

Reconstruction

A Living Tal'Dorei Module.

Written By Phil Cole, play tested and perfected by the Critter Community.

This module is designed for a party of 5 First Level Adventurers. If you have more or less players, please follow the combat adjustments provided. A 3-person party would be considered Very Weak while a 7 person table would be Very Strong. We use Average Damage to make life easier on the GM and to maintain a baseline for balancing combats. The experience totals do not change nor does the loot given out.

You are empowered to make modifications to the module so long as the story progresses as outlined. However, you may not alter the items given out nor add to them. Please refer to the online FAQ for guidelines on what may be changed and to what degree.

Players should log this session as follows on their log sheet:

- LT 1-1 Reconstruction

The Road So Far...

After the attack and occupation of Emon by the Chroma Conclave, and their defeat at the hands of the party known as Vox Machina, there is much rebuilding to be done. Time has passed and, thanks to the wealth accumulated by Thordak the Cinder King, progress is being made on the repairs. The Clasp was instrumental in keeping the refugees and remaining citizens alive and well. Now that order has been restored their efforts are being largely overlooked, much to their chagrin. Mages and builders from across Tal'Dorei are flocking to the capital city in search of work and opportunity.

Part One: Supriseish! Ambush!

Adventure Background

One of the must visit locations of anyone looking to adventure around Emon is Gilmore's Glorious Goods. Located in what is now called Thordak's Crater in the Cloudtop district it sits rebuilt and open for business. Potions, Scrolls, Wonderous items and most importantly people of influence are almost guaranteed to be in stock. This shop will serve as the focal point for this introduction to the city and its inhabitants.

Adventure Hook

The consistent element to each part of this story is going to or returning to Gilmore's Glorious Goods. It is a place to rub elbows with the elite and to purchase items most adventurers highly covet. Normally everything up to and including Very Rare magic items are in stock but since the attack of the Chroma Conclave this is not so.

Since time is of importance in this adventure the hook for each part is basically the same. Gilmore's is a great place to find employment and a number of people from different factions are known to "browse" often (always with Shaun Gilmore's approval, of course).

Mission One

8AM

The party is hired to acquire, and transport supplies used for making healing potions. The players will begin this module in or around Gilmore's Glorious Goods.

Store Description

Gilmore's occupies a smaller building from what you would expect. It is an unnecessarily ornate one story building 20 feet wide by 20 feet long. Upon walking inside however you are immediately struck by the size difference. What should be a small storefront building is a shocking 40 feet wide and 100 feet long. Rows of seating stretch along each side with a large bank of shelves and display cases line the center of the room.

To begin the session:

You were told that the go to spot for new adventurers in the city is Gilmore's Glorious Goods, run by a former hero turned merchant turned hero again who fought against the Chroma Conclave not so long ago.

Upon entering the store, you are greeted by the smell of perfumes and the sounds of several quiet conversations. A man wearing full Plate and a Shield strapped to his back and Arms of Emon livery is stacking healing potions in a backpack at one end of the counter. He finishes up and heads out, paying the party no mind.

Behind the counter stands Sherri, a half elven woman wearing deep purple robes. She smiles as she approaches you.

“Welcome to Gilmore's Glorious Goods. My name is Sherri. Is there something I can help you find today?”

Feel free to RP with the players here as to items they may be looking for., and how they react to one another if they are meeting for the first time If the conversation turns towards payment, most things will be beyond their price range. Show them expensive items that they cannot afford and make her aware of the fact that what they really need is work.

Gilmore calls to Sherri from the back room and, with a sigh, she excuses herself and leaves the characters to browse. Let them RP among themselves for about 5 minutes or so, as long as the talk remains in character.

If it starts to shift to out of game talk move on.

DM Note: Perception Matters

During their time in Gilmore's any player can choose to roll a **Perception** check. On a 15 or higher they pick up the end of a conversation at the register. An adventurer is turned away after trying to buy a large amount of healing potions. Sherri tells the players, “Every time someone wants to buy potions they seem to want the entire stock. It's impossible to keep everyone happy and potions in stock unless we limit it to one per customer.”

