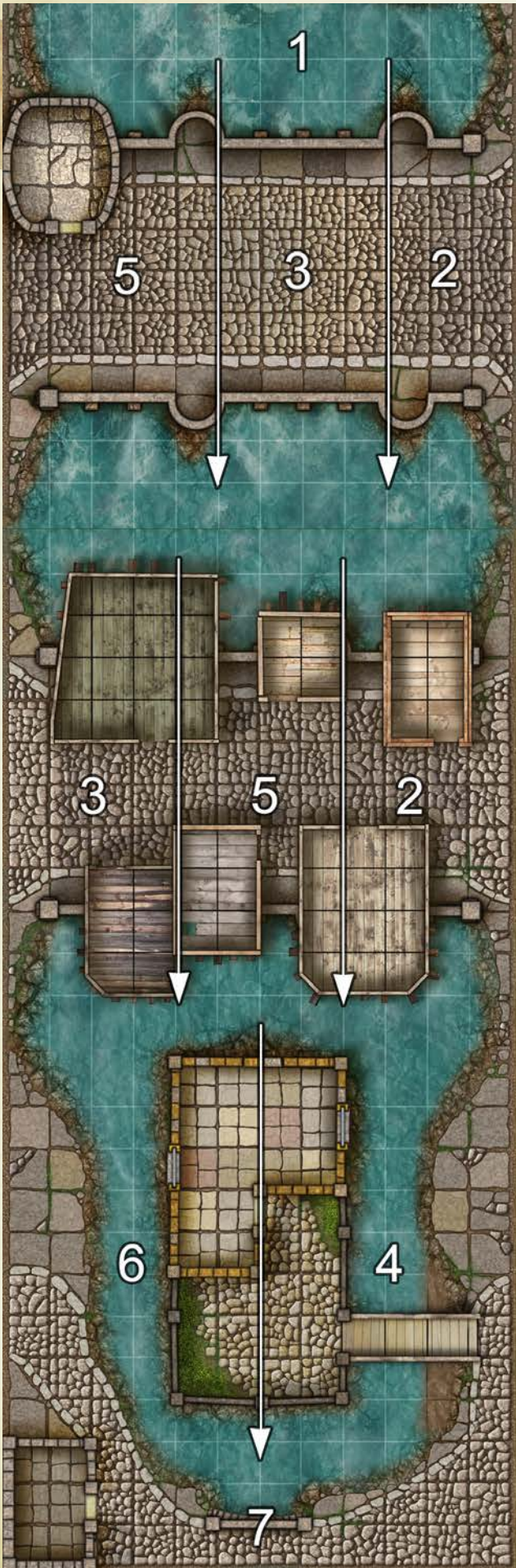
Other characters can assist the Feeder or the Fisher, providing Advantage to skill checks. If there are six or more characters, two Runners could enter at once.

THE COURSE

Depending on the section of the river the Feeder has chosen, the Runner must make the following checks, failure on any means 1D3 hitpoints of damage.

1. **Start** - No Checks
2. **Blocking Debris** - Strength Check (DC 13)
3. **Sharp Rocks** - Barrel Break Check
4. **Pounding Surf** - Intelligence Check (DC 13)
5. **Rushing Water** - Dexterity Check (DC 13)
6. **Narrow Gap** - Wisdom Check (DC 13)
7. **Tunnel** - Constitution Check (DC 13)

Failure to make the final Constitution save means the runner is drowning, as if they'd run out of breath.



SMUGGLERS RUN

BARREL BREAK CHECK

The Sharp Rocks areas mean roll 1D6 for a barrel break check. On a 1 or 2, the barrel has broken.

THE RUNNER

The Runner can use the barrel they hold as a defence against injury at each obstacle check. If they choose to do so they ignore the damage and must make a barrel break check.

Once they have either passed the barrel to the Fisher, or lost it in the river, they can climb out.

After their first attempt, they must succeed a DC 12 Constitution saving throw or gain one level of exhaustion. Subsequent runs for the same Runner increase this difficulty by +2.

THE FEEDER

The Feeder controls the route the Runner takes, as long as they can maintain control of the rope...

Each round they can move the runner 1 section downstream and/or sideways 1 section. The Runner only encounters the section they start their turn in.

Each round requires a Strength check at DC 13. Failing a test represents a temporary loss of control of the rope, and causes 1D3 damage to the Runner. Failing two tests in a row means the Feeder has lost the rope entirely, and the Runner is swept away by the river... They may attempt to grab the free moving rope, but risk rope burns (1D3 damage even if successful).

SWEPT AWAY

Any character swept away is being dragged along by the flow of the river. They can make a Strength Athletics test at DC20 to grab the rocks near the Fisher and climb out, otherwise they are swept downstream beyond the tunnel into waiting safety nets, taking an additional 2d6 hit points damage on route.

THE FISHER

The Fisher stands near the end of the course and can choose how far into the waters edge they stand; deeper is easier to catch passing teammates or barrels, but the greater the risk they will be swept away themselves. the choices are:

- **Dry Feet** - No chance of getting swept away. Catching a teammate or barrel is a Dexterity Acrobatics check DC 18 or DC 20 if the target is swept away.
- **Ankle Deep** - Strength Athletics check DC 10 to avoid getting swept away. Catching a teammate or barrel is a Dexterity Acrobatics check DC 16 or DC 18 if the target is swept away.
- **Knee Deep** - Strength Athletics check DC 12 to avoid getting swept away. Catching a teammate or barrel is a Dexterity Acrobatics check DC 14 or DC 16 if the target is swept away.
- **Waist Deep** - Strength Athletics check DC 14 to avoid getting swept away. Catching a teammate or barrel is a Dexterity Acrobatics check DC 12 or DC 14 if the target is swept away.



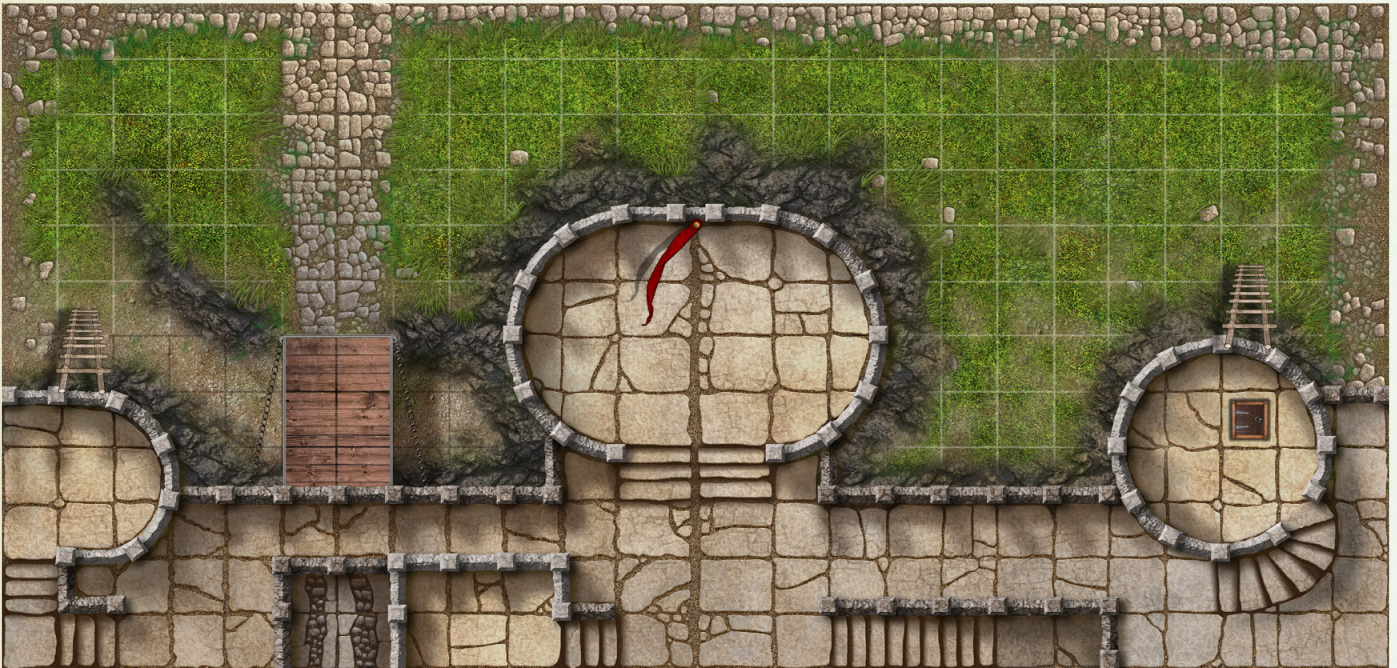
SCORING

Challenge point: Fish out a barrel, 1 point awarded.

