A GB ROAD GAME



THE Purple Gnome Inn

A one-shot adventure compatible with Dungeons & Dragons.

INTRODUCTION

This book is written for the Game Master (GM). It contains a compatible adventure designed for use with *Dungeons & Dragons* fifth edition (5e), released in 2014 or the 2024 updated version, and assumes familiarity with the basic rules. It introduces an accessible, linear story set in the city of Bemopolis, on the continent of Motopia.

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RUNNING THE ADVENTURE

The Purple Gnome Inn is a one-shot fantasy adventure for three to four players, using characters at 3rd level. It is designed for roughly three to four hours of play. You will find four unique pre-made characters to use in this book!

This one-shot adventure is meant to have a linear structure. However, the story is designed with various branching paths, ensuring your players are not always crowded together in one narrative. The variety of choices still allows player agency, and every path leads to a range of conclusions based on those choices.

This module is divided into the following sections:

- **The Plot** section informs you, the GM, of the overarching story that will be told.
- **The Beginning** section jumps right into the game and contains the first scenarios.
- **The Break** section can be used for a time-out and allows you, the GM, to recap the current state of the story.
- **The Endings** section contains the final confrontation and its repercussions.
- **The Farewell** section provides the wrap-up for the possible choices made throughout the game.
- **The Maps** section contains visual aids and layouts for use on tabletops or virtual systems.
- **The Crew** section includes all pre-made character sheets and stat blocks.
- **The Huh?** section contains references to this book's functionality and other pertinent information.

As the GM, your role is to run the game. You will be narrating, refereeing, roleplaying the story's characters, and adjudicating or improvising when needed. Above all else, you are responsible for driving the story forward with your players. This is a collaborative process, after all.

Remember, this game has multiple pathways to explore, so let your players roam freely! The focus may switch between players at any time, but rest assured, the story brings everyone back together for the finale without letting them stray too far from each other. If the party is split across different areas, allow players to resolve scenarios in turns.

"The intended DC" — This phrase appears in many sections of the game and denotes the scenario's suggested DC for checks and interactions. Feel free to adjust it to suit your play style.

Before you begin your role as GM, it is important to read through this book. Chance plays a part in the storytelling, and having a clear idea of the narrative's progression will help you keep everything on track for your players.

Reviewing the accompanying maps and non-player character (NPC) stat blocks will likely be your most helpful tool in understanding the layout of the area and the characters in this game.

And if you dive right in before reading everything, don't worry: each numbered scenario follows a natural progression based on player choice, so this module will guide you along the way as the choices stack up.

THE PLOT

Below is a general summary of the plot, which, along with the rest of this book, will help you understand the flow of the game. Do not share this information with your players; the text below helps you, the GM, understand the story (and game) structure.

For one night only, the famous band Go Big or Go Gnome is coming out of retirement to play one last gig at The Purple Gnome Inn. Luckily, you got your hands on tickets to this once-in-a-lifetime performance! However, the tickets were provided to you by odd means through a strange lady who asked you to keep the peace at the event and look out for anything suspicious.

What no one knows is that The Purple Gnome Inn's owner, Davwin, is in serious debt, and his collectors have infiltrated tonight's performance!

If Davwin's debt collectors do not get paid, then his life will be forfeited, and by explosive means! He recently begged his cousin, Wilgrim Foblegible, lead singer of the band, to help raise money quickly by coming out of retirement and performing at The Purple Gnome Inn.

Two hidden magical bombs have been planted in the Inn by three assassins who are posing as customers and waitstaff, and they will detonate those bombs right at showtime unless Davwin pays up.

Davwin has also recently run into some staffing issues, which is terrible timing as his establishment is hosting such an incredible event.

Can the players investigate and stop this plot to assassinate Davwin before the inevitable explosion happens, destroying his beloved The Purple Gnome Inn? Will the players learn of the family connection between Davwin and Wilgrim, find the earnings from the ticket sales in Davwin's chambers, and discover so much more?

THE BEGINNING

The adventure begins outside The Purple Gnome Inn after sunset. Your player characters have all arrived early, tickets in hand, and are standing in line to see a performance by the band Go Big or Go Gnome. Read the following text out loud to your players as narrator:

> *A warm summer day turns to a cooler night. The last fleck of sunlight bounces off the lavender roof tiles of The Purple Gnome Inn, perched high on the northeast edge of the capital city of Bemopolis. Beyond the cliff face behind the Inn, the endless tops of pine trees fade into the dark.*
>
> *Chatter and music drift out the open windows. Ahead of you, patrons present their tickets for a rare performance by Go Big or Go Gnome! A few warm themselves by a fire pit, mugs of fresh well water in hand.*
>
> *Your own tickets came free, from a kind old lady who insisted you keep an eye out for anything suspicious.*
>
> *At the door, a large orc bouncer checks each ticket, then stows any weapons in a trunk at his feet.*

This is a great moment to have your players introduce their characters and describe their appearance, class, and species, or if they have any personality traits or background notes they wish to share. Do their characters have history with the other player characters?

1. MAIN ENTRANCE

Have your players determine the order in which they queue and who enters the Inn first by rolling a D20. The highest roll lands that player at the front of the line, the lowest towards the back. Break a tie by re-rolling! **See map marker: 1. Main Entrance**

Each player can interact with the orc guard named Carthug as they enter the Inn. He will ask for the characters' tickets for admittance and stow all their weapons in a trunk near his feet, which he will watch over for the evening. *His reasons are to protect the Inn, as there's a rumor that someone wants to harm the owner, Davwin. Carthug can be convinced to let players keep their weapons if they keep an eye out for anything suspicious.*

Read the following text out loud to your players as Carthug:

> *Next! Tickets on hand please. Any weapons need to be stowed in this trunk until after the show, please. I promise they'll be cared for.*

Carthug is not the smartest or strictest bouncer and can be bargained with in some fashion. However, he will repeatedly exclaim that any funny business and the local Bemopolis city guard will be here in minutes, which would result in an unavoidable arrest.

Ask your players how they wish to convince Carthug to keep (or perhaps sneak) their weapons in. The intended DC is 10 for this interaction.

- ✔ **Success:** Carthug will allow players to enter with their weapons but asks to keep them in their holster.
- ✘ **Failure:** He will refuse entry until all weapons are relinquished. After determining which players keep their weapons, they can then enter the Inn.

If players wish to find another way inside, inform them they can leave the queue and investigate the exterior of the building. Read the following text out loud to your players as narrator:

> *While in line, you spot a small dirt path that bends around the back of the building away from the Main Entrance and crowd.*
>
> *Beyond this path are the cliff's edge and the forest below—a clear drop into darkness, impossible to tell how far down.*
>
> *At the rear of the Inn, you spot **a door labeled "Kitchen Staff Only,"** a young man tending to the **Stables**, and, past that, another **back entrance door** to the Inn.*

Three areas of exploration exist on the rear side of the Inn. **See map marker: 2. Exterior Kitchen, 3. Stables, and 4. Back Inn Entrance**

If, at this point, players are heading in different directions, do not progress until all players have found a way to enter the Inn. Switch back and forth to keep the momentum going between players.

Convey Choice — Did players enter through the Main Entrance by talking with Carthug, or did they explore the rear of the building?

2. EXTERIOR KITCHEN

Players who venture around the back can spot a door labeled "Kitchen Staff Only." It is locked. This door is sturdy and hard to break, with a keyhole that is challenging to pick, but players can try. The intended DC is 20 for this interaction.

Too much noise or time spent attempting to break the door will get the attention of Flack, the stable worker. *The Inn owner, Davwin, and Chef Verona will have keys to this door; however, they are currently inside.*

Convey Choice — Did players try to break or lockpick the door, and did they attract attention?

3. STABLES

A lone stable worker is back behind the Inn, tending to the small stables. His name is Flack. He is clean-shaven and youthful, with short brown hair, and is dressed in loose, ill-fitting, cheap clothing. Blissfully ignorant of the bustle of tonight's event, his only focus is his evening chores, unless the players have made too much noise at the exterior door to the kitchen. Read the following text out loud to your players as Flack:

> *The party is inside, folks. Feel free to use the entrance around back; it's open. If you don't mind, I need to get back to my chores. Have a good evening.*

If players investigate this stable area, they may find climbing gear hidden in the haystack. The intended DC is 15 for this interaction.

There is nothing else in this area of note—simply hay, bundles of firewood, and other incidental items stocked for the operation of the Inn.

If players question Flack about the gear, he will simply mention that the gear is a safety protocol in case anyone falls off the cliff's edge. Players may try any ability check that is appropriate to determine his intentions. The intended DC is 18 for this interaction.

- ✔ **Success:** Flack appears slightly nervous, but players cannot ascertain why.
- ✘ **Failure:** He appears to be honest and wants to get back to work, and ushers you inside.

Flack is one of three assassins and is the getaway person, ready to use the climbing gear to let the other two assassins in the Inn escape down the cliff once they trigger their bombs. He will not want players to take the climbing gear.

If pushed further, Flack will insist players enter through the Back Inn Entrance, as he needs to get back to his chores. *Flack wants to avoid confrontation, but if that is unavoidable due to players' actions, refer to his stat block for combat. If he is felled, players can hide the body in the hay; nothing on his person implicates him as an assassin. However, this affects the ending and removes the other assassins' escape route down the cliffside.*

Convey Choice — Did players ignore or fight Flack, and did they do anything with the climbing gear, if found?

