



THE MAYOR OF MAYVILLE

A ONE-SHOT ADVENTURE FOR LEVELS 1-2

BY DUMBEST DND



Credits

Story - John and Trent - Dumbest DnD

Cover Page Art - Isaac Bengé (@obsidianthehoax)

Review / Editing:

Snoop1000
Jason Lee
Kevin Snape

Changelog

V1.0 - December 24, 2023

- Initial release

SUMMARY

The party comes across Mayville, a city on a hill that is inhabited by naive-but-happy folk. They are preparing “We Love the Mayor Day” to honor their beloved mayor.

As the party learns more, they learn Mayor Chad Fantastic is the leader of a group known as the Pilferers and they’ve been taking advantage of the town for years.

USING THIS ADVENTURE

There are four core sections of this adventure, each taking place in chronological order over the course of an afternoon. The characters within are adjustable as are the motives, monsters, and loot. If you want to run this as a true one shot, we believe you can move through this adventure in under four hours.

The *tone* of this adventure is intended to be comedic. The NPCs are larger than life, and boisterous in their mannerisms. Lean into the ridiculousness of their character.

CALL TO ADVENTURE

Mayville can be either a standalone city or the primary home location for the party.

Other options would be to tease the adventures of Mayville’s mayor in manuscripts, to spread rumors in other towns, or to establish one of the party members as a Mayville local, returning home to check on their family.

INTRODUCTION

Players cross the rolling meadows and spot a town on a distant hill. Nearing the base of the hill, the road turns to well-kept cobblestone, and a sign reads “Welcome to Mayville.”

“A simple town, full of simple folk, Mayville shines bright in a dark world.

Their primary export is nut varieties (cashews, chestnuts, acorns, pecans, etc) thanks to a local Druid, Dee Lodash. Dee’s Nuts put Mayville on the map, and continues to

CHAPTER 1

As the party proceeds further up the hill along the main road, they pass cozy cottages, some local merchants, and happy townfolk scurrying about. They notice banners hanging between the

homes saying “We love you, Mayor,” and “Mayor Fantastic 4 Lyfe.”

Along the main street are four large floats, each depicting some scene of victory where a man stands atop his foes. The enemies are cartoonish and exaggerated. The first depicts bandits, the second goblins, the third werewolves, and the fourth orcs.

Some human townsfolk are putting the finishing touches on the floats and hum as they go about their work. They notice the party and wave, big grins on their faces. Unless the party interrupts them to talk, the folk happily go about their business.

Through conversation with townsfolk, the party can learn more about “We Love The Mayor Day,” where they celebrate the anniversary of their Mayor, Chad Fantastic, leading them out of danger by repelling a horde of bandits from ravaging the town, all on his own (*you can find NPCs in Appendix A along with more on Mayville’s buildings and merchants*).

Parts of conversations the party may hear:

- On the day the bandits arrived, they rang the town bell to alert their mayor but he was nowhere to be found! They rang the bell relentlessly but to no avail, as the bandits pillaged and raided the town.
- Luckily, Chad Fantastic, an attractive traveler who recently arrived in town, burst out of the tavern and fought the bandits with his bare hands.
- He fought off at least 100 bandits himself, chasing them away and saving our beloved town of Mayhill.
- The taxes the new mayor implemented are steep, but at least the town is safe! Mayor Fantastic uses these taxes for an “elite invisible infantry unit” for maximum town defense.
- We owe our lives to Mayor Fantastic!
- We never heard from our Mayor, Giles Stallman, again.
- He had been our mayor for 30 years and abandoned us just when we needed him most.
- Mayor Fantastic would never abandon us; he promised, unlike Mayor Stallman, that rat bastard.

Making their way downtown, the party arrives at the town square where even more decorations adorn the buildings and street. Most notable is a gigantic inflatable, held down with ropes, of

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnic and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2018-2022 by **Creator Name** and published under the Community Content Agreement for Dungeon Masters Guild.

Mayor Fantastic, his chin taking up a majority of the inflatable's real estate.

Additionally there are two major landmarks.

The first is a gigantic bell, freshly polished and practically new.

Opposite the bell, they see the second landmark: a statue of a man with a chiseled jaw, stunning physique, and dwarven plate armor. The statue glints in the noonday sun, blinding the party.

MAYOR FANTASTIC

The chiseled jaw statue is that of Chad Fantastic, real name Chad Pilferson, who settled into town a few years prior. While the townsfolk see him as a hero, he is actually taking advantage of them.

He and the rest of the Pilfersons, a failed acting troupe, act out elaborate battles and conflicts, each with Mayor Fantastic coming out on top as the victor. Any time someone in town begins to suspect something is strange, Mayor Fantastic wins another impressive victory, "saving the town" once again.

