

Plausible Deniability

A Living Tal'dorei module for 1st to 4th level Players

Optimized for five 4th level Players

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Play tested and perfected by the Critter Community

Adventure Background

The party are on their way to Gilmore's again to look for potential work. When they're about a block away they get flagged down by two "street urchins" who flash their clasp tattoos (left forearm for one and right for the other both on top and closer to the elbow) to let the party know that once again Rosie and a "benefactor" have a possible lead of work for them if they so choose to accept. After passing along this message they go back to laying on the side of the road like two common drunks/ beggars.

Adventure Overview

- **Gilmore's Glorious Goods:** Assume 10 minutes for time both before and after the session for players to make use of Gilmore's. A player can use those services either before or after the module but not both.
- **Part One: Plausible Deniability (30 Minutes):** The party meets briefly with Rosie before getting a location to meet with the newly appointed Captain of the Waterfront district who gives an offer they can't refuse...
- **Part Two: Black Work (60-120 Minutes):** The party infiltrates a warehouse on the docks (either by day or at night) to help secure evidence of criminal activities or dealings.
- **Part Three: Expeditious Retreat (30-90 Minutes):** The party must get out and report their findings directly to the Captain before getting spotted, the rest of the gang's crew returns, or before the whole place burns down, because you know... adventurers.
- **Part Four: Closure (15 Minutes):** The party receives rewards and thanks for their work, as well as a possible well-needed distraction or get out of jail free card should they exceed the Captain's expectations.

Adventure Hook

If it's an adventurer's first-time playing Living Tal'Dorei, they can start off heading toward Gilmore's to look for work. The rest of the party notices a player(s) milling around in the center of the street, seemingly deciding what the best course of action is, and the party can then strike up a conversation as they walk the rest of the block into Gilmore's. Encourage them to continue the conversation inside if the RP and dialog is going well, or until all of the players decided to work together.

If the new player(s) seem hesitant to join the party, mention that there are no current adventure bounties within their skill range posted on the board. You can have Sherri apologize and explain that

the last job just got snagged up about 40min ago. The rest are—respectfully—outside of their caliber, or basic building/stonework construction jobs that offer back-breaking work but very little pay.

Sherrri presents the party with a mission that they have been specifically requested for. Any of the adventurers previously ran 1-1 *Reconstruction* or 1-2 *Blood on the Shoreline* (more specifically 1-2), they should know who Rosie is or have had run-ins with the Clasp.

If any of the characters are already a member of the Clasp faction, or are playing a rouge, Rosie can have sent that specific player the message, saying that she has an eye on an “up and comer” like them. She thinks this is a good test to see what more they can do, since their previous work for her was successful.

Gilmore’s Glorious Goods: A Friend in Need

- 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.
- Second Level Spell Scroll (non-healing) 250gp.
- Invisibility Spell Scroll 400gp.
- Knock Spell Scroll 250gp.
- Ray of Frost Spell Scroll 300gp (Use players level at time of casting to determine damage).
- Remove Curse Spell Scroll 100gp.
- See Invisibility Spell Scroll 300gp.
- Greater Restoration 450gp
- Potion of Healing 50gp (*Limit on per Player*).
- Potion of Greater Healing 500gp (*Limit on per Player*).
- Diamond for Revivify 400gp.
- Resurrection* 15,000gp
- True Resurrection* 50,000gp

*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

Plausible Deniability

This adventure starts off as the party enters the Laughing Lamia.

For being mid-day, the Laughing Lamia has a bit of a crowd, the bar is half full with murmur and the scent of day old stale beer on the floor. As your eyes quickly adjust to the slightly darker warm interior light, you notice Rosie sitting in her back-corner booth with an array of tankards strewn about her, but none of the tables surrounding hers has any patrons occupying them.

A man walks over to Rosie, whispering in her ear. She looks up and grins faintly in your direction, waving you over as the patron seemingly slips back into the crowd and disappears out of sight.

“Have a seat, fellas. I got a good lead for you folks today!”

