

THE BREWSKI JUBILEE

A DOWNTIME ADVENTURE



A 5th-Level Adventure for 3-5 Players
by Kari Jo "Kage" Freudigmann

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Content Warning: Alcohol Consumption
Please imbibe responsibly.

INTRODUCTION

The Brewski Jubilee is a standalone adventure that can also be used as a downtime session in a larger campaign. It is a 5th-level adventure for three to five players, but can be adjusted for different levels of play. This adventure has an estimated three hours of playtime.

ADVENTURE BACKGROUND

The Brewski Jubilee is an annual celebration that commemorates the tapping of the season's first keg (perhaps for Highharvestide). Each year at the Brewski Jubilee, the Brewski HopstACLE Course takes place. While the course wasn't an original part of the festivities, it put the Brewski Jubilee on the map.

The course finds its roots decades ago when the region hosted its first and only Trials of Local Heroes—the HopstACLE Course was the town's official qualifier. It was swiftly incorporated into the festival and adventurers from across the kingdom now come to drink the hearty ales and attempt to make their inebriated way through several trials of skill.

Participants in the Brewski HopstACLE Course will be tested in cunning, combat, and perseverance—only after stopping at several beer stations throughout. The winner receives a title of honor as well as a half-price pint amulet for the local tavern until they're unseated as champions.

ADVENTURE OVERVIEW

While traveling through a pastoral region, the party comes upon a town that is bursting at the seams with people. Many visitors have set up tents and merchant stands around the perimeter, opening up their wagons to sell wares from across the realm. As the party enters the town, every surface is covered with parchment advertising The Brewski Jubilee, which features the HopstACLE Course—a drinking obstacle course.

The main competitor is Olga the Obliterated, the reigning champion. The DM also has three optional NPC challengers to throw in the ring.

ADVENTURE HOOK

Olga the Obliterated has won the HopstACLE Course for the last eight years running and is looking to attempt her ninth win at tomorrow's event. Several NPCs are interested in hiring adept adventurers to challenge her title.

CHAPTER 1: THE TOWN

A small town lies amidst fields of grain on the outermost boundaries of a well-traveled kingdom. Crops extend as far as the eye can see in all directions, except to the south where a large rocky outcropping disrupts the otherwise endless horizon. Unseen from this distance, a small stream rushes from this jagged pile of earth, nourishing the lush forest at the hill's base. **Read or paraphrase the following:**

You approach a town in a highly pastoral region. The smell of barley and oats with a touch of fresh manure hangs thickly in the air.

As you near the town, dusty and torn awnings posted on gnarled branches cast shade over dozens of merchants' wares, creating a makeshift temporary marketplace. The overlapping sounds of townspeople haggling with sellers becomes clearer to you. Traders and merchants from all corners of the kingdom are selling foods, trinkets, and adventuring gear local to their village. You can see coins, textiles, small farm animals, and . . . more questionable items change hands.

A well-trodden dirt path leads through the marketplace, turning into weathered cobblestone as it winds its way into the small town. An abundance of parchment in the form of fliers cover every vertical surface of both the marketplace and the town.

Note to the DM: If using this adventure for downtime, this is a great opportunity to let your players explore the marketplace and town for gear.

At a closer glance, the party will discover the following from the pieces of parchment:

- The town is currently celebrating the Brewski Jubilee, a century-old celebration of the season's harvest—namely, beer.

- Tomorrow is the signature event, the Hopstacle Course.
- Olga the Obliterated, the Hopstacle Course's reigning champion, will return to try for her ninth win in a row.
- Only one will be victorious and receive the Champion title and half-price pint amulet.
- In fine print, it reads: Sign-ups for the Hopstacle Course are located in the tavern.

RUMORS AND INFORMATION

While exploring the town and marketplace, the party may directly learn or overhear rumors and information from the locals. Use the following sections to determine what the party learns in each respective location.

IN THE MARKETPLACE

On a successful **DC 13 Wisdom (Perception)** check, the party can overhear:

- A noble from the region wants to sponsor adventurers to win the Hopstacle Course in the noble's name.
- The noble is the head of a merchant guild and will likely be found walking the marketplace in the evening.

If the party asks a merchant in the marketplace about the noble:

- The noble is a halfling named Kipp Hagglestone.
- The noble can be identified by their clothing. They will be cloaked in their family colors (blue and yellow) and will be wearing a tabard with their family shield emblazoned upon it (a sun cresting some waves).

IN THE TOWN

On a successful **DC 11 Wisdom (Perception)** check, the party can overhear:

- The tavernkeeper has lost profits due to Olga's excessive use of the half-price pint amulet.
- The tavernkeeper is looking to sponsor adventurers to challenge Olga in the Hopstacle Course.

IN THE TAVERN

On the wall just inside the tavern door is the Hopstacle Course sign-up sheet. It notes a 5 gp entrance fee, but so far no one has signed up. An empty jar sits below, presumably to collect the fee.

Without needing to make a Perception check, the party can overhear:

- Patrons, who appear to be part of an Olga the Obliterated fan club, are excitedly chattering about how Olga will be stopping by the tavern later that day.