4. BACK INN ENTRANCE

On the north side of the Inn, past the Stables, is an unguarded and unlocked entrance that leads to the Stage. Players can walk right in. *The very back of the Inn is built along the edge of the cliff, and there is no way to feasibly walk around the entire building, which creates a dead end.*

Convey Choice — Did players walk right past the Exterior Kitchen door and Flack?

The area through which the players enter the Inn will determine which area they can explore next, and whether they relinquished their weapons. The next area descriptions will focus on the interior of the Inn and who players can interact with. Remember, do not progress with any interior scenarios until all players have entered the Inn. **See map marker: 5. Main Interior Bar, 6. Kitchen, 7. Stage, and 8. Fortune Teller**

If players enter through the Main Entrance, they arrive at the Main Interior. Read the following text out loud to your players as narrator:

> *You enter the Inn to find it well kept and furnished, a crowd of at least fifty people inside, with a few waitstaff among them. Ornate purple rugs line the floor, and lavender stems nestle on windowsills. Lively music fills the air.*
>
> *To the south is a **bar with massive barrels of ale stacked behind it**, currently manned by a gnome serving drinks. There's a slightly curved wall with **a single closed door labeled "Kitchen Staff Only"** on the west side and **a corridor that leads to the stage** on the north side.*

Convey Choice — Did your players confirm whether they head to the Bar, Kitchen, or north corridor?

If players enter through the Exterior Kitchen door, they arrive at the Kitchen. Read the following text out loud to your players as narrator:

> *You stumble through into an area clearly marked for staff only to find **a single angry chef** at a workstation preparing food for guests.*
>
> *This is a well-stocked, clean kitchen complete with a working stove and oven in one corner. The kitchen itself is well maintained, but you notice the food and the arrangement of utensils are messy. This chef clearly lacks finesse in cooking.*
>
> *She stops abruptly and asks, "What are you doing in my kitchen?"*

If other players have not entered the Inn yet, return here once all players are inside.

If players enter through the Back Inn Entrance, they arrive at the Stage. Read the following text out loud to your players as narrator:

> *You enter the Inn to find it well kept and furnished, a crowd of at least fifty people inside, with a few waitstaff among them. Ornate purple rugs line the floor, and lavender stems nestle on windowsills. Lively music fills the air.*

You see several seats and tables, and the crowd is starting to form for the show, even though there is still some time before it starts.

*To the east, **there is a small empty stage** spacious enough to hold a band member roughly the size of a gnome, and **a small makeshift backstage** area hiding the band's equipment behind a flimsy curtain.*

*To the south, a corridor that leads to **a staircase to the second-floor** guest rooms, which are sectioned off with a red velvet rope with a VIP tag attached, a **fortune teller** sitting in a chair across the hall, and **a pathway towards the main entrance** and bar.*

Convey Choice — Did your players confirm whether they head to the Stage, Staircase, Fortune Teller, or pathway to the Main Entrance?

5. MAIN INTERIOR BAR

Players can head towards the bar to order drinks, food, and talk with Davwin, the owner of The Purple Gnome Inn. Read the following text out loud to your players as narrator:

At the bar, there is a sturdy-looking gnome, with grey streaks in his short brown hair, dressed in nice clothing. He looks like the years of business management have worn him down a bit despite his cheerful demeanor. He is currently serving some concertgoers drinks, and is very excitedly showing off his personal brew.

He has what looks like a large master key attached to his waist. *This opens all doors in the Inn. Players can ask for it if they have a good reason, or steal it.*

The drink on tap is Davwin's own brew of ale named Coco Ale, and as players approach, he will introduce himself and ask all players if they want to try some for the cost of one silver piece. It will be poured from the large barrels behind him.

If players partake in the drink, they will notice it has a strong, sweet odor the moment it is poured from the barrel. *Even if players do not partake in drinking, the odor from the barrels will be unavoidable at this distance. Davwin will draw attention to the brew, claiming it was delivered yesterday by the new stable boy and is his pride and joy. He will encourage the players to examine the quality of the containers, claiming the secret to a good brew is aging the ale in barrels soaked in old coconut water. It tastes better than it smells.*

If players wish to, they can check the quality and source of the drink by reviewing the barrels or bar area. The intended DC is 17 for this interaction.

- ✔ **Success:** The players learn the drink contains no harmful properties; it simply has an unpleasant aroma and was not brewed very well.
- ✘ **Failure:** Players will ignore the flavor issue and assume the drink is okay, finding nothing else in the bar.

If players roll a DC 20 or above when reviewing the barrels or bar area in search of the awful aroma (or by simply looking at the barrels), they will spot an odd palm-sized crystal ball tucked down between the barrels, partially hidden in shadow by a sheet of fabric.

Players can retrieve this, but it will remain a mystery for now. It seems to contain a living storm that swirls around its crystal interior. This is one of the two bombs planted. Davwin will not have a clue what it is, but he will say there is a fortune teller near the staircase. (She may be the only one who can disarm it.)

While at the bar, Davwin will also mention the logistical issues he's been having. Read the following text out loud to your players as Davwin:

You know my head chef didn't show up for work today, and no one has heard from him since last night. It's not like Marius to miss a shift. On top of that, my stable boy is out sick too, so I had to get a new guy in to load the bar barrels. I had to rush to the main city center this morning and scrounge up some hired help, the very day of a massive event like this. I didn't have time to check credentials.

To top it all off, last week one of my rooms upstairs got trashed by some heavy-drinking types, and I still haven't gotten around to refurbishing it. I lose business when I'm short of a room to rent!

He does not believe that Chef Verona, whom he recently hired, is that good. They have been getting a few complaints tonight from customers, but he has no other choice.

Davwin has a slight air of paranoia around him as he knows his debt collectors are close, but he is still friendly. He is unaware of the origins of the new hires.

If players try to read Davwin, the intended DC is 13 for a Wisdom (Insight) check.

- ✔ **Success:** He is anxious and hiding money trouble: he keeps glancing at the door and touching his master key. He knows nothing about the bombs or the new hires.
- ✘ **Failure:** He seems a jittery but friendly host, stressed by a busy night.

Convey Choice — Did your players drink or investigate the barrels and find a bomb, did they learn about Davwin's employment issues, or somehow get the master key?

6. KITCHEN

Players can enter the Kitchen from the Main Interior, as it is not locked from this side, if they wish to explore this area. Read the following text out loud to your players as narrator:

> *You stumble into an area clearly marked for staff only to find **a single angry chef** at a workstation preparing food for guests.*
>
> *This is a well-stocked, clean kitchen complete with a working stove and oven in one corner. The kitchen itself is well maintained, but you notice the food and the arrangement of utensils are messy. This chef clearly lacks finesse in cooking.*
>
> *The large, muscled, tattooed lady stops abruptly and asks, "What are you doing in my kitchen?"*

Players will need to respond quickly to the chef, who will exclaim, "This is her area," and refer to herself in the third person as Verona. Arms covered in tattoos, with a slick, black, braided ponytail, her demeanor is rude, abrasive, and aggressive. *Verona is one of three assassins and wants the party to leave the Kitchen. Her role is to verbally trigger the crystal ball bomb that is/was planted behind the barrels at the bar at showtime.*

If players know about the food complaints and the missing chef, they can ask about her credentials.

She will state she is not actually a chef and just needed the money from the job, and Davwin was desperate. *This is a lie, of course, as she kidnapped Marius, the original chef, last night. She has locked him in the trashed room on the second floor labeled "Under Refurbishment."*

The only other thing she will admit to is taking Marius' uniform from a room upstairs, but she claims not to know anything about his disappearance. This provides players with a reason to go to the second-floor guest rooms and explore. *Verona will insist that players go upstairs if they want to find the lost chef in an attempt to get them out of her way.*

Players can explore her intentions and environment. The intended DC is 15 for this interaction.

- ✔ **Success:** Players will notice she has armor under her chef's apron (implying she is prepared to fight), and a key to the kitchen on her waist.
- ✘ **Failure:** Players will find nothing more than an angry employee wanting everyone to leave her kitchen. There are no items of note in the kitchen beyond basic equipment and food.

She is prepared to lock the door to the Kitchen before a fight and whistle to Flack for support from outside. The noise from the crowd will drown out any fighting sounds, and if Flack is not already on site, he will be attracted to the fight.

Refer to her stat block for combat. If she is felled, players will need to hide the body. She has a key to the Kitchen, armor, and weapons under her chef's apron. This also affects the ending, preventing one bomb from being detonated. If Flack has joined and been felled, this also affects the ending, hindering their escape route down the cliffside.

Convey Choice — Did your players attack or leave Verona alone, did they attract attention from Flack, and learn about Marius upstairs?

7. STAGE

This area contains seating for the show and the stage area. Read the following text out loud to your players as narrator:

> *Some patrons have taken their seats way in advance. A nearby waitress mentions there's likely still time before the show starts, as the band is not present.*

While exploring, players will not find anything odd about the patrons or seating area apart from a magical floating instrument playing casual tavern-style music on the stage.

A fail-safe NPC named Maxit, one of the three assassins, will be here but disguised as a patron so well that he can't be found yet.

An attempt to interact physically with the instrument (GM, you pick the type) will end this spell on the music. There is nothing interesting about this instrument; it was simple magic used to make music for the pre-show ambience set up by Davwin.

If players explore the Stage or area behind the curtain, they will see that it is set for a performance and contains various luggage, sheet music, and instruments. The intended DC is 15 for this interaction.

