

# Boom and Bust

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## THE FREE STATE IS A MYTH; LONG LIVE THE FREE STATE

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here is no such thing as an independent city. Every alleged “self-governing community” on the outskirts of a major nation is not nearly as free as its residents might believe. So long as money and war are a reality of political life, even minor outposts cannot avoid attention from greater powers forever. Eventually, eyes will turn toward the semi-sovereign polity. Ruthless and enterprising dreamers will make fortunes, and many unlucky sods will lose their lives.

This brings us to Yllmourne, a once-sleepy port town just beyond Onotanie’s southern border. For centuries, the residents of Yllmourne have claimed no fealty to Onotanie’s throne despite their proximity to the mighty nation. After all, the town was little more than a tiny fishing hamlet with no need for military defense nor desire to pay burdensome taxes. Nestled between mountains, Yllmourne was too out of the way for merchants to justify hauling their

caravans into the town. Meanwhile, Onotanie’s war with the Dreglian Isles across the channel to the south meant that trade abroad was just as unlikely. People with power and those seeking riches ignored the town entirely. Yllmourne’s mere existence was a footnote in Onotanic histories and Dreglian logbooks.

Eventually, however, it became clear that the long and pointless war was coming to an end. Onotanie preemptively drafted new trade agreements with the island nation they had fought for decades, and royal engineers considered plans to dig a straight tunnel through Soggy Mountain, connecting Onotanie to the independent coastal town. The people of Yllmourne began slowly waking up to the reality that industry and commerce would soon come to their peaceful village.

And lo, the boom came swiftly. Officially, the war ended seven months back, but clever speculators saw the writing on the wall over a year ago. Word

quickly spread amongst sea captains, investors, and crime lords that Yllmourne would soon become the primary trade nexus for the two nations newly at peace. Ships carrying salt, fish, craftwork, and luxury fabrics would fill the port. Whoever found themselves poised to profit from the explosion of trade would become rich and—curiously—untaxed. For this, too, was part of the appeal: Yllmourne is still ostensibly free.

Now, Yllmourne is suffering under the strains of rapid expansion with minimal oversight. Crime grips the city, and some fear a broader wave of violence is on the horizon. A deadly plague, once kept at bay thanks to the efforts of a mysterious healer, spreads rapidly in the dense and dirty streets. And perhaps most worryingly, captains keep finding their ships inexplicably scuppered. The nascent shipping hub might crumble before it can establish itself as the go-to port of call on Onotanie's southern border. If the trade industry proves untenable, what will happen in this powder keg boom town?







