

Blood on the Shoreline

A Living Tal'Dorei module for 1st and 2nd Level Characters

Optimized for 5 2nd Level Characters

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Adventure Background

Merchants and shopkeepers are having a hard time getting supplies into Emon from the trade route that runs along the Silvercut Roadway. There have been a string of organized attacks by Orcs on the incoming caravans, and the Clasp has reported similar raids on their stronghold just north of the city.

The attacks are too coordinated and similar to ignore—and, worse, they suggest inside involvement. Suspicions are high that someone has paid the Orc Chieftain handsomely to continue his assault, choking off the supply line coming into the city and further hurting the Emon division of the Clasp.

News of Emon's current situation has spread to lands all across Exandria, and the higher ranking members of the Clasp have begun to worry that their plight has reached the ears of the Myriad, their rivals native to Wildemount. Hindering their alliances and starving their supplies are the first elements that the Myriad use to oust their rivals from local turf—so it stands to reason they would do the same to their enemies on Tal'Dorei.

Rosie, a member of the Emon Clasp, has been tasked with getting to the bottom of this troubling mystery. She will reach out and make contact with the party, enlisting their help in finding out who is—and why they are—lining the Orc Chieftain's pockets.

Adventure Outline

The adventure has four parts:

- **Part 1: Fresh Kidney Pie** *30-45 Minutes*—The characters arrive at The Laughing Lamia to meet Rosie, a contact from The Clasp who has requested a meeting. Shipments at their stronghold to the north are being attacked. Evidence suggests that the Clasp has been compromised to some degree, making the problem a little complicated...
- **Part 2: Who Dis?** *90-120 Minutes*—They set out to the beachfront stronghold, to root out the mole and protect the next incoming shipment. An odd ally of Rosie's awaits them in the woods, giving them some information that will lead them on to the stronghold and an unexpected game of whodunit.
- **Part 3: Belly of the Beast** *90-120 Minutes*—Using the information they have gained, the party will have to put an end to the Orcs in the area or disperse them in some way. But first, they have to find them...
- **Part 4: Conclusion** *15-30 Minutes*—The party returns to the city and reports their findings back to Rosie.

Adventure Hook

Character who have played 1-1 have likely stayed on after the events of Reconstruction, and are checking in regularly with Sherri at Gilmore's Glorious Goods for new jobs and tasks that need completing. They can easily hear word that the Clasp is looking for brave souls to help them get to the bottom of this quandary. Remembering how they helped Spireling Shenn out in 1-1, she naturally calls upon them again to see if they are willing to help him one more time.

New characters can be in Emon for any number of reasons, even if they have not played 1-1. They may have come here as volunteers to assist with the rebuilding. They might be seeking work as guards or scouts. Some less than reputable characters might be here to the unique opportunities a city in repair offers. The knowledge that Gilmore's is a hot spot for picking up work and linking up with other adventurers is well known.

Gilmore's Glorious Goods: A Friend in Need

Give the players time to access Gilmore's: *15 Minutes* –This gives Players a window both before and after the game to use his services at the table. 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 (arcane only) 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
- Diamond for Revivify 400gp
- Greater Restoration 450 gp
- Raise Dead 1,250 gp
- Potion of Healing (1 per person) 50g
- Speak with Dead Scroll 190 gp
- 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 cost for any scrolls purchased that have a component cost as part of the spell.

Part 1

Fresh Kidney Pie

Sherri has received a message from Spireling Shenn asking for her to send a group of adventurers to The Laughing Lamia tavern in the Abdar's Promenade section of town. An associate of his will be waiting there, ready to send them on an important mission that will benefit both the Clasp and Emon as a whole.

With her directions you make your way past the various tents and carts that line the marketplace, and eventually find the four-story building that is The Laughing Lamia.

As you enter, you find the bar about half full. It's clear the Lamia isn't famous for its mid-day crowd. A flute and a drum player are tuning their instruments in the corner, but the room is otherwise rather quiet. A drunkard stoops over his drink at the far end of the bar, and the rotund, bored-looking innkeeper is wiping down the bar. Neither pays you any mind as you enter.

You see a small figure in a dark hood sitting in the corner. They catch your eye as they motion you over to her table. As you approach, you are urged to take the empty seats fanned out around her table.

The figure pulls back their voluminous hood to reveal a female halfling with long, dark hair. She motions to the bartender, who snaps to attention and quickly brings over a plate brimming with cheeses and dried fruit, and a freshly baked pie emitting a savory smell. He leaves and returns a few moments later with mugs for everyone and two pitchers; one of ale and one of water.

"Thank you for meeting me so early in the day. Please, please, help yourselves! Try the kidney pie—it's excellent," she says brightly. Once the innkeeper is out of earshot, her demeanor becomes much more serious. "My name is Rosie." Rosie's eyes quickly dart around the tavern and, after making sure no one is watching, she quickly pushes back the leather straps on her arm and flashes the Clasp tattoo on her wrist. "Let's cut to the chase, yeah? Spireling Shenn and I need your assistance."

The figure is a Halfling woman named **Rosie Wildheart**, a middle-ranking member of the Clasp. She was sent to ask for outside help by Spireling Shenn, without the knowledge or approval of the other two Spirelings (Warren and Zilloa).

The Clasp is being still being blamed for the attacks within the city, but the Emon Clasp did not order these attacks. Shenn is concerned that the attacks on the supply caravans—as well as on their own stronghold—will bring the organization further under fire with the city. They have sound evidence that the same tribe of Orcs are attacking on both fronts—but they have been unable to discover why, or how their attacks have been so perfectly timed.

The Clasp does **not** want it known that they are in a state of disarray. For obvious reasons, those in positions of leadership need to keep their distance, so Rosie, a trusted operative, has been tasked with finding some accomplished adventurers who are will to look into the matter. He trusts her to

handle the issue quickly and quietly, and would prefer those in his employ exhibit the same respect for secrecy.