Sherry returns from the backroom, looking a bit flustered. She addresses all the customers milling about the front room at once, saying:

“It seems your timing is perfect. Some of you have need of coin and I have an easy job for you. It’s become somewhat of a rite of passage for local adventurers.

We need to restock our Healing Potions and we are out of flasks. The demand is constant and every group that comes in wants to buy us out. Without imposing a limit of one Healing Potion per customer we would never be able to keep any stock! For obvious reasons the City Guard is one of our few clients allowed to purchase more than one at a time. Afterall, their defense of the city takes priority.

Have Sherri look around the table at each party member and make eye contact.

“However, that still leaves us in a bind today. Our store has a standing order with Karwin’s Glassworks in the Central District for flasks. Normally either myself or some of our more regular adventurer customers are sent to retrieve them.

I have things I can’t leave right now, as does Gilmore. So, if you are interested in a little courier work, we would appreciate it. Our ability to restock our Healing Potions benefits you as well if you’re of the adventuring mindset.”

Let the players role play putting a group together and getting to know each other. As the table maximum is 7, Sherri sets that as the max of people that she is able to hire for this mission.

Have the players figure out who is doing the speaking for the party. After they choose their speaker they step up to take the job, Sherri offers them 150 gold to bring a horse driven cart’s worth of flasks from Karwin's Glassworks in the Central District back to Gilmore’s. The horse and cart will be supplied by Sherri and are to be returned at the end of the job.

DM Note: Fortune Favors the Bold

If they ask about extra money for the job read them the following from Sherri:

“Ah so we’ve just met and you’re already asking for extra money up front? We get adventurers through here all the time thinking, they can take on the world and being proven wrong. What makes you better than everyone else?”

If they give any sort of coherent answer, boast, or brag that is RP’ed even relatively well, one person may roll **Persuasion**. Guidance may not have been cast unless it was before talks were started. The person rolling may not gain advantage through help from the party. On a successful DC 15 roll Sherri is willing to increase the pay to 200 gold.

She smiles at their bravado and says:

“Tell you what, I’ll let your actions set your wage. Come back successful and I’ll give you 200 instead.”

Taking the Horse to Market

10 AM

The party is shown to the horse and cart outside. On the side of the cart is a banner proclaiming it *Gilmore's Glorious Cart*. It is an ornate looking cart on the outside and functional inside.

It's about an hour and a half ride to Karwin's Glassworks through the city. As the party starts out, they can sense tension in the streets. For so early in the day, there are few people going about their business and something just feels—off.

The further they go into the city, the less common peoples they see. While it's not quite Martial Law, the City Guard is out in larger numbers than normal and are making their presence felt. Many stores seem to have remained closed for the day.

When they arrive at the Glassworks, they find it is a two-story building. The layout is slightly different than other shops, in that Karwin's storefront is somewhat empty except a few blown glass show pieces and a desk.

The man at the desk asks their business and, in response, tells them to use a rear door that leads to Karwin's workshop.

Entering the work area, its warm, full of glassblowing tools, bags of sand, and a large kiln with a large exhaust shaft up through the roof. There they find Karwin himself.

RP Points for Karwin

- Karwin is a broad shouldered, middle aged, human male with salt and pepper hair and a shrewd look.
- Karwin gives them a once over and asks their reason for the visit.
- After hearing that they are to pick up Gilmore's order, he softens up and smiles appreciatively. He asks them to meet him in the back alley by his storage shed, where they can then load up the cart.
- Karwin is willing to chat them up about other adventurers making this trip and how Gilmore's has become his most consistent customer.
- He points to the crates and lets them know the loading is up to them.

As they are chatting with Karwin and loading up the cart, have the players make a **Perception** check, DC 15. (They may not cast Guidance or give each other advantage on this roll as there is no advance warning.) On a success they realize they are being watched from a nearby rooftop.

If they ask Karwin, he will warn them that the people watching them are likely members of the Clasp looking to take advantage of what they believe is an easy target. He warns them to be careful on their way back to Gilmore's.

