

Getting A Head

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

Optimized for 5 4th Level Characters

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Play tested and perfected by the Critter Community

Adventure Background

After making a name for themselves, the party gets an offer to assist Dyson in helping out the city, while bumping up another rung on his social status climb.

Mages contracted to use their spells in the rebuilding of public buildings have been getting attacked by Otyughs in the past few days. Normally this would be an easy thing for spell casters to fight off but, since their spells are tied up in public works projects, they are unable to defend themselves without breaking their contract by using leveled spells for their own defense.

The hazard pay being requested is astronomical and completely outside the city's ability to pay. Until an agreement has been reached, the Mages have halted progress on their work. The slowdown is causing other areas of reconstruction to fall behind and the costs are mounting fast.

Allura Vysoren has handed the problem off to Dyson and asked him to solve it—quickly. Dyson got the Mages back to work with the promise that their defense would be seen to immediately.

That's where your players come in.

Adventure Outline

- **Part 1: Jolly Cooperation!:** *45 Minutes*—The players gather and make their way to Brant Shipping. Once there they talk with Claire and Dyson, getting the inroads of local politics.
- **Part 2: All in a Day's Work:** *60 Minutes*—The players meet with Magus Seanor Wiles and get a small preview of what lies beneath the city.
- **Part 3: Getting Trashed:** *90 Minutes*—Going underground the players try not to get run around in circles chasing down Otyugh and other sewer denizens before exhaustion sets in.
- **Part 4: Dirty Dealings:** *30 Minutes*—Checking in with both the Magus and Dyson with successes and future plans.

Adventure Hook: A messenger approaches any one of the party members who completed *1-3 Stilben Bound*. The small, thin little girl in rags she seems to recognize one of the party and brings them a note. It is from Dyson, who asks for them to please come to his office as soon as they are able, to discuss a job he thinks they are well suited for.

Any party member with **Passive Insight** DC13 can tell she's angling for some sort of tip.

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 (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
- 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 or Off Hours cost for any non-necromancy spells.

Part One Jolly Cooperation!

Anyone who has been in the party with another player may meet up anywhere they like before heading to meet with Dyson. Characters that have not played *1-3* or *1-4* are referred to Brant Shipping by Sherri at Gilmore's Glorious Goods, and will then be introduced to the party.

Mention of Allura's promise to see to petitions of joining the Arcana Pansophical personally, should they handle this latest issue quickly and efficiently. At an earlier points they have heard tell of Dyson guiding people towards the Clasp and the Council of Tal'Dorei, but this is the first time he's shown he has any clout with the Pansophical.

The town is abuzz and lively as you travel through it on your way to Abdar's Promenade. Starting at the Cloudtop district you follow Dyson's directions and head south, then west through the city until you find your pace slowed by heavy foot traffic in the streets.

Rich and poor, Human and otherwise all seem in generally good spirits. Trade is flourishing and goods have begun to flow back into the city again

Any Player may roll **Insight**, DC 15, as they make their way through the press of people. On a success, they realize that seems as if everyone is trying their hardest to forget the recent troubles. Some people have started drinking harder and earlier than they maybe should, and there is a raucous edge to the celebration in the streets. The Guards passing by on patrol are a visibly lax for the first time in weeks. There's a sense that the city is enjoying not being on high alert.

Let the players run with this information a little. Maybe they want to do a little recon, or to gossip with a Guard using the **Soldier Background**. If they try using the background, it succeeds and that person learns (***Soldier background specific information***) Myriad activity is the lowest it's been in weeks.

With a **Passive Perception**, DC15 or higher, the players notice there are groups of adventurers discreetly patrolling on their own, and there does seem to be increased private security outside a lot of the larger stores. While there is quiet, the scrutiny on expensive items has increased.

As they continue on, they cross paths with a town crier.

A small boy looks at a paper and steps into the middle of an intersection yelling, "Council actively seeking patriots to join the Arms of Emon! Details at Citrine Garrison, ask for Mertz!"

If the players attempt to talk to the crier or approach him in any way, he screams and bolts yelling, "I've heard better than to stick around grabby adventurers! We got a union now. You can't touch us!"

