

The Beermarket of Weirgarde

A Dungeons & Dragons (TM) Setting



Written & Illustrated by Davis Lodzins
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The Beermarket Of Weirgarde

Introduction: Weirgarde is a quiet and unassuming town, a cozy refuge for skilled craftsmen and welcoming folk of all walks of life. Once a year, near autumn's end, it hosts the marvelous Beermarket, a festival of drink, feasts, contests, and much rejoicing. Many a tale has started in these snow-covered lands, and even the most famed of adventurers can often remember their humble beginnings – winning a contest of bluffing with their friends, amidst the applause of the townsfolk, the cracking of the great bonfire, and the smell of fine dwarven beer.

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Green Bird RPGs

Hello, this is a chance to say a little about Green Bird RPGs and introduce ourselves to the world. We are two people with a great love for games and in particular RPGs. With thirty years of RPG experience between us, we felt it was time to give something back to the community and have some fun doing so.

We are writing supplements for DnD Fifth Edition, which will be published through Dungeon Masters Guild, plus other OGL / OSR material when we feel the urge.

The material is designed to be dropped into your pre-existing campaign setting with but a few tweaks, adding colour, character and adventure to the world you are playing in.

We aim to provide high quality content in settings and play-tested adventures, with brand new monsters and magic items. These will come with hand-drawn illustrations and maps. In this, we hope to assist you in offering your players the experience they deserve.

Cheers,

Richard and Davis

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Introduction

The Town of Weirgarde

A former garrison in the northern regions, Weirgarde is home to no less than nine-hundred souls. It is a pleasant and welcoming place, one that spends most of its months covered by a thin blanket of snow. The town is well known for its skilled craftsmen, who use a variety of materials to produce tools both simple and exquisite, ranging from hammers, gears and axes to complex alchemical equipment, optics and glassware. The untouched evergreen forests and rugged terrain has proven to be a fertile environment for hunters and furriers, whilst the consistent cold weather allows the growth of alcohol production industries, with several prominent craftsmen competing for the honour of the best brewer. Due to this wintery climate, Weirgarde has to import a lot of its food from other regions, and is thus familiar to trade and hospitable towards travellers. It has a stable, peaceful population, comprised of some 500 humans, 300 dwarves, and a smaller mix of most of the other peaceful races, such as elves, Halflings, gnomes and half-orcs.

At the easternmost border of the town is situated a robust wall, which defends a narrow valley that allows further ascent into the mountainous region. This wall, often called the "Weirdoubt", is a relic of more ancient times, being far too massive and foreboding for such a diminutive settlement. Another landmark is the market square, which hosts a large bonfire, typically lit for much of the year. Hearthfire is the most famous workshop in town, a smithy owned by the venerable dwarven artisan Galvin Hearthsong. Although no longer in his prime, he still produces desirable equipment, and many younger apprentices travel to Weirgarde to seek his knowledge. Egmond's Hall is the single major inn of the town. It is spacious and luxurious enough for most tastes, with some thirty rooms to accommodate travellers and traders alike.

The Beermarket

For one weekend each year, Weirgarde hosts the famous event known as the Beermarket. It is supported widely by businesses and citizens alike, and many prepare their own brews well in advance to compete for the bronze pitcher - a coveted and highly symbolic trophy. This event also instigates a street fair, guaranteeing a large influx of commerce and visitors, often resulting in a temporary tripling of the town's population, as traders and people from nearby villages and farmsteads converge.

The locals, for the most part, support the Beermarket thoroughly, often hosting travellers in their own homes - all in the spirit of frontier hospitality. The event usually results in a lot of happy memories, as well as some hangovers, and many Weirgarders can trace the day of their parents meeting to the outdoor balls.