Those that oppose the Pilfersons are exiled or worse, and newcomers typically don't last long (by choice or by force).

The Pilfersons stay hidden throughout most of the year, disguising themselves when they leave their dungeon home to retrieve supplies, all the while living a life of ease thanks to the gold from the townsfolk for Mayor Chad's heroics.

CHAPTER 2

As the party inspects the statue, a man frantically runs to the bell and begins furiously ringing. He shouts to the gathering crowd, "come quick, there's a horde of undead climbing out of their graves! Mayor Fantastic is headed there to protect us!"

The townsfolk race down the road, cajoling the party to join them; despite the clear-and-present danger, the townsfolk appear more excited than afraid. As the party reach the graveyard, they see Mayor Fantastic leap onto a tombstone and announce:

"Have no fear, citizens; I will protect you!"

A few stoic mayoral aides have cordoned off an area back from the graveyard, so the townsfolk can watch at a safe distance. Read the following:

"Scanning the graveyard, you see Mayor Chad Fantastic, shining brightly in his iconic armor flailing his arms wildly. In one hand he wields a greatsword, the other is empty, used for casting spells at the undead.

As he takes a broad swipe, he slices several of the undead across their chests, spraying gallons of blood into the air. The undead fall to the ground, releasing dramatic, gurgling cries as they writhe and twist until they writhe no more. 30-40 more undead shamle toward the mayor.

Chad strikes a pose, exuding nothing but confidence, winking at you and flashing his winning smile of pearly whites."

DM Notes: Consider having Chad wink at the party member most closely tied to Mayville. The undead are all members of The Pilfersons, Chad Fantastic's troupe of bandits.

If the party watches the battle, they can roll Insight checks to learn more about what they are seeing. DC16 or higher reveals the skin of the undead is painted on, with fake wounds and makeup for effect. Also, when Chad strikes any of the undead they collapse very quickly and stay in one piece. The red blood is also variations of a tomato sauce and colored water.

During the course of the battle, Mayor Fantastic shouts out his spell attacks in a strange language that the party has not heard before:

- When he yells "emkcatta" the undead appear to shamle forward
- When he yells "daedpord" the nearest undead fall down defeated
- When he yells "taerter" and all the remaining undead return back to their graves or collapse to the ground.

If the party joins the battle, the mayoral aides break their stoic appearance and nervously say, "ah, no need to assist; the mayor's got this." If they choose to proceed with helping Mayor Chad:

- When a player strikes an undead, that target is immediately defeated. In response, all nearby zombies look nervously at the attacked player. The party hears one of them say "what the f--- uh, i mean...braiiiiins."
- The blood looks very different than when Chad strikes the undead.
- After the party dispatches 3 or more of the undead, Mayor Chad frantically yells, "taerter" again and the remaining undead flee.



If the party becomes wise to what is happening and confronts Mayor Chad, he will keep up the act until the party gets close. Once close he yells out "elbuort" and throws a small vial onto the ground. It explodes in a burst of confetti and knocks the party back five feet. Chad jumps behind a grave and opens a manhole, disappearing into the tunnels (#2 in Chapter 4). The undead make an attempt to prevent the party from giving chase, but if 5 more "undead" are dispatched, the others will run away to their graves. If the party follows into the tunnels, the townsfolk will panic and head back to the town square. *Proceed to Chapter 4.*

If the ruse continues, Mayor Chad gives a final "taerter" command. As the remaining undead fall or retreat back to their graves, the crowd cheers: **"Three cheers for Mayor Fantastic, hip hip....hip hip....hip hip!"**

Mayor Fantastic takes a quick bow and sprints away. If the players look closely, they can notice that the mayor looks more worried now than when the battle was being fought: he's sweating, his smile is weaker, and he keeps casting uneasy glances at the undead.

"There he goes again, saving the town," comments one of the townsfolk, "I can't wait to congratulate him on yet-another accomplishment at tonight's victory feast!" They turn to talk to the party directly. "We'd love to have you newcomers join us as well."

CHAPTER 3

Returning back to the town's square, the townsfolk seem distressed. "In all the previous town-saving

battles, Mayor Fantastic has come straight to the square to kick off the post-fight feast." They also note he seemed different than usual in the fight.

The townsfolk are worried about the Mayor and ask the party to go check on him at his residence while they finish the preparations for the feast.

Approaching the mansion's sprawling grounds, the most perceptive, DC12 or higher, of the party get a strange sense that the home is vacant. Additionally, despite being labeled as a "mansion" by the locals, the mayoral residence resembles any other standard home seen in Mayville, with the exception of garish and gaudy sign that reads "Mayor's House" hanging overtop the door.