RP Points for Rosie

- Greetings! First round of beers and a bowl of “beef” stew on me if anyone is hungry. Don’t worry about the air quotes. Seriously, you’ll be happier. (Beef is actually rat)
- Since you got your beers I’ll dive into the job at hand. I was personally contacted for some “off the books” help by a reputable benefactor. Not someone I’d ever expect to hear from either.
- I didn’t have time to get the specifics of the job or its exact rewards, but it involves going on a patrol and possibly cracking some Myriad skulls. Clearly a job worth doin.
- The new Captain of the Port District something whoever Ikora wants this job done and let’s be real here... That’s someone I’d love to collect a favor from.
- If you’re up for it, I can give you directions to the Port Districts 2nd guard tower. Be there at EXACTLY a quarter an hour past the top of the hour. That should be the start of her shift. This green ribbon with gold trim will mark you as the party I’m sending her way.
- If we’re done you can either eat the stew here, another table or wherever you please. I have other matters that need tending. I can pay ya the 1000 up front since it’s her money anyways. Meanwhile I got a project I’m workin on.
- If you gotta ask about my work, fine. It’s “Some tinkerer’s nonsense work”.
After a quick glance down at the scribbles any party member can freely make a DC13 **Investigation** check (DC 10 if they have any specific skills or background in tinkering/ engineering/ being a scholar or structure work in ANY way). A success determines that its math scribbles to calculate a trajectory of a thrown object, but they can’t tell the size, weight, or distance of the thrown object. On a failure it looks like useless scribbles.

- If pressed even further, after the adventure points out her notes and she deflects help one time, she gives in and leans in and excitedly and quietly describes how she is thinking of getting the seat she sits in now worked on to become an ejector seat to launch her over behind the bar if the need for sudden cover or sudden need of beer suddenly arises, but disgustingly mumbles that she doesn't think she will clear the 2nd row of tables a little bit over half way.

Upon reaching the 2nd guard tower just a mere handful of minutes before the expected time, you all casually stand by, and settle in trying to look inconspicuous.

When the quarter of an hour arrives, the door at the base of the guard tower opens and 4 guards step out; one more suited up than the others with full plate as compared to the regular guards. After quickly locking the door behind them there is a brief discussion amongst them. One nonchalantly points off in a direction along the wall as the other three start walking that way on a patrol.

After they have moved away, only then as the gaze of the 4th guard quickly sweep over the party. They politely nod at the party member wearing the ribbon and start walking in the other direction on their patrol.

RP Points for Ikora Quaist

- Upon getting close to the guard they can tell that this one has a bit more stature and rank to them than most. There is also more wear and tear to her armor, though it is still in fine working condition. It seems to shine despite the scuffs, scratches, and dents. They proudly walk upright chests puffed out, a testament to their dedication to maintaining reliable equipment.

The Guard captain introduces herself to the party as “Ikora Quaist; newly appointed captain of the Port District.”

She is a wind burnt dark skinned human woman with an accent that seems to be from Ank'Harel. She looks to be in her early mid-thirties with shoulder length black hair with natural highlights. Her hair is a bit of a wild sweaty mess as she quickly takes off her helmet to wipe her brow then slips it back on.

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- Who are you and what are your “specialties”? She has a passive **Insight** of 16 (only comes into play when she feels like she has been lied to) to gauge an adventurer's integrity vs. ability. She is willing to overlook one trait if the other is quite palatable.

- While we are on patrol I won't be stopping unless absolutely needed. I also plan to scan the area as I move. Expect quick answers.

After walking out of sight and ear shot of the guard towers, Ikora turns down some back alleys on her patrol. She looks over her shoulder as she states in a low voice “I’m in need of some assistance of clearing out of some rot left behind by my previous successor. Not only did he turn a blind eye to crime for a percentage of their take—and trust me it wasn’t small if what they offered me was the same—he further soiled the uniform and honor of what it means to be a city guard in the defense of the people of Emon by helping those criminals become legitimate. Greasing a few palms here, securing a few good forged documents to start obtaining legitimate documents there, and soon enough it’s a legalized criminal enterprise of smuggling goods all shrouded behind red tape and ‘Diplomatic Immunity.’”