DM Note: Dust on the Wind

The first of the major attacks are happening deeper in the city, and the unrest they are causing is spreading.

Anyone with a **Passive Perception** of 15 notices the smell of smoke on the air. The party cannot see the direction of any smoke plumes from street level.

Should they wish to investigate, with an **Athletics** or **Acrobatics** skill check of 15 they can reach a rooftop and try to get a better view. On a fail, the player takes 1d6 falling damage.

Once on the rooftop the player sees a plume of smoke in the general direction of Karwin's Glassworks. They do not know if it's close or the store itself that's on fire.

Cart Crashers

12 PM

After getting the crates loaded onto the cart, the players are on their way back to Gilmore's. Ask who is driving the cart. This will matter if they later attempt escape.

With a **Passive Perception** of 13 or higher, now the players can clearly smell smoke on the wind. People are moving quickly, as there's talk of fire blazing somewhere in the city but the location—and source—aren't clear just yet.

The streets are mostly clear, but the player's find the most direct path back to Gilmore's is blocked by a downed fruit cart on their return trip. Two members of the City Guard are directing people off the road onto a parallel street a block over. The owner of the cart isn't around, and the street is a royal mess of smashed fruit and broken wheel. If the party argues with them, the Guards begun to become hostile and threaten to impound the cart while they answer to the magistrate for not obeying their directions.

The side road leads to an ambush. This is where the party can trigger the alternate victory condition, if they think to do it. Draw the map out at this point if you have not already. There are two story buildings on either side of the road. You can spread the attackers out between the alleys between multiple buildings. Put the bandits within 30ft of the party to start and the Thug 60ft away.

If the party chooses to fight:

- The attackers are 3 Clasp Bandits and 1 Clasp Thug.
- The 3 bandits are split 1 on each side of the street in an alley and the other 1 stepping out in front of the cart along with the Thug.
- If the **Perception** was a success, there is no surprise condition for that player.
- If the Thug goes down first a player may roll an **Intimidation** to scare off the remaining bandits. The DC is 16. No Advantage from Assisting or Guidance.
- If they think of it, they may bring one of the attackers to unconsciousness and transport them back to the shop using the cart. Magical damage cannot be considered non-lethal unless it is Shocking Grasp.
- When or if the last enemy goes down ask the player who struck the killing blow "How do you want to do this?" let them describe their victory!

Alternate victory condition: GTFO!

The player driving the cart may make an **Animal Handling** or **Land Vehicle** skill check, DC 14, to try and escape the ambush. Should that happen, the group will need to make two **Strength** or **Dexterity** saving throws, DC 13.

The driver will make an additional **Animal Handling** or **Land Vehicle** skill check, DC 14, to successfully avoid the Clasp members and return to Gilmore's unscathed. If **any** of these rolls are not successful, combat still occurs just without a surprise opportunity.

Adjusting the Encounter

Weak/Very Weak: Remove the Thug. If Very Weak, remove a Bandit as well.

Average: 3 Bandits and 1 Thug

Strong/Very Strong: Increase the Passive Perception check to 14 and/or add 1 Thug.

Conclusion

2PM

Upon returning to Gilmore's Glorious Goods with the cart and the crates of bottles, Sherri thanks them and pays them for their trouble. If they tell her about the attack she frowns and says she will make sure that Gilmore is aware of what has happened. If they came back with someone to interrogate some employees come out and drag the Clasp member inside not at all gently.

If they are willing to stick around for a little while, Sherri may have another task for them, and assures them this type of activity isn't usual for the Clasp—at least, not in her eyes.

“While I'm not a fan of the Clasp, they did help us out in our time of need. Attacking in broad daylight isn't usually their style, so the whole situation is very curious. I promise you, neither Gilmore nor I ever intends to send our couriers off in danger!

If you're willing to wait an hour or two I believe I will have another job for you. Paid, of course.

Feel free to take a short rest here in the store while I get everything set up.”

Rewards

Make sure you note the rewards gained so far. You will have to tally up the individual rewards of all three parts at the end and award it then. Give your name if the players don't already have it. They do not need to make individual entries for each part but the rewards will need to be combined at the end.

