

Stilben Bound

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

Optimized for 5th Level Characters

Written by Phil Cole

Play tested and perfected by the Critter Community

Adventure Background

News of trouble on the Silvercut Roadway has created opportunities for adventurers willing to travel. Gilmore's has become a common place to look for capable help and word is fast spreading. Adventurers from all around the region make his store a priority when in the capital. Ordinary folk who would not normally seek protection have been shaken by the attacks of recent memory and the much more recent struggles.

Adventure Hook

Sherri has reached out to the party with another offer of work. She has passed the group's information along to Dyson Brant, the most recent in a fairly long line of merchants in Emon. Players who are proficient can roll **Knowledge History** and learn the following, based on their roll:

- 10—The Brant family deals with shipping and has a hundred year long history in the city.
- 15—The Brant family is well known and well regarded for being fair, honest and hardworking.
- 20—Dyson is an only child and never married. He has been running the business since before the Chroma Conclave attacks and while not old is not a young man either.
- 25—*(This information should be told as a whisper only to the people who made the check. You could do it via text, pulling the player/players aside to a different location, or by passing them a note. Leave it up to them to tell the rest of the group or not.)* Though it was not publicized his company fronted a substantial amount of money towards reconstruction of the Central District.

The group is given directions to Dyson's office and are told that he will discuss the job and its payment. If pressed, Sherri can admit it involves a little travel but she does not have any details past that. You can have her mention Dyson a good friend of Gilmore if the party seems less diplomatic or more prone to violence.

Gilmore's Glorious Goods: A Friend in Need

If the players have the Story Award: A Friend In Need, they are now 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
- Lesser Restoration Scroll 400 gp
- Remove Curse Scroll 100 gp
- Speak with Dead Scroll 100 gp
- Divination 210 gp
- Greater Restoration 450 gp
- Raise Dead 1,500 gp

- Potion of Healing (1 per person) 50gp
- Speak with Dead Scroll 190 gp
- 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

How to Make Work and Influence People

(45 minutes)

It's a beautiful sunny day as you make your way through the city. The sights, sounds, and smells seem brighter and fresher than usual. Colors are brighter, people have a little more energy and seem to be easily laughing and going about their business.

After forty five minutes' worth of walking you come to a large building about a block and a half off the entrance to the pier. A sign, obviously worn by time, proudly proclaims **Brant Shipping: Land, Sea and Air: We Will Get It There.**

Upon entering the building, you see a small room lined with chairs and a desk being manned by a smartly dressed woman. She introduces herself as Claire and tells you that she is Mr. Brant's secretary. A brief, introductory conversation leaves her with the gist of why you have come calling and she asks you to take a seat while she lets the boss know you have arrived.

About five minutes go by before she invites your group to step inside to the office of Mr. Brant.

RP Notes for Dyson Brant

- Dyson Brant is a man in his mid-forties with light brown hair and the kind of complexion one would gain from a long life spent at sea and hard work. He's wearing a black velvet doublet, loose brown pants, and functional, tough looking boots. A grey traveling cloak hangs on the wall beside him. He wears no noticeable jewelry and watches the party enter his office with cool appraisal.
- Barring outright combat or an insult that cannot be ignored, he will hire the party.

The Mission

He has a waiting shipment of chemicals that needs to be picked up in Stilben at Josten's Apothecary and transported back to his warehouse in Emon. He estimates it should be a 6 to 7 day journey each way. Dealings in the town of Stilben should be less than a day overall. If they ask, he explains that the chemicals are part of an experiment to make a new stronger type of plaster that will be used in construction of taller buildings in Emon.

For successful completion and delivery of his goods he is willing to pay the party 75 gold and a healing potion per person. If the party would like to negotiate give them the chance to state why they are worth more money. (See sidebar.)

If their reasons make any sense at all allow ONE person (if someone rolls before anyone does anything, take that roll good or bad) to roll a **Charisma Persuasion, DC 15.**

On a success, Dyson is willing to increase the pay to 100 gold per person.

If they fail by 5 or more, he does not give them the healing potions up front. (Leave that detail until after this roll is made.) On a failure he says, "I was going to front you the healing potions but based on that exchange I will need to see results first. Leaving my goods in your hands is taking enough chance for this venture."