As the party walks into the small home, they find that the interior is equally unimpressive: a simple bedroom, simple kitchen, and a home office.

The kitchen is largely empty, almost what one would see in a staged show home. The same is true for all other rooms; for example, the mayor's office, which one would expect to be cluttered with papers and official documents, is completely empty save for the desk, chair, and a large flag of Mayville tacked to the wall.

Party members investigating the office find that the flag is billowing strangely, despite

there being no air flow or open windows in the office.

Pulling the flag aside, the party discovers a doorway and a large stone staircase that descends beneath the home. The party hears muffled shouts coming from the bottom of the stairs.

If the party has not determined that there is an opening behind the flag, they will hear Mayor Chad's voice coming from that direction.

CHAPTER 4

As the party reaches the bottom of the staircase, they see multiple corridors, one branching off to the east and another to the west.

To the north, there are a couple of closed doors. They hear voices coming from further in the dungeon, with intermittent shouting from Mayor Chad from further in the dungeon.

THE PILFERSONS

The Pilfersons come from a long-line of B-List actors who traveled in wagons, from town to town, presenting plays of heroic adventures and dashing heroes. For many years, this had been a suitable way of life for the family.

However, Chad's grandfather, Tad Pilferson, made the mistake of wanting to elevate his art to satirical social commentary. All it took was one play that presented the reigning monarch in a negative light to ruin the family business.

Following Tad, the Pilfersons struggled to get by. Blacklisted by royals and nobles, they now performed only for the rabble who had little more than a few copper to toss the family's way. Chad had enough. He was tired of being hungry and laughed at by idiots in the crowd. Instead of playing men of greatness, he wanted to take control of his life and *be* one instead (even if the heroics might be a bit...staged). Chad left the troupe and vowed to put his acting gifts to better, more lucrative, uses.

Along the way he added to his "family" finding similar-minded bandits and adding them to the group. As the party reaches Mayville, The Pilfersons are 80-100 strong, with many blindly following Chad's plans.

GENERAL DUNGEON NOTES

Unless otherwise stated, all doors are unlocked, heavy wood doors. The walls are thick and dampen the noise of the party or the bandits within the dungeon.

Torches line the walls, making it easy to see in the primary hallways. The ceilings are 10 feet high.

1. DUNGEON ENTRANCE

4 Swarms of Rats

A large open room with pathways in all directions.

After 2 rounds, the sounds of rats begin to fill the air from the tunnels. If the party remains in the entrance for 2 more rounds, two swarms of rats appear from each tunnel and attack the party.

2. THE TUNNELS

1 Swarm of Rats

There are two tunnels going off to the east and west, each extending for hundreds of yards. At the end of each tunnel is a ladder leading to a manhole cover that opens into the graveyard (east) and the town square (west).

The tunnel to the west opens inside the statue of Chad Fantastic that they saw when they were in town earlier.

Players can exit the monument through a side-panel or stealthily survey the surrounding area through the eye holes of the Chad Fantastic statue.

If the party explores any of the tunnels, a **Swarm of Rats** will attack them after 40 feet.

There is nothing of note other than the ladders and manholes.

