

Pursuit of the Severed Map

A D&D adventure by Nik Sands, 2024
For ~3 characters at levels 1-3

Introduction

A most treasured map, which took years to find and which nearly cost the owner his life, has been stolen and cut into four pieces which have each been sent to different destinations. The map's owner will pay handsomely to have his map returned to him.



Notes

This campaign is aimed at players who prefer less killing of humanoids.

Preparation

Print out the following documents ready to show to the players at the appropriate times:

- Basement Knowledge - Fire Rangers
- Basement Mount Engravings - Graggarath
- Basement Pommel Symbols - Fire
- NE Ainamsat Sea
- NE Ainamsat Sea with Ramat Anagel
- ‘*B*’ Seal
- Drofro (partial) Map sketched by Esenabla
- Riddle-Locked Door - Foreign
- Riddle-Locked Door - Translated
- Thieves Cant Translations
- Romlund's Letter to Esenabla

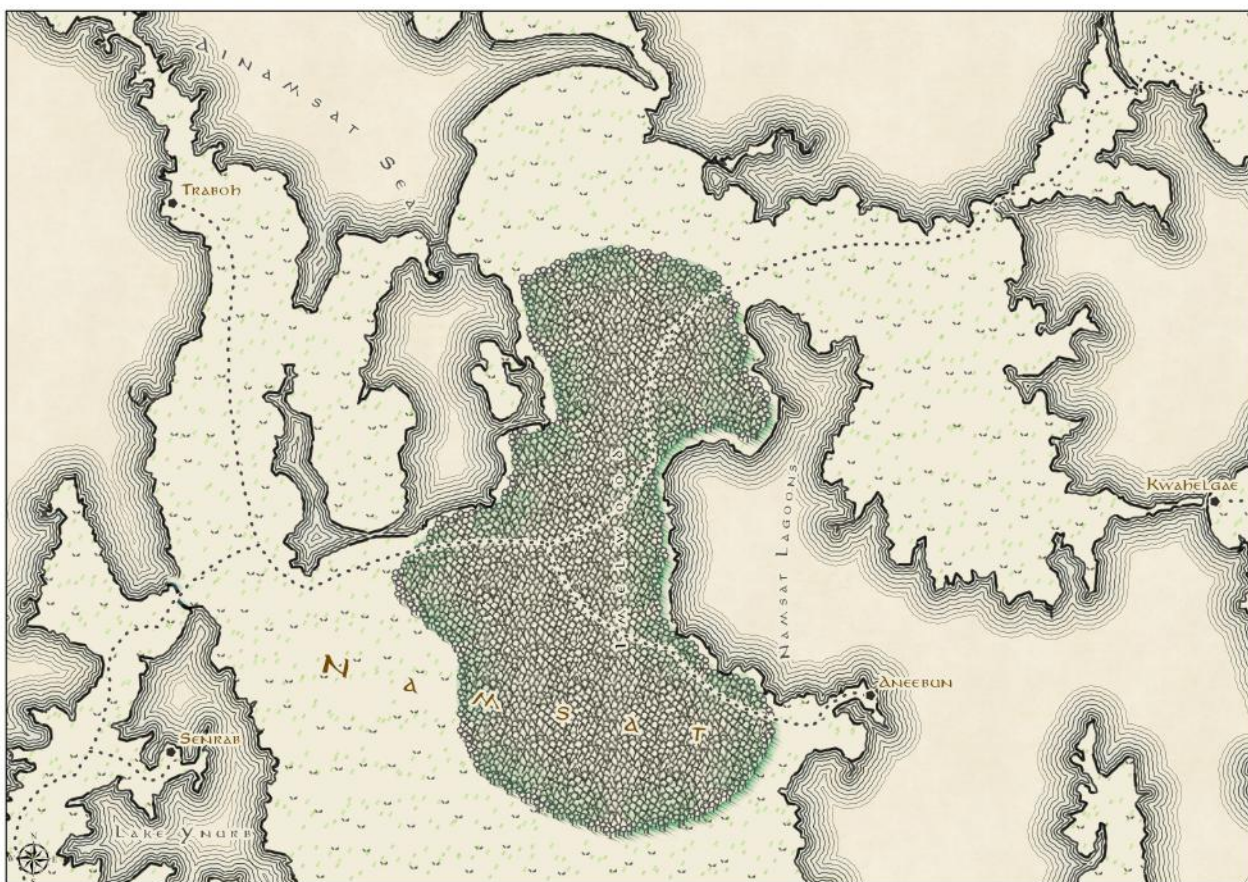
Optionally, for the ‘**Seldoan**’ scenario, it could be worthwhile having small containers of the following liquids for players to smell in order for their characters to identify contents of barrels in the ships hold when they urgently need to find oil:

- Linseed Oil
- Spirit (eg, gin or whiskey)
- Red Wine
- Vinegar
- (anything else with a distinctive smell)

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Bladesmith Extraction



Requesting a Rescue

A relaxing breakfast at 'The Haymaker's Return' (inn) in the town of Traboh, is interrupted when a gnome bursts in panting and out of breath, gasping, "Help! He's been kidnapped! Help! Please help!" and then collapses onto the floor, exhausted. He is bruised and has dried blood caked onto the side of his head.

The gnome will need to be assisted to a seat and perhaps offered some victuals and a drink so that he can recover and explain himself.

Once he has been able to compose himself, the gnome explains that his name is Yolin Trothit and he has spent the last few days in the company of his friend, a dwarf named Romlund Bladesmith. Romlund had just secured a valuable treasure which he had been searching for his entire life and they were bringing it back here - to Traboh.

Yolin explains that although the Bladesmith family were indeed highly skilled experts in the manufacture of custom swords and knives, several generations of them have also been searching for some secret lost treasure - although Yolin does not know what it is.

Yolin had accompanied a very excited Romlund to retrieve this treasure - at last - from the town of Aneebun which is just a day or two's journey to the East of Traboh.

Although Romlund and Yolin are close friends, Romlund has been very secretive about this treasure. Romlund did not actually tell Yolin exactly where in Aneebun he took possession of the treasure, or how he acquired it there, which he did while Yolin was otherwise occupied for a few

hours. All Yolin knows about the treasure is that it was in a wooden cylinder sealed with wax. Romlund told Yolin that he had opened the cylinder and checked its contents and then resealed it.

The following day, they both started walking back to Traboh. However, they were ambushed just a few miles out of town by a small band of goblins (if asked, Yolin is unsure of the number, but guesses five or six - there were definitely three in front of them, and at least two behind them). The goblins appeared to have been expecting Romlund since they were very careful to make sure he had the treasure that they wanted.

The goblins beat them both until they were almost dead. Then they dragged Romlund with them and headed back East along the road, leaving Yolin behind, bruised and bleeding on the road.

Eventually, Yolin got to his feet and spent the rest of the night staggering slowly to Traboh.

Now he would like help to find and rescue his friend, Romlund the dwarf. He can lead anyone to the location where the kidnapping occurred, but unfortunately, he cannot escort them any further than that as he is already injured. In any case, he has an appointment to meet a ship at Yabseloc Harbour the following week and since it might lead to employment, he cannot afford to miss it.

Yolin is confident that if they can rescue Romlund Bladesmith, then they will be rewarded by him either in currency, or perhaps with one of his family's renowned custom-made weapons.

He recommends to them to hire a horse and cart, or a horse each, since Romlund is unlikely to be able to walk back - if he is still alive at all.

Acquiring Horses (or Horse and Cart)

If horses are wanted, they can be hired from Jarbud's Livery and Stables which is only 100 yards away, along the road to Aneebun. The hire cost is 5GP per horse per day (non-refundable) with a 70GP deposit (refunded on return), all paid up front. Any additional days beyond the agreed time period will be 15GP per day.

They can also sell a horses for 75GP each (or, if buying a horse after a late return, 75GP in addition to the agreed hire fees).

Hiring or buying a cart is double the cost of a horse, and requires hiring or buying a horse as well (so a total of 3 times the cost of buying or hiring a single horse).

Finding the Captors Tracks

Once they depart, it will take six hours by foot, or three hours by horse or wagon to reach the spot where Romlund and Yolin were ambushed. Yolin stops them just short of the spot, so as not to obscure any tracks or clues that may still be there. There is a steep rocky cutting (like a low cliff) on the South side of the road and thick forest on the North side.

Yolin points to where the goblins ran out of the forest to surround them, but there are no goblins (or anyone else) around now - either on the road or in the forest.

If there are any skilled trackers in the party, they will be able to discern signs in the dirt of a scuffle, and then will be able to trace several goblin footprints leading East down the road towards Aneebun. (If there are no skilled trackers, then the footprints can still be found in the dust of the road.)

Once they have found the tracks, Yolin wishes them well and returns towards Traboh to avoid his appointment in Yabseloc Harbour.

Progress is very slow from here on, examining the ground carefully all the way to make sure they do not miss the tracks.

During the morning, they pass three other groups of travellers:

- Two elven ladies who chatter happily and occasionally sing beautifully in harmony together as they walk, with two silent guards silently following close behind
 - This group may be heard before they are seen
- Three old men in a cart of their own, smoking pipes and complaining about the state of the road (which actually appears to be pretty good)
 - They are transporting sacks of grain
- Five cloaked monks of various races travelling from their college at Aneebun
 - They are friendly enough, but will not disclose anything about their business

None of these people have seen any sign of any other travellers on the road all day (nor the previous day), despite having been on the road since before Romlund's abduction.

Fire Rangers' Basement

Around the middle of the day, the adventures will notice that just a few yards off the South (right) side of the road on the edge of the forest, an enormous tree has recently been uprooted by the powerful storm that hit the region last week. The leaves are still green, but starting to wilt, however, it is the other end of the tree that gets their attention.

There are three large, neat, cut stones pulled up out of the ground by the tree roots. They look like building blocks. Anyone who takes a good look will find that the blocks have indeed been pulled by the tree roots out of an underground building. It is actually the basement of an ancient guard house that has disappeared from memory and from records. The basement is all that remains, as the above-ground portion of the homestead was constructed from timber and has long-since vanished.

There are no stairs leading from this new hole down into the basement, and it is quite dark. Once anyone drops down inside, and their eyes have adjusted, they will find several barrels, chests and crates. However, they are all rotted away, and whatever was inside is now gone. The remnants of a stone staircase can be seen in the middle of the room but it is under rubble which has fallen in from what must have been the hatch or doorway to the old upper rooms.

At the far end of the room is a rack of weapons mounted on the wall, all in apparently very good condition - just a lot of dust. There is a short broadsword, a longsword, two daggers and a crossbow with a quiver of 14 bolts.

There are strange symbols inscribed on the pommels of the swords and daggers and on the quiver. There are also unusual engravings of a tower on the wall mounting.

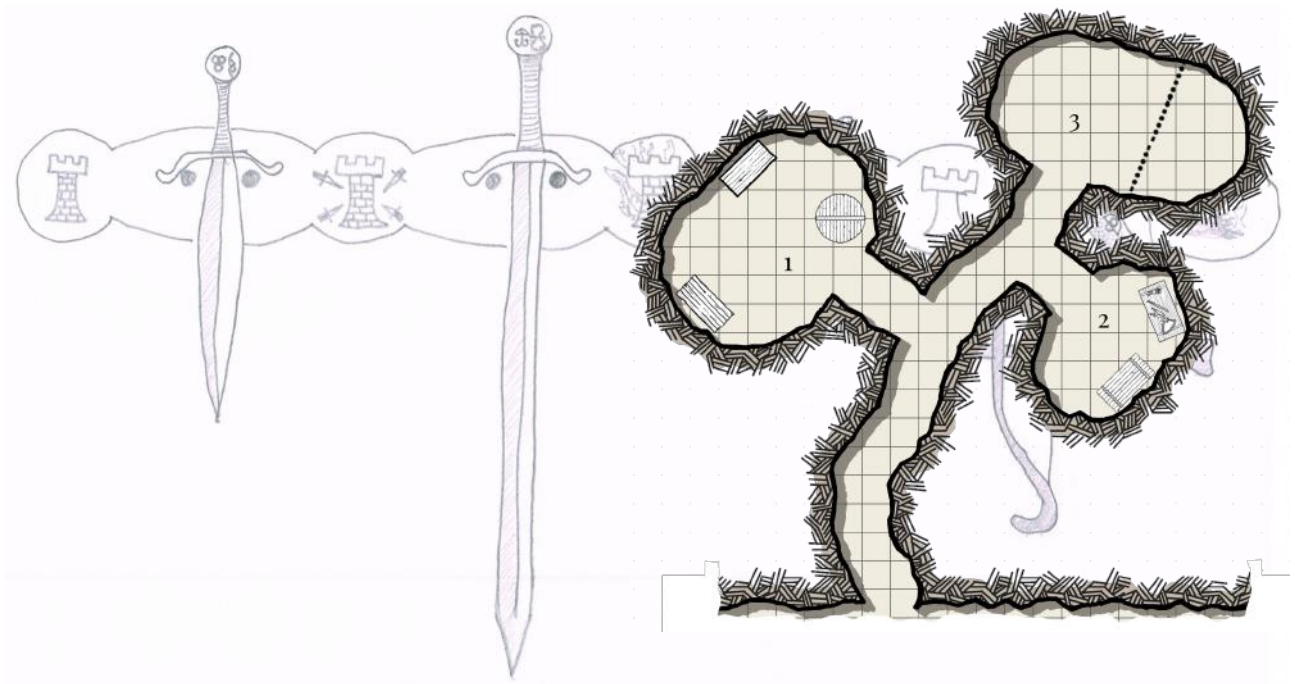
The following documents should be handed to three of the players, according to which of their characters would be most likely to have the knowledge on each document. Those characters should then share their knowledge with the others.