If the party asks a worker if they can speak to the tavernkeeper:

- The staff will tell them that he is currently out, but is expected to be back in the evening.
- If asked more about the tavernkeeper, the party will be told that he is a tiefling named Barakas and the party can identify him by the plaid flat cap he always wears.

CHAPTER 2: MOTIVATIONS

After reading the fliers and hearing some or all of the rumors, the adventuring party has passed enough time that it is now evening. They will be able to find the noble in the marketplace and the tavernkeeper and Olga in the tavern.

Note to the DM: Refer to **appendix A** for more information on roleplaying the NPCs in this chapter.

Read or paraphrase the following:

As the sun begins to set and night falls upon the town, lanterns are lit ablaze throughout the cobblestone streets and the marketplace. The aroma of food wafts from open windows and merchant stalls.

The sound of cheering arises from the main entrance of the town as a caravan of travelers has just arrived.

Chatter among the townspeople intensifies. If the characters missed information about the noble or the tavernkeeper in **chapter 1**, they may make another **Wisdom (Perception)** check to overhear rumors, but at disadvantage due to the many overlapping voices.

Use the following sections depending on where the party explores.

IN THE MARKETPLACE

If starting in the marketplace, the party will see many travelers from the caravan disperse into the crowds. If aware of the noble, the party will spot their section of the caravan easily.

If arriving from the tavern, the party will need to make a successful **DC 15 Wisdom (Perception)** check to spot the noble. On a failure, the party can ask nearby vendors to point them in the right direction.

KIPP'S DEAL

If the party approaches Kipp, they will offer the following deal:

- Kipp will pay the 5 gp entrance fee for anyone they sponsor.
- In exchange for the winning title and the half-price pint amulet, Kipp will offer the winner a firm 75 gp. Despite their name, they will not haggle this amount. **Note to the DM:** In lieu of the 75 gp, you may choose to have Kipp sponsor the adventurers by offering the winner a piece of equipment or adventuring gear of a similar cost.
- If the adventurers sully the Hagglesstone name by losing to Olga, Kipp will ensure the local merchants charge the adventurers extra for their wares.

If the party further presses for information or is in disbelief of Kipp's intentions, Kipp will secretly divulge the following information:

- Kipp's ulterior motive for winning the title is that their town recently suffered a famine, which drove many townspeople away. They believe that by winning the title, it will bring hope and interest back to the town.

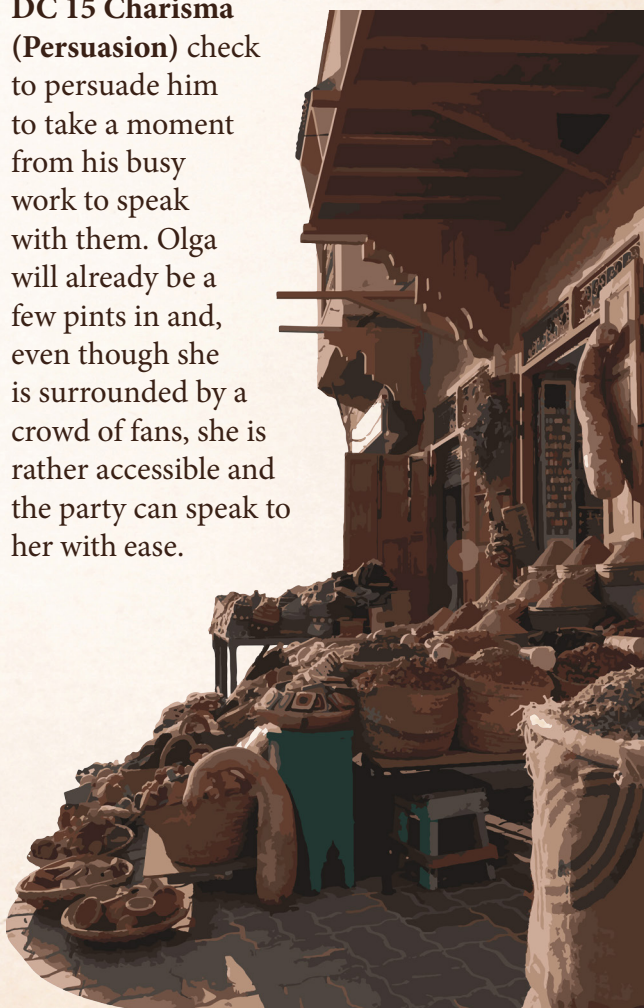
Each party member can choose whether to accept Kipp's deal. If accepted, Kipp will be clear that they must be the sole sponsor—Kipp has heard of the tavernkeeper's deal. The adventurer will need to succeed on a **Charisma (Deception or Persuasion)** check against Kipp's **Wisdom**

(Insight) check. If they fail, Kipp will rescind the offer and will not be friendly toward them. Additionally, all other party members will have to make this check at disadvantage if Kipp knows they're together.

IN THE TAVERN

If starting in the tavern, the party will notice the tavernkeeper has returned through the back door of the tavern and has come out to the bar area. Shortly thereafter, Olga will make her way in from the caravan that has just arrived, surrounded by cheering fans and one or two town guards. She will sign up, drop her 5 gp into the jar, and take a seat at the table with the fan club to order a round of drinks.