After a few more blocks of walking, mid-day passes and the party enters the Promenade. They arrive at Brant Shipping and are greeted by Claire, Dyson's secretary.

This is obviously a room built for function over form. It is a 20 square foot room with a 10 foot high ceiling. The mismatched chairs in the waiting room seem to be taken from ships or other differing locations, and many have small nicks and scratches on them.

On the walls are stately oil paintings of a few of different ships in the Brant Fleet—a stark contrast to the hodge podge furnishings. The door to the inner office is closed but a desk sits nearby with a smartly dressed woman eyeing the party as they enter.

RP Points for Claire

- She recognizes anyone from *1-3 Stilben Bound* and makes small talk with them. She seems genuinely happy to see anyone she talked to favorably before.
 - Claire is aware of her boss's recent attempts to influence adventurers into joining the Council of Tal'Dorei.
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“Adventuring groups have been springing up all over the city recently. Three factions have taken notice and are trying to recruit openly for the first time ever. One is the Council, another is the Arcana Pansophical, and also the Clasp is looking to bolster their ranks but I would not recommend them.”

A Player may make an **Insight** check, DC 14. On a success they notice that she has an obvious disdain towards the Clasp.

- She knows Dyson is building something to aid in an attempt at healing Thordak's Crater and wants to aid him. (If a player rolls Persuasion at some point in the conversation Without Guidance or the Help Action and gets a 13 or higher read the point below.)
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“This is a bit of a pet project for him and it has been for the last 3 months. He's even been in contact with a variety of people about it”.

- If the players ask she'll readily admit she has a daughter to watch over and provide for.
 - Dyson's rise through the city ranks is a bit of a surprise He's had chances to distinguish himself in the past and didn't unless he could directly profit. That all seemed to change after the Conclave attacked.
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I can only assume the Conclave had a lasting effect on him. In the time since then he's been a different man, donating so much time and effort to Emon's reconstruction. He tells me he's only doing what his parents would have wanted. I've never seen such devotion!

If they enquire about the job, Claire only knows the job Dyson has invited them to undertake has something to do with creatures that she overheard the City Guard call “Trash Monsters.”

ONE of the players that has the **Nature** skill may roll, DC 15. On a success they know that “trash monsters” is a common nickname for an Otyugh, though they do not know the particulars of the creature (i.e. its stats or attacks). The players may question this and that’s fine. The amount of information given out is as intended and do not feel any need to add to it. This check is not designed to hand them the stats on Otyughs and you should not do it.

At this point the door to Dyson’s inner office opens and he waves the party inside. You can see a glint of recognition in his eyes at the sight of the characters who have worked for him before as he steps aside and warmly invites them in.

RP Points for Dyson Brant

The following talking points are more to give you a guideline of where Dyson is at, mentally, when he sits down with the players. This has the potential to be a longer RP session, with much information revealed—should the players ask the right questions!

Rather than make it a big block of read text, RP this conversation with the party as you see fit, picking and choosing some, if any, of the questions/potential answers below to help—and continue—the conversation flow until the party agrees to the adventure and, once again, signs a contract with Dyson.

- **What are we doing here?**
 - Mistress Allura Vysoren herself has tasked me with getting some troublesome casters in line, and that means I need some equally troublesome monsters taken care of.
- **Who are the mages—and what are they doing?**
 - The mages? Oh, they were hired on shortly after Vox Machina rid us of that awful Chroma Conclave. They proved skilled and valuable to the reconstruction as well.
 - There’s a contract for any caster with certain spells 4th level or higher. They are the ones negotiating with the Council. I’m told they are paid handsomely considering they do the work of nearly a hundred laborers per day. They are overseen by a consultant.
 - With the increased danger the Mages exerted some pressure and launched a strike for better working conditions. They say the contract does not cover hazard pay. That’s where your group comes in.
 - Because they’re already so expensive, Allura decided to look to the Pansophical for help. She brought me in and I got the help of Magus Seanor Wiles and some of his apprentices as a trial program. So far it’s worked out well but the people he brought were mostly apprentices and not really cut out for this fight.
- **So, what’s with these trash monsters?**
 - After the recent unplanned demolition of that area in the Promenade, some Otyugh have crawled up from the sewers and began attacking the casters while at work. Maybe the sounds of reconstruction stirred the beasts up? No one is sure why they decided to make a mess there, really. Regardless, they are a nuisance and an opportunity rolled into one.

