



## **OP28 – MAYHEM'S MUG**

**An Adventure in Filbar™**

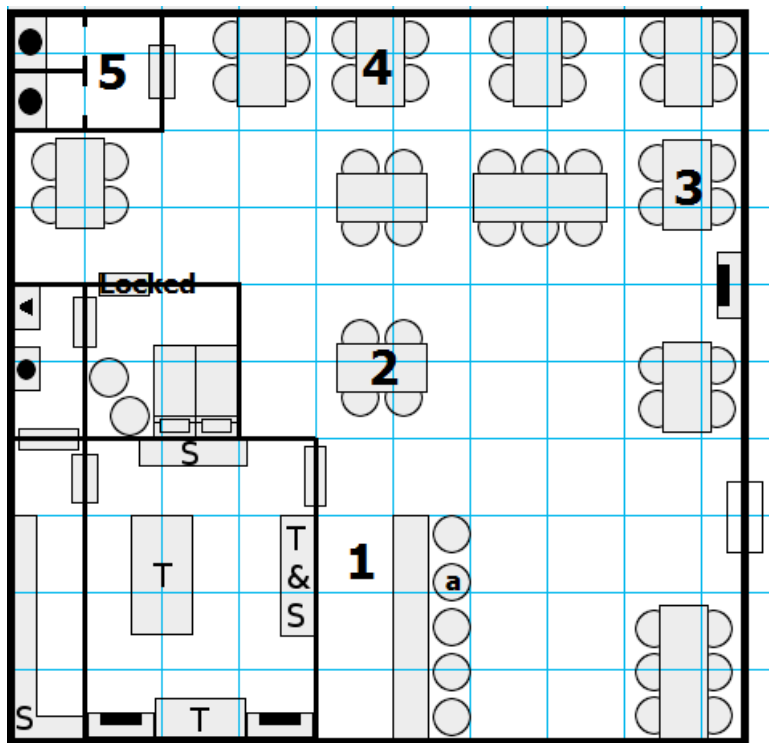
A murder on the streets of Cathoway and the killer has gone into a tavern. The guard needs help and has singled you and your associate to get inside and keep an eye on the place until help arrives! Hmm, catching murderers usually pays quite handsomely...

A scenario for a pair of 2<sup>nd</sup> level PCs or a quartet of 1<sup>st</sup> level PCs & a DM

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# OP28 – MAYHEM’S MUG



**Player’s Info:** Moving through the streets of Cathoway you notice a crowd of bystanders around an individual in the street being attended to by one of the town guards. Spotting your “adventuring style”, the guard calls you over and you notice the individual on the ground has been stabbed. “Can you guys go into the tavern over there and keep an eye on the people? The suspect ran in there just before I arrived.” A chance to catch a murderer? There may be a reward for this task. You nod quickly and head into “Mayhem’s Mug”.

**DM Info:** This short scenario was built for a pair of 2<sup>nd</sup> level PCs but could be used for a quartet of 1<sup>st</sup> level adventurers as well.

A man has been stabbed in the streets of Cathoway and the suspect has gone into a roughneck bar noted for being hostile to law enforcement. The party has only been asked to keep an eye out but a chance of a reward is nearly certain if they, and not the guard, can catch the murder. If successful a 20gp reward will be given by the magistrate.

This adventure has a lot of roleplaying options but only two combat sequences. As with most urban settings, the use of weapons will be frowned upon unless the opposition uses them first. For fight purposes a punch will have 1d4 +str, a mug is 1d4 +2, a chair is 1d6 -1, and a table is 1d8 with a DC12 vs. Strength or be knocked prone by the attack.

The interior of this establishment can best be described as being a “dive” with questionable people inhabiting the interior. When the party enters all talking will stop and stares will be the standard greeting. After a few moments conversations will renew and the party will be ignored unless directly contact is made. A variety of smells (tobacco, alcohol, sweat, etc.) will be in great abundance in here and the fixtures are a bit on the rough side. At some point a PC will step on something and quickly discover it is a tooth from a previous fight. All “a” marks will indicate either an unconscious patron, or someone telling them to “take a hike”. The ‘encounters’ can be moved to fit!

1. **Bartender** – Mick Mayhem, owner/bartender will be the only person to greet the party after they enter. As they approach a patron will move stools to stay away from them and will be rude if questioned. Mick will ask the party if they are guards “because you have to tell us if you are...that’s the law!” He will be less than cooperative but point out he is the only one working tonight. On cue, Mick will begin to hustle more drinks to customers.
2. **3 Card Monte** – A quartet of occupants at this table will be playing a card game amongst each other and will offer to help if the party can find the right card. Buy in will be 1gp but under no circumstances will the PCs win as the game is rigged. If the party attempts to provoke a fight EVERY patron will stand up giving a clear signal that those boys are off limits. Pushing for a fight at this stage would pit the PCs against everyone else and they would be knocked out and looted of valuables **AND** clothing!
3. **Mistaken Identity** – As the party moves through the patrons a pair of rough individuals’ eyes them and calls them out as “Willy Winchell? YOU OWE ME MONEY!” The pair are inebriated and will have mistaken one of the PCs as someone who owes them money (50gp). A fist fight (and items not weapons) will ensue and any critical strike (20) will require a DC15 vs. Constitution or be knocked out. If the party loses, they will awake to finding the guards smacking them and asking where their clothes are. The NPCs will have left. Defeating them gets the PCs 15gp. **Brawlers** AC13 (leather) HP15,18 D +4 (as above) 0/+2/+1/0/+1/0
4. **Darts** – A pair of individuals stand up as the party approaches and challenges them to a game of darts with each side putting in 4 gold pieces. This challenge is not rigged and both sides will use the same darts. The dartboard is AC12 and successful hits are a re-roll of a d20 to get the points. ‘Targeting’ a number requires an AC15 at disadvantage. Dexterity is the to-hit modifier. If the PCs win, they will get the pot and the players will send them to area #5.
5. **Lavatory** – This area is walled off with a large hunting tapestry. Locals are well aware of what is behind it but new patrons will not be familiar with it. If the drapery is moved, the door to the restroom will be located. This is where the murder is hiding out. Lotang Marta is a dangerous foe and he will be armed with his scimitar that he can use twice and a reaction to add +2 to his AC. **Murderer** – AC15 (studded leather), HP45, D +5 1d6 +2 (x2) +2/+3/+2/+2/0/+1 He has the blood of the exterior victim on him as well as a stolen coin purse with the victim’s initials on it. Inside is 60gp – half of which the guards will give to the party.