RP Notes for Rosie Wildheart

- Rosie looks young, but she is a combat hardened, experienced rogue* who has been with the Clasp for some time.
- She loves a good laugh, swears like a sailor and is known for her creative turns of phrase. (Feel free to roleplay her with a stereotypical New Yorker accent).
- Rosie dresses in all black with a deeply hooded cowl and leather wrapped arms. She likes to blend into the shadows and doesn't wear anything flashy or memorable that could give her away—but that often leads people to wonder: just where is she hiding those daggers of hers?
- She is street smart, has scruples, and doesn't blade unless absolutely necessary—but when she does, she is merciless.
- She is here because she respects Spireling Shenn and agrees with his decision to get outside assistance with their current situation. Her loyalty to him—and her organization—is beyond question. She considers the Clasp to be her family. (Aside from her beloved nephew Pesh, that is. If asked, she'll gush about him being a very powerful wizard.)

* Should a player use 'Thieves' Cant in speaking to her, treat this following information as a Whisper, related back to the player in 'Thieves' Cant. Rosie warns them of double agents afoot. She suspects the man at the end of the bar to be a spy, but will not make a move with witnesses about—especially loose-lipped ones like the musicians chatting quietly in the corner.

*The spy does take note of the characters speaking with Rosie, and later alerts a group to tail the party. If this Thieves' Cant scenario does occur, Rosie's warning will give the party rogue advantage on spotting the ambush in the next section.

*The ambushers will use best advantage if possible, letting the trap go off on the party before striking or attacking while they attempt to knock another way. (Players roll perception w/advantage vs. Stealth roll for this ambush).

RP Rosie explaining the mission to them as you see fit. Below are some of the talking points she can relay to the characters. If the players wish to **Insight** check Rosie, no more than TWO characters can make the check. If a character passes, DC14, they fully believe Rosie.

- “A number of supply ships have been raided at one of the Clasp strongholds to the North. The big issue? These aren't announced shipments. It's too damn convenient that those smelly bastards are hittin' us at just the right time.”
- “Rumors are spreading that the Clasp is losing turf. We've got an image to protect, ya know? Gossip like that spreads faster than fresh manure, and hits us where it hurts. We've got enough to deal with right now. So keeping this hush-hush is priority one, got it?” (*She will stress this.*) “Enemies are *everywhere*.”
- “Attacks in the city are being made by people disguised as Clasp members—how's that for a kick in the ass?” (*Characters who have played in 1-1 will know about this.*) “Our warehouses and safe houses have been exposed, crews have disappeared, traps are springing up aimed at us *and* our allies. Its goddamned bedlam out there in the streets, I tell ya.”

- “Emon Clasp ain’t behind any of this. Might be the first time ever I can say we’re 100% innocent here. No one wants to believe it, but why would we stir the pot? We finally got a good thing going here with Emon—doesn’t make a lick of sense that we’d mess *that* up!”
- “We don’t want get too many of their members involved in this Orc BS. Too much heat on us already. They catch one of us in the wrong place at the wrong time? That’s gonna make shit blow up for real. We just can’t risk it.”
- “It’s not like we can get the city guards to help us out neither. Those hoighty-toighty fucks on the council think the Clasp is guilty, evidence or not. Any Clasp member seen would be arrested on site, locked up tighter than a... Well. You get me.”
- “Shenn was outvoted by the other two Spirelings when we put to a vote. They didn’t want us getting outside help; thought it might ‘compromise the organization’ or some shit.” (An eye-roll and a mocking tone would not be out of place for her on that last part.) “Shenn knows though. This has gotta be handled now. That would be why we’re sitting here, having a fine breakfast together. I’ve got a job for ya, if you got the balls for it.”

Rosie asks the party to go to their stronghold—which she calls the Smuggler’s Cove—and get to the bottom of the attacks. She expects that someone there is a spy, and has been feeding information to the Orcs that are plaguing the incoming supplies. A shipment is coming in, and the Clasp expect that it too will be attacked. If Orcs attempt to attack the stronghold, she asks that the party stop them by whatever means necessary—but also that they leave one alive for questioning, if possible. If not, she doesn’t seem overly concerned. Her real concern is that they bring back as much information as possible.

“So I guess you’re all wondering just how much you’re gonna get paid, if you do risk your skins for us ‘dirty criminals’—right?” She chuckles, an impish gleam in her eyes. “I know that’d be the first question on my mind!”

Rosie offers the party 80g each, mentioning that they are also welcome to keep whatever loot they take off the “thieving bastards” they fight. If they wish, ONE character can make a **Persuasion** roll to negotiate the price of the job with Rosie. It can only be **one** character and no advantage can be offered. If they succeed on a DC13, Rosie will NOT up the payment—as she was only authorized to pay the stated amount—but she will give each character a Potion of Healing from her own stash as a way to assist them.

When the party agrees to undertake the mission, she informs the party that she has an “old ally” that will meet them in a small clearing along the road outside the city. She tells them to look for “the out of place tree.” This ally has info about the region and might be helpful in finding a solution to the problem at hand.

Rosie gives the characters a writ of passage to hand over to the guards at the Cove, as well as a hand drawn map of the region around the Stronghold. She has drawn a bold X over a clearing no more than an hour’s travel up the road, telling them they will meet her ally there. She then directs them to a coach house in the city where they can pick up a some horses, and tells the party they should meet her in the same location upon returning, to share what they have learned.

After all this has transpired take note of how Rosie was treated, and pick the next scenario based on their actions:

If the party is **helpful** to Rosie, or open about their work, the spy notes them and alerts a group to tail the characters. Rosie does tell the players that someone is sabotaging their territories with traps, but she will not openly admit to thinking a spy is currently watching them, for fear that it could cause An Incident, drawing bad attention. (Rosie is Clasp, after all, and not eager to be arrested). If pushed about the few Clasp imposters, she says it's being handled, but warns the party against dropping their guard.

In this **Helpful Path**, the traps in the coming ambush function as written in the next section, followed by an ambush combat. The enemies hide to ambush, wait until the group sets off/bypasses the trap before attacking. (player perception vs enemy stealth roll for ambush)

If the party is **rude** to Rosie, or seems disgusted/distrustful of the Clasp in any way, the spy attempts to parlay with the party when they leave the tavern and feeds false information to the group. The information shared should both try to harm the Clasp or their alliances, and is specifically designed to point the party away from thinking there might be possible Myriad involvement. Perhaps they blaming another Clasp division, or just lay it on thick, trying to push the party into distrust the Clasp further. The RP here can attempt to push any "lawful" looking character into being aware they are about to help a known criminal organization and it could get them in trouble.

