

OVER THE NEXT HILL GAZEBO BAY

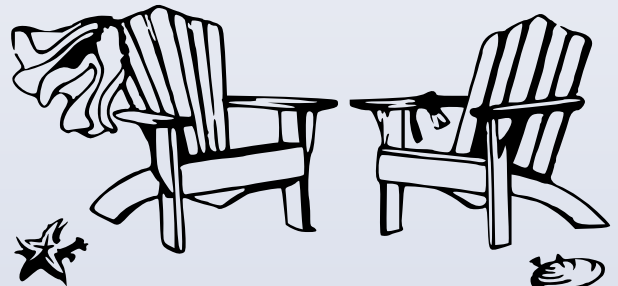


OVER THE NEXT HILL IS A MULTI-author series focusing on small settlements that can be dropped into a campaign with minimal preparation. Each article in the series presents several detailed NPCs, points of interest, and loose plot hooks that can be developed during play. This installment of the series details Gazebo Bay, a luxurious resort on a picturesque tropical island.

WRITING AMBROSE INGRAM
COLOR ART VICTORIA OLIVERIA
MAPS MESHON CANTRILL
EDITING JAMES J. HAECK
LAYOUT ERIC LIFE-PUTNAM

OVERVIEW

Characters who visit Gazebo Bay find themselves on a tropical island resort with exotic food, warm beaches, interesting vacationers, and the most hospitable staff for 500 leagues! Gazebo Bay is a small tourism town that will provide characters the opportunity to rub shoulders with important people, explore exotic locales, and maybe even catch up on some much needed downtime!



GEOGRAPHY

The resort town of Gazebo Bay is located on a small tropical island separated from any neighbors by miles of ocean. The unnamed island is crescent shaped, wrapping around a shallow bay protected by a natural reef. Strung along the long, sandy southern arm of the island are a dozen private gazebos that are rented by patrons. North of the resort is a rocky spire called Kraken's Reach from which the picturesque Leviathan Falls cascades 400 feet directly into the ocean opposite the bay. Hidden in the forest at the base of the spire are the bungalows inhabited by the resort staff. The island is covered in dozens of fruit-bearing trees, home to brightly colored songbirds native to the island, a troupe of crystalclaw monkeys, and a flock of macaws. Most of the staff are humans and halflings come from a wilder island that is a 6-hour canoe trip to the north. Otherwise, the nearest inhabited landmass is about 400 miles away.

GAZEBO HILL RESIDENTS

Gazebo bay is the semi-permanent residence of its staff and their families, about 50 people total. Unless otherwise noted, staff members are **commoners**.

CHEF BOSCOE

Boscoe is the head chef of Gazebo Bay. He plans and prepares exquisite meals for the resort. After each dinner, Boscoe engages in the dancing and then tries to find guests willing to play cards and gamble with him.

Boscoe was once the attendant of the leader of a major thieves' guild. He came to the island to escape the enemies of his former master, Malcom Bottledon.

Gazebo Bay Rates

Gazebo, per night (includes meals for 2)	10 gp
Meals for additional guests, per day	2 gp
Reef Tour, per person	1 gp
Kraken's Reach Tour, per person	5 gp
Fishing Trip, per person	1 gp

ERNI "BIG E" AFFLEBY

Big E is Gazebo Bay's host. He is a rotund halfling who loves people. Unless he is welcoming new guests at Arrival Point, Big E is usually hanging around the Grand Gazebo. Somehow, he always knows exactly when new guests are coming, and never misses a group.

Big E and his wife, Nebi, are the senior staff members of Gazebo Bay and run the day-to-day operations of the resort.

NEBANINE "NEBI" AFFLEBY

Nebi runs the bar at the Grand Gazebo. She is a friendly halfling, but is just as happy to let her husband talk to guests while she busies herself behind the bar. Nebi is the only halfling bartender, and nimbly climbs on top of the bar to interact with guests and serve drinks.

Nebi is currently confounded because the bar's supply of Golden Mirage Rum, the resort's signature spirit, keeps going missing. Despite many searches and questionings, she and Big E cannot figure out who the thief is.

WASTLER

Wastler is a half-elf **scout** who serves as Gazebo Bay's tour guide. Before the resort existed, Wastler was a shipwrecked pirate who washed ashore on the island. He lived on the island for decades, befriending the dryads and treants that live on the island. When Malcom Bottledon came to the island to open a resort, Wastler decided to stay.