Experience Summary

If the players successfully bargained for more money and/or captured a member of the attacking group award them the **Social** experience.

If the players defeated the Clasp members or were able to escape award them the **Combat** experience.

Experience Awards

- Social XP: 50 per player.
- Combat XP 50 per player.

The minimum players can receive from this adventure is 50 experience. The maximum is 100.

Treasure

- Returning with the cart and goods: 200gp to split among the party.
- Defeating the Clasp members: 10gp per enemy defeated to split among the party.
- Returning with a prisoner on the cart: 150gp to split among the party.

Honor

Everyone gains one Honor point at the completion of the module.

Off Hours

Each character receives ten Off Hours at the conclusion of this module.

Enemy Stat Blocks



“CLASP” 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, Languages: Common.

Actions: Scimitar, Melee attack Range 5ft +3 to hit Damage 4, Critical 6.
Light Crossbow, Ranged Attack Range 80/320ft one target. +3 to hit Damage 5, Critical 7



“CLASP” 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, Languages Common.

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

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

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

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

Part 2: Guards Gone Wild

Gilmore's Glorious Goods

4PM

Adventure Background

After a routine job finds unexpected difficulty Sherri of Gilmore's Glorious Goods wants to send word to Councilwoman Allura of danger from members of the Clasp, the local Rogues guild. What she does not know is that unrest is building, and people of all factions have begun moving in the wake of the actions of the adventuring group Vox Machina. The fledgling Republic of Tal'Dorei is experiencing growing pains.

Adventure Hook

About 2 hours have passed since the end of Part 1 and after some time Sherri returns with an Official Looking Letter she needs delivered to Councilwoman Allura as soon as possible. If the players ask about the letter's contents and/or urgency, Sherri says it alerts Allure not only to what happened to them while fulfilling their job earlier, but also some information that has come her way regarding the mysterious fires set throughout the city.

DM Note: Money, Money, Money

If the players would like to try, ONE person may roll **Persuasion**, DC 15, to haggle for additional payment. If the person making this check is the a player who has completed Part 1 of the adventure, the DC is 14 instead.

On a success Sherri offers the party an additional 25 gold. Feel free to RP this exchange as you wish.

She is willing to pay the group 75 gold for its safe delivery.

Sherri does mention it's a lot of money to take a piece of paper a few blocks away. If the players continue to balk at the payment, she becomes a bit cross with them and explains that this is the equivalent of getting a house for carrying a letter

4 blocks away. This particular job is not going to pay a king's ransom.

When the party sets out, they find the streets at this point are all but empty aside patrols of the City Guard. Businesses have closed one and all, and foot traffic is now all but nonexistent.

As they travel, the party runs into two Guards on patrol and questioned on their purpose for being out. If they show the letter and say who it is being delivered to, they should be allowed to pass with only light harassment. If they mention it is being delivered to the Garrison itself, the Guards stand down immediately.

Once the party has shown themselves to be on official business, the Guards are lighten up a bit and become more conversational. If asked, they will tell the party that it was two merchant warehouses that caught fire earlier in the day. They say they aren't sure who owns the buildings. Any player who is proficient may roll **Insight** when they say this, DC 14. On a success they realize it's not the whole truth. If pressed the Guard will admit it's a warehouse owned by one of Emon's shadier merchants, but they do not name names even when pressed further.

Aside from that, the party is waved along by the guard, who mention having to continue their patrol and to bid the party to stay safe.

The Citrine Garrison

It is a large rectangular building built in the ruins of what used to be a large Spire. It's skeleton is still visible as the left rear corner of the new building. It looks like a cross between a barracks and an office building. It's made of White Stone and obviously built for function over style. The party is stopped on their way in.

The guards ask their purpose and the Official Looking Letter is enough to get them inside. You can role play this encounter but the Guard here are more interested in keeping their eyes peeled for potential threats than chatting with the party. You can relay any information the party failed to get so far if you want. Direct the party to the back of the garrison where there are double doors that lead to a staircase ascending to the top floor.