Technical point: Fish out three barrels, 1 point awarded.

For the **Crowd point**, the crowd love comedy falls in the water, seeing competitors smash themselves and their barrels on the rocks, if anyone managed to barrel surf they'd love that.

SIEGE THE WALL



“Aww yeah, that one’s my favourite. Don’t get me wrong, it’s not like the others ain’t funny and all. But it’s always nice to see a bit of blood, sweat and tears, if ya know what I mean?”

Plus there’s always a good crowd, coz it’s the last event of the day and all. Things do tend to get a bit frisky...

Oh well, that depends ya see, on who they is rooting for!”

LOCATION

Outside of the West Gate close to the Outsiders inn, note that the drawbridge is lowered for this challenge but the gate is closed.

CHALLENGE

The competitors must raise their flag up on the central tower. They start at the top of the map and must scale the 30 foot walls using the siege ladders provided. The two smaller edge towers have hay bales at their base, which reduce falling damage by 2D6.

USE OF WEAPONS

No live weapons are allowed, instead wooden wasters and blunted ammunition are issued. Track damage from these as normal, but they (usually) only result in a stunned stupor upon reaching 0 hit points. This damage will heal after a short rest.



SIEGE THE WALL

DEFENDERS

Atop the wall a number of the town guard are intent on making life as difficult as possible.

- Sergeant Vatugor, a **Veteran** and Nightcandle regular, guards the central tower. Vatugor is armed with both large and small wasters (count as Longsword and Shortsword respectively) and has plenty of padded blunt bolts for the heavy crossbow they have.
- A town **Scout** guards the left tower with a small waster (shortsword) and a longbow with a quiver full of blunt arrows.
- A town **Guard** protects the right hand tower armed with a quarterstaff.

Add additional **Guard** or **Scout** NPCs as required, depending on party size. The defenders are free to move about the walls once the competition starts.

Note that more of the town guard can be called upon if the 'siege' gets out of hand and live weapons are stored nearby if required but no one is expecting to have to use them.

DEFENDER ACTIONS

Each defender may attempt one of these special moves instead of their normal actions.

Down you go! - A defender attempts a DC 15 Strength Athletics roll to push a ladder away from the wall. Optionally, a competitor may make an opposed Strength Athletics check to hold the bottom of the ladder, if successful, the ladder remains in place for this round.

Falling competitors may make a DC 18 Dexterity Acrobatics check, if successful reduce falling damage by 1D6.

Beggars Welcome - The defenders have 3 pots of slimey offal "fresh" from the local butchers. These function as a reduced radius Stinking Cloud spell, affecting only the target they hit.

Anyone affected by the Beggars Welcome doesn't suffer any of the Crowd Penalties below, as they avoid the stink

THE CROWD

Lining the walls and in groups on the ground, the crowd may help or hinder depending on their mood rating:

Crowd love the characters (4 total crowd points)

All Defenders move at half speed and roll at disadvantage for all checks and attacks.

Crowd is amused (2-3 total crowd points)

All Defenders move at half speed

Crowd is unmoved (1 total crowd point)

Characters move at half speed

Crowd is hostile (0 total crowd points)

Characters move at half speed and Defenders roll at advantage for all checks and attacks.

The points refer to the total Crowd points from the previous challenges, assuming all four were included, amend if that is not the case.

SCORING

Challenge point: Raise the flag, 1 point awarded.

Technical point: Nobody hurt by falling, 1 point awarded.

For the **Crowd point**, the crowd are very drunk at this stage and are easily impressed by grand actions.

KEEPING SCORE

SCORE SHEET

The following table can be used to keep track of the characters score across each of the challenges.

CHALLENGE	CHALLENGE POINT	TECHNICAL POINT	CROWD POINT	TOTAL
Angler Wrangler				
Race of Many Legs				
Haggle Dipper				
Smugglers Run				
Siege the Wall				

TEAM LEADER BOARD

The following table can be used to keep track of the scores for all teams involved in the festival

CHALLENGE	9TH COIN	BLOCKADE	NIGHTCANDLE	OUTSIDERS	UNDER WASH
Angler Wrangler					
Race of Many Legs					
Haggle Dipper					
Smugglers Run					
Siege the Wall					
Total					





TOWN LOCATIONS

9TH COIN

Situated near the keep, the 9th Coin caters to the more prosperous and educated portion of the town's population; along with their customers, associated lackeys and hangers on. The inn has a lively, vibrant atmosphere and is usually bustling, even late into the night. Aimed at the higher end of the market, its prices generally reflect the more affluent nature of its clientele, despite the "rustic" feel it affects in places.



9TH COIN

In contrast to that rustic feel, a notable, possibly even suspicious, number of the inn's customers are of above average attractiveness, well groomed and well dressed.

Downstairs a mixture of apprentices, trades folk and other patrons are found enjoying the exotic foods and imported drinks. During the daytime, the house bards play a mixture of bawdy, classical and folk songs. They're happy to take requests; though they're also more than capable of putting hecklers in their place. In the evening, the stage hosts a variety of cabaret acts, employing magic illusions and fantastical beasts as part of the acts.

Seen as the place to meet in town by the great and the good, the first floor holds a variety of function rooms hired out by the more well heeled locals. High value trade deals, secret assignments, plots and intrigue abound, accordingly access is very much invitation only. This is enforced by a mixture of well dressed burly, and more erudite, bouncers. Complementing the physical protection, the upper levels are also warded against intrusion and upon request can also be protected from spying for a reasonable fee, amongst other magical services; a lead lining to the rooms a given.

Services

Private Conference Room (1 Hour, from 5gp)

Well appointed and decorated rooms laid out for private meetings. Extra services include Non-Detection Warding (120gp for 8 Hours), Illusionary backgrounds (30gp for 8 Hours) and Unseen Servants (30gp each) amongst others.

Theatre Box (25gp per show)

With a good view above the crowd and some privacy these boxes prove popular for those who want to be entertained and discuss deals.

Menu

Saint Bo's Premium Bitter (Mug, 1sp)

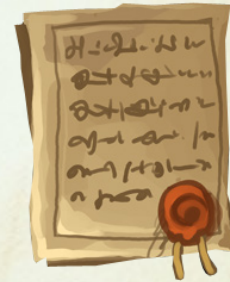
Not many can tell what makes this version of the town's signature ale premium, well, except the price, that's certainly 'Premium'.

Mr Jenson's Select Pear Cider (1/2 Mug, 1sp)

Needfully served in smaller glasses, this specially crafted Pear cider packs quite the punch.

Vianmarrian Port (1 Goblet, 2sp)

Rich and full bodied, the grapes used for this exotic port are hauled as tribute to the great wall of Vian Marr before maturing in barrels heated by the fires within the wall.



Items Wanted

A notice board has the following messages affixed.

Wanted: Owlbear Crest Feathers (100gp)

Please deliver to Dr Hane any intact crest feather from an owlbear.

Wanted: Banshee Eyeballs (150gp)

Please deliver to Dr Hane any unmarred, fresh banshee eyeballs, price to be paid per set.