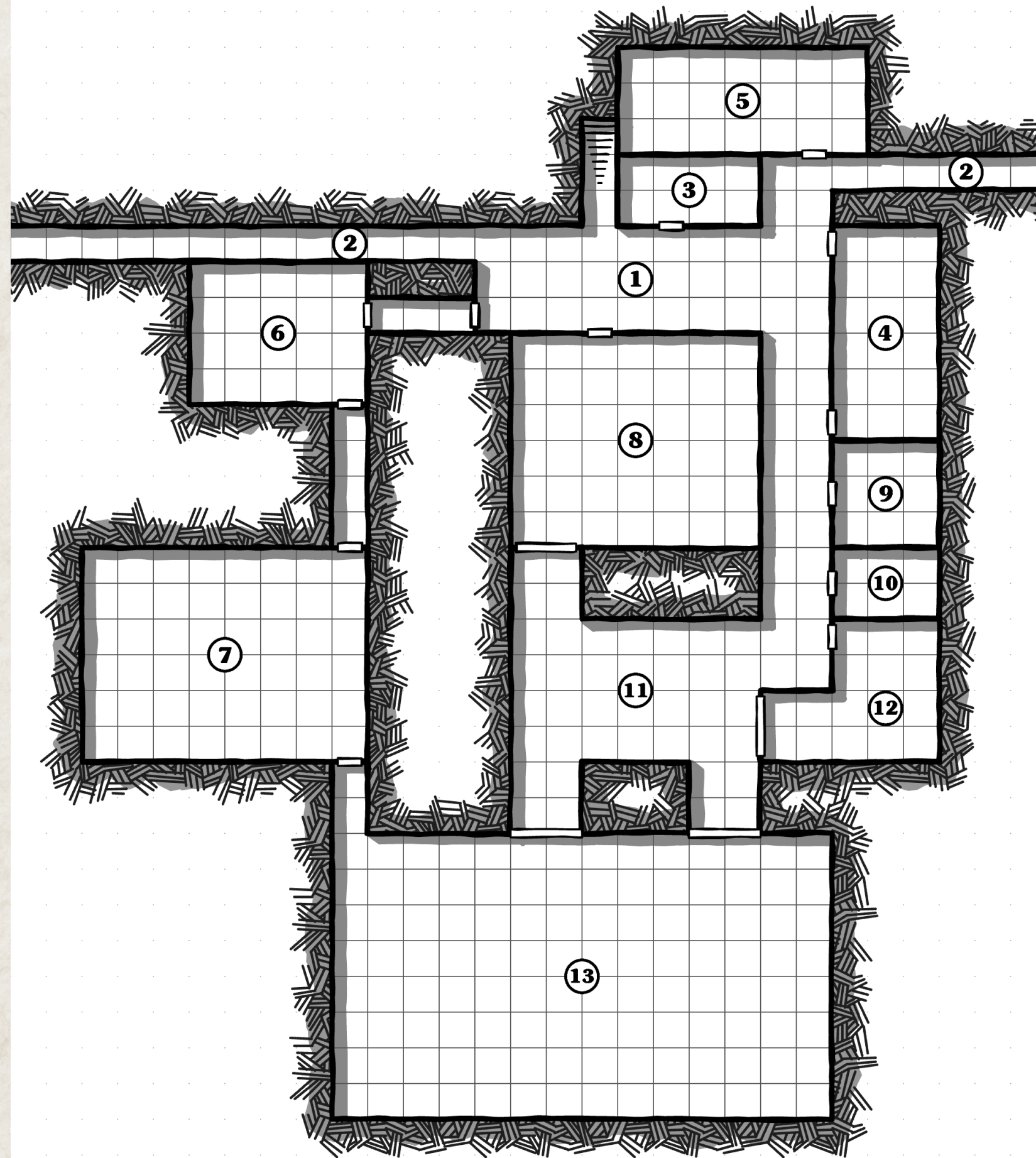
3. THE BATHROOM

1 Bandit (from the kennel)

As the party nears a door to this room, a man emerges, a book tucked under his arm titled "Thieving Today", and stops in his tracks. If the party does nothing he attempts to go toward the kennel to alert whomever is within.

If the bandit makes it, he goes into the kennel and unleashes the Mastiffs within.

If the party prevents the man from entering the kennel, but they delay too long (e.g. by asking questions), the other man in the kennel will peek out and shout "everything coming out okay?" If he sees the party and if the man from the bathroom is alive, he will attempt to de-escalate while also casually releasing the Mastiffs.



If the man from the bathroom is not alive, the man in the kennel will yelp and attempt to lock himself in the kennel, DC14 to unlock.

4. THE KENNEL

3 Mastiffs, 1 Bandit

Along the back wall of the kennel are three large steel cages, each housing one *Mastiff*. The Mastiffs are well-fed and appear to be well-trained by the bandits. As soon as they pick up the party's scent, the Mastiffs begin to snarl and bark, angered by any and all actions of the party. If left to bark, they will rouse the bandits in The Barracks from their slumber.

The locks on the cages are DC16 or there is a ring of keys on the wall nearest the hallway. If the party dealt with the two bandits responsible for the kennel already, they can attempt to calm the beasts with Animal Handling check of DC15.

5. THE WAREHOUSE

No enemies

The party opens the door into a large room covered in piles of costumes and cluttered with boxes of props. They can see costumes of werewolves, goblins, and orcs, each with matching accessories strewn about the floor. There are also some recently worn zombie costumes, paints, and prosthetics that match the appearance of the undead the party saw in the graveyard.

Off to one side is a large and unfinished paper mache dragon that looks like it will take 3-4 people to properly operate upon its completion.

The party is able to don any of the costumes or take them for use later on.

At the western wall is a small unlocked chest with a few items inside including a bag of 50cp, a Coin of Certainty (brass coin that always lands on heads), and one Potion of Healing.

6. ARMORY

No enemies

This room has no torches and is engulfed in darkness. It holds all sorts of weapons collected over years of banditry. There are clubs, handaxes, spears, lances, longswords, a crate of slings, and a crate of nets. Each is sitting inside wooden frameworks along the walls. There is a closed door in the southern corner of the room.

There are no enemies within this room unless the party was followed. If the party decides to do some looting of weapons, they might attract some of the bandits from the Training Room to the south, unless they succeed on a DC12 Stealth check.