You see a small placard with the words Master of Arcana, Allura Vysoren lettered in gold. When the party makes their presence known a few moments pass before the door opens and a beautiful human woman dressed in fine white silk robes with flowing golden hair beckons the party inside. She asks them what your purpose here is.

Antiques and curiosities line the walls of this circular room. As your eyes drift around the room they come to rest on a sort of blank area in front of her desk. It looks as if a larger rug used to be part of the décor, but a smaller rug has taken its place leaving a portion of floor exposed all around it. Allura sees each party member looking at the bare spot and frowns slightly.

“That rug is there to hold me over while a more suitable replacement is being made. I know it's a bit of an eyesore and it's something nearly everyone seems to notice first thing. But enough about my décor choices. What brings you to my office?”

Let the party RP their reasons for being there and present the Official Looking Letter.

Sherrri brings Allura up to speed in her letter. While the Clasp has been quiet and not involved in any high impact crime since coming to Emon's aid after the Conclave, the letter makes Allure wary. She worries that an important shipment just arriving in Emon might be in danger of attack.

At this point, Allura asks let the players tell the story of what happened to them in Part 1 in their own words.

RP Points

- She would like to hire the players to head to the Port District and ensure the safety of an incoming ship named Jewel of the Ozmit.
- It should have arrived by now and is likely being offloaded by members of the Garrison.
- The party may assist with the offloading if they wish but the real job they will be paid for is to ensure the delivery of the shipment back to the Citrine Garrison. City guard will handle the transport of the crates back to the Garrison. The party is merely added security.

- Allura is willing to give them a writ allowing the access to the docks. With the current situation they might be detained without it regardless of what they say/do. This should be made clear to the party. (Please see: *Player Handout 2: Writ of Passage*)
- Guard Captain Mertz is a Human and a somewhat renowned fighter who distinguished himself in the Chroma Conclave attacks.
- The crates are full of custom building supplies to be used in the Reconstruction. While not high in monetary value, they would be difficult to replace quickly, and their loss could stall some building projects.
- If the party asks, they are metal pipes for a new invention called “indoor plumbing.” Allura herself got a chance to try it out and, with the Reconstruction, thought it would be a good time to incorporate it. Feel free to give some sort of story about having to travel all the way down to the outhouses in winter and what an inconvenience it is.

Allura says she is willing to offer the party 100 gold for the safe return of the supplies from the Jewel of the Ozmit to the Citrine Garrison. On a successful **Persuasion** skill check at DC 15, the players increase their payment to 125 gold. If the players mention the previous attacks at any point in this part of the conversation, this check is made with Advantage.

From Ship to Shore

6:30 PM

After arriving at the docks, the party is directed to where the Jewel of the Ozmit is sitting. The offloading of supplies is already under way and members of the guard are standing watch. At this point the players can see access to the docks is restricted and only one ship has people around it. As you get closer it's obvious that ship is the Jewel of the Ozmit.

The man in charge at the Docks is Guard Captain Mertz. He is directing the offloading when the players arrive. There are 12 Arms of Emon members spread out among the docks: 3 on the Jewel of the Ozmit, 3 loading crates onto the carts, 3 milling about the piers, 1 near each of the front of both carts, and the Captain himself.

Any party member who is from Emon may roll a **History** skill check at DC 12. On a success they are aware of his heroism in defense of the town. Let them make up their own story of something awesome he did. Whether it's true or not isn't the point.

The party can present themselves and the writ to Guard Captain Mertz. Feel free to RP this as you want, but the players should be given a chance to explain what's happened to them so far. If they do, Mertz thanks them for their help.

At this point, different options open up dependent upon how the players RP with Guard Captain Mertz and the actions they choose to take from there. Below are three of the most common options and possible outcomes.

Option 1

If they mention any possibility of Clasp members impersonating guards, Mertz perks up at the thought and begins speaking to a subordinate. At this point anyone with a **Passive Insight** 14 or higher notices a few (3) guards flinch at the mention of the Clasp. If the players bring up the possibility of attack, Mertz asks them to accompany him and his contingent on the return trip. If they attempt to use **Insight** on Mertz, regardless of the roll he seems to be on the up and up.