The origins of The Beermarket are shrouded in time, and even the dwarves will claim the event has been hosted for at least a few centuries. Some say that it marks the conclusion of a prolonged war, and the successful defence of Weirgarde. Others will claim it is simply an opportunity to sell wares to drunken customers, or celebrate the harvest of other towns and bounty of the land. Even the most ardent of historians, however, are typically disarmed by a mug of cold ale and a flash of warm smile.

Locations

The Market Square

A collection of wooden stalls, stone slabs and assembled tents, the market square bustles with activity. During the period of the Beermarket it is filled to bursting with various beverages and street food, with ever-popular shashlik that features grilled vegetables and fruit, meats of chickens, turkeys, boars and wild game, as well as pies of most imaginative fillings (three gold a piece for a gryphon-hind pie).

It is brightly lit from lanterns hanging atop decorated poles, whilst the stalls are loosely assembled in the shape of a half-circle. At the central location of the square, a huge, 20ft tall bonfire is erected for the Beermarket. Many gather around to sing, drink, and to throw their sorrows of the yesteryear into the roaring flames.

Egmund's Hall

The best and only inn in Weirgarde is located on the street above the market circle. Egmund's Hall is spacious and bulky, with large oak logs forming the walls of its two-storey structure. Comfortable, carved wooden furniture is placed throughout the drinking hall, and a giant table, which is able to host three-dozen guests, sits proudly in the middle. It is filled with thick white candles, kept alight by simple magic. Two great pots of stew are usually slowly boiling on one-side of this great hall, one with roots and grains, the other with autumn greens and meats. They fill the air with a warm, welcoming scent.

The guest-rooms are small but cosy, heavily lined in furs and mementos of great hunts. The guests are also offered a warm bathhouse and sauna, although the latter is usually reserved during the Beermarket period.



Hearthfire

The workshop of Galvin Hearthsong is a longhouse of heavy, decorated stonework. The entrance serves as a storefront, proudly displaying some of the finest wares in the region. On most days it will be attended by Galvin himself, who will be slowly puffing his pipe and ready to recount stories of each piece of armour to anyone who will listen. There are some exceptional pieces here, in both quality and cost.

The largest room houses a great forge, with several blackened slabs that serve as anvils. Further on, there is a common room, which hosts a small stove and a long oaken table with seven stools. Bookcases and shelves fill the wall, and the room is kept in a pristine state. Lastly, there are Galvin's private quarters, unburdened by luxury though heavily decorated with mementos of his long life and letters of correspondence with many of the regions traders, nobles and fellow smiths. In a more recently added section of the building, a bunkhouse is maintained, in case of visiting apprentices.

Weirdoubt

A long, imposing, fortified wall of black stone, Weirdoubt is a landmark of an age long past. This impressive structure is some sixty feet tall, stretching for almost half a mile across the eastern border of the town. Though the wall has two watchtowers, one on either end, it is unmanned in times of peace, serving mostly as a curiosity and a reminder of centuries old conflicts. Most of the locals prefer to leave it alone, and the wall serves as a kind of museum, with the frost having preserved many of its older banners, furniture and gear. Children have to be regularly reminded not to play there, and many of the youth, eager to prove themselves, attempt to scale the wall each year.

Personages of Weirgarde

Alstein Graywhistle

Lawful Neutral

The current mayor of Weirgarde, Alstein is a squirrely man in his late thirties. Somewhat foppish in attire, with bright red garments, blonde, curly hair and a waxed moustache, Alstein is more concerned with how he is perceived than the effective management of the settlement.

Egmund Krakenbone

Neutral Good

A large, burly man, with a thick beard and shaved head, Egmund is quick to smile and make friends. He runs the one major inn of Weirgarde, whilst being generous to his guests and employees alike. He takes the Beermarket seriously and is deeply concerned with the celebration running smoothly, as this brings him the greater share of year's business. Egmund does not drink alcohol during these festivities.