Open Game Content

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WHISTLEWAIFF

Whistlewaif is a young human serving girl about 14 years old. She has never been off the island, and enjoys hearing stories of far-away places. Her parents are also staff members, and they do not permit her to attend the nightly dances. Recently, Whistlewaif met Dobe Mottleton (see area 5d) during breakfast and invited him to visit her at the staff bungalows.

YLDRIIS & YELDIN

These human twins are part of the cleaning staff. They are also the best dancers on the island and excellent instructors. For a free drink or two, they will lead even the most awkward guests through elegant dances with a semblance of grace.

The siblings are eager to see Prince Cabernacle leave the island (see area 5a) and will give free dance lessons to anyone who gets the prince to go. A character who spends 8 or more total hours dancing with one of the twins gains advantage on Charisma (Performance or Persuasion) checks that involve dancing.

SIGNIFICANT AREAS

1. Arrival Point

Wealthy vacationers use portals on the mainland to get to Gazebo Bay. Anyone who arrives at Gazebo Bay by portal appears on the western overlook. Visitors are greeted by Big E. He explains the resort's pricing and services (see the sidebar "Gazebo Bay Rates"), and he offers to have porters take prospective guests' luggage to a room, suggesting that the guest jumps right off the cliff into the bay. In the water below is a floating platform with several rowboats moored to it, available for guests to paddle to the beach after their leap into the bay.

Just north of the overlook is a stone fire pit with carved wooden benches arranged in a semi-circle facing west. This overlook is the best place on the island to sit and enjoy the sunset.

2. The Beach

Stretching the length of the bay, the beach is littered with shade umbrellas, beach chairs, and brilliant white sand. There are two beachball

courts, and a small tiki bar so that guests don't need to walk back to the Grand Gazebo for refreshments.

3. The Grand Gazebo

This is the "main house" of the resort. It is a huge, two-story, open air building. The main floor has tables and a 24-hour bar. A fruit and delicacy laden buffet is present from dawn till mid-afternoon, and after dusk a 5-course meal is served every night.

The second story has hammocks strung all day long, but after dinner they are taken down and the space is converted into a dance floor. Most staff members are present and participate in the dance. Almost all the staff are expert dancers and happily mingle with guests.

4. The Kitchen

A stone pathway leads from the Grand Gazebo to the kitchen. Any guests that find themselves in the kitchen are immediately tasked with sampling whatever pastries are being prepared for dinner. In addition, Chef Boscoe has quite a sweet tooth, and he is happy to share his stash of hard candies with visitors.

5. Gazebos

Each gazebo is a large, open air structure with an open porch facing the bay and a sleeping area with white silk curtains that can be let down for privacy. In the sleeping area are several plush sleeping mats, piles of pillows, and plenty of fluffy towels. A small bird attends each gazebo and will carry written messages back to the Grand Gazebo. Behind each gazebo is a spring-fed shower enclosed by flowering hedges.

5a. Prince Cabernacle

Prince Cabernacle (a **noble**) has been staying at Gazebo Bay for over a month. Self-indulgent and spoiled rotten, he treats the staff poorly and is only kind to other guests as long as they are entertaining or useful. In particular, Prince Cabernacle earned the ire of Yldris, who can

barely tolerate his cloying dances. The Prince spends most of his days on the beach, but joins the dance each night, to the dismay of the staff and other guests. Unfortunately, the prince is a friend of Malcom Bottledon, and none of the staff dare kick him out.

The Prince will only leave Gazebo Bay if he is convinced that the island and its guests are beneath his station. A DC 15 Wisdom (Insight) check will allow a character to reach this conclusion.

5b. The Prince's Staff

Prince Cabernacle has a bungalow to himself, but he has also brought his closest servants with him. Although he claims this a treat for them, the servants find themselves publicly berated if they are needed by their master and are unavailable. Thus, these 5 servants have spent the last month following their lord around, nervously trying to have fun while remaining within earshot of Cabernacle at all times.

The servants are Barton, Fredik, Bethany, Dawe, and Jacki. All five are **commoners**.