- ✔ **Success:** Players will spot someone's cloak of displacement among the luggage. It belongs to Wilgrim; it requires attunement, so it is a reward or keepsake rather than a tool for tonight.
- ✘ **Failure:** Players will find nothing else of interest.

If players roll a DC 20 or above when reviewing the backstage area, they will spot an odd palm-sized crystal ball tucked down between the luggage, partially hidden in shadows.

Players can retrieve this, but it will remain a mystery for now. It seems to contain a living storm that swirls around its crystal interior. This is one of the bombs planted, which can only be disarmed by the fortune teller.

Convey Choice — Did your players investigate the Stage and find a bomb and a cloak?

8. FORTUNE TELLER

Across from the stairs sits a fortune teller, an old lady with wrinkles, covered in colorful wrappings that reach up to her head. She is the old lady who handed out the tickets; she foresaw danger but not its source. Read the following text out loud to your players as narrator:

> *An old lady sits alone in a chair, floating a deck of cards in front of her as she reads people's fortunes. She beckons as you pass by, "Care to know your future, dear?"*

If players have any of the crystal ball bombs, the fortune teller will know that these are almost unbreakable magic bombs, triggered by a single spoken word, which is not known to her. This will inform the players that someone has planted bombs at the Inn.

She can disarm them with a sacrifice of blood from a player: a shallow cut on their palm by a knife in her hand, which, when pressed on the ball, disarms it. However, whichever player agrees to this process will incur damage equal to half their current Hit Points. *This affects the ending if there are no bombs or one less bomb to detonate.*

If players do not have any crystal ball bombs, she simply reads a player character's palm and will either say good or bad luck is coming, whichever you, the GM, decide (provide a scenario of choice the players have not yet explored to move them in a direction if needed).

Players can inform Davwin or Carthug about finding the bombs. This will panic Davwin, who will inform Carthug to take his master key and get the 5,000 GP from his chambers, as he plans to cut and run after the show. This will leave the weapons trunk unguarded.

Convey Choice — Did your players have any bombs to show or were they empty-handed, and did players inform Davwin or Carthug about the bombs?

THE BREAK

Feel free to schedule a break or keep playing depending on progression and pace. At this point in the adventure, players may have done the following across the entire ground floor of the Inn. Use this list to affirm what has/has not been done in the adventure so far and what potential consequences will exist moving forward.

- ☐ *Entered the Inn with or without their weapons*
- ☐ *Interacted with the stable boy Flack at the Stables (or Kitchen)*
- ☐ *Entered through the Back Entrance, exploring the Stage*
- ☐ *Entered through the Main Entrance, exploring the Bar or Kitchen*
- ☐ *Entered through the Kitchen, interacted with the new chef, Verona*
- ☐ *Found either of the two crystal ball bombs at the Stage or Bar areas*
- ☐ *Learned of the Inn's missing chef, Marius*
- ☐ *Discovered that Verona and Flack are new hires*
- ☐ *Learned of a trashed room on the second floor*
- ☐ *Noticed a sectioned-off entrance to the second floor*
- ☐ *Met the Fortune Teller (and potentially disarmed the bombs)*
- ☐ *Taken Davwin's master key*
- ☐ *Retrieved weapons from Carthug's trunk*

The majority of beginning choices will all take place on the ground floor of the Inn. If players have not explored everything, always allow the option to explore in a different order. *An example would be to enter the Inn through the Main Entrance, explore the Stage, then head outside via the back entrance to find Flack at the Stables.*

Once the second floor has been explored, all major areas will have been presented to players. If any players have decided to head to the second floor early, wait until all the other players have finished their scenarios on the ground floor. **See map marker: 9. Staircase, 10. Under Refurbishment, 11. Twin Room, 12. Star Room, and 13. Davwin's Chambers**

9. STAIRCASE

If players wish to ascend the Staircase up to the second floor, they will need to make their way past the sectioned-off red rope (labeled VIP), which is periodically in full view of waitstaff. The intended DC is 12 for this interaction.

- ✔ **Success:** Players can sneak past the rope with ease.
- ✘ **Failure:** A waitstaff member will tell the players they must go to Davwin at the Bar to get permission to see the guest rooms. *If players know of the possible location of Marius, the missing chef, from speaking with Verona in the Kitchen, they can use that as an excuse to get the master key from Davwin to go searching.*

Once on the second floor, the players will trigger the band's arrival. Before players can explore upstairs, Wilgrim Foblegible, the lead singer, and his two mute band members, the twins Nestor and Sarah, exit their rooms (the Twin Room & Star Room) and head downstairs to warm up for the show. Read the following text out loud to your players as narrator:

There are four rooms upstairs. To your left, a partially scuffed door with an "Under Refurbishment" sign, then two more doors on the same side of the corridor, one labeled "Twin Room," the other labeled "Star Room."

To your right, one larger door can be seen.

At the far end of the corridor, a window overlooks the Main Entrance of the Inn. You can see Carthug, the orc, guard the weapons trunk below.

At the far end of the corridor, you see Wilgrim Foblegible, slightly drunk, exit his room labeled with the word "Star." He is coherent enough to wobble past you and head downstairs as he mumbles the words, "No autographs please, it's showtime."

Exiting the room labeled "Twin" you see the remaining two band members of Go Big or Go Gnome, the mute twins Nestor and Sarah. They follow behind Wilgrim, looking exhausted by his presence.

You notice the twins locked the door to their room, but Wilgrim left his open.

Interacting with Wilgrim will only lead to him insisting on going downstairs to the Stage, and the twins will remain mute and shake their heads. The band will proceed to the stage to start setting up but will not start yet. The twins do not talk.

Convey Choice — Did your players sneak past the rope, and did they attempt to interact with the band?

10. UNDER REFURBISHMENT

The door directly in front of the Staircase looks slightly worn with scuffs scattered around the frame. It is locked with a sign that reads "Under Refurbishment." This door seems loose enough to be smashed in or lockpicked. The intended DC is 20 for this interaction.

If players enter this room, they will find it trashed, the closets and beds broken. There is a window that looks out over the forest and the cliff behind the Inn. Read the following text out loud to your players as narrator:

> *A slightly balding, middle-aged man, in tattered undergarments and a chef's hat, is found slumped to his side and sleeping, tied to the bedpost by one hand.*

This is the missing chef, Marius. He was taken out on a date last night by Verona, who used him to infiltrate the Inn. He is under a sleep spell and can be woken by shaking.

Players can wake Marius if they wish. Read the following text out loud to your players as Marius:

> *"Wha—? My shift! I've missed my shift!*
>
> *...Why am I tied to the bed?*
>
> *Last night I had a date. Verona. You'd know her if you saw her: tattoos, arms like tree trunks. Lovely evening. She kept on at me to have a drink, and I never drink. Never! But she was very persuasive.*
>
> *After that... nothing. I must have blacked out."*
>
> *He tugs at the rope around his wrist and stares at it.*

Players can choose to release him, clothe him, and tell Davwin (or confront Verona alone). There is nothing else of note in the room to find. *This also affects the ending, as if Marius is not found or released, he will be trapped if a bomb explosion causes a fire to spread upstairs.*

With Marius confirming that Verona is not who she says she is, Davwin will immediately get Carthug to help remove her. (She will not go easily.) Roll for initiative and allow the players to dispatch Verona as they please. This also affects the ending, preventing one bomb from being detonated.

Convey Choice — Did your players lockpick or break the door, release Marius, discover his abductor, and tell Davwin or Carthug?

11. TWIN ROOM

The room is locked. Inside is a very tidy room with pairs of everything from luggage to clothing that matches the twin gnomes. The intended DC is 15 for this interaction.

The only item of note here is a letter in plain view on the desk from the Stargaze theatre director, Karina Burns, addressing the twins about a job offer. It will mention issues the twins have had with Wilgrim for a while. Read the following text out loud to your players as narrator:

> *Dear Sarah and Nestor,*
>
> *I had such a lovely afternoon with you both last week, and I hope this letter finds you well.*
>
> *I understand your history with your current lead singer, Wilgrim, and the frustrations you have expressed due to the after-hours activities he has indulged in over the years your band has been performing.*
>
> *If you still feel strongly about a new path in life, remember my offer of employment at our theatre is on the table.*
>
> *Karina Burns – Stargaze Theatre Management*

This letter explains the drama in the band. Players can tell Wilgrim whether the twins intended to leave him.

Players can address this with the band before their performance if they wish, which will have varied consequences. Telling Wilgrim about the twins' plan to leave will break his heart, and the band will split. If players keep this to themselves, they will avoid this outcome. *This will affect the relationship of the band members during the ending.*

Convey Choice — Did your players lockpick or break the door, and will they deliver the news in the letter, if found?

12. STAR ROOM

The room is unlocked. Inside is a messy room with ale bottles everywhere. Luggage that matches the lead singer's flamboyant attire is visible, as is a letter tucked under some worn clothes on the desk. The intended DC is 5 for this interaction. Read the following text out loud to your players as narrator:

> *My good pal Wilgrim,*

> *I know you are retired, but I need to call in a favor, and you know you owe me for that time in Bracknell! I'm in a real bind with some folks and need a coin boost. I'm just asking for one show, real quick, I'll even put you up room and board with all the ale you like! Write me back...*
>
> *Your favorite cousin,*
>
> *Davwin*

This letter is from Davwin to his cousin Wilgrim, asking him to please perform at his Inn as he is having some money issues.