When the party agrees to the job, Dyson calls for Claire. She returns with a document and quill. As he fills in some of the blank areas, Dyson explains that the contract at hand both ensures they will be receiving the payment that has been agreed upon—and releases him from all culpability, should harm befall them while in his employ. If pressed, he will state that this is just a formality to protect his business, and that he has heard from Sherri of the party’s skill. Surely, no such fate will befall them.

“You will be doing Emon a great service in ensuring this shipment arrives safely.

You be accompanying my employee Hansen on this journey. He’s a younger man and better suited to this journey than I. He knows the contact information for the ship bringing our goods to Stilben and can make arrangements while there.

You don't need to supervise the loading of the carts. Your role in this venture is protection on the Silvercut—I don’t like what I’ve been hearing lately and am leaving nothing to chance.”

He gives them a time and place to meet, and wishes them well on their journey.

Part Two

The Ol' Dusty Trail

(60-75 minutes)

Camping & Watches

As the party sets out towards Stilben, make sure they are aware that this trip will span multiple days in each direction and watches will need to be set. Ask the players if their watch remains the same every night and take the passive perception of everyone on each shift. Give the players time to role play with each other and go through the motions of making camp and deciding watches. Making camp after a day of travel is how parties get to know one another and should not be hand waved unless necessary for time. Combat does not need to take priority over role playing options.

Encounters on the Silvercut

Roll a d6 at the start of every new day. That number determines the random encounter on the chart below. You do not need to run every encounter on this chart.

An Easy encounter can lead to another in the same day if you want to challenge your party. If you run a Medium or Hard encounter, that should be it for the traveling day. Run enough scenarios to take up the time allotted for this section and then move on to Part Three.

Do not run more than one night encounter or any 3 in total. Easy options can be beaten with skill checks or quality Role playing. Medium and Hard options require combat.

Silvercut Roadway Encounters		
D6 Roll	Encounter	Difficulty
1	Wheeling & Dealing	Easy
2	Outrun	Easy
3	\$#@%ing Wolves!	Medium*
4	Snooty Caravan Attack	Medium
5	Pit Trap Ambush	Hard*
6	Ravager Attack	Hard

*Encounters 3, and 5 all take place at night and should happen around the watches set.

Easy Encounters

Wheeling and Dealing.

It's getting to the time of late afternoon or early evening when Hansen suggests breaking for camp. With a Passive Perception of 15 or higher, a player notices a light about a mile or so up the road. It seems as if someone else had the same idea and is making their own campsite not far off.

Hansen suggests safety in numbers and continuing on until the group catches up to them. As the party approaches, it becomes obvious one of the carts around the fire is missing a wheel. A large portly man waving a white handkerchief in the air greets you as he comes into view.

“Greetings! My name is Tilsdale Breganshof and we are having a bit of trouble, as I’m sure you can see. As we broke to make camp and have some dinner, we were *robbed!* The dastardly thief stole one of the wheels off our cart! Imagine the balls to be so brazen!

Anyhow, we are a small band and did not want to head into the dark and risk falling into an ambush. If you would be so kind to follow the tracks and recover our wheel, we can offer you food and company on this cold night.”

RP Notes for Tilsdale

- Tilsdale is a nice enough guy though not the brightest bulb in the box.
- If pressed for compensation he is willing to offer the party 100gp *or* 2 Potions of Healing. Any more than that is beyond what he can afford and sadly refuses their offer of help. He begins talking among his people about a search party.
- If the players do agree to the price he quickly agrees and wishes them well.
- If the players **Insight** check Tilsdale at any point, any roll reveals that he is being honest with them.

If the party wants to go after the Wheel Thief, **ONE** person may roll a **Survival** check, DC 13, to pick up the trail of the thief. After about 10 minutes of tracking, the party comes upon an OwlBear who has used the wheel as part of its nest.

The scent of decay and death in the area is noticeable as soon as you step into the clearing. The wheel looks to be placed precariously alongside a ruinous mess of downed trees and broken branches that have been formed into a crude nest. A large, lumbering form comes around one side of the mass and you mistake it for a bear—until you see its sharp beak and avian facial features.

The party can choose to either engage the OwlBear in combat or to attempt an **Intimidate** roll, DC 15, to scare it away. If the party successfully fights the OwlBear, award them the Combat Experience.

When they return the wheel to Tilsdale and tell him the tale of just who stole it, everyone around the campfire has a good laugh. The party is given food and invited to join in their camaraderie before settling in for a good night’s rest.

In the morning Tilsdale thanks them for again for the aid and the company. He lets them know his group will be continuing on in a different direction, but invites them to look him up if they ever find themselves in Drynna.