A low, boiling anger enters her voice as she states “But I DO know that those people are still up to their trafficking ways and I’m not talking exotic fruits but living creatures. PEOPLE!” She quickly punches a stone wall off to her side and tiny bits of rock scatter off the structure.

If a party member chose to **Insight** check Ikora’s story it is at DC 13. On a success they will surmise that she has a particularly deep hatred and revulsion for human trafficking. On an **Insight** skill check of 22 or higher read them the whisper. On a failure just say, “seems legit.”

The Whisper

It seems that with Ikora’s anger fueled outburst and the look of resolve and the slightest bit of pain in her eye you get the sense; that she too was once a victim of trafficking, and why she would go to extraordinary lengths to rid it from her city

She takes a deep breath and resides herself and as she look up she states “Look I know sometimes you can’t send a saint to catch a sinner—not that I’m not calling you all sinners—but someone like me...” she indicates herself and her uniform “—cannot move against this organization without solid proof. My only having speculation and hearsay would only make things worse. If you do this for me the gold they offered me to look the other way is all yours, as well as any *legal* goods you find that are free for the taking. That comes to Five Thousand Gold. A princely sum but not enough for my loyalty. That being said—if you take any of their foul contraband or do harm other than that which is necessary for self-defense, know that you will bring my wrath down upon yourselves!” She emphasizes her stone faced and unflinching intent by slamming her fist into her palm. A tiny trickle of blood slips from beneath her gauntlet.

- Want more money eh? (A single player may roll a **Persuasion** skill check at DC 18. On a success she adds in a Healing Potion per member of the party. On a failure she does not. No help/guidance.)
- If you can agree to my terms, I will gladly work with you. What I will do is create a black spot in the patrol routes either during the night or day to help you do what needs to get done.
- I will lead you to the docks and point out the specific warehouse in question while on my route.
- I advise you to study and observe the warehouse for the day and learn of its comings and goings before picking your time to strike.

Part Two

Black Work

The players can easily find an alleyway in the waterfront district a block away from the warehouse, where they are safe from prying eyes to discuss their plans. Their view from that alleyway is limited, however, and to see more they will have to risk getting closer—or getting creative with how they approach the warehouse.

Day Time

The players can freely choose to stay in the alley to observe from afar by making a group **Stealth** check. Each player rolls their stealth individually whether proficient or not. Any player that gets a 15 or above passes. If half or more of the party passes it is a success. Otherwise it is a failure. On a success the party is able to observe the number of people coming and going in and out of the warehouse for the daytime. On a failure they are noticed and are forced to make a break for it. Any party member may opt out of a stealth check by opting out of observing and can essentially leave the waterfront with no consequences.

Players who choose to hide and succeed on the group stealth notice the following:

- The warehouse has a high amount of traffic and movement in and out from ships.
- Packages don't get left out on the dock. They are taken straight from the ships to inside the warehouse. The players may witness a number of carts arriving, being inspected outside by security thoroughly (though the cargo boxes themselves are never opened) then brought inside. The carts emerge a short time later, empty of cargo, to head off on their way.
- Multiple different carts keep coming in and out all with 3 or 4 passengers on it about every 10-15 minutes.
- A ship arrives once per day and there is a lot of movement back and forth during that next hour.
- All packages are in non-descript boxes and bags of various shapes and sizes.
- They can estimate about 20-50 workers constantly going in and out of the warehouse, ensuring the building is well staffed all day.
- Individuals approach the warehouse, speak to the guards, and leave at fair regular intervals.

If the party asks to inspect the check point further and they may make a **Perception** skill check at DC 17.

- On a success, they can discern that everyone that approaches the warehouse presents a folded note and always shakes hands with the guard with their left hand, before heading off again.
- On a failure they attract notice and the warehouse guards start calling attention to the strange people who are apparently casing the joint.
- Getting hold of the notes greatly helps the process of entering, especially if they don't look like adventurers and just normal workers. (Each adventurer can keep a weapon or two in plain view on their person without raising suspicion since most workers do as well).