Galvin Hearthsong

Lawful Good

The most celebrated citizen of Weirgarde, Galvin is a famed dwarven smith, with centuries of experience. Late in his four-hundredth year, Galvin's senses have dulled somewhat, yet his work is still better than most smiths in the region and many come to Weirgarde to learn from his wisdom. He is small in stature, with long, gray-white beard and is typically surrounded by the smoke of his favoured pipe. Galvin is courteous and kind, though his near-celebrity status keeps him busy for most of the Beermarket.

Marri Yebeth (Fighter, level 3)

Lawful Good

The hand of the law in Weirgarde, Marri tries her best to keep the peace, a task that is at its most difficult during the Beermarket. She is a large, straw-blonde woman in her forties. She generally wears heavy chain armour, padded with strips of warm fur. She is seen as the more reasonable official of the city, and many might seek her help throughout the holiday. Due to this, Marri is always eager to deputize strong, responsible adventurers. She has a deep interest in history, and it is unlikely that anyone in town knows more about the Weirdoubt than Marri.

Anne Willows (Bard, level 5)

Chaotic Good

One of the few Weirgarders who has ventured far beyond its walls, Anne is an adventurer in her own right. Despite her travels, she is never one to miss the Beermarket, and will joyously participate in its storytelling contests, and share her loot in the charity auction. She is a confident, lithe woman in her late twenties, with short red hair and many freckles. Whilst pale in complexion, her face quickly turns red after a generous sampling of the Beermarket's wares, and she is ever eager to share her loud, boisterous laughter with the world.

Terrek Zin Kadish

Neutral Good

A strange sight in the wintery North, Terrek is a dragonborn. He is usually dressed in thick, fancy furs that cover his sharp, red-scaled features. This is Terrek's first visit to Weirgarde, and he has made quite a long journey to share his brew *Dragonkiss* in the festival - hoping to claim the main prize. Even more notably, Terrek is also selling the

hangover cure of his people, a thick, chewable gum, which tastes heavily of sweetened ginger. Despite the cold, Terrek is happily enjoying the festivities and profits, and will offer samples of his warming beer to anyone interested.

Grumber Shufflesmirk (Wizard, level 2)

Lawful Good

An older, well-groomed Halfling man, Grumber is responsible for organizing the charity auction of the Beermarket. Grumber is one of the few spellcasters in town, and can often be seen performing tricks to entertain the children. He is of cheerful, pleasant disposition, eager to help all who might encounter trouble. Grumber is particularly busy during the Beermarket, as it is his duty to perform the re-lighting of lanterns and the conduction of many a simple cantrip.

Vulpen the Mighty

Chaotic Neutral

A middle-aged Halfling gentleman who, in agreement by most, would occupy the unofficial position of the village fool. Vulpen is known for his love of drink and crude humour, and has spent many a Beermarket carousing around in drunken stupor, making ill-spirited remarks about anything that catches his attention. Most find him pitiable or entertaining enough, though some have made bets on when his Halfling luck will run out, and he makes a mean remark about the wrong person.

The Beer Selection

A matter of vital importance, the Beer Selection in Beermarket is truly diverse, and most palates will find a pleasant drink among these offerings. You are free to use these beers in any setting, with or without their game-play effects. The duration of these effects would last for around an hour, and the potency of our beers is measured in DDs (Drunken Dwarves), ranging from one to five.