Wanted: Leviathan Ambergris (2000gp)

Please deliver to Dr Hane any amount of precious leviathan ambergris, price is per pound of weight.

Wanted: All Exotic Materials (101gp +)

Please deliver to Frances Del'Mare any and all exotic materials for the best prices in town

9TH COIN

STAFF AND REGULARS

ANFRALD, PROPRIETOR

Appearance: Short and exotic looking, one wouldn't imagine someone with such extensive scarring could manage to appear attractive, yet somehow, in a rather unconventional manner, they do. Their face seems to consist of both male and female features and their age is equally indeterminate.

Base NPC: Duergar (True Neutral)

Depending on your setting this could be a Duergar like human or a true Duergar.

Traits: Attractive, Charismatic.

Background: It's not known where Anfrald hails from originally and they will be politely evasive whenever the topic comes up, along with most other topics pertaining to themselves. They have been running The 9th Coin for many years now, certainly since before any of the current staff started work there. They are an urbane, discrete and non-judgemental proprietor, in fact the only things they don't tolerate is disrespect to their staff, the inn and the confidentiality of their clients.



BRYTH HANE, DR OF TRANSMUTATION

Appearance: Middle aged with a degree of accompanying middle aged spread. They are attired in expensive robes, denoting a high level magic user of the Transmutation school.

Base NPC: Mage (Lawful Neutral)

Traits: Praise Seeker.

Background: A highly respected resident of the town, Dr. Hane is one of the most senior spell casters within the city. Their skills and advice are often sought out by locals and travelers alike, though unless they come bearing gifts, along with plenty of flattery, they will oft find themselves out of luck. Dr. Hane is constantly in need of exotic materials for their experiments and will often post requests on the Inn's help wanted board.

BENATHEY, ARTISAN SCULPTOR

Appearance: Tall and young with finely chiseled features that border on asexual. With a physique as finely toned as their features, matched by exquisitely tailored evening wear, which is worn regardless of the time of day.

Base NPC: Spy - no Cunning Action or Sneak Attack (Chaotic neutral)

Traits: Attractive, Master Crafter

Background: With a taste for the finer things in life and an ego to match their talents, Benathey basically has two modes of operating. They are either engaged in sycophantic fawning or trying to exploit their status in order to indulge multiple vices. Benathey is always on the lookout for a suitable "muse" or exotic materials to practice their craft with. When regarding the former, they are very much non-denominational and welcomes anyone regardless of race or gender.

9TH COIN



FRANCES DEL'MARE, EXOTIC GOODS

Appearance: Dressed in resplendent golden lame robes, with fingers weighed down by many rings of various precious metals adorned with a cornucopia of different gems. Possibly to counterbalance a short, slight stature and advanced years.

Base NPC: Assassin (Neutral evil)

Traits: Charismatic, Old

Background: Having explored less legally permitted activities as a youth, Frances retired from a previous life to become a merchant of exotic goods. Whilst rumors of their previous line of work do circulate, Frances takes a very dim view of anyone implying they are anything less than a stand-up member of society. Past careers aside, they are often on the lookout for freelancers to help procure legal, if sometimes morally dubious, cargo's. Whilst Frances generally pays under the market value, they will offer a slight premium over any rewards offered by Dr Hane for exotic materials and then sell them to the good doctor at considerably inflated prices, much to the irritation of Dr. Hane.

JAIN SPARY, ASPIRING APPRENTICE

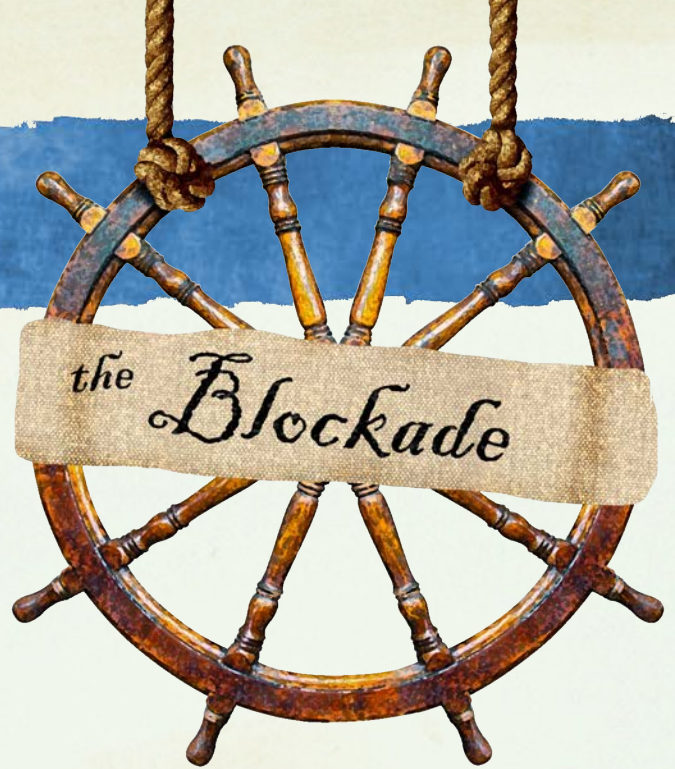
Appearance: Young, highly attractive and well dressed in modest apprentice's robes.

Base NPC: Acolyte (Replace cantrips with: Minor Illusion, Prestidigitation, and Shocking Grasp, replace 1st lvl slots with: Burning Hands, Mage Armour and Unseen Servant. Swap Wis and Int values.)
(Lawful Neutral)

Traits: Attractive

Background: Jain has a major issue; the lack of a suitable Wizard to apprentice them self too. In their desperation to climb the ranks of the arcane, they have ended up offending the majority of the local magic users by playing on their charm and looks and switching between one patron and another too often. Jain's attempts to secure the "best" tutor have backfired and they are now viewed as fickle and shallow. Desperate for redemption and to find a suitable benefactor, they are willing to go to any lengths to prove themselves.





THE BLOCKADE

The Blockade is a narrow, rambling and cramped pub heaving with customers. It occupies a group of five small buildings along the dockside, all filled already by regulars at almost all times of day.

Most customers spill out onto the streets and docks, where they gather around barrels and crates, or stand in doorways.

The main clientele seem to be a mix of fisher folk, sailors, dock workers, porters and the residents of the disheveled lower port district of town.

Anyone too out of place, too well dressed for example, will have a hard time pushing through the crowd to get to the bar, and may find themselves shoved or tripped into the silt or sea water of the harbour if they are not wary. Desperate pickpockets sometimes also operate here, though if caught, will receive a savage and possibly fatal beating from the crowd.

Some customers can be seen eating stew from simple wooden bowls, with no utensils other than a hunk of dried bread, and it is clear the pub is a main source of food for many of the poorer locals.

THE BLOCKADE

Menu

Pieces of Eight (Plate, 2sp)

Small crispy and chewy, the fried and spiced octopus arms of these locally caught delicacies are popular, if a little more costly than other options

Morning Stew (Bowl, 4cp)

Made from that morning's landings of local fish, this basic staple is available nearly 24 hours a day. Very cheap, healthy and nutritious, and actually very tasty, if you don't mind excessive salt.



Roasted Bladefish (Plate, 8sp + a bribe)

Only available to certain customers, and not on the menu, but popular with certain regulars in the small side rooms. Outsiders and strangers would need to bribe a barmaid to place an order. It smells absolutely mouth-watering...



Saint Bo's Bitter (Mug, 4cp)

The town's signature ale, a robust ruby ale with a hint of exotic spice.

The Black Flag (Mug, 5cp)

The choice of the local dock hands and sailors alike, this is a thick, malty and incredibly strong porter. Not for those of a mild constitution.



Harbour Water (Mug, 1cp)

This 'small beer' is a staple for the poorer customers, but you get what you pay for and this is a thin, watery ale.

