

Footholds & Far Travelers

A Living Tal'Dorei module for 1st through 4th Level Characters

Optimized for 5 3rd Level Characters

Written by Vinnie Pontillo,

Play tested and perfected by the Critter Community

Adventure Background

There are rumors of a strange creature that prowls the city streets at night while a new criminal organization is trying to gain a foothold inside Emon. Can our heroes get to the bottom of this before more lives are lost?

Adventure Overview

The adventure has five parts:

- **Part 1: Rumble in the Urban Jungle** (*15 minutes*)—The party meets Seeker Assum Emring and he asks the party to investigate the strange creature that has been lurking the streets of Emon at night. On their way to investigate, the party encounters an unsavory new foe.
- **Part 2: Down by the Dockyard** (*45 minutes*)—The party investigates some leads and learns more about the Myriad and why they are operating in Emon.
- **Part 3: Way Hey, Up She Rises** (*90 minutes*)—The party find their way to *The Drunken Scorn*, a smuggling ship from Wildemount. On board they are attacked by several strange creatures. Clues in the cabins lead to important Myriad connections.
- **Part 4: The Lowdown Showdown** (*90 minutes*)—The party heads north to the Shalesteps to an old, abandoned temple where they once again cross paths with Craegan Ukaresh once more.
- **Part 5: All in a Day's Work** (*15 minutes*)—The adventure concludes as the party return to Assum with all that they have learned.

Adventure Hook

Seeker Assum has put out a call to any adventurers in town seeking work, asking that they report to his office in the Palace, in the Cloudtop District. Word on the streets whispers of a new criminal organization operating inside the city walls, making the Council wonder if are they behind the mysterious attacks happening on the streets at night. They need to get to the bottom of this—and fast.

Gilmore's Glorious Goods: A Friend in Need

Give the players time to access Gilmore's: *15 Minutes*—This gives Players a window either before or after the game to use his services at the table. A Player cannot use Gilmore's twice in the same module, it must be before or after start but not both. If the players have the Story Award: A

Friend in Need, they are able to purchase the following items at Gilmore's Glorious Goods before setting off on their adventure:

- Cure Wounds Scroll(1st level 1d8+3) Limit 1 total between all party members 100 gp
- First Level Spell Scroll (non-healing) 100gp
 - If a character has the Acolyte Background they may acquire 1 free first level non-healing spell scroll.
- Lesser Restoration Scroll 400 gp
- Remove Curse Scroll 100 gp
- Speak with Dead Scroll 100 gp
- Divination 210 gp
- Greater Restoration 450 gp
- Raise Dead 1,500 gp
- Potion of Healing (1 per person) 50gp
- Speak with Dead Scroll 190 gp
- Regeneration 1500gp
- Resurrection* 15,000 gp
- True Resurrection* 50,000 gp

*These spells require an additional expenditure of Off Hours (150 for *Resurrection* and 200 for *True Resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. These Off Hours are spent in community service for the church that provided the spell in question. The Acolyte Background feature does reduce the gp or Off Hours cost for any non-necromancy spells.

Part One

Rumble in the Urban Jungle

Seeker Assum Emering summons the party into his chambers in the Palace shortly after they arrive, wasting no time in getting to the point. He is a well-dressed Halfling wearing a fine mail shirt, and a thick, dark, black cloak. He has tattoos covering one side of his face. Normally, his head is shaved bald, but since the attack of the Chroma Conclave, his hair has grown in and acid scarring has covered some of his tattoos.

RP Talking Points for Seeker Assum

- The city is currently rebuilding, trying to bring in new trade and starting new construction projects. This means many new faces on our streets—and it seems more than a few of them may be hiding untrustworthy secrets.
- Our alliance—if you could call it that—with the Clasp is shaky, at best, but even I have trouble believing they would sow such discord within our city again. I have to wonder if the rumors of another crime organization making trouble for them in Emon is true—and if it is, what we can do to stop it.
- The Arms of Emon are doing an admirable job in keeping the peace, but their numbers have dwindled in the wake of Thordak’s reign of terror. They are currently stretched very thin, and it is beginning to show.
- Over the last few nights we have received reports of a strange creature prowling the streets of Emon. Concrete details are scarce, but we believe it has taken four lives so far, the most recent being just last night.
- Those who were killed by the “strange creature” were never identified, adding more to this vexing mystery. Perhaps they were vagrants or paupers.
- It is only a matter of time until the creature kills again—but must be found and stopped.

Assum enlists the party to investigate the rumors and murders, offering them 150gp if they can get to the bottom of the unrest happening in the city. If the party tries to negotiate for more money a SINGLE PLAYER may roll **Persuasion**, DC13, with no assistance or Guidance. On a success Assum grudgingly increases the pay to 200gp.

Assum has a few leads he will share with the party.