- Basement Knowledge - Fire Rangers
- Basement Mount Engravings - Graggarath
- Basement Pommel Symbols - Fire

These weapons may be taken by the characters who will notice that the metal is a rather dark colour, but very light-weight. What they will not notice at first is that the blades and bolts are made from a special 'Firesteel' crafted by the 'Fire Ranger' elves (goblin hunters) many years ago. This Firesteel will burst into fire on contact with goblins (or related races, including orcs, hobgoblins and bugbears). This fire is temporary but causes significant burns (only to goblin-related races), in addition to any slashing or piercing damage, as follows:

- Swords and Daggers additional d4+2
 - After each use, the blade will be burnt away a little thinner and will be too thin and break after 8 uses
- Crossbow Bolts additional d6+2
 - One use only for each bolt which will burn out while embedded into a goblin

The fire from the Firesteel goes out as soon as it is out of contact with goblin.



Goblins on the Road

After being back on the road for half an hour, while rounding a corner in the road, three goblins can be seen ducking off into the forest to the North. The goblins can be easily found if the travellers wish to find them, as they are simply walking through the forest parallel to the road in order to avoid meeting the travellers on the road.

The largest of the three will order the others, “Kill them!”, and the other two will begin to advance towards the adventurers.

If the adventurers are holding any of the Firesteel Weapons from the basement, one of the goblins stops and say something in their own harsh language to the leader. The leader replies, “I don’t believe in magic fire swords! Kill them now!”. The goblins will continue to approach but hesitantly and with fear in their eyes.

If any goblins are attacked with Firesteel weapons, the part of the metal which touches goblin will burst into flame and remain burning for as long as it is in contact with goblin, causing additional damage (as described above), and the fire will stop once it is out of contact with the goblin. (These weapons do not create fire with non-goblin races.)

After the first attack with a Firesteel weapon, all (surviving) goblins but the leader will flee (West towards Traboh). The leader will flee after he is attacked with Firesteel a second time (if he is still alive).

ENCOUNTER: Three Goblins
XP: 150

If captured or subdued, the goblins refuse to give any helpful information. They fear Lord Brog (their master) more than death. One says, “Huh! You will never get through Brogfeld alive anyhow” at which point one of the others tells him to shut up and punches him in the head knocking him to the ground. If released, the goblins will run West along the road (towards Traboh).

GOBLIN							Challenge 1/4 (50 XP)	Proficiency Bonus +2
<i>Small Humanoid (Goblinoid), Neutral Evil</i>								
Armor Class 15 (leather armor, shield)							Traits	
Hit Points 7 (2d6)							<i>Nimble Escape.</i> The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	
Speed 30 ft.							Actions	
STR	DEX	CON	INT	WIS	CHA		<i>Scimitar.</i> Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.	
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)		<i>Shortbow.</i> Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.	
Skills Stealth +6								
Senses Darkvision 60 ft., Passive Perception 9								
Languages Common, Goblin								

Tracking the Captors to Brogfeld

Early in the afternoon, the tracks that the group are following lead off into the forest to the North. They are more difficult to follow, but they track parallel to the road for a short distance before emerging from the forest back onto the road again. During the afternoon, they track into the forest and back out on to the road again another two times.

If the group has a cart, it cannot be taken far into the forest and may need to be hidden somewhere and left behind. Horses can be ridden or led through the forest.

The fourth time that the tracks enter the forest there are other goblin tracks leaving the road at the same point but from the other direction. This time, the tracks they are following do not turn back to the road, but they continue North East along a rough trail that appears to be well-trodden.

After following this trail for about 1/2 a mile, the sound of many harsh voices singing and shouting can be heard coming towards them from further up the track. It is a group of 16 goblins making a raucous noise as they walk along the trail.

(If the adventurers do not hide in the forest before they are seen, they may not survive combat with this many goblins. However, if combat cannot be avoided, and if they have the Firesteel weapons, then they may survive the combat by use of fear and intimidation.)

Another 1/2 mile further on, the trail reaches a small clearing with a cliff on the far side. The track enters into a cave at the base of the cliff.

Brogfeld

Brogfeld is a small cave system in which a Hobgoblin named Brog has made into his headquarters for his small band of goblins. He insists that all his subordinates call him 'Lord Brog'. The goblins usually just steal from travellers along the road, and occasionally will venture as far as Traboh or Aneebun.

However, a couple of weeks ago, some of these goblins hiding in the forest near the road overheard the conversation between Romlund and Yolin who were on the way to Aneebun. They didn't understand it all, but they understood enough to know that the dwarf would be passing back along the road a few days later carrying some great treasure. On hearing this news, Lord Brog ordered some of his goblins to watch the road from the forest near Traboh and to bring the dwarf and his treasure back to Brogfeld.

Brogfeld 1 - Goblins Quarters

Usually there are anywhere from 5 to 25 goblins crammed into this room which serves as their home, their dorm, their kitchen and their bathroom. However, all the goblins have just been sent out on a special mission by their master, Lord Brog.

Right now, there is only one single goblin here. He can be easily intimidated (especially if he notices Firesteel weapons). With enough pressure, the goblin will quiver with fear and tell the group anything they want to know, including the layout of Brogfeld, where Romlund is being held, and will volunteer the information that all the other goblins are on a special mission for Lord Brog, carrying some packages to the Dispatch and Delivery Centre at Yabseloc Harbour.

The goblin will not tell them about the bear which guards the prison cavern.

If enough unusual noise is made, it will alert Lord Brog himself, who will sneak into to the Goblins Quarters. He will attack, and will fight to the death. However, goblins are usually quite noisy, so it is unlikely that he will be alerted to the intruders' presence.

Brogfeld 2 - Lord Brog's Quarters

Lord Brog will be at home in his quarters if he has not already been alerted to the intrusion by any unusual noise.

Brog will not be intimidated by Firesteel weapons, even after being burnt by them. He will fight to the death.

ENCOUNTER: Hobgoblin

XP: 100

There is a wooden cylinder opened on a table. It matches Yolin's description of the cylinder which held Romlund's treasure. However, it is now empty.

HOBGOBLIN							Traits	
Medium Humanoid (Goblinoid), Lawful Evil							Martial Advantage. Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't <i>incapacitated</i> .	
Armor Class 18 (chain mail, shield)								
Hit Points 11 (2d8 + 2)								
Speed 30 ft.								
STR	DEX	CON	INT	WIS	CHA	Actions		
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)	Longsword. <i>Melee Weapon Attack:</i> +3 to hit, reach 5 ft., one target. <i>Hit:</i> 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.		
Senses <i>Darkvision</i> 60 ft., <i>Passive Perception</i> 10							Longbow. <i>Ranged Weapon Attack:</i> +3 to hit, range 150/600 ft., one target. <i>Hit:</i> 5 (1d8 + 1) piercing damage.	
Languages Common, Goblin								
Challenge 1/2 (100 XP)								
Proficiency Bonus +2								

Brogfeld 3 - Prison

The South East section is separated from the rest of the room by a wall of iron bars, with a locked door. The key is hanging from a hook on the wall at the other end of the room. Behind the bars, a dwarf is lying motionless on the floor. He is bruised and has dried blood in his clothes and on his face. He is either unconscious or dead.

A Brown Bear is chained to the far wall. The chain long enough to allow the bear access to the entire room. The bear will attack anyone who enters the room (apart from Brog or his goblins).

If the combatants are at the far edge of the bears reach, it will pull on the chain so that it starts to loosen the loop in the rock wall to which it is attached.

BROWN BEAR							Traits	
Large Beast, Unaligned							Keen Smell. The bear has advantage on Wisdom (<i>Perception</i>) checks that rely on smell.	
Armor Class 11 (natural armor)								
Hit Points 34 (4d10 + 12)								
Speed 40 ft., climb 30 ft.								
STR	DEX	CON	INT	WIS	CHA	Actions		
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)	Multitask. The bear makes two attacks: one with its bite and one with its claws.		
Skills <i>Perception</i> +3							Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) piercing damage.	
Senses <i>Passive Perception</i> 13								
Languages --								
Challenge 1 (200 XP)			Proficiency Bonus +2				Claws. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 11 (2d6 + 4) slashing damage.	

After the second round of pulling, it will break free on DC15 and can then reach anyone without restriction.

If the characters are getting overcome by the bear, it may get its legs tangled in the chain (grappled) for one or two rounds of combat.

ENCOUNTER: Brown Bear

XP: 200

Romlund Bladesmith is unconscious on the floor behind the bars and the locked door. If the bear is defeated and the door opened, the adventurers can carry him out to their horses or their horse and cart.

Romlund's great treasure is not to be found anywhere at Brogfeld. However, if they search, they will find a wooden cylinder which matches Yolin's description on a table in Lord Brog's quarters. However, the cylinder is open and empty.

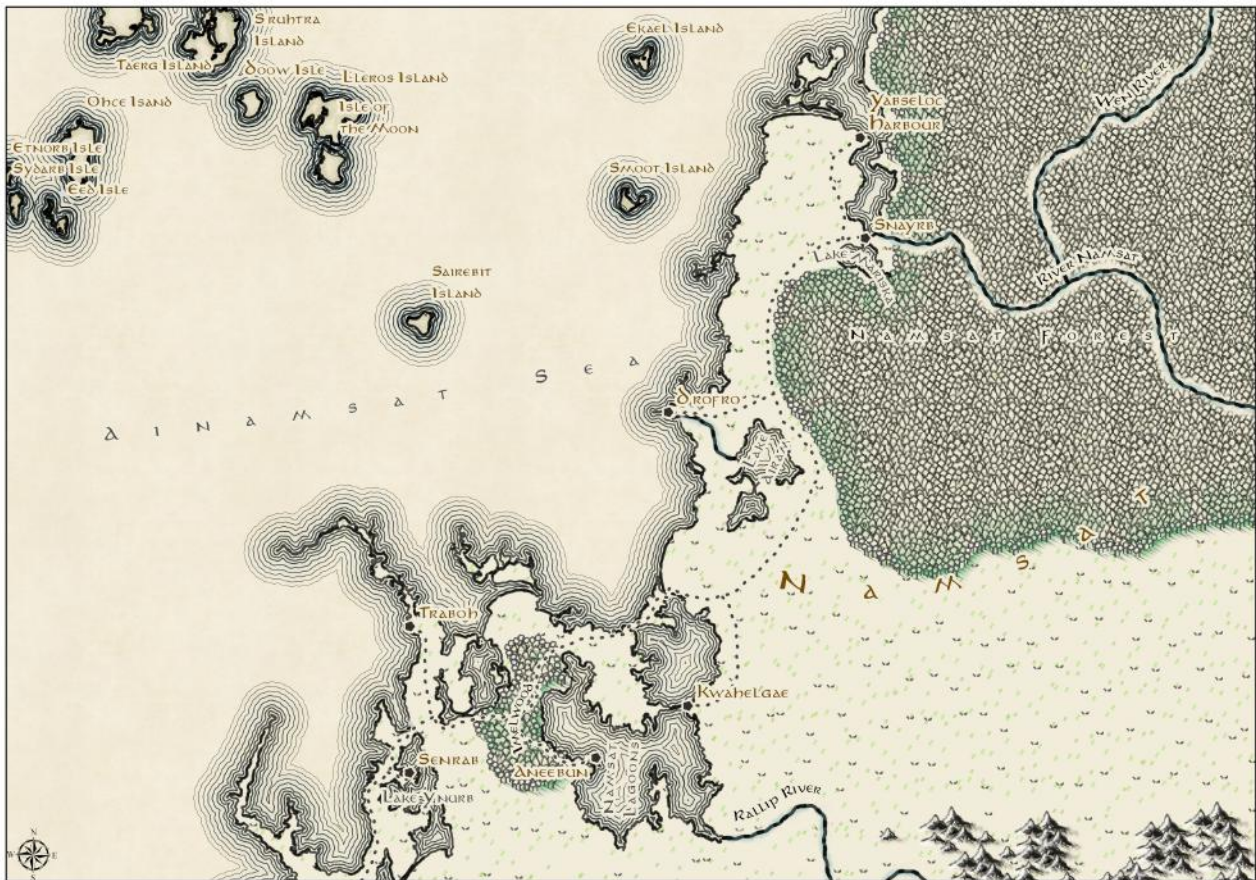
Returning to Traboh with Romlund

Romlund does not regain consciousness and is clearly near the point of death.

