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# REVELRY IN NORTHGATE



# Revelry in Northgate

## *Rumours & Hooks:*

*Lady Hargraves*, a prestigious noblewoman and infamous socialite, has a desperate mission for the party: her husband *Lord Hargraves* is on a drinking binge once again, and she wants him returned home, in one piece, ASAP.

## **Hargraves**

The Hargraves name is well known throughout highborn circles in *Northgate*, having made their fortune in textiles, food, and not a small amount of illegal smuggling; a stressful business that often kept the family's nerves on edge.

Lord Jaykin Hargraves (Fighter 3, 60's, 6 ft 3", very heavy set with dark eyes and an impressive silver beard) came from a poor background. He built his wealth year by year, daring the wilds to lead trade caravans between the Argosan cities and beyond.



Trading was lucrative but hard; Hargraves lost many friends in his travels and quickly found solace in the bottom of a bottle. Despite Lady Hargraves' best endeavours, the old trader was

never able to shake the habit, and is now an entrenched alcoholic. His wife manages to keep him occupied and out of trouble most nights, but from time to time Jaykin decides the evening is right to slip away for a big night on the town. Which would be perfectly fine, except that Lord Hargrave's carousings tend to involve punching out other lords, setting stables on fire, emptying his gold purse in some of the less reputable "dancing" houses, and so on. Conduct that is heavily frowned upon in certain circles, in particular, Lady Hargraves' circles.

The lady wants her husband returned home tonight, ASAP. She can provide the party with his portrait and physical description to aid them in tracking him down. She is willing to pay a significant "finder's fee" of 200 gp, on the condition that the party acts discretely and attempts to minimise embarrassment. If successful, Lady Hargraves will consider she owes the party a big favour, which they can call on at some future time.

To be perfectly frank, Lady Hargraves has no real idea where Jaykin is, but previously he's visited pretty much every tavern, gambling den and "dancing house" in town. She suggests starting with some of the local drinking holes.

## **Street Encounters**

As the party explores the city, there is a 50% chance of a street encounter every half hour (or other period determined by the GM). If an encounter occurs, roll on the table below:

1d20	NORTHGATE ENCOUNTERS
1	A miserable, driving rain falls, making the road slippery and riddled with deep puddles.
2	A beautiful man (Aron) or woman (Odea) walks by, drawing the eye of

	local admirers. He or she is a skilled actor and impersonator.
3	A deafening explosion rocks the surrounding area, causing tables to shudder and clothes lines to snap. A thick plume of smoke billows from a nearby tower.
4	Northgate, built on the ruins of the last elven city, still retains some of the fey's relics. On the corner stands an intricately carved doorway made of branches and vines, with a flaring sun in the centre.
5	A town crier is ringing his bell and declaring "Hear ye, hear ye! Lord Nocratha (the city's sorcerer ruler) decrees an immediate curfew - let no man be outdoors!"
6	A trio of tinkers ( <i>Ronson, Garia</i> and <i>Nodwick</i> ) are guiding a wagon slowly grinding forward under the power of a small, steam powered device. Despite laughing and slapping each other on the back, the three look decidedly nervous.
7	A young teenager, <i>Lela</i> is sitting on a crate begging for alms. Her mother was taken by Nocratha's anointed warriors a fortnight ago and Lela is now homeless.
8	A wealthy, middle aged couple have been stopped in the street by 2d6 anointed warriors and 1d2 disciples. The wife is alleged to have broken an edict against wearing silver, and the anointed are confiscating her earrings. The husband is protesting and growing increasingly irate.
9	An injured dog is sitting in a nearby alleyway, licking at a sizeable wound on its hind leg. It gives the party a suspicious look, but wags its tail slowly if they approach.
10	<i>Meldrin</i> , a disciple of Wodon (in blue robes with a giant owl & scales icon), is walking the streets, partly for exercise, partly hoping to meet someone new.
11	On the wall here is a hand painted message in bright green paint: <i>Death to Nocratha!</i> 1d6 young street urchins are squatting nearby, eyeing the party warily.