With the **Rude Path**, traps still function but there is no combat ambush.

Clasp Network Coach House

The Clasp makes their headquarters down underneath the city of Emon, using a vast network of underground tunnels to access it. Only high-ranking member of the Clasp can move through these access points freely. Most people cannot gain access to their tunnels without an escort.

The Coach House Rosie has sent them to, to pick up their horses, connects to such tunnels but the party will not have access at this time. Usually only Clasp members are permitted within the warehouse during operations, but Rosie has informed the Clasp guards to allow the party entrance as soon as they agree to take the job she is offering.

The Coach House is a well maintained three-story building tucked away in a quieter corner of the city. Large double doors face the street, one of which has a sliding plate set at eye-level, so that a doorman can verify identities, and a large—but plain—metal knocker. The stables are set into the side facing the street.

As the party arrives in front of the building the spy's ambush begins. Players can make a **Perception** roll, DC14. (Advantage can only be used by the rogue(s) who spoke to Rosie earlier in 'Thieves' Cant.) If spotted, the ambush fails and combat immediately begins. If unseen, progress to the trap first (*below*).

Door Trap: The door knocker is smeared with contact poison, forcing the character who raps the knocker it to make a **Constitution** saving throw, DC12. On a failed save, they take 2D6

Adjusting the Encounter

Weak/Very Weak:
1 or 2 Scouts

Average:
1 Spy and 1 Scout

Strong:
1 Spy and 3 Scouts

Very Strong
2 Spies and 3 Scouts

poison damage; half if saved successfully. *(For a Very Strong party, this may be increased to 3D6 poison damage on a fail; half on a save.)*

Once the party on the **Helpful Path** has knocked on the door, in any way, the ambush begins. See the *Adjusting the Encounter* sidebar to determine the size and composure of the ambushing party.

It takes 3 full rounds for the door to be answered by the Clasp member on guard inside. Roll initiative for the Clasp Thug behind the door when the party rolls their initiative.

On round three, the Clasp Thug's action is to open the slider and assess the situation, open the door, and move to help.

He has a single healing potion he will only use on a downed adventurer on his next turn, but he will look

for clerics or someone with healing potential first if there are multiple players are downed.

The ambushers will attempt to flee if the tides turn and the situation looks hopeless for them, or if the ambush takes too many rounds to complete, as a long fight in the streets is dangerous in many ways.

Afterwards, the Clasp Thug says he had no idea the knocker was poisoned if questioned or asked about it. Any Insight check on him will tell the party he is being truthful; he appears just as shocked and angered as they are. He cleans it off the remainder of the poison as he ushers them into the building to retrieve their caravan, grumbling angrily about it not even being his day to work at the warehouse.

Parties on the **Rude Path** are still affected by the trapped door knocker if it is touched, but no ambush is waiting when they arrive and they are able to enter the building unmolested. The Clasp Thug on guard welcomes them in and shows them straight to their wagon.

Part 2 Who Dis?

The characters proceed through the city of Emon on their way through the gates that lead to the west and out of the city.

Proceeding past the shops and marketplaces of the Cloudtop district, you eventually pass Thordak's Crater, marveling at the colossal monument to the Chroma Conclave's impact on the continent. No matter how many times you see it—or the other scars left on Emon by that terrible and trying time—you cannot help but wonder what would have happened to the wonderful city, had heroes like Vox Machina not intervened.

Continuing Northwest through the city, you eventually find yourself at the inner wall surrounding the Military district. Two guards are posted at the gates, which are open at this time of day. Foot traffic is free to move in and out of the district at will, though it still seems less sparse than usual, given the unrest following the mysterious fires that wracked the city so recently.

Unless the players give them a reason to get involved, the Guards here take no notice of them as they pass and wave them on as they would any other traveling merchant.

Proceeding through the gates, you enter the Temple district. The shops and marketplaces are replaced by beautiful cathedrals, boarding houses, you pass buildings dedicated to the worship of the Dawnfather, the Lawbearer, and the Wildmother. This is the center of worship in Emon, where travelers and sailors come to bless their jounries. Not everyone is drawn to religion, but the gods

Sadly, for every building whose beauty pierces the sky, there is another lying in rubble. This district was hit hard by the Chroma Conclave, and the Alabaster Lyceum itself was a particular target.

After about thirty minutes the characters reach the gate to the outer wall. Past that the road leads out of the city and to the hills/grasslands beyond. They are told by the pair of stationed Guards that all gates close at sundown and will not reopen again until the following morning—no exceptions. There is a possibility that the mission could keep the characters outside the city walls until morning, so give them a few minutes to discuss their options and to make sure they have the proper equipment to make camp, if they would like.

On the road, they head north from the entrance, away from the city, and along the shoreline. The first hour passes uneventfully; the road quiet. They come to the region that Rosie marked on the map. The party can find the meeting spot fairly easily as it stands out a bit being from the woods around it.

The Meeting Place

A large, out of place tree with deep bark ridges, seemingly out of season for the color of its leaves, stands majestically at the center of a small clearing. Let the party wait a few minutes at the clearing for the “meeting” with Rosie’s ally. Let them talk or get settled in before starting the RP.

Barktholemew the Treant casually observes the party while they chat for a short time, disguised as a “normal” tree, so he can assess who they are and if they are a threat. He has been asked by the Clasp to gather some information for them and, in exchange, they will rid his woods of the foul orcs that have settled there. If there is a Druid in the party they recognize what Barktholemew is immediately.

After listening in on the party for a bit, he will engage the party in conversation, having ascertained that these are indeed the adventurers Rosie sent.

“Welcome to my clearing, little ones who are friends of my little one! I am Barktholemew. I have news for you from the woodlands.”