THE BLOCKADE

STAFF AND REGULARS

XANTH, MYSTERIOUS TRAVELER

Appearance: At first glance this figure appears unkempt and chubby, with ample body fat hidden under a messy configuration of jackets, robes, shawls, belts and the like, with no clear distinctions between items. Their voice is heavily accented and has an unusual tone and timber.

They frequently adjust their clothing as if uncomfortable, and as the arrangement of layers change, so does their appearance.

Base NPC: Mage (Lawful Evil)

Traits: Eldritch Insight

Background: Xanth arrived in the town recently by sea, and is from somewhere far away with an unpronounceable name. (Literally - INT check at DC 18 to realise no human mouth should be able to say that name.) Xanth's reasons for traveling are arcane and obscure, and while they seem to understand other languages perfectly, their strange voice and unusual manner of speech make it hard to understand any explanations they offer.

Xanth will buy any particularly strange or exotic item, but never anything more mundane. Xanth may have a strange item or two he is willing to sell. Roll D6:

- 1 - Disturbing and distracting carved stone. (fear check with Advantage to touch)
- 2 - Beautiful iridescent seashell. (Advantage to craft into jewelry.)
- 3 - An ancient sealed bottle of unknown liquid, glass worn from years in the sea.
- 4 - A tiny leather pocket book, with notes and sketches of a strange Island.
- 5 - A small coin. When face up has a weight of 1gram, when face down it weighs 100kg.
- 6 - Roll a random magic item.

STERLA ALTHOSSON, UNION BOSS

Appearance: Sterla wears a carefully chosen outfit that is respectable enough to pass in the better parts of town, yet not too showy, so that they still seem at place in the docklands. they are well groomed, but a couple of gold teeth, a broken nose, and a few small scars on the face hint to violence in the past.

Base NPC: Bandit Captain (Neutral Good)

Traits: Suspicious, Brawler

Background: Sterla is well-known locally, but is a divisive figure, and has a mix of supporters and detractors. To their friends they are "their voice" who fights the town authorities on the people's behalf, to Sterla's enemies they are a corrupt thug running a protection racket.

Sterla is always surrounded by a handful of close supporters and often a small crowd of supplicants - locals with grievances or problems. Sterla often acts as an intermediary between different power groups, from criminal gangs to the priesthood, from destitute individuals to the mayor's office.

Sterla's henchmen will intercept any stranger trying to get near them. Anyone wanting an audience will need to give a reason and will be asked to leave their weapons behind. Sterla will be wary of getting too involved with strangers until they have had some time to make inquiries into the past of these newcomers.



THE BLOCKADE



ALBER, CHEF

Appearance: A tall individual, who slouches and keeps their head and shoulders low. Shoulder length hair worn loose masks their face. With eyes that often wander, and body language that indicates they are uncomfortable interacting with people and wants to be left alone.

Base NPC: Commoner (Chaotic Neutral)

Traits: Unassuming

Background: Alber is a talented chef, a born natural with a passion for cooking, who for some strange reason works in a tiny backroom kitchen of an otherwise unremarkable lower class dockside pub. Due to the nature of the clientele and the local economy, the meals are primarily based on the fruits of the ocean-fish, crustaceans, seaweed, and cephalopods. Alber has a reputation as a “pretty good” cook, and the pub has the best food in the area, but Alber actually keeps a low profile, and for unknown reasons deliberately over or under salts all of the food at the final stage. Only the most expert gastronomes will be able to tell that the meals quality has been sabotaged and reduced to merely “pretty good”. Alber will get very evasive and defensive if questioned about this.



GLOSS, CAPTAIN OF THE WINDSWORD

Appearance: They are short for a Sea Captain, and compensate a little with large boots and a large hat. Gloss rarely smiles, and their eyes are dark and heavy, whilst their skin is weather beaten and sun aged.

Base NPC: Pirate Captain (Lawful Neutral)

Traits: Relentless, Cold-hearted

Background: Gloss wears a mask of professional detachment and calm even in the face of great danger, and rules their crew through respect and skill rather than brutality. While gossip may reveal that Gloss is struggling financially, no-one realises the scale of the problem - They have skipped essential repairs, been forced to use substandard equipment, and has insufficient supplies for the next voyage.

Gloss knows in their heart the voyage will be a disaster, but can't see any way to avoid attempting it, as the profits from the trip are desperately needed.

MARKET SQUARE

MARKET SQUARE



The tightly packed streets suddenly spill open into a brightly-lit cobbled square, full of the bustle of city life, the shouts of hawkers, the hubbub of a hundred conversations, the yelps and barks of dogs, and a cacophony of other noises echoes off the surrounding walls.

Bright and colourful tents rise above the heads of the crowd, indicating stalls and shops. Over the general town stench you can detect the scent of flowers, fruits, meats, and fresh bakery.

The Market is home to a population of stray cats. They tend to keep the area clear of rats, and some shopkeepers feed them scraps.

A solitary member of the town guard sits on a stool against a shop wall, watching the market with a bored expression, occasionally exchanging greetings with locals.



MARKET SQUARE

STALL HOLDERS

ELIS MAYWEATHER, FLOWER SELLER

Appearance: A 25 year old, with a kind face, enchanting smile, and eyes glittering with intelligence and humour. Elis typically wears well cleaned blue cotton garb, and a large pair of sturdy farmers boots.

Base NPC: Commoner (Lawful Good)

Traits: Canny Dealer, Lovesmart

Background: Elis sells produce from the family's small farm on the outskirts of the town. They wake up a couple of hours before dawn every day, load a handcart, and brings the stall to the market, setting up in time for sunrise. Elis stays at the market till late afternoon, and then returns home. They are very hard-working and disciplined, but far too smart for such a low paid job.

A sense of duty to their family prevents Elis seeking a better life elsewhere. They sell good vegetables and flowers, and the prices are fair. For a relatively poor farmer Elis can read surprisingly well, knows a few skills that are unusual for someone in their position and is regarded as a charming figure around the market.



OTT GRUMBLEHEAD, PEDDLER

Appearance: A fidgety, active figure, constantly shuffling about, mumbling to themselves. Medium build, with a rather plain look, Ott tries to make up for a lack of charisma with blather and fast-talking.

Base NPC: Commoner (Lawful Neutral)

Traits: Nimble Fingers, Canny Dealer

Background: Ott has tried a hand at almost everything, and got the scars to show for it. Now in the later years of life and starting to suffer from numerous ailments, Ott has settled into a town life, trading a wide range of low-quality 2nd hand goods.

Ott will engage potential customers in banter, find out what they are after, then try to sell them some piece of junk that won't really be good enough to do the job. If that doesn't work they are usually able to rummage through their collection and find something else to offer the customer. As this process continues, Ott may produce items that are less than strictly legal, if Ott thinks he can get a sale. Ott often refuses to let customers go, insisting they wait a moment while Ott quickly finds just the thing they need.

There is a small chance Ott may actually have rare and unusual items (though still not valuable) but won't produce them until the customer has already invested time and energy in the interaction. If at the end of it, a customer still won't buy anything Ott will get fake-angry at them for "wasting all my time" and demand they at least buy something. Ott will quickly back down if physically challenged.

MARKET SQUARE

VALE WARNER, FRUIT MERCHANT

Appearance: Short and thin with skunk unwashed hair, Vale isn't someone to concerned about their appearance.

Base NPC: Commoner (Lawful Neutral)

Traits: None

Background: Vale runs a Stall selling fruit from a number of local orchards. They also own a basement in one of the buildings adjacent to the square, little more than a large room and an office, where they keep the stocks of fruit, a cart, a very sad and mistreated donkey, piles of jars and bags of sugar, and their meager life possessions.

Vale is bitter and ambitious, unhappy with their lot in life. They are very careful with money, and values it above all else. Vale works hard as a middle agent, buying fruit in bulk, preserving it and selling it on in small amounts through the stall. As such they make a large selection of jams and fruit preserves, all of them are okay, but as they never uses enough sugar, they are often sharp and don't preserve for long when the jars are opened. Vale also sells sun-dried fruit, which makes a good travel ration.