- **Brother Chao** (*Human Priest*) is a priest of the Archheart in the Temple District, though he can often be found evangelizing in other parts of the city. He took responsibility for burying the bodies of those poor souls. Rather than have you wander the streets seeking him, I will make sure he is at the Temple this evening to receive you.
- **Farah Grania** (*Human Veteran*) is the new Captain of the Guard stationed in the Port of Emon district of the city. She submitted the initial report about this murderous creature. The report was vague on what the creature looked like, only that it was about the size of a wolf, but on two legs, and that it moved very fast.
- **Berrian Ethanasath** (*Elf Commoner*) runs a tavern called The Wandering Pony down near the docks. It is said he knows almost every secret in this entire city, never mind in the Port District. I’ve long suspected he has ties to the Clasp—but that’s neither here nor there. He likely knows more than any—if you can convince him to talk.

“I would start down by the docks, were I you. But be careful—the streets are much less safe than I wish they were, these days.”

The Dasterdly Deeds of Craegan Ukaresh

As the party leaves and heads toward the Port District, they come upon a disturbance in the streets.

Alongside the road an frail old man, clearly frightened, is being threatened by a tall, lean and wiry Half-Orc in studded leather armor. The Half-Orc being flanked by a crowd of underlings, all dressed in similarly crude armor.

“Please Craegan—give me one more week, please. I’ll get you what I owe, I beg of you!”

The Half-Orc sneers and raises his fist, clearly pleased to watch the old man cower. “The Clasp may have gone soft, you sniveling fool—but we give no such quarter.”

With a jerk of his head toward his crew, the leader of the rabble steps back and watches with crossed arms as the thugs move in toward the old man; weapons raised.

The party can choose to intervene or move along.

If they **do NOT try to intervene**, skip this encounter. Craegan laughs at “the cowards” as they pass by. If the party continues on their way despite the insult, move on to Part Two.

If they **do try to intervene**, or **react to the insult**, Craegan warns them that this is none of their concern and gruffly urges them to move along.

If the party keeps talking, or in any other way attempts to move toward the old man, Craegan orders his goons to attack while he makes an escape down the alleys in between buildings.*

**Seeing Craegan flee, one Spy will attempt to get away immediately on their first action.*

Once the rabble is defeated, the old man introduces himself as Randal Manon

RP Notes for Randal Manon

- He owns a small masonry shop in Abdar’s Promenade.
- He has no close family.

Adjusting the Encounter

Very Weak:
Remove 1 Thug and 1 Spy

Weak:
Remove 1 Thug *or* 1 Spy

Average:
4 Thugs and 2 Spies

Strong:
Add 1 Thug

Very Strong
Add 1 Spy

- About a month ago the Half-Orc (Craegan) showed up in his shop with a few goons, saying they were part of a new organization operating in Tal'Dorei—and that Randal would have to pay for the privilege of doing business in “their new city.”
- Craegan demanded he pay them 5gp per week for “protection.”
- Craegan would usually send one of his thugs to collect the money every week, and it was always a different person.
- Randal has been trying to keep up the payments but he is not wealthy—and business has become poor in light of the recent “Clasp fires” in the city.
- Last week he couldn't pay Craegan the required amount, hence the accosting today.

Randal has no money to reward the players with, but he is extremely grateful. He gives the party a small, clay jar he had on him from his shop (worth 10gp). He thanks them profusely and warns them to be careful if they are heading down by the Port—and that they should make their way back home before nightfall. He has heard rumors of terrible beasts ravaging the streets there at night (but knows no specific details if pressed further).

When searched, ONE Player may roll **Investigation**, DC13. On a success the Spies and Thugs have the TOTAL below amongst them:

- 50gp
- 1 Hematite Gem (with 10gp)
- 2 Potions of Healing

On a failure, they only find the 2 Potions of Healing.

Part Two

Down by the Dockyard

The Port District is a bustling business, home to over 100 ships at any given time. The docks are bustling with sailors, merchants, and workman both new and old. It is the mercantile heart of the city, but also home to some rather unsavory characters. As dock districts tend to be, Emon's Port is the home of an entrenched criminal element.

The dockside and surrounding streets are thrumming with activity. The crowds are a bustling meld of laborers, sailors, merchants, artisans, entertainers, adventurers, and opportunists—as well as some less reputable elements.

The smell of the sea is strong here, adding a salty tang to air already fragrancd by the smell of fish, incoming spices, and a press of bodies. The din of voices and the cries of gulls nearly overwhelm the party as they get their bearings.

Looking around the docks, the players can note:

- **Buildings.** Several flat topped warehouses can be found on docks. Other buildings of note include the Portside Authority, the Dockside Market, and the Howling Rose Inn.
- **Wharves.** There are nearly 20 wharves of varying shapes and sizes, most of them fully utilized.
- **Cargo.** There are several enormous piles of crates stacked near the wharves.
- **Ships.** There are nearly 100 vessels currently docked in Emon, from tiny fishing boats up to great deep sea ships.
- **Water.** The water is 5 feet below the level of the dock and is calm.

Should the players seek out **Farah Grania**, the new Captain of the Arms of Emon in the Port District, can be found in the Watch House; a small brick building at the end of the docks. The door is open, as it is during business hours.

The room is compact and plain, with gray brick walls and uneven flagstones on the floor. It looks to have seen better days. Sitting behind a desk made of untreated wood is a weary-looking human woman, dressed in chainmail.

She glances up for less than a heartbeat as you enter, her quill poised in mid-air. “What do you want? I'm busy.”

RP Notes for Farah Gania

- Though weary and snappish, it is clear Farah is not at all surprised to see the adventurers.