There is a small locked chest on the western wall with a DC12 lock. The chest contains: one Potion of Healing, one Scroll of Fire Bolt, and 5 copper ingots.

7. TRAINING ROOM

1 Bandit Captain (has #9 Prison key), 3 Bandits

As you open the door you hear "I've seen Flumphs that can hit harder than that!", from the captain. The three bandits parry against wooden mannequins, splintering wood chips onto the floor. They are using shortswords and the clacking of their blades lowers their perception.

The party has advantage on Stealth checks in this room.

8. BARRACKS

6 Bandits, sleeping/incapacitated

The Bandits are sleeping off a really bad hangover and will not be easily awakened. Two of them are wearing frilly sleep masks while another is clutching a teddy bear. The bear has a crude hand-drawn picture of Chad Fantastic's face taped to it.

At the end of each bed is a footlocker, with basic clothing inside. The DM could add some journals or handwritten notes that give further insight into the situation they are in. See *The Pifersons* sidebar.

Other than clothing, the party could find: 2sp, a non-magical belt (but it's really nice!), and one Biscuit of Bless (when consumed, the consumer casts Bless instantaneously).

9. PRISON

No enemies

The door to this room is locked with DC20, or there is a key on the Bandit Captain in the Training Room. On the heavy metal door is a latched window that is large enough to see into, measuring about 5 inches high and 10 inches wide.

Inside the prison are three jail cells, two of them are occupied by the following:

A *fat old man* in tattered rags, sitting on a cushioned chair and tossing bits of meat and cheese into his mouth. His cell has various books and journals scattered about and the bed against the wall appears to be quite comfortable. All signs point to this being the former Mayor of Mayville, Giles Stallman. He titters as he reads and will not notice the party unless they call out to him.



GILES STALLMAN

The former mayor has been in this dungeon since his disappearance. Contrary to what the townsfolk believe, Giles Stallman hired Chad to take over after seeing his performance of Three Kobolds In A Trenchcoat.

Giles was tired of the day-to-day of mayoring and simply wanted to sit around and read romance novels from around the Realm. Chad has afforded him that opportunity, keeping him well fed and importing all sorts of books from regions around Mayville with titles like, "Lady Chatterly's Bodak," "The Banshee of the Opera," and "Fifty Shades of Greyhawk."

The former Mayor has very little interest in returning to town as their official, but can be convinced if he believes Chad is doing a poor job or there is a threat to the sourcing of his books.

A *strange man* wearing a crown made of mushrooms. He mumbles to himself and has scrawled something unintelligible along the

entirety of the wall. A strong Nature check could reveal that the message means something, or it's gibberish (up to the DM if they want to tie it into a broader campaign arc). Not even the bandits are quite sure how the King of Mushrooms got there, but he is a quiet prisoner and has not caused problems.

Nothing else of note is in this room.

10. TREASURE ROOM

No enemies

The lock to this room is beefier than the others, with a DC25 to unlock, or Chad has a key on his person.

This room contains all the treasure The Pifersons collected over the years, but it appears to be empty, other than one or two bags in the center of the room.

Inside the party can find 1800 cp, 900 sp, 20 gp, moss agate (10 gp), obsidian (10 gp), turquoise (10 gp), one Potion of Greater Healing, one Potion of Hill Giant Strength, one Tin Hat,

11. DINING ROOM

3 Bandits

A large wooden dining table sits in the center of the room, mostly empty other than some plates of food where 3 bandits are eating and discussing the day's events.

If the party killed any of their comrades during the attack of "undead", the Bandits are mournfully toasting their fallen comrade(s) and sharing memorable stories about them.

If their Bandit friends survived the earlier day's events, they are snacking on salted meats and cheeses, complaining about the newcomers to town and how furious this turn of events has made Chad.

One of them stands up bravely, brandishing a butter knife, saying, "Why, if those visitors walked in here right now, I'd personally show them a thing or too about messing with Chad's boys!"

12. KITCHEN

2 Thugs (heavilyset, wearing aprons)

One Thug is busy salting a stew over a roaring fire. The other Thug attempts to juggle a couple of butcher knives, despite the first Thug's warning that he's going to hurt himself.

Startling the Thugs results in the second Thug noisily dropping the knives and dealing 1d4 slashing damage to himself. The first Thug will attempt to fend off the party with a ladle while moving toward his axe that's leaning against a nearby wall. It will take him one round to reach the axe.

13. AUDITORIUM

See Chapter 5

CHAPTER 5

The party opens the door into a sprawling auditorium (#13). The room is gigantic, with ceilings that are 20-feet high and adorned with chandeliers, bathing the room in candlelight.

