

Westfall

THE FLYING FROG

TABLE OF CONTENTS

OVERVIEW.....	2
WELCOME TO WESTFALL.....	3
THE FLYING FROG TAVERN.....	4
BANDIT ON THE RUN.....	8
RETURN TO THE TAVERN.....	11
THE INVESTIGATION.....	12
BEGGARS ROW.....	14
PATRONIZING.....	22
APPENDIX A: NPCs.....	24
APPENDIX B: BAD GUYS.....	26
APPENDIX C: LOOT.....	28
APPENDIX D: TABLES.....	29

APPROXIMATE RUN TIME: 6-8 HRS

RECOMMENDED PLAYER CHARACTER LEVEL: 1

This adventure is part one of the continuing epic saga throughout the savage Wylderlands in the Westfall Campaign series. - all modules are playable as standalone adventures or a continuing story arc.

› INSERTS ‹

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|-------------------------------|-------------------------------|
| » FLYING FROG BATTLE MAP | » THE CHASE MINIGAME MAP |
| » SHANTY I BATTLE MAP | » PREGEN PC CHARACTERS |
| » SHANTY II BATTLEMAP | » WORLD ADVENTURE MAP |
| » BARON'S BUNGALOW BATTLE MAP | » WESTFALL CITY DISTRICTS MAP |



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Her companion will begin to protest but a hand crossbow shoved in his face quickly subdues him into silence. The bandits will then leave through the front door of the tavern.

Upon their exit the older man will declare:

"Please someone help me retrieve my companion! I fear she is in great danger! I will give 5 gold apiece to anyone who pursues these ruffians and captures one and brings him back here alive!"

You get the sense that this man is an individual of some means, and that time is of the essence. What do you do?"

If the PCs agree to assist, proceed to **Chapter 3: Bandit on the Run**, if they decline proceed to **Chapter 4: Return to the Tavern**, with only the rewards befitting their actions.

OPTION 2: RESISTANCE

If the PCs resist, the bandits will respond with violence to subdue them as an example to the others. At no time will the other patrons assist the PCs, and they will flee at the first opportunity. Farnum will only act if Lena or Nerp are in danger, and then only to protect them.

Once combat is initiated, the bandits will focus their attacks on the PCs and try to subdue them. Their dagger attacks will be non-lethal, but the hand crossbow attacks will be lethal as normal.

If the PCs get the upper hand, the remaining bandits will flee. If they flee, or if the PCs defeat the bandits, an older gentleman who was trying to shield his younger consort behind him will declare:

"Please! You seem stalwart and capable. Would you pursue the bandits and capture them before they escape? I suspect this was no mere robbery! And I will happily reward you with 25gp each should you bring them back alive for questioning!"

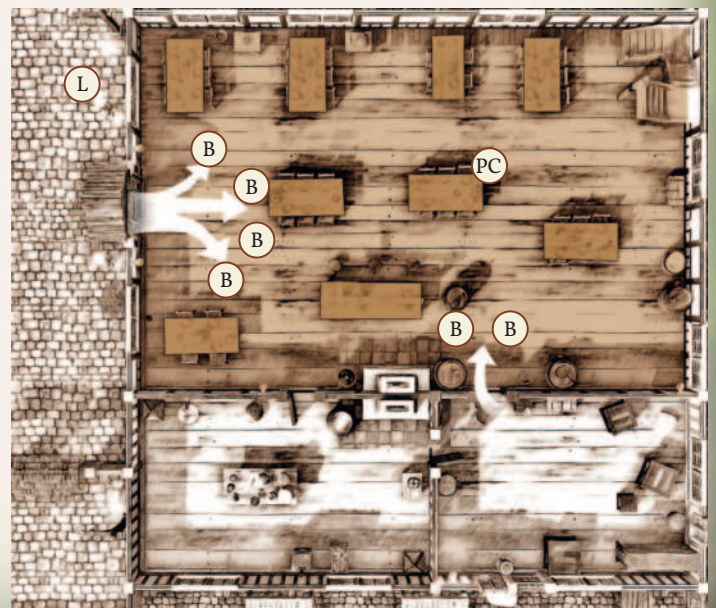
If the PCs pursue the bandits proceed to **Chapter 3: Bandit on the Run**, if they decline proceed to **Chapter 4: Return to the Tavern**, with only the rewards befitting their actions.