- We don't know how many Otyugh are active in Emon, but every major city has them. They're like rats: drawn to the urban sprawl, but far larger and hungrier. Normally they stick to the shadows but something must have flushed them out of their home.
- City sewers, graveyards, manure pens, dark musty places—are all attractive to them. (If the party shows disgust, Dyson joins in with an “I know right?”) This lot seem to have emerged from the sewers. There is an entrance close to the work site. That was the spot they appeared from previously, so it's safe to assume they will again.
- **Why us?**
 - It would be cheaper to send adventurers to guard the site and engage the Otyugh than to meet the Mages ridiculous demands, and so I contacted you. Since you have a history of getting the job done, this seemed like a mutually beneficial solution.
 - Allura wants this handled quickly and quietly. She's hinted that, with the Council and the Clasp both actively recruiting, the Pansophical is looking to do the same.
 - I was all too happy to help adventurers find their way into the ranks of the esteemed Council of Tal'Dorei but my heart is for the Arcana Pansophical. My family has sought membership for generations but they have always been a very secretive group. Until recently joining was not even a remote possibility but...the times they are changing.
 - They have information I could use to further my research on the Scar. Information they may well share, should I help them deal with their problem first.
- **You want to be part of the Arcana Pansophical?**
 - I dabble in the Arcane arts.
 - My family has long desired to become a part of the Pansophical, yes. I would be doing my parents proud if I were to gain entrance.
 - Some of my efforts have uncovered a potential road toward fixing Thordak's long term damage on our city. I spoke to Magus Seanor Wiles himself, and he thinks there's an upcoming opportunity to put my theories to the test. (There is obvious pride in his voice when he shares this with the party.)
- **What's in it for us?**
 - I'm offering 400gp for the successful removal of the Otyugh. Should you find the gem we can talk price based on the size. The means of dealing with the Otyugh is entirely up to you so long as they're gone. You will likely need to head under the city to make sure the area is fully cleared out.
 - *This price is not negotiable and Dyson will not be swayed by any attempts to haggle or rolls made. If pressed, he will respond,* I'm afraid that is all I can offer. However, if this goes well I won't forget the people who helped me further my research. (Wink obviously at the party as he says this.)
 - While you're down there you may as well clean out anything you come across. I'm sure the Clasp picked over the tunnels below the city, there's no telling what gems and things might be hidden underground. I'm sure there are still items from Thordak's horde left to be recovered. Anything could be buried just out of sight.
 - I myself am in the market for a quality Ruby or an especially high quality Garnet should you come across one. (*Holds up his fist for size reference.*) Should my research prove correct, I believe I can use such a stone to draw latent magic from the scar into it, healing the damage of the scar. I'll make that kind of find very much worth your while.
- **Okay, okay, we'll do it.**

- Excellent! I knew I could depend on you. Your contact on the job site is Magus Seanor Wiles. I will alert him immediately, to let him know you will be joining him.

Part Two

All in a Day's Work

It's a warm sunny day in Emon and the city is alive and buzzing with activity. The scars of the recent war seem to be healing, yet people are shook up by the recent attacks in the city, making it hard to get back their day to day lives.

As you walk past people you can see the toll of the attacks have had over the the past weeks. What should be a time of calm is instead opening up old wounds and creating an atmosphere close to that of the Chroma Conclave days.

People are rushing through their business and hurrying off the streets even now, when no attacks are taking place and no military action has been declared. The idea of a battle between the Clasp and the Myriad has everyone on edge.

You are free to RP the unrest however you wish. Anyone with a **Passive Perception** or **Insight** of 15 or higher sees looks of distress on the people as they pass by, and there are some rumors overheard. This is meant to be random people talking while the party is in motion towards the jobsite. Knowing what direction any of these sound bites happened in is impossible so no roll is offered. Players are not meant to track down and accost any of the people saying these things.