12	A small crowd has gathered here to listen to the sermonising of a Disciple of Nocratha, preaching the virtues of the Stargazer's continued reign and stability. 3d6 guards are keeping an eye on the gathered listeners.
13	<i>Quartermaster Hadric</i> , the district administrator, is on horseback with a retinue of 2d4 knights. He is touring the nearby streets looking for a particular messenger girl, <i>Scylla</i> (beautiful 5½ ft Nydissian) whom he has developed a crush on.
14	A man and woman are playing chess on a table outside the <i>Leery Eye Tavern</i> , with some young onlookers gathered round. The woman is young ( <i>Winnie</i> , a student), the other in his 50's ( <i>Chancellor Rogarox</i> , Nydissian, head of the Royal College's School of Artificing).
15	Etched into the floor of this tiled courtyard is an awe inspiring landscape (preserved elven relic): a clifftop overlooking the sea, with a pterodactyl rider fending off a pair of giant dragonflies.
16	A trio of night ladies ( <i>Andie, Clorinda, Elsbeth</i> ) are sauntering down the street, perusing potential clients, wares and/or people. Or perhaps they are lost and would appreciate some assistance.
17	A tall porter woman's basket breaks ( <i>Sighi</i> , Varnori, long blonde braided hair), dropping fruit on the ground. She is fearful her master will whip her for bringing home bruised fruit.
18	3d6 guardsmen (70%) or anointed warriors (30%) are patrolling the streets, searching for a pick pocket thought to have run this way. There is a 50% chance the pick pocket is hiding here.
19	Tucked into a small alcove here is a preserved statue of an elven maiden. She has one hand on her heart, the other on her hip. If the statute is kissed, the character hears an illusory tinkling and restores 1 <i>Luck</i> (works once only).
20	<i>Nocratha</i> (Sorcerer 11, the city ruler) is lurking somewhere nearby, using a <i>Disguise Self</i> spell to blend in. He is



	looking for someone, or something, but the adventurers might rouse his interest (especially if they display any magical ability, or are carrying any permanent magical items).
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### The Anointed

In addition to the above chance encounters, the party runs across a band of Anointed at some stage of their travels.

3d6 Anointed Warriors, led by a single Disciple, are on the street searching for edict transgressors, and will target the party if they display any obvious silver (banned by recent decree), carry metal weapons (requiring licences from the city administration) or otherwise appear odd or out of place.

The Anointed are the hand picked disciples of the city's sorcerer ruler; Nocratha the Stargazer. Recognized by their red tabards and cowls, the anointed carry out the Stargazer's personal wishes, empowered with a wide range of authorities and sanctions (including arrest, search, confiscation, interrogation, requisition, and in most cases immunity to prosecution). When Nocratha issues a special edict, it is the anointed who enforce it.



*Disciple*, AC 12, HD 2, Spiked Mace 1d8 and 50% chance 1d2 *green slime* pots, 19: as weapon, S9 D14 C13 I15 P13 W15 Ch10, L5, Mv 30 ft.

The secret rites binding a disciple to the master involve a glimpse beyond the veil and ingesting some slime that Nocratha's regurgitates each morning. Disciples gain an unnatural hardness plus 1 Int as a result, but also develop an incurable minor madness. These effects produce obvious changes in the disciple's personality; some for better, most for worse. As a special reward (and incentive), Nocratha has taught a select few disciples to cast one or two 1<sup>st</sup> level spells. Over time, all disciples develop an unnatural allegiance to the Stargazer, not dissimilar to the faithfulness of a family pet.

*Anointed Warrior*, AC 16, HD 3+1, Spiked Mace 1d8+1 or Short bow 1d6, 19: as weapon, S14 D10 C14 I10 P10 W10 Ch10, L6, Mv 30 ft.

The anointed warriors are the martial arm of Sulenocratha's sect, easily recognised by their red tunics, chainmail and shoulder pauldrons. Their round shields are inscribed with the silver door icon of their master. The warrior's rites of commitment involve ingesting some of the Stargazer's blood and regurgitated slime, granting them unnatural hardness and resistance to fear (advantage on fear and morale related checks), but also imposing an incurable minor madness. Like the disciples, this produces changes in the anointed's personality; most for the worse. Over time, they develop the same slow but inscrutable dedication to their master as their counterparts.

### Pub Crawl

As the party traverses the taverns and gaming halls, making inquiries for Hargraves, roll 1d12 or use the city map below to determine which drinking hole they come across next.

