

DOUBLEDUCKS WAS HERE

NOTICE BOARDS

50 TOWN & CITY QUEST SEEDS

Please proceed with caution when using these quest seeds in your campaign. Players might enjoy them to such an extent that an addiction follows. For risks and side effects ask your cleric or druid.

I'M LOOKING FOR SOMEONE TO
WATER MY FLESH-EATING PLANTS.
THERE ARE A FEW THINGS YOU
SHOULD KNOW

Have you seen my pet?
Bring it to Melvin!



Louise Rayner

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Version: 2.0

NOTICE BOARDS

50 QUEST SEEDS FOR TOWNS & CITIES

This collection of quest seeds covers a wide variety of themes, and most require a town or city as setting. A few quests may lead the characters outside of the settlement, but they remain in the vicinity. Some quest seeds may only shine when the characters stay in the city for a longer time, to witness the fallout of their decisions or inaction. Don't be discouraged when the characters' investigations come to nothing, and they are forced to abandon a quest. Each notice board offers several quests for them to tackle, and it is unlikely that an entire notice board can be cleared in one session.

The notice boards are organized in tiers and themes. The quests cover Tier 1 and 2, meaning levels 1 to 8.

Some quests may need you to balance encounters on the fly, or better yet, prepare all possible fights in advance before handing a print out to the players. This product also includes the individual notes, enabling you to curate your own set of quests. You might prefer a wide variety of themes, whereas the prepared boards usually fit one or two themes.

To run these quests, you ideally need a copy of the *Player's Handbook* (PH), the *Dungeon Master's Guide* (DMG), the *Monster Manual* (MM), *Volo's Guide to Monsters* (VGTM), and *Mordenkainen's Tome of Foes* (MTOF). Feel free to alter the quests any way you see fit, however. With a bit of elbow grease, it would be easy to make all quests work with monsters and NPCs covered in the System Reference Document.



NOTICE BOARD

NUMBER ONE



~WHOEVER IT MAY CONCERN~

May the tenant of room 13 of the Wild Boar Chaser Inn please be so kind as to return to said inn, pay the outstanding rent, and remove the summoned creature from hell? We run an honest business and quite frankly, this horrid creature scares away paying customers with its constant wailing and gibbering. Relevant information concerning the missing guest who goes by the name of Doubleducks will be rewarded.

Dusly signed, Ferdinand Fassbender

PS: Whoever manages to rid the inn of that deranged creature may keep the contents of the room and chest.

SO, A FEW DAYS AGO I WAS OUT WITH THE BOYS, YOU KNOW, AND I TOOK MY DA'S FINEST SPRING-LOADED CLOCK WITH THE SECRET COMPARTMENT WITH ME. I SHOULDN'T HAVE WRITTEN THAT. OH WELL. I'VE LOST IT, YOU SEE? MY DA' WILL BEAT ME SENSELESS WHEN HE FINDS OUT! FIRST, WE WENT TO THE NAUGHTY NYMPH, THEN TO THE TWO PIGS - ONE TROUGH, AND THEN WE GAMBLLED IN THE FOXHOLE TILL THE SUN CAME UP IN THE MORNING. PLEASE HAVE A LOOK AROUND, AND IF YOU FIND THE CLOCK BRING IT TO ALVIN. YOU KNOW, THE LORD MAYOR'S SON.

Money Troubles?

We are the Sanguine Brotherhood, a noble, healers' guild who helps the sick and wounded. Most of the poor souls in our care need blood to survive, very much so. If you are willing to donate your life-saving blood, visit the guildhalls. Find your way to the wine cellars, pull the bottle labeled Sylvian Red from the shelf, and follow the secret corridor.

We eagerly await your arrival.

Pit Fights!

Gromm's Roughhouse needs more fighters. We need strong fighters, big fighters, small fighters, fast fighters, big fighters, stinky fighters, dirty fighters, did I mention big fighters? All kinds of fighters. If you cannot fight, you can bet on the fights.

Come to Gromm's Roughhouse to fight or bet on fights.



Missing Pantaloons!

The pantaloons of our dear Lord Mayor Ufftenstein are still missing. May the responsible party please come forward and return said pantaloons to their rightful owner? We have installed an unguarded, specially marked box for this purpose. On this matter, you have my word. It was fun while it lasted, but now we all had a good laugh and want to carry on with our lives. The city guard has more pressing matters to attend to than some missing trousers.

Whoever is interested in helping in this matter, please report to Zerkon Gloin, Captain of the Guard.

At ease.

Good. Now copy this and post it everywhere in town. Why are you still writing? Cease it!



NOTICE BOARD NO. 1 — TIER 1

This notice board is suitable for characters of level 1-4. The themes are generally light-hearted and tongue in cheek. The notice board could appear in a medium or large town with no special requisites.

Missing Pantaloons!

The pantaloons of our dear Lord Mayor Ufftenstein are still missing. May the responsible party please come forward and return said pantaloons to their rightful owner? We have installed an unguarded, specially marked box for this purpose. On this matter, you have my word. It was fun while it lasted, but now we all had a good laugh and want to carry on with our lives. The city guard has more pressing matters to attend to than some missing trousers.

Whoever is interested in helping in this matter, please report to Zerkon Gloin, Captain of the Guard.

At ease.

Good. Now copy this and post it everywhere in town. Why are you still writing? Cease it!

The pantaloons were not stolen. Lord Mayor Ufftenstein forgot them in the home of Duchess Livingstone. The servants put the trousers in Duke Livingstone's cabinet after they were washed. Zerkon Gloin sends the characters on a wild goose chase around town should they volunteer to help. He advises them to check the Hole, a known thieves' den and the home of Glimmershanks (N female gnome **spy** MM 349), who is a notorious pilferer.

While Glimmer-Shanks is not responsible for the alleged theft, she has certain suspicions concerning the location of said garments. She offers to sell the characters the name of Lord Mayor Ufftenstein's love interest for a measly 100 gp. Alternatively, the characters can press the information from Glimmershanks by succeeding on a **DC 18 Charisma (Intimidation) check**. The latter does not sit well with the gnome, and she will try to get her revenge at some point in the future. The characters receive 500 gp from Zerkon Gloin if they somehow retrieve the pantaloons and promise to keep quiet about the matter.

Whoever It May Concern!

May the tenant of room 13 of the Wild Boar Chaser Inn please be so kind as to return to said inn, pay the outstanding rent, and remove the summoned creature from hell? We run an honest business and quite frankly, this horrid creature scares away paying customers with its constant wailing and gibbering. Relevant information concerning the missing guest who goes by the name of Doubleducks will be rewarded.

Duly signed, Ferdinand Fassbender

PS: Whoever manages to rid the inn of that deranged creature may keep the contents of the room and chest.

The **spectator** (MM 30) in room 13 was summoned by a slightly crazy gnomish wizard named Doubleducks. The mage simply forgot about the whole matter and left the town a long time ago. There's no chance for Doubleducks to return, so Ferdinand's only hopes are the characters or other brave adventurers.

The spectator's name is Striixits and has been a frequent victim of Doubleducks. The gnome summoned Striixits before and ordered it to guard a random tree in the woods. A lightning bolt struck the tree, splitting it down the middle, and as the innocent oak was destroyed, so was the contract. Striixits was freed and filled with a burning hate for Doubleducks.

The characters can easily convince Striixits to disregard their intrusion and plundering of the chest with a successful **DC 10 Charisma (Persuasion) check**. However, for his feigned negligence Striixits demands that the characters enter a pact with him: should Doubleducks ever dare to summon Striixits again, the spectator will summon the characters to his side to stand with him against the mad gnome. Should the characters agree, Striixits summons an **erinyes** (MM 73) called Lady Luck who is a close friend of his. She sets up a contract as agreed upon by the parties and promises to enforce it. The chest contains a *portable hole* (DMG 185).

Missing Clock!

So, a few days ago I was out with the boys, you know, and I took my da's finest spring-loaded clock with the secret compartment with me. I shouldn't have written that. Oh well. I've lost it, you see? My da' will beat me senseless when he finds out! First, we went to the Naughty Nymph, then to the Two Pigs - One Trough, and then we gambled in the Foxhole till the sun came up in the morning. Please have a look around, and if you find the clock bring it to Alvin. You know, the lord mayor's son.

The clock was stolen by Glimmershanks (N female gnome **spy** MM 349) herself. A cousin of hers constructed the clock and was never paid by the Lord Mayor. When Glimmershanks noticed it on Alvin's wrist, she took the chance and reclaimed it. A waitress in the Foxhole witnessed the whole thing and tells the characters about it if they succeed on a **DC 15 Charisma (Persuasion) check** and offer her at least 10 gp for the information.

If the characters confront Glimmershanks, she denies everything, including stealing the clock—it was no theft. The characters can find the clock in Glimmershanks' office in the Hole. It is locked in a drawer of her desk and a character must succeed on a **DC 20 Dexterity check using thieves' tools** to open the lock. The lock features a poison needle trap (DMG 123), and Glimmershanks carries the only key with her at all times. Inside the drawer, the characters also find five 5-pound gold trade bars worth 50 gp each. A character with a **passive Wisdom (Perception) of 15 or higher** who handles the trade bars realizes, that they are much too light and likely contain some other worthless metal.

Money Troubles?

We are the Sanguine Brotherhood, a noble, healers' guild who helps the sick and wounded. Most of the poor souls in our care need blood to survive, very much so. If you are willing to donate your life-saving blood, visit the guildhalls. Find your way to the wine cellars, pull the bottle labeled Sylvian Red from the shelf, and follow the secret corridor. We eagerly await your arrival.

Obviously, the guild is made up of **vampires** (MM 297) and **vampire spawns** (MM 298). However, the vampires are peaceful and only drink blood which is freely donated. They pay 25 gp for a donation. In their free time, they are great viticulturists and offer every donor a sip of their famous beverages. They caution everyone to be careful with the drinks after having lost so much blood!

While the characters enjoy their stay, the guild leader Konstantin von Lohenstein inquires if they could run an errand for him. A crate of wine needs to be delivered to the representative of the Most Solemn Order of the Silent Shroud in town before the sun sets. Jan Jun, who should normally report the undead's activities to his order, turns a blind eye in exchange for a constant supply of the exquisite wine the Sanguine Brotherhood supplies.

Pit Fights!

Gromm's Roughhouse needs more fighters. We need strong fighters, big fighters, small fighters, fast fighters, big fighters, stinky fighters, dirty fighters, did I mention big fighters? All kinds of fighters. If you cannot fight, you can bet on the fights.

Come to Gromm's Roughhouse to fight or bet on fights.

Gromm organizes some great fights in his pit. If the characters want to participate, they must face the following contenders in this order, where the number of enemies equals the number of participating characters: **commoners** (MM 345), **bandits** (MM 343), **thugs** (MM 350), and **spies** (MM 349). The characters may take a short rest between each fight. Beating the commoners nets the characters nothing, a victory against the bandits 1 gp, against the thugs 10 gp, and against the spies 100 gp.

Should the characters prevail, they must face Gromm (N male half-orc **gladiator** MM 346) himself without a prior rest after defeating the spies. If the characters manage to beat Gromm, a picture of them will be fixed on the wall right above the entrance to the toilet. Additionally, they receive Gromm's old *adamantine breastplate* (DMG 150).



NOTICE BOARD

NUMBER TWO



I have planted several bombs in this city. You do not believe me, do you? The funny thing about bombs is that they explode whether you believe in them or not. Bombs work fine without magic or divine help. It does not matter if you are too stupid to be accepted into the mages guild or too unstable to become a cleric of Torry. Many people will burn. Especially those who have wronged me. They will rue the day they sent me away. It was easy to find enough powder for the bombs—I stole it from the barracks. To build the fuses, I only needed several dozen candles. It was so easy; a child could do it. If you want to find the bombs, we can play a game. Just follow these clues, and you can prevent the carnation. The first hint is...

Join the Militia!

Last night, the Slasher struck again. The lovely Betty Fairweather was murdered in cold blood and the body was marked with the sign of the Slasher. Poor Betty is now the seventh victim. We need your help to stop this murderer! Talk to Bronner Trent about joining the militia or petition the captain of the guard Irving Uller to get his act together and start a real investigation!

— Militia Captain Bronner Trent



Please don't eat at Leif's Tavern. The meat tastes very strange. I've talked to all the traders in town—Leif never shops for meats anywhere. I've watched his place for days. There were no deliveries. And he fed dozens of people during this time. Please, if someone could look into this, you would be doing the right thing. I'm too afraid, and the city watch thinks I'm crazy. I'm afraid for my life, so I won't disclose my name. If you find out anything, post it here. I will check the board from time to time. Good luck and be careful!

There's no time to explain. Take the envelope and bring it to Chaugin Wanton in the barracks!

Do not open it under any circumstances!



Seeking Mercenaries for a Slaughter!
My poor Joseph did not return from his recent business trip. According to his best friend and partner, he was killed by a band of roving gnolls. Knowing these vile beasts, they will have eaten my dear husband. So, I seek mercenaries to seek out these gnolls. Kill them all. Kill their whole tribe, the children, and the elderly. Then cut them open. Find the ring of my dear husband and return it to me. The payment for this deed will be more than generous. Visit me in the residence of the Karoling family.