	Beer	Beverage Description	Notable Effects and Additional Notes	Potency (DDs)
1	The Southern Sailor	A potent, red-brown beer with notable hints of cardamom and chilli pepper	A pleasant, warm feeling, along with spicy burps	2
2	The Lich Queen	A heavily smoked porter, boiled in oaken barrels over smouldering peat	A surge of concentration and awareness, +2 Intelligence	4
3	Kingsmare	A fortified brown ale, thick and bread-like	A very filling beverage	3
4	Peasant's Prize	A well-balanced amber ale, made from potatoes of the recent harvest	A sense of wholesomeness. +2 Constitution	2
5	The Wee Goblin	A light, almost flavourless lager, heavily over-carbonated	Most people regard this beer as heresy	1
6	The Paladin	Blonde ale in golden colour, The Paladin is both sweet and malty. It has no alcohol content	The Paladin is the beer of choice for the stagecoach drivers	0
7	The Rugged Gnome	A thick, heavily roasted stout with hints of chocolate, It is usually served in smaller glasses	A surprisingly strong drink, despite its diminutive size	5
8	Bardsong	A lightly flavoured beer, infused with syrups of lemon, orange and cardamom	A sweet, divisive taste, +2 Charisma	2
9	Springlove	A strong, heady red ale, with a generous mix of local meadow herbs	Might provoke allergic reactions in some	3
10	Krogg's Triumph	A sweet, dark malt, this brown ale features a secret ingredient	Rumours abound of each keg of Krogg's Triumph being infused with a few drops of wyvern blood	3

	Beer	Beverage Description	Notable Effects and Additional Notes	Potency (DDs)
11	Black Dragon's Anus	A dark porter, rich in fruity flavours with a harsh, bitter aftertaste.	Strong and filling, just two pints of this has put many a warrior under the table	5
12	Farmer's Frolic	Zesty and light, this blonde beer is the perfect summer sup	Two or three pints allow for advantage on Con checks	1
13	Kobold's Cry	A light stout with the hint of cherries and, when fresh, a large creamy head	Generally overlooked, this stout has fervent fans who drink nothing but	2
14	The Northern Sailor	A light red beer, weak in potency, but strong in bitter hop flavour	Partner beer to the Southern Sailor, best served ice cold	1
15	Will o le Wisp	An eerie brew. A dark porter, with mysterious glittering motes in its molasses thick liquid	Drinkers note this provides a terrifying hangover. Beware.	5
16	The Chaffinch's Chuff	A hazy, wheat beer with slightly bitter notes and a soft, spring flavour	Perfect breakfast beer	1
17	The Drunken Lout	Harsh and strong, this stout is cheap, bitter and nasty	Pure fight fuel. Advantage on Str checks	4
18	Monkwater	A pleasantly brown dinner ale, infused with two dozen herbs from a distant monastery	Advantage on Wis checks	2
19	The Golden Blessing	A favourite of clerics and merchants alike, a zesty wheat beer, embellished with floating golden flakes	Beloved by clerics of Waukeen. +2 Wisdom.	2
20	Beholder's Blast	A mixture of six random beers from the rest of the menu, with drops of firewater	A very bad idea. Disadvantage on all checks for one hour.	!?



Contests of the Beermarket

Due to its fair atmosphere, the Beermarket offers quite a few opportunities for adventurers willing to prove their skill. The main event of the Beermarket is the awarding of the Bronze pitcher for the best brew of the year, an event that is usually judged by the mayor, Galvin the smith and another esteemed citizen, the person of whom varies from year to year. If a visiting adventurer is in good standing, or of good reputation, they might be offered the opportunity to join the judging panel. If the adventurers wish to skip this option, Egmond the innkeeper would be given this honour.

A lesser, yet still noteworthy, prize is the "bronze spoon", given out for the most interesting brew of the fair. As the adventurers would likely not have the time to brew their own beer, they might, nonetheless, offer a drink they have found in their travels, and thus claim the prize.

The Drinking Contest

A prestigious part of the rural Beermarket, the drinking contest offers the party to test their stomachs against those of the local toughs. The winner of the contest will receive the bronze mug, an oversized beer mug able to hold three pints of the precious liquid. It has even been rumoured to have been enchanted this year!

The contest consists of a number of progressively harder constitution checks, representing the emptying of tougher and more challenging beers. If adventurers overcome these rolls, they have successfully drunk the beer without toppling over. As the contest goes on, more and more locals and

other participants will slump down or resign. If the last and hardest check is successfully completed, the adventurer will have won the contest.