The journey back to Traboh is uneventful. When they arrive, their friend, Sondlis (who lives at the inn), helps them to unload Romlund and carries him up to a room at the inn.

Sondlis suggests that they all get some rest while he takes care of the dwarf. He will also remind them to return their horses or horse and cart if they hired them and haven't yet returned them. Sondlis cares for Romlund, applying dressings and medicines throughout the night and all the next morning.

Severed Map Exordium



Request to Retrieve the Map

During lunch at the inn's dining room, Sondlis enters and informs them that the severely injured dwarf has regained consciousness this morning and is terribly upset about having been robbed of something of great value. Since he will remain incapacitated for some time, he is desperate to find a band of brave adventurers who might be able to recover his stolen property.

After lunch, Sondlis will escort the group to the dwarf's room.

Romlund Bladesmith, the dwarf, is still quite weak but manages to prop himself up on some cushions on his bed. He then recounts how he came to be in this situation. He explains that he has been a life-long treasure hunter who had finally tracked down a treasure map that his family had been seeking for generations. Soon after he obtained this precious map, he was kidnapped by a band of goblins under orders from their leader, a hobgoblin known to the goblins as Lord Brog. It seems that somehow Brog found out about Romlund's treasure and had specifically targeted him on the road in order to steal his map. Romlund was beaten unconscious and imprisoned until the map could be checked and verified by his captor.

Romlund explains that his map was cut into four pieces by Brog and each quarter of the map was sealed into a small, crude (and ugly) clay statue of Brog.

Each statuette was placed into a small wooden chest filled with wood shavings for protection. Lord Brog then ordered a large party of his goblins to take them to the Dispatch and Delivery Depot at Yabseloc Harbour (these were the goblins that the group came across just before they entered Brogfeld). Romlund does not know where the pieces of his map were to be dispatched to from Yabseloc.

He offers to pay the group 200GP for each part returned to him and will pay a total of 1000GP if all four parts are returned.

Sondlis suggests that the group should find their way to the Yabseloc Dispatch and Delivery Depot to see if they can discover the four destinations of each of the four wooden chests. However, he advises that the dispatch operator will not give this information away easily, as it would be improper to do so.

Yabseloc is about two days ride or three days walk North from Traboh.

Captain Esenabla and His Ship, the Riffraff

After arriving at Yabseloc, they should meet Captain Esenabla either at the dispatch depot (from which he gets some of his more profitable business, and where he may be able to persuade the operator to be helpful) or in a nearby inn, or on the port itself.

Esenabla's ship is called 'Riffraff' and is his home and prized possession. Esenabla runs a small trading business between various ports. The Riffraff is desperately short of crew after fighting off a band of pirates. Those who were not killed have retired, either permanently or just taking some time off.

The only other crew is a new recruit, the gnome Yolin Trothit.

Esenabla is keen to take on passengers if they are willing to act as crew, but wants to know where they want to travel to, and why. He requires a fee of 100GP each for what sounds like a risky and dangerous mission.

(There is nothing Esenabla hates more than slave traders, but this may not come up in conversation until later.)

Much of the geographical information described in other sections can be relayed to the adventurers by the captain who has supplied trade business all over the region as is familiar with most of the coastal towns.

Dispatched to Four Destinations

The map fragments have been dispatched to:

- Smoot Island
- Enotsyde
- Rednamacs
- Drofro

The adventurers will need this information, but it will not be given away easily by the dispatch operator. Captain Esenabla (who knows the operator well) may be able to get this information if the adventurers are unable to do so.

They can visit these towns in whatever order they choose. However, the adventure was designed in the order they are written above and may work best this way, so if they are unsure then Captain Esenabla and Yolin should recommend this sequence.

'*B*' Seal

The characters should learn, either from the dispatch operator, or from Captain Esenabla (who frequents the dispatch depot), that each chest was marked with a “*B*” seal. In the dispatch and delivery business, marking a shipment with such a seal means that when it reaches its destination, it can only be handed over to



somebody who holds the same seal. So the intended recipient of each chest is not known until they come to collect it.

A dispatch officer will generally not hand over a sealed package to a customer unless the customer can show a matching seal. If the characters can obtain one of the chests by some other means, they can then remove its seal and use it at other dispatch depots to take delivery of other chests that have not already been collected.



Sea Days

Sea Days - Weather

At start of each leg of a voyage, and each half-day within a voyage:

- Wind direction: d8 (N, NE, E, SE, S, SW, W, NW)
- Wind speed: d20 (knots)
 - < 5 is becalmed and the ship is effectively stationary
 - > 19 means a storm, which will also mean rain (don't roll for cloud/rain)
 - For the first half-day after leaving any port the wind will be restricted to 5-15 knots (the captain will not sail from port if there is no wind, or if there is a storm).
 - A storm will result in parts of the ship breaking, and the hold starting to fill with water
 - One storm should result in the 'Storm the Seldoon and the Sloop' scenario described later. If no storm is rolled, then the DM should simply choose a time for the storm when there is only one part of the map left to recover, or when they have all parts of the map and are on their way back to port.
- Cloud cover and rain: d12
 - 1-8 for how much sky is covered by cloud
 - 9-12 for rain ranging from 9 = light drizzle to 12 = heavy downpour
 - Rain will refill the water barrels

Wind from the direction of the voyage destination results in the need to tack back and forth across the wind, doubling the overall time to travel in the desired direction. Light winds will result in slower sailing and strong wind faster sailing. Storms will put the ship off-course, and the correct location of the ship cannot be determined until either a clear night (using the stars), or clear land-marks (only if close enough to the shore).

Sea Days - Food and Water

Fishing can be done on days where the wind is less than 14 knots and there is rain is no more than drizzle. Each fishing character needs ability check of DC10 to catch fish and d10 for the number of fish they catch.

The ship's hold has salted meat to last a few weeks if used sparingly, fresh fruit and vegetables for 1 week, flour and yeast to make bread for 6 weeks and enough dried biscuit for two weeks.

Some of this food may be ruined in a storm.

There are 3 barrels of fresh water, which can be refilled during a storm (or other rain).

There are 8 hens in a coop on the deck. They should be fed any leftover food scraps and grain. They will lay d8 eggs each day, except in a storm, when they will stop laying altogether.

Sea Days - Navigating

Esenabla shows his own map of the North East Ainarsat Sea to the adventurers any time they want to see it. (The DM should give the map to the players).

Adventures at Sea

These adventures can occur in any order and at any time and may begin in any location within the sea. The DM may select the time and place by rolling a die, or may plan them to coincide with specific events or locations. Suggested triggers for some of these adventures are included in their descriptions.

Sea Serpent on Board

Suggestion: A few hours after initially setting sail for the first time (ie, the first significant event after boarding the ship).

The Riffraff (the ship) is attacked by a sea serpent, initially by wrapping its tail around the main mast with its head still below the water off the side of the ship. Based on what the characters knowledge of sea creatures, it may appear to be the tentacle of a Kraken, or some other unknown sea creature.

If they attack the tail immediately, it retreats into the water, only to reappear and wrap around the foremast. This retreat/attack from the serpent's tail will continue until it gets enough time between being attacked to pull its entire length onto the deck of the ship and start attacking the character(s) closest to the mast it is using.

ENCOUNTER: Giant Constrictor Snake
XP: 450

GIANT CONSTRICTOR SNAKE

Huge Beast, Unaligned

Armor Class 12
Hit Points 60 (8d12 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses Blindsight 10 ft., Passive Perception 12
Languages --

Challenge 2 (450 XP) Proficiency Bonus +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. **Hit:** 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

Slave Traders

Suggestion: This adventure must take place some time after the aborted visit to Enotsydde (where Esenabla spots the Slave Traders ship and makes haste to leave that port). See 'Enotsydde, Tropdirb and Nottum' for more information.

The Riffraff passes by a ship with a green hand insignia on the prow. Captain Esenabla recognises this as the insignia of the slave traders who once had him chained in the hold of the Riffraff which was then a slave trading ship. He is anxious to hoist all sails and get away at top speed in case the slave traders recognise their old ship and attempt to get it back.

It is very difficult and dangerous to use all sails with such a small crew, but Esenabla insists and orders Yolin to take the tiller. The captain climbs to the crows nest to keep a lookout for himself.

At first, all appears to be well, but after some time, Esenabla yells out that the other ship has come about. Then it appears to be following them and is also hoisting additional sails as though to maximise its speed.

It does slowly gain on the Riffraff - very slowly, bit by bit.

Esenabla continues ordering various changes to the rigging and tuning of how the sails are set, which involves much climbing of the rigging. Each character will need a saving throw of DC5 to avoid falling and being injured (damage d4).

However, it is clear that they cannot outrun the slave traders, and Esenabla orders all sails to be furled immediately, explaining that dealing with the slave traders will be more difficult if they are under sail, and anyone who goes overboard would be lost if nobody is available to notice them or to stop the ship.

Once the sails are furled, Captain Esenabla slides down a rope from the crows nest to the deck and orders an emergency counsel. He is confident that the slave traders will attempt to take the Riffraff and to either kill or enslave all aboard. He estimates that there is about 15 minutes before the slave ship catches up to them and requests ideas on how to defend themselves and to retain their lives and their freedom.

If nobody suggests a better plan, Yolin will recommend lowering both of the boats, and tying them alongside, one on the Port side and one on the Starboard side. With any luck, the other ship will come alongside and one of the boats will make it more difficult for them to board, and the other boat will not be seen by them at all.

Once the slavers have gotten close to one side, they can take the boat from the other side of the Riffraff all the way around to the far side of the slave traders ship and while they are all busy boarding the Riffraff, then one or two of the stealthiest adventurers can sneak past whoever is still on the ship and free the slaves (if there are any) and with the help of the freed slaves, they should then be able to defeat the slave traders. The others can be prepared to cut the lines that tie the ships together if the slavers are alerted and start to return to their own ship.

The slave traders will tie up alongside and their boarding will be made more difficult, slow and cumbersome if there is a boat tied up alongside already. Only the captain and 2 crew remain on the slave ship, with a further 6 crew boarding the Riffraff.

Boarding the slave ship from its far side will be unnoticed by the captain and 2 crew with D12 (stealth). If they are noticed, they will be attacked, and eventually the other crew will return to join the fight, unless the lines connecting the ship have been cut or untied.

There are 8 slaves chained up in the hold of the slave traders ship. The key to the chains is hanging on a hook beside the ladder that descends to the hold, but this will take a long time to find. If anyone has thieves tools, they will be able to unlock the chains much more quickly if they can pass a D15 (dexterity, thieves tools).

ECOUNTER - Slave Traders' Ship
XP: 600

The slaving ship has a supply of food, but it is not appetising. It also has 5 satchels that each contain several GP, totalling 38GP. There is nothing else of value.

A further conference will need to be held to decide what to do with the surviving slavers and the surviving slaves. If no better options are suggested, Esenabla will have the slave traders chained in their own hold (and the key hidden more securely!) and the freed slaves will be given command of the ship, with orders to take the slavers to Yabseloc where the authorities can imprison them.

If the freed slaves are offered a choice of which ship to take, 6 will take over the slave traders ship, and two will join Captain Esenabla's crew on the Riffraff. These two are brothers from Sneleh named Lorthan and Brumly.

If Lorthan and Brumly get the opportunity (eg, while visiting the nearby Rednamacs, or otherwise if passing by on the Riffraff), they will want to visit Sneleh to assure their family that they have been freed, are now safe and have even got themselves a great job as crew on a trading ship. They can visit Sneleh from Rednamacs by hiring horses at Rednamacs (there are no roads, but

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they know the area well and can find their way across the plains). They will return to Rednamacs the next day to continue their new jobs as crew of the Riffraff.