— Vanessa Karoling



NOTICE BOARD NO. 2 – TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in a small to medium-sized city. Most quest seeds have an investigatory portion, where the characters can collect evidence and uncover plots. The themes are quite dark and morbid.

Seeking Mercenaries for a Slaughter!

My poor Joseph did not return from his recent business trip. According to his best friend and partner, he was killed by a band of roving gnolls. Knowing these vile beasts, they will have eaten my dear husband. So, I seek mercenaries to seek out these gnolls. Kill them all. Kill their whole tribe, the children, and the elderly. Then cut them open. Find the ring of my dear husband and return it to me. The payment for this deed will be more than generous. Visit me in the residence of the Karoling family.

– Vanessa Karoling

Joseph Karoling was indeed killed and eaten by the tribe of **gnolls** (MM 163). However, his best friend and partner William Rossfuss sent him into the lair of the gnolls deliberately. He devised a crude ransom note which said that Vanessa is held in a cave and that the abductees wait for Joseph's arrival with the ransom of 500 gp. Joseph followed the instructions and was subsequently killed and eaten.

William is madly in love with Joseph's widow and plans to make advances after the appropriate time has passed. Characters with a **passive Wisdom (Insight) of 15 or higher** who question William notice something off about his explanation of the gnoll attack. The story doesn't add up, and he contradicts himself often.

The ring can be found in the lair of the gnolls in a refuse pile. Choose an appropriate number of gnolls to challenge the characters, but a minimum of 5. The ransom of 500 gp is also scattered about the cave since the gnolls have no use for gold. The characters need several hours to collect most of the nibbled coins.

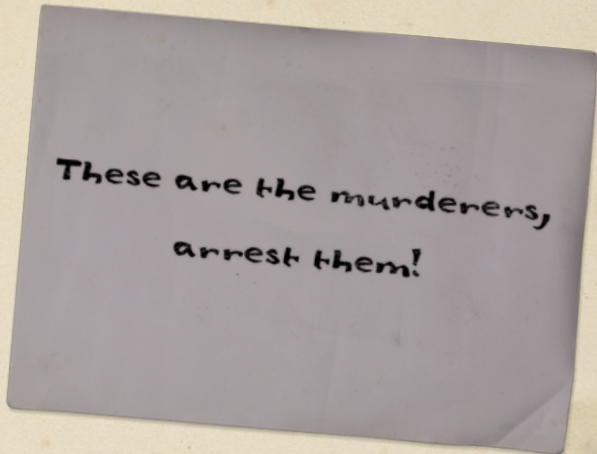
Framed!

There's no time to explain. Take the envelope and bring it to Chaugin Wanton in the barracks! Do not open it under any circumstances!

The markings on the envelope have no meaning and are placed there to lead anyone investigating them on a wild goose chase. Members of the underworld recognize the symbols and muck around with everybody asking about them. The envelope contains a simple note which says: "These are the murderers, arrest them!"

Chaugin Wanton (NE male human **veteran** MM 350) is a corrupt lieutenant of the town guard who is constantly drunk and too lazy to do his job. He used his contacts in the underworld to find him some stooges he could frame for the latest murder he was unable to solve. Chaugin can be found in his office in the barracks. When the characters hand him the envelope, he asks them to follow him. Chaugin leads them to the mess hall where he orders a dozen guards to arrest the characters.

Oswald Kent (LG male halfling **veteran** MM 350) approaches the characters in their cell, assuming the characters were arrested as planned. He is Chaugin's sworn enemy and smells something fishy about the arrest. After listening to the characters' version of the occurrence, he bails them out. Oswald says that the characters should either leave town immediately or help him find out the truth about Chaugin and his connection to the underworld. Enough evidence can be uncovered in Chaugin's home, but the investigation may lead the characters and Oswald deeper, at your discretion.



These are the murderers,
arrest them!

Warning!

Please don't eat at Leif's Tavern. The meat tastes very strange. I've talked to all the traders in town—Leif never shops for meats anywhere. I've watched his place for days. There were no deliveries. And he fed dozens of people during this time. Please, if someone could look into this, you would be doing the right thing. I'm too afraid, and the city watch thinks I'm crazy. I'm afraid for my life, so I won't disclose my name. If you find out anything, post it here. I will check the board from time to time. Good luck and be careful!

Leif doesn't need to buy any meat because he holds a **troll** (MM 291) in the large cellar beneath his tavern. He just cuts the meat he needs from the troll and waits until it has regenerated the body part. If the characters visit Leif's Tavern, a character with a **passive Wisdom (Perception) of 16 or higher** hears the muffled screams of a beast originating from the floor. Additionally, the character feels the tremors which the troll creates by pounding against the walls and bars of its prison.

Should the characters confront Leif about the meat directly, he says that he is going to let them in on a secret. He doesn't use meat at all, he claims. Instead, he uses a plant-based mush to cut costs. A character with **passive Wisdom (Insight) of 15 or higher** can tell that Leif is lying.

Finding the Troll. The cellar door is locked. To unlock the door, a character must succeed on a **DC 15 Dexterity check using thieves' tools** or use the key which Leif carries around his neck. The door of the cell itself is secured with a simple latch. The troll is shackled to the walls, and the shackles are forged to his arms and legs. A character who uses a weapon or similar tool can destroy the shackles by succeeding on a **DC 18 Strength check**.

Leif's Plea. When the characters uncover Leif's secret and he learns about it, he begs the characters to keep quiet. He will do anything the characters demand of him to keep the matter secret, as long as it doesn't put him out of business.

Join the Militia!

Last night, the Slasher struck again. The lovely Betty Fairweather was murdered in cold blood and the body was marked with the sign of the Slasher. Poor Betty is now the seventh victim. We need your help to stop this murderer! Talk to Bronner Trent about joining the militia or petition the captain of the guard Irving Uller to get his act together and start a real investigation!

– Militia Captain Bronner Trent

The Slasher is Bronner Trent (CE male human **veteran** MM 350) himself, and he created the neighborhood militia to throw everybody off his trail. His calling sign is a large letter "S" carved into his victims. His only reason for these murders is he enjoys the sensation of taking a life.

When the characters visit Trent, he tells the characters that he is sure that a wealthy noble named Ulrich of Avir is the culprit, but he can't prove it. Trent sends the characters on a suicide mission into Ulrich's manor, to uncover incriminating evidence. Characters with a **passive Wisdom (Insight) of 15 or higher** notice that something is off about Bronner's behavior, but they can't put their finger on it.

If the characters ask around the city, they quickly learn that Ulrich of Avir wasn't in town when the recent murder occurred. A character who succeeds on a **DC 12 Charisma check** also hears the following rumor: There were two break-ins in Ulrich's manor during the recent weeks, in both cases an adventuring party. Most of the trespassers were killed by Ulrich's uncompromising guards. Only one barely survived who is treated in the local temple of Lathander. The survivor is comatose, but a character who succeeds on a **DC 15 Intelligence (Medicine) check** manages to bring him back for a few minutes. Kenny, the survivor, tells the characters that Bronner sent him and his friends to Ulrich of Avir's mansion to uncover evidence.

When the characters confront Bronner, he attempts to flee.



Harvey Lem the Terrorist

I have planted several bombs in this city. You do not believe me, do you? The funny thing about bombs is that they explode whether you believe in them or not. Bombs work fine without magic or divine help. It does not matter if you are too stupid to be accepted into the mages guild or too unstable to become a cleric of Torm. Many people will burn. Especially those who have wronged me. They will rue the day they sent me away. It was easy to find enough powder for the bombs—I stole it from the barracks. To build the fuses, I only needed several dozen candles. It was so easy; a child could do it. If you want to find the bombs, we can play a game. Just follow these steps, and you can prevent the conflagration. The first hint is hidden in the...

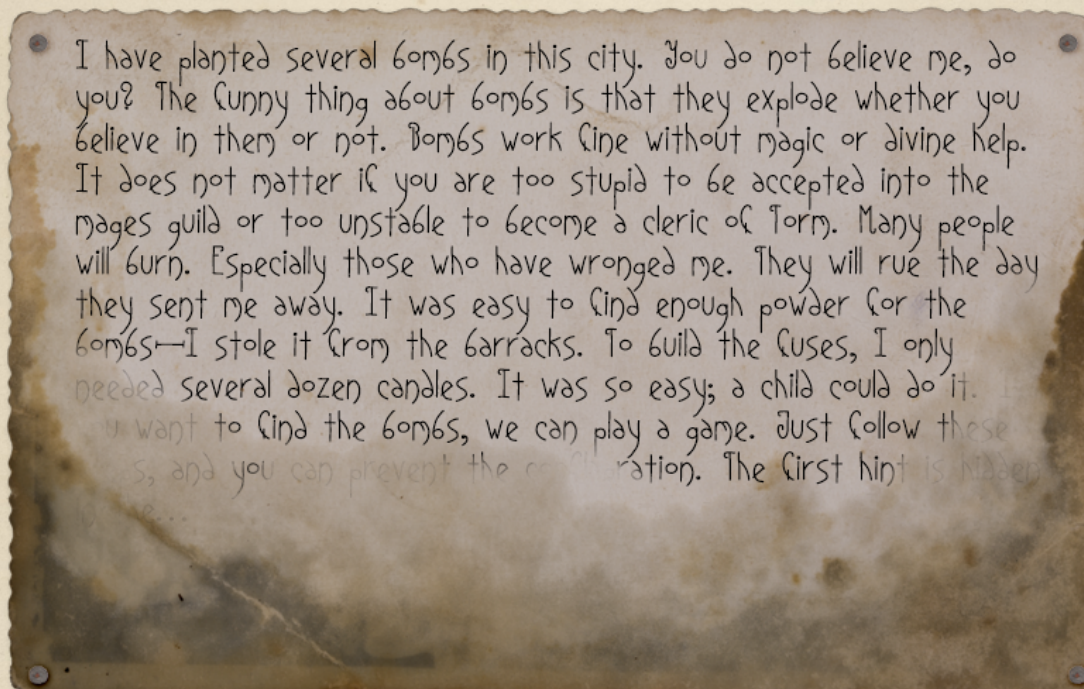
The threat is real, and the responsible evildoer is a man named Harvey Lem (CE male human **commoner** MM 345). With the sentences about the hints erased, the characters only have a few clues to go on.

Guilds & Temples. By cross-referencing the ledgers of the mages' guild and all the temples in the city, they may manage to isolate a handful of people. To gain access to the files, a successful **DC 15 Charisma (Persuasion) check** is necessary.

A character with an Intelligence score of 14 easily finds the connection; other characters must succeed on a **DC 14 Intelligence check**. The name they find is Harvey Lem, and luckily, an address is listed.

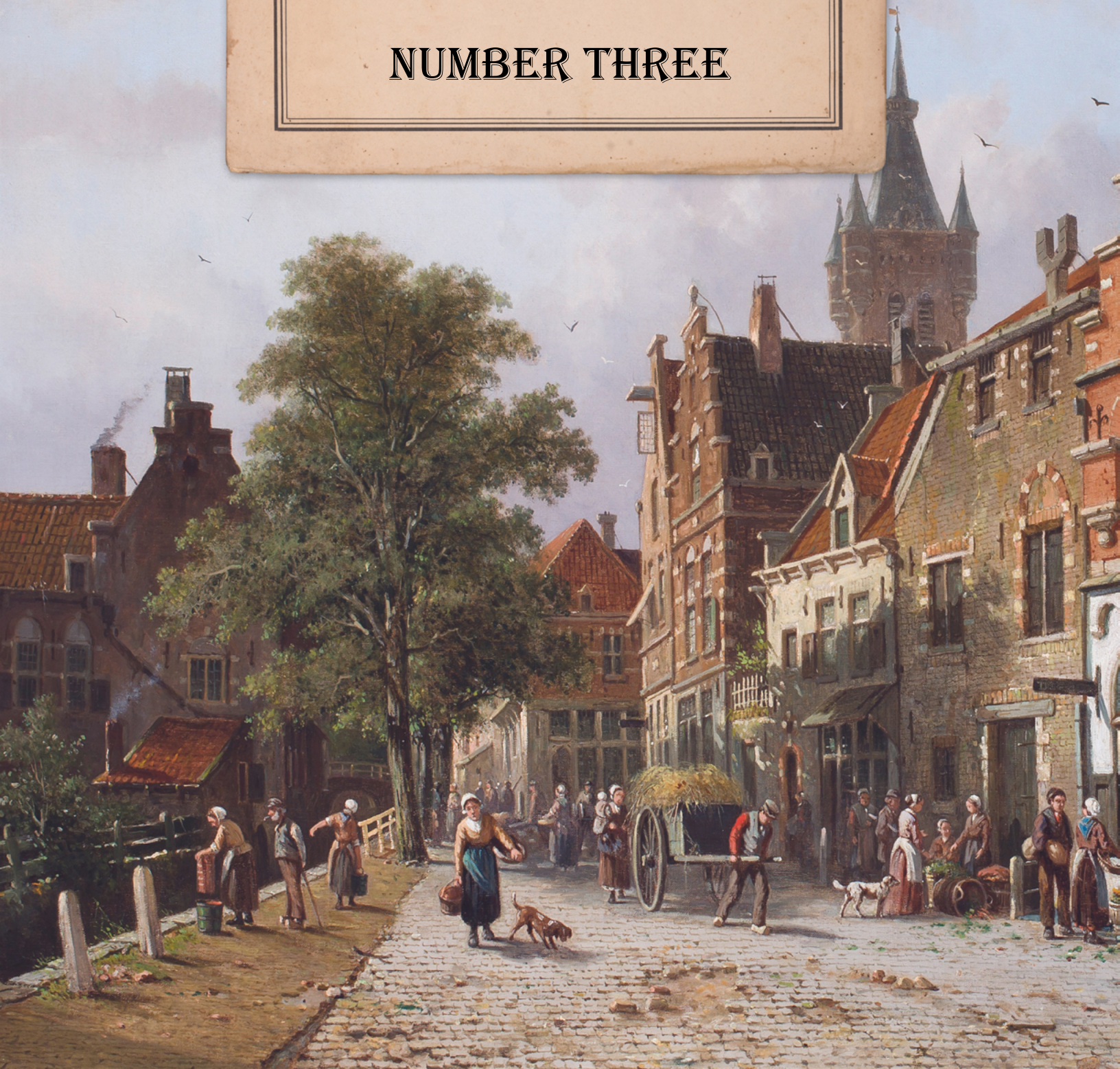
The Candles. The characters can question the local candlemakers if they know about someone who purchased an unusual number of wicks in the recent past. One of the candlemakers is Harvey's aunt who goes by the name of Milli Lem. When the characters ask about this topic, she realizes that the characters are talking about Harvey, who asked for several meters of wick the previous week. Milli tries to protect her kin unless the characters succeed on a **DC 10 Charisma (Persuasion) check**. The characters have advantage if they show her the note about the bombs. Milli takes the characters to Lem in case they succeed.