DC 5 - *The Springtime Memory* is a light, wheat ale, with potent notes of citrus. It is refreshing and pleasant, and should offer no difficulty to all but the weakest of stomachs.

DC 8 - *The Autumn Arrow* is a dark red brew, medium in strength. It has strong hints of juniper, cranberry and a variety of other forest herbs. It is quite bitter, and most would call it an acquired taste.

DC 12 - *Dragonkiss* - a thick brown brew that is surprisingly foamy, Dragonkiss is strong and experimental. It tastes heavily of cinnamon and pepper.

DC 15 - *Fentwick's Breakfast* - a light black brew named after a long-gone gnomish brewmaker, noted for his extreme attention to detail. It is said that *Fentwick's Breakfast* is filtered four times to achieve exquisite levels of potency.

DC 18 - *Wrath of Helveig* is an extremely thick porter, able to down even the most seasoned drinking enthusiast. Named for a local legend, a dwarven adventuress who, if the tales can be believed, used her family recipe to out-drink a band of ogres, thus allowing her escape.

ITEM Reward: *The Bronze mug of Weirgarde* - Club +2 - 1d4 bludgeoning damage +2. *There is a surprisingly potent magical aura around this oversized beer mug. Its ability to aid in a barfight is only bested by its power to hold three whole pints of beer.*

DMs Note: If several or all adventurers enter a single contest, you can have them share the prize as an adventuring company, or have

them compete against each other after the final roll (DC 18 here), to have a single winner who out-rolls the others. In this case, more rolls would mean more servings of the final beer.

Brewer's Strength

A common sight at fairs, Brewer's strength tests the endurance and power of the locals. This competition tests one's ability to hold two full beer-barrels (with a bronzed handle in the middle), each weighing around 90 pounds. The competitors stand in a line and pick up the barrels after a horn is blown by the judge. The last person to let go of their barrels wins the competition, earning free drinks for the rest of the festival period, and the admiration of locals. Similar to the drinking competition, the difficulty of the task is represented by progressively harder DC's, this time testing Strength:

DC 7 - You pick up the barrels with little effort, knowing that the harder part of the contest remains afoot.

DC 10 - You feel the strain in your muscles, as the beer-barrels seem to grow heavier and heavier.

DC 13 - There is quite a bit of pain in your arms now, yet your resolve is strengthened by each of the quitting competitors, as well as the cheers coming from the crowd.

DC 15 - The crowd roars with celebration as the last of the local's curses and drops his barrels to the ground. You are victorious!

Bragger's Bet

A vital part of drinking consists of telling of tall tales, full of boasting and exaggeration. The Bragger's Bet celebrates this aspect with a contest of storytelling. To participate the players will have to entertain the crowd with

a story (potentially a completely false one) about their exploits or abilities. This event has an atmosphere of good-natured bragging and obvious lying, as the stories told are often full of jokes and impossible feats of skill. The audience consists mainly of romantically-inclined women and wide-eyed children, and there is no judge save for the strength of their applause. Similar to previous events, the characters have to make progressively harder rolls to reflect their competing against more experienced opponents. There is no official award save for the bragging rights, yet if the player's succeed their final roll, they will be offered a reward by one of the listeners.

In this contest, players can choose to roll D20 on any of the following stats, as they prefer: charisma, persuasion, bluffing, intimidation, lore. The following is a set of opponents players would go up against:

DC 2 - *Vulpen the Halfling*. Vulpen has had a bit too much of the Beermarket's bounty and he has chosen to boast about his burping ability:

"Behold ye mere mortals, for among you stands Vulpen the mighty! It is with my voice **burp** and my belly that I have slain a thousand dragons! Do not test and anger me, or I shall bring an avalanche down on you! Behold, the glory of Vulpen!"

The Halfling will then slap his belly and try to burp, although unsuccessfully. The room would fill with some confusion, and laughter from the children. After some time Vulpen will become annoyed at his inability and leave the floor to player. The player then has a very easy time advancing to the next challenge.