Evening/ Dusk

At dusk, the commerce and foot traffic start to slow, making it harder to loiter on the street without drawing attention. The **Stealth** skill check increases to DC 17. Any party member may opt out of a stealth check by opting out of observing and essentially leave the waterfront with no consequences.

- All foot traffic subsides as the night descends, and no more carts come in or out. The warehouse's estimated staff of 20-50 workers continue to work for a few hours' past sundown, and then begin to slowly trickle out and go drinking/whoring at Euphoric Essentials, the brothel at the end of the street
- As midnight approaches, the warehouse is down to a nighttime skeleton crew.
- It's a little bit harder to walk/sneak in but not impossible since they don't have the fast-paced chaos outside to speed up the check point process and more thoroughly look at the credentials.

Night

During the night the streets are mostly empty. The warehouse guards are on watch, and the **Stealth** skill check is set at DC 15. Any party member may opt out of a stealth check by opting out of observing and essentially leave the waterfront with no consequences.

- No carts or containers are moved in or out during the night.
- This seems to be the hardest time to get in through the check points since the skeleton crew knows to not expect any workers or visitors to arrive until morning.
- This is the time when there are very few workers, but they are on high alert, especially to outsiders.

When the party is ready to make their move, there are several ways they can choose to enter the warehouse.

Entering the Warehouse *(Options include but are not limited to...)*

- Impersonating the thieves, with a **Deception** skill check at DC 18. (Decrease the DC by 2 for each action of carrying papers of employment or disguised to look like the thieves).
- Papers and Disguises can be obtained from pickpocketing/ looting dock workers or the escorts on the carts. Disguises can be piece bought at a clothing stores cost 3hr of time and 5gp.
- Smuggled inside a crate inside a cart (2 average size people per crate).
- Causing a distraction allowing party members to use the **Stealth** skill at DC 14.
- Picking the front door or back door, located on the Oceanside porch (this door locks at night). **Sleight of Hand or Thieves' Tools** at DC 15.
- Discovering and climbing up the emergency escape rope underneath, no Athletics needed to climb, but to push open the hatch and hold onto the rope with an **Athletics** skill check at DC 14.
- Full out run and storm in during the day, they can get in and have one round to run and hide before the guards start to chase and search.

- Roof access from the skylights can break and alert all guards within 60ft or a player may attempt a **Sleight of Hand** or **Thieves' Tools** skill check at DC 16. A success opens the skylight soundlessly. A failure sends it crashing to the floor of the warehouse.
- Bashing down the doors can be done with an **Athletics** skill check at DC 15.

The Warehouse

The building is 200ft x 140ft x 45ft, the whole floor area is one big literal maze of crates where it's hard to pinpoint where sounds originate from. There are 6 large support pillars spread out around the building. 5 go to the ceiling and one goes to the corner of the office building on the 2nd floor supporting its weight.

On the backside of the building, facing the ocean, is a porch area to relax and fish from. The second floor has a catwalk encircling the whole building on the inside with two groups of two sentries patrolling. At both far ends of the catwalk are ladders to climb up and down. Both ladders are 35ft high. There are lots of glass windows that line the top of the wall and a few spots on the ceiling to let light in during the day and sconces on the walls and pillars for light at night.

- It is easy for the players to hide on the floor level with all the crates, but it is also easy to be surprised.
- On the catwalk there are 2 pairs of sentries on patrol who always are catty-cornered to each other. These guards have a **Passive Perception** of 12 for a radius of about 40ft. They slowly walk in a circle, always looking down, searching the crates below them for movement.
- The far opposite corner has a few crates with live animals in them who make sounds each time the sentries or people on the floor walk by.
- Most of the crates have basic merchant supplies and goods.
- Only one crate has basic adventuring weapons and armor for the taking (contraband – the organization is not licensed to be a weapon merchant).
- One crate is full of crossbows and bolts of all sizes and instructions on how to craft poison to cover bolts for use (contraband).
- One crate contains a sack labeled Spice (contraband?) hidden in bags labeled “Cinnamon.”
- The other far corner, but the one that's under the office has cages hidden behind a row of crates. With a **Passive** or active **Perception** skill check at DC 14 the adventurer can hear sniffing and whimpering sounds from a section walled off behind some crates.