Players can then ask Davwin about his money problems, which will encourage him to confess to the debt collectors who are due to collect. He can be encouraged to reveal that he has 5,000 GP from the ticket sales, which could be used to pay off the debt, but he was thinking of running away tonight. This affects the ending: If players know the amount owed and can confront an assassin, the debt may be paid off before too much damage is done.

There is nothing else of note in the room except a false backing to the wardrobe in the corner that adjoins Davwin's chambers, leading to the secret passage between rooms.

Convey Choice — Did your players search the room and find the letter or the hidden passage, and will they deliver the news in the letter, if found?

13. DAVWIN'S CHAMBERS

The room is locked, and the door is sturdy. Inside are Davwin's Chambers. The room contains mostly well-kept furniture, an easel that has a blank canvas, and a desk with several letters and a coin bag holding 5,000 GP in a locked drawer. There is nothing else of note in the room except a false backing to the wall that adjoins the Star Room, leading to the secret passage between rooms. The intended DC is 20 to pick either lock: the door or the desk drawer. Davwin's master key opens both.

The easel has fresh paint next to it, and players can create anything they want.

The letters in the drawer, sent anonymously and signed with an "X," contain progressively threatening language demanding that the money be paid back. The last letter mentions that people are being sent to settle the score by explosive means. The letter was dated yesterday. Read the following text out loud to your players as narrator:

> *Davwin,*
>
> *We regret that this line of communication has not produced the desired outcome for us. For months, you have failed to repay the 5,000 gold you owe. Our patience, while generous at first, has waned while the interest has grown. You did not heed our warnings, so now we will unmake you in every way. A lesson for others.*
>
> *Your business, your goods, and your life are ours to take. There will be little left of Davwin and The Purple Gnome Inn. The very memory of you will explode into nothing.*
>
> *You will not see us coming, our people are already close to you, so running will not help. By the time you read this, it is already too late.*
>
> *- X*

Players can then ask Davwin about his money problems, which will encourage him to confess to the debt collectors who are due to collect. He will admit he has 5,000 GP from the ticket sales. Davwin owes exactly 5,000 GP, so this could pay off the debt, but he was thinking of running away tonight. This affects the ending: If players know the amount owed and can confront an assassin, the debt may be paid off before too much damage is done. An assassin offered the gold before showtime sneers that it must be paid in front of everyone: "Bring it when the music starts." The coin only settles the debt once the final scene begins.

Convey Choice — Did your players lockpick or break the door, will they deliver the news in the letter if found, did they paint anything, and did they take the money?

After the second floor has been explored, use this list to affirm what has/has not been completed in the adventure so far and what potential consequences will exist moving forward.

- ☐ *Rescue the Inn's missing chef, Marius*
- ☐ *Confront Verona in the Kitchen regarding her kidnapping of Marius*
- ☐ *Find the letter addressed to the twins about a new job and their disdain for their band leader, Wilgrim*
- ☐ *Find Davwin's letter to Wilgrim seeking help*
- ☐ *Find the threat letters from the debt collectors*
- ☐ *Find the 5,000 GP from tonight's ticket sales*
- ☐ *Confront Davwin regarding his debts*
- ☐ *Paint something on the easel*

THE ENDINGS

The ultimate moment to trigger the ending will be when all players have resolved at least 8 scenarios in The Purple Gnome Inn to varying degrees of success, OR if players fall short of reaching 8 scenarios in the time you allow to play.

Alternatively, if any players try to evacuate the Inn, this would be a good time to trigger the ending. *Davwin will always try to keep customers inside so that they don't ask for a refund of their ticket.*

When this moment arrives, it will be time for the performance of Go Big or Go Gnome.

The players' choices throughout the game will affect the ending. This section will outline what to do based on the possible choices made throughout the game.

It is very possible that players will not explore every scenario made available.

The players may have:

- *Found climbing gear in the stables*
- *Dispatched Flack waiting outside*
- *Dispatched Verona while impersonating a chef*
- *Found one (or both) magic crystal bombs*
- *Disarmed either magic crystal bomb using the Fortune Teller*
- *Rescued Marius from Verona's kidnapping*
- *Decided to tell Wilgrim about his bandmates wanting out*
- *Discovered Davwin is in serious debt*
- *Discovered Davwin asked his cousin Wilgrim for help*
- *Discovered a plot to blow up the Inn*
- *Asked Davwin about his money troubles, having him admit to planning to run with the money*
- *Told Davwin/Carthug about the bombs, triggering Davwin's attempt to run with the money*
- *Retrieved 5,000 GP of ticket sales*

Regardless of where the players are positioned and what they have unearthed in the Inn, the final scene of the story will play out, which revolves around how many bombs (and assassins) remain to trigger. Read the following text out loud to your players as narrator:

> *The voice of Wilgrim Foblegible beckons all to come hither—it is time to start the show. The crowd of patrons move towards the Stage.*

> *The vocals and music on display are energizing as if powered by some unknown source of charismatic magic. The crowd, along with yourselves, have never heard such a splendid harmony.*

The very next moment relies on Verona and Maxit, the hidden third assassin, to trigger the two bombs at the Bar and Stage. Maxit is a failsafe character. Their goal is to kill Davwin, and any collateral damage is considered a plus.

If Verona remains present, include her portion of the following story beat in parentheses **()**. Read the following text out loud to your players as narrator:

> *After the band's first song, in the briefest moment after the crowd's cheer, you hear a word in a strange language shouted from somewhere in the Inn. This word has enough energy to echo for a moment, and then a localized explosion rocks the foundation of the Inn.*
>
> *Debris from the Stage **(and Bar area)** flies everywhere, as flames ignite and start to spread. The band and Davwin are thrown to the ground, as the crowd starts to flee.*
>
> *The crowd then disperses in terror, and you see an unassuming, casually dressed man standing still as the chaos moves around him, resonating for a fraction of a moment with magical energy before dissipating, suggesting he just triggered a spell.*
>
> ***(You also see Chef Verona standing in the kitchen door frame, as the chaos moves around her, resonating for a fraction of a moment with magical energy before dissipating, suggesting she just triggered a spell.)***

This read-aloud assumes the players are near the Stage. If they are elsewhere, such as upstairs, describe only what they can sense from where they are (the shouted word, the blast shaking the floor, smoke and screams from below) and reveal the assassins once the players reach the ground floor or a point where they can see them.

There is no way to know whether Maxit is present before this moment, as he seamlessly blends into the crowd in the stage area. During the ending, he comes into play to trigger the bomb backstage.

If either of the bombs were found, but not disarmed, and moved from their original location, they still

explode when they're triggered, even if held by a player. Anyone within a ten-foot radius receives 3d10 Fire damage and is knocked Prone. The fire spreads from that point. *Adjust the above description to fit the location of the explosion if the bombs are moved.*

If either (or both) of the bombs were disarmed, the explosion would not occur, depending on the bomb and its location. Read the following text out loud to your players as narrator:

It is possible that Verona could be removed by this point in the game, stopping the bar bomb from triggering. Maxit will always be present to trigger, but his bomb can be disarmed.

> *After the band's first song, in the briefest moment after the crowd's cheer, you hear a word in a strange language shouted from somewhere in the Inn. This word has enough energy to echo for a moment, and then nothing happens...As the band's music stops, all turn to see a figure resonating and dissipating with magic.*
>
> *The booming word gets the attention of the crowd, and in stunned silence, everyone turns to see a figure who is cursing in frustration with a confused expression on their face, as if something did not trigger that they were expecting to see.*
>
> *They draw their weapons, enraged, inciting the crowd to flee in terror as they shout out for Davwin, "Your time is up, debt to be paid."*

Only one bomb may explode, leaving one assassin frustratingly stuck and one successful; adjust your descriptions of events accordingly using the ending scripts.

An example would be that Verona was not felled by the endgame and triggers her bomb, while the players disarmed the stage bomb, leaving Maxit confused.

Regardless of whether one, two, or no bombs explode, the assassins will be revealed, and the crowd will flee. The assassins will be immediately noticeable, Verona (if present) in the kitchen doorway/Maxit among the stage crowd.

Players will need to roll for initiative. Refer to the assassins' stat blocks for combat.