If arriving from the marketplace, the tavern has become noticeably busier since the party's last visit. If the party would like to speak to the tavernkeeper, they will need to make a successful **DC 15 Charisma (Persuasion)** check to persuade him to take a moment from his busy work to speak with them. Olga will already be a few pints in and, even though she is surrounded by a crowd of fans, she is rather accessible and the party can speak to her with ease.



BARAKAS'S DEAL

If the party is able to speak with Barakas, he will offer the following deal:

- Barakas will pay the 5 gp entrance fee for anyone he sponsors.
- If Olga is unseated as the reigning champion, Barakas will give each competitor he sponsors 25 gp. On a successful **DC 14 Charisma (Persuasion)** check, he can be coaxed into adding an additional 10 gp to the winnings.

Each party member can choose whether to accept Barakas's deal. If accepted, Barakas will note that he will not put money down on adventurers who have already been sponsored—Barakas has heard of the noble's deal. The adventurer will need to succeed on a **Charisma (Deception or Persuasion)** check against Barakas's **Wisdom (Insight)** check. If they fail, Barakas will look disappointed and ask them to leave his establishment. Additionally, all other party members will have to make this check at disadvantage if Barakas knows they're together.

If the deal is made, Barakas will offer a room in the attached inn; otherwise, the inn is full and the party will have to sleep elsewhere.

OLGA'S CHALLENGE

If an adventurer makes their way to Olga's table, or if they don't accept either the tavernkeeper's or the noble's deals, Olga will offer them a round of drinks and explain that competition has become more and more scarce with each passing year. She sees them as capable contenders and will directly challenge them so she can feel as though she has earned the title when she wins.

DEVELOPMENT

After the adventurers accept one (or more) of the deals, it has grown late and everyone starts to turn in for the night. The obstacle course will be taking place bright and early the next morning.



CHAPTER 3: THE HOPSTACLE COURSE



Note to the DM: Refer to **appendix A** for more information on roleplaying the NPCs in this chapter. Refer to **appendix B** for maps of the Hopstacle Course.

SCALING THE HOPSTACLE COURSE

Should the Hopstacle Course prove too difficult or too easy, the DM can add the following NPCs to scale the competition:

EASY: Erdan Basha, the **Bandit**

NORMAL: Nim, the **Spy**

HARD: Baern Torunn, the **Knight**

The following morning, the party members are woken up by one of the NPCs who sponsored them (Kipp, Barakas, or Olga). If the party members stayed in the inn, they notice another contender's name has been added to the sign-up sheet.

A caravan has been formed to bring the party south of town to the Hopstacle Course. Once the party has arrived, **read or paraphrase the following:**

You arrive at the start of the Hopstacle Course and are given a moment to collect yourselves.

Several clerics and paladins are in a tent off to the side, preparing spells to assist participants who are unable to complete the course. A congregation of townsfolk have formed near the starting line with pennants proclaiming their favorite competitors. Some onlookers even have your names scrawled on their banners.

An individual steps up beside you with a stack of parchments in their hands and shouts:

"The rules of engagement are as follows:

1. Participants shall stop at each drink station.
2. Participants shall not veer off the designated path in any direction.
3. Participants shall not make attempts on another competitor's life.

Inability to follow these rules will result in disqualification."

If an additional character enters the competition, the DM should give a brief description (see **appendix A**).

Characters take a drink as a free action at the beginning of each trial of the HopstACLE Course and make a **Constitution saving throw**. Each failure results in a level of **Exhaustion** only on their next turn. A subsequent failure results in an increased level of exhaustion.

Note to the DM: Exhaustion in this module is just meant to be a condition of being intoxicated and resolves at the end of the character's turn rather than after finishing a long rest.

EXHAUSTION

The possible levels of exhaustion are as follows:

1. Disadvantage on ability checks
2. Speed halved
3. Disadvantage on attack rolls and saving throws
4. Hit point maximum halved

A character suffers their current level of exhaustion as well as all lower levels.

COMBAT

Read or paraphrase the following:

Ahead of you lies a path surrounded by thick growth, the end of which leads into the mouth of a cave at the foot of a rocky cliff. You can see two wooden benches set up with beer kegs—one at the starting line and the other near the cavern.

One of the clerics you saw earlier steps up to the first table, casts *Thaumaturgy*, and projects their voice over the crowd's cheers: "3 . . . 2 . . . 1 . . . Drink!"

Roll for initiative to determine turn order for the course.

Start with a drink! Everyone must make a successful **DC 5 Constitution** saving throw. On a failed save, the participant takes one level of **Exhaustion** only on their next turn.

If a contestant uses the Dash action to cross over the 35-foot mark in the "**Combat**" section of the course, two **gnolls** will engage in combat.

On their surprise round of combat, they will make a longbow attack and then will move into the middle of the path so as to block any further people from passing.

Once the combat has been triggered, it can't be triggered again. When their hit are reduced to 0, the gnolls will be knocked out and HopstACLE Course clerics will levitate their unconscious bodies off the path to heal them.

When a participant is on the second drink booth, their turn ends.