1. **The Rat Trap** is a squalid den of mostly cheerful inebriates. The tavern is not crowded and a few of the patrons recall



# Northgate

1. The Rat Trap
2. Bunderstone's
3. The Fox & Raven
4. The Farmer's Lament
5. The Horny Toad
6. Nobby's Alehouse
7. Corner of Stonebrook
8. The Gravy Barrel
9. Forkenspoon's
10. The Pickled Boar
11. The Violent Vagrant
12. The Black Tankard





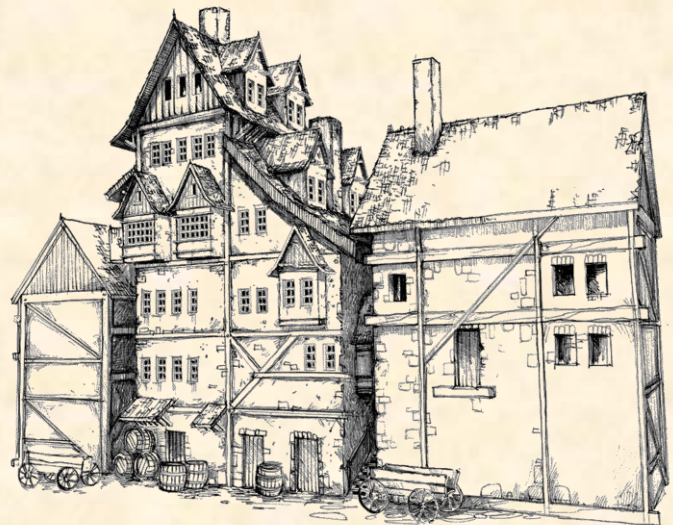
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seeing Hargraves earlier in the evening. The barkeep *Rundell* recalls Hargraves winging about “the old ball and chain” wanting him to eat more broccoli. He felt sorry for the guy.

2. **Bunderstone’s** is a large, airy inn with an enormous and very crowded common room. The clientele here are a mix of wealthy and less affluent folk, sprinkled with a handful of guards. There is a 50% chance a pickpocket (*Nigr*) attempts to steal from the party (opposed check Perc (Detection) vs 15). Hargraves hasn’t been in here tonight.
3. **The Fox & Raven**; hang out of the local *Gilderfunk Girls*, an all female gang, specialists in smuggling and fencing. They’ve not seen Hargraves tonight, but they probably know someone who has... “What’s it worth to ya?”
4. **The Farmer’s Lament** is a raucous, bellicose bar of yelling, laughing and back slapping. *Hergmarr*, a 7 ft Varnori, says he saw Hargraves earlier – but he won’t say where unless the party bests him in a friendly arm wrestle! (Str contest vs Str 18, best of 3 rounds). Whether he wins or loses, if treated honourably, *Hergmarr* reveals their quarry was at the *Rat Trap* earlier.
5. **The Horny Toad** is well known for its regular fisticuffs between drunk and disorderly patrons, and tonight is no exception. One minute after the party enters, a massive brawl breaks out, engulfing 5d6 patrons in a flurry of fists, knees, elbows and headbutts. If the party can stop the fighting before it gets too out of hand, there’s a 75% chance *Menicus* (Nydisian, good boxer) saw Hargraves earlier at the *Farmer’s Lament*.

6. **Nobby’s Alehouse** caters to the well to do professionals and merchants of the city, including some of Hargraves contemporaries. Getting in requires a dress code of sorts (entrants need to “look rich”) enforced by the 6 ft 8” doorman, *Mr Grummold* (Thuel, Barb 4). One of Hargraves’ mates, *Willett*, intentionally steers the party in the wrong direction, directing them to *Bunderstone’s*. An Int/Perc (Insight) check might detect something is up. If Willem is pressured, he reveals Hargraves is likely in the back rooms at the *Black Flagon* (wagering).

7. **Corner of Stonebrook** is a charming, older pub decked out in quality woodwork and comfortable seating. A hand painted sign by the door declares “No Foreigners”. The proprietor has limited tolerance for non-locals, but might be inclined to talk for a few gold. He can reveal that Hargraves got into a fight with another patron, *Norvert*, and left soon after with a shining black eye for his trouble. Norvert is still in the corner, nursing bruised knuckles. Norvert can indicate that the fight was over money. Hargraves “owes gold to some people”, and Norvert was just “reminding the old man that his debt is due.”



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8. **The Gravy Barrel** is known for its hard liquor and harder clientele. Favourite haunt of the *Bloodnut Bandits*, up to 3d6 thieves (as *Bandit* LFG p.114) will attempt to intimidate the party and extort money from them. Hargraves hasn't been seen here.

9. **Forkenspoon's** is famous for its food first and entertainers second (primarily bards but prostitutes are not uncommon). Dice games are a feature, and if the party plays a few throws, one of the other players might reveal that Hargraves was at the *Black Tankard* just an hour earlier.

10. At **The Pickled Boar**, one thing is first and foremost: boozing. *Bruun*, a swarthy, watery eyed thuel, has information about Hargraves, but will only reveal it if the party wins a drinking contest with him (they're paying; opposed Con (Athletics) checks, best of 3). Bruun can confirm Hargraves was at *Forkenspoon's* earlier for dinner (then likely passes out).