Outrun

This is a scare encounter, plain and simple, and should not be an actual combat.

The party picks up a trail of obvious Goblin activity, and from the tracks it appears that there are a massive amount of them frequently crossing through this area.

Upon seeing the tracks, Hansen immediately makes it clear that no matter how big of a deal the party believes themselves to be, they are not engaging that large of an enemy party. He is gunning it and not looking back.

He makes a series of **Animal Handling** checks. All of these checks are successful, so you don't need to roll them—though we suggest doing so, in order to build the tension and give the players the thought that failure is possible even though it is not.

The party succeeds on this encounter by not doing anything stupid, like engaging a pack of swarming Goblins. Should they choose to seek out or engage the enemy despite Hansen's warnings; they will quickly find themselves in over their heads.

The pack contains 50 Goblins. They will attack in six waves of 7 Goblins each, with a final wave of 8 Goblins. If the party continues to fight and manages to defeat 4 complete waves, the rest of the pack breaks off and retreats in fear.

Medium Encounters

\$#@%ing Wolves!

Run this encounter on any night of a different combat encounter. This encounter will be split into a **Passive Perception** check, followed by a **Perception** roll and finally the actual combat itself.

Adjusting the Encounter

Weak/Very Weak:
Remove 1-2 wolves.

Average:
1 Wolf per party member

Strong/Very Strong:
Add 1-2 wolves.

If any of the players on first watch have a **Passive Perception** of 15, they hear what sounds like some sort of wolf or coyote howling off in the distance. If they are heard, the player may then roll a **Survival** check, DC 12. On a success it is known there are a pack of wolves in the vicinity.

The wolves do not attack during first watch. If the players inform the next watch of what occurred the DC of the second watch's **Perception** check is lowered to 13. If successful the person who made the check on the second watch knows the wolves are likely stalking about in the woods nearby, but the party is not attacked. Let the tension build as they decide what steps to take as the night wears on.

By the third watch, the pack makes their move. If the party failed all the checks they all begin combat with the surprised condition. If the party was able to perceive the wolves at any

point they are not surprised.*

When the last blow is struck ask “How do you want to do this?” and let the player describe their kill!

*This combat is occurring during a rest. People sleeping are assumed to be not in armor and no one asleep has weapons/spell casting focus available as they are awoken. It should take a full round from the start of initiative for players who were asleep to both wake up and equip themselves with weapons/foci. They will **not** have enough time to put on their armor. This represents the challenge of being caught at a bad time and adds to the difficulty of the encounter intentionally.

Snooty Caravan Attack

You have been traveling throughout the day and it has been a quiet ride. At first the quiet is nice—pleasant, even—but as the day draws on and the miles go by, a sense of nervous boredom sets in.

All throughout this journey you’ve seen a decent amount of traffic on the road. Single carts and larger caravans have crossed your path, heading in both directions on the Roadway.

It now begins to dawn on you that an hour or more has passed since you last encountered anyone heading in either direction...

On a **Passive Insight**, DC14 or better, the player realizes that the lack of traffic on the road is unusual. If no players have the skill high enough, any party member who are Proficient in **Insight** may make the roll. Since this is spontaneous realization, no one may cast Guidance or Assist to give a player advantage. If successful, let them realize this is a normally well-traveled stretch of road and should be livelier than it is. This should set off warning bells and get them to start looking around in either direction.

Now they notice a plume of smoke in the distance, somewhere ahead of them. Hansen tells them to hold onto the cart and *“kicks his ol boys into high gear”*. (It sounds fast but really is only slightly faster than their normal pace.)

After about a minute the party comes upon a three cart caravan embroiled in battle.

There are people lying on the ground and others engaged with Goblins. One of the carts is on fire and is putting out the smoke that you saw from a distance. Two of the caravan Guards have already fallen and two more are desperately fighting for their lives against four Goblins each.

A tall, frazzled yet well-dressed man is screaming at the Guards to “Finish them already!”

He brightens up when he spots the party approaching and cries out “You there! Help us! I’ll give you 15 gold per Goblin Skull if we get out of this alive!”

Adjusting the Encounter

Very Easy/ Easy
Remove 1-2 Goblins

Medium
8 Goblins

Hard/Very Hard
Add 1-2 Goblins per Guard.

The Guards assist the party in the combat and expect to be paid for any killing blows they land. You're free to RP the guards based on how the combat evolves.