The Culprit. The characters finally find Lem dead inside his abode. If the characters search the room, they quickly find a plan that marks the bombs' locations, of which there are three. The detonation of the bombs can easily be prevented by removing the fuse. A character manages to properly disarm a bomb by succeeding on a **DC 10 Dexterity check using thieves' tools**. Should the characters fail or ignore the note for more than 24 hours, a delay mechanism triggers the bombs which destroy large parts of the city. The delay mechanism is a pig's bladder which separates the explosive compounds and is slowly disintegrated by acid.



NOTICE BOARD

NUMBER THREE





Attention!

The most esteemed Silverbeard Mages' Guild is in sudden need of a courier who can deliver a package quickly and discreetly. The package is destined for a temple of Chauntea in a hamlet to the east. Payment and insurance are guaranteed. Ask for the Silverbeard in the local guildhall.

hello!

This is the first time I have to use this strange board, but circumstances demand it. My name is Mirabell Yun, and I'm a local tailor. Yesterday, I was working on a beautiful wedding dress. When I looked away for one second, the mannequin ran away while still wearing the dress.

If you are the type of person who can solve these kinds of mysteries, please, by the gods, help me. You can find me in my shop during the day, and during the night in my abode directly above it.



Thanks in advance! - Mirabell



PIES! PIES! PIES!
If you like pies as much as I do, then visit our annual pie eating contest. This year's pies will be sponsored by Mom's Baking Powder. Baking powder like your ma' used in the good old days! Visit the Prancing Pony Inn for further information and to register for the contest.

ps: Last year's champion Trommel Fatbelly with 24 pies consumed will be defending his title!

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D+CTZII7D9ZID+7X
CX7J0+XJL7CTXJL0
7ZVZL7ZVXJL0+7SII
7D4GCT77IIC+0G7+4
XGZ9GI0JL7EX9TAC

If you can read this, please make yourself known to Uhleg Korn in the local temple of Oghma. I need urgent help in translating a mystic text. The pay is average, but the working conditions are good. Additionally, one never knows which secrets are hidden in these books! The content of this particular one might shock you...

NOTICE BOARD NO. 3 — TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in any large town or city. The missions are mostly humorous and don't involve too much fighting if at all.

Searching for Translators!

If you can read this, please make yourself known to Uhleg Korn in the local temple of Oghma. I need urgent help in translating a mystic text. The pay is average, but the working conditions are good. Additionally, one never knows which secrets are hidden in these books! The content of this particular one might shock you...

The text which is written in the Dwarvish script says: "Congratulations, you aren't a completely useless bum. Instead, you qualify for this job!" Furthermore, the text is actually written in two different languages. Although both use the Dwarvish script, the upper half is written in Giant and the other half in Primordial. Uhleg Korn (LN male dwarf **priest** MM 348) welcomes the characters when they visit him in response to the note since he finally found someone who has the skills to help him. He is truly impressed if a character could read both languages. The book mentioned in the note turns out to be quite boring; the notice was pure bait. As a reward for helping him out for a few hours, he hands the characters 10 gp and a voucher for 50 gp at an alchemist's shop his brother Graston Korn owns.

If the characters treat the Korn brothers decently, they will find them quite helpful and resourceful. Both are luminaries in their respective field and may support the characters in the future. In the evening they meet in a tavern called Requiem for a Dream, where mostly dwarves meet to drink, play games, and reminisce. The brothers invite the characters to join them for a game of dice and some ales if they grow to like them.

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Attention!

The most esteemed Silverbeard Mages' Guild is in sudden need of a courier who can deliver a package quickly and discreetly. The package is destined for a temple of Chauntea in a hamlet to the east. Payment and insurance are guaranteed. Ask for the Silverbeard in the local guildhall.

The Silverbeard (N male human **mage** MM 347) is the title of the guild leader, who explains the task to the characters. They are to deliver a package to Fairview, a hamlet 8 hours by foot to the east of the town. He promises the characters 25 gp in advance and 75 gp on arrival for this task. When the characters ask why none of the mages' guild members can deliver the package, Silverbeard explains that they are stretched thin and all their members are occupied with a large-scale experiment. The 5-pound package is 12 inches by 15 inches and makes no noise when rocked.

The characters share the road with many travelers who are going to and fro between the city and settlements in the countryside. Two hours after the characters hit the road, characters with a Constitution score of 11 or lower feel strange. They hear whispers in the trees, and warnings in the wind. After 4 hours, the colors of the landscape change, and the faces they see change into otherworldly grimaces. After 6 hours, the affected characters must succeed on a **DC 15 Constitution saving throw** or become **frightened** of all living beings. The onset of these symptoms is delayed by 2 hours for characters with a Constitution score of 12 or higher.

Involuntarily, the characters became part of the experiment conducted by the Silverbeard Mages' Guild. The package contains an enchanted wooden orb that is intended to be used as a tranquilizing weapon against insurgents. Three mages, **apprentice wizards** (VGTM 209), disguised as peasants follow the characters and record their observations. Should the characters open the package, the wizards intervene, proclaim that the characters have violated the spirit of the agreement, and attempt to destroy the orb.

Hello There!

This is the first time I have to use this strange board, but circumstances demand it. My name is Mirabell Yun, and I'm a local tailor. Yesterday, I was working on a beautiful wedding dress. When I looked away for one second, the mannequin ran away while still wearing the dress.

If you are the type of person who can solve these kinds of mysteries, please, by the gods, help me. You can find me in my shop during the day, and during the night in my abode directly above it.

Thanks in advance! - Mirabell

In reality, the mannequin was Yolanda (CN female human **illusionist** MM 214) in disguise. Yolanda is the person who ordered the wedding dress in the first place. She used the alter self spell to appear like the mannequin, planning to run off with it once it was complete, but she couldn't bear the needles anymore. Granted, Yolanda's plan to steal the dress wasn't completely thought through, but at least she got away with the dress. Mirabell has Yolanda's temporary address, a room at the Spinning Coin Inn, which she shares with the characters if they inquire about the supposed buyer.

Yolanda plans to hold the wedding ceremony in a little cottage out of town and meanwhile is hiding the dress in a small coffer in her room. If the characters catch her before she leaves, Yolanda pretends to know nothing about the theft. A character with a **passive Wisdom (Insight) of 16 or higher** notices signs that suggest Yolanda is lying. The groom is a half-orc named Uthred and not all that smart, but he is rich and has a lot of stamina. These are qualities Yolanda appreciates.

The Drawing

A barbarian named Eitjynn (CN male human **berserker** MM 344) was turned into a frog by Cassandra (N female tiefling **mage** MM 347) who has access to the *true polymorph* spell. The barbarian made advances Cassandra didn't like, so she wanted to get rid of him. Because Eitjynn, the frog, can't read or write, he left a crude drawing detailing his predicament. He can be found at one of the city's wells, hiding from storks and hungry city folk.

Eitjynn wants to seek out the evil sorceress when he is returned to his normal form. This can be achieved with the *dispel magic* spell. Since Eitjynn has witnessed Cassandra's magic, he asks the characters for help. First, the berserker wants to visit the Rough Diamond Inn, where he first encountered "the nasty witch."

Cassandra is indeed still staying at the Rough Diamond Inn. Eitjynn demands satisfaction and challenges Cassandra to a duel. The characters can calm Eitjynn down and prevent this from happening by succeeding on a **DC 15 Charisma (Persuasion) check**. Cassandra just wants to be left alone and suggests that a *fireball* might sort out this problem once and for all.

Pies! Pies! Pies!

If you like pies as much as I do, then visit our annual pie eating contest. This year's pies will be sponsored by Mom's Baking Powder. Baking powder like your ma' used in the good old days!

Visit the Prancing Pony Inn for further information and to register for the contest.

PS: Last year's champion Trommel Fatbelly with 24 pies consumed will be defending his title!

The pie eating contest goes over rather peaceably. However, it is worthy to note that the last year's champion is actually three persons. The dwarven triplets Hrumsch, Grumsch, and Wilbur hide inside a large coat and switch places when the topmost dwarf has filled his belly. A character with a **passive Wisdom (Perception) of 15 or higher** notices some strange goings on inside the coat.

The other contestants are a **commoner** (MM 345), a **druid** (MM 346), a **knight** (MM 347), and a **gladiator** (MM 346). After 3 rounds of pies, each of the participants must succeed on a **DC 5 Constitution saving throw** or lose the competition in shame. The Constitution saving throw must be repeated after 3 rounds until only one participant is left. The DC is increased by 5 after each passed check. The DC for Trommel Fatbelly is always 5.



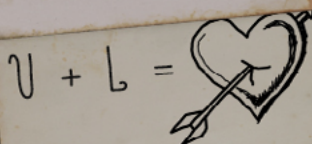
NOTICE BOARD

NUMBER FOUR



THE GIANT FROG RACES ARE BACK!

You won't believe this, but Ford pulled all the strings, greased some gears, and now we have the permit to organize the second GIANT FROG RACE in history! Guys and girls get your saddles ready because this thing is literally going to EXPLODE! The entrance fee is five gold pieces. If you need a giant frog, there is also a deposit of twenty gold pieces for the animal. May the best team prevail! Visit me at the Neck Shot Tavern if you want to sign up. Ask for GULLIN THE GREAT!



WAR!

The traders' guild hereby informs the populace that our city has entered an official state of war. Our economy is under attack by an unknown assailant who floods the markets with cheap goods of shoddy quality. Already, many members of our community were forced to close shop in the face of this crisis. We urge everyone to abstain from buying these goods!

The town officials appear to be impotent and refuse to take action.

Therefore, the traders' guild offers a bounty of 500 gold pieces for the arrest of the culprit. Dead or alive!

For further information seek out Olf the Ugly in the guild quarters.



City Cleaning!

In three days, the city will undergo its yearly street-cleaning. All people are to remain in their homes while the streets are being purged by the gelatinous cubes. Persons who damage the gelatinous cubes during their duty will be severely fined. The gelatinous cubes are city property and neither a toy nor an attraction.

People who are interested in guarding and guiding the gelatinous cubes during the purge, please report to Gihrm Hooler in the city hall.

Thank you for your attention!

Searching Monster Slayers!

We must inform the populace that the old guard tower in the West Ward is off-limits for the foreseeable future. Stay well clear of the area! A feral griffon made the tower its home and has since pestered the local butchers.

Professional monster hunters may report to Captain Fuller who offers a reward for the monster's head. The Captain can be found in city hall.



NOTICE BOARD NO. 4 — TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in any large town or city. The missions are mostly humorous.

The Giant Frog Races Are Back!

You won't believe this, but Ford pulled all the strings, greased some gears, and now we have the permit to organize the second GIANT FROG RACE in history! Guys and girls get your saddles ready because this thing is literally going to EXPLODE! The entrance fee is five gold pieces. If you need a giant frog, there is also a deposit of twenty gold pieces for the animal. May the best team prevail! Visit me at the Neck Shot Tavern if you want to sign up. Ask for GULLIN THE GREAT!

The **giant frog** (MM 325) race starts in two days and goes according to plan if all of the participants succeed on a **DC 8 Wisdom (Animal Handling) check**. Aside from the characters, six **commoners** (MM 345) participate. A character with a **passive Wisdom (Animal Handling) of 14 or higher** notices that the animals of the riders who failed their check might go on a rampage. The mounts of the participants who failed this ability check indeed go wild during the race and attack the bystanders. The rampaging frogs attempt to swallow as many people as possible.