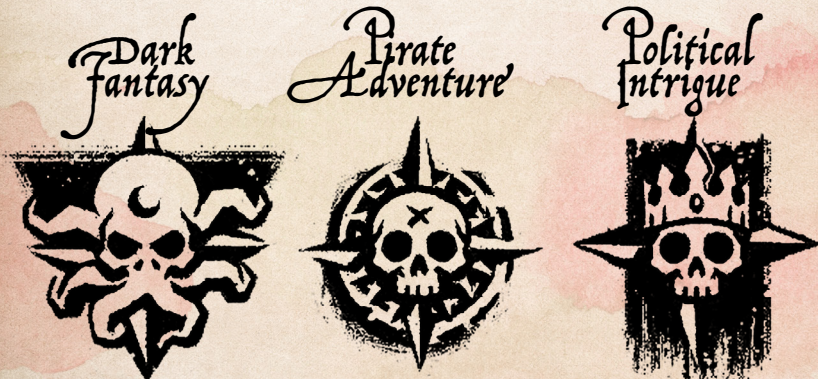
# YLLMOURNE

- **Population:** Yllmourne's population has exploded in the past year. What was once a fishing hamlet of no more than 200 or so people has ballooned to a permanent population of over 5,000. Most residents are humans of Onotanic lineage, but Dreglian expats and opportunists from distant shores are beginning to fill the city streets.
- **Government:** The only official governmental body in Yllmourne is Mayor Myles Lockton and his staff. Myles has been mayor for years, and his control of the growing city is tenuous at best. Most residents agree that the crime lords One-Eyed Cy and Sefton Bane are the true leaders of the town.
- **Economy:** Much of Yllmourne's economy is still speculative. Trade between Onotanie and the Dreglian Isles is only slowly opening up, and it will be quite some time before Soggy Pass allows for easy overland travel. Many merchant vessels pass through the city, but most wealthy investors flock to Yllmourne based on the *promise* of a massive trade boom. For now, the primary industries are shipbuilding, construction, banking, prostitution, and fishing.
- **Religion:** One can find pastors and holy people from a variety of faiths throughout the city. Nevertheless, more than half of the residents are recent arrivals from Onotanie and thus pray to the Divine Circle. So-called "Rotarism" is a henotheistic faith that preaches the Divine Circle is the supreme God of all, but that It may or may not manifest as various splinter deities. The uncontrolled mudskipper plague has sparked the growing popularity of extremist sects within the Church.
- **Technology:** Before the end of the war, Yllmourne was a decidedly medieval town. Fishermen rowed dinghies out into the bay and heated their rustic thatched-roof homes with wood fires. The economic boom has transformed Yllmourne. Multi-masted trade vessels are ubiquitous in the port. The twisted roads are nothing compared to the grand cities of Onotanie, but oil lamps, half-timbered walls, and paved streets are now the norm. The city guard wields crossbows, but some travelers are equipped with flintlocks or blunderbusses.

# Secret Dispatches

As you read about Yllmourne, you'll discover a number of "Secret Dispatch" entries. These are additional plot wrinkles you can introduce into your Yllmourne campaigns that are completely optional. You can use these to add nuance and intrigue to your existing campaigns or ignore them entirely for more straightforward adventures. Many of these plot devices will skew the narrative in different directions, typically by drawing on tropes from established tabletop genres.

Each Secret Dispatch will be designated with an appropriate icon to indicate which genre it evokes. For ease of use, feel free to choose one of these genres at the start of your adventure and only introduce the relevant dispatches into your campaign.



For maximal complexity and chaos, you can try to weave every Secret Dispatch into your Yllmourne adventures. Note, however, that some of these plot changes might contradict one another. You will need to tweak your narrative and worldbuilding to accommodate the inevitable tonal whiplash and jumbled hodgepodge of plot twists.

## The People of YLLMOURNE

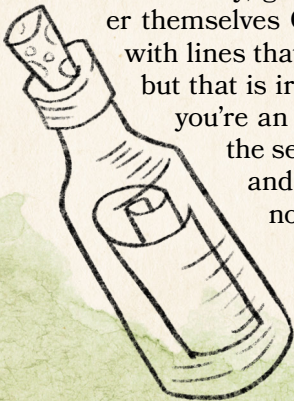
Though the war ended only months ago, Yllmourne already has a dramatically different demographic composition. Broadly speaking, the city has four main population groups: those that have lived in Yllmourne for years, Onotanic migrants, Dreglian migrants, and travelers from afar.

### PORT-BORN YLLMOURNERS

Yllmourne was a tiny village prior to the end of the war. As such, the locals quickly found themselves outnumbered by growing populations from abroad. Overwhelmingly, the original residents of the town want to maintain their rustic way of life. Times have always been hard in Yllmourne, but with a good work ethic, you could farm the hills, fish the seas, and live a happy, quiet life. These days, quiet is not an option, and some fear happy may not be either.

Most residents did not *choose* to live in Yllmourne. They were born into families that have lived in the coastal valley for generations. The only opportunities available were to fish and farm or up and leave. As the war dragged on, many *did* leave, seeking greater prosperity in the cities and sunny hamlets of Onotanie. Few admit it, but the Yllmourne of the recent past was, in fact, quite a bit sparser than it had been decades ago. Most of the residents who fled for greener pastures were young, and so the remaining population of Yllmourners skews disproportionately old.