RP Notes of Barktholemew the Treant

- Barktholemew’s bark is a rich reddish shade, featuring highly ornamental, peeling bark. His thick canopy of large, three-pointed leaves are dark green (which are currently out of season with the autumnal foliage of the surrounding forest).
- His voice is deep, booming baritone that sounds as if resonating up from low in his trunk.
- He is polite and acutely aware that his stature often intimidates “little ones,” so he speaks slowly and calmly.
- He makes no move to otherwise engage the party and is in no way hostile. Make it **very** clear to the party that he is a threat far beyond their reach at their current level, and also that he is an ally, if players seem determined to fight him.

This is a good time for a short rest if the party has not taken one yet, but needs one. Barktholemew will talk while they eat or rest. He enjoys jokes and lighthearted stories that spark joy or hope in some way. He is happy to converse with the party and answer their questions about Treants and about the woods at large—and, unfortunately, that makes him easy to distract from the more pressing task at hand. Feel free to RP his wandering attention and deep love for the forest he protects, if you like.

He can relate the following information to the party, when properly prompted:

- The Orcs have made a lair out of a cave in an area close to the Clasp’s stronghold (aka Smuggler’s Cove). He doesn’t know the exact location, but he knows it is northeast from the shore and a few miles away.
- Not being really able to fit indoors—or liking the idea of being away from the earth under his “feet”—he doesn’t know much about the people currently inhabiting the stronghold. He does, however, know both Rosie and another Halfling named Milo (both of whom he seems to refer to as “my little one”, making it a bit confusing to understand just who he is referring to). Milo is currently stationed here at the Smuggler’s Cove. Barktholemew will vouch that Milo is a loyal Clasp member through and through.

- There is at least one Orc who considers himself a chief, and possibly a dozen more Orcs in the lair.
- There is a taller “little one” from the stronghold who sneaks out at night into the woods, but he often manages to evade Barktholemew’s “woodland agents.” He knows the person heads east into the woods before “disappearing” into the night.
- He has heard rumor of a secret meeting with the Orcs and their “informant” happening soon, which confirms Rosie’s suspicions.

Should the party wish to search the surrounding woods before heading to the stronghold, they would run into Cort the Druid. (*See **Cort the Druid** below for this encounter.*)

If they do not search the woods, skip this encounter and move on to **Smuggler’s Cove**.

Cort the Druid

Anyone searching the woods around Barktholemew’s clearing will encounter Cort the Druid.

You suddenly find you are not alone. Emerging from the densely packed fauna is a half-elf male of average build. He wears the outside the obvious garb of a druid, blending in so well that you do not see him until he is nearly on top of you. A giant elk flanks him as he turns to greet you, cautious but not unfriendly.

“Well met, strangers. Is there something here in my section of the wood that I can help you all with?”

He is willing to be helpful to people, but shows hesitance and discomfort to see armed adventurers in his forest. He clearly puts the preservation of nature above mortal concerns, and looks like he himself is injured if he sees the smallest plant stepped upon.

If asked about a person who sneaks into the woods, the druid will attempt to lie, but is not good at it. An **Insight** check, DC10, can get him to admit:

- He has a lover named Vincent inside the stronghold, whom he doesn’t want to get in trouble.
- He admits that they used to sneak off to spend many nights together, but that that has become harder because of the attacks.
- Due to one of their trysts, Vincent was not there during the last raid. That not only looks bad, but Cort is also worried the Clasp will reprimand Vincent for leaving his post.
- Until now everything was always quiet because the location is somewhat secret and hidden away by the shore in the rocks.
- He can confirm that Vincent was with him when the last attack happened.

Beyond this, he claims he is just a simple druid; he tries not to involve himself in the intrigue and betrayals that feed the population of Emon. While he does express gratitude should they mention their intention to rid the woods of their Orc inhabitants, he seems equally abhorred by the promise of violence. He is clearly not comfortable with the thought of any loss of life.

If the party continues to press him, the conversation begins to circle and his distress at being questioned continues to grow. In the end, he bids the party a safe journey and sends them on their way in the direction of the stronghold.

Smuggler's Cove

You eventually find the stronghold spot that Rosie drew out—the one she called the Smuggler's Cove. You recognize the small valley created by rolling hills on either side. Moving towards the shore, you see a small rock formation that rounds out into a small grotto. Walls built to make a structure rise to form the stronghold, stretching down to the water where a small dock reaches outward into the dark waters.

A narrow pass leads in and, as you approach, the gate is pulled open to reveal two Clasp members—a shifty eyed Halfling and a tall Elven fellow. They wave you in and scan the area behind you carefully before shutting and locking the gates once more. Their weapons are drawn. You offer them the writ of passage from Rosie—and only then do they visibly relax. The Halfling returns to his post by the gate, and leaves it to the Elf to lead you deeper into the stronghold, making introductions as you go.

The stronghold is well made and functional, but not much to look at. There are two smaller makeshift buildings inside, one being is storage for the “goods” they take in and the other is what serves as a place to sleep. The stronghold is currently manned by six Clasp operatives, as follows:

- **Gregor** is a well-groomed and handsome Dwarf male. He wears the clothes of a noble, though he is low born. He speaks eloquently and seems to be quite the talker when given the chance. He is the handyman of the camp, and can often be found fixing this or that.
- **Calli** is a thin, dark haired human female. Her piercing green eyes tell a tale of hardship, though she has a soft smile. She wears traditional clothes for her “occupation,” and fits the image of a dockworker/sailor. She has worked the longest at this location and is quite familiar with the grounds and surrounding area, as well as with the other people living in the Cove.
- **Vern** is a tall Human male, with shoulder length blonde hair and a goatee. He is wearing the garb of a hunter and seems adept with a bow and arrow. He is quiet unless spoken to and keeps a low profile around camp. Everyone knows something about him but the more you ask questions, the more it seems that nobody knows *too* much. He works alongside Calli by the dock.
 - *DM Note:* Vern is the traitor/spy working on the inside.
- **Vincent** is a Syngorn Elf who is tall even for an Elf and better physically built than most. He is dressed clothing of elven make and will share with the party that he in fact made them himself. He is a scout and seems very knowledgeable about the surrounding woodlands.
 - *DM Note:* He also wears a **Cloak of Elvenkind**, but the item is unavailable in this module, and is not to be stolen or handed out. If for any reason Vincent is hurt or captured by PCs thinking he is the culprit, his cloak gets ripped and destroyed in the

scuffle and he is visibly upset. He will tell them that it was a gift from his lover to help him sneak out at night so they could meet in secret.