CHARL ENSITE, LIVE ANIMALS

Appearance: Charl is 55 years old with a weather beaten look, and a strong "countryside" smell. Their thick clothes are heavily stained by various animal "products".

Base NPC: Commoner (Lawful neutral)

Traits: Animal empathy

Background: Charl trades in live animals and associated products. The stall and the ground around it is piled high with cages and boxes containing chickens, lobsters, piglets, puppies, ducks, and goats. On occasion they may even have a donkey or sheep to sell. Charl can usually arrange to provide almost any common animal for the right price.

This stall also sells eggs, feathers, bundles of wool, animal pelts and skins, and wooden and reed cages and boxes of various types.

Charl is superficially friendly to customers, and likes straight talking folk who know what they want and pay the asking price.

LAVIN FOX, HERBALIST

Appearance: A hunched over, frail-seeming middle aged redhead.

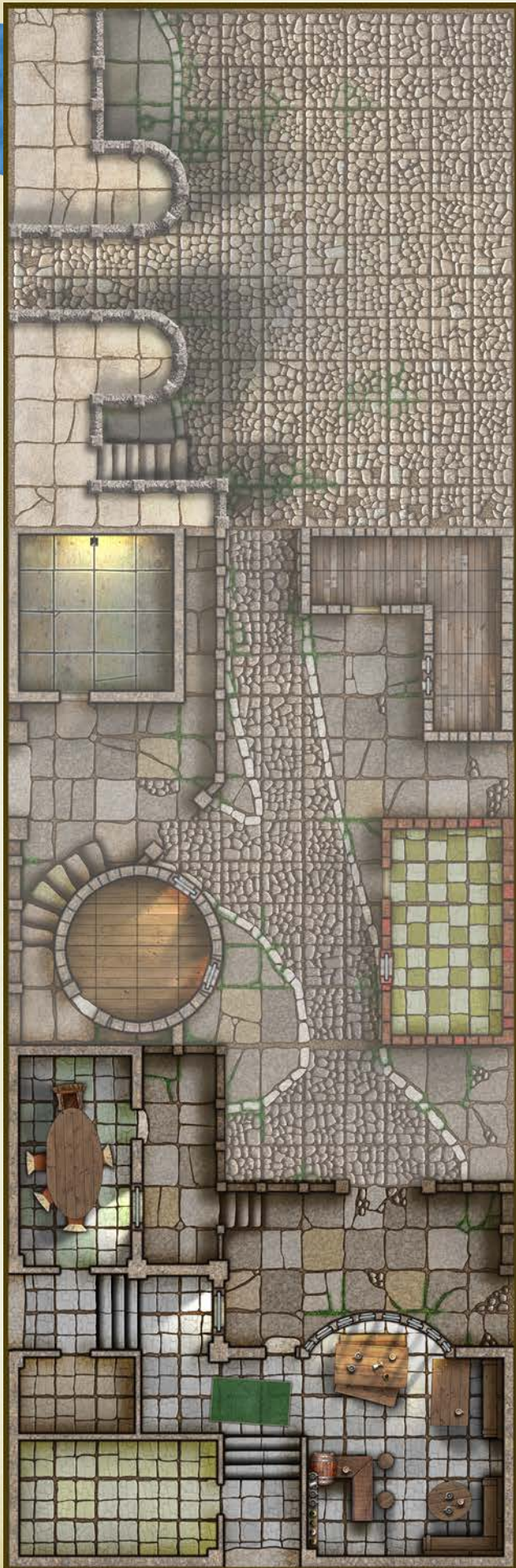
Base NPC: Cult fanatic (Lawful neutral)

Traits: Deep Sight

Background: Lavin is a popular fortune teller, herbalist and wise one, and makes a modest living providing a range of discrete services. Lavin frequently acts as a lay doctor for the local community, and is particularly skilled at safely delivering babies, and makes concoctions that provide effective help for the pain of childbirth.

Lavin is also something of a spymaster, maintaining a web of contacts and gleaning secrets from their customers. A prodigious memory records all details and Lavin is very skilled at understanding people and their desires. If Lavin acts on this knowledge they do so in ways too subtle to be detected.





NIGHTCANDLE

Located near to the west gate but nestled down a side street, the Nightcandle is away from the main flow of travelers. Whilst this means it's quieter than the Gatehouse tavern, that suits its clientele of off duty watchmen and town officials. Some of whom at least would prefer less excitement after a day of dealing with drunken adventurers or merchants claiming destitution.

Despite the quieter ambiance, there is something of a divide in the pub. In the main bar, off duty towns watch nurse their drinks amidst an atmosphere of quiet conversation. Standing by the bar a senior watch member is engaged in debate with the bartender, whilst they don't look alike there is a sense they are cut from the same cloth.

The side rooms however, are a different matter. Muted sounds of raucous revelry have all the markings of a vigorous party going on, much to the muttered annoyance of the occupants of the main bar. A platter of expensive looking food in the hands of a young looking server is currently engaged in an intricate "don't drop the food that's more than a day's wages" dance with an equally large collection of empty glasses trying to make their way to the bar.

NIGHTCANDLE

Menu

Murasi Fire Ant Stew (Bowl, 1sp)

A spicy heartwarming stew, seasoned with dried Murasi fire ants for extra kick. Perfect after a long night on the cold streets.

Selarian Eye Stalks (Plate, 2gp)

Harvested from freshly killed floating horrors from the cursed temple of Seleria, this exotic delicacy is favoured less for its taste and more for its rarity and the boldness of eating an eye stalk. It tastes a little like chewy broccoli.

Softshell Mitred Crab (Plate, 1gp)

Rare though the mitred crab is in these climes, it's rarer still to find a chef with the skills to cook them without accidentally freezing the dish.

Saint Bo's Bitter (Mug, 5cp)

The locals favourite is slightly pricer here, unless you're a member of the watch. Flavours of citrus combine with a smoky flavour, creating a unique drink.



Temjalob Mead (Bottle, 12gp)

Imported all the way from the giant beehives of Temjalob, this mead is a rare tipple indeed. The sweetness of the mead is tempered by the giant bee's unique diet of borderland flora.

STAFF AND REGULARS

THOMA DEAN, PROPRIETOR

Appearance: Late middle aged with chiseled features who clearly gets plenty of exercise running a pub.

Base NPC: Veteran (Lawful Neutral)

Traits: Social Analyst, Attractive

Background: A former captain of the watch, Thoma renounced their commission and continues to do so, often at length, to anyone in earshot at the end of the night.

Whilst loudly and publicly renouncing all ties to the watch and the towns other civil faculties, the pub does have a lot of exotic drinks at some really quite competitive prices, despite the slightly Faustian price they, and more directly Elli, pays for this largesse.

ELLI DEAN, TAVERN SERVER

Appearance: A short statured youth with a powerful, athletic poise.

Base NPC: Commoner (Neutral Good)

Traits: Quick footed

Background: Their solid frame is usually sufficient to encourage politeness amongst all but the most fool-hardy or rowdy patrons. The fact Elli seems to know all the town watch regulars by drink and first name usually takes care of the remainder.

However not all is so charmed in Elli's life for their mother, unable to pay for temple healing, passed away in childbirth, leaving their sibling, Thoma, to become Elli's guardian. To further complicate matters, Judge Kobana seems to have a grudge against Elli and is not a forgiving soul.

NIGHTCANDLE

SERGEANT VATUGOR, TOWN WATCH

Appearance: Well groomed hair hides much of a time worn face, below which a strong muscled frame has grown rounder over the years.

Base NPC: Knight (Lawful Neutral)

Traits: Powerful Paunch, Street smart

Background: Rising to the rank of Sergeant many years ago, Vatugor has kept both health and position intact with an uncanny nose for trouble and an almost legendary sense of timing. Their cool head and sharp senses have saved many a young member of the watch from trouble, and they seldom find their glass or funds run low whilst drinking in the Nightcandle. Seen as a rallying point by the towns watch, anyone with information on matters criminal will be directed toward Vatugor.