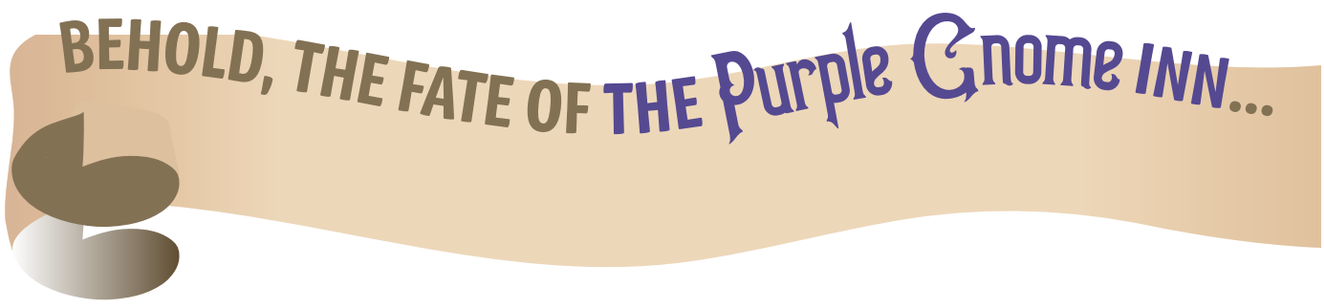
The assassins' goal will be to confirm Davwin's death before making it to the stables to meet up with Flack, who, at the sound of the explosion, will have prepared the climbing gear to escape down the cliffside. If no explosion occurs, Flack will not have prepared the escape route. *If Flack were killed or if players removed the climbing gear, he would not be able to prepare to exit down the cliffside.*



All roads lead to combat against the assassins after they attempt to trigger the explosion. Below are some environmental factors and the general flow of combat:

- *If the bar bomb exploded, Davwin, while tending to the bar, will be knocked Prone and Unconscious at 1 Hit Point. He does not make death saving throws until the fire reaches him: Fire damage drops him to 0 Hit Points, and he starts death saving throws from then on.*
- *If the stage bomb exploded, Wilgrim and the twins, Sarah and Nestor, will be knocked Prone and Unconscious at 1 Hit Point. They do not make death saving throws until the fire reaches them: Fire damage drops them to 0 Hit Points, and they start death saving throws from then on.*
- *A dying character who takes Fire damage suffers one death saving throw failure, as with any damage at 0 Hit Points. Moving them out of the flames or stabilizing them is the only way to buy time.*
- *At the start of every round, the fire spreads to cover a further 25% of the Inn (100% after 4 rounds), and anyone in the affected area takes 1d6 Fire damage and must succeed on a DC 12 Constitution saving throw or gain 1 level of Exhaustion from the smoke. Unless the fire is put out, it will extend to the second floor. The water barrels at the front hold enough water to douse everything: a character can fill a bucket from them and throw it as an action, dousing 25% of the fire. Carthug can do the same if the heroes call on him. When the fire is reduced to 0%, it is out.*
- *If players are struggling to fight the fire, heal the injured and catch the assassins, Carthug, who will be ushering civilians out the Main Entrance, can be called on to help. Refer to his stat block for his usefulness.*
- *If the fire has spread to 100% of the Inn, it cannot be salvaged, and any player inside after the round at this level will die along with any other injured characters.*
- *Players can offer the 5,000 GP to any assassin to settle the debt and avoid further bloodshed.*
- *If the assassins make it to the outside area and descend the cliffside, they will have made their escape.*
- *Flack (if alive) will either have the escape route ready or, if delayed, will take one round to prepare the climbing gear.*
- *If Carthug went upstairs for Davwin's 5,000 GP, he starts combat there; otherwise, he is at the Main Entrance.*
- *If players relinquished their weapons, they will still be in the trunk at the Main Entrance.*
- *If Marius is not found, the players will hear his screams coming from the second floor as the explosion wakes him up. He will perish if the fire spreads too far.*

At this point, the final combat occurs. Combat will end when every assassin has escaped, been stopped (dead or alive) or been bargained with, or when the Inn and its injured occupants have been burned beyond saving or rescued. Then players can resolve the final social interactions and proceed to the conclusion.



THE FAREWELL

While there are no right or wrong endings to this story, the following will help guide you toward which set of circumstances you end up with at the end of the game to wrap up the adventure.

You may piece together fragments of several outcomes if your players made different choices.

If no bomb exploded and the inn was saved:

Much to the surprise of the would-be assassins, The Purple Gnome Inn suffered no lasting damage. The potential explosions were snuffed out before they could ever bring such destruction.

If at least one bomb exploded:

Much to the dismay of those who frequent this famous watering hole, The Purple Gnome Inn has suffered damage that will be costly and time-consuming to heal from.

If The Purple Gnome Inn was destroyed in the fire:

Much to the dismay of those who frequent this famous watering hole, The Purple Gnome Inn has suffered damage so irreparable it can never be recovered, and all that is left is ash.

If the assassins were stopped:

Stopping those who would lay waste regardless of the collateral damage is a victory to be celebrated. It is possible you have given Davwin enough time to formulate his next move. Either way, some will remember your heroic actions tonight.

If the assassins escaped:

Whatever anonymous organization the debt collectors belonged to will be hard to ascertain as they made their exit, at least for tonight. It is likely that while you have helped Davwin avoid his fate today, tomorrow is another question, as his debt is still due.

If any band members die:

This night is made even more infamous as (Wilgrim/Sarah/Nestor) have been lost. An irreplaceable musical talent that only happens once in a generation. A tragic end for the greatest band in the city of Bemopolis.

If all band members live:

A cause for celebration, as what would have been a tragic loss in the world of entertainment has been averted. This will be remembered as the band's most memorable performance. Wilgrim claims he wants to come out of retirement entirely, while the twins silently nod in agreement.

If all band members live, but Wilgrim knows the twins want to leave:

A cause for celebration, as what would have been a tragic loss in the world of entertainment has been averted. This will be remembered as the band's most memorable performance. However, in a one-sided verbal argument, Wilgrim accuses the twins of a lack of loyalty, claiming only he had talent anyway. The twins leave the area disgruntled.

If Davwin dies:

It appears Davwin's luck finally ran out tonight. The debt collectors made good on their promise to end his life, one way or another. Rumors of his death will spread, including the consequences of being financially irresponsible. A sad end for a local business owner, turned into tomorrow's gossip.

If Davwin lives:

It appears Davwin's luck has not run out. He lives to see another day — you can only hope that any future plots on his life and outstanding debts are truly settled. At the very least, you may have bought him more time.

Davwin is eternally grateful. He ensures that people will know your names and recognize you as heroes.

If Davwin and Wilgrim live:

Davwin and Wilgrim embrace in the aftermath of the evening.

Davwin apologizes that the performance was interrupted, and Wilgrim, in his drunken state, insists that they're even now. Whatever family drama was hanging over these two appears to be settled.

You've helped ensure that both these gnomes live to see another day.

If you evacuated the building:

Luckily, there were no bystanders in the way to become collateral damage. Your actions proved wise.

If Marius was rescued:

Marius is back on his feet by morning, sore from his bonds but very much alive. Wherever the kitchen fires of The Purple Gnome Inn burn next, he promises the heroes who untied him a free meal for life.

If Marius perished:

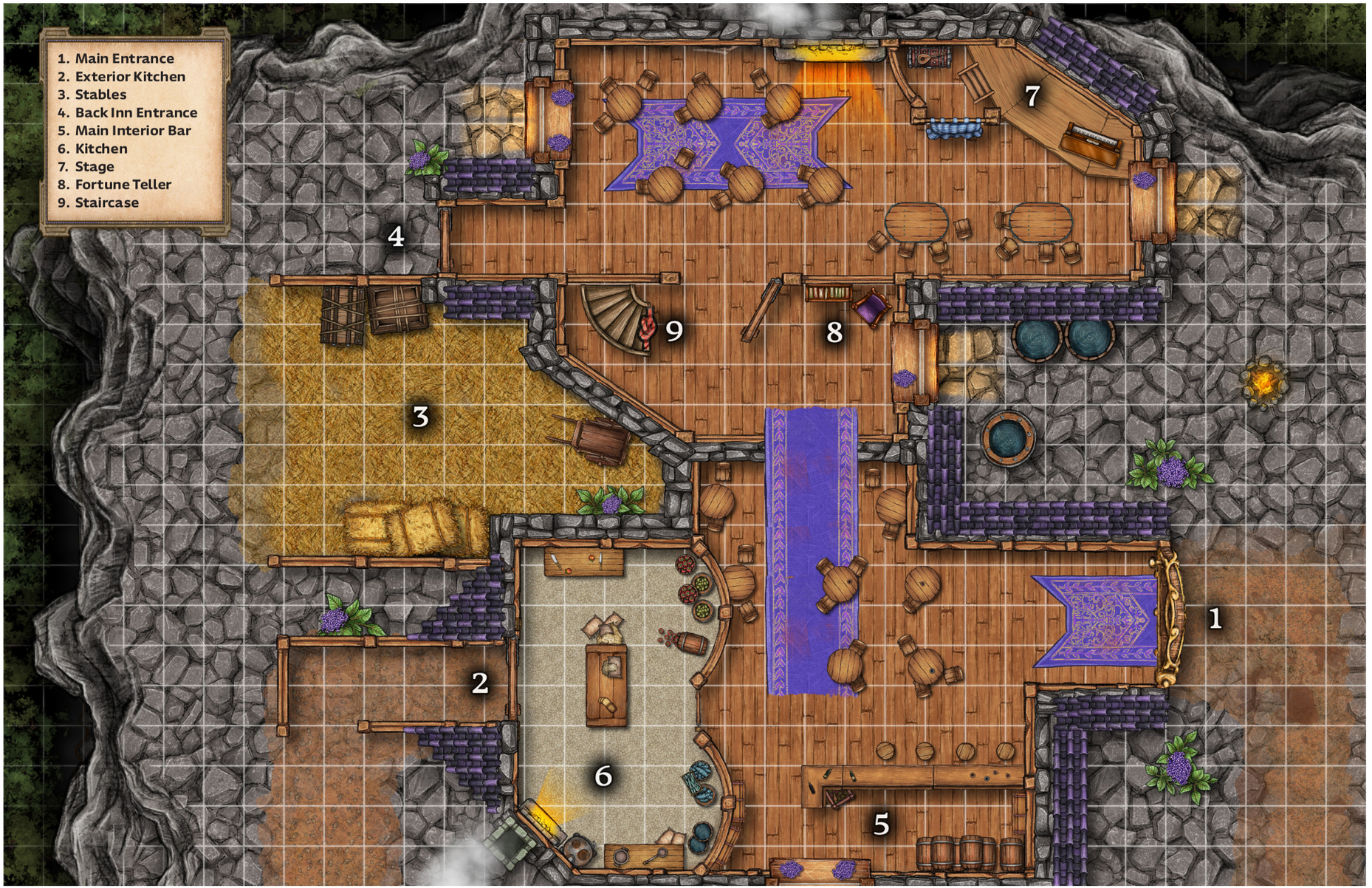
Woken by the blast but still tied to the bedpost, Marius could not escape the flames. Davwin keeps his chef's hat in his memory, a quiet reminder of the price paid for one night of music.