- **Milo** is a Halfling male with a mischievous look about him. He proudly dresses like a “rogue,” wearing studded leather armor, and a rapier at his hip that gives him away as being the showy, swashbuckling type. When asked he says he dreams of becoming a full-fledged adventurer one day, if he ever finds the right group to trust “out where things are serious, and survival means fighting for it.” He is the door guard.
- **Laura** is a Tiefling female with powerful charismatic charm. She is the resident Bard of the camp, constantly strumming away on a lute and making up songs about who and what she sees. At times her songs make fun of others, but most of the operatives seem to take it in good humor. (Feel free to have her sing a song about a party member who stands out in some way—whether it points out an embarrassing flaw or filled with praise is up to you!) Besides her singing, she also cooks and cleans the camp.

Feel free to RP the introductions in any way you wish. If the investigation is going well and the party is having a good time feel free to RP it out and let it play on. The shipment arrives shortly into the investigation. Some time goes by which allows the party to question basically whoever they wish and come to their own conclusions. If you feel things have begun to circle and the party is no longer making progress or won't pick a traitor launch the Orc attack.

The operatives are expecting the party, and have been told by Rosie, and through her, Shenn, that they are to oversee the next shipment intake, keeping the stronghold—and its inhabitants—safe, should another Orc attack happen.

This means that the party will now find themselves embroiled in a covert game of “Whodunit” as they attempt to ferret out the identity of the potential spy—without alerting them to their true motive.

Below are talking points that you can use to get the conversation between the operatives and the players flowing. Only the talking points in the General Clasp Operative section are required in some form but can be paraphrased in your own words, and can be imparted to the party by anyone present in the stronghold. Talking points for the individual operatives are optional.

General Clasp Operative Talking Points

Feel free to adjust the speech and words, as long as the point is delivered. Any one of the Clasp operatives currently in residence can relate this info to the party:

- There were originally ten people stationed at the stronghold. Four have died in the two raids that have happened.
- The first attack got turned back before the Orcs breached any walls, but still resulted in two operatives getting killed. One was a scout and the other was a second gate guard.
- Because the first attack was not exactly a success for the Orcs, and because there was no reason to believe that attack would be the first in a pattern, a second one was not expected—and therefore, sadly, not well prepared for.
- Both of these Orc attacks happened as the operatives were unloading supplies being brought into the Cove. Most of the operative were busy working when they occurred, leaving them without extra time to prepare defenses.

- Vincent is the first to approach the party after Milo opens the door and is quick to talk to the party.

Talking Points for Gregor

- “I’ve been alive too long to *not* know we’ve been compromised! Too much coincidence in timing, you see. What’s more? In all my years, I’ve never known Orcs to be *that* coordinated either. No sir, something is up.”
- “I don’t much trust the lass with the lute, if we’re being honest. Yeah, she cleans up after us all without a word of complaint—but what better way to learn our secrets, eh?”
- “I seen that tall Elf fella sneaking around at night too! He thinks he’s so slick, but I saw him just the other night, wandering off into the woods alone. The scouts travel in twos and generally hunt during the day they hunt, so... Scout or no scout, that’s just odd.”

If any player asks to roll **Insight** against any of Gregor’s statements, it is DC12. This will reveal that he seems to be honest and at least believes what he is saying is true.

Talking Points for Calli

- “When the last attack happened, both Vern and Vincent were nowhere to be found. Vern swears he’s good with a blade, but I’ve yet to see it happen.
- “I’m not one to place blame but—as a scout? The Orc raids fall kinda on Vincent. He should have had *some* sign that they were out there.”
- “I trust Vincent. He’s helped me out of a jam a few times before, and I would be hard pressed to imagine him being a bad guy in any way... well, ‘bad’ in a sense of beyond what we do here.”
- “Milo has a reputation for being a true thief. Fast hands on that one, and too clever for his own good. Probably not the first guy I’d trust here, if you know what I’m saying.”

If any player asks to roll **Insight** against any of Calli’s statements, it is DC12. This will reveal that she believes what she is saying is true.

Talking Points for Vern

- “That horned girl bugs me. She’s always watching us. And I mean always. Sure, she says she’s just singing what she sees, but *I* think she’s taking notes on us here.”
- “Vincent’s patrols range farther than we need. I’ve seen him disappear into the woods when he thinks no one is watching.”
- Vern knows Vincent’s patrol and will mention that if it seems convenient. He knows Vincent goes beyond his patrols on occasion.
- “I work with Calli the most out of everybody, and I’ll tell ya; she’s untrustworthy. She makes up stories all the time; bends truth; downright lies. I don’t know if she’s got a bad memory and can’t get her facts right or if she’s doing it on purpose.”

If any player asks to roll **Insight** against any of Vern’s statements, it is DC15. They can tell he’s off about what he is saying in some way, though are unable to call it an outright lie. There seems to be a nugget of truth in all of his statements, but it become rapidly clear that he has something to bad to say about everyone but himself, and he’s very persuasive.

Talking Points for Vincent

- “That Vern is a real loudmouth. Always starting problems here at camp, egging people on. I don’t like him one bit, and Elves are good judges of character, you know.”
- “Calli is a real straight shooter. Loyal to the Clasp, that one. She works hard here despite the danger, looking to make a better life for herself. It’s tough, with what’s been going on lately spoiling things, but she never seems to give up.”
- “People here don’t fully trust Milo because he’s a known thief, but he’s never been anything but hard working and helpful to me. In the last fight against the orcs he took down *two* by himself!”

If any player asks to roll **Insight** against any of Vincent’s statements, it is DC12. This will reveal that he seems to be honest and at least believes what he is saying is true.

Vincent takes his leave to go to his post and “Patrol”. He is actually leaving the cove to go talk to Cort. If Cort met with the party he tells Vincent everything he learned.