If the players choose this option, Captain Mertz rides in the cab of the first wagon with another Arms of Emon member. Two more guards are riding in the cab of the second wagon. The party can distribute themselves between the two wagons as they wish, but both cabs are full. As they return to the Garrison, the Guard sitting next to Mertz shows his true colors and gets the drop on him while still on the road. That begins combat.

Option 2

The party can watch from beyond the docks and trail the shipment on its return to the Garrison. Have the party roll a **Group Stealth** to not be noticed by any of the City Guard. On a 15 or higher by half the party or more (rounded down) they successfully hide themselves and can follow.

Adjusting the Encounter:

Option 1 or 2

Weak/Very Weak: Remove 1 "Clasp" Bandit to a minimum of 2.

Average: 4 "Clasp" Bandit

Strong/Very Strong: Add one or 2 additional "Clasp" Bandit to a maximum of 7.

If the players choose this option, they have to track the Arms of Emon all the way back to their drop off point. Have the players make another **Group Stealth** check at DC 13, to continue avoiding notice by the Guards. If they are again successful, the party sees the lead driver of the wagons (Mertz) crumple and fall out the side of the wagon as it veers off onto a path away from the Cloudtop District.

Adjusting the Encounter:

Option 3

Don't.

They did it to themselves and shouldn't be able to win regardless of what happens to these guards.

option, they *will* end up in jail. If this is the option that occurs, Allura comes to bail them out but they forfeit her payment and are ignored when they try to explain themselves to her.

Option 3

The party can also attempt—foolishly—to face down the Guard and take the shipment back to Allura themselves. They can also attempt to call out the Guards that reacted poorly to mentions of attack, giving the possibility of being Clasp members in secret, which will also begin combat.

If the players choose this last option, they face 10 members of the Arms of Emon at once.

Other guards will be called in after a few rounds. Witnesses will point out the party. No matter how they play out this

After Option 1 or 2

With the guards defeated, the players can gather up the crates. If they wish, one of the players may roll an **Investigation**, DC 14. On a success the player notices a Clasp tattoo while searching one of the fake guards. If he survived the encounter, Mertz is very upset to find this out. The party may then return, and/or help Mertz return, the horse drawn carts to the Citrine Garrison themselves. If so, they are able to do so at twice the normal speed without incident.

Upon returning they report what has occurred to the Guards who greet them and are immediately sent back to Councilwoman Allura. Mertz and Allura have a few minute conversation in private discussing the events and deciding on a plan to go from there. The players ARE NOT IN THE ROOM FOR THIS and MAY NOT LISTEN IN. All attempts fail.

After ten or so minutes she dismisses him and brings the party back into her office.

“It would seem our benevolent friends aren't as friendly any more. We will need to make some changes in recruitment of the Guard. Emon is fast becoming dangerous and that's something I had hoped would we could avoid. We had assurances of peace and there are some people who need to answer for what transpired today.

That's all I have for right now, but the day isn't over just yet and I feel confident in saying it is going to be an interesting night. You might want to check back at Gilmore's. Word came over from Sherri; she's hiring more adventurers for pretty high paying job, but time is of the essence. Seemed like there was room for more than one group to be hired, if you hurry back.”

Rewards

Make sure the players note their rewards on their Logsheet at the end of the module.

Experience Summary

If the players negotiated for more money from Sherri or Allura award them **Social Experience**.

If the players successfully followed the Guard, or became part of the procession to the Garrison, award them **Exploration Experience**.

If the players successfully defeated or detained the fake Guard award them **Combat Experience**.

Experience Rewards

- Social XP: 40
- Exploration XP:20
- Combat XP: 40

The minimum Experience that can be awarded from this adventure is 40. The maximum is 100.

Treasure Rewards

- Sherri's Offer: 75 or 100gp
- Allura's Offer: 100 or 125 GP
- Treasure from the "Town Guard": 15 GP per enemy defeated.

Honor

Each Player gains one renown at the end of the module.