Two chandeliers are in the center of the room, while one is directly over the stage itself. The ropes holding the chandeliers up have AC12 and HP 10. If dropped, they do 3d6 bludgeoning damage to anyone beneath the chandelier. Creatures beneath will also need a DEX save of DC12 or be knocked prone.

Read the following:

At the front of the room is a large wooden stage, on which you see Mayor Fantastic, looking less handsome and more frazzled. His back is turned to the door, and he is busy talking with two bandits. The bandit helps undo his magical belt, breaking the illusion of chiseled abs and revealing Chad's generous gut. His prominent jaw also recedes into his face, revealing multiple chins.

"We will get them next time, sir," one of the Bandits says, slinging the belt over his shoulder and, as a result, looking a little more muscular and attractive.

Mayor Fantastic looks a little less convinced. "We've had such a good thing going for so long now," he grumbled, using a hanky to dab between his sweaty fleshy folds. "I want these interlopers out of my town before they learn too much."

Wandering around the room are 2 more Bandits and a Thug. The Bandits are engaged in conversation about what the Kitchen Thugs might be cooking for the evening supper. The Thug is trying on a wig and reciting tongue-twisters and vocal exercises.

The room is well-lit, so it is very likely that someone will see the party at this time.

With the party identified, Chad is spooked but quickly regains his composure.

"Ah, the adventurers," he says through a smile. "So good of you to retrieve me for the feast. I was just freshening up after vanquishing those dastardly undead."

Chad will continue to play off the situation as if he's done nothing wrong.

If confronted about the charade, Chad will shrug it off, claiming this year was different and they wanted to put on a good show for the townsfolk. If given the opportunity he will put his belt back on, instantly regaining his muscles and chiseled jawline.

If the players press further, and Chad begins to worry that the jig is up, he will say, "Wait a moment," holding up his hands to frame the party, as though imagining a photograph, "I didn't realize it before now, but you all look like natural performers. There's just something about your aura that beguiles the eye. Isn't that right, gentlemen?"

ROLEPLAYING MAYOR CHAD

Mayor Chad exudes unmatched confidence and charisma. His voice should be thick and cheesy, like an over-the-top superhero. Some additional tips:

- Chad thrives on the love and attention of others. If a conversation ever strays too far from being about Chad (how attractive he is, how helpful he is, how much better he is), the mayor should immediately find clunky ways to segue back into a conversation about him. For example, the party comments on how well-built the architecture is of the town; Mayor Chad says, "you know who's also well-built?" and then promptly flexes his rippling muscles, finishing the thought, "**this guy.**"
- Chad always leads and never follows.
- He's broad and often strikes a resting pose with hands on hips, making him take up even more space and look wider than he already does.
- If any players have shiny plate mail, Chad's eyes keep glancing down to look at his own reflection, in which he winks, smiles his pearly whites, fixes his well-quaft hair.
- Chad cannot be intimidated while he's in his "Chad Fantastic" persona. Any attempts at others to out-macho him will result in him either showing off himself, or simply laughing off the player's pathetic display.
- Chad is an expert at humble-bragging. He will talk about his great feats, but when others talk about them, he says things, "Oh, it's no big deal...all in a day's work...guys like me have a responsibility to keep others safe; it's called being a hero." He typically ends sentences like this with a wink.

The two Bandits take the hint immediately and begin to nod, saying things like "wow, you're right, boss" and "how did we miss this before?" The Thug who was getting frustrated with his tongue twisters earlier agrees begrudgingly, but it is clear that he's pouty and jealous that Chad's never praised his own acting chops.

"You know what they say about actors barely scraping by?" Chad continues, "It's nonsense. You simply need to find the right audience, the right venue, and let me tell you: we have, right here in this oblivious little town. Aren't you all tired of life being so hard? Isn't it time to have a little fun and take things easy?"

To further attempt to placate the players, Chad might ask them to try on a few costume pieces and hear some of their accents, instructing them to play the roles of various monsters and other baddies that could potentially attack the town in the future.

He runs this like an audition, although Chad is very generous with his comments and tries to sugarcoat any criticism. This scene opens up the opportunity for players to join Chad's team of bandits or, if not, to use the charade to drop Chad's guard and, perhaps, close in on the stage.

The Thug also runs and fetches some ale for everyone, allowing those gathered to have a good laugh and bond as Chad attempts to broker a peace with the players. If the party allows this, the Thug will also retrieve the still-sleeping bandits in the Barracks.

Depending on how well the "audition" goes, Chad might genuinely want the players to join his team of bandits. However, if he is unimpressed, he won't tell the players directly but, rather, start hatching his own plans to get the players captured: a round of drinks laced with a sleep agent, trying on costumes that have broken zippers (so once players are in them, they are stuck and can't easily escape their colorful "bindings"), etc.

