

Rough Outline:

- Opening Battle. Start w/ Initiative. This will mostly be used to teach Dustin how combat works and to let players playing new classes try out their abilities as well. The battle should be silly and fast paced. “you’re facing 2 goblins. No, I mean 6 goblins. No, 12 goblins and a bugbear . . .” I will keep changing details. Hoping the players will figure it out, but if not, once the first character dies (actually dies by the rules, not just goes down) we’ll reveal that this was just a story that the Bard (Nick) was telling at a Tavern.
- Story Catch-up. Cover how the PC’s got to this town (hint out the unusual nature of the town – it’s bigger than it should be considering it’s in the middle of freakin’ no where. Too many people in tavern during the day – don’t they have jobs?
- Allow the PC’s to do some socializing with the tavern people, but if they start asking too many questions or get board move on
- Arrested. The captain of the guard and several members of the town militia will show up and ask the PC’s to follow them. They will be lead to the center of town. A combination of temple and magistrate office. They will be questioned about a theft. They will be shown a ceramic dragon statue (two dragons intertwined with a ball of energy between them) but the bottom was broken revealing a cavity where the ball was. Something was removed (Evan should figure this out, but if not I’ll have HIS ball “THRUM” and give him a clue). The guard captain says that if they are responsible, the need to come clean now and all is forgiven. If not, then there will be consequences, serious consequences.
- Since the PC’s didn’t do it, they really can’t give it to them.
- Reveal the Obsidian tiger’s paw. (Dustin’s PC should recognize)
- Once the the guards realize that they don’t have it, they will get really nervous acting.
- Guards will lead them down stairs to a holding cell area. There are three Cells. One is occupied but a small and apparently sleeping form. The four PC’s will be put into the other cells randomly (2 and 2).
- Guard will take their stuff.
- After a few hours will come back and tell them everything is okay and that they will be free to go in the morning.
- Will come back later (as it’s getting dark) and say things may be getting rough. No matter what happens DO NOT LEAVE THE CELLS
- Crazy screaming and slaughter sounds from above. Heavy thumping of boots, bodies hitting floor. Maybe even blood dripping through ceiling.
- Guard capt comes back, covered in scratches and blood. Odd look in his eyes as he takes the key ring and says. Change of plan, we need to go,

- The lump sleeping in the other cell will call out. “careful, I don’t think he means you well.”
- The guard capt’s fangs will appear and his eyes turn red. And he will start to unlock one of the cells (will start toward Dustin’s but then change to other one.
- Fight .
- Not sure if the Pc’s will try to escape then or will wait.
- The goblin will say “ careful, you may not get far. If you free me I can take you safely through the town and into the swamp. There is a secret place where you can be safe and possibly help these poor people out.
- Through the SWAMP. The goblin will lead them out of the town, now full of werewolves, zombies and vampire type creatures. As long as they stay in the light of the goblin’s lantern (glows red) they are protected, almost as if invisible.
- Once in the swamp he will tell them he was sent to protect the statue by his master (but will not reveal any more) because they had learned of an attempt to steal it. Alas I was too late, but there is still time. If you help me recover the artifact I can promise you reward.
- He will lead them to an abandoned temple of rhino-people iconography
- Goblin cannot enter
- There are two treasures inside. One a weapon which may be of use, the other a statue of Ivory that will abate the curse on the town. Recover either, or both. Then I will help you find this thief
- 1st Dungeon – abandoned Temple. Yuan-ti have taken it over. Some traps still active. Lava axe and Celestial flare inside. Need to pull a good map off the internet. I want it to be fairly small. A dozen or so rooms. Couple traps. Secret doors. A good simple dungeon crawl.
- Room Ideas – one room will have several sleeping Yuan-ti in it. Do they sneak past or kill them?
- Another room is a library. Evan’s Ball will pull him that way. Maybe even leave him and when he finds it later it’s on top of an open book, but the pages are all blank (the ball absorbed the pages – give Evan’s PC’ another Spell to teach him?)
- Final boss is a giant Yuan-ti with four arms wielding Scimitars. Two attacks reach round and two reaction attacks each round.
- Past Big guy is a room with static lighting arching from floor to ceiling. It spreads out in two 45’ angles with a wall between. On the end of one is the Celestial Flare (a continually burning feather of an angel) and the opposite side is a wall of lava (axe hidden behind)
- Each step in the room causes lighting damage.
- Once they have recovered the item, he offers to take it back to the town for them

if they want to get a head start on finding the orb. You have till the next full moon. (30 days) After that, the people in the town will be lost forever. Return the orb and they curse will be balanced.

- He will set them on the proper trail through the swamp (follow the blue flowers) to Riley's town. A larger town with sky ships.
- Finding the Thief. There will be clues, some of which bad things happening, accidents and such that follow the orb around. Eventually they will learn that a sky ship is setting sail that evening and that is most likely where the thief is.
- They can try to book passage on the sky ship or if that fails, they can get passage for agreeing to defend the ship.
- SKY Pirates: the PC's will likely start searching the ship for the thief. Not sure where I'll put her, but as soon as they find her there will be a sky pirate attack.
- During the attack the thief will either jump to another sky skiff or parachute down into the woods.
- The sky ship will likely crash unless the PC successfully fight off the pirates.
- Eventually the PC's will need to find where the thief went. An elvish mystic will agree to lead them into the woods
- He is under Duress and will lead them the wrong way and eventually to an ambush
- Track thief to dungeon in forest.
- Second Dungeon Crawl. This one should be really short, maybe even not a true dungeon. Concerned about pacing here. If they are closing in then I want to keep the action moving forward quickly. If they are taking their time then I'll draw this out longer.
- Get to end, Orb transforms thief into big bad ass (that is vulnerable to fire!!) and then dies.
- They will find evidence that the Orb was about to go through a portal to someone.
- Thief is just one of many, part of a league but they will find evidence that points to a hideout where more information may be found.
- Wrap up!

The PC's can take the orb back to the city, OR they can have Evan's PC keep it. They should have a lead to follow for Dustin's character if they choose to do so for a possible sequel to this adventure.

