



*Patreon Adventure Supplement
November 2022*

The Town Barracks

*Maps: The Town Barracks - Day
The Town Barracks - Night
The Town Barracks - Winter
The Town Barracks - Under Siege*

The Town Barracks

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Note: although the information in this supplement has been organised by 'plot', most of the NPCs and some of the tables can be used across any of the plots.



Patreon *Map of the Month* GM's supplement

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STORY 1: FOR THE DAY OR WINTER MAP

Plot hook – Day Map

An Inside Job

The party have been approached by Knott Nuckels, the boss of a local thieves guild. As outsiders, little known in these parts, he hopes to pay them to infiltrate the local town guard, based at the Westergate Barracks. The Guild are planning an important heist and need some insiders to help them with a few important aspects of the planning.

With clean records and faces unfamiliar to the guards, can the party get themselves recruited and help the heist go off without a hitch?

Key NPC

Knott Nuckels, Boss of the Thieves' Guild

Tobacco-chewing, black-eyed Knott, the son of a butcher, had to turn to thievery when as a young man he fell foul of the gambling halls. Instead of stealing to pay his debts, he stole to ruin the businesses to which he owed money. Happy to work with gangsters, thugs, gentleman thieves and lady scoundrels alike, Knott is popular among the criminal community and has overseen unprecedented local cooperation. Since he founded the Guild, criminals in the town have worked closely to a code of honour. Anyone who breaks it answers to Nuckels.

Some thieves and their skills

- 1 **Lex Unsworth**, an excellent lockpick. Long and humourless.
- 2 **Magot**, finds a way in anywhere. Great at walking on roofs.
- 3 **Godbody**, an audacious pickpocket. Nose always running.
- 4 **Bragg Talott**, a fence. Knows where to buy or sell anything.

What heist might the thieves be planning?

- 1 Break in to the Lock and Bolt Banking Company's vault and steal the Lougire Family Jewels, a set of elaborate antique necklaces said to be worth a fortune on the black market.
- 2 Enter the Municipal Court of Law and Order and remove key evidence that is due to be used in the forthcoming murder trial of a Thieves' Guild member.
- 3 Break into the town's Museum of Fine and Mysterious Objects and steal the Golden-Glass Pear, a rare artefact of reputedly royal provenance. It is desired by a wealthy private collector who is paying handsomely for the theft.
- 4 Sneak into the Garin Embassy, the residence housing representatives of a foreign city, and remove documents about the town mayor Edwert Gunnage. He has paid the Guild to discretely destroy these embarrassing papers.

Guards based at the Town Barracks

See also the Captain of the Guards on p4

- 1 **Brigget Pollet**, a rude and unsympathetic woman. Has immense shoulder strength from excessive training with a polearm. Always one step from knocking heads together.
- 2 **Boff Goodwyn** tries to do right by the townsfolk, who he believes he is tasked with protecting and keeping in order. Unfortunately, his dim wits mean he often gets this task wrong. Very wrong. Has a kind face and a vacant stare.
- 3 **Ricke Tongue** came to the Guards after his glorious career as a bare-knuckle fighter ended when an ear injury stole his balance. Vicious and acts as if everything is a sport. Will put a bet on anything and has extensive gambling debts.
- 4 **Kit Hollinscole**, a small, wirey man famed for being nosy and observant. Is a stickler for the rules and frequently reminds people of them.
- 5 **Malin Gartryde** is learning from Hollinscole to be a good detective and keeps notes on everything she sees. Can easily be persuaded of a conspiracy.
- 6 **Walmund Mosse** is renowned for his quick temper, his huge nose flashing red a second before he explodes. Has covered up the death of a neighbour whom he killed in a fight (over chickens), paying several witnesses to keep quiet.
- 7 **Old John Bowkes** is an old-school guard. He sticks to the rules and gets the job done. Excellent at crowd control.
- 8 **Wenefred Buckles** has many contacts, to some of whom she has become too closely linked, for either business or personal reasons. Always up to something on the quiet.

Tasks that PCs undercover as guards can do to help the heist go ahead smoothly

- 1 The Captain carries keys to all the major civic buildings on a ring on his belt. Make a copy of the needed key and return the master.
- 2 Determine which guards are susceptible to bribes by looking into weaknesses, debts etc.
- 3 A copy of the street patrol schedule, including routes and timings, is pinned on the mess room noticeboard. Obtain a copy.
- 4 Sabotage the horse tackle in the stable to prevent the Town Guard cavalry officers being deployed.
- 5 Get the plans to the building which is the heist target from the folder on the Captain's bookcase.
- 6 Steal some weapons from the armoury for the thieves to use.
- 7 Drug the guards' food to put them out of action for several hours.
- 8 One of the guards has been investigating the thieves. Get them discredited and kicked out.