Talking Points for Milo

- “Yeah, don’t believe everything you hear ‘round this place. These people here have a tendency to stretch some truths to be more than they seem. I may be a thief, but I at least know where my loyalties lie.”
- “Rumor has it some druid lives close to this place, out in those woods. Figures that they’re no help from Orcs. Probably separating themselves from ‘civilized contact’ or something like that. Maybe they are the one tipping off orcs to leave him and his animals alone.”
- “Calli was clever during the last raid. She saved an entire shipment by letting the line out and making the Orcs think the boat drifted off. She had it anchored though; did it when nobody was looking. If not for her, we wouldn’t still be in business.”

If any player asks to roll **Insight** against any of Milo’s statements, it is DC13. This will reveal that he seems to be honest and at least believes what he is saying is true.

Talking Points for Laura

- “You sing ONE song about how someone looks a bit like a dunce and nobody ever forgives you. Sheesh! Like having horns isn’t enough to deal with? People thinking you can’t be trusted because of your race and occupation happens even among Guild members.”
- “Yeah, I tend to take some notes on people—but they’re only for my songs. I’m not *spying* on anyone or anything like that. Here—take a look for yourself.” (*Laura will show the party her journal and let them see for themselves that her notes are basic stuff and some rhymed words. While not all of them are flattering to her companions, there is nothing “suspicious.”*)
- “Sometimes when I’m looking for Vern, I cannot find him for the life of me. Then he pops up and swears he was just here and that I ‘missed him.’ Yeah—riiiiiiiight.”

If any player asks to roll **Insight** against any of Laura’s statements, it is DC12. This will reveal that she believes what she is saying is true.

Finding Evidence

Allow the party to search the evidence of who the spy is, if they ask to. An **Investigation** check, DC15, will reveal a battered lantern hastily half-hidden in an odd spot near Vern's assigned post. It does not match any of the other gear in the stronghold—and there is no reason for him to have hidden it, if it were on the up-and-up.

Cranking Up the Heat

Anyone questioning someone after the info is given can attempt to **Intimidate** or persuade them via a **Persuasion** roll in an attempt to get them talking more, DC13. Obviously only Vern is the culprit, but some of the others might admit to smaller shady dealings if pressed.

If pressed successfully:

- **Gregor:** Admits that he was exiled from his clan for thievery—and that he is just a low born farmer's son. Joining the Clasp was the only way he could re-invent himself. He begs them not to tell the others his secret.
- **Calli:** Admits to skimming a few things from the shipments that come in. She has a son back home to care for and is worried the outpost won't last—and that her lucrative position may disappear.
- **Milo:** Admits to being just as a notorious pickpocket and burglar everyone claims him to be. He cheerfully admits he'd steal from his own grandmother—but becomes deadly serious when he says he would never, ever, steal from clasp.
- **Vern:** See *Revealing the Spy* below.
- **Vincent:** Admits to seeing his lover at night when he sneaks out into the woods.
- **Vivian:** Admits that she isn't really a Bard. She lacks the magical skills she claims she has—she really just likes messing with people and having an excuse to make up terrible little ditties about them.

Feel free to create and RP other embarrassing but harmless transgressions for everyone but Vern as you see fit! Remember, half the fun of DMing is getting a good laugh out of your players.

Revealing the Spy

When the party confronts Vern, let them decide how to handle it.

If Vern is accused outright, he will attempt to lie his way out of the confrontation. He will point fingers in every direction but his own. If possible he will flee, but he's a coward and will give up if cornered.

If the players tease the truth out of him, he may let something slip. His **Deception** is set at DC 15, BUT if he is approached with decent evidence, give the party Advantage on their rolls.

Poor Timing

The sound of a horn bellowing from beyond the wall distracts the party from their interrogation. The shipment has arrived—and with it another raid!

Adjusting the Encounter

Weak/Very Weak:
Remove 1-2 Orcs

Average:
4 Orcs and 1 Orog

Strong:
Add 1 Orc

Very Strong
Add 2 Orcs

Note if the characters choose to tie-up Vern before they head out to help the Clasp defend the stronghold. If they do not, he takes the opportunity to run. Adventurers asking questions are too much heat for his cowardly ways.

Outside, they are greet by the sight of two siege ladders coming over the wall, with the enemy climbing over 50 feet from where they emerge. The enemies immediately see the party as they exit the door, let out a war cry, and charge. Take initiative.

Each Orc has FIVE Javelins strapped to its back, but they only use them on retreating opponents. They prefer to use their Great Axes.

After the battle, if the party searches the Orcs, they find the following items, no check required:

- 15 Gold each
- 1 Lapis Lazuli Gem (10 Gold)
- 2 Malachite Gems (10 Gold each)

If the party questions any of the Orcs, all they know is that their tribal chief has been meeting with a human man. If captured and questioned, Orog also knows that his man is from a place called Wildemount and their chieftain is currently taking orders from him. Any Orc captured can also help identify the spy—if he remains to be identified.

The Orc Hideout

An **Intimidation** check, DC13, will get any of captured Orcs to give up the location of their hideout, which is roughly 1 hour away from the Smuggler's Cove (and two hours from Emon, should they return).

If the party fails this check and cannot get one of the Orcs to talk, they can handle this situation in one of two ways:

- They can instead make a **Survival** check, DC13, to follow their tracks back to the hideout. ONE character may attempt this Survival check, and one other character can assist using the Help action to give Advantage.
- Or the party can head back to Emon with the Orc (and Vern, if he hasn't fled), turning their finds over to Rosie at their appointed meeting spot. The Orc will give up the location of the hideout to Rosie—after judicious dagger application—and she then tasks them with going back to the lair to take care of the Chieftain as soon as night falls.

Part 3

Belly of the Beast

The tracks of the Orcs lead directly into the mouth of a cave in the side of a large hill, just a few miles away from the Clasp stronghold. There are trees and brush that the characters are able to hide in as they approach. Have them roll a **Group Stealth**, DC12. On a success, the party can hide in the brush and observe the following from appx 50 feet away from the cave's mouth.

Should they fail, combat begins immediately with the first Orc stationed at the entrance—and the mysterious dark-clothed figure is never seen. After the combat with the single Orc, proceed past the boxed text and jump to *The Lair*, below.