- Further investigation of the sound reveals a cage with three people inside (A Kenku, a Water Genasi, and a Lizardfolk). Their names are Echo, River, and Baeshra.

In the far-off corner walled off by tall 15ft stacks of crates all around, you see people huddled close together in the back of the cage as far away as possible. Three figures, all feminine and young in appearance. There is a dark black almost purple feathered Kenku in a purple hooded cloak. A Blue Water Genasi with a faded blue Mohawk that seems to be constantly flowing, and a green and tan skinned lizardfolk dressed in simple leathers. The lizardfolk looks sick and malnourished as the kenku tries to sooth them and the genasi has her knees up to her chest protectively. As they notice you, they seem to shuffle closer together as the genasi takes a defensive kneeling position in front stating “What do you want from us?”

- The prisoners seem wary and on guard at first but with a successful **Persuasion** skill check at DC 14 they will cautiously put their fate in the players’ hands. The DC raises by 2 if the party is impersonating the workers. The DC lowers by 2 for each of the following actions: if they open the cage, give them food, give them weapons, or heal them in any way.
- Only players who interact with the prisoners can roll and each only gets one chance before the trust is gone, but they can benefit from but are not limited just to the help action and guidance.
- If every party member fails a chance at persuasion, then the captives refuse to leave and demand they bring the city guard to come and rescue them. If the party threatens to force them out, they warn them once that they will scream for help and alert the guards (Because they are not sure if this is a test or cruel joke).

The Office

The room is 30ft square with 10ft high ceilings. The windows are small and so dirty and clouded that you can’t see any detail on the other side. It glows dimly from candles that are scattered about inside.

You can see on the far end an office desk and chair in the center with a safe bolted to the floor to the left, an empty weapon rack to the right. On the right wall hangs a tapestry depicting a maritime ship fighting a kraken in a rough sea. There are a pair of chairs in front of the desk and some benches and tables lining the other walls. All are bolted to the ground.

- The office has a lock bar on the inside of the room and costs an action to lock, but once done this makes the room secure from entry from the outside for 10 rounds, as they have to siege their way in.
- The safe is a false safe that is just a trap. Any player may make an **Investigation** skill check at DC 14 to tell its trapped, (It is). If successful they may attempt to disarm it using **Thieves’**

Tools skill check at DC 14. (failing will set it off) or an **Athletics** skill check at DC 16 to rip it out of the old floorboards (this too triggers the trap).

- Inside is a flask of alchemical fire, a blank ledger, a scroll with what looks to have arcane writing and glyphs on it, and about 250gp in fake fool's gold. An **Insight** skill check at DC 14 determines the gleam the gold or scroll aren't real.
- The trap is the flask of alchemical fire burning, it does no damage to the party members unless they physically reach in to grab items. But the ledger and its first couple of pages burn away. And depending on how much time passes by it may full out burn away and the gold might start to melt.
- The real safe is hidden behind the tapestry on the wall. An DC13 **Investigation** check finds the safe when exploring the room. This safe isn't trapped.
 - **Thieves' Tools** DC 16 to pick the lock, inside is 1,000gp a ledger and a potion of healing.
- Under one of the bolted tables and same corner as the pillar is a trapdoor. A player may attempt an **Investigation** skill check at DC 15 to discover it. To it open or close it counts as an action. Opening this trapdoor reveals what appears to be an escape tunnel.
- The escape tunnel has a rope going down. They can calmly climb at half their movement with no bad effects. If they want slide down faster, they have to make an **Athletics** skill check at DC 14. A success allows the adventurer to slide down with the same effects as a feather fall spell. Failing they take 3 falling damage.
- Upon reaching the ocean water below, there is a sunken walkway 2ft below the surface of the water. Walking can be done easily without drowning or being swept out by waves, but movement counts as difficult terrain.