STORY 2: FOR THE NIGHT MAP

Plot hook – Night Map

Bard Blood

A cheeky and likeable travelling bard who camped with the party on the road outside town, has sent a note begging for their help. Having been entertained by his collection of songs, the party are aware of their ability to offend and so are not hugely surprised to learn that Lyttelby has upset some townsfolk. Unfortunately, he unwittingly addressed one of his most insulting songs directly to the off-duty Captain of the Town Guard who did not see its funny side. Now held in the barracks stockade, Lyttelby is going to be publicly whipped in a few days' time. That is, unless the party can break him out...

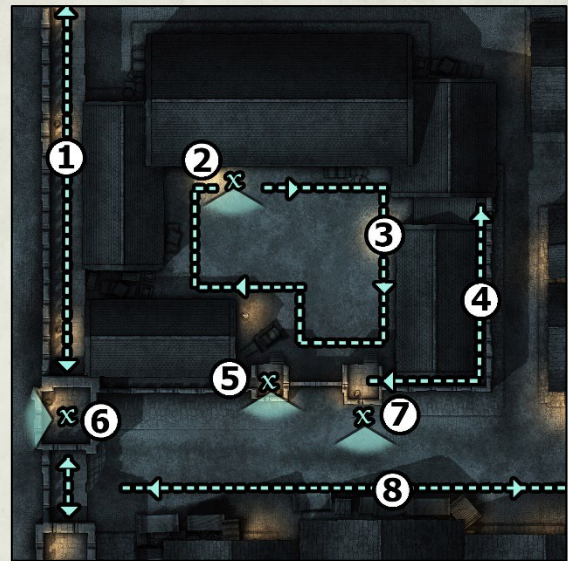
Key NPC

Lyttelby Thisbelwatt, a travelling bard

With a natural skill for lyrics and rhyme, Lyttelby entertained his family from a young age and learned that singing a funny song earned him a lot of attention. His personality blossomed under this positive pressure and as an adult he sometimes forgets that he is not the cute little boy who will be forgiven every cheeky remark. Indeed, still bearing the adorable smile of his boyhood and now sporting an handsome face and long blonde hair he can get away with a lot, so has built a repertoire that pushes people's boundaries. Most people respond well to his charm – a conspiratorial wink or nudge can melt hard hearts. But if Lyttelby catches someone on the wrong day he might just have to pack up his lute and leave town quickly.

Songs the bard sings and how they might offend

- 1 'The Trials of the Soldier from Sihlja', a comic song in which the eponymous soldier narrates the foibles of each nation in which he has been a prisoner. Always ends with the nation in which the song is performed.
- 2 'I Once Saw A Man Rent Asunder', a bawdy tune that picks a member of the audience, makes them the subject of the song and details increasingly outrageous fates that befall them.
- 3 'Hymn to the Cat-footed Goddess', a religious song that is disrespectful to a number of gods the bard deems lesser.
- 4 'The Hundred Knight's War', a serious historical epic in which the bard creates a little local interest by subbing the name of an audience member's mother for the song's Mysterious Maiden (over whom the Knights were fighting).
- 5 'Arthrin, son of the Goat-King, in the Underworld', a mythological epic during which the bard pauses to allow residents of the Underworld to pass messages to the living. Having no genuine skills as a medium, this involves an act of charlatany of the bard's part which has a mixed reception.
- 6 'If Only You Saw Your Own Face', a comic tune that notes the facial features of many audience members. If everyone is just drunk enough, it induces much hilarity; if everyone is too drunk, things can turn nasty quickly.



Patrol routes (nb sentries are stationary guards)

- 1 State soldier on town wall patrol. Armed with spear.
- 2 Town Guard sentry. Armed with spear.
- 3 Town Guard patrol loop around yard. Armed with spear.
- 4 Town Guard patrol on barrack wall. Armed with crossbow.
- 5 Town Guard sentry on barrack gate tower. Has short sword and whistle.
- 6 State soldier town gate sentry. Armed with crossbow.
- 7 Town Guard sentry outside barrack's gate. Armed with spear.
- 8 State soldiers x3 on patrol every hour

Complications that may occur when trying to rescue the bard – roll table

- 1 A dog in the street starts barking its head off.
- 2 The Guards are due an inspection tomorrow and everyone is on duty tonight, extra busy in preparation.
- 3 The bard has been moved from his cell. Another prisoner can inform you that he has been taken off for questioning.
- 4 A woman who is having an affair with a guard is sneaking over the wall just as you are. He is watching for her.
- 5 When you arrive in the courtyard you find the guards dead. Inside the building are more dead guards...
- 6 You accidentally disturb a nest of aggressive wasps.
- 7 The Guards are celebrating a birthday and are a bit tipsy. Their awareness is impeded, but they are also now unpredictable.
- 8 There has been a brawl at a local sporting event and several guards arrive with ten prisoners in tow to lock up for the night.