DC 6 - *Benneth the Bard* - rather than trying to brag, Benneth intends to play his lute (badly) and dedicate a poem of love to one of the

girls in the audience, Gerra:

"Oh Gerra, so beautiful, a flower in snow,
Oh Gerra, so wonderful, together we'll grow,
Ah Gerra, as tender, as my instrument's
strings,
Oh Gerra, but for you, my wishful heart sings"

This performance will be met by groans and sighs from most of the audience, save for Gerra herself, who is completely smitten. An easy opportunity for a player to advance further in the contest.

DC 10 - Mervin - a local man with a seemingly permanent seat at Egmond's Hall. Mervin is a jovial and notably rotund fellow. First he will brag about being the widest man in Weirgarde, claiming that he ate the previously fattest man. He then will talk about some imagined adventuring days, where he once found himself in a magician's tower, alone in a room full of treasure. With no mount and limited bag space, Mervin ate the gold and silver in the tower, thus making himself even larger.

As Mervin is well-liked in the town, his story will be well-received by the crowd, particularly by the children.

DC 16 - Anne Willows - A human woman in her late-twenties, Anne is known to have been an actual adventurer, albeit little is known of her exploits. Still, she is quite the heroine for local women, and she gives an energetic performance, showing a few of her scars and telling a bashfully false story about how she got each of them.

"So, this tooth mark on my elbow, I got it when Mervin tried to eat me! Not much luck for him there though, I gave him a whooping

good enough he coughed up some gold!"

"A burn mark on this hand, that's from when I fell into a barrel of Old Helvig's brew. Had to drink the whole barrel to get out!" - followed by a spectacular burp, applauded by the children.

"A gash on my ankle here, that comes from my days in the army. A wind blew my hairband away, revealing these gorgeous locks. And then, I had to run, being chased by thousands of suitors. Men, women, grunts, cooks, officers and footmen alike! Luckily, I did only get away by stumbling on a rock, while they got in a fight over me, and the war was thus lost!"

"And now you're probably wondering, oh Anne, how did you ever get this scar across the cheek! Well, this girl does not kiss and tell! Not when it comes to the drow, anyhow!"

If the player does not outperform Anne, whether through fine roleplaying or impressive dice rolls, she will win the competition. If the players win they will gain a heap of applause, and after the competition one of the woman will approach them and give them her necklace, telling them about how their guile and wisecracking reminded her of her late lover.

ITEM: *Amulet of Amorous Promise* - +1 to Bluffing and Persuasion rolls. A somewhat gaudy looking necklace, its golden frame hosts an oversized red gem. Although it appears to be a ruby at first glance, a closer examination would easily reveal it to be a pleasantly cut garnet.

DM Note: As this event aims to encourage roleplaying, and possibly a recount of your party's adventures, you can feel free to add a roleplaying bonus to the rolls of your players.

e.g., if the player rolls "2" while putting a lot of effort and acting into their tale, you could support their roll with a "+10" or give them advantage on the roll. Also feel free to drop the DC system altogether and judge based on the merit of the players' roleplaying.

Circle of Charity

A charity auction might not typically be thought of as an obvious companion to a beer festival, Weirgarde, however, has proven the opposite, and lives of some of its poorer citizens have been wholesomely improved by the inebriated decisions of the festival's attendees. At some point in late afternoon, the mayor of the village will announce that the Circle of Charity will take place, and the items of auction are gathered within a circle of stones. These items are typically extravagant and strange, though usually of little practical value. They are then sold to the highest bidder, in an auction led by the mayor. Many of the more prominent citizens consider it their duty to purchase an item with generous bids, to give back to the community and improve their standing. The profits of the auction are then turned towards the benefit of the poor, the children, and the elders.