When the last blow is struck ask "How do you want to do this?" and let the player describe their kill!

The caravan master introduces himself as Flagen Rostoff of the "Kymal Rostoffs". He pays the party as offered but does so with some hesitation—he clearly does not like being parted from his coin.

After a brief period to compose themselves, the caravan members and Guards go about the business of burying their dead and salvaging what they can off the burned cart. While they work, Flagen tells the party that the dead were relatives of his. This was to be their first trip in an

attempt to join the family trade.

RP Note for Flagen Rostoff

- While he did show a little gratitude to the party for saving his life, the emotion fades almost immediately after combat ends.
- Flagen feels himself a cut above the party and makes no attempt to hide it.
- He is a transporter of high quality goods and is not interested in the opinions of lowly adventurers.

Whatever direction the party is heading in, he claims they are going the opposite and bids them safe travels. If the players try to interact with him in any other way, they are told to leave and let them mourn the dead in their own ways.

Hard Encounters

Ravager Attack

This encounter will be split into a **Passive Perception** check, followed by a **Perception** roll and finally the actual combat itself. If any of the players on first watch have a **Passive Perception** of 15, they hear what sounds like some sort of growling and guttural conversation in the distance. If hear this, that player may then roll Perception, with DC15. On a success, they realize that there are Orcs in the vicinity.

The Orcs do not attack during first watch unless provoked. If the players inform the next watch of what occurred, the DC of the second watch's **Perception** check is lowered to 13. If successful, the person who made the check knows the Orcs have moved in closer to the camp, but they are not attacked.

Adjusting the Encounter

Very Weak/ Weak
Remove Orc War Chief or 1 Orc

Average
Orc War Chief and 1 Orc per party member

Hard/ Very Hard
Add 1 Orc and/or 1 War Chief^{f**}

Let the tension build as they decide what steps to take as the night wears on.

By the third watch, the Orcs have found the camp and make their move. If the party failed all the checks, they begin combat with the surprised condition. If the party was able to perceive the Orcs at any point they are not surprised and combat begins immediately.*

When the last blow is struck ask “How do you want to do this?” and let the player describe their kill! If the party survives give them the Combat Experience.

*This combat is occurring during a rest. People sleeping are assumed to be not in armor and no one asleep has weapons/spell casting focus available as they are awoken. It should take a full round from the start of initiative for players who were asleep to both wake up and equip themselves with weapons/foci. They will not have enough time to put on their armor. This represents the challenge of being caught at a bad time and adds to the difficulty of the encounter intentionally.

**As a tip you should only include a second War Chief if your party is above average in tactics and teamwork. A party of newer players is unlikely to be able to handle two and in those cases adding another regular orc instead is completely acceptable. You are empowered to make the combat fair but not unwinnable. Should things get bad the last orc or 2 can run away.

Pit Trap Ambush

While traveling down the Silvercut, the party comes around a sharp bend and hears a surprised cry from Hansen at the head of the wagon.

“GNOLLS! IT'S A TRAP!”

Adjusting the Encounter

Very Weak/Weak

Remove Gnoll Pack Lord or 1 Gnoll

Average

1 Gnoll Pack Lord and 1 less Gnoll than there are party members. *There should be an even number of combatants on both sides.*

Hard/Very Hard

Add 1 Gnoll and/or 1 Gnoll Pack Lord

As the cart pitches forward at an unnatural angle, the oxen disappear into a pit trap. You can hear the hoots and snarls of a Gnoll pack fast approaching from the nearby woods. At this point, take Initiative and begin combat.

When the last blow is struck ask “How do you want to do this?” and let the player describe their kill!

After Combat, the party needs to heal each Oxen 10HP each or they cannot continue. This can be done with magical healing, potions, or the Healer Feat. This is to fix the damage they took going face first into a pit trap.

Part Three

Everything's Fishy

(30-45 Minutes)

After a long strange trip the party arrives in Stilben. Hansen fills the party in on some Stilben lore as they enter the town.

“Stilben is also known as the ‘Rotted Lot’ by the many sailors and merchants who pass through here. The nickname becomes apparent pretty fast eh? Maybe it’s because it’s caught between a port and a swamp? Maybe it’s the crowd it gathers? I don't know.