11. **The Violent Vagrant** has a decent sized common room surrounded by lots of intimate booths. While the party is here, 2d6 guards enter, declaring a "Routine weapons check", inquiring after "licences" to bear arms in the city. Anyone without a licence will have to pay an on the spot fine of 20 gp, and have their weapons confiscated until a licence is obtained from the city administration. Hargraves has not been seen here.

12. **The Black Tankard** is famous for two things; its cheap ale, and unlicensed card room out the back. Hargraves is here (see below).

### The Black Tankard

Hargraves is at the Black Tankard, outrageously drunk, with a black eye (see Tavern 7) and fist full of cards in the back room. The proprietor, *Skerric* (Rogue 5, Midlander, skinny, missing his left eye) doesn't let just anyone out the back, but might be persuaded to grant entry to the party if they flash some gold around to grease the way.

Out back are a handful of tables and 3d6 people playing cards and wagering coin. Hargraves is at one table, losing badly, but seemingly enjoying himself none the less (he has found himself a doting lady "friend" during the course of the night, keeping him in good spirits).



Persuading Hargraves to depart with the adventurers will be no easy task. He has no intention of going home "early", and means to see out the dawn with more drinking, more dancing, and more "lady friends". He doesn't give a hoot what his wife wants, and indeed - he offers to pay the party 20 gp just to leave him alone!

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At the GM's discretion, Hargraves might be talked around by reminding him of the family's reputation, his wife's endless concern, his marital vows, and/or some other clever device the PCs come up with. Alternatively, they can hasten his passing out by drinking him into a stupor. Once unconscious, he can be carried back to his manor (or pushed on a small cart, etc).

3d4 thieves of the *Roof Monkeys* gang are present to ensure no violence in the back room (well, no violence that they don't start), led by *Ribalt*, a black haired enforcer with a garish face scar and a penchant for cruelty. Ribalt and Hargraves are old friends, and the roofers won't hesitate to eject the party from the premises if Hargraves wishes. Causing trouble here would have an undesirable knock on effect with the gang, who are sure to seek reparation/vengeance.

*Roof Monkey*, AC 12, HD 2, Dagger 1d4+1, 19: as weapon, S13 D15 C10 I10 P13 W10 Ch10, L5, Mv 30 ft. Backstab, Skirmisher and Finisher like a 2<sup>nd</sup> level rogue, and may choose from the following Tricks & Techniques (once per combat): *Hidden Blade*, *Quick Reflexes*, *Smoke Bomb*.

*Ribalt, Boss Monster*, AC 14, HD 5 (38 hp), Shortsword 1d6+1, 19: as weapon, S13 D17 C12 I14 P16 W12 Ch14, L8, Mv 30 ft. Ribalt is a Boss Monster with the usual benefits (except *Cause Injuries*). He has Backstab, Skirmisher and Finisher like a 5<sup>th</sup> level rogue, and may choose from the following Tricks & Techniques (twice per combat): *Hidden Blade*, *Quick Reflexes*, *Smoke Bomb*, *Glue Pot*, *Rapid Dose*, *Unseen Whip*. 1d4 doses of *Slivertoad Pus* (ingestion or injury, *Luck* (Con) save or agonizing pain; lose Dex bonus to AC and disadvantage on attack rolls for 1d6 rounds).

### Hargrave's Antics

Every hour that the party spends searching for Lord Hargraves has a 50% chance of the lord getting into mischief. Roll 1d6:

1. Gets outrageously drunk, with a 50% chance of informing *Madam Wendel*, a wealthy spice merchant, that her face reminds him of a baboon's bottom. Word spreads like wildfire amongst the highborn ladies.



2. Hargraves is set upon by 2d4 thieves in a quiet street, beaten within an inch of his life, his valuables stolen. He did however get a good look at his attackers, and recognised one of them: the flea bitten ratsack *Maeve the Shill* (Rogue 4, slim, blonde haired Varnori, with a mole above the left side of her lip). There might be time to retrieve the valuables if the party acts quickly.
3. Moderately blotto, Hargraves decides a quick dip in the local steam baths is due. Forgets to wear his pants for half a block before going back to get them. Many passers by are mortified. A few are impressed.
4. Whilst quite inebriated, gets into a fisticuff with a horse that offended him with all the hoity toity clip clopping. Hargraves wakes up with a hoofprint in



his forehead. Still, you should've seen the horse.