- She was the one who reported the attacks to Seeker Assum personally and she expected he would send someone to investigate.
- Her branch of the Arms of Emon is vastly undermanned; there is no one from the watch available to look after the Watch House while she is away—which isn't helping her temper any. She makes no secret of how overworked and tired she is.
- If asked why she has taken over for the previous Captain—Mertz—she says he was moved to another post so as not to let those “thieving scum have an easy target, after the last mess he got himself in with them.” She is rather annoyed that he left behind quite the mess for her to take over. She mentioned that they are still dredging the nearby waters for some rogue who jumped off a ship wearing full plate. “How he thought *that* was a good idea I’ll never know.”
- She is in the midst of drafting an important letter to a magistrate in the Military District and snottily tells them they can come back in an “hour or four—when I *might* have time for you.”
- If the party balks at her response, or make any remarks that seem to question her motives, she will angrily tell them that she prides herself on protecting those who cannot protect themselves—but she has more work on her plate than a dozen Captains can handle.

Farah Farah wants to see the attacks stopped, but she is also desperate for some help, which is emphasized when one of her guards, a young human male just barely out of boot camp, bursts in to her office while the party is there:

“Captain Grania!”

An out-of-breath Guard bursts into the office and Farah throws up her hands, the quill she was holding going flying. “Oh for the love of—what *now?*”

“You better come quick, Captain! There is a fight down on Pier 17—its lookin’ ugly!”

Swearing, Farah grabs her weapon from behind the desk and asks the party to follow her. She knows she is undermanned and needs assistance, and refuses to aid the adventurers unless they help her with this task. Assuming they do move to help her, proceed to the next encounter.

If they do not help her, they can move on to investigate one of the other leads. If they return to speak to Farah later, she will eventually give them the information in *What Farah Grania Knows*—but she will give them the verbal run-around and snark the hell out of them as she does it.

Brawl at Pier 17

Pier 17 is just a few hundred feet from the Watch House. When the adventurers arrive, thirteen sailors are on the pier having a brawl. They are armed with clubs and pocket knives. The sailors are from two separate ships and apparently the brawl broke out with an argument over which ship had the better sailors.

“Bunch of hot-headed idiots! Break this up without breaking any skulls in the process. The Healers are going to have a devil of a time cleaning this up as is!” Farah yells as she wades in to fray.

- The sailors have the stats of **Commoners**.
- Every three rounds, one of the sailors is knocked unconscious from fighting.
- Any PC making a **Charisma (Intimidation)** check, DC13, can scare two sailors away from the fight. If they have the **Sailor** or **Soldier** background they can make this roll with Advantage.
- The fight ends of its own accord after nine rounds.

What Farah Grania Knows

Farah thanks the party for their assistance and asks them to follow her back to the Watch House. By fighting alongside her, they have proven themselves in her eyes, and she now agrees to give them whatever info she has—though she reminds them again of her workload and tells them to make it quick.

- She and her guards are aware of the rumored beast stalking the streets around the docks.
- She has not met anyone who has seen the beast personally, but the talk she is hearing seems to say the same thing: the creature is 2-3 feet tall and walks on two legs.
- She knows that Brother Chao has buried the attack victims. She saw one of the corpses herself—it was torn up, as if attacked by a lion or something similar.
- She thinks the beast might have something to do with a new gang that is operating in Emon.
- She does not know the name of this new gang, but they are very violent, and are turning Emon’s Port into a smuggling hub, with contraband flooding out of the city and across Tal’Dorei.
- No-one knows how the contraband is getting into the city in the first place.
- It is rumored that they’ve been smuggling wild beasts in as well, to participate in blood-sports and prize-fights. Perhaps the creature roaming the city is one of theirs that got loose
- Word on the street is that a ship from Wildemount currently docked in Emon, called *The Drunken Scorn*, is involved in the smuggling.
- She doesn’t have the manpower, or probable cause, to investigate the ship
- She suggests (without incriminating herself) that the adventurers might want to “visit” *The Drunken Scorn* after sunset, and investigate.
- If **asked**, she warns them against going during the day, warning that most sailors return to their ships to rest during the day. While having some public eyes on them might make them safer in one regard, they must weigh that against the odds of the crew barring them from “getting too close to that damn ship.”
- Per the ships logs, *The Drunken Scorn* is a merchant ship primarily involved in the grain trade—but Farah doesn’t believe that for a minute.

The Wandering Pony

Berrian Ethanasath may be found at the Wandering Pony, which he owns. This thoroughly disreputable establishment is in the Port District, behind the Dockside Market.

Wedged between a pair of neglected warehouses stands a crude and ugly structure. Chipped bricks and weathered wooden pillars make up most of the face of the building. A sign above the thick wooden door reads “The Wandering Pony,” letting you know that you’ve come to the right place.

The floor of the Pony’s common room is crammed with chairs and tables; a worn bar set against the far wall. Several large wooden balconies cling precariously above, each packed with even more tables. They are connected to the ground via a rickety wooden staircase, which winds up and around the interior.

The Pony is crowded, with patrons ranging from the destitute to the despicable. The air is thick with smoke and loud conversation.