Hens Escaped

After one storm (but not the extended Storm scenario detailed elsewhere), the hens may escape the coop, and once the wind has died down, they can be found roosting on one of the spars. The characters will have to repair the coop and figure out how to get the hens down from the spar and back into the coop. The hens will tend to fly from one spar to another making it difficult to deal with. Animal handling skills will help here, as will offering grain to the hens DC15 (animal handling) with grain or DC20 (animal handling) without grain.

Alternatively, leaving the hens alone will result in them returning to their coop when it gets dark, as anyone experienced with chickens would know! If all else fails, each character can roll an ability check (wisdom) DC10 to realise this.

XP: 100

The Storm, the Seldoon, and the Sloop

See the 'Sea Days - Weath' section to determine when a storm will occur. If the die roll never results in a storm, then a storm will occur en-route to the last port at which a map segment is expected to be found. The first storm (or some other storm of the DM's choosing) should result in this scenario.

The next three sections should be run in order:

- The Storm
- The Selddon
- The Sloop

The Storm

For this particular storm, do not roll for wind direction. This time the wind is from the east or south-east (depending on the current location of the ship) so that the ship will be blown off course towards the area at the far north-west of the map.

Captain Esenabla is unfamiliar with this area, and there is no detail of the area on the map.

During the storm, the adventurers should have to deal with various issues, including:

- Taking on water
 - Need to bucket water from the bilge
- Snapping a line on the main mast shroud
 - Any character on deck will need a saving throw of DC15 (dexterity) to avoid being hit by the recoiling rope, damage d8

The wind suddenly turns from the west. Under the pressure of the sudden change, the main mast snaps and the ship simply drifts on the wind and waves.

The next morning the wind is calm and the ship is drifting slowly east with little or no wind. Yolin and Captain Esenabla are going to check the rigging, tiller, rudder and the remaining sails to see if the ship can be sailed again. The captain orders the rest of the crew to do the following (either working together as a team doing each chore one after the other, or to split up and do one task each doing all three chores simultaneously):

- Bailing out more water
 - Saving throw DC12 (constitution) to avoid becoming ill from the bilge water
 - Illness damage d6, and rest for two days
- Correctly stow any cargo that has moved
 - Saving throw DC12 (dexterity) to avoid being hit by loose items

- Damage d6
- Dismantle the remains of the snapped mast which is still dragging in the water and making the ship uncontrollable - to correctly stow the rigging lines, and to lash the spars and mast pieces to the deck
- Saving throw DC12 (dexterity) to avoid falling into the water and getting tangled in rope underwater
 - If no other characters are on deck to notice, then Yolin will cut the rope and rescue a drowning character
- Damage d6

Later in the day land is spotted to the east and eventually the ship runs aground on a beach. The adventurers meet a group of friendly dwarves, with dark hair and long beards. The dwarves do not speak Common language, nor the usual dwarf language, apart from one named Ffilkcor who speaks a little bit of Common, and who appears to be their leader.

The adventurers are able to warm and dry themselves by the dwarves fire in the tiny village that the dwarves call Anagel.

After a meal of stewed root vegetables and bitter herbs, Captain Esenabla convenes a meeting of the ships' crew to discuss the situation. He is grave and deeply worried as he examines the map and explains:

"Listen mates. The ship is just barely sea-worthy without its main mast, but there's worse than that. I do not know these waters, nor how the land lies about us. That storm blew us a long way to the west, so I know that we need to sail east. But to the east is only land as far north and south as the eye can see!"

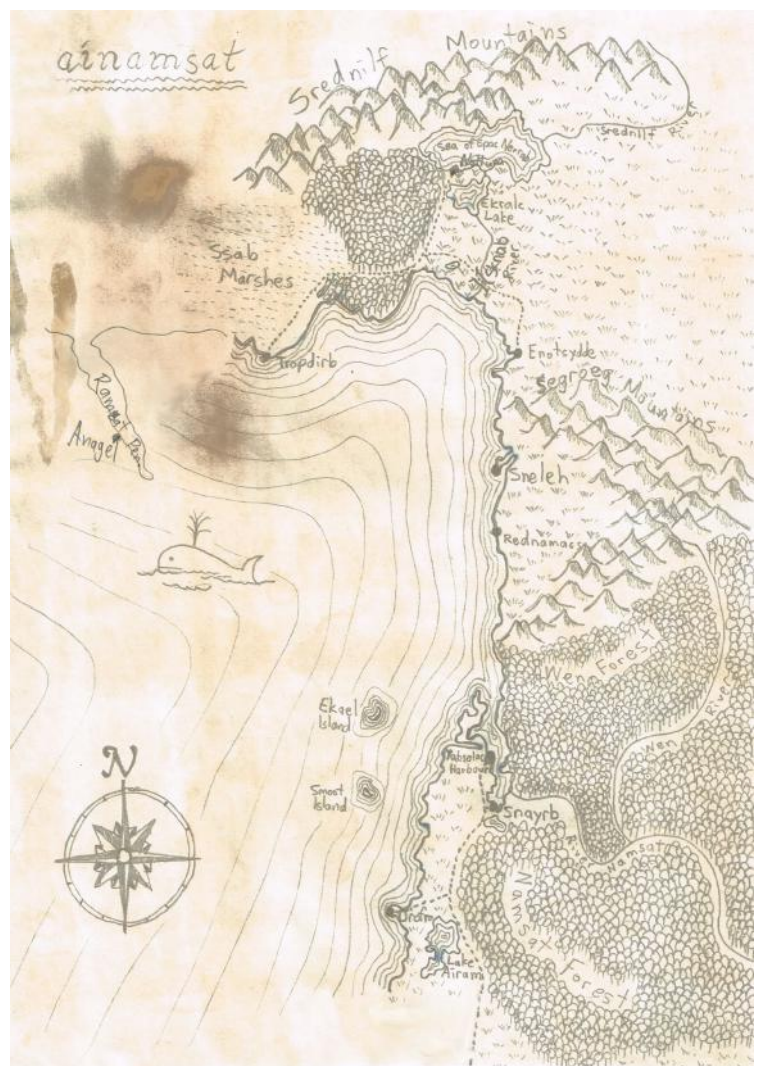
The dwarves notice Esenabla reviewing the map and Ffilkcor asks, "Can we see your map?" Once they have it, they examine it amongst themselves, speaking together in their own language and then nodding in agreement. "This map will show you the way you need to go", says Ffilkcor.

Esenabla says, "but there is nothing on the map in this area where we are", pointing to the north west area.

Ffilkcor says, "Watch closely". He holds the map up to the flame of a candle (it looks like he might be going to burn it).

As the map is held close to the candle, the blank north-west portion of the map begins to fill in with detail and the characters can now clearly see the Ramat peninsula, and the dwarves' village of Anagel.

"Great Scott!", exclaims Esenabla. "We're on a peninsula which is connected to the mainland at the north end. Look, we just need to sail around the southern end of the peninsula and then turn east and within a couple of days, we will be back in familiar waters."



Over the next few days, the dwarves help to refloat the Riffraff and then to moor it at their wharf. They also cut and strip a tree to make a new main mast, and assist with repairs to the ship.

The characters should help with these tasks, except that the dwarves refuse to let them handle the tree of the new mast until after it is installed and inspected.

‘The Seldoon’ scenario should be run immediately after this.

The Seldoon

This section should be run immediately after ‘The Storm’ scenario.

When the time comes to leave Anagel, the dwarves line the wharf to see them off. There is a fair wind from north as the captain orders, “Right mateys. It’s time. I need one of you to climb up and unfurl that sail. Let’s get underway!” One or more characters must climb the rigging to unfurl the main sail.

A gentle north wind fills the sail but soon after they cast off, the adventurers notice, from the ship, that there is some odd agitated chatter amongst the dwarves on the wharf. Some of them are looking at their hands apparently in dismay, or it might be in fear. The ship is already some distance from the wharf before Ffilkcor shouts urgently to them, “The Seldoon! The tree! The mast! Beware the Seldoon! Use oil! You must use oil! It’s the only way to protect yourself from the Seldoon!”. And then they are too far out of ear-shot to hear any more.

Soon afterwards, the character(s) who climbed the mast to unfurl the sail will notice that there are a few off-white fibrous-looking filaments stuck to the mast - and now stuck to one of their hands.

As they watch, the off-white jelly-like Seldoon fibres begin to both grow and multiply, very slowly, from their hand and up their arm. It is entirely possible to simply wipe all the Seldoon off the arm with the other hand. However, the Seldoon fibres are sticky and they stick to that other hand that was doing the wiping. Again, they slowly grow and multiple up that other arm.

Some extreme wiping and flicking could result in removing them entirely from both arms (requires a ability check DC15. However, that will result in Seldoon on the ground, and a tiny bit that landed on a foot. Wiping and kicking it off the feet is much more difficult, and requires an ability check of DC22.

Any flicking or kicking action may result in Seldoon landing on anyone else within 10 feet who cannot roll a saving throw of DC10.

The only way to defeat the Seldoon is with oil. The Seldoon will shrivel, blacken and die on contact with oil.

As soon as anyone remembers and mentions what the dwarves said about oil, Captan Esenabla shouts from where he stands at the tiller, “There’s an entire barrel of linseed oil in the hold! I was going to get you lot to oil the deck to protect it from rot. Go bring a bucket of it up here now!”

Each action while searching for and retrieving the oil should take a the time of a turn (like in combat) where the Seldoon continues to grow and multiple on its victim(s).

Apart from the water barrels, there are 10 other barrels in the cargo hold which might contain oil. If the characters think to test the barrels’ weight (or test if they make a sloshing sound), they can narrow it down to 5. They will need to open each barrel in turn to find the linseed oil. They will be able to identify it only by its distinctive smell. If the characters have not explicitly brought a bucket with them, they will need to return to the deck where the bucket had been left after emptying the bilge of water.

All the while, the victims of the Seldoon are getting covered more and more. Once they Seldoon reaches their torso, they lose 1 HP each round (like combat). If it reaches their head, 2 HP each round. Eventually, they will be unable to breath if it fills their nostrils and mouth.

The characters should wipe the oil all over themselves - starting with the one(s) who is (are) already infested.

The mast (from the tree which was infected with the Seldoon) should also be oiled from top to bottom to avoid re-infection later.

The adventures should spend the next day performing ship's crew duties (eg, oiling the deck, cleaning the head) and/or fishing, and recovering.

XP: 100 to anyone who overcomes and infection of Seldoon; 50 to any uninfected character who helps another to overcome the Seldoon.

'The Sloop' scenario should be run immediately after this.

The Sloop

This should be run immediately after 'The Seldoon' scenario.

The following day, a sloop (small sailing vessel) is spotted ahead, in the east. It appears to be drifting. On closer inspection it's sail is in tatters, and the sloop appears to be deserted.

Yolin wonders, "Maybe it hit the same storm that broke our mast. But where are the crew?"

Esenabla suggests, "Perhaps they lost all hands overboard during the storm. Look - she's sitting quite low in the water. There's clearly nobody to empty the bilge of the water that it took on in the storm. Nevertheless, somebody had better board her in case there are any survivors who are incapacitated and need our help."

The captain steers straight towards the stricken sloop, then orders the sails to be furled. Once this has been done, he orders, "You three, lower the boat and row across to see if there's anyone aboard. Take a line with you so we can tie up alongside. Oh, and take your weapons. Can't be too careful."

The adventurers should row across to the sloop, towing a rope so that the Riffraff can tie up alongside the sloop. (However, out of an abundance of caution, Esenabla does not pull the line in and does not tie up alongside. He keeps some distance between the two vessels.)

The characters should tie the small boat alongside, as well as to tie off the line they brought with them.

On board, they will find nobody and nothing on deck, however, there is a regular creaking or squeaking noise which seems to be coming from below.

Below deck (reached by a hatch and a ladder) it is quite dim and is knee-deep in water. There is an unconscious human slumped against the bottom of the ladder (he is a beast smuggler). He looks severely injured. Further inspection of the hold will reveal a few odd shapes protruding from the water which is sloshing gently back and forth as the sloop rocks on the waves. Amongst them is a large wooden chest, mostly submerged in the water. There is also a large cage with solid iron bars from floor to ceiling. The cage door is open, and swinging gently back and forth as the sloop rocks on the waves making a regular squeaking/creaking noise. The cage contains nothing other than some tree branches with the leaves stripped off. Although it's hard to be sure if there is anything else in there, as the water obscures the floor and it is quite dim.

If anyone attempts the help the human, he remains unconscious, lets out a last long breath and dies.

One of the other odd shapes protruding from the water (at the darker opposite end of the hold to the cage and ladder, makes some significant sloshing noise as it turns around and faces the adventurers. It will attack them (nearest first) and keep attacking. The first attack should miss and destroy the ladder leading up to the hatchway, after which escaping the hold during combat is impossible.