- “The ground beneath us being unstable. It swallows buildings up!”
- “The Arms of Emon have been infiltrated by criminals! Dark days indeed.”
- “Monster races have been attacking all around the city in the past few weeks. Almost isn't safe to travel anymore!”
- “Been a lot of adventurers in the city lately. Usually a sign of trouble.”

Let the party banter among themselves for a few minutes to represent the time spent walking to the job site. Throw some of these points in while they talk. If the topic strays off game use that moment to tell them they have arrived.

The party arrives to see about a half dozen men and women casting spells and manipulating stone. Any player with Proficiency in **Arcana** may make a roll.

- On a **15** they recognize Stone Shape, Creation.
- On a **20** they recognize Move Earth, and Disintegrate being cast.

Upon arriving, the party sees:

A humble looking man dressed in well-worn clothes directing a half-dozen casters in the demolition of a partially standing building. As two people move their hands and speak under their breath the stone of a load bearing wall gives way and thirty feet worth of wall comes crashing down with a

satisfying thud. Smiling smugly he pats one of them on the shoulder causing a dust cloud to envelop them both. As he coughs and shakes away the dust and stone, he eyes the party and calls out to them.

“You there!”

cough cough

“Might you happen to be the ones sent by Allura and Dyson?”

Magus Seanor Wiles introduces himself and asks the party of their exploits.

RP Notes For Magus Seanor Wiles

- Magus Seanor Wiles is a wizened old man in his late 70s. For his age though he is very active and fit. Traveling across the continent has kept him busy for the last few decades as he searches for new talent to bring into the Pansophical.
- Anyone who shows an interest in the magical arts is especially interesting and he tries to figure out what type of caster they are and how advanced their level of study is. If given enough time, he will try to figure out their entire list and what their future study plans are. He is likely the first person to show interest as to what their Tier 4 plans may be. If they have them, that’s all the better and he will enjoy speaking with them even more.
- He is willing to say that lately the need to expand their ranks has taken on a new life and he is here in hopes of finding groups of capable adventurers.

“There are darker forces at work than even the Myriad. Finding people willing to stand against it is part of my mission here in the capital. There’s a lot of work to be done. Since the Age of Arcanum we have been collecting lore, artifacts, and whatever knowledge we could scavenge. Now is the time to put it to work and we have been doing so...but we need more hands.

“Making this area safe to work in will mean less personnel needed and our resources can be put elsewhere in the region. There have been attacks all over the place lately and travel is more dangerous than I’ve ever seen it. Monster races like Gnolls, Goblins, Kobolds, and Orcs have all been more active—and sometimes even working together!”

Let the players recount any stories about attacks by these creatures. **At a natural break in the stories, a** baby Otyugh (or regular Oryugh/Baby—see the Adjusting the Encounter sidebar on the next page) emerges from the nearby sewer opening and lashes out at the nearest player or commoner. The attack misses but the action triggers initiative.

Put the monster (or monsters) within 30ft of the players on a 20ft wide by 60ft long street. There are a handful of commoners who run away on zero initiative.

Adjusting the Encounter

Weak/Very Weak:

1 Baby Otyugh that has 45Hp

Average:

1 average Baby Otyugh

Strong:

1 Otyugh

Very Strong

1 Baby Otyugh *and* 1 Otyugh

At the end of combat, the party can hear the sounds of movement and cries from beneath the street.

A Player may roll a **Nature** check, DC 13. On a success they hear the sounds of both an adult and a baby Otyugh from below the grate, confirming that there are more of these pests nearby, close enough to threaten the mages again soon. They must move quickly if they are going to catch the rest of the monsters.*

The players may **not short rest here.*

After the Otyugh is dispatched, the townsfolk come back and are congratulatory towards the adventurers. They don't have money to reward the players but offer to share some food and fruit with the party in thanks. You can RP this as you want, but do not give out any monetary rewards from the townsfolk.

Seanor looks from the sewer to party and says, "It's a crappy job but honest work right? HA! Seriously, though... they're that-a-way. I'll be here ready to hear your tales of valor and whatever. Don't die."

With that he goes back to overseeing the cleanup of the demolition.