5c. Gurni Brassbreath

Gurni Brassbreath, a dwarf **guard**, recently forged a suit of armor for his clan chief. The armor was such a masterpiece that the chief granted Gurni a ten-day vacation, paid from the clan treasury. Gurni loves his work, but he is thrilled to have a vacation. He is earnestly making the best of it: he wakes up early each morning to swim, partakes in an enormous breakfast, then takes a long nap under his bright yellow parasol. Gurni attends the dance each night, and will happily dance with anyone. He's not very good, but he's incredibly enthusiastic, and the staff love him.

5d. The Mottletons

Harvy and Meesa have been saving pennies for months to visit Gazebo Bay. They brought their children, Dobe, Perti, and Bud. Harvy is a scribe and Meesa works at a bakery. All the Mottletons are **commoners**.

The Mottleton parents are distraught by the attitude of their eldest, Dobe, who has been sulky about visiting the beach each day. Dobe is smitten with the young serving lass Wistlewaif. He has spoken with her during breakfast, but hasn't been able to visit her when she's not working because his parents are forcing him to play at the beach each day.

5e. Eselnidor and His Cousins

These three elven nobles are celebrating Eselnidor's betrothal and upcoming wedding. Vaselnidor and Aerdinous, Eselnidor's cousins, decided that Eselnidor was not properly spending his final weeks of bachelorhood and kidnapped their cousin. The duo is forcing Eselnidor to celebrate "properly." Vaselnidor and Aerdinous have been living it up, spending most of the time drunk, and flirting with the staff. Eselnidor, on the other hand, is miserable. He does not know if his betrothed knows where he is (she doesn't) and is worried that his cousins will not get him back in time for his wedding.

5f. Mirial Webbler

Mirial (human noble) is the daughter of an influential merchant. She is an aspiring poet on a creative retreat. She sleeps through most of the day, waking up in time to watch the sunset from Arrival Point. Then she drinks until the dance ends and writes in her gazebo until sunrise.

5g. Available Gazebo

These gazebos are not currently occupied.

6. Orchard

Southeast of the Grand Gazebo lies two acres of orchard, where several types of fruit trees bear ripe fruit at all times. The orchard is tended by six dryads—often seen moving through the trees from a distance, they rarely interact with guests.

A dryad will talk to a character who succeeds on a DC 15 Charisma (Persuasion) check. Characters with proficiency in Nature have advantage on this check.

7. Staff Bungalows

Four longhouses, each with five single-room dwellings, are the homes of most of the resort staff. There is a communal wash house and a spring where the staff wash clothing. Dozens of children run around the area and a handful of friendly dogs lounge in the shade.

8. The North Cove

The stream running from the staff bungalows meets the ocean here. Several long canoes are stored on the small beach in this cove. For 1 gp per person, Waster will take guests on an all-day fishing trip that departs from the North Cove.

9. The Manor

On the southern bluff of the north cove is the manor house. It is usually empty, but when Malcom Bottledon is present, this massive structure is his home.

10. Jungle

The dense forest that covers the island is relatively safe to explore. There are many crystalclaw monkeys, but no major predators live on the island. The island is protected by a pair of treants who sleep most of the day but wander through the trees at night. If a guest causes trouble in the jungle, one of the treants will intercept the interloper and escort them back to the Grand Gazebo.

11. Kraken's Reach

This rocky peak towers above the island. The spray from Leviathan Falls ensures that there is almost always a rainbow haloing the spire. The ocean beneath the falls is very deep, and whales frequently breach to play in the cascade.

For 1 gp per person, Wastler will lead groups of guests up the reach. It takes about two hours to climb to the top and guests are allowed to leap into the waterfall, plunging into the ocean below. If they choose to leap, a boat will pick them up at the base of the falls and bring them back to the resort via the North Cove.



Characters who leap from Kraken's Reach gain inspiration and feel euphoric for the rest of the day.

12. The Reef

The reef blocks the surf, keeping the waters of Gazebo Bay calm and crystal clear. For a fee of 1 gp per person, Wastler will paddle a group of guests out to the reef and provide each with a

potion that, for 1 hour, gives the drinker a swim speed of 50 feet and the ability to see underwater. The reef is home to some of the most dazzling fish and sea creatures in the world. Guests exploring the reef who succeed on a DC 20 Wisdom (Perception) check might find an oyster containing a pearl worth 100 gp.

Although sharks are often seen on the far side of the reef, they rarely cross the reef into the bay.