Warehouse Combat Guidelines

- Combat starts if they are caught entering or being inside the office, caught opening a crate, being in the back area with the captives, or on a failed Deception check.
- There is a chance to the party "stumbles" upon a patrol encounter within the maze. (Roll a d12 every time they search a crate and on a 1 an encounter happens).
- Party members with a **Passive Perception** DC13 or higher will hear the sentries approaching 1 round out.
- Sentries can be avoided by hiding or running away, both with a **Stealth or Deception** skill check at DC 13. (Help can only be given through the aid action or presenting their papers to lower the DC by 2).

Adjusting the Encounter

Very Weak:

4 Bandits

Weak:

3 Bandits, 2 Thugs

Average:

3 Bandits, 4 Thugs

Strong:

4 Bandits, 2 Thugs, 2 Spies

Very Strong

5 Bandits, 2 Thugs, 2 Spies, 1 Bandit Captain

- Every combat will have both pairs of patrolling bandits on the catwalk entering on rounds 2 then 3 (initiative zero) of combat, shooting their crossbows at disadvantage because of range.
- Additional waves might come or not depending on how deep into the warehouse they are, and how busy it is outside. (The further in and earlier in the day they choose to enter the warehouse, the less likely it is for additional troops to join the fight due to other distractions and general noise lowering their awareness of what is happening).
- If given the chance during combat, if a bandit or spy is the only one left or the fight isn't looking good for them, they will run outside looking for additional troops and help.
- If combat ends before the bandits on the catwalk enter combat, the party has a chance to make either a **Deception** or **Stealth** skill check at DC 15 to avoid future combats. (Depending on the destruction).

“Win” Conditions – The mission is viewed as a success to Ikora if they do any one of the following.

- Bring the real ledger to Ikora.
- Bring the captives to Ikora alive, or lead Ikora to the captives in their cages (Alive or dead).
- Have the city guards raid the place WITH contraband clearly out in the open
 - Since there will most likely be a blind spot in the patrol routs when this happens the guards will only storm the place if it was planned with the party or there is ALOT of commotion.

Part Three

Expeditious Retreat

Now that the party has gotten what they need—they now need to get back out.

If the adventurers entered the Warehouse during the Daytime or Evening:

It seems that in all the searching and commotion time has slipped by rather quickly as it is now night. The sky is clear and full of stars, the waxing moon is bright illumination the docks and streets. With a chill in the air it's easy to believe Winters Crest just a few weeks out. The night air is fresh and crisp of salt, and life and sounds of debauchery can be heard coming from the buildings and taverns lining the street.

If the adventurers entered the Warehouse at Night:

It seems that luck is on your side and that in all the searching and commotion time hasn't slipped by and is still night. The telltale dark blues in the sky warn that daybreak is on its way in just a few short hours. The sky is clear and full of stars, the waxing moon is bright illuminating the docks and streets. The moon is well on its way, to being full. The night air is fresh and crisp with salt, and life and debauchery can be heard coming from a few groups of people out enjoying their brief time on land.

- If the adventure has been flawless with no major encounters/fights and the adventurers are in good fighting condition
 - Let them get to the end of the docks right near the inns before reading “Sold Out”
 - Then follow with 2-3 waves of combat before reading “Run”
- If the adventurers were able to leave under “Calm” Conditions but are looking a little worse for wear
 - Let them get to the end of the docks right near the inns before reading “Sold Out”
 - Then follow with 1 wave of combat before reading “Run”
- If the adventurers exit in a panic or the thieves are on high alert/ being chased
 - Let them run to the end of the docks right near the inns before reading “RUN!”