Part Three Getting Trashed

It is 10 feet down into the space below the street and it is completely dark. Players who do not have darkvision need light from some source or are considered blind.

Each **Survival** or **Investigation** check made while exploring the sewers represents 30 minutes of movement through the tunnels for the whole party. Each Combat counts as 30 minutes of in game time towards exhaustion for the purposes of exertion. The sewer is ankle to knee deep waste water and counts as hindered terrain at all times. At 4 hours of total travel time and every 2 hours after that, the party makes a **Constitution** saving throw, DC 15. On a success nothing happens, but on a failure that person takes a level of Exhaustion.

Give the players a minute or two to figure out how they are going to proceed.

The smell is rancid and the air is fetid and wet. Slick floors slope gently into a small rut that has nasty water and other better left unsaid things flowing lazily downhill. Rats are found throughout the tunnel along with trash and all sorts of debris. The scratching of their tiny claws against the stone can be heard even over the sound of the slowly sloshing water and sewage.

You strain your ears to pick out the sound of the lurking Otyughs...

A **Passive Perception** of 15 or higher realizes that the sounds are echoing around them from multiple directions. A player who can see may make an **Investigation** or **Survival**, DC15, roll as they move along. On a success they are able to track the direction of some of the noise.

After a minute or so of following the noise, the party comes to an intersection and has to make a **Survival** check, DC15. On a success the party is able to follow the direction of the loudest noise. If they fail, they instead run into a swarm combat of one type (snake, insect, rat) and can reroll to look for more Otyugh once they are out of combat.

The group may roll **Perception**, DC 18. On a success they see a glint of red in the mouth of a baby Otyugh who is running away from them through some muck 40 feet down the sewer pipe. If no one makes the check they instead encounter an Adult Otyugh.

After this initial encounter, the players begin chasing down noises in the sewers, at your discretion, exterminating everything they can find along the way. This possible combats

Adjusting the Encounter

Weak/Very Weak:
2 or 1 Baby Otyugh

Average:
1 Baby Otyugh and 1 Otyugh

Strong:
2 Baby Otyugh and 1 Otyugh

Very Strong
2 Otyugh and 2 Baby Otyugh
Very Strong in particular is based on a party of 7 with an average level of 3.5 to 4. A non-optimized party should be run at Strong or Average.

they can encounter include:

- 2 more Otyugh combats (*as listed in the sidebar*)
- A double encounter (as in two at once) of Swarms of Insects
- A double encounter (also as in two at once) of Swarms of Rats
- A Swarm of Poisonous Snakes

Keep running combats until at least 2 members of the party have more than one level of exhaustion or your time for the section has passed.

Finding the Ruby

After each combat has ended, a player may make an **Investigation** roll, DC20. If a previous **Perception** was passed, or if there is an active light source, the DC lowers to 14. On a success they are able to find a 300GP Ruby half-buried in some muck and rat bones, if they had not previously rescued it from the jaws of the Baby Otyugh. It seems uncut but is a remarkably clear stone—and it looks to be exactly the size of what Dyson was hoping for.

If the roll is failed other players may not attempt it again at this time. Move on to the next **Survival** DC15 roll to continue on to the next source of noise. If they fail, add a half hour onto their travel time as they get turned around in the sewers.

Resting in the Sewers

If the players decide to emerge and take a short rest outside the sewers, that is allowed but counts as an hour towards the total for Exhaustion, to represent the time climbing in and out of the sewers.

Because of the incredibly foul and inhospitable surroundings short or long resting while underground cannot be done. Trying fails and you should count it for an hour towards Exhaustion while awarding no benefit at all. Monks do not regain Ki. Elves cannot trance. Catnap does not function, but instead adds 30 minutes towards exhaustion.

How Dang Exhausting *is* This Mission?

Pretty dang. Traveling under the city takes time and between the fighting, searching, and occasional retching, the excursion goes on for about 2 hours. Have the group make a **Constitution** saving throw, DC 15 at the two-hour mark. On a failure, that person gains one level of Exhaustion. Every 2 hours of travel beyond this triggers an additional saving throw.