The barkeep is a human man named **Sigmund Apell**, a fierce older man with a weathered face. Just about anyone in the room can direct the party to **Berrian Ethanasath** if asked—he is on the topmost balcony, watching the interplay of people down in the room below. It takes some time to climb the rickety stairs, and they often need to squeeze past people coming down, but they can make their way over to him without a problem.

There is a single large table on the top balcony, where Berrian sits with six thugs, as well as various non-combatant lackeys. He frowns in annoyance when the adventurers climb onto his balcony.

“What brings you sorry lot into my fine establishment?”

RP Notes for Berrian Ethanasath

- Berrian is an elf bandit captain and the owner of the Wandering Pony.
- He looks to be in his late twenties, with a slender build and extremely long (almost to his knees) straight platinum blonde hair.
- He dresses nicely—almost too nicely for an establishment that looks as rundown as his does—and he wears a necklace of small bones, each of which is cleaned and polished to look almost like a glistening gem.
- He would rather slit someone’s throat in their sleep than engage in a fight fair.
- As much as he pretends to be, he isn’t an official member of the Clasp. He enjoys “playing” gangster without the danger of actually being one.
- He talks a big game, but perceptive players might notice his shifty eyes constantly sizing up those around him. When faced with a stronger foe, he seems to be the type that would turn tail and run.

Find the Flayer

Berrian listens to the party with an arrogant sneer on his face that remains no matter what they say. He will admit that he has information that can help them—but words are as valuable as coin in his eyes. He tells them that they need to offer something valuable in return. After rejecting any suggestions they make, he says:

“How about we play a little game?”

With this Berrian, takes three playing cards out of his pocket and begins shuffling them with a flourish. He puts them on the table face up, one at a time. On them are pictures of: a Giant Rat, a Bugbear, and a Mind Flayer.

“I like to call this game Find the Flayer.”

Berrian turns the cards face down and begins moving them around the table, as he explains the rules:

- The characters must select one member of their party to “Find the Flayer.”
- They are to play best of five rounds.
- If the adventurers win, Berrian will tell them all he knows.
- If Berrian wins, he cuts off the loser’s little finger to add to his collection (he points to the bone necklace around his neck as he says this, confirming that it has been made from finger bones).*

*Any player who is proficient may roll a **Nature** check, DC10. On a success they realize those are indeed finger bones on a string.

To play the game, the selected PC must make a **Perception** check contested by Berrian’s Sleight of Hand (+6 to his rolls.) The highest roll wins the round, and the best of 5 rounds wins the game.

If the PC loses the game, Berrian immediately draws his dagger and removes the PC’s finger, dealing 15 damage as he does so. Berrian then offers to play again with someone else. He does this until he wins three times before losing interest.

If the adventurers threaten Berrian or try to double-cross him upon a loss, the thugs attack. There are twelve more thugs in the Wandering Pony who will make their way up to the top balcony if any violence starts. Looking around at all tells the party there are a number of hard stares coming at all of them. If they thought they escaped notice they know the jig is up at this point.

If Berrian loses, he shares everything he knows, albeit begrudgingly.

- The new criminal gang in the city called the Myriad.
- Based out of Wildemount, they are making moves to get a foothold in Emon
- They are extremely violent and often participate in very vicious blood-sports.
- The Myriad are engaged in gambling, extortion, robbery, and counterfeiting; all activities that used to be exclusive to the Clasp.
- They are especially active as smugglers. Contraband is flooding into the city from Wildemount at an astounding rate.
- One of the items they appear to be smuggling in regularly are exotic beasts, which they use for underground “blood sport” rings.
- He doesn’t know anything else about the beast loose on the streets.

- *The Drunken Scorn* is being used as a smuggling vessel.

After relaying all this info, Berrian suggests the party leaves and dismisses them.

If they refuse to leave or continue to ask questions. Berrian asks his thugs to “show the party out.” At which point, the six thugs with him will surround the party and “escort them out.” If they still refuse to leave, combat begins—but no deaths will occur from this combat. Instead, the party loses and dealt non-lethal until they are put into submission and tossed out the front door.

Temple of the Archeart

In the evening, they can find **Brother Chao** in the Temple of the Archeart, in the Temple District, awaiting them at Assum’s request. The Archeart is the Chaotic Good god of spring, beauty, the arts, arcane magic, and fey creatures.

The Temple of the Archeart is a large, welcoming stone structure decorated with engravings of trees and vines on the otherwise smooth stone columns. The walls are painted with scenes of beautiful meadows and rolling hills.

Alcoves to the left and right the entrance each have a smooth stone pedestal with blue marble set into the flat top. Resting on the marble is a white candle, burning brightly.

Sitting in one of the stone benches at the front of the temple is Brother Chao. The room is otherwise empty.

RP Notes for Brother Chao Renshu

- Chao is a human acolyte.
- He is nearing middle age, bald, and has a pot belly.
- He believes his talents were given to him to benefit the world through service to his god.
- Despite his dedication to his Order, he is a hopeless romantic and sometimes yearns for a more exciting life.