Once you've resolved all outcomes, provide your players with congratulations, commiserations, or maybe something in between. Thank you for playing!

THE MAPS

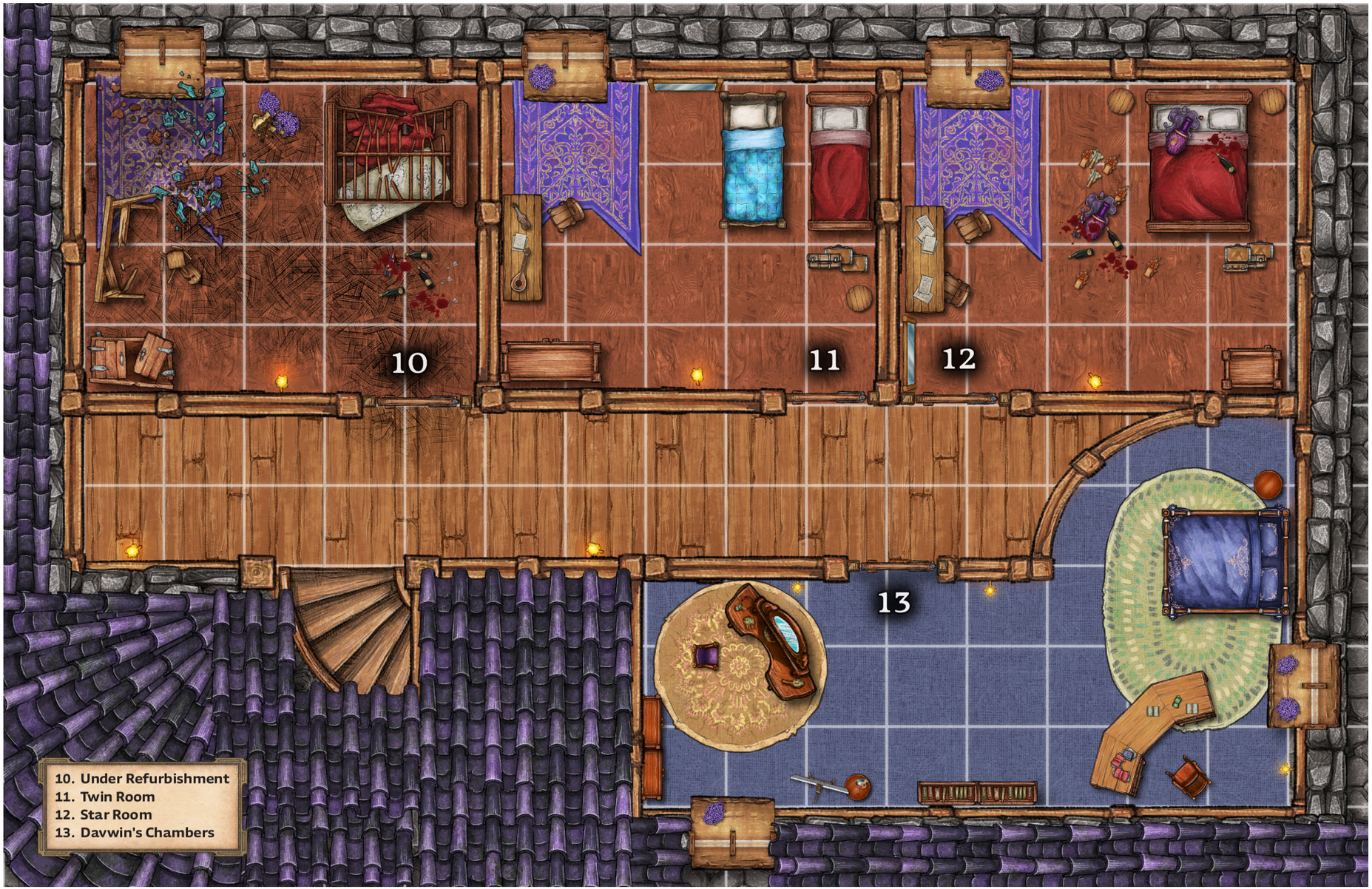
GROUND FLOOR 22 X 34

Scenarios 1–8 — the Inn's ground floor
Downloadable maps available at www.gbroadgames.com/pgi



THE MAPS

SECOND FLOOR & GUEST ROOMS 11 X 17



PLAYABLE CHARACTER

CAY

LEVEL 3 MONK

Way of the Open Hand

You spent your early years secluded in a hut or monastery located well beyond the outskirts of the nearest settlement. Your practice of martial arts gives you mastery of combat styles, yet social interactions often escape your grasp.

ACTION

Unarmed Strike **+4** to hit *(5ft reach)* **1d6+2** Bludgeoning
Quarterstaff **+4** to hit *(5ft reach)* **1d6+2** Bludgeoning *(**1d8+2** two-handed)*
Healer's Kit: stabilize an ally

BONUS ACTION

Flurry of Blows **+4** to hit *(5ft reach)* **1d6+2** Bludgeoning
Flurry of Blows: Addle, Push, Topple
Patient Defense
Step of the Wind
Focused Step of the Wind

REACTIONS

Deflect Attacks **1d10+5** Bludgeoning, Piercing, or Slashing
Deflect Attacks: Redirect Attack **12 DEX** to save **2d6+2** Bludgeoning, Piercing, or Slashing

SPELLS

Cantrips: *Light / Mage Hand*
Level 1: *Sleep* **12 WIS** to save (1/Long Rest, no slot)

OTHER

Uncanny Metabolism **1d6+3** ○
Focus Points ○ ○ ○

Armor None
Weapons Crossbow, Hand, Scimitar, Shortsword, Simple Weapons
Tools Drum, Calligrapher's Supplies
Languages Common, Elvish, Orc
Species Human
Passive Perception 12, Passive Investigation 11, Passive Insight 14
Defenses None
Size Medium
Alert Add +2 to initiative rolls
Magic Initiate (Wizard) *Light, Mage Hand, Sleep* (WIS)
Background Sage
Senses None



bold = proficient

DEX	Acrobatics	+2	WIS	Medicine	+2
WIS	Animal Handling	+2	INT	Nature	+1
INT	**Arcana**	**+3**	WIS	Perception	+2
STR	**Athletics**	**+2**	CHA	Performance	-1
CHA	Deception	-1	CHA	Persuasion	-1
INT	**History**	**+3**	INT	**Religion**	**+3**
WIS	**Insight**	**+4**	DEX	Sleight of Hand	+2
CHA	Intimidation	-1	DEX	Stealth	+2
INT	Investigation	+1	WIS	Survival	+2

STR	DEX	CON	INT	WIS	CHA
0	+2	+2	+1	+2	-1
10	*15*	*15*	*12*	*14*	*9*
Saving Throw modifiers					
+2	+4	+2	+1	+2	-1

24	14
HIT POINTS	ARMOR CLASS

40ft	+2	+4
SPEED	PROF	INIT

KEZMO

PLAYABLE CHARACTER

LEVEL 3 CLERIC

Life Domain

ACTION

Unarmed Strike (claws) **+2** to hit *(5ft reach)* **1** Bludgeoning
Dagger **+4** to hit *(5ft reach)* **1d4+2** Piercing

BONUS ACTION

Shield of Faith (1st), Lesser Restoration (2nd)

REACTIONS

Feather Fall (1st; Magic Initiate: 1/Long Rest, no slot)

SPELLS

+3 Modifier +5 Spell Attack 13 Save DC
Cantrips: *Druidcraft / Guidance / Light / Mending / Message / Thaumaturgy / Sacred Flame* **13 DEX** to save **1d8** Radiant

Level 1: ○○○○
Bless / Cure Wounds **2d8+6 HP** restore */ Detect Magic / Guiding Bolt* **+5** to hit *(120ft reach)* **4d6** Radiant */ Shield of Faith*
Level 2: ○○
Aid **+5** restore */ Bless / Calm Emotions* **13 CHA** to save */ Cure Wounds* **4d8+7 HP** restore */ Guiding Bolt* **+5** to hit *(120ft reach)* **5d6** Radiant */ Lesser Restoration / Locate Object / Zone of Truth* **13 CHA** to save

OTHER

Channel Divinity: Divine Spark **1d8+3** restore *or* **13 CON** to ☐☐ save **1d8+3** Radiant or Necrotic / Preserve Life **+15 HP** restore / Turn Undead **13 WIS** to save
Divine Order (Thaumaturge): +3 to Arcana/Religion checks (min +1)

Armor Light Armor, Medium Armor, Shields
Weapons Simple Weapons
Tools Calligrapher's Supplies
Languages Common, Dwarvish, Halfling
Species Feline (Wood Elf traits)
Passive Perception 15, Passive Investigation 12, Passive Insight 15
Defenses Advantage vs Charmed (Fey Ancestry)
Size Medium
Magic Initiate (Wizard) *Light, Message, Feather Fall* (WIS)
Elf Keen Senses (Perception), Trance (Long Rest in 4 hours)
Wood Elf *Druidcraft*; *Longstrider* (1/Long Rest, no slot)
Background Sage
Senses Darkvision 60ft