Add a half hour to that total for every **Survival** or **Investigation** roll that is failed. Each individual combat should add an hour towards triggering another exhaustion roll between the combat itself and the Survival to find the next.

The party should start to feel like they're going in circles, crisscrossing under the city; chasing phantom noises to and fro. This is because they are and have been. At the four hour point, the cramped travel, foul stench, and constant feeling of high alert begins to wear down even the heartiest party member.

Tunnels, Tunnels Everywhere

As they have traveled, those who have passed their **Investigate** and **Survival** rolls have also noticed that there are holes dug into the roofs of the tunnels, leading up towards the city. There doesn't

seem to be any pattern to them and the depths are different every time but they show up on some streets in far more regularity than others. On a failure no one notices any of this—and it is up to those who passed to inform the rest of the party of this discovery, if they want to.

One Final Push

Have them make one last **Survival** roll, DC 15, to stay on path towards the next sounds large enough to track.

A single player may make an **Investigation** roll, DC 15, as they cross back over the spot where they faced the original Otyugh. On a success they find the Ruby, if it was not already found.

At this point they are likely dragging at least one member of the party because of multiple failed saving throws. That's a good point to bring them back above ground and move to Part Four. Have the party roll **Nature, Perception, or Investigation**. On a 13 or more they realize its quiet all around. Now would be a good time to move back above ground.

Enough is Enough

When the players believe they have rooted out all of the trash monsters they can, or the allotted time has expired for this part, allow them to emerge from the sewers.

The afternoon sun overhead is giving way to a pink late afternoon, confirming that you spent the rest of the afternoon deep in the bowels of the city. Foot traffic is slowing down and the shadows are long in the few places you see them.

Those people who do pass you by give you a wide berth—which isn't a surprise, given how you currently smell. Maybe a quick shower would be best, before reporting back to Dyson Brant...

Part Four Dirty Dealings

If the party wants to take a long rest and get cleaned up before reporting their results that is fine.

At the Inn the price per person is 1gp each for a communal room or 5gp each for individual rooms. If someone in the party has the background **Entertainer** and has the feature **Back by Popular Demand** they may roll a **Performance** check, DC 14. On a failure, only the person making the roll gets their stay for free. On a success the entire party gets their stay comped by the innkeeper.

When cleaned up and ready, they can choose to talk to Dyson, Seanor Wiles, or both. It's likely to be a new day and that is fine as well, as there was no time limit specified and no specific rush or point the sewers needed to be cleaned by.

You can run either of these in any order you want but the information gained by the end should be the same. Seanor wants the party to accompany him to the upcoming Ritual being assembled. Dyson agrees.

Returning to the Job Site

It's another sunny day and the weather is warm even though it is getting into the start of the autumn months. It feels lovely, after having spent the previous day in the cold muck of the sewer.

People are hard at work casting spells in the background and the familiar form of Magus Seanor Wiles is directing the shaping of a wall into an existing foundation. He is helping a human man and a half orc woman align and set a large piece of stone so they can fuse it into place.

Wiles says to the half orc woman, "Thank you for your assistance. I'll see you in a few days at the Grove. These are the adventurers I was talking to you about, so—please—excuse me for now."

He walks over to the party. "Glad to see you aren't afraid to get your hands dirty! Since your journey into the city's bowels we haven't been attacked and all appears well. Thanks to your efforts we can continue our work in peace.

"You did us a real favor yesterday. As a token of the Pansophical's gratitude I can offer one member of your party a little extra something. I'll give one of you a choice between an Enduring Spellbook, a Hat of Wizardry, or a Ruby Gem of the War Mage." Before anyone can say anything, he holds up a hand and says, "Before you even ask it—yes only **one** of the choices and to only **one** of you. I am grateful for your service, but there are others working hard to restore this city as well—so let's not be greedy."

Let the party figure out who gets the item choice and which item they decide to go with. The items are written in the back of this module in the magic item section for easy reference.

Follow the rules for distributing magic items. If the party comes to a consensus, go with that. Otherwise, the player with the lowest item count has priority. All players who have the same count and that can use the item may roll a d20 and take the highest to determine a tie breaker.