Crucially, generational Yllmourne residents do *not* consider themselves Onotanic. They may have ancient genealogies with lines that trace back to villages north of the mountains, but that is irrelevant history as far as they're concerned. If you're an original Yllmourner, that's that. You belong to the sea and the valley, you kneel to no foreign queen, and you spit on the extravagant poppycock the northerners call "religion."





There is a direct link between the “old ways” of the native-born Yllmourners and the dangers that lurk in the sea and the mountains. There is a malevolent fiend locked in Soggy Mountain and terrifying beasts lurking in the depths below. These ancient monstrosities might not take kindly to Yllmourne’s new arrivals.

### *Original Yllmourner Names*

<b>D8</b>	<b>MALE</b>	<b>FEMALE</b>	<b>SURNAMES</b>
1	Arn	Bamber	Bogg
2	Bram	Fennel	Crumb
3	Darold	Glymph	Floch
4	Fordyce	Mee	Grisby
5	Orris	Ogola	Plank
6	Penner	Rooh	Smedley
7	Thawn	Trinny	Timmer
8	Turston	Velle	Umber

### **ONOTANIC MIGRANTS**

The first wave of migrants to Yllmourne primarily consisted of Onotanic citizens seeking wealth. Some of these migrants are entrepreneurs with plenty of capital to devote to industrial exploits: bourgeois second sons, landowners looking to diversify their holdings, and war profiteers seeking a fresh start. These investors are committed to the vision of a profitable Yllmourne and immediately began pouring resources into developing the dreary port.

However, far more migrants were down-on-their-luck drifters, disabled veterans, or wanted criminals. There were women fleeing unsafe homes, persecuted minorities escaping the oppressive Rotarist Church, and hopeless orphans stowing away on fishing ships. A free city necessarily attracts those untethered and those driven from society. Happy, landowning farmers with families rarely uproot themselves to chase fortunes beyond the mountain.

Onotanie is one of the largest and most diverse kingdoms in the realm, and the migrants in Yllmourne represent a vast array of backgrounds, creeds, and talents. However, few Onotanic travelers have any familiarity with sailing or fishing. Those with previous seafaring expertise ended up conscripted and either received land in exchange for their service or found themselves buried at sea. As such, the first migrant wave proved insufficient to staff the nascent trading, fishing, and piracy needs of the growing city.

*Onotanic Names*

<b>D8</b>	<b>MALE</b>	<b>FEMALE</b>	<b>SURNAMES</b>
1	Cedric	Arissen	Boros
2	Darior	Aveline	Durand
3	Fabien	Gisela	Kouris
4	Ivo	Eira	Greeli
5	Lirien	Inesia	Marek
6	Neith	Nadja	Slanyi
7	Oriel	Rudi	Ulavellian
8	Soren	Tatiana	Valtair

**DREGLIAN MIGRANTS**

Soon after Yllmourne began to grow, Dreglian sailors, pirates, and craftsmen made for the free city. Like the Onotanic migrants, they sought wealth unfettered from imperial oversight. Unlike the Onotanic migrants, however, they came with the explicit blessings of their king. The war did not go well for the Dreglian Isles, and Yllmourne provides an opportunity for the island nation to expand its cultural and economic footprint. Few suspect the Dreglian monarchy will attempt to properly annex the free city, but it is clear that they aim to expand their influence.

Overwhelmingly, Dreglian migrants are seafaring people. A far greater percentage of the Dreglian population lives in coastal cities, and their economy has always relied upon the sea. The Dreglian Isles are even wetter, colder, and craggier than the land around Yllmourne. Its people are hardy, and they are well-equipped to tack-

le the work expected of Yllmourner sailors and laborers.

Dreglian expats are considerably less diverse than their Ontanic counterparts. Most Dreglians are humans who have lived within their home archipelago for generations. If not for their allegiance to the Dreglian king, one would be forgiven for mistaking the pale-skinned fishermen for native-born Yllmourners.



The king of the Dreglian Isles, Chamyn Muckworn, is, in fact, the same person as the legendary pirate captain Wren Toothtaker. He hopes to fill Yllmourn with his cronies and transform the town into a lawless pirate haven under his control.