SOPHRA KOBANA, JUDGE

Appearance: Dressed in formal yet well tailored clothes, with youthful looks despite being middle age. They clearly spend a lot of time, effort and money enhancing their appearance .

Base NPC: Noble (Lawful Evil)

Traits: Cruel Natured, Attractive

Background: In return for turning a blind eye about black market booze and wares, Sophra and several other city officials use the side rooms of the Nightcandle as their perpetual party suite. In Sophra's case, the arrangement is all the sweeter for the chance to torment the tavern server Elli, whenever the mood takes them. Rumors of infidelities, illegitimate heirs and rivalries are all mooted as motivation for this animosity, though these are talked of quietly from a distance. Aside from tormenting helpless workers, they are also known as one of the harsher judges in the city and for enjoying the finer things in life. In the case of the latter, preferably, at someone else's expense.

JANU KASSK, CUSTOMS INSPECTOR

Appearance: A well dressed young adult in formal attire and bright red hair braided in a conservative manner.

Base NPC: Mage - without spells (Lawful Neutral)

Traits: Bureaucrat, Social Analyst

Background: Born to one of the better connected merchant families, their career in the customs department is no chance affair. Innate mental acuity combined with expensive schooling and a strong familial motivation combine in a highly talented individual, able to find a way to tax almost any form of transaction. Or avoid doing so...







OUTSIDERS INN

Situated outside of town, a few hundred yards from the gates, the Outsiders Inn is a reassuringly solid building, with modest but functional walls around its yard. At night, it is often the only building beyond the town wall with lights still blazing from its windows. In the daytime, visitors can enjoy the view of the nearby stream and milhouse, and watch the work in the stable from the rear yard, while enjoying a nice breeze by the river.

Patrons in the main lounge can watch the world go by out the window - the farmers taking produce to market, peasant children playing in the street, and enjoy a taste of the countryside.

Here townsfolk can mix with adventurers, travelers and merchants either passing by the town, or stopping for a last drink before they set off on their journeys.

Room Prices

Single Room (1 bed, 4sp)

Rustic and simple, but tidy and well cleaned.

Twin Room (2 Beds, 7sp)

Sleeps two in separate beds.

Master Bedroom (1 Bed, 8sp)

A large bed with the best linens the Outsiders can offer.

Stable Stall (1 Stall, 4cp)

For either a horse or the traveler on a budget.

OUTSIDERS INN

Menu

Bread and Bacon (Plate, 2sp)

Simple but tasty. Two thick slices of seedy wholemeal bread with an inch thick layer of bacon slices.

Bread (Loaf, 5cp)

One small loaf of bread. Intended as staple food for the poor, this is often sold out the side door.

Full 'Bacon' Ham (Ham, 1gp)

A large side of cured and salted pig, from which to slice ham. Very popular with travelers, it comes ready packaged for a journey wrapped in a simple waxed canvas cloth secured with string.

Millbrook Pale (Mug, 3cp)

Local village brewed ale with an earthy herbal tang.

Old Valley Red (Pitcher, 1sp)

Cheap imported wine of questionable quality.

STAFF AND REGULARS

HERTHA TONNEY, MILLER

Appearance: Sturdily built, with muscles hard from work. Old faded tattoos mark the skin on their neck, and they breathe with a throaty wheeze, coughing frequently.

Base NPC: Commoner (Lawful Neutral)

Traits: Stoic, Strong

Background: Herthas family has owned the local mill for generations, and Hertha has been running it for many years, but has yet to raise a family, and their health is already starting to worsen. Hertha intends to sell the mill in a few years and retire, although is secretive about where they plan to move. Hertha is also a smuggler, working with a gang to ship contraband into the town past inspections. The carts that deliver the mills flour to the town bakers provide the perfect cover for smuggling, and Hertha is growing rich from the crime. Disentangling them self from the criminal gang and retiring with that wealth is proving difficult...



OUTSIDERS INN

JORN SARASSA THE THIRD, NOBLE

Appearance: Jorn is often dressed in blue, their favourite colour, and a symbol of wealth. The ornate light armour they wear is more showy than practical, and trimmed with gold thread. They have a sullen and suspicious look, and give off a challenging and aggressive aura.

Base NPC: Noble (Lawful Neutral)

Traits: Violent, Drunk, Gambler.

Background: Jorn is nearly penniless, their father having restricted their allowance as punishment for drunken rages and reckless spending. Jorn spends the days seething in a corner of the pub, dreaming of escaping this life or turning their fortune around with grand schemes and wild adventures. Jorn nurses murderous fantasies about their own father, and has a growing list of enemies, some real, some imagined. Jorn chooses to hang out at the Outsiders because they envy the travelers and adventurers who pass by.

HERMIS LIGHTFOOT, STABLEHAND

Appearance: A tall, graceful, quite handsome youth, who moves quietly and speaks softly. Their eyes are lidded and heavy and Hermis frequently seems sleepy or dreamlike in their movements.

Base NPC: Commoner (Lawful Good)

Traits: Animal empathy (Adv on all animal handling checks) Insomniac. (Disadvantage on perception checks)

Background: Hermis was found as a child wandering the woods, and travelers dropped them off at the stables, where they were adopted and raised by the owners. They seem content to look after the horses, and seem to need nothing else in life. Hermis has no bedroom, and goes days at a time without sleep, but can sometimes be found standing or sitting in a trance like state of rest, facing towards the distant deep forest.

SARAL "CLIPPER" HELGERT, WOLF-HUNTER

Appearance: Youthful, charming and sly, with an easy smile for strangers. Their clothes suggest a traveler, but under the leather duster and fine wolf skin cloak you can glimpse two well worn knife belts. Saral exudes confidence and happiness.

Base NPC: Veteran Hunter (Lawful Good)

Traits:

Background: 'Clipper' is a popular and well-liked regular at the Outsiders Inn. They work as a game warden for the town, not to prevent poaching, but to keep wolves away from the farms and settlements in the area. Saral has a pretty wide definition of "wolves", and has killed a fair few humans that they thought the world is better off without. Hunter Helgert, as respectful strangers should address them, is a great judge of character, and a very real danger to any evil person who strays into their turf.

ERINAS FLETCHER, PROPRIETOR

Appearance: Erinas looks older than their years, with hint of melancholy just beneath a cheerful outward persona.

Base NPC: Commoner/Farmer (Lawful Neutral)

Traits: Sanguine

Background: Erinas had a happy childhood in a loving family, but as they neared adulthood one crisis after another took its toll, and were bereaved of their siblings last winter. Erinas' father is many years dead, and mother bedridden, so Erinas has taken over the family business, running the Inn and caring for their dying mother. Erinas employs Davin Goodacre as a general janitor and cleaner, two local youths as servers, and has a close business relationship with the owners of the stable yards. Erinas doesn't need any more stress in life, and just wants people to buy beer and go home when the inn is ready to close up. Is that so much to ask?

OUTSIDERS INN

DAVIN GOODACRE, JANITOR

Appearance: Most people notice the peg leg first, and the distinctive hobbling gait. Davin wields a wooden crutch under one armpit, and is surprisingly agile and mobile for someone with a wooden leg. Davin's face is lined with creases, and has a small but noticeable scar on the chin.

Base NPC: War Veteran (Lawful Neutral)

Traits:

Background: Davin was a farm worker and peasant who fell on hard times after a bad harvest. When their other options ran out Davin was recruited into some rich nobles war, and shortly after sustained an injury that ultimately cost a leg. After many years as a wandering beggar Davin finally found charity from Hertha Tooney, who gave Davin a shack to sleep in and bread to eat. Over the last few years Davin has striven to become accepted by the local people, and works hard at any little job they can get. Davin sweeps floors, empties latrines, replaces candles and refills lanterns, gathers water from the well, makes small repairs, and keeps an eye on Hermis. Whilst still very poor, Davin accepts only the minimum charity required to scrape by and avoid starvation.