This could also escalate into a "trial run" where the players pose as monsters and attack the village, allowing for Chad to save the day. However, unlike with his own men, he won't use fake weapons or soft blows against the players; rather, he will go all out to destroy them, even encouraging the disillusioned townsfolk to join the fray against the now implicated players.

If the party is being attacked as they enter the auditorium, Chad will tell the bandits to cease.

"Gentlemen, gentlemen, this is no way to treat our distinguished guests!"

If the conversation results in a fight in the Auditorium, all bandits and Thugs in the room will take the lead of Chad, who spends more time directing them than fighting. He will buff the other members of the Pilfersons with his bardic spells, fleeing around the room and away from the party any chance he gets.

After three rounds of combat, an **Ogre** named Brad breaks through a wall behind the stage, shouting "CHAAAAAD, I finished practicing...oh, are you replacing me again!?"

Chad shouts about the wall, scolding Brad about needing to use doors "like we practiced," but quickly realizes he can leverage Brad in combat. Regardless of whether the party attacked Chad so far, he will use Prestidigitation to appear bloodied, calling out, "Brad, these awful people have hurt me! Be a good lad and kill them for me would you?"

BRAD PILFERSON

Brad is a frustrating part of the Pilferson family. He is a huge fan boy and has been following Chad ever since he performed a one-man show to prevent getting pummeled by Brad on a bridge the ogre was protecting.

Chad promised to teach Brad his ways, but, being an Ogre, Brad is slow to learn. The largest of the Pilfersons, Brad tries hard, but consistently rips costumes, botches lines, and disappoints Chad at every turn. He will do anything to stay in Chad's good graces, even if it means smashing a few adventurers to bits.

Brad will fight the party to the death, with Chad cheering him on, but still staying out of battle.

If there are still bandits remaining, once it looks like Chad and/or Brad will be defeated, they will flee, leaving everything behind. It is unlikely that any of them will seek vengeance on the party afterward, but it could make for a good future encounter.

CHAPTER 6

If the party defeats Brad and the other bandits, or drops Chad to 1 HP, Chad begins to bargain with the party.

"Please, enough is enough," he cries out, shielding his quickly-swelling face, "We aren't so different, you and I. We are both ambitious people who know how to get things done. Well then, why can't everyone here win a little?"

At this point Chad will do anything to keep himself alive, regardless of the status of his comrades. A few different options of how Chad may react in this scenario, each getting progressively more unhinged:

- Chad pleads with the party to let them all go, promising that he'll never come back and will leave the town of Mayville alone. This is mostly true, though Chad is likely to try the antics again in another town.
- Chad offers to pay the party off, offering 200gp to look the other way.
- If the party is unwilling to take the fee, Chad will offer the party a cut of the taxes and loot that he obtains from the townsfolk, begging the party to let him continue the charade. He will note how happy the townsfolk seem with him in charge and how everyone is better for his leadership.

If the party is resistant to any of the ideas, he will become frustrated and lash out, saying that the party will regret messing with him. He will attempt to rage from whatever position he is in, but it is of no use.

DECISIONS TO BE MADE

Here are some key decisions for the party to make. Some suggestions are provided below, but your players will likely come up with their own creative solutions.

- **What to do with Chad, Brad, and the Bandits?** Destroy them, exile them from Mayville, allow them to keep running their scam
- **What to do with the Old Mayor (if they found him in the Prison)?** Keep him imprisoned (so the lie remains intact), reinstate him as mayor, release him.
- **What to tell the townsfolk?** The truth that it was all a trick, that they have joined forces with Chad Fantastic to ensure the continued success/safety of Mayville, that Chad fell valiantly to some beast and, with his dying breath, entrusted the future of Mayville to the party.
- **What to do with the underground network?** Seal it, use it as a base of operations for the party, explore it to possibly uncover hidden passages/loot from the ancient days of Mayville.

After the party deals with Mayor Chad, they should return to the tavern where the townsfolk are still waiting patiently for their return.

Upon entering, the townsfolk will shout "huzzah!" Not knowing who is coming through the door.

If only the party returns, the townsfolk will be confused and ask a lot of questions about where Mayor Chad has gone.

With no evidence, the townsfolk will grow aggravated with the party and accuse them of murdering their beloved mayor. "Everything was fine until you lot showed up!"

There is a small chance that the party can become the new mayor, but the townsfolk will put up a fight at this idea.

If the party returns with Mayor Chad they will be ecstatic and move forward with the feast as planned. Mayor Chad will resume his "Fantastic" facade, but his smile drops slightly any time the party comes into view.