Stage an encounter between the characters and at least one giant frog who swallowed one of the bystanders. If the characters can't prevent the death of the poor soul, the Giant Frog Races will be forbidden forever more.

Should the race go according to plan, the winner receives 100 gp as a prize. In the event of an incident, there will be no prize because of the damages and fines.

Searching Monster Slayers!

We must inform the populace that the old guard tower in the West Ward is off-limits for the foreseeable future. Stay well clear of the area! A feral griffon made the tower its home and has since pestered the local butchers. Professional monster hunters may report to Captain Fuller who offers a reward for the monster's head. The Captain can be found in city hall.

The guards unsuccessfully attempted to rid the city of the griffon, but it's too smart and cautious for them. Short of burning the entire district down, the guard tried everything. When the characters visit Captain Fuller, he tells them about the reward of 500 gp for the beast's head and hands them the key to the tower. He adds that the beast hasn't killed a single soul for now and he hopes to keep it that way.

A big padlock prevents the populace from entering the old guard tower. A character can open the door with the proper key or by succeeding on a **DC 12 Dexterity check using thieves' tools**. A spiral staircase leads up to the tower's top where the griffon lives.

Living with the **griffon** (MM 174) is its owner Mil (LN male fey **sprite** MM 283). Mil considers himself a knight and welcomes the characters with the following words: "*Welcome! Finally, someone to accept my challenge. Who of you is brave enough to duel me and my trusted mount?*"

The characters can rid the city of the wanna-be knight by pointing out that he bothers the populace and succeeding on a **DC 16 Charisma (Persuasion) check** or by defeating him in combat. Should one of the characters be brave and skilled enough to overcome Mel and the griffon alone, Mel hands the character his *vicious longsword* (DMG 209) and leaves. It is a magic weapon that changes its size from a small dagger to a proper sword once the character attunes to it.





City Cleaning!

In three days, the city will undergo its yearly street-cleaning. All people are to remain in their homes while the streets are being purged by the gelatinous cubes. Persons who damage the gelatinous cubes during their duty will be severely fined. The gelatinous cubes are city property and neither a toy nor an attraction.

People who are interested in guarding and guiding the gelatinous cubes during the purge, please report to Gihrm Hooler in the city hall.

Thank you for your attention!

The characters' job will either be to guard the **gelatinous cubes** (MM 242) on the street or steer them from the top of the cubes. To be able to steer a gelatinous cube the character has to mount it with the help of a special saddle constructed for this purpose. A character must succeed on a **DC 10 Wisdom (Animal Handling) check** to be able to control a gelatinous cube.

During their guard duty, at least eight rapsallions (**bandits** MM 343) ambush the characters. They try to board the gelatinous cubes from the second story of houses the characters pass, attacking from both sides. Some of them also use large poles to vault them into the air and on top of the gelatinous cubes.

Forced Labor — War!

The traders' guild hereby informs the populace that our city has entered an official state of war. Our economy is under attack by an unknown assailant who floods the markets with cheap goods of shoddy quality. Already, many members of our community were forced to close shop in the face of this crisis. We urge everyone to abstain from buying these goods!

The town officials appear to be impotent and refuse to take action.

Therefore, the traders' guild offers a bounty of 500 gold pieces for the arrest of the culprit. Dead or alive!

For further information seek out Olf the Ugly in the guild quarters.

Summary

A town is swamped with shoddy trade goods like pots, axes, swords, razors, and forks. The goods are practically given away for free, destroying the business of every law-abiding vendor. The town council banned the import of these wares to no avail. Piles of unsold trade goods can be found outside the town's walls.

The culprit is a gnome who goes by the name of Lord Juzibell. Using a strange bone wand, he raises dozens of skeletal slave workers which tirelessly mine metal and produce more trade goods.

Part 1. Finding the Source of the Goods

Every other day, a hunchbacked man named Kolvin arrives with his cart and waits at the town limits to see if anyone comes to buy his wares. If not, he empties his cart in front of the town walls and leads his team of oxen away. He is accompanied by two hooded **skeletons** (MM 272).

Kolvin is rather dumb and openly talks about his employer. Should the characters ask him about the goings on, he claims his boss Lord Juzibell is a wise and generous man who operates an iron mine not far from town. Kolvin leads the characters to the mine if they are interested in meeting Juzibell.

The characters can see black smoke clouding the sky long before they arrive at the site. The entrance is guarded by two **skeletons** (MM 272). They are not aggressive and let the characters pass.

A note is attached to the skull of one of the skeletons: *"These are private grounds. Please do not disturb the workers, and vacate the area immediately."*

As long as the characters remain peaceful, they will not be harmed by any of the skeletons inside or outside of the iron mine.

Part 2. Inside Juzibell's Mine

The mine buzzes with activity. Skeletons mine ore and deliver it to the large furnaces. Some furnaces are located outside and some within the mine.

Area 1. Side Tunnel

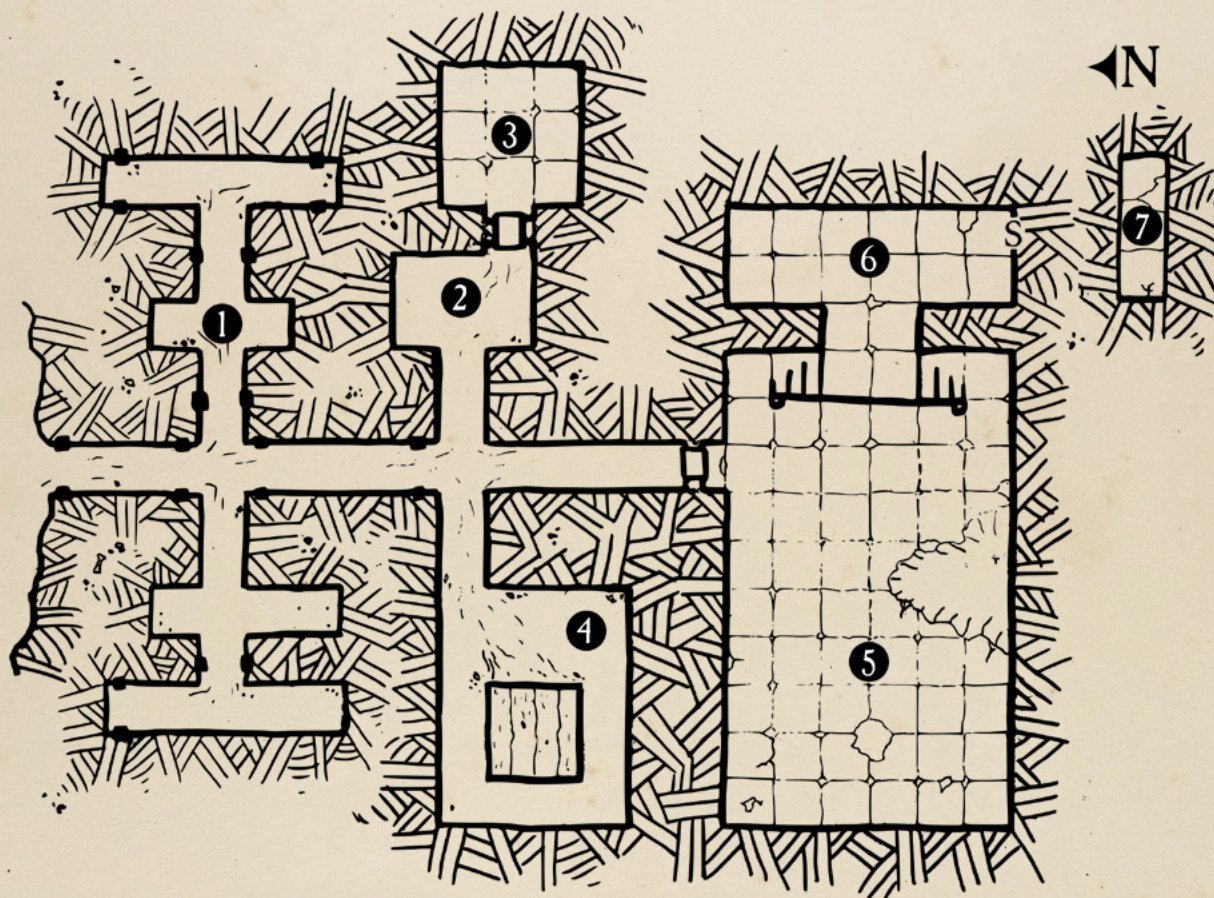
Twelve **skeletons** (MM 272) are jammed in a futile attempt to walk past each other. They can go neither forward nor backward. If the characters untangle the skeletons, a character with a **passive Wisdom (Perception) of 14 or higher** notices a skeleton wearing a ring. It is a *ring of warmth* (DMG 193).

Area 2. Warehouse

High shelves line the walls inside the warehouse. The shoddy household items and low-quality weapons are destined to be traded off in the near future.

Area 3. Old Munition Room

This room contains digging implements and other supplies. However, the door is locked and trapped. The door can be unlocked with a successful **DC 10 Dexterity check using thieves' tools**.



The skull trap installed on the ceiling above the door can be spotted with a **passive Wisdom (Perception) of 13 or higher** or a successful **DC 10 Intelligence (Investigation) check**. A character manages to disarm the trap on a successful **DC 10 Dexterity check using thieves' tools**.

Skull Trap. When the trap is triggered, dozens of undead skulls fall from the ceiling and cover a 5-foot square directly below. Creatures in the affected area must make a **DC 12 Dexterity saving throw**. An affected creature takes 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one. The affected area counts as difficult terrain for 3 rounds, and creatures entering the affected area during this time take 2 (1d4) piercing damage.

Treasure. Characters who search the room and succeed on a **DC 14 Intelligence (Investigation) check** find a hidden stash of four flasks of *alchemist's fire* (PH 148).

Area 4. Grand Hoist

In this room, the characters find a large, mechanically-operated platform that leads further down into the iron mine. Down below, endless shafts meander through the rich hills. The platform is raised and lowered by several skeletons on a regular basis. They operate a large wheel, but the mechanism behind it cannot be seen. Thirty **skeleton** (MM 272) workers can be found below.

Area 5. Factory

When the characters approach this area, paraphrase or read the following out loud:

The smell of freshly worked metal permeates the air. You can hear intense hammering and the familiar hissing of quenched metal originating from the end of the corridor.

When the characters enter the room, continue:

You open the door and find a room filled with dozens of skeletons who labor away relentlessly. The skeletons' hammers fall on the anvils in eerie unison, while the host of undead continues to ignore you. To your left, you see a gnome standing on a balcony high above the workers, looking across the room with pride.

When Lord Juzibell (CN male gnome **bard** VGTM 211) notices the characters, he is startled and retreats into his office, Area 6.

Area 6. Office

The characters find the gnome sitting behind a large desk, a **minotaur skeleton** (MM 273) at his side. Lord Juzibell welcomes the characters with the following words:

Greetings, travelers! I gather you didn't notice the warning sign I placed at the entrance of my mine? It is a rather dangerous area, and I'm required to deny entrance to any unauthorized people by law. It is a safety matter, you see? Would you now please excuse me? I'm a very busy man and have much to do!

With a successful **DC 13 Wisdom (Insight) check**, the characters can determine that he is untrustworthy and a practiced liar. If the characters press the matter, Juzibell attempts to persuade them with the following words:

Look, I'm running a legitimate business. Here are the official documents and deeds which you can peruse at your leisure. You will also find a permit concerning limited necromancy among the papers. You see, the undead are great workers. They never sleep, they don't eat, and they never complain! If you are still unconvinced, I will offer you the following deal: You can become my associates for a measly sum of 50 gold pieces. You are allowed to help yourself to all the wares in the storeroom. I will also pay a lump sum of 10 gold pieces for every trade agreement you negotiate! Come here, let us toast to commemorate this occasion.

With a successful **DC 10 Intelligence (Investigation or History) check**, the characters can determine that the papers are forged. The wine Juzibell produces is laced with a sleeping poison called Halli's root.

Halli's Root (Ingested). A creature subjected to this poison must make a **DC 10 Constitution saving throw**. On a failed save, the creature falls unconscious for 1d4 hours. The creature regains consciousness if it takes damage or is treated by expending one use of a healer's kit.

Hostilities. Should the characters attack Lord Juzibell, he attempts an ordered retreat. First, he orders the minotaur skeleton to attack and sends more skeletons the characters' way while running to the mine's exit.

Treasure. Characters who search the room quickly find three bottles of poison-laced wine worth 30 gp in total. Characters who succeed on a **DC 12 Intelligence (Investigation) check** also find a hidden mechanism that opens a secret door to Area 7. A character with a **passive Wisdom (Perception) of 15 or higher** spots the secret door immediately, but not the mechanism with which to open it.

Area 7. Treasure Vault

The treasure vault contains a mountain of copper pieces. The total worth is 500 gp, but the treasure weighs several tons.