BATTLE MAP: THE FLYING FROG

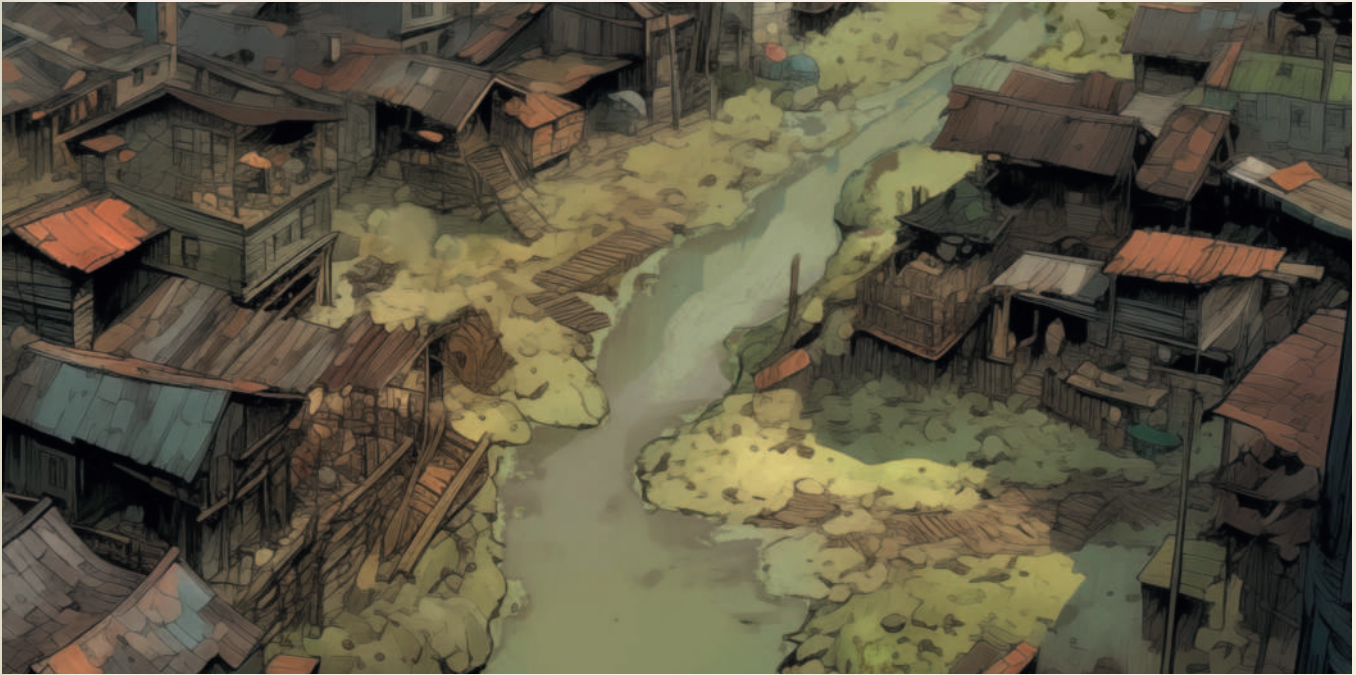
(Battle Map Insert)

Tokens for players are positioned around the central table, while four bandits stand in front of the main entrance. An additional bandit watches outside on the street, and two more approach from the storeroom.

The suggested starting positions for the encounter can be seen on the map diagram inset here. Bandits indicated by (B), bandit lookout by (L), players by (PC), and NPCs arranged as desired.



BEGGARS ROW



The shanty town of Beggars Row

A meandering maze of ramshackle hovels and shanties, Beggars Row, or "The Row", is the worst part of the slum known as Easton.

Roving gangs of toughs, grifters, pick pockets, and all sorts of unsavory individuals come and go as they please since the area is not policed by any actual city law enforcement.

All respectable, and cautious, inhabitants of the City of Westfall go to great lengths to avoid Beggars Row. Conversely, if one has a particularly unsavory vice, this is the place where it can likely be accommodated - for those willing bear the risk and pay the price.