IZAEEL DURRANTIS, WAGGONEER

Appearance: A youth dressed for travel, with clothes clean and in good repair, a shortsword on the belt, and a few good leather pouches are all they carry, the rest of their gear elsewhere perhaps. Izael has intelligent eyes, and seems very aware, notices anyone checking them out and responds with a polite nod. When Izael stays at the Outsiders they spend much of their time playing games of coin, dice and chance, either solo, or with anyone willing.

Base NPC: Spy (Lawful Neutral)

Traits: Gambler, Gamer (adv on gambling or opposed games of skill) Machiavellian (adv on manipulate)

Background: An orphan enslaved (“employed”) by a merchant company, they proved to be a fast learner, and adept at numeracy and writing. Their lazy master spotted these talents and came to rely on Izael to do the grunt work involved in the company book-keeping. Izael soon learnt that the master was embezzling funds and gambling them away, and with a flash of insight a plan formed. A few years later the company went bankrupt, the bookkeeper was arrested and tortured, and confessed to their crimes. No-one paid any attention to the lowly child who cleaned the office, and the angry creditors believed their fortunes had been gambled away and lost forever.

A few months later, in a different part of the country, a young looking but duly authorised agent picked up some shipments that had been waiting in a warehouse, brought a wagon and horses, and headed south. To avoid suspicion Izael has had to hide most of the stolen wealth, and begin their own business carting goods. They have created a reputation as a small-time modest gambler who sometimes gets pretty lucky. Izael may be willing to hire adventurers for protection on dangerous routes.

PACE MANOR

OPPORTUNITIES

The Manor house is a big consumer of local resources and provider of employment. Some of the available opportunities include:

Food services - The Kitchens are always on the lookout for deals on fresh food deliveries, on rare and difficult to obtain ingredients, and often have need of extra staff in the kitchens for big events.

Entertainment - From jugglers to mimes, acting troupes to dancing bears, wrestling dwarves and competing magicians, they all seek work here. The chief town official has a bully's sense of humor, and enjoys low cruelty and degradation. With tastes that would sink deeper and darker were it not for the importance of maintaining a reputation.

Official business - Anything to do with the general well being of the town and townspeople. If a subject can be made to seem important enough to the chief official, then it will be considered town business. Many free lunches with supporters seem to qualify.

SHADY BUSINESS

Visitors offering illicit services to the officials that call the manor home must be careful how they make any approach. Outsiders and strangers will be treated to a display of shocked indignation and escorted out. More subtle approaches will find a market for everything from stolen art, embezzlement, tax schemes, legal corruption, and the occasional bit of violence (although Thorne usually handles that).

REAL EMERGENCIES

Should a disaster strike or threaten the town, some might think alerting the top town official is a wise decision. In any such crisis the chief official will show their true colours, abandoning everyone and seeking to flee with his wealth. If the threat is only looming, instead they will choose to willfully ignore it, and have any trouble-making whistle blowers locked up.



PACE MANOR

RESIDENTS AND STAFF

HERULE PACE, CHIEF TOWN OFFICIAL

Appearance: Herule has boots with small bells on, an impressive feathered hat, gold chains of office and gem-set rings covering all fingers. The person underneath all this is unremarkable, somewhat bland faced, made ugly by perpetual leering eyes and sneering lips.

Base NPC: Noble (Lawful Evil)

Traits: Narcissist

Background: Herule understands the value of appearances, and goes to great lengths to project wealth and power, which they feels is appropriate for their station. There are petty, greedy and cruel, and would make a dangerous enemy were they not so easily distracted, and lazy. Herule is susceptible to flattery and bribery, and a number of powerful people consider Herule to be their puppet.

THORNE, BODYGUARD

Appearance: Heavily muscled and broad across both chest and shoulders, they sometimes struggle to fit through doorways. Thorne wears an expression of indifference on duty, and looks like they might be capable of being both polite and violent at the same time.

Base NPC: Soldier (Neutral Evil)

Traits: Suspicious, Brawler

Background: Joined the army as a teenager, and had a violent and poor life until landing a job working for Herule. Thorne has settled into this life, much preferring the cleanliness, the regular meals, and the reduced incidents of violence. Thorne is careful to behave very well to ensure this continued lifestyle.

HELEK PACE, SOCIALITE

Appearance: Cold, thin, tall, with hard cheekbones and what would be a pleasant face if it wasn't for the permanent scowl and a look like the world disgusts them.

Base NPC: Noble (Neutral Evil)

Traits: Gold digger

Background: A poor immigrant for a distant land, Helek was getting involved with the towns seedier underworld when they met Herule and joined into a family of wealth and crime. Some judge Helek unfairly for their survival decisions, but others for Helek's underlying nature, for they retain no sympathy for others in poverty.



EMIN PACE, SOCIALITE

Appearance: Considering their parentage, Emin is a cheerful and like able soul. They seem carefree and a dutiful child, but Emin takes an unusually close interest in all visitors to her father's house.

Base NPC: Noble (Chaotic Neutral)

Traits: Machiavellian

Background: Raised as the favourite child, Emin has had a cosseted childhood, with all the advantages money could buy. Emin was a bright child, with a determined manner and good work ethic, and by their teenage years was well aware of flaws and limitations of their parents. Emin conceals their true intelligence, and has great ambitions, although their plans are still forming.