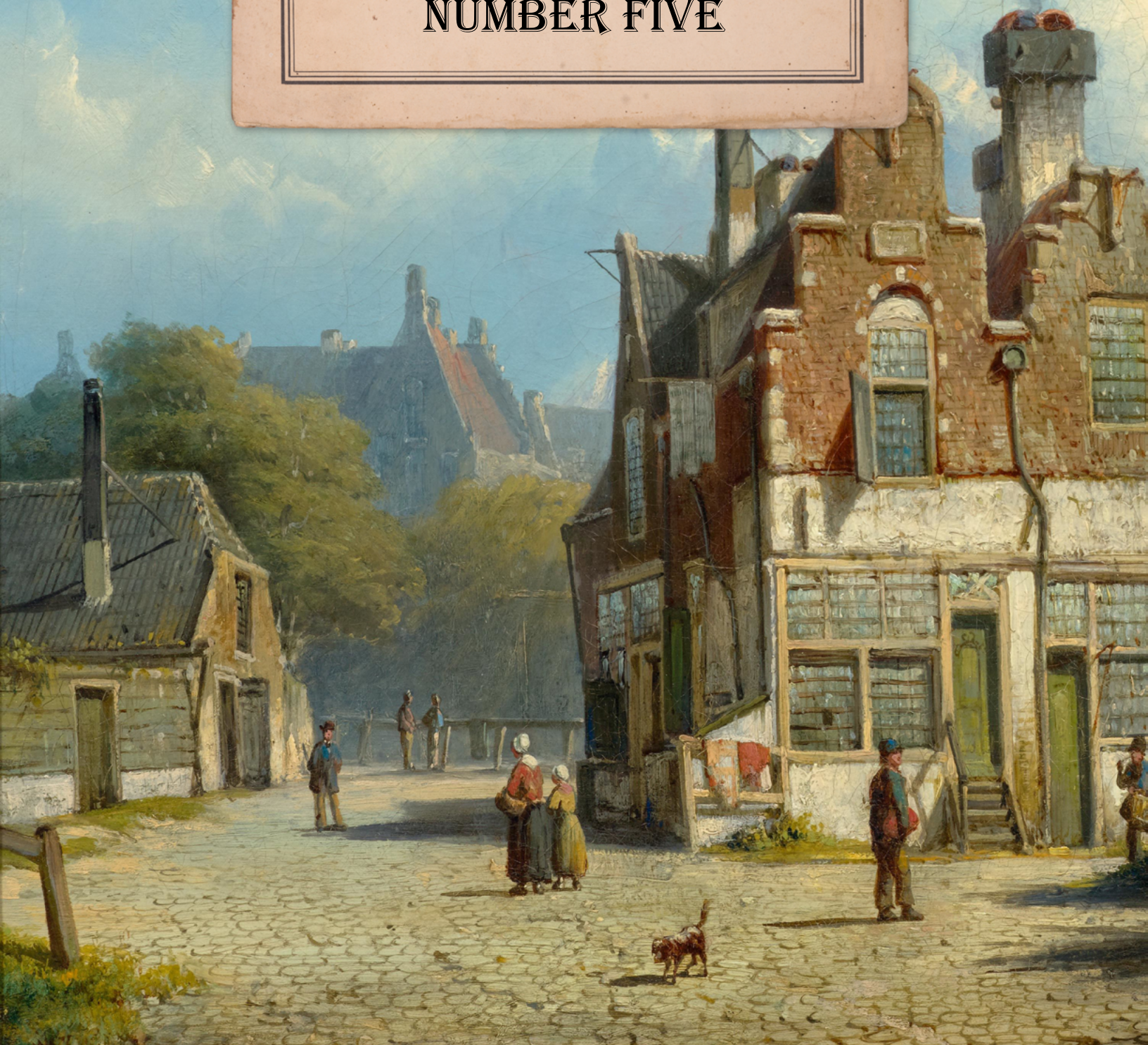
Aftermath

Should the characters capture Lord Juzibell and hand him over to the authorities, they receive their reward of 500 gp. All the way to the town, Lord Juzibell pleads with them to be merciful. His efforts intensify the closer they come while he begs, snivels, and grovels. Should the characters let him run, they will meet again at your discretion.



NOTICE BOARD

NUMBER FIVE



My name is Dirty Illox, and I have dirt on anyone and EVERYONE. For the right price, I will give you dirt on your enemy, your spouse, your unthankful children or your mother-in-law. I have all the dirt. I have the best dirt! My dirt doesn't stink—it is the finest quality dirt. Come to Dirty Illox if you need dirty, dirty dirt! I have dirt on affairs, corruption, drug consumption, cheating, gambling, whoring, slaving, stealing, and more! Just cry Illox in the town square, and I will seek you out. My name is Dirty Illox!

I want to catch this slimeball Dirty Illox. Come to the Beheaded Dragon Inn and ask for Ferdinand. I will make it worth your while!



I need someone to kill me, rather sooner than later. If you are interested, please visit the pavilion in the Kronen Gardens and wear a red rose in your chest pocket. I may approach you if you look trustworthy and competent.

Public Announcement

The band of robbers known as "The Illusionists" is still on the loose. If strange creatures or monsters approach you on the street, you are most likely facing a robber in disguise. We have received reports of minotaurs, hobgoblins, bugbears, chimeras, and rakshasas. These are not real so remain calm. Still, the robbers are most likely armed and dangerous. If you have relevant information or want to help, please visit Captain Irhadin in the city hall.

The city appreciates your attention!



Have you seen this man?



Be extremely cautious! This man is a con artist and fraudster. In fact, this is how he looks after using his accursed magic. In reality, he is a gnome and not human! I heard him whisper in his sleep about it. He may also be known by the following names: Lovebear, Honeysnatcher, or Goatwhisperer. If you have seen him, please contact me! I live on Robar's Street.

Charlene Wegener

NOTICE BOARD NO. 5 — TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in any town or small city. The quests don't follow a particular theme.

Dirty Illox!

My name is Dirty Illox, and I have dirt on anyone and everyone. For the right price, I will give you dirt on your enemy, your spouse, your unthankful children or your mother-in-law. I have all the dirt, I have the best dirt! My dirt doesn't stink—it is the finest quality dirt. Come to Dirty Illox if you need dirty, dirty dirt! I have dirt on affairs, corruption, drug consumption, cheating, gambling, whoring, slaving, stealing, and more! Just cry Illox in the town square, and I will seek you out. My name is Dirty Illox!

Illox (CN male gnome **bard** VGTM 211) helps the characters out for a hefty sum should they contact him for information. Otherwise, Illox wonders what the characters want of him and makes off if he smells trouble.

Illox offers the characters a quest if they look competent. He was hired to get dirt on a woman named Loxana Yorta, but he cannot manage to find anything. This has never happened before. He sends the characters after her. However, there is nothing to be found. Loxana is the most wonderful person in the world, which makes her so suspicious. Illox doesn't want to hear the characters' excuses since his reputation is on the line. Instead, he offers the characters 500 gp for the following job: plant drugs in Loxana's home and inform the local militia.

Ferdinand's Feud

I want to catch this slimeball Dirty Illox. Come to the Beheaded Dragon Inn and ask for Ferdinand. I will make it worth your while!

Ferdinand Richthofen (NE male human **noble** MM 348) is a dispossessed noble who has lost his family, his home, his station in life, and his right hand because of Illox.

Sure, he was convicted rightfully, but this won't stop him in his desire for revenge. He asks the characters if they can get in Illox's good graces and find out where he lives. As a reward, Ferdinand offers the characters a topaz worth 500 gp which is one of many he stole when he was thrown out of his former mansion.

Should the characters succeed in locating Illox's hideout in the sewers, they get the reward after reporting to Ferdinand. The disowned noble puts together a band of mercenaries to raid Illox's hideout. Ferdinand offers the characters an additional topaz worth 500 gp if they participate in the raid. Should they accept, three **guards** (MM 347) come along to support the characters. Aside from Illox (CN male gnome **bard** VGTM 211), there are two **spies** (MM 349) and a **veteran** (MM 350) in the hideout that the characters must overcome. The veteran wears a *helm of comprehend language* (DMG 173). Ferdinand himself doesn't join the raiding party.

Hit Job!

I need someone to kill me, rather sooner than later. If you are interested, please visit the pavilion in the Kronen Gardens and wear a red rose in your chest pocket. I may approach you if you look trustworthy and competent.

A woman named Gerthrud Whitemoon needs the characters to kill her. Not in earnest, however. The characters shall stage her death so she can escape the clutches of her evil husband and the tens of thousands of gold pieces of debt he has accrued. In reality, she is responsible for the debt, but she won't disclose this fact.

Gerthrud tells the characters that they must do the deed during an upcoming celebration—as many people as possible must witness her supposed death. She promises to reward them with a brooch set with a star sapphire worth 1,000 gp upon deliverance from the city.



The Illusionists

The band of robbers known as "The Illusionists" is still on the loose. If strange creatures or monsters approach you on the street, you are most likely facing a robber in disguise. We have received reports of minotaurs, hobgoblins, bugbears, chimeras, and rakshasas. These are not real so remain calm. Still, the robbers are most likely armed and dangerous. If you have relevant information or want to help, please visit Captain Irhadin in the city hall. The city appreciates your attention!

The so-called "Illusionists" consist of Stix (LE male **koboldscale sorcerer** VGTM 167), Raisin (CN female gnome **illusionist** MM 214), and Kobbler (N male half-orc **warlock of the great old one** VGTM 220). They are an unlikely band of outcasts who stick together and have become a kind of family over the course of the last months. They try to take from the wealthy and never resort to violence; when things get dicey, they usually run.

Their home is located in the sewers beneath the city and is secured by numerous traps and illusions. They protect each other and if one of them should fall they give their life to avenge their brother or sister.

Have You Seen This Man?

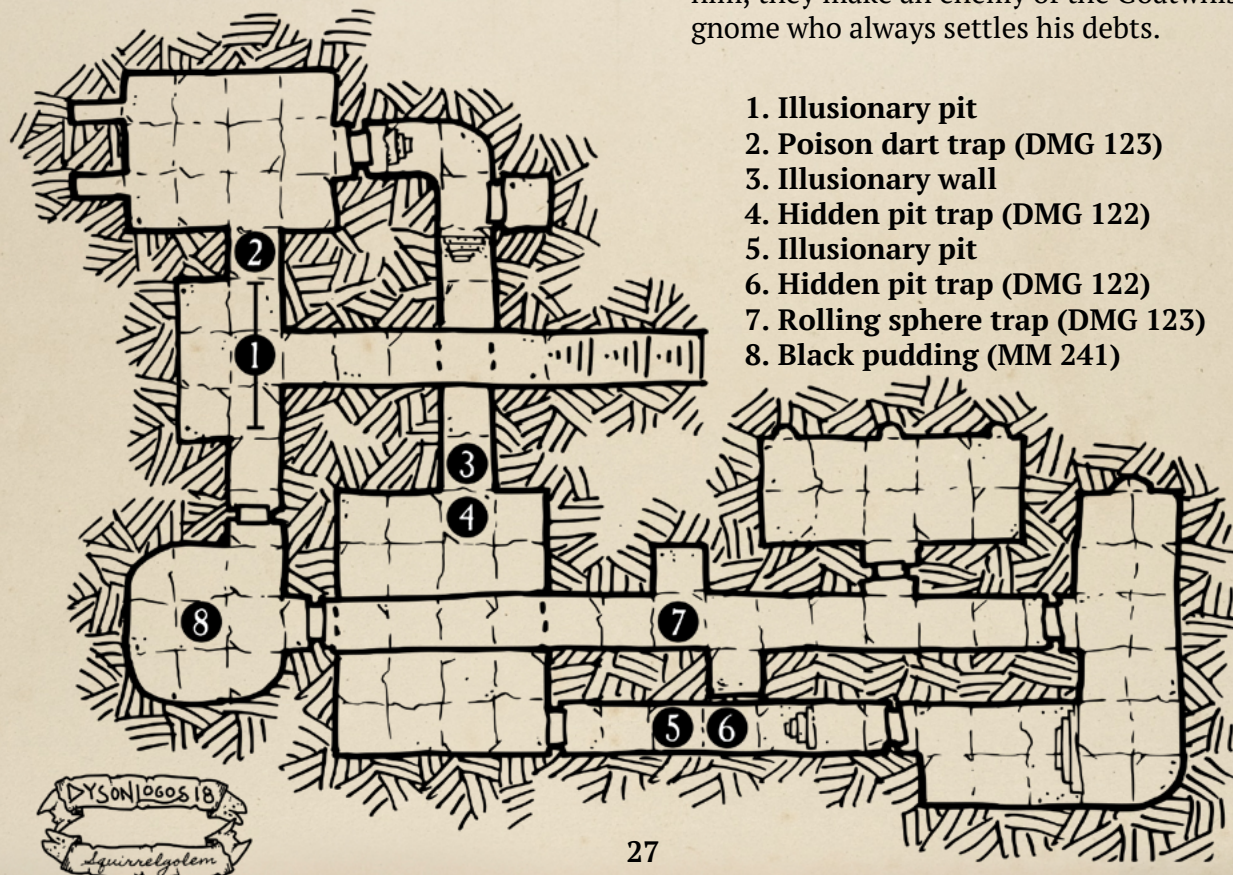
Be extremely cautious! This man is a con artist and fraudster. In fact, this is how he looks after using his accursed magic. In reality, he is a gnome and not human! I heard him whisper in his sleep about it. He may also be known by the following names: Lovebear, Honeysnatcher, or Goatwhisperer. If you have seen him, please contact me! I live on Robar's Street.