NPC TACTICS

OLGA: Takes the Dash action and enters combat

ERDAN: Takes the Dash action and runs through combat, taking the opportunity attack

NIM: Takes the Dash action and runs through combat, taking the opportunity attack

BAERN: Takes the Dash action and enters combat

CAVERN

Have a drink! After a contestant ends their turn at the second drink booth, their next turn starts with taking a drink as a free action. They must make a successful **DC 10 Constitution** saving throw. On a failed save, the participant gains an additional level of **Exhaustion** only on their next turn (based on their previous Constitution saving throw).

When the first character reaches the second drink table, **read or paraphrase the following:**

A large sheer cliff face rises before you. At the foot of the cliff is an open cavern. The path is 15 feet wide and the mouth of the cavern extends 15 feet high at its tallest point. The end of the path disappears into darkness.

All characters without darkvision or a sufficient light source will make all checks using sight at disadvantage.

The path extends 50 feet before taking a 90-degree turn. It goes another 30 feet before the cavern is blocked off by a large iron gate that extends from wall to wall and floor to ceiling. There are several ways for the contestants to get through the gate, including the three ways

listed below, but feel free to reward your players for creativity.

- **Lever:** 30 feet from the iron gate is a lever. On a successful **DC 15 Wisdom (Perception)** check, a contestant will notice the lever. If the lever is pulled, the gate will rise into the ceiling of the cavern; the gate will shut again at the end of that contestant's next turn.
- **Size:** A successful **DC 13 Intelligence (Investigation)** check on the iron gate will reveal that a Small or smaller creature could fit through the iron bars.
- **Force:** Contestants can choose to bust down the gate. This iron gate has an AC of 19 and 27 (5d10) hit points. It is immune to poison and psychic damage.

Once the gate is destroyed, it is no longer an obstacle for the remaining contestants.

When a participant reaches the third drink booth, their turn ends.

NPC TACTICS

OLGA: Takes normal movement as she doesn't have darkvision, and will attack the gate

ERDAN: Takes the Dash action to the gate, then will try to look around for the switch

NIM: Takes normal movement as she doesn't have darkvision, and will investigate the gate; if she doesn't succeed, she will light a torch and try again on her next turn

BAERN: Takes the Dash action and will attack the gate

STREAM

Have a drink! After a contestant ends their turn at the third drink booth, their next turn starts with taking a drink as a free action. They must make a successful **DC 15 Constitution** saving throw. On a failed save, the participant gains an additional level of **Exhaustion** only on their next turn (based on their previous Constitution saving throw).

When the first character reaches the third drink table, **read or paraphrase the following:**

As you exit the din of the cavern, the bright sun illuminates a dirt path bordered by tall grass waving in the breeze. You hear the sound of rushing water not far off; you even think you might feel its spray.

The path extends 25 feet before making another 90-degree turn. In another 25 feet, a raging river cuts through the path. Again, there are several ways for contestants to cross the stream listed below, but feel free to reward your players for creativity.

- **Swim:** Contestants may choose to swim across the river. On a successful **DC 17 Strength (Athletics)** check, they are swept 15 feet down the river. On a failed check, they are swept 30 feet down the river.
- **Row:** With a successful **DC 14 Wisdom (Perception or Survival)** check, a character will notice a small wooden boat in the grass. This boat needs two contestants to operate it. It will get the contestants across in one turn without being swept down the river.
- **Magic:** If a character possesses magic that can transport them to the other side, they may do so.

Once the boat is across the stream, it can no longer be used unless someone ferries it back.

When a participant reaches the fourth drink booth, their turn ends.

NPC TACTICS

OLGA: Takes the Dash action and attempts to swim across

ERDAN: Takes the Dash action and attempts to swim across

NIM: Takes the Dash action and looks for a way across

BAERN: Takes the Dash action and attempts to swim across



SPRINT

Have a drink! After a contestant ends their turn at the fourth drink booth, their next turn starts with taking a drink as a free action. They must make a successful **DC 20 Constitution** saving throw. On a failed save, the participant gains an additional level of **Exhaustion** only on their next turn (based on their previous Constitution saving throw).

When the first character reaches the fourth drink table, **read or paraphrase the following:**

Ahead of you lies a straight path with a narrow gorge cutting through. The finish line is visible and as you step further away from the rushing stream, the sounds of the crowd's cheers grow louder.

Three traps and obstacles lie between the contestants and the finish line.

- **Pitfall** (Not immediately visible to the contestants): A successful **DC 17 Wisdom (Perception or Survival)** check makes the pitfall apparent to the contestant and they can easily hop over it. On a failed check, or if a contestant does not make an attempt to perceive the pitfall, it is triggered when the adventurer runs over it. If triggered, the contestant must make a successful **DC 15 Dexterity** saving throw or fall prone on the other side of the pitfall. Once the trap is triggered, it is now visible to the other

characters and is no longer an obstacle—contestants can easily hop over it.