### *Dreglian Names*

D8	MALE	FEMALE	SURNAMES
1	Branwell	Agnes	Bailey
2	Callum	Frances	Barlow
3	Digby	Jocelyn	Ellwood
4	Jasper	Katell	Hargreaves
5	Lissander	Merewen	Locke
6	Nestant	Muriel	Maynard
7	Orson	Rosalind	Tanner
8	Simon	Winifred	Wright

### TRAVELERS FROM AFAR

As word spreads, new travelers are arriving in Yllmourn from all across the realm, each with wildly different customs, expertise, and aims. Coastal dwarves who eat gemstones hope to mine the depths of Soggy Mountain, zealots sworn to the Order of the Forgotten Dynast proselytize in medical wards, and giantkin from the Anchiratzl Plateau have their sights set on monopolizing the textile trade. The growing population and unbelievable influx of wealth have created opportunities for all varieties of peoples from across the realm.

Residents of Yllmourne love to enumerate the various cultural differences between Onotanie and the Dreglian Isles. The truth is that the two nations are far more similar to each other and to Yllmourne than they are to foreign kingdoms. Every day, the range of cultures, faiths, and customs on Yllmourne's streets grows. This inevitably causes tensions; after all, cultural misunderstandings are the root cause of most tavern brawls. Nevertheless, crime lords and wealthy investors alike recognize that Yllmourne's prosperity is inevitably linked with ever-broadening multiculturalism. Whether those power brokers actually respect those who arrive in Yllmourne from abroad is another matter entirely.

Of course, most distant travelers who make their way to Yllmourne are in town only for shore leave. Merchant vessels briefly stop in Yllmourne so that enterprising captains can scheme with local traders, and during those scant few hours, sailors from all the world over flood the brothels and taverns. None would say that Yllmourne is truly cosmopolitan—not yet, at least—but so long as trade between the neighboring nations continues to expand, there is no doubt that more money will attract an even greater diversity of travelers.



While most of the diplomatic intrigue in and around Yllmourne concerns the evolving relationship between Onotanie and the Dreglian Isles, several foreign powers are exploring political opportunities in Yllmourne:

- The Niirisarnel elves are among the largest investors in Yllmourne. They prioritize risky bets in the hopes that their borrowers will default on the loans and the Niirisarnel Central Bank can seize valuable assets across the city.
- The lords and ladies of House Enthira in the lowlands are making inroads with the crime lords throughout the city. They plan to recruit these criminals and install them in the courts of their rivals to act as spies and assassins.
- Royal agents from Kanderis are desperately searching the city for the runaway princess Peyliana Demissen. She has allegedly fallen in with Sefton Banc's dangerous crew.



## Traveling to YLLMOURNE

It has never been easier to travel to Yllmourne. There are no great sea battles in the Dreglian Channel, and securing a place on a vessel bound for the free city has become surprisingly affordable. The primary risk is one that is all too common across the seas of the realm: piracy. As well-stocked ships continue to sail for Yllmourne, pirate raids have become an omnipresent threat in the Dreglian Channel.

Those trekking to Yllmourne from Onotanie must debate between traveling over the Susserns<sup>1</sup> or booking a voyage from one of the nation's distant ports. A trip over the mountain can be dangerous, but it is quicker and considerably cheaper. The ambiguous threat of pirates is replaced with the unavoidable dangers of Onotanic mountaineering: violent trolls, ravenous steppebeasts, and unpredictable tectonic activity. The Susserns—and *particularly* Soggy Mountain—are inexplicably prone to earthquakes, landslides, and sudden fissures. This is one of many reasons that many Yllmourners doubt that efforts to tunnel through the mountain will ever find success.

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**1** The mountain range that surrounds Yllmourne on three sides

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# Snofanie



To the  
Shoreline  
Sea

The  
M





## Mayor MYLES LOCKTON

Yllmourne never needed much government. As long as there was someone who could rally the small handful of town guards and settle occasional disputes, the fishing village seemed to function just fine. Needless to say, Myles Lockton (he/him) never suspected the position would be terribly taxing. He continued to row into the bay each day, and he would only ever visit town hall when two villagers disagreed about a fishing accident or some drunken fight.