The Corpse

Brother Chao is always happy to talk, and willingly gives the players any information he knows. He can tell them the following:

- There have been four people killed by the strange beast.
- All the bodies had the same bite and claw marks.
- He has not seen the beast himself, nor has he met anyone who has seen it. It is all “tavern talk.”
- None of the bodies were identified—and no-one came to claim them since.
- Chao has taken responsibility for burying the bodies in pauper’s graves. He sees this as his religious duty. The larger temples have shown no interest.
- Rumors suggest that a new gang is somehow involved.
- The fourth corpse has not yet been buried—it is wrapped in canvas in an alleyway behind the shrine. He is waiting for the cart to come and take it to the graveyard for burial.
- The adventurers can inspect the corpse if they wish.

If the party examines the corpse, they observe a middle-aged woman who has been disemboweled, and had her throat torn out. An **Intelligence (Nature)** check reveals:

- **DC 10:** jaws and claws caused the injuries.
- **DC 15:** the creature responsible was indeed probably around 2-3 feet high, marking it as something outside of the native wildlife.

Helping Hands

Brother Chao asks the party to help him bury the body.

If they agree, the gravedigger comes along after about an hour with a cart, loads the corpse, and then precedes them to Serenity's Rest, the pauper's graveyard just outside the city wall. There he has dug a very shallow grave.

After the corpse is interred, Brother Chao gives a brief but honest benediction, then invites each of the adventurers to share something. After that, he speaks the final burial rites and the gravedigger then begins burying the body as Brother Chao leads the adventurers back to the city.

Part Three

Way Hey, Up She Rises

Approaching the *The Drunken Scorn* can happen in two ways: by Day, if the party rests between investigating their leads and checking out the ship *or* by night, if they head right to the ship after speaking with Brother Chao.

Ask the party to specify when they are attempting to check out the ship, and follow the scenario for either timeframe, below.

The Drunken Scorn

The adventurers can easily find *The Drunken Scorn* if they have been directed there by either Farah Grania or Berrian Ethanasath. This ship is docked at one of the quieter piers in the Port District.

The Ship Herself

The *Drunken Scorn* is roughly 55' long and 18' across the beam. The ship has a main deck with a sterncastle and forecastle, and a single large cargo hold below decks. There are two small cabins beneath the sterncastle: the captain's cabin and a combination galley/workshop.

The Crew

Including the captain, there are 15 crewmen on the ship, and they are human, except for four who are dwarves. Every crew member has the statistics of a Thug. The captain's name is **Kari Gunhild**.

RP Notes for Kari Gunhild

- Kari is a human thug. She is in her late 30s, is very lean, and has short, dark hair.
- She is the captain of the *The Drunken Scorn* and puts her ship before all else.
- She was born into the sea-faring life and sees the sea as freedom—the freedom to do anything.
- Kari will be cordial and strive to keep the peace so she can continue doing “legitimate business” in Emon—to a point. If someone questions her courage, she will not back down, no matter how dangerous the situation.

If the Party Approaches by Day...

While in dock, the crew of *The Drunken Scorn* tend to go out to taverns and the like at night; returning to the ship during the day to sleep. If the adventurers approach the ship by day, they find the gangplank is down, but it is being guarded by two **Thugs**. Nine more **Thugs** can be spotted sleeping on the deck, while the captain is not present (as she is sleeping in her cabin).

If the adventurers attempt to board the ship: The crew on guard duty blocks them from coming up the gangplank. They know they have contraband below decks, and so cannot be Persuaded or Intimidated into letting the adventurers board, no matter what roll is made. If they continue to try and board the ship, an argument starts and then the captain emerges from her cabin and tells the adventurers to be off.

If the adventurers disregard the Captain's orders to leave: Pressing the issue after the Captain emerges will result in a fight breaking out between the party and the two Thugs who are guarding the gangplank.

Two more **thugs** will awaken every other round and join in the fray, until all nine are awake and fighting.

If the adventurers plant themselves on the pier to keep a close eye on the ship: The Captain, growing weary of their shenanigans, warns them once more to be gone. If they don't leave, she and the crew approach the adventurers, threatening violence. Should they choose to stay, this will lead to the same combat scenario in *"if the adventurers attempt to board the ship."*

There are a few other people on the pier, but they make themselves scarce when trouble begins.

Suspicious Cargo

If the adventurers manage to defeat the crew and get on board the ship, they find nine **Velociraptors** in the cargo hold; chained together with heavy iron collars. The chain passes through the collars and is nailed to the hull at each end.

Daytime Interrogation

If any of the **crew** are captured and interrogated, they have the following information:

- *The Drunken Scorn* has been a smuggling ship for around ten years
- A few months ago, a half-orc named Craegan Ukaresh approached Captain Gunhild.
- He wanted to engage them to smuggle contraband to various ports across the Lucidean Ocean.
- The contraband included precious metals and exotic beasts.
- They found out later that Craegan was part of a foreign criminal organization named the Myriad.
- They fear the Myriad, as they have a reputation for being unpredictable and violent.

If Kari is captured and interrogated:

- She will remain close-mouthed. She holds tight to her honor and will not give them the details of what, why, or who they were smuggling for.
- She will, however, react violently and decry being "one of those Myriad scum" if accused.

If the Party Approaches by Night...