Though the night is dark, the moon shines brightly above, illuminating two figures by the cave entrance. One has the hulking stature of an Orc, but the other appears to be humanoid. You can make out much, as he is obscured by his dark clothing and shadows.

The Orc grunts in Common, “Group not back yet.”

A human-sounding male voice answers, “That’s alright. They should be returning any minute now. Remember to tell Karthug that our deal remains. And kill any non-orcs, other than me, that you find near here. I’ve left my lieutenant here to finish the deal.”

The Orc nods and disappears into the cave. Alone, the dark-clothed figure takes something from his pocket and you see it reflect purple in the moonlight. It disappears between his clasped hands—and then he too disappears from sight.

A wail can be heard from deep within the cave—though if it is human or Orc, you cannot tell.

The Orc Lair

The cave system seems to be naturally occurring, and doesn’t appear to be well lived in. The interior stone is freshly hewn, giving the appearance of quick work done recently. It looks to the apparent that the Orcs moved into this cave just a few short weeks ago, and are now settling in to their new home. This seems to confirm Rosie’s assumption that someone has pushed these Orcs into action—and was also likely instrumental in helping them make these caves their new home.

Orc Lair Features

- **Ceilings:** All ceilings in the lair are 10 feet tall.
- **Light:** Unless otherwise noted, the areas of the lair are unlit. Darkvision or a light source are needed to see.

The Entrance Passage

Sunlight reaches far enough into the 10-foot-wide passage to let the players see that it continues a ways ahead for another 25 feet before turning sharply to the south. Piles of small rocks that have

fallen from the walls and ceiling litter the floor of the passage, large enough to allow characters to hide behind as they move through the passage if they wish.

If any character asks to make a **Perception** check, a successful DC14 reveals Orc voices coming from around the bend ahead. The same check also reveals that small holes riddle the wall.

The Entrance Chamber

3 Orcs stand behind the eastern wall and are not paying attention as the party enters the cave. A successful **Stealth** check, DC14, lets a character sneak past unnoticed.

If a player fails their Stealth check, the Orcs are alerted to the characters coming. They have pikes that they use as polearms through the holes, attacking in the passageway between the wall and the entrance.

The holes give the Orcs three-quarters cover. Each Orc will attempt to stab the players twice with their pikes; then leave the pikes sticking out through the holes. This makes the entrance tunnel Difficult Terrain.

Any Orc alive in the third round of combat will then spend an action to pull an alarm rope in their chamber which alerts everyone in the Guard Chamber (Room 4) to the coming threat. The rope can be disabled in Room 3.

These Orcs remain in their alcove, looking for more intruders, but not emerging to engage the party, as they were told not to leave their posts under any circumstances. The party can continue to try and slay these Orcs—who remain at three-quarter's cover—or move on around the bend to the next room.

The Trapped Room

This room is littered with old, stained blankets and bedrolls, rotten food and bones from game animals, and other refuse left by the Orcs currently occupying this cave structure. Tattered furs adorn the walls.

A tripwire is set across the entrance to this chamber, two feet above the ground. Any creature passing through the entrance can set off the trap. A **Perception** check, DC13, will spot the trap. A character that has a set of Thieves' Tools can disable the trap with successful **Dexterity** check, DC15. If they don't, or unable to, disable the trap each character will have to make a Dexterity check, DC13, to pass through the entrance without triggering the trap.

If the trap is triggered, a sack full of stones hung just above the entrance opens up and dumps the stones on whoever has triggered the trap. The unlucky soul takes 8 bludgeoning damage. A successful **Dexterity** saving throw, DC13, halves that damage.

This damage however is the secondary function of the tripwire—its primary function is also triggered if not disabled. A loud alarm bell begins sounding somewhere deep within the lair. If the

Adjusting the Encounter

Weak/Very Weak:
Remove 1 Orc

Average:
3 Orcs

Strong:
Add 1 Orc

Very Strong
Add 2 Orcs

tripwire is disarmed, pulling the other alarm ropes in the lair also have no effect, as the alarm system is completely disabled.

At first look, the room is full of debris—with no discernable way out. A large deerskin hanging on one wall in this room conceals a hidden hallway in the southeast corner of the chamber. It can be found by removing the skin or noticed by any character with a **Passive Perception** of 15 or higher.

Adjusting the Encounter

Weak/Very Weak:
Remove 1-2 Orcs and 1 Wolf

Average:
4 Orcs and 3 Wolves

Strong:
1 of the Wolves is already
unchained

Very Strong
2 of the Wolves are already
unchained

The Guard Room

This chamber is decorated the same way as the Trapped Room, should you wish to describe it in detail: filthy pelts, tattered furs and stained bedrolls. 4 Orcs are present in this room, accompanied by their 3 pet Wolves. The Wolves are kept along the east wall, each chained to a bracket set into the rock.

If the party is able to get this far without being seen, or if they disarmed the alarm before it was triggered, all enemies have the Surprise condition.

When combat begins, 1 Orc attacks the players while the other 2 rush to unchain the Wolves. An Orc can use their action to unlock the chain and release a Wolf.

The fourth and final Orc runs deeper into the lair, seeking reinforcements, unless impeded by the party.

The Boss Fight

The last—and largest—room in the lair is clearly inhabited by the Chieftain of this clan. This room is dimly lit by torches to the walls with crude brackets, casting the room in oily, flickering light. This room is slightly better furnished than the previous rooms—at least by Orc standards.

There are some functional chairs and tables, the latter spread with halfway decent food. Stacks of crates and bags press up against the walls—like filled with the spoils of their raids. An Orc stands with his back to you, his attention ahead on his liege and the two humans currently attending him.

“Great Karthug, surely your men should be back by now?” one of the humans says, sounding quite bored. “Should we send out a search party for them, perhaps?”

A large chair is set on a stone slab at the far end of the oblong chamber—and occupying it is a large, hulking figure of an Orog; a Great Axe in his lap. When you enter, his attention is focused his guests—but that is about to change...

If they have managed to get this far without setting off any of the alarms, the enemies in this room are not on guard and start the combat with the Surprise condition.

