

Rule Play

Villain

Atropose Fox

King of the town Dustam, Atropos Fox, is the villain. He was at first a mere citizen of Dustam, but, thinking it would improve his life, he challenged the old king of Dustam and won. After becoming king, he quickly grew tired of the other citizens' constant challenges. To avoid them, he has sequestered himself in a magical tower and now does not wish to leave. He believes that should he leave, he will be doomed to remain king, eternally accepting challenges from his citizens only for them to be beaten. At least in the tower he isn't forced to accept his citizens' challenges. He hires an band of foreign adventurers to beat him and claim kingship of the town for themselves so that he may be free of his duties. Atropos Fox uses a bandit captain stat block.

How to Play Atropos Fox

Atropos Fox is a physically powerful, prideful, manipulative, and sarcastic guy who views most interactions with others as a game. He will promise anything within reason to convince the players to overthrow the king. Once the players find him in the tower, he will answer any of the questions the players ask him truthfully.

Citizens of Dustam

The other villains are the citizens of the Dustam. These villagers want a magical glow stick, so they can find the King and challenge him for the throne. The glow stick is in the possession of the players. The citizens have eyes and ears everywhere, if the players speak about or show take the glow stick out at all during the adventure, the citizens will know. When the citizens know, the players have a way to find Atropose Fox, they will try to take the glow stick by any non-combat means available to them. The Citizens of Dustam will occasionally band together in small groups to try to steal the glow stick in public. They may also steal the glow stick by stealth as individuals. . The citizens of Dustam, while crafty and underhanded, are risk averse. They will not attack the players unless they are attacked first. If the players attack one group of citizens, the other citizens will become afraid, minimize interaction and eventually avoid the players as rumors spread of a murderous band of adventurers. The citizens use the bandit stat block.

Adventure Hook

The Goal

Atropos Fox has told the players about a king who hides himself in a bunker to keep his kingship. He claims that in doing so, this king has abandoned his people. The villagers have to fend for themselves without the services, like courts, trade agreements, guards and payments to the poor. Meanwhile tax levies and rent from tenant farmers to which the king is entitled have made the treasury fat. Atropos Fox tells the players that if they complete the quest, they will be given 300 gold, a trifle considering the fate of a town hangs in the balance. Atropos Fox is willing to part with at most 400 gold currently. Atropos Fox is an Astral Projection, without money during the first meeting and cannot supply gold up front.

Setting

The adventure begins in the rickety town of Dustam. It is an old western town in a desert. The lack of trade revenue and civic pride has resulted in a lack of care, buildings are old and worn, paint has stripped and faded over the years. The ruins of its once glorious past, known as Old Dustam lie at the western edge of the town. Old Dustam was a great city, but the decline has hit the old city the hardest and it is now in ruins; facades are crumbling, empty windows stare blankly and weeds grow in the alleyways and courtyards. In Old Dustam, there are many buildings which have clearly been looted. Anything precious that was used in the construction of the buildings has been stripped. In the center of the old city is a statue of a golden goat. It's clear that there have been attempts to remove the goat, but the only thing that has been achieved so far are chips and scuff marks around its base.

Story

Players begin on a wagon creaking and trundling through Old Dunstam. The sun is low in the sky and it is well past dinner time. After a wagon wheel falls off, the players disembark in the center of town where there is a dried-up fountain with a large golden goat statue as its fountainhead. A man by the name of Atropos Fox has requested that they come to the town to defeat and remove its current ruler. He demands that they name a new one or become the ruler themselves. To this end, Atropos gives the players an object with an appearance similar to a glow stick, to track him down.

Upon inspection of the broken cart it seems that metal parts are worn out. Repairs on the cart were made with shoddy materials. The players venture into the town, people are suspicious and curious, watching the players.

If the players enter the only tavern in the town, "The Thirsty Mongrel" They can find out from the barkeep, Gerald, that many speculate the king is hiding somewhere in the old city. If the players check the glow stick or talk about finding the king, they will run into the townspeople looking to become king themselves. They will challenge the players for their glow stick.

The players should be funneled toward the center of the old city if they choose to run from the citizens. Otherwise the glow stick should lead them there.

Without the glow stick, the King and his tower remain invisible to the players. A spell of invisibility and amnesia hides both the King and his tower from the villagers. Villagers who leave the tower forget that they were ever there.

At the center of the old city is a fountain crowned by a statue of a golden goat. Upon approaching the fountain, the glow stick will emanate a blinding light and pull the players into the invisibility spell disguising an enormous tower and shielding them from the amnesia spell.

The players will encounter 3 traps in the tower. At the top they will find Atropos Fox who confesses to being the current king. He explains his situation to the players.

Should the players take him up on his offer, he will lower his barrier. What happens next is up to the players.

If the players fought any citizens, the citizens will cower from the players. If the players kill Atropos, the citizens will deny any of the players claims to the throne. If the players let Atropos, they will play against him in the center of Dustam while the citizens gather and watch. If the players win, they will become the new rulers of Dustam, until one of the eager citizens defeats them in a game.

Endings

If the players become the new rulers, they may declare any new rules for the town to follow. Depending on whether these rules allow for the continued development of the town, they will either lead to the town flourishing, or slow decline under their rule respectively.

If the players hand the rule to a citizen, then the players leave the town and never return. In the town they are remembered as heroes who defeated the old absentee king.

Encounters

The citizens of the town use the bandit stat block and have 11 HP.

Atropos Fox uses the bandit captain stat block and has 65 HP.

Dustam Battle Map



[Wild West : battlemaps \(reddit.com\)](https://www.reddit.com/r/battlemaps/)

Old Dustam Battle Map



[Desert Ruins - Inkarnate - Dnd Battlemap - fantasy maps post - Imgur \(twic.pics\)](#)