The mayor's life has changed dramatically over the past year. Now he spends every day in the town hall, doing his best to raise funds for the town, fielding endless complaints from legally-minded residents, and overseeing the town guard's hopeless initiatives.

Myles's efforts are completely ineffectual. The town hall has virtually no ability to raise adequate funds for proper governmental ventures, as everyone knows they cannot reliably collect taxes. Myles happily passes judgment in legal disputes, but his decrees are almost always ignored. And, of course, Myles has basically no impact on crime. He has instructed Inspector Alistair Bawdin and the town guard to outright ignore One-Eyed Cy, Sefton Bane, and any other credibly dangerous criminal.

The entire town sees Myles as weak and weaselly. They spit when he walks by. They laugh at his attempts to tax them and sneer at the modest living he has managed to eke out regardless. Despite all of this, Myles is thrilled with Yllmourne's development. He loves that he doesn't have to fish every day, and he cherishes what little respect he can muster from the judgmental townsfolk.

*Inspector Alistair Bawdin:* "Head full of cotton, Alistair Bawdin." It used to just be a playful rhyme sung by local children, but now it's an antagonistic rallying cry among those fed up with Yllmourne's buffoonish guard force. Alistair (he/him) controls the town guard, a responsibility he's held since the start of Myles's tenure as mayor. The brutish man has little patience for those who expect responsible policing nor for investigations that require more than a brain cell or two to unravel. In fact, the title of "Inspector" is a comical misnomer. Alistair rarely inspects a damned thing before dispensing his own form of foolhardy justice.



Myles has Alistair wrapped around his finger. After Alistair bungled an arrest and killed an innocent noble, the mayor promised to keep the matter secret... so long as Alistair agreed to tackle any dangerous or illegal jobs that town hall required. Unbeknownst to Alistair, Myles orchestrated the entire dead noble affair as a means to manipulate the town guard. If the party could uncover the truth of this manipulation, they could leverage the information to get on Alistair's good side.

*The Town Guard:* Most of Alistair's dozen-or-so goonies are as unthinking as he is. Their prime directive is to avoid pissing off the crime lords of town and instead focus on coaxing fines and bribes from easy marks. Foreigners still learning the language can be convinced they've accidentally broken any number of obscure laws, and they'll usually pay a pretty penny to avoid inexplicable jail time. This is one of the few sources of revenue for the local government. Word to the wise: it's better to look like a tough criminal than an innocent bystander. The guards don't want to deal with anyone capable of actually committing grievous crimes.



# BONITA SANDBERG

The war may have ended, but there is still plenty of prejudice on both ends, and a child of mixed parentage is going to have a hard time no matter where they go. Bonita Sandberg (she/her) is the child of an Onotanic medic and a Dreglian boatswain, both dead before the child's 5th birthday. Bonita grew up as an orphan in port towns on the Dreglian coast, then as a crewmember on pirate vessels, and finally as a moderately successful salt trader in Onotanie's capital. After a youth filled with hardship, she carved out a healthy living and finally felt a degree of comfort and security. She used her earnings to hire a former member of the Royal Constabulary to teach her swordplay and began making plans to expand her mercantile ventures.

Bonita was among the first wave of Onotanic entrepreneurs to see the potential in Yllmourne. She left her salt business in the care of one of her old pirate comrades, commissioned a shipwright to build her a trade frigate, and sent letters to all of her contacts across the realm. Bonita wants to be at the center of every transaction in Yllmourne, connecting Dreglian sea captains with Onotanic markets, shipping Yllmourne's salt to distant ports, and reaping pennies off of every good that ends up imported for an Yllmourner's benefit.