– Charlene Wegener –

Charlene just wants to get revenge for being tricked by the Goatwhisperer or whatever he calls himself. She offers the characters 50 gp should they catch the fraudster and deliver him to the authorities.

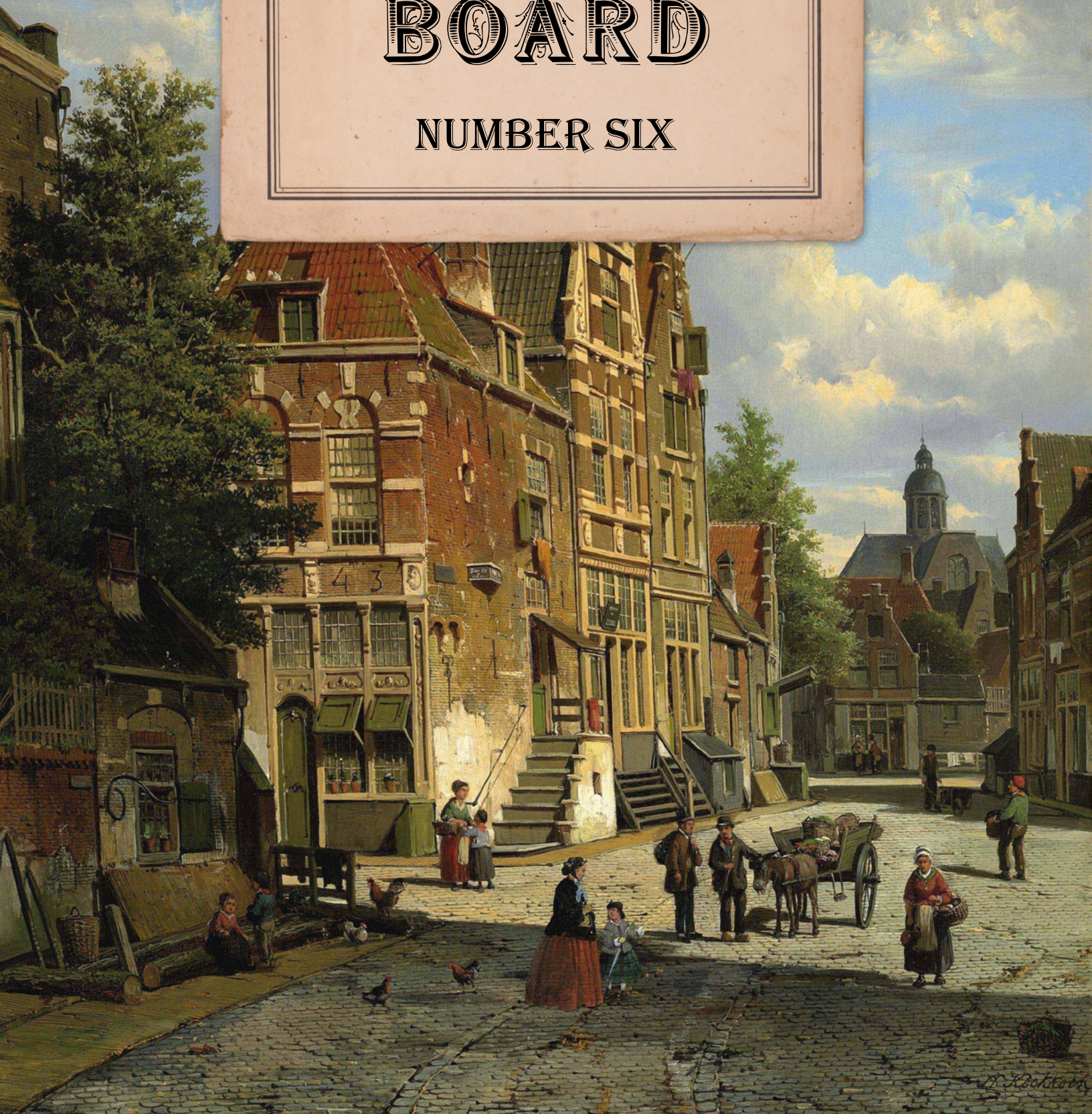
If the characters try to gather information regarding this gnome, they will quickly find him whoring in one of the many brothels in town. The Goatwhisperer (CN male gnome **warlock of the archfey** VGTM 219) has a trick up his sleeve to prevent his capture: A hazelnut he can shatter using a bonus action that summons a creature as per the *conjure woodland beings* spell. He will use it when his back is against the wall. All hell breaks loose in the establishment, and the gnome tries to escape during the commotion.

Should the characters manage to apprehend him, they make an enemy of the Goatwhisperer, a gnome who always settles his debts.



NOTICE BOARD

NUMBER SIX



Help Wanted!

The Hog's Head Tavern has the following job openings:

2 waiters, 1 cook, 1 dishwasher,
1 party of adventurers (urgent!)

If you are interested in one of these positions, please visit the Hog's Head Tavern at your earliest convenience.

Talk directly to owner Olof.

III III III

23 gold

III II

I need some help organizing a party of the likes this city has never seen. If you can celebrate with the power of a thousand party demons, then search for the man with the hooves and horns in the Rusty Tankard!

I am easy to spot.

Urgent!

I have made a grave error and now I'm in need of assistance. I encountered a beautiful woman some days ago and fell for her immediately. We engaged and married during the same night.

After we consummated the marriage and I awoke the next day, it became clear to me that I married a hag. To prevent any misunderstanding: I'm not talking about a mundane old woman. I'm talking about a hag from the fairy tales. Please, help me. Come to the house of Bertrand Him, right across the street from the library.

avern

Searching for Players!

I need some additional players for a game of lanceboard. Not boring old normal lanceboard, of course. It is a new kind of lanceboard I came up with. There are prizes for all participants as well as free refreshments. Come to the Trirem estate as soon as you can!

— Emily Trirem

A REQUEST FROM THE GRAVEYARD'S KEEPER

THE STRANGE SKELETON REAPPEARED LIKE EVERY YEAR. IT IS REALLY ANNOYING, AND I DO NOT WANT TO DEAL WITH IT ANY LONGER. NORMALLY, IT WOULD HAVE GONE BACK INTO ITS GRAVE BY NOW. THIS YEAR IT SEEMS LIKE IT DOES NOT WANT TO LAY DOWN ANYMORE.

I DO NOT WANT TO HURT IT BECAUSE I TAKE GOOD CARE OF MY GRAVES AND THE PERSONS INSIDE. IF YOU HAVE ANY IDEA, COME VISIT ME ON THE GRAVEYARD.

QUENTOLIN

NOTICE BOARD NO. 6 — TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in any town or small city. The quests mostly deal with themes you might find in a fairy tale.

Help Wanted!

The Hog's Head Tavern has the following job openings:

2 waiters, 1 cook, 1 dishwasher, 1 party of adventurers (urgent!)

If you are interested in one of these positions, please visit the Hog's Head Tavern at your earliest convenience. Talk directly to owner Olof.

The problem in the Hog's Head Tavern is a peculiar one. During the night, all the ale and wine in stock vanishes time and time again. The problem lies with a magic drinking horn that syphons the drinks whenever it is used. The owner Olof Garund is desperate and had to take out a loan to keep his business running. When the characters arrive to take care of the problem, he promises them 100 gp and free drinks for life should they succeed.

The ale and wine are stored in very large barrels in the cellar beneath the tavern. If the characters decide to watch the cellar during the night, they witness how the ale just vanishes from inside the barrels as if someone has pulled a plug from a bathtub. With a successful **DC 15 Intelligence (Arcana) check** a character can tell that some kind of teleportation magic is responsible. The characters can follow the way of the ale if they jump in the barrels while the beverage is sucked away.

After using the portal, the characters find themselves in the magic drinking horn of Istund (NG male **cloud giant** MM 154). Istund is surprised to see the characters in his horn and ashamed when the characters tell him about the Hog's Head Tavern's problems. The giant always assumed that the ale and wine he drinks just appear out of thin air. Istund returns the characters to the city they came from with his flying castle and gives them some gems as repayment to Olof.

A Legendary Celebration!

I need some help organizing a party of the likes this city has never seen. If you can celebrate with the power of a thousand party demons, then search for the man with the hooves and horns in the Rusty Tankard! I am easy to spot.

Sevrán, a traveling **satyr** (MM 267) has grand plans. All he needs is a case of holy wine from the local temple of Milil and *Hanseath's Drinking Horn*; the wine to lure his fey brethren to this realm, and the horn to entertain the guests after they arrive—since it is a magic drinking horn that never runs dry.

Temple of Milil. The case of holy wine the characters must steal is secured tightly in the temple's cellar. To find out about the location without searching the entire temple the characters must succeed on a **DC 14 Charisma (Persuasion) check**. To remain unseen in the temple, the characters must succeed on a **DC 16 Dexterity (Stealth) check**. The holy wine is guarded by a **martial arts adept** (VGTM 216) who made a vow of silence and follows the way of the drunken master.

Hanseath's Drinking Horn. The magic horn is in possession of a traveling dwarven **priest** (MM 348) called Rum who Sevrán followed to this town. Rum is accompanied by Stein who has the statistics of a **knight** (MM 347). They are staying at the Indigo Inn for a short time before continuing their travel to a monastery. The horn is kept in a locked, wooden shrine. A character must succeed on a DC 16 Dexterity check using thieves' tools to open it without damaging the relic.

The Celebration. If the characters manage to fulfill Sevrán's request, he opens several portals to the feywild and invites hundreds of fey for the greatest celebration the city has ever seen. The celebration lasts for seven days and seven nights. After it ends, the fey creatures return to the feywild. The birth of several satyrs in the wake of the celebration will become the stuff of legend.

Searching for Players!

I need some additional players for a game of lanceboard. Not boring old normal lanceboard, of course. It is a new kind of lanceboard I came up with. There are prizes for all participants as well as free refreshments. Come to the Trirem estate as soon as you can!

— Emily Trirem

Lanceboard is the equivalent of chess in the Forgotten Realms and traditionally played with regular pieces. The game Emily came up with involves some real combat action, however. Using a wand of dominate monster, Emily dominates twenty dangerous monsters which serve as her pieces. Now she wants to pit the characters and a few other volunteers against them. The normal chess rules apply although a piece must win a duel if it wants to capture another piece. You can play out the game as a normal game of chess or checkers against the players or simulate the game with opposing Intelligence checks.

Emily has an Intelligence score of 18, and whoever wins 5 opposing Intelligence checks first wins the game. When you roll an even number for Emily a duel occurs. A random player must battle against a monster of your choosing, and the duels are not fatal.

A Request from the Graveyard's Keeper

The strange skeleton reappeared like every year. It is really annoying, and I do not want to deal with it any longer. Normally, it would have gone back into its grave by now. This year it seems like it does not want to lay down anymore. I do not want to hurt it because I take good care of my graves and the persons inside. If you have any idea, come visit me on the graveyard.

- Quentolin

The strange skeleton which plagues Quentolin is that of a dragonborn named Zirkon Din. The dead man can find no rest since he is trying to tell Quentolin—or anyone for that matter—about his murder. Alas, he has no tongue to speak and no lips someone could read. Zirkon only returns for a few days around the time of his murder but then returns to his grave to not cause too much trouble for the keeper.

If the characters manage to establish communication—for example, if they ask Zirkon if he could write down his story—they learn about his fate. After Zirkon somehow communicates that he was murdered by his brother Jarwan Din, he returns to his grave and his spirit passes on to the afterlife.

Jarwan Din still lives in town as a beggar. He killed his brother who suddenly came into money, and after the inheritance, Jarwan proceeded to squander the wealth.

Hag Business!

I have made a grave error and now I'm in need of assistance. I encountered a beautiful woman some days ago and fell for her immediately. We engaged and married during the same night. After we consummated the marriage and I awoke the next day, it became clear to me that I married a hag. To prevent any misunderstanding: I'm not talking about a mundane old woman. I'm talking about a hag from the fairy tales. Please, help me. Come to the house of Bertrand Him, right across the street from the library.