If the alarm has been raised, the orcs are fully prepared when the characters enter.

Even if the characters kill Karthug (the Orog), any remaining Orcs left alive will not surrender and instead fight to the death.

If the party attempts to question Karthug, he offers no information on the human contact, as he fears their power much more than the characters regardless any attempts at Intimidation.

Treasure

If the party searches the Orcs:

- 10 Gold Pieces per Orc
- 2 Javelins

If the party searched the Orog:

- 15 Gold Pieces
- 1 Gold Locket = 25 Gold
- 1 Sardonyx Gem = 50 Gold

If they search the Scout

- Pocket Bacon
- Lint

If they search the Spy*

- A **Luckstone** (An Uncommon magic item)
- 25 Gold Pieces
- 1 Sapphire Brooch = 50 gp

*All of the spy's items are contained in a pouch with a strange symbol embroidered upon it. The symbol is a red, gem-like Pentagon with a copper circle in the center of it. Going around the pentagon are 10 curved blades, alternating 5 long bronze ones with 5 smaller purple ones.

They are also able to retrieve some of the stolen goods, if they ask to do so.

- If they choose to return the supplies to the Clasp, Rosie gives them an extra 100gp. See *Rosie's Gonna Give it to Ya* for additional Faction reward, below.
- If instead they bring the smuggled goods back to the city and to a City Magistrate, they are still rewarded 100 gold by the city—but there is no mention of Clasp membership.

Once they have cleared out the caves of orcs, they can return back to the city without further incident.

Rosie's Gonna Give it to Ya

Assuming they haven't crossed the Clasp in some way, Rosie is quite pleased with the results they have produced.

Adjusting the Encounter

Weak/Very Weak:
Remove Orc and Scout

Average:
1 Orog (Karthug), 1 Orc, 1 Spy and
1 Scout

Strong:
Add 1 Orc

Very Strong
Add 1 Orc and 1 Scout

“Hot damn—you guys really came *through!*” She offers a round of high-fives to anyone who will take them—and gives a slight stink-eye to anyone who won’t. “Shenn is going to shit himself when he hears about this—in a good way, I mean.

“You guys are the kind of new blood the Clasp needs: full of drive and smarts. So, whatcha say? Any of you interested in joining up? I got the big guy’s ear right now. I bet I could fast-track those petitions and get you in like that!” She snaps her fingers for emphasis.

Any player who wants membership into the Clasp Faction may now take it. Rosie will see that they are “sworn in” by the faction leadership within the week. She tells them how fun getting their Clasp insignia tattoo will be—picking the location is totally up to them and is probably the most fun part, in her mind at least. Once they’re in, she’ll personally take them to meet the “family,” followed by some drinks with other members. It will be a blast!

When they show the pouch to Rosie, her demeanor immediately changes. Her concern is palpable. All talk of partying breaks off and she quickly pays the party before making her exit, saying only that she needs to report back to Shenn at once.

No matter what, she says she will be in touch and leaves them at the rendezvous point.

Experience Awards

- Social XP: 200
 - *If the party RP’ed favorably with Rosie*
 - *If the party RP’ed favorably with Barktholomew*
 - *If a Player overheard the conversation between Karthug and the Spy*
- Exploration XP: 100
 - *If the party interacted with the doorknob*
 - *If the party avoided the rut*
 - *If the party was able to identify and follow the tracks*
- Combat XP: 300
 - *If the party successfully took down Karthug and his minions*

Honor

Each Player gains 1 Honor

Off Hours

Each player gains 10 Off Hours

Treasure Rewards

The characters receive the treasure listed above where applicable. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Magic Item Reward

Stone of Good Luck (Luckstone)

- While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

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

Gilmore is also willing buy the Luckstone for 650gp should the party want to sell it. That money is then split among the party evenly.

GM Rewards

300XP, 1 Honor, 10 Off Hours, 250gp

Enemy Stat Blocks

Wolf

Medium Beast Unaligned

AC 13 (Natural Armor) HP 11 (2d8+2) Speed 40

Str +1, Dex +2, Con +1, Int -4, Wis +1, Cha -2

Skills: Perception +3, Stealth +4

Keen Hearing and Smell: The Wolf has Advantage on Wisdom Perception checks that use hearing or smell.

Pack Tactics: The Wolf has Advantage on attack against a target that is within 5 feet of another wolf that isn't incapacitated.

Actions

Bite: Melee weapon attack reach 5ft +4 to hit Damage 7 Piercing. If the target is a creature it must make a DC 11 Strength saving throw or be knocked Prone

Orc

Medium Humanoid Chaotic Evil

AC 13 (Hide Armor) HP 15 (2d8+6) Speed 30

Str +3, Dex +1, Con +3, Int -2, Wis +0, Cha +0

Skills - Intimidation +2

Languages Common, Orc

Darkvision 60ft., **Passive Perception** 10

Aggressive: As a Bonus Action the orc can move up to its speed towards a hostile creature it can see.

Actions

Great Axe: Melee Weapon Attack reach 5ft +5 to hit 9 damage slashing

Javelin: Melee or Ranged Weapon Attack reach 5ft or 30/120 thrown. +5 to hit 6 damage Piercing.

Orog

Medium Humanoid, Chaotic Evil

AC 16, HP 42, Speed 30ft

STR 18 (+4) DEX 12 (+1) CON 18 (+4) INT 12 (+1) WIS 11 (+0) CHA 12 (+1)

Skills - Intimidation +5, Survival +2

Languages Common, Orc

Darkvision 60ft., **Passive Perception** 10

Aggressive. As a bonus action, the Orog can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The orog makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +6 to hit, Reach 5 ft., one target. Hit: 7 slashing damage (Critical 10)

Javelin. Melee or Ranged Weapon Attack: +6 to hit, Reach 5 ft. or Range 30/120 ft., one target. 5 piercing damage (7 on a Critical Hit).

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

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.

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

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.

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. Did the party interact with the door knocker yes/no?
2. Did the party RP favorably with Barktholomew yes/no?
3. Did the party find the traitor yes/no?
4. Did the party find the pouch and show it to Rosie 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.