All of that starts with a ship. Bonita's got a warehouse, and she's got the connections. She just *needs her damn ship finished*. She watched as the shipwrights made quick progress and then slowed to a crawl the moment Cornelius Bowditch got to town. She knows that that bastard has the backing of powerful nobles, and she's almost certain he's paid off the shipwrights to stop working on her frigate. In all likelihood, Cornelius is just trying to corner the market before she does, but she's starting to think he has a personal vendetta against her. Ms. Sandberg has been in the game long enough to know how this will end: one of them will have to die. Ideally, she'll be able to pay off some morally flexible freelancers to tackle the job for her.



There was always something a bit off about the ex-guard that taught Bonita to wield a sword. Ever since they started training, Bonita manifested strange abilities. flashes of malevolent energy ripple from her blade when she strikes with genuine violent intent. She hopes she can avoid arousing suspicion by paying others to kill.



# CORNELIUS BOWDITCH


Much like Bonita, Cornelius (he/him) has successfully reinvented himself. He fled a life among the clergy in distant Lotthingham and made his way to Onotanie at a young age. Unlike Bonita, however, Cornelius arrived on Onotanic soil with pockets full of gold—stolen from his father, of course—and an impressive ability to devour books. He enrolled at the Grand University of Arts and Letters, dead set on schmoozing with noble second sons who would have to earn their money the hard way. Needless to say, he succeeded.

Cornelius is simultaneously a wealthy aristocrat and also a filthy commoner. His high-born Veglenic bloodline is meaningless to the snooty Onotanic nobles who finance his operations. They acknowledge him as a charming fellow with a knack for business, but they will never see him as an equal. This is the great misery in the life of Cornelius Bowditch, and it motivates his ruthlessly cutthroat brand of wheeling and dealing.

First things first: conquer any industry that isn't explicitly equated with robbery, extortion, smuggling, prostitution, or piracy—after all, Cornelius would hate to sully the names of his noble investors. Thus does limit his ability to operate in Yllmourn; there are only so many ventures left once you start avoiding the fun ones. Cornelius is primarily focused on establishing trade lines through Yllmourn. If he can help his investors save money by securing new shipping lanes, he'll remain in their good favor.

Unfortunately, one Bonita Sandberg beat him to the punch. Cornelius had heard of this dastardly harlot before he traveled in Yllmourn, and he'll be damned if he'll let her disrupt his plans. Cornelius has deployed his goons to intimidate anyone considering signing a contract with Bonita, and he's ensured that Bonita's flagship will remain in a state of partial completion for quite some time.

Some of the noble backers have concerns about Cornelius's obsession with the young merchant woman. Will her trade business *really* impact their own ambitions so terribly? Or does something else drive Cornelius? Perhaps he has some psychosexual hangups, or maybe he's just jealous. After all, Bonita had never found herself quite so distraught by her own lack of noble blood.



Cornelius knows he'll never be accepted by the nobles back in Onotanie. As such, he has no intention of honoring their investments. Instead, he plans to use their wealth to build his own fleet of powerful ships. He'll become the admiral of the newly founded Yllmourne navy, and he'll claim his title as the first duke of the free city. Screw his investors, damn the queen, and curses upon Onotanie.



Plot Hook:  
**MAKE  
SOME  
MONEY**

Adventurers may have any number of reasons to visit Yllmourne.

- **Healers** with altruistic hearts will attempt to study and cure the plague
- **Agents** of distant governments will want to secure spheres of influence along the port
- **Bandit lords** will come to conquer the city or seek out new recruits
- **Templars** will try to cleanse the Church of occult influence
- **Nomads** will trek to Yllmourne in the hopes of securing passage elsewhere

However, almost every traveling party will see the incredible amount of capital flowing into Yllmourne and decide they want a piece of the pie. It would be foolish to come to Yllmourne without plans to earn some gold while passing through.

GM Note

What follows is a compendium of quests and money-making opportunities for parties in Yllmourne. Some of these might blossom into multi-session arcs in their own right, while others might end up completed between sessions or in quick summaries. In some instances, these quests will feed into more complex plots described in subsequent chapters. In general, you should use these quests to introduce key NPCs, explain Yllmourne-specific worldbuilding, and nudge your players toward the larger quests in the city.