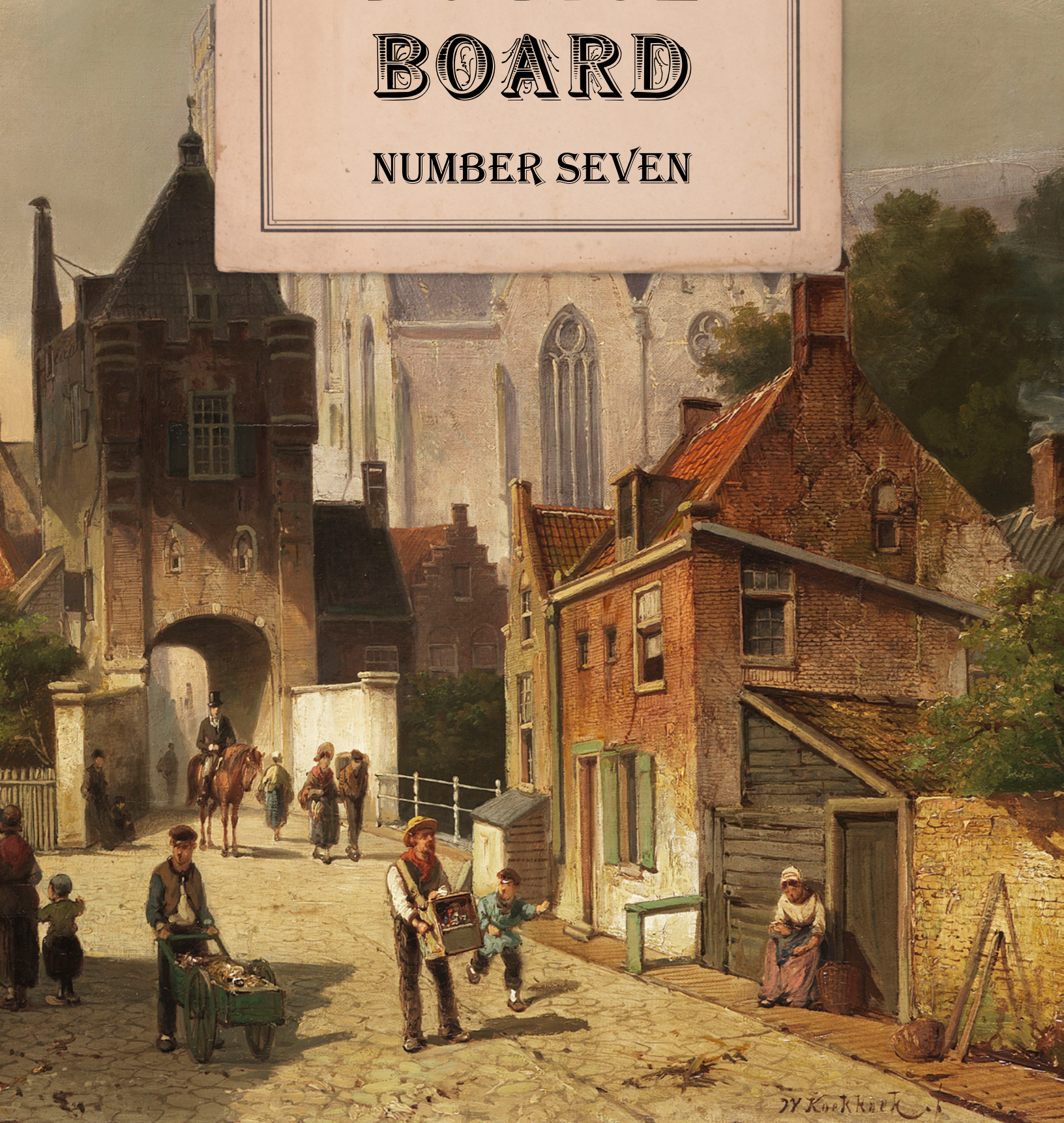
When the characters arrive at the home of Bertrand Him, he's very distraught. He inquires if the characters can do anything about the hag which is currently preparing a meal in the kitchen. Obviously, the only thing to do here is to rid Bertrand of his problem by force. Alas, the hag is no real hag after all. In reality, she is a former princess named Karen who was cursed by a hag to turn into a **green hag** (MM 177) if she found her true love. The curse also prevents Karen from realizing that she was turned into a hag. Karen only returns to her true form if Bertrand can learn to love her in the form of a hag. On a successful **DC 15 Intelligence (Arcana) check** a character can determine that a curse is afflicting Karen.

When the characters ask Karen (NG human female **noble** MM 348) about the curse or her appearance, she becomes aware of her predicament if she succeeds on a **DC 14 Wisdom saving throw**. Otherwise, she assumes the characters are joking and becomes impatient if they persist. However, a character with a **passive Wisdom (Insight) of 14 or higher** realizes that Karen shows behavioral signs of a noble upbringing. If asked about it, Karen discloses that she's a former princess. However, her family and home were destroyed by an evil woman named Winterbite. Unbeknownst to Karen, Winterbite is a **night hag** (MM 178) and killing her ends the curse as well.

NOTICE

BOARD

NUMBER SEVEN



Announcement

*This is a public appeal to come forward with each and every bit of information pertaining to the ongoing attack on the city's currency. The re-minting of official gold coins is an offense punishable by death. The support of this crime or the non-disclosure of information which could lead to a capture of the culprits is also an offense punishable by death. Please approach **Sir Kelvin Dorn** in the Temple of Torm with any relevant information on this case.*

A DEEP at the CIRCUS

Help Me I have Been Cursed!

A few weeks ago, I spent the night in a hut, and I have been cursed! The hut seemed cozy, and I had traveled far that day during which I have been cursed!

There was a strange woman, who offered me some tea and after I drank from it, I have been cursed! Now all my sentences end with the words I have been cursed!

I try to make it work, but sometimes it is too complicated, I have been cursed! My name is Roland Oppenheimer, I live on Watershed Street, and I have been cursed!



Free Samples!

Now that I have your attention: Come visit Strongarm's Stash! We have an incredible collection of formidable weapons, and if you don't find what you need, we will forge it for you! We are also currently searching for someone to test one of our newest creations.

Visit our shop on Market Street.

Strongarm's Stash - Crush your enemies and thank us later!

Looking for help catching the Rat Burglar.

Need some strong arms and quick feet.

Go to the Spittoon and tell Nina you want to see Rob.

NOTICE BOARD NO. 7 — TIER 1

This notice board is suitable for characters of level 1-4, and it could appear in any town or city. The quests don't follow a particular theme.

The Rat Burglar!

Looking for help catching the Rat Burglar. Need some strong arms and quick feet. Go to the Spittoon and tell Nina you want to see Rob.

Rob (LN male human **guard** MM 347) is a washed-up former city watch investigator. He operates from the cellar below the Spittoon where he shares his office space with several large hams. They are suspended from the ceiling and Rob takes a bite from time to time. He is currently trying to crack the mystery of the so-called Rat Burglar. The burglar always leaves a dead rat behind, as a calling card of sorts. The latest theft was the Eye of Moradin, a large diamond set in a mithril and adamantite casing.

The burglar's secret is that she can turn herself into a rat with a special charm. In her rat form, it is child's play to enter the buildings through the sewage pipes. Philis (N female gnome **master thief** MM 216) just works for her own pleasure and stores all of the stolen items in her *bag of holding* (DMG 153).

Rob has the following plan: he spread rumors that the Lindenwurm—a famous gem—will be displayed in the Museum of the Lady in a few days. He plans to break in himself and catch the burglar red-handed, but to accomplish this he needs the characters' help. Their job is to fight their way through the sewers so Rob can enter the building alive. On their way, the characters must defeat a **black pudding** (MM 241) they come across. Should the characters wait in the sewers like Rob suggests, they encounter Philis who is on her way to enter the building the very same way.

Help Me I have Been Cursed!

A few weeks ago, I spent the night in a hut, and I have been cursed! The hut seemed cozy, and I had traveled far that day during which I have been cursed! There was a strange woman, who offered me some tea and after I drank from it, I have been cursed! Now all my sentences end with the words I have been cursed! I try to make it work, but sometimes it is too complicated, I have been cursed! My name is Roland Oppenheimer, I live on Watershed Street, and I have been cursed!

A character who succeeds on a **DC 12 Intelligence (Arcana) check** knows the following: One of two ways to help Roland is to go out and slay the witch which cursed him. Alternatively, the *remove curse* spell rids him of the nuisance as well.

The Prankster. When the characters reach the hut in question, they only find a small girl who claims to be the servant of the witch. She is kept in a cage and tells the characters that the only way to defeat the witch and free the girl is to break the crystal ball she keeps on the upper floor. The little girl is actually an **ancient copper dragon** (MM 110) called Frokiedyr in disguise. If asked about the witch's location, the girl claims that she's collecting mushrooms in the woods. In case the characters break the crystal ball, they must succeed on a **DC 18 Charisma saving throw** or be cursed as well! Use curses the players might find especially vexing. A character who succeeds on a **DC 19 Wisdom (Insight) check** can tell with certainty, that the girl is lying and that there's more to her than meets the eye. Should the characters be so bold as to attack the girl, Frokiedyr changes to her true dragon form, destroys the entire hut in the process, and chastises the characters: "Where are your manners, brave adventurers? Attacking young girls in distress? A disgrace I say!" With that, Frokiedyr flies off laughing.



Quentin's Curse

This is a public appeal to come forward with each and every bit of information pertaining to the ongoing attack on the city's currency. The re-minting of official gold coins is an offense punishable by death. The support of this crime or the non-disclosure of information which could lead to a capture of the culprits is also an offense punishable by death. Please approach Sir Kelvin Dorn in the Temple of Torm with any relevant information on this case.

The culprit is a young adult named Quentin. He is a sorcerer but doesn't realize it in earnest. He works as a waiter in the Empty Larder Tavern and uses his magic to suck some of the silver or gold from the coins he receives. Every time he holds a coin in his hand, he hollows it out, taking a tenth of the metal. He regularly wonders where the small beads of silver and gold he finds in his pockets originate. For the moment, he collects the beads in a box he keeps under his bed.

At a point in time of your discretion, Quentin decides to make a big purchase with his acquired wealth. This makes some waves in the underworld, and many people ask themselves how this hapless good-for-nothing waiter got his hands on all this wealth. When a band of thugs subsequently besieges Quentin, he unleashes terrible magic to defend himself. A small part of the city is damaged in the conflagration, and no witness survived the occurrence.

When approaching Sir Dorn, the characters learn that the task force has narrowed down the location of the culprit to a city district where predominantly poor citizens live. After asking around in the area and succeeding on a **DC 14 Charisma check**, the characters hear rumors about a young man who must have come into money recently—people have noticed his girlfriend Atima flashing some expensive pieces of jewelry. While visiting the Empty Larder Tavern a character proficient in Arcana with a **passive Wisdom (Arcana) of 14 or higher** notices that Quentin is some kind of mage. Alternatively, Atima approaches the characters and asks for help. She tells them that a bunch of thugs are beating up her boyfriend Quentin in a narrow alley right around the corner. By helping Quentin out, the characters can prevent the worst.

Free Samples!

Now that I have your attention: Come visit Strongarm's Stash! We have an incredible collection of formidable weapons, and if you don't find what you need, we will forge it for you! We are also currently searching for someone to test one of our newest creations. Visit our shop on Market Street.

Strongarm's Stash - Crush your enemies and thank us later!

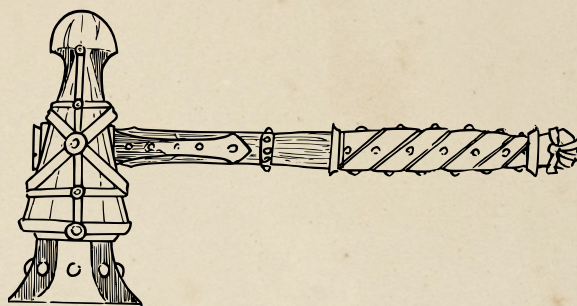
Strongarm's Stash is run by the 3rd generation Strongarm proprietor, Grumbald. His newest creation mentioned on the note is a gigantic warhammer he lovingly named Stormcaller. Grumbald makes the following proposition: The characters leave a deposit of 100 gp and can test the warhammer for him.

Upon returning and reporting the hammer's characteristics, Grumbald decides that the hammer needs further improvements. As a reward, the characters receive 50 gp on top of their deposit, a permanent discount, and a promise that they can test an improved version in the future. At your discretion, the characters may later receive a Stormcaller that does not deal thunder damage to its wielder.