The ship seems unnaturally still and dark and there is no sign of the crew. The gangplank is down, leading up to the deck, shrouded in darkness. As far as you can tell, there are no guards watching your approach. This strikes you as odd, even for sailors in need of shore leave—surely they would leave someone on guard?

A single light is visible, coming from a door beneath the sterncastle. In the dim light, you can also see that the cargo hatch appears to have been left wide open, two motionless lumps rising from the deck nearby.

Once the adventurers board the ship, they see that the two lumps are the remains of two crew members who have been savagely torn to shreds. If the party visited Brother Chao, **Investigation** of the bodies, DC10, will show that the crewmen's wounds are identical to the woman's body they

inspected earlier. They also hear a low growling and crunching noises coming from the partially open door to the captain's cabin, where the light can be seen.

Freakin' Raptors!

If the adventurers approach the cabin door, they see two **Velociraptors** devouring the remains of the Captain. The creatures smell the adventurers as soon as they approach, and immediately attack.

One round later, three more **Velociraptors** leap up through the open cargo hatch, howling with hunger. They spread out, attempting to hit the party from the flanks.

Hold the Door

The adventurers may try to close the cabin door and cargo hatches to contain the beasts.

The cabin door is very flimsy, and the **Velociraptors** tear through it in two rounds.

The cargo hatch is even weaker, being just a wooden frame with a canvas covering. The **Velociraptors** tear through it in a single round.

Clues in the Cabin

Assuming the adventurers deal with the raptors, they can search the cargo hold and the two cabins.

- **Cargo Hold.** The cargo hold has nothing of interest aside from the chain which was restraining the raptors. The adventurers see that it was once nailed to the hull of the ship, but that it was pulled free.
- **Galley/Workshop.** This small cabin contains a stove and cooking utensils, alongside a carpenter's bench and tools. There is nothing else noteworthy in this cabin.
- **Captain's Cabin.** The captain's cabin contains a bed and small table, as well as charts and various navigational tools. The ship's log book is sitting on the table, and it shows that *The Drunken Scorn* has made voyages all over the Luciaan ocean, to places like Stillben, Whitestone, and most recently, journeyed North around the Frigid Depths and made its way to Emon.

Treasure

Any player may roll an **Investigation** check, DC10.

On a success, they find a loose floorboard as well, and find a small, unlocked strong box as well:

- 250gp
- 1 Rhodochrosite Gem (worth 10gp)
- 1 Carnelian Gem (worth 50gp)
- 1 Potion of Healing

They also find:

Adjusting the Encounter

Very Weak:

Remove 1 Velociraptor from each section of the encounter

Weak:

Remove 1 Velociraptor from the second section of the encounter

Average:

5 Velociraptors

Strong:

Add 1 Velociraptor to the first section of the encounter

Very Strong

Add 1 Velociraptor to each section of the encounter

- A piece of parchment with an address to a building somewhere in the Central District hastily scribbled upon it.

On a failure they find only the parchment, which has been stashed under the Captain's bunk.

There is nothing else of value in the cabin.

Further investigation of the ship will paint a grisly—yet strangely fitting—picture. As the evening came, and most of the crew headed into town to visit taverns and various other establishments, it seems only the two ravaged sailors and Captain remained. The raptors below decks seem to have pulled themselves loose, given the impressively bent state of the tethers that once help them. From there, it was only a matter of time until they discovered the way out and turned on their captors.

And if these beasts broke free so easily, the monster roaming the streets of Emon could very well be one of their ilk...

Part Four

The Lowdown Showdown

Following the directions to the address found on the parchment that was acquired in the ship, you make your way into the Central District.

The street the nondescript building is located on is long, narrow, and mostly abandoned. This area was hit hard during the Conclave's attack and it seems that many of the citizens who may have once called it home never returned.

The building in question is not much to speak of. Though one of the less damaged on the street, it too is run down and partially crumbled. A broken sign leaning up against its face like a forgotten soldier marks it as a former grocery store squeezed between a derelict brewery and a boarded-up map maker's shop.

The door is made of wood and has an old, tarnished brass lock in the very center. There is no door handle and it is currently locked.

The lock can be picked with a successful **Dexterity (Thieves Tools)** check, DC10. Otherwise, a successful **Strength** check, DC14, breaks the door down with brute force.

Beyond the door is a steep set of stairs leading down. The corridor is 5' wide and the ceiling 8' high. The walls and stairs are made of stone. There is no light source.

The stairs descend 50' and open onto a 30' long tunnel heading north. A faint glow can be seen at the end of the tunnel, which opens into a secret chamber.

The Underground Temple

This was originally built as a secret temple for a betrayer god. Unseen for many years—long before the Reconstruction of Emon—it looks to have been forgotten about... Until recently.

The large central chamber has eight walls, made of ancient and worn stone blocks held together by crumbling mortar. Touches are set in rusted metal sconces on every other wall, filling the room with a flickering glow. There are seven doors, each set in a different wall, as well as the open passage leading down from the stone stairs you have descended. The air smells stale, thick with mildew and an unpleasant meatiness you cannot see the source of.

A domed ceiling towers above you, easily 45' high. In the shadows above, you can just make out a recessed stone balcony wrapping around the walls, about two-thirds of the way up.

A low growl comes from behind several of the doors.