All movements in the knee-deep water are at half speed.

ENCOUNTER: Allosaurus on the Sloop
XP: 450

The wooden chest contains:

- 600 GP
- 3 rubies
- 5 emeralds
- 2 platinum necklaces
- 1 vial of black liquid (no smell)

ALLOSAURUS							Traits	
Large Beast, Unaligned								
Armor Class 13 (natural armor)							Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is <i>prone</i> , the allosaurus can make one bite attack against it as a bonus action.	
Hit Points 51 (6d10 + 18)								
Speed 60 ft.								
STR	DEX	CON	INT	WIS	CHA		Actions	
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)			
Skills Perception +5								
Senses Passive Perception 15							Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 15 (2d10 + 4) piercing damage.	
Languages --								
Challenge 2 (450 XP) Proficiency Bonus +2								
							Claw. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d8 + 4) slashing damage.	

Ports and Islands

The order in which these ports and islands are visited is at the choosing of the characters, but can be influenced by the NPCs to fit the DM's preferences if desired. It may be worth visiting Drofro last as it has an entire cavern system below it to be explored.

Smoot Island

Smoot is a small island and is a full day's sailing from Yabseloc Harbour, on a moderate cross-wind. There is just one small village and a few farms. The inhabitants are mostly either sheep farmers or fishermen.

The port is on the east side and well protected from the waves by a natural rock breakwater.

The port master on Smoot, is just a retired fisherman who lives in a small hut on the wharf. Esenabla can point out the port master's hut, but he prefers to stay with the Riffraff with his full-time crew (ie, Yolin) and unload some cargo or see if any other business comes his way (he and his ship are well known in most ports).

Smoot's port master did receive a chest with the "B*" seal about 3 days ago. Only late yesterday, the chest was picked up by a rather rough-looking character, who was not a local, but he did carry the corresponding "B*" seal. Other locals report (either to the master, or to the adventurers) that the same character has been camped near the north-west tip of the island for at least a week.

The north-west tip is a pleasant one hour's stroll from the port across open farmland. When they arrive, they find a crude campsite consisting of an old sail stretched between two trees and a camp fire with a pot cooking on it.

Lying under the sail, is a very rough-looking character who matches the port master's description. He appears to be asleep (and is actually asleep). (If the characters see him up close, they recognise that he is a bugbear.)

Any significant noise will wake him up, but he will sleep through a quiet search of the campsite (during which nothing is found, apart from a few small personal belongings).

Once he awakes, he becomes aggressive and will fight as soon as he can get up.

ENCOUNTER: Bugbear on Smoot
XP: 200

BUGBEAR

Medium Humanoid (Goblinoid), Chaotic Evil

Armor Class 16 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP) Proficiency Bonus +2

Traits

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

If he appears to be losing the fight (or if he is well outnumbered), he will run to the beach at full-speed.

At the beach, there is another similarly dressed character rigging a small sailboat in the calm shallows, protected from the waves by some protruding rocks. The sailing dingy is painted completely black, inside and out. The pursued camper yells at him, "Graamin! Go! Go now! Don't wait for me, just go".

The boat man looks around, startled, but finishes pulling on the hallyard, setting the gaff in place and the boat's one small sail. He ties off the hallyard and pushes the boat hard into the deeper water, jumps in and grabs the main-sheet and the tiller. The boat catches the gentle breeze and cuts through the water out into the waves.

It sails due north.

If they return to the Riffraff, they find, Captain Esenabla sitting on a crate on the wharf where there are several other crates and barrels lined up. If asked to set sail to intercept the sailing dinghy, he says that the only place such a small dinghy could be sailing to in that direction is Ekael Island just to the north of Smoot. He can take them to Ekael Island if they wish to intercept the small boat or its occupant. However, Esenabla refuses to set sail until his cargo is fully loaded, and with just himself and Yolin, it could take all day. If the adventurers off to help, it will take only an hour to finish loading the cargo and to get the ship ready. They can help by loading the crates and barrels that are sitting on the wharf near the ship. Each character involved in loading needs a saving throw of DC5 (dexterity) required to avoid an accident from falling cargo. Roll d6 for damage.

The Riffraff is a speedy ship, and Esenabla estimates that even with only a minimal crew operating a few sails, they will reach Ekael island in only 2 hours - probably at around the same time as the small sailing dinghy that the characters saw.

Ekael Island

Ekael Island is about double the size of Smoot, but is otherwise similar with only one small village and is populated mostly by farmers and fishermen. The port is on the east side between two rock promontories, but otherwise is entirely surrounded by white sandy beaches.

Esenabla suggests that the black dinghy may be in the port, but it could also have landed elsewhere on the island. It is up to the adventurers to decide whether to dock in the port and ask around for news of the black dinghy, or to circumnavigate the island.

The black dingy is actually beached in the bay on the north west side of the island. It will take about half an hour to sail around and spot it on the beach, or if searching the island by foot, it will take about half an hour to moor the Riffraff and a further 5 hours to find the boat.

Once the boat is found, the boatman is either dead, lying in the boat, if he was mortally wounded as he was leaving, or if uninjured he is seen attempting to drag the boat further up the beach. On being approached, he will either flee (d20 > 10) or attack (d20 <= 10).

ENCOUNTER: Bugbear on Ekael
XP: 200

Either way, there is a small wooden chest in the bow of the black dinghy, with a “B” seal on it's lid. This contains the statue which contains a quarter of the missing map.

Rednamacs

A farming town between the two branches of the Segroeg Mountains, Rednamacs is inaccessible by road, being cut off from other towns by the surrounding mountain range. However there is frequent maritime traffic to Sneleh, the only other town on the same plains. These two towns are surrounded by lush green grasslands which extend as far as the mountains which surround the plains. They support a variety of livestock interspersed by paddocks of wheat and barley.

Captain Esenabla describes all of this to the adventurers, pointing at features on the map as he does so.

He then explains that Rednamacs has a good harbour protected by two breakwaters and boasts two large inns, The Thirsty Parrot and The Hungry Bear. He explains that the The Thirsty Parrot is also the dispatch depot for Rednamacs and suggests that they ask the landlord, Gorrit, about the package they are looking for while he and Yolin unload cargo and see if they can obtain any further cargo business.

He also recommends the Thirsty Parrot as a great place to have lunch. His favourite item on the menu is the venison shank slow-cooked with barley, red wine and in-season vegetables.

If the adventurers have obtained a '*B*' seal (eg, from another chest), Gorrit will hand over a chest to them when he sees the seal (the chest contains another statue with a map quarter inside it). If the adventurers do not have a seal, then Gorrit will not give them the chest, but he will try to persuade them to stay and have some lunch (or to come back for lunch).

If they have lunch at The Thirsty Parrot, they will have time to admire the view over the harbour towards the sea, and to appreciate the peaceful ambience of the inn in which there are several very solid-looking pillars holding up the roof. Some of the pillars have several small cross-shaped holes in them, but only on the side which faces the bar.

During lunch at the inn four dirty-looking scoundrels will arrive to collect a small chest from Gorrit. If the chest has not already been handed to the adventurers, then the adventurers will see that Gorrit hands the chest to the scoundrels when they present the seal to him. However, if the adventurers already have the chest, then the adventurers will hear Gorrit explain to the scoundrels that it was already delivered to their colleagues, who presented the '*B*' seal, and who are still here having lunch "just over there".

The adventurers will need to either find a way to get the chest from the scoundrels, or to defend themselves from the scoundrels who will try to take the chest by force (depending on if it was delivered to the scoundrels or to the adventurers).

ENCOUNTER: Scoundrels of Rednamacs
XP: 100

BANDIT

Medium Humanoid (Any Race), Any Non-Lawful Alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses Passive Perception 10

Languages Any one language (usually Common)

Challenge 1/8 (25 XP) Proficiency Bonus +2

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

If combat ensues and becomes too dangerous, then after a few rounds Gorrit will retrieve two small loaded crossbows from behind the bar and shoot one of the scoundrels dead pinning him to one of the large wooden pillars. He will aim the other crossbow at the remaining scoundrels who will back out saying they didn't mean any trouble. (Gorrit explains that he just wants to avoid his inn being trashed by this gang who have caused trouble here before and that since the adventurers came to town with Captain Esenabla, it was easy to take their side.)

Similarly, if one of the scoundrels is killed by the adventurers, the others will flee.

The afternoon should be spent helping Esenabla and Yolin load cargo onto the ship, then sleeping on the ship overnight. Any surviving scoundrels will attempt to sneak onto the ship during the night to search for and steal the chest. The adventurers should take turns on watch (three watches).

- For each watch, d6>4 to determine if that is when the scoundrels sneak aboard (they will sneak aboard on the last watch, if they haven't rolled >4 earlier)
- For each watch, ability check DC15 (perception) if the scoundrels are noticed (and ignore result if scoundrels are not aboard on this watch)

If scoundrels are not noticed by the end of the last watch, they should be seen opening the chest on the wharf while the crew of the Riffraff are taking breakfast on the deck. (The adventurers may then notice that the chest is missing.) If statue/map has not been removed from the chest, they will need to pursue the scoundrels. If it has been removed, then the scoundrels will pursue the adventurers (re-boarding the Riffraff).

ENCOUNTER (CONTINUED) - Scoundrels of Rednamacs
XP: 100

Afterward the scoundrels have been dealt with, Esenabla orders them to set sail on the morning tide.

Enotsydde, Tropdirb and Nottum

Enotsydde is usually a decent port, but as the Riffraff enters the Enotsydde harbour around the rocky outcrop which shelters it from Westerly winds, Esenabla recognises the insignia of the slave traders (green hand) on one of the ships moored there and orders a swift turn-around without any immediate explanation, focussing only on getting away from that harbour. He refuses to sail back into that port. Once underway in the opposite direction he will explain why if asked.

At minimum he will explain that he recognised the insignia of slave traders on one of the ships in port (green hand) and that 8 years ago, the Riffraff had the same insignia on its bows when Captain Esenabla himself was a slave chained up in the hold. The slaves broke free, led by Esenabla, and took over the ship which is now the Riffraff. He cannot afford to risk the Riffraff being recognised as the slave traders' missing ship.

Esenabla will order frequent checks astern over the next two days to ascertain if they are being followed.

A conference will be required to determine what to do next, since they cannot sail into Enotsydde. If anyone has proficiency with cartographers tools, they should be given the map and then it should become immediately obvious to them that they could sail to Tropdirb, from where they can take the road to Enotsydde. Otherwise, Esenabla will suggest this himself. Esenabla is able to advise them that the road from Tropdirb to Enotsydde would be three days on foot, or one day if they catch a wagon from the Tropdirb dispatch depot, which just behind the wharf.

On the way from Tropdirb to Enotsydde, there is a T-junction in the road with the side road leading North (to the left). The adventurers should consult the map to ensure they go in the right direction towards Enotsydde.

Soon after this junction, the road crosses the Sknab river by way of a stone bridge. However, the bridge is blocked by a rather posh-looking enclosed wagon. The wagon is stationary and lopsided and has two gentlemen on the lowered side apparently deep in discussion. Closer inspection reveals that the wheel has come off.

If the adventurers choose to look inside the enclosed wagon, they will see only one large trunk. (This trunk actually contains one of the small wooden chests that they are looking for and these 'gentlemen' have just collected it from the Enotsydde dispatch depot. But if the group attempts to search the wagon, the 'gentlemen' will try to stop them and engage them in combat. See the ENCOUNTER: Gentlemen on the Tropdirb/Enotsydde Road.)

The two gentlemen can explain that they are unable to lift the wagon in order to place the wheel back onto the axle and they ask for the adventurers' help.

While attempting to lift and fix the wagon, it rolls forward a little because the handbrake has not been engaged. They lose their grip and the wagon falls. Each adventurer must get saving throw of DC10 (dexterity) to avoid being crushed by the wagon. Anyone crushed will sustain d12 damage.

A subsequent attempt (handbrake on) will result in a fixed wagon. After the wagon is fixed, the gentlemen are very thankful and offer a pouch containing 10GP and then continue on their way, in the opposite direction to the adventurers.

After reaching Enotsydde and finding the dispatch depot on the wharf, the dispatch officer explains that the small wooden chest with the "B" seal was delivered to couple of fine-looking fellows with a rather fancy looking enclosed wagon only a few hours ago.

The adventurers will have some difficulty in persuading their wagon driver (or any other) to take to the road at this late hour of the day. The wagon driver should offer to do it for 50 GP, but will settle for 30 GP.