THE UNDER WASH



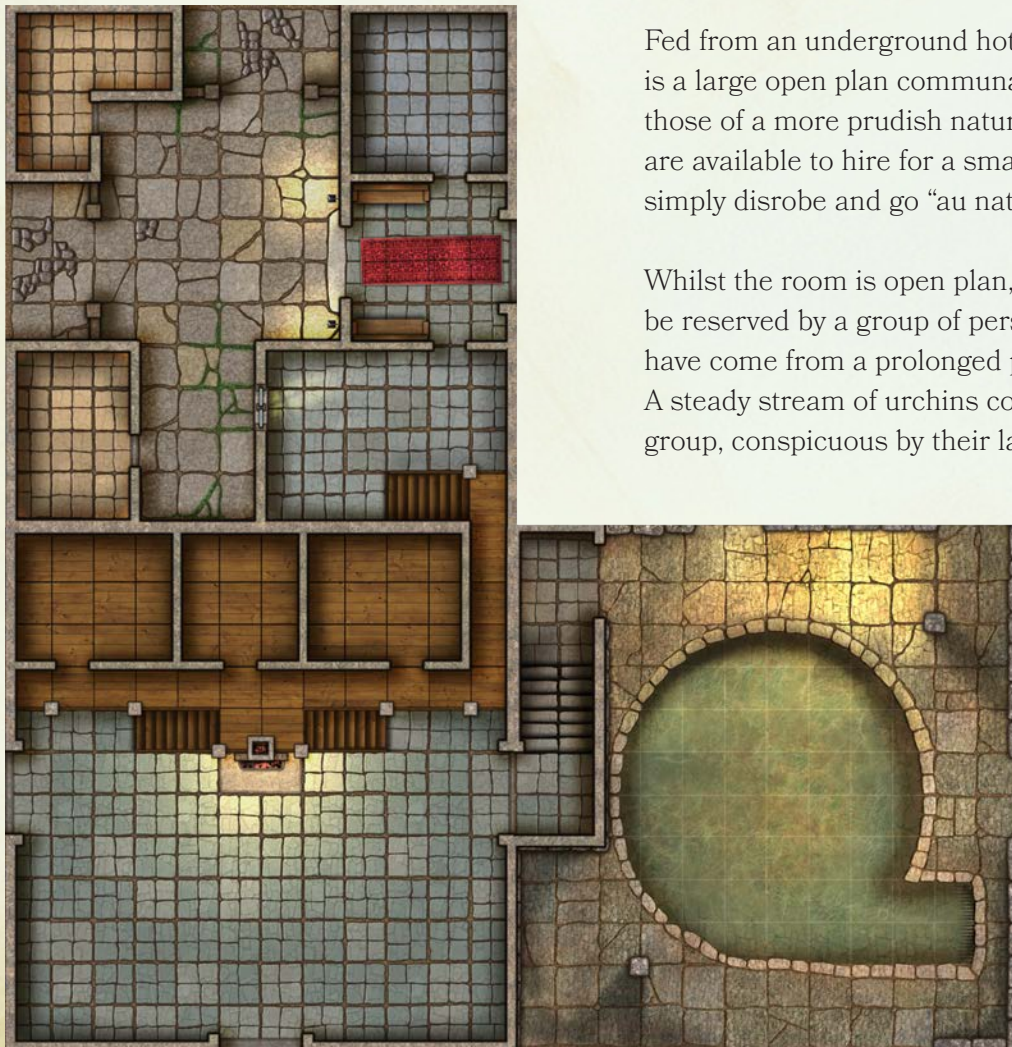
THE UNDER WASH

Situated in the shade of old town, it's named partly for location and partly for it's main clientele. The local fisher folk tend to need a rather thorough scrub after gutting their catch, which lends a slightly salty overtone to the smell of suds and steam.

Popular during all hours of the day, the upstairs is always bustling with patrons. The main upstairs room acts as a waiting area and serves a variety of cheap drinks and basic fare. Beyond that, the back area offers access to the bathing area below via the disrobing area, all items are left at the owners risk. To the side, the private massage rooms offer a variety of services to cleanse and relieve the weary, traveler and worker alike.

Fed from an underground hot spring, the basement is a large open plan communal bathing area. For those of a more prudish nature simple cloth wraps are available to hire for a small fee, though most simply disrobe and go "au naturel".

Whilst the room is open plan, one corner seems to be reserved by a group of persons whose tattoos have come from a prolonged period of confinement. A steady stream of urchins come and go from said group, conspicuous by their lack of bathing attire.



THE UNDER WASH

Menu

Bucket O' Fish (Bowl, 8cp)

Tradition allows certain of the fisher folk to pay their bath fees from the daily catch, this assortment of random fish are cooked up in to a hearty, heavily spiced stew.

Meat Skewers (1 Skewer, 1sp)

A metal skewer with cuts of grilled meat, locally called a 'Back Stabber' either because of the choice of back meat or because the skewer looks like it could do some damage!

Saint Bo's Bitter (Mug, 3cp)

A popular local ale, and found for one of the best prices in town at the Under Wash.

Royal Mark Vintage Brandy (Bottle, 25gp)

Only a few bottles of this expensive and exquisite tippie are ever in stock, with any regular able to advise that it's main reason to be on the menu to help the cartel spot guests with deep pockets.

THE 'BATH HOUSE' CARTEL

The Under Wash is owned and operated by a local thieves guild, who use the bath house as a head quarters and meeting place.

The cartels influence is there for those who know what to look for, but doesn't interfere with the general running of the Under Wash itself. Although the fisher folk and other regulars keep well out of the cartels business, leaving them well alone seems safest.

There are rumors of secret passageways that connect the basement of the Under Wash to the towns sewer system and natural caves, allowing the thieves unseen access or escape.

Services

Communal Bath (2cp)

Grants access to the communal bathing area in the basement of the Under Wash; wraps and towels can be provided at an extra cost.

- Bathing Wraps (1cp)
- Towel (1cp)
- Clean Towel (2cp)

Deep Clean (3sp)

Removes even the most stubborn smells and stains, along with the top layer of skin.

Sauna Use (5cp)

The smaller building in the Under Wash yard is fitted out as a steam room, for those that want to 'feel the heat'.

Private Bathing Chamber (1 hour, 5sp)

For those with a little more coin and a desire for privacy, grants access to one of the three private bathing areas for 1 hour. Tubs with heated water and clean towels provided.

Sensory Spa (2gp)

Incenses and perfumes, some of which are mildly narcotic are combined with soothing music and exotic motions. Removes a single level of Exhaustion per day, in addition to any removed by normal rest.

Extracurricular Activities (1sp+)

Additional services not listed may be negotiated at the discretion of the management. The arrangement of these are all handed over to a member of the Cartel and can range from the mild to very illegal in nature.

It may even be possible to arrange an audience with Nothelm, although that may or may not be a wise idea...

THE UNDER WASH

STAFF AND REGULARS

GYLIP, BATHHOUSE PROPRIETOR

Appearance: Now in their twilight years, they seem to care little any more for appearance or diet.

Base NPC: Commoner (Lawful Neutral)

Traits: Old, Street Smart

Background: There was a time when this establishment was a little higher class than it now is. There was also a time when Gylip groomed, bathed and wore washed clothes more regularly. These days, much like their ownership of the Under Wash, are in the past. What's done is done and they accept their lot in life with taciturn pragmatism, aided by the notion that snitches tend to need to make donations to the local temple and the rates are exorbitant these days. Gylip acts as a respectable front for the current owner, Nothelm, forwarding requests and information as appropriate.

NERY & MERRY TAINE, MASSEURS

Appearance: Wearing simple but presentable smocks that were probably once white, these two are obviously siblings. They are both solidly built with strong looking hands and wry smiles.

Base NPC: Guard (Neutral Good)

Traits: Hands like shovels, Always time for a laugh

Background: Their work isn't the most glamorous, hygienic or at times even pleasant. That never seems to stop them treating life like it's far too important to be taken seriously. They always seem to have a wry smile on their faces and as such, they are loved by both customers and the rest of the staff. Appreciation for their humour does get more patchy amongst Nothelm's associates, a fact that's nearly got them into serious trouble on multiple occasions.

NOTHELM, CRIME BOSS

Appearance: At first glance they seem to be a well dressed noble with a smile that doesn't quite reflect in their cold piercing eyes. Closer inspection, should it be chanced, will note the fine clothes are a little too frayed. Is that a gang tattoo peeking out from behind that cuff? If they are dressed for bathing, then the many tattoos that signify a dangerous well connected individual will be very visible.

Base NPC: Bandit Captain (Lawful Evil)

Traits: Natural Leader, Street Smart

Background: They've been the leader of a local guild of thieves for quite some time now, which in and of itself says quite a lot. Nothelm has a knack for inspiring loyalty amongst their followers, which is no simple feat given the range of rogues, murderers and vagabonds that pay them fealty. Always on the lookout for new talent, they are more than happy to grant a temporary local thieves guild license, even if you're just "passing through".

If you're able to reach them for an audience, they may even be happy to grant a retrospective license, though those are considerably more expensive and tend to involve a permanent reminder as to the wisdom of asking first, rather than seeking forgiveness.



THE UNDER WASH



ADWIN EXARD, BODYGUARD

Appearance: A well rounded frame covers a solid layer of muscle underneath, Adwin Exard might be described as a “unit”. However anyone doing so would be advised to do so quietly, from some distance away.

Base NPC: Veteran (Chaotic Neutral)

Traits: Powerful Paunch, Psychotic

Background: With a reputation for extreme and unpredictable rage frosted with psychotic levels of violence, Adwin is foremost of Nothelms enforcers. With a well deserved reputation carefully spun over the years such that the mere threat of a visit is usually sufficient, much to their disappointment.

MATHYE CLYNE, DEVOUT OF TYMORA

Appearance: An unassuming looking individual with mousy blond hair, they are deliberately easy to miss.

Base NPC: Cleric Trickery Domain (Chaotic Neutral)

Traits: Bureaucrat, Prevaricator

Background: Whilst the more mainstream priest-hoods may have a more acceptable public image, at least Tymora (Trickery) is honest about it's two faced nature. They is one of Nothelms' few trusted advisors and supports the business both directly through their divine powers and indirectly through an innate understanding of the complex duplicities of the legal and tax systems.

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