What I do know is that I’ll be meeting up with a ship that goes by the name of the Lucidian Spear. Don’t run afoul of the Waterwatch in town, if you can help it. Rumor has it that some of them are taking pay from the Clasp, the Myriad—or both. The guilds keep the Margrave in check for the most part but things are getting rather... unsavory.

Best keep your head down and pass the time quietly. If you get yourselves arrested I’m not bailing you out and have orders to hire someone else for the return trip. You’d be stuck here and I’d feel bad about it but, well, I couldn't afford to break you out on *my* salary.

So try not to make any waves, okay? I shouldn’t be more than a half day, at most. Meet me at the docks in a bit.”

The players have 4 hours to kill. They can go drink, “sight see,” or do anything they can think of to pass the time. Using professions, backgrounds, a non-combat or non-skill proficiency such as gaming sets or instruments are all possible. Give the players a chance to RP it out.

You are empowered to reward up to 15gp to each player if they can RP themselves making the money using their characters in game abilities. Examples include but are not limited to:

- Brewing (or any profession)
- Gambling and making an opposed roll against an opponent
- Arm wrestling and making an opposed athletics roll against an opponent
- Performance (using an instrument or acting)

Let the players get creative and encourage anything they can come up with on their own.

If the players decide to roam around the city they come across some unusual sights. Roll three times on the Stilben Experiences chart on the next page to see what happens.

If they choose to go for a drink, roll once on the chart below to see what they observe on their way to the tavern, as they will not be out and about for long enough to see multiple sights.

Stilben Experiences	
D6 Roll	Experience
1	You see a bunch of dirty, sea-smelling children chasing a cat with a fish in its mouth through the street. No one seems to pay the sight any notice.
2	A man on a soapbox is screaming almost incoherently about how the Guilds are corrupt. Guards escort him away. (If they are heading to get a drink, they see this on the way inside)
3	With a Passive Perception of 15 anyone notices a man walking ahead of them being pick-pocketed. The thief sees you see him and escapes, whether the party chooses to pursue him or not.
4	If there is a wizard or sorcerer in the party they notice a strange arcane sigil carved into the side of a building, graffiti-like. They may roll Arcana , DC 20. On a success they realize it's a lesser known marking of one of the Betrayer Gods, though they cannot remember which one. Guards come near the party and they get the feeling that moving on is the best plan.
5	They hear the words, "There are Myriad ways to handle your transgressions." They are unable to determine from what direction the voice came.
6	You see a small scuffle in an alleyway. Any single player may roll Intimidation , DC 15. On a success the attackers break and run. If they are not successful, they spot some Waterwatch taking an interest and get outta there. A small man wearily thanks you but asks you to move on, as you may have made an enemy of the Clasp. (If they are choosing to get a drink, they see this on their way back outside as they head towards the docks.)

After some time exploring the town, they realize the hour grows late. Hansen has likely finished with his business and is waiting for them to find their way to the pier and meet up at the dock holding the Lucidian Spear.

Part Four

Who Says You Can't Go Home?

(60-75 minutes)

After some pretty boring standing around and waiting. The cart is finally loaded up with Dyson's goods. Hansen lets you know that it's time to turn around and head back to Emon.

As you leave the small city, the nearly overpowering fish stench slowly shifts into a more mellow swamp stank—something you'll be glad to never smell again.

The first night passes without incident, but you continue to take watches from the party again for the length of the trip starting with that first night. If they want to switch watches up from night to night based on the attacks that occur, that is fine.

This section covers the return trip from Stilben to Emon, back down the Silvercut Roadway. There's no particular order you need to run these encounters in, and which ones you do run are completely up to you—but do not run more than you have time allotted for.

Three encounters are possible for their return trip and it is your choice which they experience. It is also your choice to run any of the following encounters at night. Feel free to run *Outrun—Part Deux!* at night if you *really* want an extra element of challenge. Players without darkvision would be attacking at disadvantage, as they are firing into the night unless a torch is lit.

Clasp Attack

If the party helped the Old Man in Part 3, you can run this encounter as being instigated by the Clasp. If they did not, you can still run this encounter but consider the attackers to be Myriad instead.

Neither group has any identifying markers on them that are visible when they attack, but crime guild members do have the tattoos hidden somewhere on their body. If the party chooses to roll **Investigate**, give them a DC 15 to search the actual bodies. On a success they see the tattoos for whichever faction you chose them to be.

When the last blow is struck ask “How do you want to do this?” and let the player describe their kill!