They can then take the road back, past the bridge where they helped the ‘gentlemen’ who must have the chest. Soon afterwards, they reach the T-junction with the turn off to the right, towards Nottum. They will need to look closely in order to notice that the only clear wagon tracks from the east do indeed turn off onto the Nottum road.

As the road passes between Ekralc Lake and Ssab Forrest, they come across the same wagon with its wheel fallen off again. The two ‘gentlemen’ are very pleased to see the same helpful group again and ask for assistance again. They are confident that if the wheel is placed back onto the axle again they will be able to make the short distance to Nottum and to get more permanent repairs done there.

The gentlemen will deny any knowledge of the delivery, or claim it is none of anyone else's business, if asked. The adventurers will need to search for the chest in the wagon (it is in a large trunk in the wagon) and take it if they want to succeed in their quest. But the gentlemen will fight them as soon as they attempt to do so.

ENCOUNTER: Gentlemen on the Road
XP: 450-900 (depending on outcome)

BANDIT CAPTAIN						
Medium Humanoid (Any Race), Any Non-Lawful Alignment						
Armor Class 15 (studded leather)						
Hit Points 65 (10d8 + 20)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	
Saving Throws STR +4, DEX +5, WIS +2						
Skills Athletics +4, Deception +4						
Senses Passive Perception 10						
Languages Any two languages						
Challenge 2 (450 XP) Proficiency Bonus +2						
Actions						
Multitask. The 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. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d6 + 3) slashing damage.						
Dagger. <i>Melee or Ranged Weapon Attack:</i> +5 to hit, reach 5 ft. or range 20/60 ft., one target. <i>Hit:</i> 5 (1d4 + 3) piercing damage.						
Reactions						
Parry. The 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.						

The remainder of the journey back to Tropdirb is uneventful, and Captain Esenabla and Yolin can be found smoking pipes in the shade on the deck of the Riffraff. The adventurers join them and will have a peaceful nights sleep with nothing of note occurring during the night watches (but roll anyhow).

The next day, after setting sail from Tropdirb, Captain Esenabla is sees another ship approaching from in front (he will be notified early if anyone is watching from the crows nest). Watching through his spy glass, he sees the green hand insignia on the ship's prow and tells Yolin to take the wheel while he goes below out of sight to avoid being recognised as one of their former slaves. The Riffraff will pass the slave traders ship uneventfully and then Esenabla returns to the deck and demands to know how many people were visible on the slave traders ship. The answers from the crew will vary (d6+2) as none of the crew could see perfectly well.

This should lead to the ‘Slave Traders’ scenario, described elsewhere.

Drofro

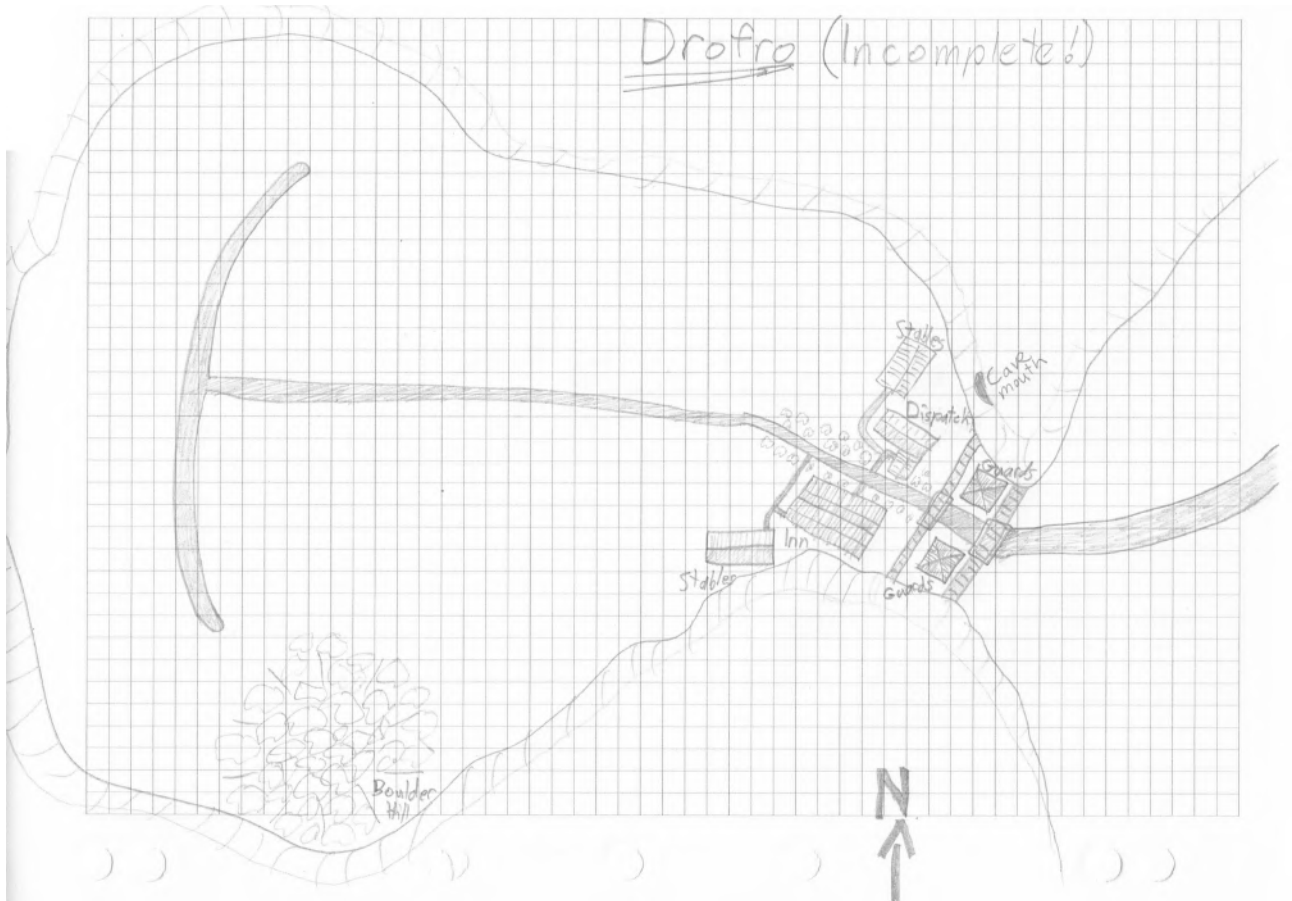
Drofro is a small town on a limestone peninsula surrounded by sheer unclimbable cliffs so that it cannot be approached by sea and guarded from where it joins the mainland by two walls which must both be passed through to enter the town by road. It is populated by humans who rarely travel and who keep to themselves. They distrust any non-humans and will not allow non-humans to enter (if any non-humans gain entry, they will need to be disguised or hidden!). There is only one gate through each of the double walls, and in the space between the two walls are two guard towers on each side of the road. The guard towers are high enough to see over the walls. Each guard tower has 3 sentries on duty at all times. The wall is also regularly patrolled.

Captain Esenabla is able to provide much of this information to the adventurers, and can even draw them a partial map showing the layout of the town as he remembers it from a brief visit from a few years ago. Unfortunately, being inaccessible by sea, he has not spent much time at Drofro and he cannot recall a lot of detail. However, he can map the main roads, the walls, guard towers, dispatch depot and inn.

He also maps the location of a hill of boulders and tells the adventurers that the shipmate he was travelling with climbed to the top and found that there are deep crevices between the boulders that go so far down that they are pitch black. The shipmate didn't go in far, as he had no light, but by the sound of the echoes, he believes that they connect to a larger cave system that might

even be connected to a sea cave at the base of the cliff at the NE of Drofro - almost directly below where the dispatch depot is.

Esenabla adds the location of the sea cave to the map he has drawn and hands over the map. However, he warns them that he cannot take the Riffraff too close, as there is no wharf anywhere near the town.



Yolin suggests that he could take one of the ship's boats and find a landing place close to the cave, as it is sheltered from the waves there. Yolin can then join them in trying to find a way in. Taking this route will lead to the 'Drofro Caverns' scenario.

If the adventurers do not wish to do this, the other option is to land a boat on a beach to the North of Drofro and then take the road to Drofro from there and pass in through the gates. But they should be warned by Esenabla that getting into Drofro this way is impossible for non-humans. It would also require getting past the two guard towers.

Either way, Esenabla will wait at anchor for 3 days, before setting sail to find new crew and continue his trade. If he has picked up any other crew (eg, freed slaves from the 'Slave Traders' scenario) they will stay aboard with him.

See the 'Drofro Caverns' scenario, described elsewhere.

Drofro Dispatch Depot

Which ever way the group enters Drofro (via caverns, through gates, over wall - see the 'Drofro Caverns' scenario), they will need to find their way to the dispatch depot which is on the north side of the road, just inside the second gate of the town entryway.

If there are non-humans in the group, then enquiring at the dispatch depot will only get them kicked out of town (the guards are stationed just next door, so it won't take long for them to appear). It may be necessary to break in and steal the chest by night. A thief or rogue will be of great value in this case.

If approaching the Dispatch Depot by night, anyone who is keeping a careful lookout should notice a thief sneaking and flitting between buildings. If they get his attention, he may notice any thief in their ranks and speak to that character in Thieves Cant (show each piece of the translations to the thief character's payer as required).

"A pea on a plate would help me mate" (I'm merely trying to get enough food to feed my family).

Enquiring about the Dispatch depot (in Cant, "The box which travels, the truth unravels") will reveal some useful information, including:

- "Boxes ye know be boxes below" (All shipments are stored in the basement)
- "A hole in the bum, will make ye less glum" (There is a secret short-cut out of Drofro via the basement)
- "A whiff of a woof in a box with a roof" (It is guarded by dogs overnight)

At night, the dispatch depot is guarded by three large dogs which are trained to attack strangers. They can be subdued by meat or with high proficiency in animal handling skills. Otherwise they may need to be killed. Too much noise may arouse the town guards, just over the wall.

ENCOUNTER: 3 Dogs
XP: 150

If they search the dispatch depot, they will find no wooden chest, and in fact no delivery items at all, on the first level, and a thorough search will have to be undertaken to notice the large trap-door in the floor at the far end. Opening this reveals a staircase which descends to a large basement storage room which is lined with shelves. There are a variety of smaller items on the shelves and larger items such as barrels, crates and trunks strewn on the floor.

WOLF							Traits	
Medium Beast, Unaligned							Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.	
Armor Class 13 (natural armor)							Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.	
Hit Points 11 (2d8 + 2)							Actions	
Speed 40 ft.							Bite. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.	
STR	DEX	CON	INT	WIS	CHA			
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)			
Skills Perception +3, Stealth +4								
Senses Passive Perception 13								
Languages --								
Challenge 1/4 (50 XP)							Proficiency Bonus +2	

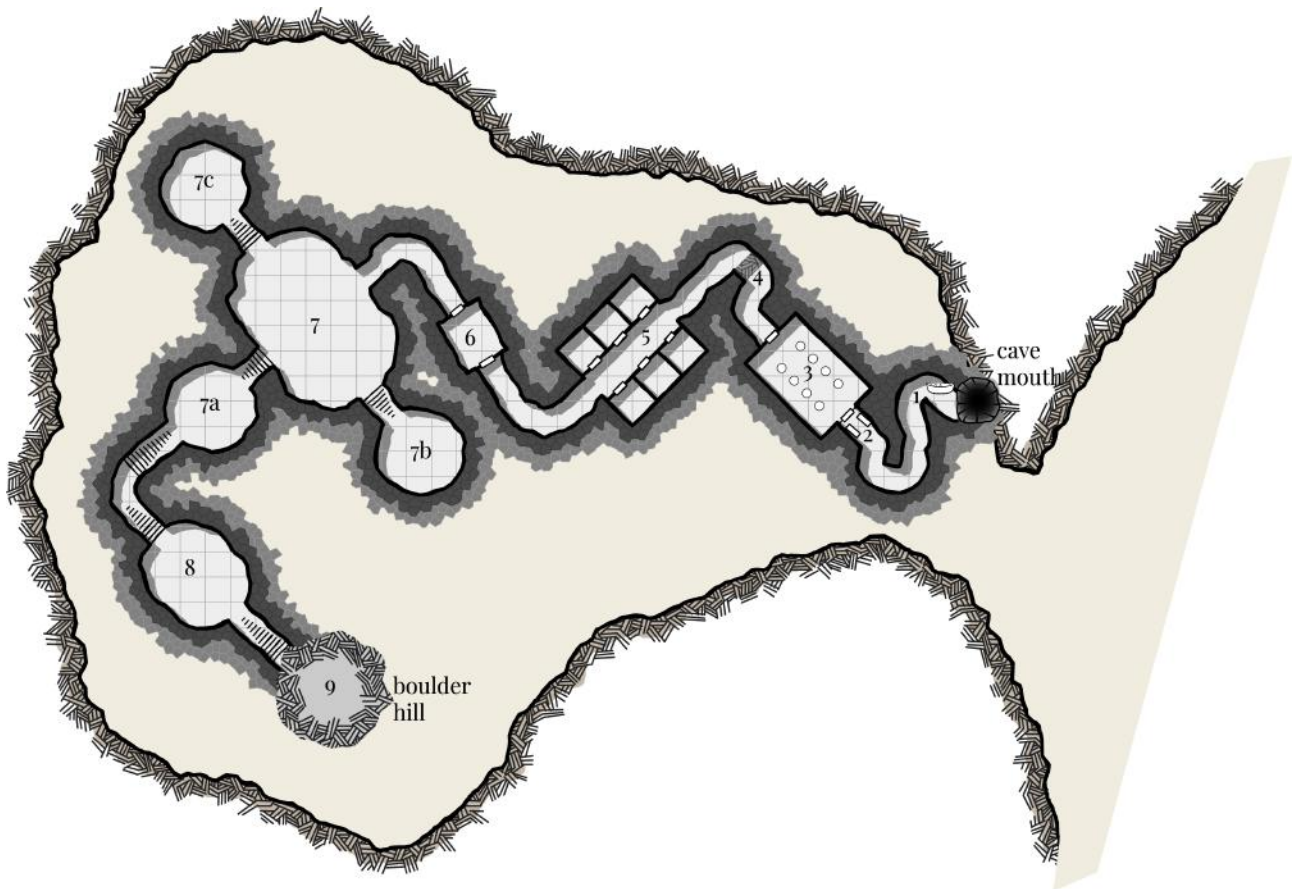
There is a large pulley hanging from the ceiling, with ropes hanging from it that are much too long for this room. There is also a rope ladder laid neatly below the pulley.