Sold Out

As you get off the docks heading to your destination, down the street you notice a city guard stepping out onto the street accompanied by three people who have the same look as the people working inside the warehouse you were just at. Then exchange a few quick words, a nod, and a handshake as the main worker slips him a small pouch; and the city guard promptly walks off away from the party and slips down an alley. The other two companions yell something into the bar but it's lost over the noise of the crowd inside and waves nearby. Soon a group of workers flood into the streets and start running in your direction.

Combat:

Wave 1

Wave 2-3

Adjusting the Encounter

Very Weak
3 Bandits

Weak
2 Bandits, 1 Thug

Average
3 Bandits, 2 Thugs

Strong
4 Bandits, 1 Thug, 1 Spy

Very Strong
5 Bandits, 2 Thugs, 2 Spy, 1 Bandit
Captain

Adjusting the Encounter

Very Weak
4 Bandits

Weak
3 Bandits, 1 Thug

Average
3 Bandits, 2 Thugs, 1 Spy

Strong
4 Bandits, 2 Spy, 1 Bandit Captain

Very Strong
5 Bandits, 2 Thugs, 2 Spy, 2 Bandit
Captain

Off of any of the bodies the party is able to recover a Gloves of Thievery before getting overrun and forced to flee.

RUN!

As the battle drags on outside, the noise and commotion drew spectators from the nearby inns and various establishments lining the waterfront. Unfortunately, the rest of the gang's crew also heard the noise and are gathered up and heading in your direction. It's quite a crowd, numbering about 30. All of them seem pissed. You can tell by all the yelling and charging out for your blood.

You turn around and see a slightly smaller but still daunting crowd gathering in the other direction. You look at the docks and see it is just a dead end with nowhere to go. There are no guards in sight. The only possibility of hope lies down a narrow alley way about 20ft away. The only thought screaming in your head, RUN!

- Proceed to describe a chase where the party members can choose to make an **Athletics** or **Acrobatics** skill check at DC 12. As the party runs through back alleys jumping over boxes and fences tables and ducking around corners all with the sound of the gang behind them.
- Make them roll as a group, first to 5 group wins or 5 group losses”
 - Win - Will allow them to either make a group **Stealth** check DC 10 on a pass the party hides out until daybreak. (Go to Part Four – Closure).
 - Loss – Narrate how the party is found and has a whole game of cat and mouse with one band of thieves until you lose them just before daybreak. (Go to Part Four – Closure).

Part Four

Closure

The adventure begins with the party arriving just outside guard tower #2.

As dawn breaks casting the sky in bright pinks, yellows, reds, and oranges you all are tired from a night of work and on the run, you can hear people milling about getting ready to start their day of work and a select few who are already out and about.

Ask the party if they want to wait for Ikora or ask for her directly.

When Asking for Ikora

- Narrate and go through the motions because the guards are not expecting adventurers asking for their boss (because she requested this job off the books, but the idea isn't so outlandish).
- Let the party get a chance to make a **Persuasion** skill check at DC 13. On a success someone actually gets up and goes to seek her out. (The help action and guidance are allowed and talking about evidence of a crime helps lower the DC by 2). On a failure they suggest waiting.
- At some point during the conversation all party members with a **Passive Perception** of 12 will see another guard start walking down the stairs. He shows a quick moment of recognition with the same guard outside the tavern. He quickly turns and walks back up the stairs.
 - If the party tries to storm after him – The guards quickly draw their swords and bar your way up. In addition, four more guards pop out and aim their crossbows down at the party. The guards on the ground quickly realize something is going on after seeing the party react to whoever was behind them. They ease the tension and have the rest lower their weapons. Since they never got a chance to see who was behind them, they ask the party to wait there as they promise to go find Ikora and bring her out. As they go inside, they close the door behind them and lock it.
 - The party is basically stuck waiting for Ikora – Some time goes by as you wait, but after about 40 minutes you see Ikora walking up accompanied by two guards (the same two from earlier). As she sees you, she quickens her stride as she makes a bee line toward the party.

If they choose to wait it takes about an hour until Ikora begins her shift.