Wandering around Beggars Row is a highly dangerous activity that is likely to result in players getting their pockets picked, their throats cut, or both. Stress to the players that this is a dangerous and lawless area, a maze of shanties that those unfamiliar with the place could easily get turned around and lost.

From their previous investigation, the players should have a vague idea of where in Beggars Row to begin their search. If they do *not*, allow them to make a **Diplomacy** check DC 10 to gather information in Easton to get a general idea of where in Beggars Row they should begin.

Once players begin searching in The Row, use the table below to determine what they encounter.

DIO RANDOM ENCOUNTER TABLE (BEGGARS ROW)

Roll a d10 to determine the encounter as players search or enter a shanty in Beggar's Row.

1 Alms & Secrets	6 Squeaky Floorboards
2 False Welcoming	7 Empty Shanty
3 Your Money or Your Life	8 Cautious Advice
4 Slumbering Secrets	9 Vow of Good
5 Deceptive Ploy	10 Special Event

ENCOUNTER 8: CAUTIOUS ADVICE

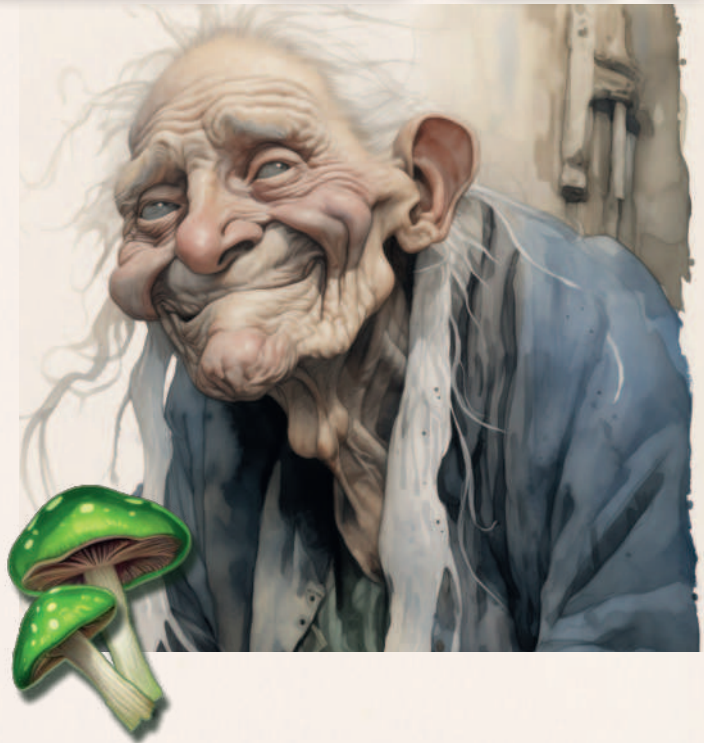
"You see an old crone picking mushrooms and other strange herbs around a soggy area of Beggars Row that appears to be frequented as a latrine."

If the players are polite, the crone will advise them to trust no one, except her, Mary Grimpus, and Samuel - a good man who endeavors to do good works in The Row in the name of the god Yahl.

She hates The Baron and The Badgers.

If players ask her about the location of The Baron she will agree to tell them if they help her exterminate the swarm of rats in the next shanty (**Encounter 6: Squeaky Floorboards**).

If the players eliminate the rats she will tell them the location of The Baron's shanty, and reward them with *two special mushrooms*. (See **Appendix E: Loot**).



ENCOUNTER 9: VOW OF GOOD

"You see a mature looking man dressed like a tinker mending the exterior of one of the shanties."



Samuel Lee walks Beggars Row daily to perform what good works he can be it providing food, starting fires, providing medical aid, or just good company to the wretched denizens of The Row.

If asked about The Baron, Samuel warns players that anyone they have encountered, with the exception of Mary Grimpus, has likely already informed The Baron of their presence and he will surely be prepared and waiting for them.

Samuel will not know what The Baron may have in store, but he will tell the players that Mary Grimpus would probably know his current location.

Samuel will tell the players where Mary Grimpus (**Encounter 8: Cautious Advice**) can be found if any of them promise to perform a good deed for one of the unfortunates they encounter in The Row.

THE FLYING FROG TAVERN



BATTLE



MAP