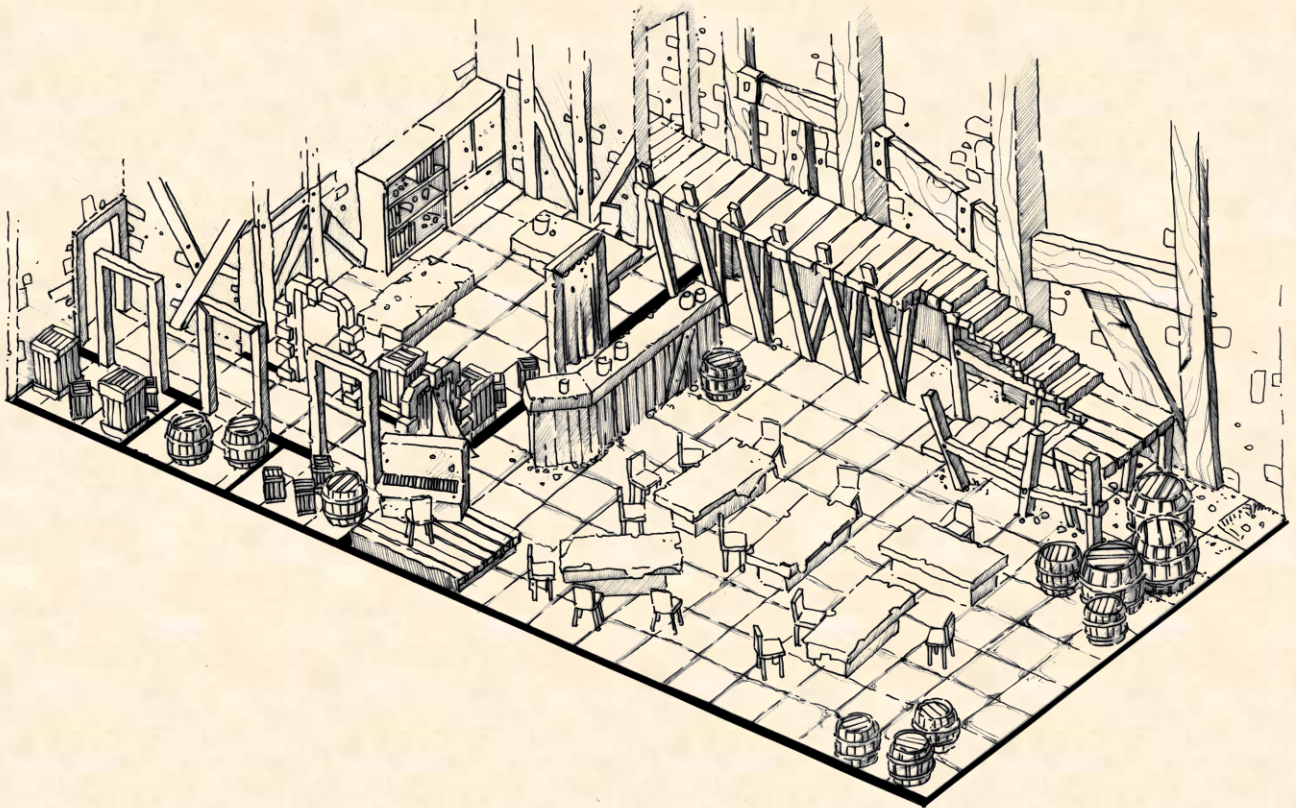
5. On the cusp of tipsy, Hargraves makes friends with the *Stone Jippers*, a band of "misunderstood young gentlefolk" that most others consider filthy, lying thieves. They follow him around for the rest of the night, goading their new friend onto greater deeds of bravado.
6. Well sotted, Hargraves accuses *Lord Semper* of sleeping with *Lady Chigea*, the wife of another (in fact true). Semper demands a duel to the death for besmirching his honour, ushering forward his champion, *Carthex*, a towering Nydissian with a deadly left hand (Fighter 4). Hargraves hasn't had to fight with a sword for years, and looks around desperately for a champion... One of the PCs would do nicely.

### Aftermath

If the party manage to return Lord Hargraves home before he does too much damage, Lady Hargraves is overjoyed and gladly pays them their agreed finder's fee, with a bonus (1 x Valuables, LFG p.147). In this instance the lady considers she owes the party a big favour, and will help them in the future if she is able.

On the other hand, if the party joined in the lord's shenanigans, or were unable to bring him home before he caused too much embarrassment, she is obviously disappointed, but pays them their fee nonetheless.

If combat was joined with either the Anointed or Roof Monkeys, they do not forget, and ramifications are sure to arise if the party remains in Northgate.



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