If the party returns with Giles Stallman, the townsfolk are flabbergasted and begin to weep, mourning the loss of Mayor Chad, revealing how much they hated Mayor Giles.

The townsfolk offer to erect a statue in the party's honor: this involves taking all the existing Chad Fantastic statues and just reshaping the face to look like the players' (mostly just grinding down the chins).

APPENDIX A: OTHER NPCs

Dee Lodash - Human Female Druid

Regarded as the matriarch of Mavville's merchants, Dee is the owner of a nut procurement operation. She and her tiny army of squirrels forage for cashews, walnuts, and all sorts of nut varieties from around the area.

Dee is very serious when it comes to her operation, Dee's Nuts, but outside of that is jovial and enjoys a good joke.

The Biggle Brothers - Halfling Male Businessmen

Ted and Ed Biggle are middle-aged halfling brothers who inherited their father's ball-bearing empire after his mysterious passing. Ted is the brains of the operation and Ed...well, he's there.

No one is quite sure where the ball bearings come from, but Ted and Ed have grown their franchise, Biggle's Balls, to every town in the realm, with Mayville as one of their larger settings for success.

If the party is kind to the brothers, they may even offer to let the party become Biggle's Balls franchisees and rake in 2d10 gp per in-game day.

They can also give out quests, like tracking down their lost shipment of blue ball bearings, finding a rare fabric that they will be using to make sacks to put their ball bearings into, 100 at a time of course, or fighting off an ogre who insists on, as they put it, "busting our balls" with his giantclub, thinking there are gems inside.

With their broad reach, Ted and Ed may even have realm-wide knowledge the party can learn, but it won't come without a price.

The Biggle Brothers are indifferent when it comes to Giles Stallman, happy with anyone being in charge so long as it doesn't affect their business.

Ferrous Bueller - Human Male Blacksmith

A younger blacksmith than most, Ferrous is taking over the family business in Mayville so his father can take some well-deserved vacations. He's pretty lazy, but has the ability to make or procure common gear. If the party revisits Ferrous later on in a campaign, he will almost certainly have the same wares unless asked to source something more rare.

APPENDIX B: STAT BLOCKS

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)
Hit Points 11 (2d8+2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Speed 30 ft.
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)

ACTIONS

Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

BANDIT CAPTAIN

Medium humanoid (any race), any non-lawful alignment

Armor Class 15 (leather armor)
Hit Points 65 (10d8+20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Str +4, Dex +5, Wis +2
Skills Athletics +4, Deception +4
Senses passive Perception 10
Languages any two languages
Challenge 2 (450 XP)

ACTIONS

Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

THUG

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The thug makes two melee attacks.

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. Ranged Weapon Attack: +2 to hit, range 100/400 ft., one target. Hit: 5 (1d10) piercing damage.

SWARM OF RATS

Medium Swarm of Tiny Beasts, unaligned

Armor Class 10
Hit Points 24 (7d8 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 30 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP)

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bites. Melee Weapon Attack: +2 to hit, reach 0 ft., one target in the swarm's space. Hit: 7 (2d6) piercing damage, or 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

BRAD

Large giant, lawful evil

Armor Class 11 (thespian attire)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19(+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses passive Perception 8, darkvision 60 ft.
Languages Common, Giant
Challenge 2 (450 XP)

ACTIONS

Greatclub. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (1d6 + 1) bludgeoning damage.

Script. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

CHAD FANTASTIC

Medium humanoid (human), chaotic neutral

Armor Class 11 (natural armor)
Hit Points 31 (3d10 + 17)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	13 (+1)	13 (+1)	18 (+4)

Damage Resistances psychic
Senses Passive Perception 13
Languages Common and one other
Challenge 4 (1,100 XP)

Spellcasting. Chad is a 3rd-level spellcaster. His spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Chad has the following bard spells prepared:

Cantrips (at will): Vicious Mockery, Prestidigitation
1st level (4 slots): Bane, Healing Word, Disguise Self, Heroism
2nd level (2 slots): Aid, Enhance Ability

ACTIONS

Inspiring Performance. Chad uses his bardic abilities to inspire his allies. Each friendly creature within 30 feet of Chad gains temporary hit points equal to 1d6 + 4.

Inspiring Melody. Chad plays a captivating melody, granting all friendly creatures within 30 feet advantage on their next saving throw.

Slash of Stagefright (3/day). Melee Attack: +5 to hit, reach 5 ft., one target, dealing 1d6+3 slashing damage. The target must succeed on a DC14 WIS saving throw or find themselves suddenly beneath a spotlight. They are frightened for the duration and will try to move away from where the spotlight is cast.

Jaw of Steel. Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 1d4+2 bludgeoning damage. In a bind, Chad rears back and uses his chin to attack his enemies.