RP Points for Ikora

- Hard not to notice the additional captives. (Assuming there is a prisoner or a captive.)
- Let me inspect the dirty scoundrels. Thank you for your service to the city.
- I'll keep the conversation brief. I want to go inspect the evidence and, if it's viable, quickly eliminate the thieves' den.
- Thank you for gathering evidence (or captives if there are any) for protection. I can give each of you that healing potion now.
- Don't make any mentions of the "mole" in the guards. That's a problem I'm going to have to deal with another day.
- In return here is the payment you are owed (Hands the party a medium sized backpack full of gold). If you see the halfling let her know I appreciate her discretion. As a little extra thank you I can offer you free lodging at the Wandering Pony for two nights using my name if you so choose, so long as you keep the peace and obey the laws.

Experience Summary

- **Social:** If the party roleplayed with each other and had a good time award them each 300XP
- **Exploration:** If the party found the captives, and left with them or were alive at the end of the mod award them each 300XP
- **Combat:** If the party escaped with the ledger, or had the city guard in there with contraband in the open award them each 300XP

Magic Item Reward

- Gloves of Thievery, *Wondrous Item, Uncommon*
These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

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 must be log it immediately.

GM Rewards: XP 450, 10 Off Hours, 1 Renown, 600GP

Enemy Stat Block

Bandit

Medium humanoid (any race), any non-lawful alignment

AC 12, HP 11, Speed 30ft

Str 11(+0), Dex 12(+1), Con 12(+1), Int 10(+0), Wis 10(+0) Cha 10(+0)

Senses: Passive Perception 10

Languages: Common

Scimitar: Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit: 4 slashing damage (Critical 6)

Light Crossbow: Ranged Weapon Attack: +3 to hit, reach 80/320 ft., one target. Hit: 4 piercing damage (Critical 6)

Thug

Medium humanoid (any race), any non-lawful alignment

AC 11 HP 32, Speed 30ft

Str 15(+2), Dex 11(+0), Con 14(+2), Int 10(+0), Wis 10(+0) Cha 11(+0)

Skills: Intimidation +2

Senses: Passive Perception 10

Languages: Any one Language (Usually Common)

Pack Tactics: The thug has advantage on an attack roll against a creature if it at least one of the thug's allies is within 5ft of the creature and the ally isn't incapacitated.

Scimitar: Melee Weapon Attack: +3 to hit, reach 5ft., one target. Hit 5 slashing (Critical 7)

Light Crossbow: Ranged Weapon Attack: +3 to hit, reach 80/320 ft., one target. Hit: 5 piercing (Critical 7)

Spy

Medium humanoid (any race), any non-lawful alignment

AC 12, HP 27, Speed 30ft

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

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

Senses: Passive Perception 16

Languages: Common, Infernal

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

Sneak Attack (1/Turn): The spy deals extra 7 damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

Multiattack: The spy makes two melee attacks.

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

Hand Crossbow: Ranged Weapon Attack: +4 to hit, reach 30/120 ft., one target. Hit: 5 piercing (Critical 7)

Bandit Captain

Medium humanoid (any race), any non-lawful alignment

AC 15, HP 65, Speed 30ft

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

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

Skills: Athletics +4, Deception +5,

Senses: Passive Perception 10

Languages: Common and Infernal

Multiattack: The Bandit Captain makes three melee attacks: two with its scimitar and one with its dagger. Or the Captain makes two ranged attacks with its daggers

Scimitar: Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 6 slashing (Critical 9)

Dagger: Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit: 5 piercing (Critical 7)

Dagger: Ranged Weapon Attack: +5 to hit, reach 20/60 ft., one target. Hit: 5 piercing (Critical 7)

Reactions – Parry: The Bandit Captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

Questionnaire

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

1. Did the party steer the conversation to the ejector seat yes/no?
2. Did the party trigger the whisper yes/no?
3. Did the party rescue any captives yes/no?
4. Did the party capture any of the Myriad agents yes/no?
5. Did the party do anything that makes a cool story? (Please limit responses to 500 words or less or they will not be considered)