Not So Snooty Anymore

Hansen lets the party know he spots a familiar Caravan ahead. As they get closer it becomes obvious that this is the same group they saw on the way to Stilben—but the days have not been kind. The wagons have been ransacked. They are studded with arrows and gouged with deep claw marks. The

Adjusting the Encounter

Easy/Very Easy
Remove 1 Bandit and/or A Thug

Average
1 Bandit per party member and 1 Thug

Hard/Very Hard
Add 2 Bandits or 1 Thug.

vultures are picking at the remains of Flagen. They can see trails of blood leading off in a few directions, lost beyond the tree line.

With a **Survival** roll, DC 15, they learn that this carnage is at least a day or two old and tracking it is likely impossible—and futile.

With a sad look on his face Hansen tells the party they should continue on. Should the party choose to roll **Investigate** with the hopes of scavenging something, let them roll at DC 15. On a success they find a Rostoff Signet Ring.

Adjusting the Encounter

Easy/Very Easy
25 or 20 Goblins

Average
30 Goblins

Hard/Very Hard
35 or 40 Goblins

Outrun—Part Deux!

This is much like the previous version of Outrun on the Silvercut Encounters chart, but the odds are not quite as daunting.

30 or so Goblins pour out of the woods and begin chasing the cart as the party passes through a narrow section of the Roadway. (*See the Adjusting the Encounter sidebar to determine how many attack your party.*)

The players have the chance to engage in a few rounds of fight-while-flight movement to decrease the number of attackers with ranged attacks. If the party manages to kill 5 or more per round, none of the Goblins make it to the cart as the fallen ones count as those who got closest.

If the party kills *less* than 5, the difference make it to and onto the cart and then engage in melee combat. (So if 3 die in a round, 2 make it onto the cart and engage in melee. Have them jump on at initiative Zero.)

After their numbers have been cut in half, they rest of the pack breaks off and flees back into the woods to wait for easier prey.

When the last blow is struck ask “How do you want to do this?” and let the player describe their kill!

The rest of the time passes without incident and the party returns to the city limits of Emon. Hansen guides the cart back to the Brant warehouse. Dyson is waiting there to meet with them, thanking them for their help along the way. Feel free to RP this part with the players however you wish.

As the conversation winds down, have Dyson mention how thankful he is and offer a “bonus.” Award the party a Moon-Touched weapon. It can be **any** melee weapon, 1 or 2 handed, at the choice of whoever wins it. This includes Polearm, Glaive and Great Axe if someone is proficient. This does not include Nets or any weapon with the thrown property, unless it is a dagger.

RP with them that Dyson is impressed with their performance and will be looking to hire them again in the future. He will also put in a good word for them with Gilmore and Sherri.

Experience Summary

If the party successfully bargained for more money, fended off the OwlBear without combat, or helped the Old Man in the alleyway award the party the **Social Experience**.

If the party defeats the Wolves, Orcs, Gnolls, Goblins from part 4, or Bandits award them the **Combat Experience**.

Experience Rewards:

- Social XP: 450
- Combat XP: 450

Honor

Each Player gains 1 Honor

Off Hours

Each player gains 10 Off Hours

Treasure Rewards:

- Pay from Dyson Brant: 75gp (100 each if Persuasion was successful) and 1 Healing Potion Per Player.
- Goblin Bounty: 15 gp for each Goblin not killed by the Guards. This is split among the party to prevent infighting.

Magic Item Reward

Moon-Touched Melee Weapon

- In Darkness this weapon sheds Moonlight. It is bright in a 15 foot radius and dim for another additional 15 feet.
- Attacks with this weapon count as magical but it does not give a + Bonus to attacks or damage.

Potion of Healing: Common magic item that heals the target for 2d4 +2

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

GM Rewards

450XP, 1 Honor, 10 Off Hours, 250gp

Enemy Stat Blocks

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

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

Goblin

Small Humanoid (Goblinoid) Neutral Evil

AC 15 (Leather armor and Shield) HP 7 (2d6) Speed 30

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

Skills: Stealth +6, **Passive Perception** 9

Darkvision 60ft

Languages: Common, Goblin

Actions:

Nimble Escape: The Goblin can take the Disengage or Hide action as a bonus on each of its turns.