The small wooden chest with a '*B*' seal can be easily found amongst the items on the shelves. It contains an ugly clay statue which in turn contains a quarter of the map that the adventurers are looking for.

If the rope ladder is moved, or if a thorough search of the basement is made with ability check of DC10 (perception), then another trap-door in the basement floor will be found. This trap door opens into black darkness. Although they may not be able to see it, this is actually the cave passage right where the well-trodden path in the cave becomes less well used. The trap-door is 50 ft above the cave floor below. The rope ladder is just the right length (as is the pulley rope) to descend to the cave floor.

See the map in the 'Drofro Caverns' scenario.

Drofro Caverns



1. Entrance Passage

A stream of water flows out the left side of the cave entrance. A dinghy has been placed just inside the cave on the right hand side with four oars in it. It appears to be in good condition and well maintained. From the entrance of the cave, a well-trodden path runs through the cave passage alongside the stream. The passage takes a gradual curve to the left until the cave entrance is out of site and the passage is in darkness.

About 50 ft into the cavern, the path looks less well used, but the cavern passageway itself continues further. Another 10 ft further on the path peters out completely, and there is no evidence of the passage being used at all.

There is no way that the adventurers can know this, but it will be useful later: At the point where the passage transitions from a well-worn path to an unused passage, is directly below the Drofro dispatch depot. The dispatchers will sometimes lower small shipments into the passage here as well as drop a rope-ladder from their basement. The small shipments can then be loaded into the dinghy which is kept near the cave mouth and rowed out to an anchored ship.

The ceiling of the cavern below the dispatch depot is quite high and cannot be seen. However, there is indeed a trap door there, which is in the floor of the basement of the dispatch depot, which should become useful later on.

2. Beyond Well Worn Cave Path

After passing beyond the well-worn part of the entrance passage, the ceiling of the cavern becomes low enough to see by torch-light, and then lower still - about 10 feet high.

The passage ends abruptly with a stone door in the wall at the end. The door has no markings and no handle. It is perfectly flat and smooth and is almost the full height of the room (8 feet).

Just before the stone door at the end, each of the side walls has a solid wooden 'door', also without door handles and also 8 feet high. These wooden doors cannot be pushed inwards, but they will wobble, a tiny bit if pushed. If pulled, or moved enough in other directions, they will prove to be just hanging on the wall without any opening or doorway behind them at all. With enough jiggling during investigating these 'doors', they might fall off and injure somebody - saving throw DC15 (dexterity), d4 damage.

If the stone door is pushed, it will swing open easily to the next room.

3. Gallery

The stone doors at both ends of this cavern can be easily pushed opened from the outside but automatically close a few seconds after the last person enters the room. The doors cannot be opened from the inside without solving the riddle, engraved on the inside of both doors:

Any key will open me
But the key will become thine enemy
And guard the way effectively

The room is rectangular with two rows of short pillars or pedestals on each side. Atop each pillar is an object with a star-shaped base. Each stone door has a star-shaped recess carved into it below the riddle into which any one of the objects from the pedestals can be placed.

Once an object's star base slots into the star hole in the door, the door will swing open smoothly, but the object attached to that star base will grow, become animated and drop to the floor to guard the way. Passing through the doorway will require successful combat with the object/monster.

The objects on the pedestals, and the monsters they would become are:

- Ink Pot -> Ochre Jelly (starts out looking black)
- Quill -> Giant Eagle
- Antler -> Deer
- Dagger -> Flying Sword
- Leaf -> Twig Blight
- Gauntlet -> Animated Armour
- Scroll -> Rug of Smothering
- Horseshoe -> War Horse

ENCOUNTER: Gallery

XP: 300 (first time only)

Once the last person has left the room, the door will swing closed on its own. It can be pushed open again from the outside, however, any subsequent entry to this room will find it to be reset to its original state with all objects back on their pedestals as if they had never been moved.

Another (or the same) object must be placed into the star-recess to open the door from the inside (again) and its monster must be defeated in order to leave the room (again).

4. Bottomless Pit, Low Ceiling

After turning a corner in the passage the ceiling becomes lower (5 feet) so that it is necessary to crouch while walking. The floor here gives way to a pit which is deeper than torchlight or darkvision will allow to see. The pit is wall to wall, and the smooth, featureless, unclimbable walls continue seamlessly down into the pit. The pit is 6 feet across, which would normally be ok for some characters to jump, but the ceiling of the passage here is only 5 feet, so jumping is not possible.

Unless the characters have any other creative ideas, they will need to return through the Art Gallery Lock-In to retrieve one of the hanging wooden ‘doors’ which are 8 feet tall. They will have to deal with the same Art Gallery issue of unlocking the exit door all over again. If somebody does not remain in the Art Gallery (which will keep the door(s) open), then they will have to do it a third time on the way back again with the wooden ‘door’. (They should try different objects which may be easier to defeat.)

One of the wooden ‘door’ platforms will easily span the pit and is strong enough to carry one person (and their gear) at a time. On the first attempt at placing a platform across the pit, the player will need ability check DC5 (dexterity/strength) to avoid accidentally dropping/knocking the platform so that it falls down the pit (if two characters are cooperating, then they should both roll the check, and only one of them needs to succeed with DC5). If the platform is lost into the pit, then second platform will be required (going through the gallery again, if it is still on the other side of the gallery, and then back through the gallery again).

5. Dungeon

There are 6 prison cells in this area - 3 on each side of the passage. Each cell has a metal door which has a small window opening at (human) eye-level with 3 iron bars in the opening. Each cell has a bench, a bucket and chains attached to ring-bolts in the stone wall above the bed.

The open/closed, locked/unlocked and occupied/empty status of each cell is as per the following table:

Open, unlocked, empty	(passageway)	Open, unlocked, empty
Closed, locked, occupied		Closed, unlocked, empty
Open, unlocked, empty		Closed, unlocked, empty

The locked cell is occupied by a goblin with wrists chained to the wall and lying on the bench wrapped in a ragged and dirty cloak. He has his back to the door, so that it is not immediately possible to determine what race he is - only that the shape looks humanoid.

The room stinks of ... well... of what is in the bucket.

Any sound of voices or tampering with the lock will cause him to complain, without turning to look at the door, about the lack of food (eg, "about time!", "I hope it's better than the stale bread and mouldy cheese I got last time").

Any unusual sounds (eg, breaking the lock, or taking a long time to pick the lock or open the door) will result in the goblin turning to see what's going on. At that point, he can be recognised as a goblin and he will likely recognise that his visitors are not who is expected. He will alternate between verbal abuse and begging for freedom.

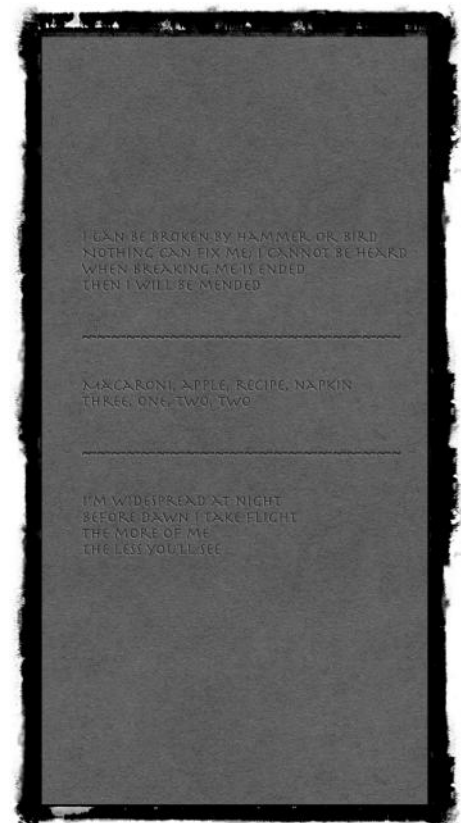
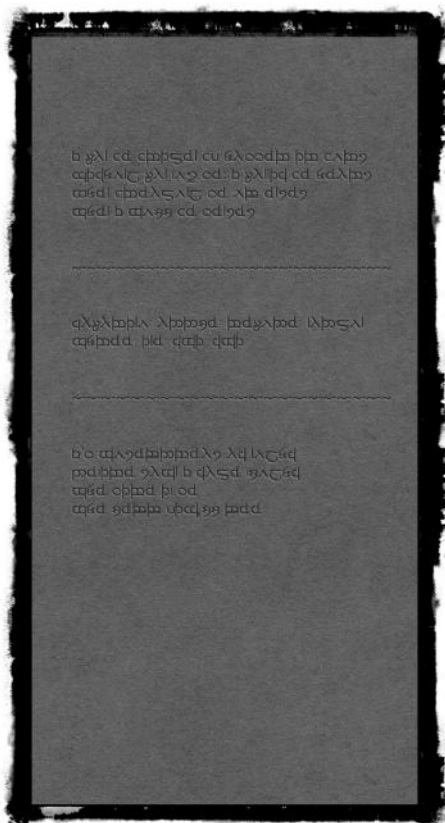
The goblin is unlikely to immediately cooperate with any requests. However, sufficient intimidation, DC10 (intimidation), or DC5 with a goblin-fire-sword, will get him to confess that he was caught on his way to the Dispatch and Delivery Depot while disguised as a human. He carries a '*B*' seal and was intending to pick up a '*B*' seal package for Lord Brog. However, he never made it to the Dispatch and Delivery Depot before he was recognised as a non-human by the town guards.

He was blind-folded after being captured, and has no idea how he was brought to the dungeon other than what felt like a 1/2 hour wagon ride and a 1/2 hour journey by row-boat was involved (he thinks he is on an island). He is brought food, and a clean bucket every 3 days (based on what he's told - there is nothing here to tell one day from another).

6. Riddle Room

The entry and exit doors to this room are identical and each have three simple slide bolts on the outside. All three bolts must be slid back to open the door from the outside. Once the room is entered the door will close and all three bolts will slide back into the locked position. On the inside the doors have no handles, the bolts are inaccessible and the door cannot be opened by any physical force.

There are three riddles engraved in a strange language on each door, near the position of each of the door bolts. Show the players the 'Foreign' version of the riddle door.



Each of the three door bolts will automatically slide open when the corresponding riddle is solved AND acted upon. I.e., the key to each door bolt is not to speak the riddle's answer, but to perform the action of the riddle's answer. If the riddles are too easy all solved quickly, then none of the locks should unbolt and open until all three are acted on simultaneously, at which time all bolts will slide open simultaneously and the door will swing open.

The door will close (and bolts will lock) again once the room is empty.

The riddles are a language that only one of the characters can read (a language of the DM's choice, based on the characters' known languages), in which case a picture of the door and its riddles should be handed to that player only and not shown to the other players (although the language-proficient character can of course read the translated riddles to the other characters).

The riddle and action-answer for each of these three door-bolts are as follows.

