

1. Initiative: A Bard's Tale

Start with a combat encounter. This is mostly to teach Dustin the mechanics of combat but will also allow all the players to try out their new characters.

Start with 3 goblins ambushing them in the forest. Describe what goblins are (for Dustin, mostly) but then go overboard in selling the Goblins saying that the legend of the PC's has reached their homeland and they know they are going to die, but stories will be sung by their children's children about this battle and how they died fighting the greatest hero's of this age.

Then things get weird. After the first round, there will be 20 Goblins now, with no explanation.

If they survive this, an Ogre will appear.

Next round a Basilisk.

Let combat continue until one of the Players dies (or is turned to stone) so we can try out the dying rules as well.

2. Once the combat is over, reveal that this was just a story that Nick's Character (A Bard) was telling in the Tavern the PC's are in (Wonder Lust).

Backtrack and describe how the PC's got to this point. This is a middle sized town in the middle of nowhere. It butts up against "The Craig" a festering volcano covered in black ash and soot. A swamp to the other three sides. As far as they know, this city is not on any map. They only found the place by following Evan's Magic Ball.

The tavern, despite having no real reason to exist is full of people, though they are dressed a bit odd to what the PC's are used to. The serving girls are more covered up than normally, but just as flirty. There are gamblers and

groups of men arguing over Ale.

SG1 - Saval

SG2 - Penelope

SG3 - Bev

Bartender - Maxwell

Cook - "Shovel"

Let the PC's interact here with each other and with the patrons of the bar. When they start asking too many questions (of me or the NPC's) or just seem to be getting bored. Move to next scene.

3. Wanted for Questioning

The Tavern door will open and several guards and the Guard Captain (Duilven) comes in and explains that the PC's are wanted for questioning in regards to a theft and are asked to follow him. The Guards will not attack unless to defend themselves. Duilven doesn't want violence and will do everything he can to get the PC's to come quietly.

He will lead them to the center of the town (use this time to further expand on the mystery of the town - no children, no beggars, no sign of industry. It looks like a village of homes and taverns).

At the center of the city is a squat circular building made of grey stone and covered in Gothic Iconography. It is a building that has no business being in a town that has no business being here.

Once inside they will see that the whole top floor is a circular space with a granite pedestal in the center below a stain glass sky light. The pedestal is empty. The town magistrate (Falimon) is there. Dressed in all black (knee high boots, jerkin, black shirt, half cloak) with a pair of silver pendants (incisors if anyone looks) hanging from a leather cord. He will speak in an odd accent. 'Lots of hard

ends to his sentences) and basically accuse them of theft. He seems more bemused than mad, and explains that it is in their best interest to return the Jade Dragon to them.

The pc's will likely deny this.

He will say they are already searching their rooms at the inn and if they are innocent then they can surely allow for their belongings here to be searched. If they start to protest Duilven will step in and try to calm things down. Evan's ball will disguise itself to look like an apple or other roundish fruit. Once they see that the PC's don't have it Falimon will assume they have an accomplice. He will show them the obsidian Tiger's paw that was left behind (Dustin's hook) and ask that they give up this person. If the Jade Dragon has been taken from the city, that would be quite upsetting

4. To the Cell's

The Pc's will then be taken to a holding cell until things get straightened out. Duilven will imply that this is for their safety more than anything else.

They will be taken downstairs and through some dark tunnels to a holding area with 3 cells. 2 across and one set back in between (the front edges match up). The one in the middle has a lump of clothes (body, sleeping form?) in it that does not respond.

They will be locked up 2 and 2 randomly (their stuff will be set inside the room, but outside of the cells (I'd like to have the apple/ball roll toward Evan here - that would be a cool scene).

Duilven will come back to check on them a couple times. Each time bringing them food or water. He'll chat them up a bit, the PC's should easily be able to figure out that he's hoping they'll tell him where it is.

As the day comes to an end, Duilven will come to them and say that the Jade Dragon was found, but that the thief had broken it open and taken what was

inside. He'll show the PC's the damaged statue and it's of a Green Dragon sitting in a Buddah like pose with a Buddah like belly. There is a cavity in the belly and whatever was there is missing (it is a cavity that is just the right size/shape for a Magic ball like Evan's PC - his hook). Duilven will say he is sorry, but that it's too late to let them go now and that they'll need to stay the night in the cells. He seems really worried.

He'll leave and do a double take unhooking the keys from his belt. He thinks about putting them on a peg by the door but changes his mind.

5. All Hell break's loose

Just as darkness falls on the town, they will begin to hear screams and yells (they are deep so to hear them, they must be bad). Duilven will come in one last time and toss them the keys. Try to hold out till morning. If you try to leave now you wont make it. Trust me. He then runs out.

An hour later another guard will come back, this time covered in blood and gore. His eyes are wide and and he seems a little out of it. He starts looking for the Keys on the peg. He will then ask ' where are the keys?" but his voice will be strained.

A voice will sound behind them. "Be Careful, I do not think he means you well." The Goblin that has been asleep in the third cell is now awake. He looks ancient. Gray wispy hairs on his head. Very Yoda looking like.

At this the guards mouth will open wide and two vampire like incisors will jut out and he'll lung at the cells, ramming them with his body over and over again trying to get to them.