**TECHNICALLY LEGAL  
OPPORTUNITIES**

*Tag the Marks.* Mayor Myles Lockton needs volunteers to wait near the docks and identify new arrivals who look both flush and timid. The adventurers are to surreptitiously stick a piece of red adhesive to the shoulder of the traveler as an indication to the local guard that they might be perfect marks for some coerced taxation.

**“Rescue” Bebbey.** Crime lord One-Eyed Cy needs someone to find and retrieve his 14-year-old daughter Bebbey. He’s convinced that the girl wants to join a pirate crew; in truth, she’s looking for someone to escort her across the mountains so that she can enroll in the Grand University of Organic Sciences. Ultimately, Cy doesn’t care where she’s gone. He wants her home.

**Fetch Some Rocks.** There was a landslide on Soggy Mountain last night, and Onotanic stone augurs want some samples from the incident for study. All the adventurers need to do is summit the mountain and return with a sack of stones from the peak. The stone mages won’t reveal that dangerous aftershocks are pretty much a guarantee.



The earthquakes are caused by Sogmonnath, a slumbering eldritch entity shackled deep beneath the mountain. “Soggy” Mountain was named after the godlike monstrosity, but the residents have long since forgotten the being’s name. Few know of Sogmonnath. Most who do wish they had never learned of him. At least one Yllmourner hopes to free the beast.

## SHADY OPPORTUNITIES

**Spy on the Shipwrights.** Bonita Sandberg needs the party to figure out why the shipwrights she commissioned have ceased working on her frigate. She suggests that the party hang around the docks, drink at the Kraken’s Egg, and then sneak into the shipyard after dark.

**Steal Navula’s Herbs.** Local apothecaries need chyrinroot to help ease the suffering of plague victims. The only known source of the rare herb is a cave to the southeast. Unfortunately, the alleged witch Navula<sup>2</sup> doesn’t let just anyone pick the herbs that grow in her grotto.

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2 Navula and her impact on Yllmourne is explained in greater detail in Yllmourne 02: Murders and Maladies

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**Feign Devotion.** High Templar Agathine is investigating the local Roratarist assembly. She has received a tip that a subset of highly devout parishioners is toying with occult magicks forbidden by the Church. She'll pay adventurers to go undercover and infiltrate the assembly.



Though it at first seems Agathine's suspicions are correct, the small cadre of Roratarist radicals are, in fact, religious reformers. Some of their members toy with dark magick, but their primary aim is to excise harmful teachings from Church doctrine and accuse high-ranking clergy of grievous misconduct.

## EXPLICITLY ILLEGAL OPPORTUNITIES

**Kill Bonita or Cornelius.** Either of the rival merchants will happily pay the party to kill the other. Bonita is an excellent swordfighter, and she is well-liked throughout Yllmourne; killing her will draw the ire of the townsfolk. Cornelius, on the other hand, has wealthy allies, a fearsome bodyguard, and a team of goons that protect him.

**Trap the Tunnelers.** Some of the older Yllmourners that have lived in town their whole lives have pooled their money. They want someone to sabotage efforts to tunnel through Soggy Mountain in the hopes that this will discourage Onotanie's engineers from opening up further trade routes. The Yllmourners suggest a strategic cave-in on the southern end of the tunnel, and they don't care how many Onotanic laborers die as a result.

**Get Rid of the Mayor.** Any number of interested parties might pay the party to remove Myles from his leadership role.<sup>3</sup> Most won't care if he's killed, banished, or overthrown. In either case, Myles is sure to resist. Unless the party can win over Alistair and the town guard first, they should expect a fight.

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3 Interestingly, the crime lords One-Eyed Cy and Sefton Bane would rather keep Myles in his position. Someone else in his position might actually try to clamp down on crime.

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Pirate captain Wren Toothtaker is waiting for the day Myles is ousted before he attempts to claim Yllmourn as his own through violent force. It's not that Myles has any ability to *stop* Wren and his allies, but a good pirate always knows to wait for a favorable wind before committing to a risky gambit. The ousting of a mayor is as good a sign as any that the city is ready for new leadership.