Anyone can submit an item to the Circle of Charity and participate in the auction. Grumber Shufflesmirk is responsible for the care and evaluation of these items; he is an older Halfling gentleman, with short gray hair and a cheerful, optimistic disposition. Grumber will try to find a curious side in all of the items of interest, and gladly take them off player's hands, provided that the item is not too dangerous.

If you wish to showcase the auction to your players, feel free to use some of the following items, or invent your own:

- ❖ A poorly painted portrait of a large, tremendously fluffy cat with very large eyes.
- ❖ A magic spatula, enchanted for the use in particularly dangerous kitchens. *The spatula can act as a weapon – Club, 1d4 + 1 bludgeoning damage, grants resistance to fire.*
- ❖ A cleverly designed joke mug, which will splash the drinker with its contents if it is filled too greedily.
- ❖ A taxidermist's bunny, with the horns of an elk attached to its head.
- ❖ One impressive pumpkin, some fifty pounds in weight - the largest of this year's harvest.
- ❖ "Poems of Forbidden Love", a small book of orcish poetry, in the orcish language.
- ❖ Grumber's Lucky Hat, a large, plaid jockey hat, worn enough to fit most races. The hat has three long feathers in it – brown, blue and red. *The hat is actually "lucky", and gives the wearer the "Lucky" trait. After each use of this trait, a feather disappears from the hat. After three uses, the hat becomes a simple, normal hat of average luck.*
- ❖ A bottle of "Galvin's Fire" – the famed blacksmith's first venture into beermaking. It's thick, malty and dark. Pleasant, but not spectacular.
- ❖ A kiss from Gerra, a young local girl with pleasant complexion

- ❖ A kiss from Vulpen, a middle-aged Halfling of some experience, mostly in drinking.
- ❖ A plush toy owlbear, in autumnal colours. It is well-made and highly adorable.
- ❖ A decently crafted flower vase, made from a fallen fragment of the Weirgarde wall.
- ❖ A room in “Dragon’s Nest”, the most luxurious room in Eggumnd’s inn, for one night.
- ❖ A long, colourful scarf, in shades of brown, yellow and red. It is long enough to warm a giant.
- ❖ A ceramic statue of a red dragon, which houses two pints of the newly made “Dragonkiss” brew.
- ❖ A scrappy, older tambourine with a weathered drumhead, the first instrument of Anne Willows.
- ❖ A brass toy of an armoured paladin, half a foot tall. It features a clockwork mechanism, which makes the knight raise and lower her sword.
- ❖ “Moxxy Bramblefoot’s Compendium of Astonishing Wildlife - Part One”. A book on strange, weird, and, most likely, imaginary creatures. Includes a hand-written note from the Halfling naturalist, mostly apologizing for the delay of her further volumes.



Conflicts and Opportunities

The Beermarket is the main event of the year and as such many intrigues and personal storylines reach their height during this event. For your adventurers, some of these might offer monetary rewards, or meaningful experiences. Consider using only a few of them, in order to not overwhelm your party and over-saturate the atmosphere. Pick the events that best fit their play-style – combat, roleplaying or exploration.

- ❖ The main band of the Beermarket has run into some issues. Their singer and lute player, Bertram, has lost his voice, while Relle the flutist is somehow both drunk and hangover. The last member of the group, Riche the drummer, is greatly dismayed. Perhaps this can be a chance for a new bard to step up to the challenge, or for an aspiring medic to test their newest hangover cures.
- ❖ Galvin, the much respected dwarven smith, is judging the beer contest, and most of his apprentices are enjoying the festivities. This has presented an opportunity for some travelling bandits to break into his forge-shop, in an attempt to find his hidden masterwork weapons. The players might be tasked to check in on the store, or to escort one of the weapons to the fair for sale, only to be drawn into a fight with the bandits.