I expect the PC's to fight this guy. He is one of the infected that has vampire like traits but is not an actual vampire. If they defeat him quickly enough he will be the only one. If they make a lot of noise (Thunderwave, For example) I'll

have 2 or 3 more show up. The Yoda-Goblin guy will try to get them to not kill him, if they end up killing him, he'll say "such a pity, but you had no other way." Or some such.

He will then explain that if they want out of the city, he can take them. And if they are willing he can help them aid this city.

He will produce a lantern with a red glowing ball (not really a flame - looks more like a glob of molten lava) in it that casts a red light. "Stay within the light and no harm will befall you. Leave it and face the dangers of Kalamot).

If the PC's do as he asks, he'll lead them out the far side of the city (opposite of the way they came). Along the way they will see skeletons rising, zombies lurching, werewolves howling and vampire's vampire'ing throughout the city. They will catch a glimpse of Falimon, now with Silver fangs (removed from his necklace). He is a true vampire and will 'notice' them. Yoda/goblin will bring them to a halt as Falimon sniffs around and heads toward them. Yoda will reveal a powder from his cloak and 'puff' it into the air. Falimon will recoil and they will move on.

Once they are out of the city, he will take them to a small boat that is docked. He gives them general directions. (Need to re-read the exploration rules). There is a temple in a grove that for too long has fallen under the powers of dark forces. Within in are two treasures of great value. The celestial flare can subdue the curse on this city, long enough for you to retrieve the wizard's ball. Bring it back to me and I will see that it is used properly. After that you will have till the turn of the next new Moon (22 days) before it's power will fail. Return the Wizard's glass by then and you will have saved many souls.

The other treasures are yours to find and keep as you wish, but the Flare is what we need. Go and quickly.

The PC's will travel by boat through the swamp, following the Yoda/Goblin's

directions. Use exploration rules to see if they spot the ambush. If not, two Yuan-ti in tree's will fire down on them. If they kill them both, then they can approach the temple with them unaware. If one of them gets away then the temple will be on alert.

** Use this encounter to gauge the power of the Yuan-ti. Based on their Next stats I think they may be too powerful for the way I have the temple worked out. May have to nerf them a bit to make this a difficult but not impossible situation.**

However, they approach, they will see that the temple looks like a long-hall of white stone blocks. The area around the temple is green and alive (compared to the grey dreary swamp) and there even appears to be diffuse sunlight bathing the area with no real discernible source.

There will be two more Yuan-Ti outside of the temple. If they have been alerted, then there will be 3 (the extra one on the roof). If just two, they will be lounging in the sunlight, one curled up on the entryway of the temple and another curled up around a post.

This is the first of two dungeon environments I have planned for this adventure. This one is a temple that was taken over by Yuan-ti. There will be a fairly normal first level and a more complex lower level. The Yuan-ti have not discovered all its secrets.

ATTACH DUNGEON LINK HERE:

If the PC's survive (and I expect them too) I'll have them level up.

Now they 'should' head back to Kalamot. They will find Goblin/Yoda outside waiting on them.

He will take the Celestial Flare and tell them, the Thief must have been

heading to Riley. He will give them directions to that town and wish them well. His final words, a reminder. You have till the turn of the new moon to return the Wizard's ball.

Use Exploration rules again for trip. Might even roll random encounters. Haven't done that in a while.

Eventually, they will make their way to Riley. It's a mid sized town near a river. A Trade-hub with sky ships. Due to foul weather (storms - go back and add that in earlier) no ship has left dock for 3 days. The next one is scheduled to depart tomorrow morning.

This gives the PC's time to do some shopping and or resting. They can try to find the Thief before hand, but other than a few 'miracles' nothing will lead them to her.

They can buy their way onto the ship for 50 Gp each (100 gp if they want their own room) or can be 'hired on' in exchange for room and board (this would give Nick a chance to shine. And work in the plot. The other entertainer on ship is a slight female acrobat. She performs amazing acrobatics (just like a cat burglar would be able to do, HMMM.....)

If they put two and two together or not, I expect them to be searching for the thief. Evan's Ball will be 'pinging' them closer and closer. Once they get to her, her two body guards will fight with her. As that battle is happening. The ship will lurch violently - SKY PIRATES attack.

She will take this opportunity to run and scramble out of a port hole/window and start scurrying up the side of the ship. Outside a smallish pirate ship (flying) and several flying 'skiff's' are attacking the ship

SKY FIGHT

During the fight the thief will jump on one of the skiff's Black Widow style and fly off. The Pc's can try to catch her, but will be stopped by the Pirates.

The air ship will crash. If the Pc's are on it, they will need to be lead out. If they got off of it, then they will need to hire a guide back into the woods to chase after the thief

They will have an Elvish volunteer. He will actually lead them the wrong way for several days. Once they become suspicious, he will run off and then come back the next day/night with a wolf ambush (I might move this till after the big bad, as a true surprise).

Eventually they will get to the second dungeon. This one an abandoned castle/fort. Few monsters, more traps. Magical traps.

Inside they will track down the thief. Who is attempting to open a portal using a magical scroll. They can disrupt the spell and fight her. Easy fight. After she drops she will be re-born as an abomination thing and fight again. Much harder.

After the second time she drops for good. They have the ball and the scroll that opens the portal. Information there will indicate the thief is just one of many of a league of thieves. (This can be a hook for Dustin's character to follow)

Treasures: The wizard's ball that they need to return (or even could keep it!)

A magical lute that gives a bonus to perform

A Dwarven recipe for ale