- **Ravine:** There is a 5-foot gap and the ground on the opposite side of the gap rises 5 feet above the path. On a successful **DC 17 Strength (Athletics) or Dexterity (Acrobatics)** check, the contestant makes it across. On a failed check, the contestant makes it across but falls prone.
- **Cliff:** A 15-foot gap covers the pathway; only a small edge along the side of the path remains, which is considered difficult terrain. Characters must make a successful **DC 16 Dexterity (Acrobatics)** check to make it across. On a failed save, the character is forced to lunge forward and falls prone on the other side and they are considered difficult terrain.

The first contestant who crosses the finish line wins!

NPC TACTICS

OLGA: Takes the Dash action toward the finish line

ERDAN: Takes normal movement to the finish line

NIM: Takes the Dash action toward the finish line after looking for traps

BAERN: Takes the Dash action toward the finish line



CONCLUSION



Once the winner crosses the finish line, the crowd will cheer and the HopstACLE Course clerics will attend to any wounds. The champion will be declared and the party can return to the town to claim any winnings or wallow in defeat. In either case, there will be plenty of beer!

OUTCOME #1: A PARTY MEMBER WINS

If one of the party members wins, they will be celebrated in the town like a hero and will be offered the first pint from the keg. Their sponsor will congratulate them and, in private, offer them their end of the deal.

Note to the DM: At this point, you can decide if a sponsor discovers they've been swindled by a character making multiple deals. If they do, the story could be continued with the sponsor's allies coming after the party.

OUTCOME #2: OLGA AND THE PARTY LOSES

If both Olga and the party loses (meaning one of the other NPCs has won), that NPC will be celebrated in the town. If Kipp was the party's sponsor, they will be sure all vendors in the region charge the party extra for their wares. If Barakas was the party's sponsor, he only wanted Olga to lose, so he will keep his end of the deal.

OUTCOME #3: OLGA WINS

If Olga wins, Olga will be celebrated in the town and she will thank the party for the competition by buying them a round. If Barakas was a character's sponsor, he will be unfriendly to that character. If Kipp was a character's sponsor, they will be sure all vendors in the region charge that character extra for their wares.

REWARDS

The character who wins the HopstACLE Course will receive whichever rewards were promised by their sponsor(s). They will also receive the HopstACLE Course Champion title and the half-

price pint deal amulet, which is only good at Barakas's tavern.

WHAT IS NEXT?

If playing this adventure as part of a larger campaign, the following could happen:

- Kipp will show interest in hiring the adventurers to investigate the famine that befell their town; they are suspicious it was brought upon by magical means.
- The party made an ally of one of their sponsors or competitors. Grant them a favor from one of the NPCs.
- The party made an enemy of one of the sponsors (by lying to them) or a competitor (by beating them), the NPC sends people to tail them and get vengeance on the party.

APPENDIX A: DRAMATIS PERSONAE

MAIN CHARACTERS

These characters make their first appearances in **chapter 2**.

KIPP HAGGLESTONE

(CG Noble; pronouns: they/them/theirs)

Kipp is a nonbinary halfling noble who stands at a short 3 feet tall. Where they lack in height, however, they make up for in moxie. They have brown skin, short black curls, and hazel eyes. Kipp is often seen cloaked in their family's colors (blue and gold) with the family shield (a sun cresting some waves) emblazoned on their tabard.

Kipp is a prominent figure in the region's merchant guild, likes a good deal, and is known to be frugal down to the copper piece. They are a quick talker (they think that the faster they talk, the smarter they sound) and exude charisma. They are proud of their family name and have many friends in the merchant circles.

They want someone else to win the HopstACLE Course in their name because their town recently suffered a famine, which drove many townspeople away. They believe that by winning the title, it will bring hope and interest back to the town.

KIPP HAGGLESTONE

Use the **Noble** stat block for Kipp, with these racial traits:

- Their creature size is small
- Their speed is 25 feet
- They speak Common and Halfling

BARAKAS

(N **Druid**; pronouns: he/him/his)

Barakas is a male tiefling with short, pointed horns atop his head. Tufts of silvered hair spill out around the plaid flat cap that he always wears. His skin is a pale red, almost pink, and his eyes are a solid silver color.

Barakas is the tavernkeeper of the town's sole tavern. He takes pride in being the owner of the tavern that taps the keg for the Brewski Jubilee. His tavern is his livelihood and his identity—without it, he would be lost. He has been able to stay afloat due to his ingenuity with plants and his usage of them as ingredients in his drinks. If characters have any noticeable plants on them, Barakas would show interest. When he gets excited about plants, his smile reveals a set of sharp canines and his pointed tail flicks.

He wants nothing more right now than to have someone remove Olga the Obliterated from her Hopstacle Course throne. She overuses the half-price pint deal, which he sees as a huge threat to his business.

BARAKAS

Use the **Druid** stat block for Barakas, with these racial traits:

- He has resistance to fire damage
- He has darkvision out to a range of 60 feet
- He speaks Common and Infernal
- He knows the *thaumaturgy* cantrip, can cast the *hellish rebuke* spell as a 2nd-level spell once and regains the ability to do so when he finishes a long rest, and can cast the *darkness* spell once and regains the ability to do so when he finishes a long rest. Charisma is his spellcasting ability for these spells.



OLGA THE OBLITERATED

(CN **Gladiator**; pronouns: she/her/hers)

Olga is a tall red dragonborn gladiator with long talons. She is rarely seen without her armor, shield, and spear. She bears a large scar across her face that she will not talk about.