The Life Domain focuses on the positive energy that helps sustain all life. Clerics who tap into this domain are masters of healing, using that life force to cure many hurts. You have learned to cast spells through prayer and meditation.



bold = proficient

DEX	Acrobatics	+2	WIS	Medicine	+3
WIS	Animal Handling	+3	INT	Nature	+2
INT	**Arcana**	**+4**	WIS	**Perception**	**+5**
STR	Athletics	+0	CHA	Performance	+1
CHA	Deception	+1	CHA	Persuasion	+1
INT	**History**	**+4**	INT	**Religion**	**+4**
WIS	**Insight**	**+5**	DEX	Sleight of Hand	+2
CHA	Intimidation	+1	DEX	Stealth	+2
INT	Investigation	+2	WIS	Survival	+3

STR	DEX	CON	INT	WIS	CHA
0	+2	-1	+2	+3	+1
10	*14*	*8*	*14*	*17*	*12*
Saving Throw modifiers					
0	+2	-1	+2	+5	+3

15	18
HIT POINTS	ARMOR CLASS

35ft	+2	+2
SPEED	PROF	INIT

DIRTH

PLAYABLE CHARACTER

LEVEL 3 BARBARIAN

Path of the Berserker

You grew up close to the land. You are descended from Giants and can imbue yourself with a primal power called Rage, a force that grants you extraordinary might and resilience.

ACTION

Unarmed Strike **+5** to hit *(5ft reach)* **+4** Bludgeoning
Greataxe **+5** to hit *(5ft reach)* **1d12+3**
Slashing (two-handed)
Cleave

BONUS ACTION

Rage ○○○
While raging: **+2** damage on Str attacks; Resistance to Bludgeoning/Piercing/Slashing; Advantage on Str checks and saves

REACTIONS

Stone's Endurance **1d12+3** ○○

SPELLS

None

OTHER

Reckless Attack Advantage on Str attacks this turn; attacks against you have Advantage until your next turn
Frenzy While raging and using Reckless Attack, your first Str-based hit each turn deals **+2d6** (Rage Damage dice)
Primal Knowledge One extra Barbarian skill (shown: Nature); while raging, can use Str for Acrobatics, Intimidation, Perception, Stealth and Survival checks

Armor Light Armor, Medium Armor, Shields
Weapons Martial Weapons, Simple Weapons
Tools Playing Cards
Languages Common, Halfling, Orc
Species Goliath
Passive Perception 10, Passive Investigation 9, Passive Insight 10
Defenses None
Size Medium
Savage Attacker Roll weapon's damage dice twice
Powerful Build Advantage to end the Grappled condition
Background Soldier
Senses None



bold = proficient

DEX	Acrobatics	+1	WIS	Medicine	+0
WIS	**Animal Handling**	**+2**	INT	**Nature**	**+1**
INT	Arcana	-1	WIS	Perception	+0
STR	**Athletics**	**+5**	CHA	Performance	+1
CHA	Deception	+1	CHA	Persuasion	+1
INT	History	-1	INT	Religion	-1
WIS	Insight	+0	DEX	Sleight of Hand	+1
CHA	**Intimidation**	**+3**	DEX	Stealth	+1
INT	Investigation	-1	WIS	**Survival**	**+2**

STR	DEX	CON	INT	WIS	CHA
+3	**+1**	**+3**	**-1**	**0**	**+1**
16	*13*	*16*	*8*	*10*	*12*
Saving Throw modifiers					
+5	**+1***	**+5**	**-1**	**0**	**+1**

**Advantage on DEX unless you are Incapacitated.*

35	14
HIT POINTS	ARMOR CLASS

35ft	+2	+1
SPEED	PROF	INIT

IRA

PLAYABLE CHARACTER

LEVEL 3 BARD

College of Lore

ACTION

Unarmed Strike **+1** to hit *(5ft reach)* **+0** Bludgeoning
Light Crossbow **+4** to hit *(range 80/320ft)* **1d8+2** Piercing (two-handed)

BONUS ACTION

Bardic Inspiration ○ ○ ○ **(d6)**

REACTIONS

Cutting Words **1d6**

SPELLS

+3 Modifier +5 Spell Attack 13 Save DC
Cantrips: *Fire Bolt* **+5** to hit *(120ft reach)* **1d10** Fire / *Light* / *Mage Hand* / *Starry Wisp* **+5** to hit *(60ft reach)* **1d8** Radiant

Level 1: ○ ○ ○ ○
Charm Person **13 WIS** to save / *Dissonant Whispers* **13 WIS** to save **3d6** Psychic / *Identify* / *Sleep* **13 WIS** to save
Level 2: ○ ○
Charm Person **13 WIS** to save / *Detect Thoughts* **13 WIS** to save / *Invisibility* / *Knock* / *Dissonant Whispers* **13 WIS** to save **4d6** Psychic

OTHER

None

Armor Light Armor
Weapons Simple Weapons
Tools Bagpipes, Flute, Lute, Calligrapher's Supplies
Languages Common, Elvish, Gnomish
Species Human
Passive Perception 12
Passive Investigation 14
Passive Insight 13
Defenses None
Size Medium
Skilled Acrobatics, Insight, Investigation
Magic Initiate (Wizard) *Fire Bolt, Light, Sleep* (CHA; *Sleep* 1/Long Rest, no slot)
Background Sage
Senses None

You spent much of your youth following roving fairs and carnivals, performing odd jobs for musicians and acrobats in exchange for lessons. You can supernaturally inspire (or attack) others through words, music, or dance.



bold = proficient colour = expert

DEX	**Acrobatics**	**+4**
WIS	Animal Handling	+2
INT	**Arcana**	**+4**
STR	Athletics	+0
CHA	**Deception**	**+5**
INT	**History**	**+4**
WIS	**Insight**	**+3**
CHA	Intimidation	+4
INT	**Investigation**	**+4**
WIS	Medicine	+2
INT	Nature	+3
WIS	Perception	+2
CHA	**Performance**	**+7**
CHA	**Persuasion**	**+7**
INT	Religion	+3
DEX	Sleight of Hand	+3
DEX	Stealth	+3
WIS	**Survival**	**+3**

STR	DEX	CON	INT	WIS	CHA
-1	+2	0	+2	+1	+3
8	*14*	*10*	*14*	*12*	*17*
Saving Throw modifiers					
-1	+4	0	+2	+1	+5

18	13
HIT POINTS	ARMOR CLASS

30ft	+2	+2
SPEED	PROF	INIT

Senses Passive Perception 10
Languages Common

ACTIONS

Multiattack. Two giant rolling pin attacks.
Giant Rolling Pin. *Melee Attack Roll: +5, reach 5ft Hit: 12 (2d8+3) Bludgeoning damage. If the target is a creature of any size, it is pushed up to 10ft away.*

REACTIONS

Jinx. *Trigger:* A creature Verona can see hits her with an attack roll. *Response—Wisdom Saving Throw:* DC 10, the triggering creature. *Failure:* The attack misses instead.

HP 40 **Speed** 30ft **Initiative** +2 (12) **AC** 16 **CR** 2 (XP 450; PB +2)

STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	0	0	0
17	*14*	*16*	*11*	*10*	*11*
Saving Throw modifiers					
+5	+2	+5	0	0	0

NPC



The assassin posing as a chef in the kitchen, in charge of triggering the bomb at the bar. The most volatile of the three criminals currently placed at the Inn, she is quick to act and resort to violence. She is ruthless and recently stashed the original chef, Marius, upstairs and left him unconscious in a guest room so she could take his place. This was after she lured him out on a date the night before.

NPC



The assassin posing as a stable worker outside, in charge of the getaway. The youngest of the three criminals placed at the Inn. If pressed, his inexperience can lead his calm exterior to crack, exposing underlying nerves that are breaking his composure. He is not the type to jump into confrontation easily.

Senses Passive Perception 10
Languages Common

ACTIONS

Pitchfork. *Melee Attack Roll: +4, reach 5ft Hit: 5 (1d6+2) Piercing damage.*

TRAITS

Pack Tactics. Flack has Advantage on an attack roll against a creature if at least one of his allies is within 5ft of the creature and the ally does not have the Incapacitated condition.

HP 23 **Speed** 30ft **Initiative** +1 (11)
AC 12 (leather under work clothes) **CR** 1/4 (XP 50; PB +2)

STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	0	0	0
15	*12*	*14*	*10*	*10*	*11*
Saving Throw modifiers					
+2	+1	+4	0	0	0

Skills Arcana +5, Perception +3
Senses Passive Perception 13
Languages Common

ACTIONS

Knife. *Melee or Ranged Attack Roll: +4, reach 5ft or range 20/60ft Hit: 4 (1d4+2) Piercing damage.*

Spellcasting. Maxit casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks): At Will: *Mage Hand, Prestidigitation* 1/Day Each: *Disguise Self, Ice Knife, Thunderwave*. *Mage Armor* is already active (included in AC).