STORY 3: FOR THE SIEGE MAP

Plot hook – Siege Map

Stale Mates

A violent armed force has attacked the town, with a troll-rider smashing through the Westergate. Fighting has raged in the destroyed gateway for the better part of a day, but now, with heavy losses taken on both sides, a stalemate has been reached. A motley crew of townsfolk, guards, thieves and outsiders are holed-up in the town barracks, locked in their own internal stalemate: no one can agree who should take charge.

Caught up in the events, the party watch from the side-lines, aware that it won't be long before the besieging army mount an attack. Something will have to give. Someone has got to lead these people to victory.

Key NPC

Captain Humph Ardwyn, Commander of the Guards

Large, sturdy and tall, Ardwyn cuts a figure well recognised around the town. His thick grey curls and long grey moustache appear more comic than the distinguished look that Humph believes he has, but no one would dare tell him - he is famously ill-humoured. The Guards, of course, always show great respect to their captain - his booming berations see to that.

Humph has been taken aback by the attack on the town and although he allowed his Guards to take part in the initial defence, has been left somewhat stumped as to his role. He believes the Guards' role is to protect the townsfolk from themselves - his troop just isn't skilled enough or strong enough to fend off an outside force. The Guards will lend arms to help save themselves, but someone else is going to have to lead the charge.

Who might have attacked the town?

- 1 The **Beastmen Army** of Vevshrax the Chaos Sorcerer, set on the complete destruction of human civilisation. The beastmen will not stop until all are dead, but Vevshrax is impatient and tires quickly of the siege, unsure how to finish what was started here.
- 2 A **mercenary army** hired by Queen Tanner of Larusain, a rival state, sweeping through the country on their way to destroy the capital. Their actions here have halted their advance – could this be a chance to stop them altogether?
- 3 A **Drow warband** who have come to the surfacelands on a mass slave raid. Having taken small numbers of locals in the past, an ambitious officer has planned an operation aiming to capture hundreds of townsfolk.
- 4 A **horde of peasants** from the surrounding countryside under the control of Goold the Puppetmaster, who is using a magic gem to influence them. Once a downtrodden local peasant himself, Goold was taken under the wing of a powerful witch and, having exhausted her tutelage, has returned. He wishes to rule the city. From a throne of skulls.

People besieged at the Barracks

Plus some of the guards and thieves from p2

- 1 **Edwert Gunnage**, the town mayor, unkempt and in his nightgown. He is in a state of immense panic. Many are looking to Gunnage for some kind of leadership, but many others would rather die than take his orders. Good job he seems incapable of giving any.
- 2 **Oswoxint**, an itinerant labourer, travelling between towns for building work. With the size and strength typical of orcs, she is making herself useful constructing makeshift barricades.
- 3 **Miss Sabella Nelsance**, a mangler, sporting a few mangled fingers. Bloodthirsty, she is thrilled at the prospect of a fight.
- 4 **Nicoldyne Denwick**, a dignitary from Garin. He is horrified, terrified and hiding in a barrel. He is a proficient communicator in a number of languages, including that of the leader of the attackers.
- 5 **Jim Heskins the Coal Thief**, stealthy and highly skilled at his arts. Unfortunately, he is unable to get on with anyone at all, hence him recently being kicked out of the Thieves Guild.
- 6 **Morgie Elwond**, a cleaning lady who works several local taverns and knows a lot of people. She also knows best. About absolutely everything. It's pretty annoying.
- 7 **Rapheni Tippinge**, the mayor's chief political rival, who is sneeringly enjoying Gunnage's collapse in the face of pressure. Is skilled archer from many years spent at the butts.
- 8 **Catlande Tabart**, a champion brawler in the local pub league. Excellent in hand to hand combat, but incredibly drunk.

Events during the siege (roll d8)

- 1 The horses in the stables are spooked by the nearby burning building and smash out of their stalls. They rampage around the courtyard in a panic.
- 2 A turncoat amongst the beleaguered townsfolk has informed the enemy of another way into the town and they attack from an unexpected direction.
- 3 A barrel of rabid rats is fired into the courtyard and smashes open, the survivors running everywhere.
- 4 The dead from both sides suddenly rise up. They remember no allegiances from their lives and attack randomly.
- 5 Someone finds a cask of ale in a corner and everyone is cheered as it is passed around.
- 6 A crack team of assassin rogues sneak over the wall and attack the defenders.
- 7 A giant white eagle screeches as it flies above the barracks – a good omen that gives the defenders a morale boost.
- 8 Someone catches an attacker and takes them prisoner. They have about their person some incomplete written plans for the attack.