Olga is the returning champion to the Hopstacle Course. While she is a fierce competitor, she is actually very nice and gentle off the course. Her demeanor is loud and boisterous, and she easily commands any space she enters. She is always surrounded, either by her local fan club or by the town guard, which protects her from any illegal attempts to remove her from the competition.

She is looking to win the Hopstacle Course for the ninth time in a row. She competes in the name of her late wife. They used to compete against each other constantly and since her passing, Olga commits all of her brute strength into winning for her.

OLGA THE OBLITERATED

Use the **Gladiator** stat block for Olga, with these racial traits:

- She has resistance to fire damage
- She speaks Common and Draconic
- She has a *Fire Breath Weapon*. Olga exhales fire in a 15-foot cone. Each creature in that area must make a **DC 14 Dexterity** saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. This ability can be used once per day.

ADDITIONAL CHARACTERS

These characters make their first appearances in **chapter 3**.

ERDAN BASHA

(CN **Bandit**; pronouns: he/him/his)

Erdan is a tall, slender half-elf bandit with tanned skin and dull green eyes. His wavy chestnut hair is pulled back in a ponytail and he wears a dirty bandanna as a headband. He has grown patchy stubble on his chin and his smile reveals missing teeth.

Erdan isn't great at being a bandit, but he will certainly tell you otherwise. That time he killed a pack of wolves? His comrades actually did all the work, but he was there and he lives to tell about it!

He strives to become a Bandit Captain and wanders the land trying to find ways to bolster his credentials. He has entered the HopstACLE Course to do just this.

ERDAN BASHA

Use the **Bandit** stat block for Erdan, with these racial traits:

- He has darkvision out to a range of 60 feet
- He speaks Common
- He has *Fey Ancestry*. Erdan has advantage on saving throws against being charmed and magic can't put him to sleep.

NIM

(CN **Spy**; pronouns: she/her/hers)

Nim is a small gnome spy with a freckled face and sandy blonde hair braided into two plaits across her shoulders. Her attire is modest and takes the hue of various earth tones. She uses her small stature to go unnoticed, and her blue eyes will constantly flit back and forth when she is uncomfortable.

Nim is far more comfortable on her own than in a large group, so she will lie her way through a conversation if she thinks it will get her out of it quicker. These lies can get her into trouble, and she fears that one day she will get herself into trouble that she can't get out of by herself.

She will not actively harm someone, but she also will not put herself into harm's way for someone else. She takes on challenges for personal gain, which has led her to enter the HopstACLE Course.

NIM

Use the **Spy** stat block for Nim, with these racial traits:

- Her size is small
- Her speed is 25 feet
- She speaks Common and Gnomish
- She has *Gnome Cunning*. Nim has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

BAERN TORUNN

(LG **Knight**; pronouns: he/him/his)

Baern is a short and stocky young dwarf knight with a long reddish-brown beard. His hands are worn and calloused and his face is pocked with scars, which makes him appear older than he is. He has kind brown eyes that are surrounded by wrinkles when he laughs.

Baern is a dwarf of few words, but the ones he does say are sure to make a person laugh. His laugh is hearty and contagious.

He is a knight loyal to his lord and feels connected to the lands they represent. He hopes to win the HopstACLE Course in the name of the kingdom he serves.