Scimitar: Melee Weapon Attack reach 5ft +4 to hit Damage 5 Slashing

Short bow: Ranged Weapon Attack reach 80/320 ft +4 to hit Damage 5 Piercing

Guard

Medium Humanoid Neutral Good

AC 16 (Chain Shirt, Shield) HP 11 Speed 30

Str +1, Dex +1, Con +1, Int +0, Wis +0, Cha +0

Skills Perception +2

Passive Perception 12

Languages Common

Actions

Spear: Melee or Ranged Weapon Attack reach 5ft or 20/60ft thrown. +3 to hit 4 Damage Piercing

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

Darkvision 60ft, **Passive Perception** 10

Languages: Common, Orc

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.

Orc War Chief

Medium Humanoid Chaotic Evil

AC 16 (Chain Mail) HP 93 Speed 30

Str +4, Dex +1, Con +4, Int +0, Wis +0, Cha +3

Saving Throws: Str +6, Con +6, Wis +2

Darkvision 60ft, **Passive Perception** 10

Languages: Common, Orc

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

Fury of the Ruiner: The orc deals an extra 4 damage when it hits with a weapon attack.

Actions

Multiattack: The orc makes 2 attacks with its Greataxe or Spear

Great Axe: Melee Weapon Attack reach 5ft +6 to hit 13 damage slashing

Spear: Melee or Ranged Weapon Attack reach 5ft or 20/60ft thrown. +6 to hit 12 Damage Piercing or 13 damage if used 2 handed.

Battle Cry (1/Day) Each creature of the War Chief's choice within 30 feet gains Advantage on its attack rolls until the start of the War Chief's next turn. The War Chief can then take a single attack as a Bonus Action.

Gnoll

Medium Humanoid Chaotic Evil

AC 15 (Hide Armor and Shield) HP 22 Speed 30

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

Darkvision 60ft, **Passive Perception** 10

Language: Gnoll

Rampage: When the gnoll reduces a creature to 0hp with a melee attack they may take a bonus action to move up to half its speed and make a BITE attack.

Actions

Bite: Melee Weapon Attack reach 5ft +4 to hit 4 damage Piercing

Spear: Melee or Ranged Weapon Attack reach 5ft or 20/60ft thrown. +4 to hit 5 Damage Piercing or 6 damage if used 2 handed.

Gnoll Pack Lord

Medium Humanoid Chaotic Evil

AC 15 (Chain Shirt) HP 49 Speed 30

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

Darkvision 60ft, **Passive Perception** 10

Language: Gnoll

Rampage: When the gnoll reduces a creature to 0hp with a melee attack they may take a bonus action to move up to half its speed and make a BITE attack.

Multiattack: The Gnoll makes 2 attacks either with it's Glaive or Longbow and uses its Incite Rampage if it can.

Bite: Melee Weapon Attack reach 5ft +5 to hit 5 damage Piercing

Glaive: Melee Weapon Attack reach 10ft +5 to hit 8 damage Slashing

Longbow: Ranged Weapon Attack range 150/600ft. +4 to hit 6 damage Piercing

Incite Rampage: (Recharge 5-6) One creature the Gnoll can see within 30 ft can use its reaction to make a melee attack if it can hear the Gnoll and has the Rampage ability

Clasp/Myriad Bandit

Medium Humanoid any non Lawful Alignment

AC 12 (Leather Armor) HP 11 (2d8+2) Speed 30

Str +0, Dex +1, Con +1, Int +0, Wis +0, Cha +0.

Passive Perception 10

Language: Common, Thieves Cant

Actions

Scimitar, Melee attack Range 5ft +3 to hit Damage 4.

Light Crossbow, Ranged Attack Range 80/320ft one target. +3 to hit Damage 5.
Longbow: Ranged Weapon Attack range 150/600ft. +3 to hit 5 damage Piercing

Clasp/Myriad Thug

Medium Humanoid any non Good Alignment

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

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

Passive Perception 10

Language: Common, Thieves Cant

Pack Tactics: The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the target and is not incapacitated.

Actions: The thug makes 2 melee attacks or one ranged.

Mace: Melee attack range 5ft +4 to hit Damage 5 bludgeoning.

Heavy Crossbow: Ranged attack Range 100/400ft one target. +2 to hit 5 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 contact@livingtaldorei.com

Questionnaire

1. How much of the Knowledge History was told to the party?
2. Did the party RP favorably with Dyson Brant yes/no?
3. Did the party make a mess in Stilben yes/no?
4. Did the party recover the Rostoff Signet ring yes/no?
5. Was there a particularly cool story you'd like to tell that happened in the module? Limit 500 words or less.