“I won’t be sticking around here for much longer myself. Now that things are settled down my duties are calling me away. The Pansophical is more active now than I’ve ever seen it in a long time and, personally, I don’t think the timing could be better.

My path goes to Flamereach Grove and I hope we can take the first step towards fully fixing this region. Dyson should have more information about that job, talk to him if you haven't already.”

Returning to Brant Shipping

Claire greets the party pleasantly when they enter the office. (A little less so if they didn’t bother showering first.)

She asks about their mission and makes small talk while Dyson gets ready to receive the party in his office. Let the party ramble on for a minute or two, regaling her with their sewer adventures. She seems both genuinely amazed by their heroism—and horrified by the foul conditions they have withstood. When people trail off and the conversation lags, the door opens and Dyson waves them inside with a smile.

“So how many trash monsters did it end up being?”

Let the players tell their story

He seems visibly excited as they tell their tale.

“Any luck finding a gem? Any large Garnet or Ruby would do the job.”

If the party found the gem and present it to him, his eyes light up. Dyson offers 400gp on top of their original payment for cleaning out the sewers. He praises them highly for finding the item he was seeking.

“With our business concluded, another opportunity has come up. My research on the Scar bore fruit and thanks to meeting and discussing the finer points with Magus Wiles we think a workable ritual can be conducted. If this works it will be a game changer for Emon.”

“We can finally unravel the damage Thordak left upon the land and improve the day to day lives of a lot of people. No more will visitors to the Cloudtop District skirt around elementals and magmin.

“I’ll be looking for adventurers to protect me while I do my part of the ritual. It’s less than a day’s travel to the Grove but I need some time to prepare my things. I’ll have to get this gem cut, maybe. Gilmore would know someone who could help with that.

“For now though; good job. You’ve done Tal’Dorei a great service today.”

Experience Summary:

If the players were nice to the messenger girl, triggered the Perception with Claire, or had overall positive RP with Magus Seanor Wiles award the Social XP and award them the magic item choice.

If the Players found the Ruby award the Exploration XP

If the Players survived enough combats to complete part 3 award the Combat XP

Experience Rewards:

- Social XP: 500
- Exploration XP: 500
- Combat XP: 900

The minimum that can be awarded from this module is 500. The maximum that can be awarded is 1900.

Magic Item Reward

After the party decides who will receive the reward from Magus Seanor Wiles that player has a choice. They may pick **one** of the following:

- *Hat of Wizardry*: Common magic item, requires attunement, Xanathar's Guide to Everything pg 137 You can use it as a Spellcasting Focus, once per long rest you may attempt to cast a cantrip off the wizard spell list by making a DC 10 Int check. Pass or fail the action is used.
- *Enduring Spellbook*: Common magic item, Xanathar's Guide to Everything pg 137 This spellbook, along with anything written on its pages can't be damaged by fire or immersion in water. In addition it does not deteriorate with age.
- *Ruby of the War Mage*: Common magic item, requires attunement, Xanathar's Guide to Everything pg 138 This 1 inch diameter Ruby allows you to use a simple or martial weapon as your spell casting focus. For this to work you must press the ruby to the weapon for at least 10 minutes. After that you may not be removed unless you spend an action to detach it

or the weapon itself is destroyed. Not even an anti-magic field removes it. The ruby does fall off

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.

Honor

Each Player gains 1 Honor

Off Hours

Each player gains 10 Off Hours

GM Rewards:

XP 950, 1 Honor, 10 Off Hours, 175gp

Enemy Stat Blocks

These are ordered by when they appear for easier reference by the GM.

Baby Otyugh

Medium Aberration, Neutral

AC: 13, HP: 70, Speed 30

Str 14(+2), Dex 10(+0), Con 17(+3), Int 5(-3), Wis 12(+1), Chr 6(-2)

Saving Throws Con +7, **Darkvision** 120ft, **Passive Perception** 11

Limited Telepathy: The otyugh can magically transmit simple messages and images to any creature within 120 ft that can understand a language. This does not allow for a response.