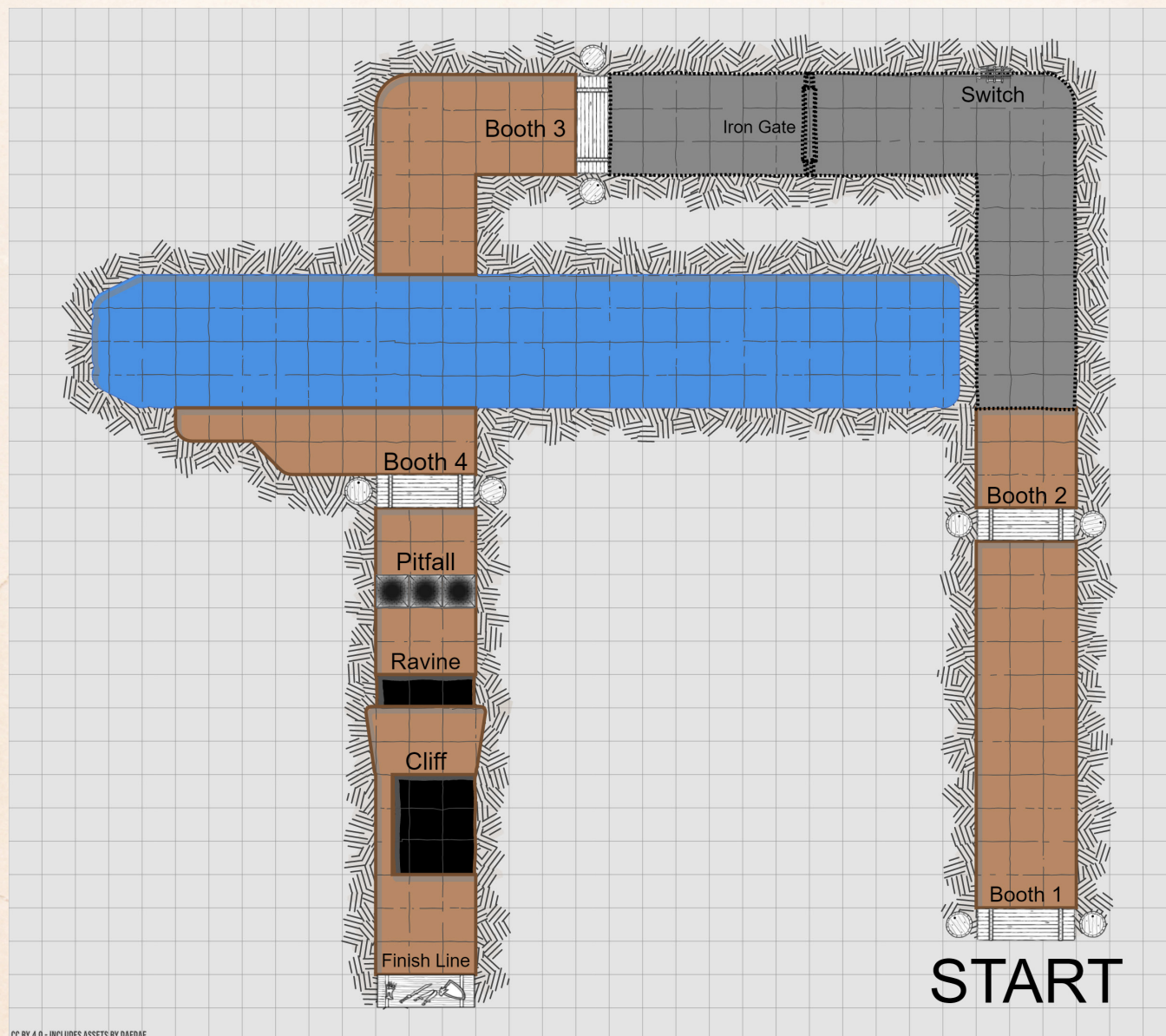
BAERN TORUNN

Use the **Knight** stat block for Baern, with these racial traits:

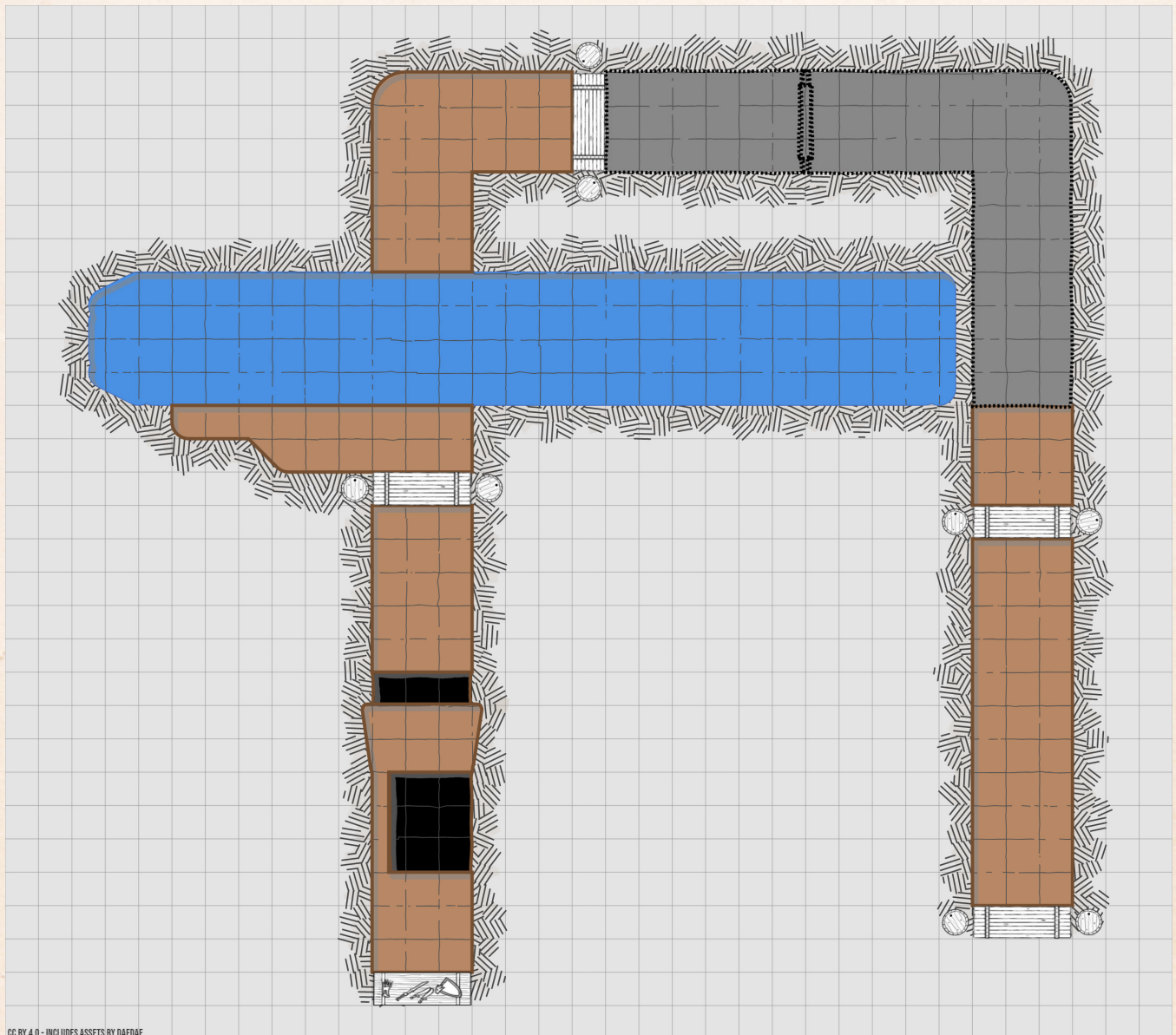
- His speed is 25 feet
- He has darkvision out to a range of 60 feet
- He has resistance to poison damage
- He speaks Common and Dwarvish