Downtime Days

Each Player receives 10 Off Hours at the end of the module.

Enemy Stat Blocks



"CLASP" 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, Languages: Common.

Actions: Scimitar, Melee attack Range 5ft +3 to hit Damage 4, Critical 6.
Light Crossbow, Ranged Attack Range 80/320ft one target. +3 to hit Damage 5, Critical 7

Part 3: Shaky Hands

Adventure Background

The players face a choice as they respond to Sherri's call for adventurers.

- They can take a long rest before reporting back to Gilmore's. (In this case, skip the party speaking to Shenn and do not award the Social Experience for part 3.)
or
- They can choose to press on, hurrying back straightaway, though they will need to make a **Constitution** saving throw, DC 15, against taking one level of Exhaustion in this instance. Success or fail, they make their way back to the rallying point of Gilmore's Glorious Goods and learn the following upon getting there. Triggering the exhaustion roll, win or lose, puts the party in contact with Spireling Shenn. This is considered the "Whisper".

Part 1

8 PM

You walk or drag yourselves in after a long day of surviving chaos and stagger your way over to a small nook on the right side of the store with comfy seating and a modicum of privacy. While Sherri and Gilmore acknowledge you with a nod and a wave, they don't immediately come over to speak to you.

Sherri catches your eye and direct a look over towards a man in a hooded cloak, also seated in one of the nooks on the other side of the store, which still seems far larger inside than it can be out in the city. The hooded man sits about 90 feet away at the table and as soon as he sees you looking in his direction, he waves you over.

RP Notes for Spireling Shenn

- The figure is Spireling Shenn, who is currently in charge of the Emon Clasp.
- He reveals that with the confusion and subterfuge going on in the city, his faction has taken a huge hit on this day.
- If anyone in the party is already a member of the Clasp, Shenn looks at their insignia, then them (each, if there are multiple people) and says:

"Many brothers and sisters fell today in attacks across the city. That you have survived and are standing here talking to me means you are worthy of interest. Positions have opened up today that need filling.

There is an area of our domain that we have been forced out of today. We assume this to be the base of their operations. That they are trying to sow discord within the city in an underhanded fashion makes them an enemy of us all."

“We are seeking adventurers to go down and clear the area out. We are offering 300 gold to each person who comes back alive. I am willing to use my healer's kit on each of you before going, should you need it.

You are not the first group of adventurers we have sent into the area. To help identify people in the raid we have a call sign. If one party calls out Flash the coded response is Thunder. Anything other than that and you are free to engage.”

Shenn says the party will be given a map and has them led to an underground entrance. It's about 40 minutes' worth of caverns and tunnels. The tunnels are 10 feet wide and 15 feet tall and are about 30 feet below the surface of the city. They are pitch black and require darkvision to be able to see.

At this point their guide steps aside and points the way forward.

“This is the end of our current territory sad to say. The way back is easy if you follow the light. Both remaining tunnels are being explored. Here is a map of the tunnels from here, but any changes the damage caused are not marked obviously.”

See Players Map of Region: Handout 2

If all of the players have darkvision, no torch or light is necessary.

The party moves down a 5ft wide by 30ft long drainage ditch filled with sewage. There are collapsed buildings and rubble on each side. The ditch ends in a 10x10 foot pool of water a little over 5 feet deep. Medium sized creatures move through it as Hindered Terrain. Small creatures must swim.

Past the 10 ft pool there is a ledge to the players left that contains 2 Kobolds and 2 Bandits. A Thug is opposite them, hidden behind a corner of wall. (*See Map 2.*)

Whichever path they pick through the area can lead to the same combat. Once you call for and set up Initiative have everyone make an additional **Constitution** saving throw now that they are entering Combat. On a 15 or higher they pass, but on a failure, they take one level of Exhaustion.

Adjusting the Encounter

Weak/Very Weak: Remove a Kobold or 1 “Clasp” Bandit

Average: 2 Kobolds, 2 “Clasp” Bandit, 1 “Clasp” Thug

Strong/Very Strong: Add 1 “Clasp” Bandit and 1 “Clasp” Thug maximum of 7.