HP 35 **Speed** 30ft **Initiative** +2 (12) **AC** 15 **CR** 1/2 (XP 100; PB +2)

STR	DEX	CON	INT	WIS	CHA
-1	+2	+1	+3	+1	0
8	*14*	*12*	*16*	*13*	*10*
Saving Throw modifiers					
-1	+2	+1	+5	+3	0

NPC



Maxit, the assassin posing as a regular customer, is in charge of triggering the bomb at the stage. He is the oldest and smartest assassin, and also the leader of the three criminals at the Inn. So well disguised that he always goes unnoticed (until choosing to trigger his bomb, of course).

NPC



Carthug is the local bouncer hired for tonight's performance. He has a history of working for Davwin and is clearly not the brightest torch in the tunnel, as three assassins have already found a way inside tonight's event. Always on hand to help, though.

Skills Perception +1
Senses Passive Perception 11
Languages Common

ACTIONS

Knife. *Melee or Ranged Attack Roll: +4, reach 5ft or range 20/60ft Hit: 4 (1d4+2) Piercing damage.*

HP 11 (2d8+2) **Speed** 30ft **Initiative** +1 (11) **AC** 12
CR 1/8 (XP 25; PB +2)

STR	DEX	CON	INT	WIS	CHA
+2	+1	+1	0	+1	+1
15	*12*	*12*	*10*	*12*	*12*
Saving Throw modifiers					
+2	+1	+1	0	+1	+1

Skills Persuasion +2

ACTIONS

Unarmed Strike. *Melee Attack Roll: +2, reach 5ft Hit: 1 Bludgeoning damage.*

TRAITS

Bartender. *Davwin has proficiency in Persuasion and has Advantage whenever he makes an ability check using that skill.*

HP 4 (1d8) **Speed** 30ft **Initiative** +0 (10) **AC** 10 **CR** 0 (XP 10; PB +2)

STR	DEX	CON	INT	WIS	CHA
0	0	0	0	0	0
10	*10*	*10*	*10*	*10*	*10*
Saving Throw modifiers					
0	0	0	0	0	0

NPC



Proprietor of The Purple Gnome Inn and currently in deep debt to whoever sent Maxit, Verona, and Flack to take his life and ruin his establishment. A well-meaning (but prideful to a fault) gnome who has gotten in over his head. Hopefully, fate can give him some fortune tonight. He's planning to skip town after the performance and take the ticket sales with him.

NPC

Skills Performance +5

ACTIONS

Unarmed Strike. *Melee Attack Roll: +2, reach 5ft Hit: 1 Bludgeoning damage.*

TRAITS

Face. *Wilgrim has proficiency in Performance and has Advantage whenever he makes an ability check using that skill.*
Twins. *Sarah and Nestor use Wilgrim's statistics without the Face trait.*

HP 4 (1d8) **Speed** 30ft **Initiative** +0 (10) **AC** 10 **CR** 0 (XP 10; PB +2)

STR	DEX	CON	INT	WIS	CHA
0	0	0	0	0	+3
10	*10*	*10*	*10*	*10*	*16*
Saving Throw modifiers					
0	0	0	0	0	+3



Famous for his phenomenal musical talent, infamous for his alcohol-fueled party lifestyle. Along with his band members, the twins, this gnome is making a one-night comeback for some lucky fans. The band is his whole life; if anything were to change that, he'd be quite sad.

THE HUH?

Why make this module?
The objective of this game was to make something players can engage with quickly and Game Masters (GMs) can run with little prep. The aim was neither a massive campaign that takes weeks to prepare nor a bare-bones one-shot that requires too much homebrew or improvisation to work. This was to be a single adventure with every step of the story planned out from the start. Players have a confirmed hook, and the location is somewhat confined while providing enough choice to keep players engaged without them running loose. It functions as procedurally as possible; there are multiple player interactions that affect how the game plays and ends, but each choice leads to the next.

Ideal for three to four players?
That's right. While this game can be run for more players, the idea is to keep the party small so there is less back-and-forth and less waiting between turns.

One-shot?
A game made to be run in a single session, taking roughly three to four hours to complete. Once started, each scenario builds naturally on the others.

NPC?
A non-player character controlled by the GM.

Player character?
A character in the game who is controlled and acted by a real person. Four are included in this module.

Branching paths?
Yes. The idea for this game was born out of wanting players engaged with choices, but not so open-ended that the game falls apart.

But it's still linear?
Absolutely! While this module encourages exploration and party splitting, the main story still comes together at the very end. There is a clear beginning and ending, with plenty of room to breathe within the structure, so player choice is present — even if you could argue it's an illusion of choice.

Railroading?
Players will always find something to do that you could never have imagined. Come up with something fun and unique that everyone can enjoy (even you, GM) and run with it. That said, making sure your players know which choices and story beats they are interacting with will help keep everything on track. This game does have a linear design, after all.

Convey Choice?
Each numbered scenario has a Convey Choice line that recaps exactly what your players' focus should have been at that moment. This gives you, the GM, an opportunity to understand what your players could be responding to.

Party splitting?
This story provides many scenarios designed to be explored by one player or several. We wanted every player to feel there is ample exploration to get stuck into. This will likely involve players moving through the scenarios separately or in groups, giving everyone at the table a chance to influence the story.

Scenarios?
Yes, each story beat of the game is bite-sized, so if certain players are not involved in a given moment, it won't drag on long enough to leave anyone out.

Session 0?
Before you invite players to join you, it may be best to describe the type of game you intend to run using this module. You could also review any characters your players make if not using the included pre-made character sheets.

Variety?
The aim of this story was to cover exploration, roleplay, and combat, which we believe sets the foundation for a great session of tabletop roleplaying games (TTRPGs).

Intended DC?
The scenarios mention a standard DC (difficulty class) for certain interactions. Certain plot points and moments are based around a DC, and it's okay when players miss — that is the element of chance! While this is a default, the DC can be adjusted to your play style.

Multiple endings?
Indeed, there are many NPCs and story beats that can be affected or missed. This offers excellent replayability and makes the players' choices feel impactful despite the linear structure.

Go wild?
As with so many roleplaying games, chances are you'll go off script. That's never a bad option. If players come up with something fun and different, there will always be room for improvisation in this story. The story is designed with enough choice that you won't veer too far from the ultimate goal, but if a new path develops in the wild, follow it through to its end. The NPCs' objectives stay the same, so think about how they would react.

Digital map?
You will find digital versions of the maps here:
www.gbroadgames.com/pgi

GM QUICK REFERENCE

Print or copy this page and keep it beside your screen.

#	Scenario	Key checks	Outcome
1	**Main Entrance**	DC 10 to keep weapons past Carthug.	Failure: weapons go into his trunk.
2	**Exterior Kitchen**	DC 20 to pick or break the kitchen door.	Too much noise draws Flack.
3	**Stables**	DC 15 to find climbing gear in the hay. DC 18 to read Flack.	Remove the gear and Flack can't escape down the cliff.
4	**Back Inn Entrance**	No check: unguarded and unlocked.	Leads straight to the Stage.
5	**Main Interior Bar**	DC 17 to check the Coco Ale barrels; 20+ finds the **bar bomb**. DC 13 Insight on Davwin.	Davwin carries the master key; he is hiding money trouble.
6	**Kitchen**	DC 15 to see Verona's armor and kitchen key.	Verona triggers the bar bomb at showtime.
7	**Stage**	DC 15 backstage: Wilgrim's cloak of displacement (needs attunement); 20+ finds the **stage bomb**.	Maxit, disguised as a patron, triggers it.
8	**Fortune Teller**	She can disarm a bomb with a willing hero's blood.	That hero loses half their current HP.
9	**Staircase**	DC 12 to slip past the VIP rope.	Failure: sent to Davwin for permission.
10	**Under Refurbishment**	DC 20 to pick or smash the door.	Marius the chef, asleep and tied up; shake to wake.
11	**Twin Room**	DC 15 to open the lock.	Theatre letter: the twins may leave the band.
12	**Star Room**	DC 5 to find the letter.	Davwin's plea to Wilgrim; leads to the 5,000 gp.
13	**Davwin's Chambers**	DC 20 to pick the door or drawer (master key opens both).	5,000 gp (exactly what he owes), threat letters signed "X," secret passage.

THE CREW AT A GLANCE

Creature	HP	AC	Notes
Verona (chef)	40	16	Multiattack 2d8 + 3; Jinx Reaction. Triggers the bar bomb.
Maxit (patron)	35	15	Leader and failsafe; spellcaster. Triggers the stage bomb.
Flack (stable worker)	23	12	Pitchfork; Pack Tactics. Prepares the cliffside escape.
Carthug (bouncer)	11	12	Guards the weapons trunk; may fetch Davwin's 5,000 gp.
Davwin, Wilgrim, Sarah, Nestor	4	10	Non-combatants caught in the blast. The twins use Wilgrim's statistics without Face.

SHOWTIME

The ending triggers after 8 scenarios, when time runs out, or if anyone tries to evacuate. After the first song, the assassins shout the word: each bomb that is not disarmed **and whose assassin is still present** explodes.

REMOVING ASSASSINS EARLY

Without Verona the bar bomb can't trigger. Maxit is always present, but his bomb can be disarmed.

EXPLOSIONS

Anyone within 10 ft takes 3d10 Fire and falls Prone. The bar bomb drops Davwin, the stage bomb the band, to 1 HP; Fire damage then starts their death saves.

SPREADING FIRE

Each round the fire covers a further 25% of the Inn (100% after 4 rounds): 1d6 Fire and a DC 12 Con save or one level of Exhaustion. One bucket from the front barrels (fill and throw, one action) douses 25% of the fire. Carthug helps only if called. At 0%, it's out.



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