The balcony is 35' above the floor, with the ceiling another 10' higher. Attempting to climb the wall requires a **Strength (Athletics)** check, DC13, every 10'.

Anyone succeeding on a **Wisdom (Perception)** check, DC16, can identify one of the doors with a creature behind it (*see below*).

“The original cultists used this as their worship chamber, I’m told.”

The voice comes from above. **Craegan Ukaresh** has emerged from the shadows on the balcony.*

**If the adventurers killed Craegan in Part One, he is replaced in this scene by a Female Tiefling Bandit Captain named Mystery Semyazga. Run her with the same stats/RP Notes as listed below for Craegan.*

RP Notes for Craegan Ukaresh

- He is in a somewhat talkative mood and appears to be gloating as he toys with the players.
- He has been expecting them, having learned of their investigation through his underworld contacts.
- The chamber they are in was once a secret chapel dedicated to the “the Crawling King,” but the Myriad are now putting it to “more practical” uses.
- The strange beasts they are tracking are originally from Vasselheim. He makes no secret that he has played a hand in their being smuggled onto the continent, but he will not say *how* they are being brought into Emon.
- He admits that one of the creatures recently escaped and caused some trouble around the docks, but they managed to recapture it.
- The beasts are mostly being exported across the Ozmit from Vasselheim—but Craegan himself has been keeping a few for “a little game” he has developed.
- He calls the game "The Bestiary" and it is played in this chamber. He boasts that it has become quite popular, and the balconies are usually packed with wealthy townsfolk seeking to rub elbows with the underbelly.

When Craegan is done toying with the adventurers, he exclaims:

“Enough talk! I think I would much rather *show* you how the game works.”

He takes a bronze bell out from beneath his cloak

“Are you ready to play my game?” Without giving you a moment to answer, he says, “Every few moments I will ring this bell and when I do, you must choose a door. Behind each door is either a gift or a challenge. You are free to keep any gift you uncover—should you live to the end. Defeat all of the challenges and, well, then I guess I am in your power.”

The Game

The doors are numbered and they spring open when touched. They cannot be closed again until all have been opened. A door can be opened as a free action.

If the adventurers attack Craegan, attempt to scale the wall, or retreat back up the passage, he steps back from the edge of the balcony (out of sight). While out of sight, he uses “*Thaumaturgy*” to open **Door 3** and **Door 5** (see below).

Every round, Craegan rings a small hand bell. If the adventurers have not opened a door by the end of the round, he uses *Thaumaturgy* to open one for them. He chooses the monster doors first. Following are the effects of each door:

- **Door 1:** When this door is opened, the room is flooded briefly with pale blue light. All the adventurers in the chamber receive the effects of a *Potion of Healing*.
- **Door 2:** This door opens onto a short corridor and a stone, spiral staircase, winding up 35’ to the balcony above. The staircase is only 3’ wide. If the adventurers climb the staircase, go to “Balcony Battle,” below.
- **Door 3:** When this door is opened, four **Velociraptors** leap out and attack the adventurers.
- **Door 4:** When this door is opened, 30 small satchels are stacked in what is effectively a closet. Each satchel contains 10gp.
- **Door 5:** When this door is opened, four **Velociraptors** thunder out and attack the adventurers.
- **Door 6:** When this door is opened, there is a loud boom, and a shockwave rolls through the chamber. Every creature must make a **Constitution** saving throw, DC13, against a *Thunderwave* spell (1st Level).
- **Door 7:** When this door is opened, a **Deinonychus** rushes out and attacks the adventurers.

Adjusting the Encounter

Very Weak:

Remove 4 Velociraptors (2 from each room)

Weak:

Remove 2 Velociraptors (1 from each room)

Average:

Run encounters as written

Strong:

Add 2 Velociraptors (1 to each room)

Very Strong

Add 2 Velociraptors (1 to each room) or an additional Deinonychus to Room 7

The Balcony Battle

Once the adventurers climb the stairs to the balcony, Craegan meets them in the narrow doorway at the top, ensuring that he cannot be flanked. Any surviving dinosaurs will pursue the adventurers up the stairwell as well.

Craegan is a **Bandit Captain** and is accompanied by a **Thug**, who the party cannot see until they are up the stairs. He sends the **Thug** down the steps to intercept them while he himself attacks from a distance using his daggers. Once he makes 4 ranged attacks, Craegan draws his last dagger and his scimitar and awaits the characters to approach. He fights to the death.

Treasure

With a successful **Intelligence (Investigation)** check, DC12, the party can find the following beneath a hidden bottom in Craegan's pack:

- 420gp
- 1 Chrysoprase Gem (worth 50gp)

They also find he is wearing:

- Bracers of Archery

On a failure they only find the Bracers of Archery upon his arms.

Part Five

All in a Day's Work

Reporting to Assum

RP their follow-up appointment with Seeker Assum as you see fit.

If the adventurers kill all the dinosaurs and Craegan, Assum is delighted with their performance and pays what he promised. Each party member will also gain the chance to join the Council of Tal'Dorei. If they do, they gain the Story Award: **Council of Tal'Dorei Faction Membership**.