After defeating the “fake” Clasp members and their ilk, the party may roll a **History, Investigation, or Arcana** skill check, all at DC 14. On a pass they realize the Clasp insignia are legit—but there are subtle differences that lead them to believe that they might not be from the Emon faction. Is this a sign of internal struggle? A Clasp faction member who succeeds on the roll realizes the insignia is one used in Stilben.

The party finds a Clockwork Amulet among the bodies but no other items or gold.

At this point the party hears another group of adventurers coming from further into the destroyed area. They go quiet and after a few seconds shout out FLASH! If the players respond correctly, the other adventurers come forward. They let the party know the way behind them is clear and they're going back along with the other groups to collect their reward.

This insignia discovery is important and needs to be reported. With haste, you return to town and to Gilmore's which is—surprisingly—still open despite the late hour. Inside, Sherri readily greets you all and ushers you to a table.

“You look like you've been through the wringer! What did you find down there?”

Let them make their report. They can RP this as they choose and add or omit details as they wish.

“Well that's a disturbing mix of new enemies... but I suppose that's how it always is here. Never a dull moment! Seems like we may need additional help pretty soon. Check back here for more work and possibly other things regularly, okay?”

But, for now—get some sleep before you fall down and make a mess in the store.”

Experience Summary

If the party chose to make the save, regardless of whether it's a success or failure award them the Social Experience. If the party successfully defeated the Fake Clasp award them the Combat Experience.

Experience Rewards:

- Social XP: 50
- Combat XP: 50

The minimum that can be awarded from this Part is 50. The maximum that can be awarded is 100.

Treasure Rewards:

- 300gp Per Player for the raid.
- 20gp Per enemy defeated (split among group)
- Clockwork Amulet

Common Magic Item, attunement required. This small amulet made of gears allows the wearer to skip an attack roll and take 10 as the result instead. Functions once per day.

Story Award: A Friend in Need. From your success in helping Gilmore and Sherri you gain the ability to use their services in between modules as spell casting services. The list of available potions scrolls and spells will vary by mod. You may use this ability either before the module begins or after it ends but not both. All gold and downtime day costs must be paid at the time of purchase.

Honor:

Each player gains 1 Honor

Off Hours:

Each player gains 10 Off Hours

GM Rewards:

XP 150, 1 Honor, 10 Off Hours 100gp

Enemy Stat Blocks



“CLASP” 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, Languages: Common.

Actions: Scimitar, Melee attack Range 5ft +3 to hit Damage 4, Critical 6.
Light Crossbow, Ranged Attack Range 80/320ft one target. +3 to hit Damage 5, Critical 7



“CLASP” 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, Languages Common.

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

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

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

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



KOBOLD

Small Humanoid, Lawful Evil
AC 12 (Natural Armor) HP 5 (2d6-2) Speed 30
Str -2, Dex +2, Con -1, Int -1, Wis -2, Cha -1
Passive Perception 8, Languages Common

Sunlight Sensitivity: While in sunlight Kobolds have disadvantage on attack rolls and Perception based on sight.

Pack Tactics: The Kobold 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 Kobold makes 1 Dagger attack or one ranged.

Dagger: Melee attack range 5ft +4 to hit Damage 4 piercing.

Sling: Ranged Weapon Attack range 30/120 one target. +4 to hit Damage 4 Bludgeoning, Critical 7.

Adventurer Handout

The bearers of this Writ are on Official Business for the Council.

The party of adventurers holding this writ are to be given access to the Port District. Their help is required in guarding the transport of the goods taken off the Jewel of the Osmit. Their payment will be handled at the Garrison so if they ask for more turn them down.

Regards;

Mistress Allura Vysoren

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. Did the players attempt to negotiate for more money yes/no?
2. Did the players take a prisoner in Part 1 or 2 yes/no?
3. Did the Party have negative RP with any of the NPC's? If so who?
4. Did the Party trigger the condition for the Whisper? (Ignoring the long rest and participating in the raid) yes/no.
5. Was there a particularly cool story you'd like to tell that happened in the module? Limit 500 words or less.