APPENDIX B: THE HOPSTACLE COURSE MAP

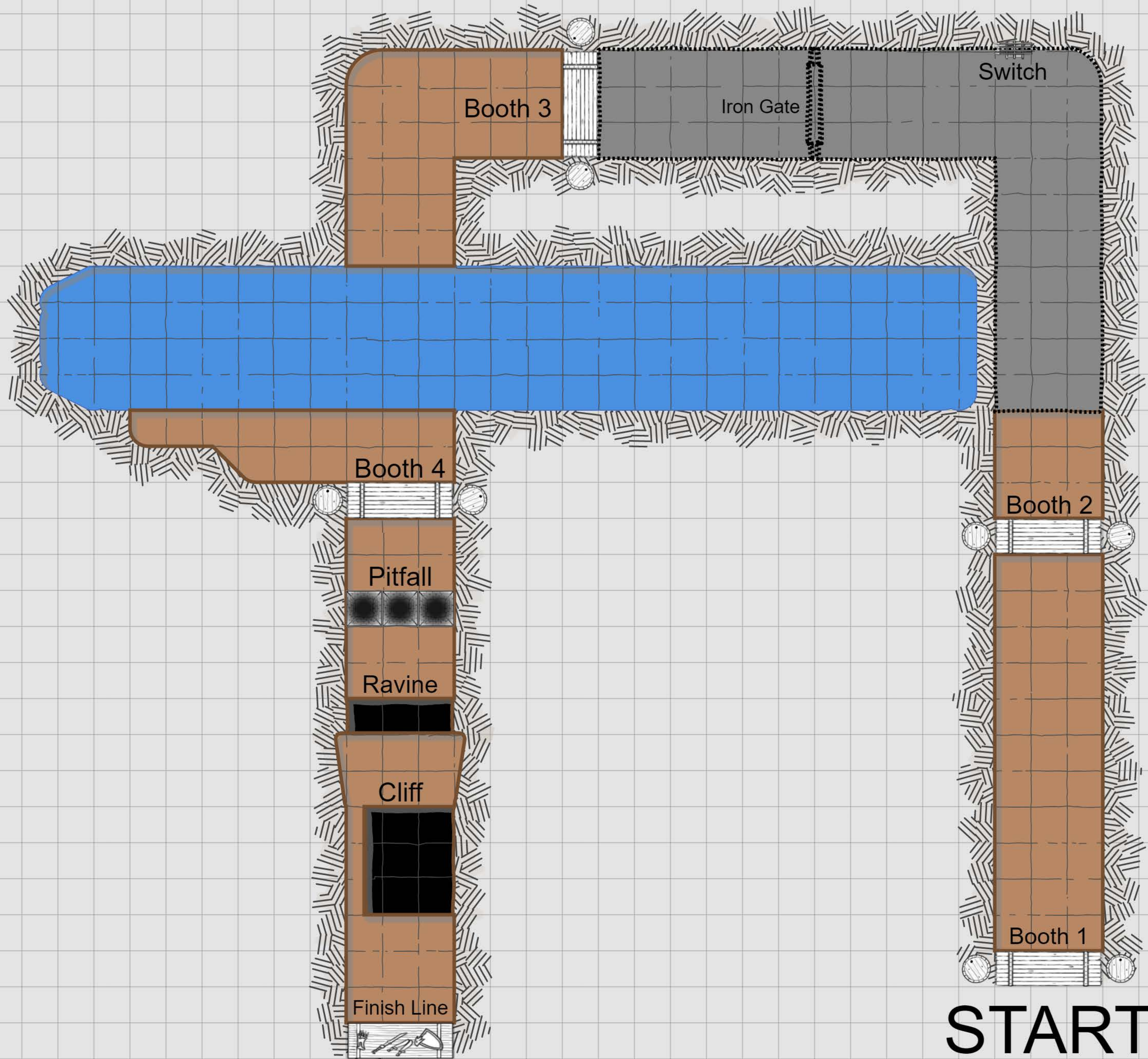
DM VIEW



PLAYER VIEW



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START