- ❖ A local wizard of minor skill, Sneade, has been trying to combine her magic with the art of brewing. This has resulted in her laboratory being overrun with imps and mephits, and a portal that must be closed by the sorry wizard. However, the imps have tied her up, and are causing a ruckus in her home. Sneade is in need of rescue, and some of her friends at the Beermarket might request that the adventurers investigate.
- ❖ A drunken brawl has arisen, and the local sheriff needs the help of able-bodied souls to settle the conflict. It seems like the reason behind the brawl is the superiority of dwarven ale over human beer.
- ❖ Terrek, the creator of *Dragonkiss*, is under pressure by a red-faced man, who claims that the beer was too spicy for him. He is showering the dragonborn with some poorly-chosen remarks, and it might take a neutral party to defuse the situation.
- ❖ Nettie, a Halfling winemaker, has somehow wandered into the rough stalls of the Beermarket. Despite her endless optimism, her mulled wines are not much appreciated in these parts, and the locals view her with scepticism. Despite her lack of success, she might cheerfully request for adventurers to help her advertise the stall, and convince more people to

check out her merchandise.

- ❖ The circle of vendors around the giant bonfire is crowded with tradesmen and clients alike, although there is still some room. Netwick, a dwarf in fine clothes and blessed with a tremendous moustache, is looking to rent out one last stall for a minor price. If the players display any talents, or have any interesting wares, he will suggest that they open up shop. Netwick suggests that the Beermarket is excellent for the sales of adventuring trophies, convenience food, hangover cures and other medicines, such as aphrodisiacs and other cures for men that might have drank too much.
- ❖ The Mayor of Weirgarde has decided, in dubious fashion, that the opening of the Beermarket has to be special. He intends to light the ceremonial bonfire in a spectacular manner, and is looking for some assistance. Perhaps someone that can fire a flaming arrow, or make a spell of that effect? Terrek, the dragonborn, would also gladly assist.
- ❖ Miss Bennet, the matron of a nearby school, is escorting a group of local children. She wants to enjoy the Beermarket as well though, and might ask any adventurers to spare some time to watch over the kids, and entertain them with some stories of their travels.
- ❖ Meanwhile, another, less savoury group of children is looking to try some of the famed beer-drinks, and they throw pitiful glances at anyone who might buy them some.
- ❖ An out of breath dwarf, Mellwille, runs up to the party. Exhausted, he announces that a most horrid tragedy has occurred, and that help is needed. About half a mile through snowy weather, the beer-cart of Mellwille and his brother, Gunni, is stuck in muddy terrain. Whoever can deliver this much-needed cart to the village will surely become a celebrated hero.
- ❖ A wandering band of elven scoundrels have had a bit too much beer. They are currently re-enacting some folk legend, and are trying to shoot an apple off the head of one of their company. Although in good cheer, someone might wish to interrupt their party, before anyone loses an eye.
- ❖ Egmond, the owner of the Weirgarde Inn, is always looking for more hearty folk to act as bouncers or bartenders on this eventful evening.
- ❖ A local ascetic, notorious for his vow of sobriety, is attempting to meditate near Egmond's tavern. He is currently being frustrated by a pack of rowdy humans, who mock him with some lewd drinking rhymes.

❖ *Sweinn the Broad*, a mighty-looking boar, had been trapped a few months earlier, and has been generously fed so that he might be served at the Beermarket feast. However, he managed to knock out one of his captors, and has run away. A tracker of some skill might find him in the Weirdoubt wall, where he has managed to tangle himself in a knot of old ropes and banners.

❖ A red-nosed dwarf, Alfric, is looking for his cousin, Snobbs. He claims that Snobbs went out to the furthest end of the Weirdoubt wall to relieve himself, and hasn't returned for half an hour. A snoozing Snobbs can indeed be found by the wall, and he must be transported back to village, or he risks severe frostbite. This can be a rather daunting task, though, as Snobbs is a gigantic, muscular, and extremely passed out specimen, weighing well above the average dwarf.

The Map of Weirgarde



1. The Market Square
2. Egmond's Hall
3. Hearthfire - Galvin's Store
4. Weirdoubt