Actions

Bite: Melee attack, 5 ft reach, +6 to hit, Damage 10 (Critical 15) piercing. Person bit makes a DC 14 Con saving throw or become diseased and have the poisoned condition until it is healed. Every 24 hours that elapse the target repeats the saving throw. On a success the disease is cured. On a failure the target loses 5 HP off their maximum. If a player goes to zero HP from this effect they die. Any reductions last until the disease is cured.

Tentacle: Melee Weapon Attack, 10ft reach, +6 to hit, Damage 5 (Critical 7) piercing. If the target is medium or smaller they are grappled (escape DC 12) and restrained until the grapple ends. The baby only has one tentacle.

Otyugh

Large Aberration, Neutral

AC: 14, HP 114, Speed 30

Str 16 (+3), Dex 11 (+0), Con 19(+4), Int 6(-2), Wis 13(+1), Chr 6(-2)

Saving Throws Con+7, **Darkvision** 120ft, **Passive Perception** 11

Limited Telepathy: The otyugh can magically transmit simple messages and images to any creature within 120 ft that can understand a language. This does not allow for a response.

Multiattack: The otyugh makes three attacks: one with its bite and 2 with its tentacles.

Bite: Melee attack, 5 ft reach, +6 to hit, Damage 12 (Critical 18) piercing. Person bit makes a DC 15 Con saving throw or become diseased and have the poisoned condition until it is healed. Every 24 hours that elapse the target repeats the saving throw. On a success the disease is cured. On a failure the target loses 5 HP off their maximum. If a player goes to zero HP from this effect they die. Any reductions last until the disease is cured .

Tentacle: Melee Weapon Attack, 10ft reach, +6 to hit, Damage 7 (Critical 10) piercing. If the target is medium or smaller they are grappled (escape DC 13) and restrained until the grapple ends. The otyugh has 2 tentacles, each of which can grapple a target.

Tentacle Slam: the otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength Saving Throw or take 10 bludgeoning damage and be Stunned until the end of the otyugh's next turn. On a successful save the target takes half damage and isn't stunned.

Swarm of Insects

Medium Swarm of Tiny Beasts, unaligned

AC: 12, HP 22, Speed 20ft, Climb 20ft

Str 3(-4), Dex 13(+1), Con 10(+0), Int 1(-5), Wis 7(-2), Chr 1(-5)

Damage Resistance Bludgeoning, Slashing, Piercing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: Blindfight 10ft, Passive Perception 8

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Insect. The Swarm cannot regain HP nor gain temp HP.

Action:

Bites: Melee Weapon Attack, 0ft reach, +3 to hit, Damage 10 (Critical 15) Half if the Swarm has half or fewer of its HP left.

Swarm of Poisonous Snakes

Medium Swarm of Tiny Beasts, unaligned

AC: 14, HP 36, Speed 30ft, Swim 30ft

Str 8(-1), Dex 18(+4), Con 11(+0), Int 1 (-5), Wis 10(+0), Cha 3(-4)

Damage Resistance: Bludgeoning, Slashing, Piercing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: Blindfight 10ft, Passive Perception 10

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Insect. The Swarm cannot regain HP nor gain temp HP.

Action:

Bites: Melee Weapon Attack, 0ft reach +6 to hit, Damage 7 or Half if the Swarm has fewer than half HP. The target must make a DC 10 Constitution Saving Throw taking 14 on a fail and 7 on a save.

Swarm of Rats

Medium Swarm of Tiny Beasts, unaligned

AC: 10, HP 24, Speed 30ft

Str 9(-1), Dex 11(+0), Con 9(-1), Int 2(-4), Wis 10(+0), Cha 3(-4)

Damage Resistance: Bludgeoning, Slashing, Piercing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: Darkvision 30ft, Passive Perception 10

Keen Smell: The Swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm: The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny Insect. The Swarm cannot regain HP nor gain temp HP.

Action:

Bitess: Melee Weapon Attack: +2 to hit, reach 0 ft., or Half if the swarm has fewer half HP.

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 RP kindly the messenger yes/no?
2. Did the party RP kindly with the town crier yes/no?
3. Did the party recover the Ruby yes/no?
4. Did the party check in with both Dyson and Seanor Wiles yes/no?
5. Was there a particularly cool story you'd like to tell that happened in the module? Limit 500 words or less.