However, if any of the dinosaurs escaped from *The Drunken Scorn* or the hideout, Assum is much less happy to see them again. He tells the adventurers that there were several fatalities due to their incompetence—and should anyone find out they were hired by the Council for this mission, it will reflect very badly upon the Council. He then gives them only half of the promised fee and send them away posthaste.

Experience Summary

- Social: 300XP
 - *If the party helped the old man or Grania, award this.*
- Exploration: 300XP
 - *If the party talked to all leads award this.*
- Combat: 300XP
 - *If the party played "The Game" or defeated Craegan, award this.*

Treasure Reward

Pay from Seeker Assum if they killed all of the dinosaurs smuggled into the city: 150gp (or 200gp if they successfully negotiated for more).

Pay from Seeker Assum if they failed to kill all the dinosaurs: 75gp (or 100gp if they successfully negotiated for more).

Magic Item Reward

Bracers of Archery (*Wonderous item, Uncommon—requires attunement*)

- While wearing these bracers, you have proficiency with the longbow and short bow. You also gain a +2 bonus to damage rolls made with these weapons.

Handing out magic items: If the players can decide between themselves and no one has any objections, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same count you may check their logs to confirm. The person with the lowest item count gets the item. If 2 or more people are tied, they roll a d20 and the highest roll gets the item. The person receiving the magic item can determine the type of weapon and it must be logged immediately

GM Rewards: 450XP, 1 Honor, 10 Off Hours, 250GP

Enemy Stat Blocks

Spy

Medium humanoid

AC 12, HP 27, Speed 30ft

Str 10(+0), Dex 15(+2), Con 10(+0), Int 12(+1), Wis 14(+2), Cha 16(+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses: **Passive Perception** 16

Language: Orc, Common, Undercommon

Cunning Action. One each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack. The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5' of and ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Actions

Multiattack. The spy makes two melee attacks

Shortsword. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 5 (1d6+2) piercing damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, Range 30/120 ft., one target. Hit 5 (1d6+2) piercing damage.

Scout

Medium humanoid

AC 13, HP 16, Speed 30ft

Str 11(+0), Dex 14(+2), Con 12(+1), Int 11(+0), Wis 13(+1), Cha 11(+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses **Passive Perception** 15

Language: Common

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing/sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks

Shortsword. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 5 (Critical 7) piercing damage.

Longbow. Ranged Weapon Attack: +4 to hit, Range 150/600 ft., one target. Hit 6 (Critical 9) piercing damage.

Bandit Captain

Medium humanoid

AC 15, HP 65, Speed 30ft

Str 15(+2), Dex 16(+3), Con 14(+2), Int 14(+2), Wis 11(+0), Cha 14(+2)

Saving Throws Str +4, Dex +5, Wis +2

Skills Athletics +4, Deception +4

Senses **Passive Perception** 10

Language: Common, Orc, Undercommon

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', one target. Hit: 6 (1d6+3) slashing damage.

Dagger. Ranged Weapon Attack: +4 to hit, Range 20/60 ft., one target. Hit 5 (1d4+3) piercing damage.

Reactions

Parry. The captain adds +2 to its armor class 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 non Good Alignment

AC 11 (Leather Armor) HP 32 (5d8+10) Speed 30

Str +2, Dex +3, Con +2, Int +0, Wis +0, Cha +0

Senses **Passive Perception** 10

Languages Common.

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 target and is not incapacitated.

Actions

Multiattack The thug makes 2 melee attacks or one ranged.

Mace. Melee attack range 5ft +4 to hit Damage 5 bludgeoning, Critical 7.

Heavy Crossbow. Ranged attack Range 100/400ft one target. +2 to hit 5 damage, Critical 7.

Velociraptor

Tiny beast

AC 13, HP 18, Speed 50ft

Str 7 (-2), Dex 17(+3), Con 10(+0), Int 3(-4), Wis 13(+1), Cha 6(-2)

Skills Perception +3, Stealth +5

Senses **Passive Perception** 13

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

Pounce. If the deinonychus moves at least 20' straight toward a creature and then hits it with its claw attack on the same turn, then the target must succeed on a DC 12 strength saving throw or be knocked prone. If the target is prone the deinonychus can make one bite attack against it as a bonus action.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

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

Deinonychus

Medium beast

AC 13, HP 26, Speed 40ft

Str 15(+2), Dex 15(+2), Con 14(+2), Int 4(-3), Wis 12(+1), Cha 6(-2)

Skills Perception +3

Senses **Passive Perception** 13

Pounce. If the deinonychus moves at least 20' straight toward a creature and then hits it with its claw attack on the same turn, then the target must succeed on a DC 12 strength saving throw or be knocked prone. If the target is prone the deinonychus can make one bite attack against it as a bonus action.

Actions

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 6 (1d8+2) piercing damage.

Claws. Melee Weapon Attack: +4 to hit, reach 5', one target. Hit: 6 (1d8+2) slashing damage.

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required we do encourage it. Send responses to livingtaldorei@gmail.com

Questionnaire

1. Does the party intervene to help the old man yes/no?
2. Did the party save any sailors yes/no?
3. Did the party play "The Game" yes/no?
4. Did the party defeat Craegen yes/no?
5. Did any cool stories happen? This is your chance to tell us something awesome your group did. Please keep it to less than 500 words.