Riddle 1:

I can be broken by hammer or bird
Nothing can fix me; I cannot be heard
When breaking me is ended
Then I will be mended

Answer: Silence.

Action: All must be silent for 1 minute.

Riddle 2:

Macaroni, apple, recipe, napkin
Three, one, two, two

Answer: Macarena.

Action: All must perform the ancient Namsat dance of the Macarena (players can look it up and learn it if necessary). The character with highest wisdom (arcana) may be given a hint for how to perform this ritual dance, if necessary.

Riddle 3:

I'm widespread at night
Before dawn I take flight
The more of me
The less you'll see

Answer: Darkness.

Action: All lights must be extinguished (which may make it difficult to find the now-open door or to relight torches!).

If the players solve the riddles but try to say them or write them instead of performing them, the door remains shut with bolts locked. The characters may then notice some additional engraving above the door:

Perform all the answers to exit this room
or stay trapped inside to seal your doom.
All at once must be done
not one after one.

XP: 300

7. Arena

This large, empty circular cavern has walls decorated with engravings of various dragons, some of which appear to be dead and some of which appear to be fighting each other. It looks reminiscent of a gladiators arena, although there is nowhere for spectators. There is an open passage across the opposite side of the arena and another open passage on the left side and on the right side.

Each of these three passages leads to a descending staircase and below each staircase is a moderate sized cavern with a dragon wyrmling (juvenile) chained to the wall near the entrance. The dragon cavern directly opposite the entrance to the arena has a door on its far side and is the only way to proceed.

Each dragon chain is simply slipped through a solid metal loop in the wall on the far side of the room and each loop is connected to a cable which runs along the wall to a lever on the wall at the entrance to the dragon's cavern. If the lever is pulled, the metal loop will extend revealing that it is actually a hook. The hook will turn, the chain will drop off the hook and the dragon wyrmling will be free to roam (or attack!).

While the dragons are chained in their caverns, they can be attacked with a range weapon only once each, after which they will spray fire/lightning/etc in return and crouch around the corner from their cavern's entry if they need to recharge so that they are out of reach of such weapons.

The three chained dragons are:

- A. Straight ahead (exit cavern): Gold Dragon Wyrmling
- B. Left: Blue Dragon Wyrmling
- C. Right: Red Dragon Wyrmling

In order to proceed, the characters will need to get past the Gold Dragon Wyrmling which guards the exit. Two of the ways to achieve this are:

- 1: Free the dragon that guards the exit, and at least one other dragon and bait them both into the arena where they will fight each other until one of them is dead. Then the characters can finish off the surviving dragon and proceed on their way.
 - Note that if the gold dragon wyrmling survives, then it may be better to help (eg, heal) it, rather than kill it! (See next point, below, about gold dragons being lawful/good.) However, it may not be pleased with being baited into a battle to the death with another dragon.
- 2: If the characters know enough about dragons (either from experience or study), they will know that gold dragons are generally lawful/good. It may be possible to find a way to get past this dragon to the exit without combat.
 - If the characters cannot determine this on their own, then either:
 - A character with intelligence +3 or better can figure this out
 - Otherwise, Yolin will recall this information for them (as he has studied lore from various sources)
 - BUT either of the above options will ONLY occur after any two dragons have been released and baited into the arena.
- If any characters know the draconic language that would also help (but these are wyrmlings and have only limited language ability).
- A character with charisma of 15 or better will be able to safely help the dragon (but not tame it), and assist other characters to get close in safety.
- A keen observer may notice that the collar around the dragon's neck is causing a painful wound. Removing this requires DC10 (lock-picking) and will definitely cause the dragon to be grateful, but the dragon may not let anyone near enough unless great care is taken.
- Healing the wyrmling's collar-wound will also help.
- Yolin may make suggestions regarding usefulness of charisma, healing, lock-picking in order to progress with any of these ideas.

These are essentially infantile dragons, and may react with fear in some situations, but will also respond with violence if feeling threatened.

Any character who has not encountered a dragon before will need a saving throw of DC10 to avoid being frightened.

ENCOUNTER: Arena

XP: 450 (or 900 for defeating a perfectly healthy wyrmling without help of another wyrmling)

GOLD DRAGON WYRMLING	
Medium Dragon, Lawful Good	
Armor Class 17 (natural armor) Hit Points 60 (8d8 + 24) Speed 30 ft., fly 60 ft., swim 30 ft.	
STR 19 (+4)	DEX 14 (+2)
CON 17 (+3)	INT 14 (+2)
WIS 11 (+0)	CHA 16 (+3)
Saving Throws DEX +4, CON +5, WIS +2, CHA +5	
Skills Perception +4, Stealth +4	
Damage Immunities Fire	
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14	
Languages Draconic	
Challenge 3 (700 XP)	Proficiency Bonus +2
Traits	
Amphibious. The dragon can breathe air and water.	
Actions	
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d10 + 4) piercing damage.	
Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.	
Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.	
Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.	

BLUE DRAGON WYRMLING	
Medium Dragon, Lawful Evil	
Armor Class 17 (natural armor) Hit Points 52 (8d8 + 16) Speed 30 ft., burrow 15 ft., fly 60 ft.	
STR 17 (+3)	DEX 10 (+0)
CON 15 (+2)	INT 12 (+1)
WIS 11 (+0)	CHA 15 (+2)
Saving Throws DEX +2, CON +4, WIS +2, CHA +4	
Skills Perception +4, Stealth +2	
Damage Immunities Lightning	
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14	
Languages Draconic	
Challenge 3 (700 XP)	Proficiency Bonus +2
Actions	
Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.	
Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.	

RED DRAGON WYRMLING	
Medium Dragon, Chaotic Evil	
Armor Class 17 (natural armor) Hit Points 75 (10d8 + 30) Speed 30 ft., climb 30 ft., fly 60 ft.	
STR 19 (+4)	DEX 10 (+0)
CON 17 (+3)	INT 12 (+1)
WIS 11 (+0)	CHA 15 (+2)
Saving Throws DEX +2, CON +5, WIS +2, CHA +4	
Skills Perception +4, Stealth +2	
Damage Immunities Fire	
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14	
Languages Draconic	
Challenge 4 (1,100 XP)	Proficiency Bonus +2
Actions	
Bite. <i>Melee Weapon Attack:</i> +6 to hit, reach 5 ft., one target. <i>Hit:</i> 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.	
Fire Breath (Recharge 5–6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.	

8. Snakes

There is a little light coming down the staircase at the far end of this cavern (looks like daylight!), but the floor is seething with snakes. The floor is sunken into the ground 4 feet deeper than the passages leading into it which prevents the snakes from escaping the cavern. The cavern is 20 ft long.

Any attempt to run through it will result in snakes attacking each runner. The number of snakes which can attack is 200 divided by the character's speed. (Eg, speed 20 will allow 10 snakes to attack; speed 40 will allow 5 snakes to attack.) Reduce this number further by the character's animal handling proficiency.

Calculate the number of snake attacks for each character once they complete their run and exit at the far end of the room.

For each snake attack:

- +5 to hit
- Hit: 1 piercing damage, and the target must make a saving throw of DC10 (constitution), 2d4 poison damage on a failed save, or half as much damage on a successful one
- Maximum 15 poison damage (no matter how many snakes successfully envenomate)

The snakes fear fire. Walking through them swinging a torch (per person) will remove the snakes' +5 to hit and will reduce the number of snakes which can attack to 50 divided by the character's speed. (Eg, speed 20 will allow 2 snakes to attack; speed 40 will allow 1 snake to attack.)

Walking through swinging 2 torches (per person) will remove the snakes' +5 to hit and will reduce the number of snakes which can attack to 1.

The snakes may be avoided completely by characters with +5 proficiency in acrobatics using a staff, bo or similar equipment with which they could, for example, somersault through the room without touching the floor. (The character should make up their mind what they will do if they fail, BEFORE commencing the attempt.) This will require an ability check of DC15 (acrobatics x 2). Failure will result in becoming prone in the middle of the room. So only half the distance left to travel, but have to stand up first, to do so. Therefore, running the remaining distance will result in the same total number of snakes can attack as if running through the entire room. Continuing with acrobatics will succeed this time, but snake attacks will still occur while prone (half the number of snakes as if running the entire room).

POISONOUS SNAKE							Senses Blindsight 10 ft., Passive Perception 10
Tiny Beast, Unaligned							Languages –
Armor Class 13							Challenge 1/8 (25 XP) Proficiency Bonus +2
Hit Points 2 (1d4)							
Speed 30 ft., swim 30 ft.							
STR	DEX	CON	INT	WIS	CHA		
2 (-4)	10 (+3)	11 (+0)	1 (-5)	10 (+0)	3 (-4)		
							Actions
							Bite. <i>Melee Weapon Attack:</i> +5 to hit, reach 5 ft., one target. <i>Hit:</i> 1 piercing damage, and the target must make a DC 10 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one.

XP: 300

Characters would do well to apply healing or have a good rest soon after any envenomations.

9. Boulder Hill

Beyond the snakes cavern, there is a little more light and the tunnel continues upwards getting gradually lighter until the adventurers find themselves in the crevices amongst the boulders atop a small hill within Drofro and overlooking the entire town.

See 'Drofro' and 'Drofro Dispatch Depot' in the 'Ports and Islands' scenarios.

Conclusion

Message from Romlund

At either Smoot or Rednamcs, which ever of the two is visited last, Captain Esenabla took delivery of a message at the Dispatch and Delivery Depot, while the adventurers are out tracking down one of the chests.

At a suitable time (when they are all aboard the Riffraff with no urgency to current tasks), Esenabla will hand them the message that he received:

To the captain of the trading ship Riffraff.
From Romlund Bladesmith
The Sea Serpent's Demise (Inn),
Yasebloc Harbour.

I have discovered that your good ship has been charted by some colleagues of mine to trace and receive some property which was stolen from me. This message has been delivered to the four towns which I believe my colleagues are likely to visit, so I hope that it finds you all well and I do hope that the voyage has been safe and successful thus far.

Once my property has been recovered, would you all please meet me at 'The Sea Serpent's Demise' in Yasebloc where I am staying. I can add 50 GP to what ever my colleagues are paying when I see you.

Please let them know that I am recovering well from my injuries and that I'm eager to see them as well as to recover my property which I hope they will have with them.

Yours in eager anticipation,
Romlund Bladesmith.

Delivering the Map at the Sea Serpent's Demise (Inn)

Once the four parts of the map are recovered, they should be returned to Romlund at The Sea Serpent's Demise (inn) at Yasebloc Harbour. Esenabla will join them to meet Romlund at the inn. Yolin will also join them if there are any other crew (eg freed slaves) to look after the Riffraff, otherwise he will stay aboard to watch over the ship.

The Inn has an enormous stuffed sea serpent hanging from the ceiling above the bar. The barkeeper can send one of the barmaids upstairs to fetch Romlund.

Romlund is looking somewhat better, but still has a bandage on one arm and is using a crutch with the other arm. He also has a large angry-looking scar above his right eye.

Romlund is very pleased to meet Captain Esenabla and will pay him 10 PP which Esenabla will split this with Yolin, who he says has been through quite an ordeal on this voyage.

Romlund then asks to see the map. While they are viewing the map with all pieces together, two goblins grab the pieces and run out the door with the map, where they are joined by two more goblins.

ENCOUNTER: Two goblins at the Sea Serpents Demise
XP: 100

GOBLIN <i>Small Humanoid (Goblinoid), Neutral Evil</i>							Challenge 1/4 (50 XP)	Proficiency Bonus +2
Armor Class 15 (leather armor, shield) Hit Points 7 (2d6) Speed 30 ft.							Traits	
							<i>Nimble Escape.</i> The goblin can take the Disengage or Hide action as a bonus action on each of its turns.	
STR	DEX	CON	INT	WIS	CHA		Actions	
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)		<i>Scimitar.</i> Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.	
Skills Stealth +6 Senses Darkvision 60 ft., Passive Perception 9 Languages Common, Goblin							<i>Shortbow.</i> Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.	

After recovering the map from the goblins, it should be returned to Romlund, yet again.

When the adventurers hand over the pieces of the map to Romlund, he will pay them whatever remains of his agreed fee (the initial fee was 200GP for each map piece or 1000GP for all four pieces, but the adventurers may have convinced him to pay some up-front, or to pay a higher fee). The party should pay Esenabla what-ever remains of the fee they agreed on, and may want to increase it and/or pay some extra to Yolin.

Romlund tells them that he's already paid for two nights for the adventurers at the inn. He then proceeds to order lunch and drinks for the adventurers and sailors! The rest of the day is spent celebrating and recalling tales of their adventures.