Stormcaller

Weapon (warhammer), uncommon

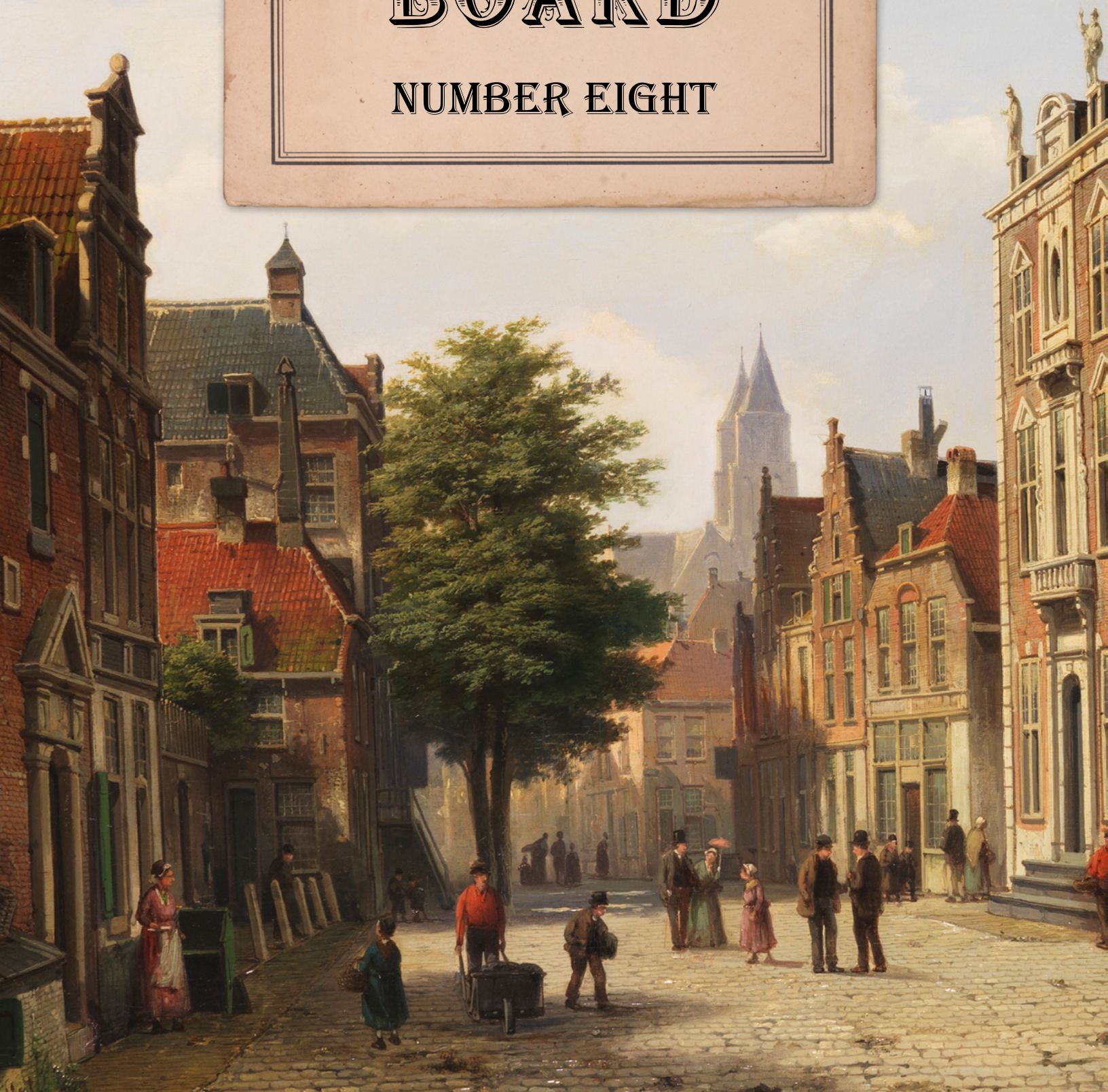
This warhammer produces a thunderous sound whenever it strikes an enemy due to an unusual hollowed out handle and head. After a successful hit, you and all creatures within 10 feet of you must succeed on a **DC 10 Constitution saving throw** or take 1d6 thunder damage.



NOTICE

BOARD

NUMBER EIGHT



*We are the illuminated.
Our consciousness was expanded.
We found strength in unity.
We found peace.
Join us this evening in
the Sovereign Tavern.*



MULSON'S ALE



The Ale

Hello!
My name is Grandon, and I am ~~am~~ looking for help. I live in the slums with my parents and my brothers and sisters, but recently most of them got sick. Some people here also have funny colors now. Bob is red from head to toe, Robin's face is green, and Erdin ~~is~~ is chequered in blue and white!
When my parents die, we will all starve. But we got no coin, and nobody wants to help us. The heroes in my book always help people even when they are piss poor like we folk are. Are you a hero?

Good money for easy work!
Are you beautiful or exceptionally strong?
Then I am looking for you!
Visit me in the Morgen family manor.

~ Septima Morgen ~

Urgent Public Announcement!

Citizens! Our great city faces a dire threat, but the government works tirelessly to solve this crisis. If the sign displayed on this announcement should appear on the door of your home, leave your house immediately and seek refuge in one of the many shelters, which were set up for this purpose. The city offers a large sum for the capture of the responsible party. For further information visit Jergen the Fist in the barracks.

— Lord Mayor Thristan



Fig.1 The Sign

NOTICE BOARD NO. 8 – TIER 2

This notice board is suitable for characters of level 5-8, and it could appear in a large town or city. The notes mostly deal with betrayal and other gruesome themes.

Good Money for Easy Work!

Are you beautiful or exceptionally strong?

Then I am looking for you!

Visit me in the Morgin family manor.

~ Septima Morgin ~

Septima Morgin (CE female human **noble** MM 348) always dreamed of being an artist but didn't have the necessary talent. To make up for that, Septima acquired several basilisks that produce statues she pretends to have carved herself. Therefore, her manor is adorned with many beautiful yet bought paintings and statues. A character who examines the statues and succeeds on a **DC 16 Intelligence (Investigation) check** can tell with certainty that these are people who were turned to stone.

After meeting the butler Walter, the characters are greeted by an exuberant Septima who remarks upon their strong muscles or fine features. She promises the characters each 250 gp for an afternoon of their time. They only need to sit still and make light conversation. Septima guides them into her "sketch" room where she's drawing crude sketches of the characters. Refreshments are served by Walter and Septima talks about her hardships as the sole heir of the Morgin family.

After an hour, Septima tells the characters that she needs to excuse herself, but the characters must remain motionless so she can continue where she left off. Septima leaves, locks the door quietly from the outside, and releases three **basilisks** (MM 24) into the room.

Should the characters prevail, Septima offers them 5,000 gp for their discretion. Otherwise, she threatens them with the town militia that's "in her pocket."

Urgent Public Announcement!

Citizens! Our great city faces a dire threat, but the government works tirelessly to solve this crisis. If the sign displayed on this announcement should appear on the door of your home, leave your house immediately and seek refuge in one of the many shelters, which were set up for this purpose. The city offers a large sum for the capture of the responsible party. For further information visit Jergen the Fist in the barracks.

– Lord Mayor Thristan

Jergen the Fist (LN male human **knight** MM 347) tells the characters that he has nothing to go on and no clue as to what is going on. The only thing he knows for certain is that at least one person vanished from every household where the sign appeared on the door. The characters can find the following information about the sign if they visit a library and succeed on a **DC 15 Intelligence (Investigation) check**: The sign is the insignia of an old dynasty of powerful arcanists, and the last member of the dynasty died childless many decades ago. Alternatively, the characters know about the sign if they succeed on a **DC 25 Intelligence (History) check** and hail from this part of the realm.

In reality, Mordred van Lichtenfels had many children. He sired countless children after bewitching the local women and inviting them to his estate. This wasn't the only atrocity committed by the van Lichtenfels family, but the one that caused the recent troubles.

A rogue harper agent named Junin (N male elf **war priest** VGTM 218) caught wind of the matter and works with a devil he contracted to find all the descendants of the Lichtenfels line. He wants to put an end to the matter and finally rid the world of the misbegotten progenies one by one. The devil paints the signs on the families' door, and Junin takes care of the rest.

One of the descendants named Mary Harper managed to escape after being attacked by Junin. She approaches the characters when she notices them snooping around and tells them about her assailant.

Hello Stranger!

My name is Grandon, and I am looking for help. I live in the slums with my parents and my brothers and sisters, but recently most of them got sick. Some people here also have funny colors now. Bob is red from head to toe, Robin's face is green, and Erdin is chequered in blue and white! When my parents die, we will all starve. But we got no coin, and nobody wants to help us. The heroes in my book always help people even when they are piss poor like we folk are. Are you a hero?

A local mage is conducting experiments on the populace in the slums. His name is Muftikordin (NE male elf **evoker** VGTM 214), and he sends his **quasit** (MM 63) familiar Uz out to poison the slum's wells. When the characters visit the slums and examine the food and water, they find the poison on a successful **DC 12 Intelligence check** using a poisoner's kit. On a result of 20 or higher, the character also learns that the poison is not naturally occurring but distilled from exotic substances.

Should the characters decide to watch the wells, make a **Dexterity (Stealth) check** for Uz with advantage, since it is invisible when applying the poison. Compare the result to the characters' **Wisdom (Perception) check** to determine if Uz was spotted.

From time to time, Muftikordin visits the slums disguised as a healer to study the effects of his poisons and concoctions. He carries his research notes, and a character who studies them quickly realizes, that these notes contain the dates when the poison was introduced. Muftikordin's laboratory also contains extensive records concerning his experiments, and the characters can also find several vials of various poisons there.

Join Us!

We are the illuminated.

Our consciousness was expanded.

We found strength in unity.

We found peace.

Join us this evening in the Sovereign Tavern.

In the Sovereign Tavern, the characters find Elron and Myra who proselytize the city folk. They talk about Tain, their savior and god who opened their eyes to the truth. They are willing to take interested parties to Tain's headquarters, but only if they drink of "Tain's Blood" first. It is a clear liquid they carry around in glass bottles. The liquid is elder brain fluid. Creatures who partake of it have disadvantage on saving throws against Tain's abilities, and Tain is able to use **Psychic Link** against these creatures without them being incapacitated.

The cult is situated in an abandoned temple of Mystra. When the characters arrive, they witness dozens of people who grovel in front of Tain's throne and chant in unison. The throne stands on a dais which formerly hosted a large statue of Mystra.

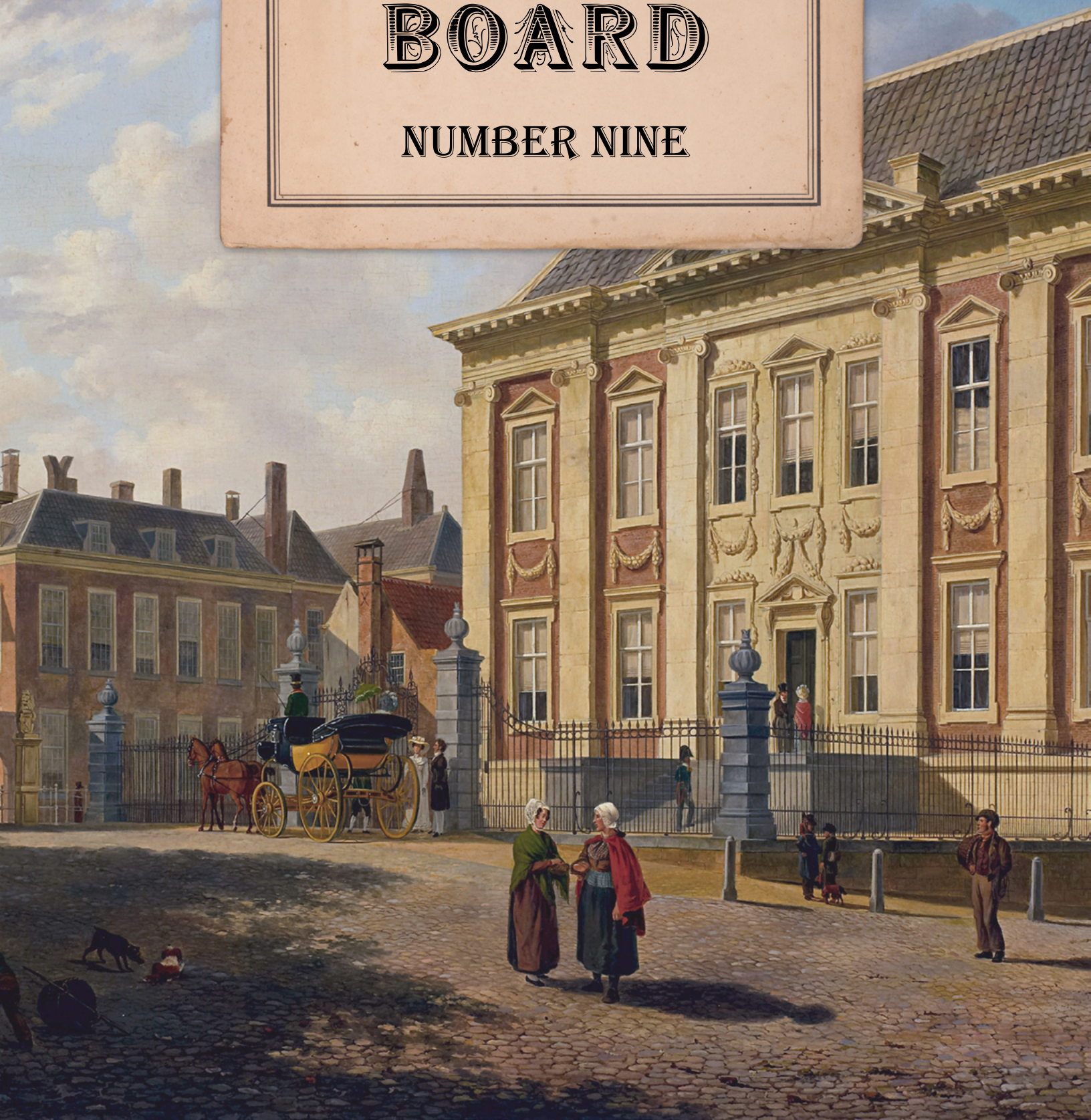
A series of tubes connect Tain (NE male half-elf **mage** MM 347) with an **elder brain** (MM 174) stored in the basement. Due to their connection, Tain is able to use the elder brain's psychic abilities to control most of his followers, **commoners** (MM 345).

Tain's plan is to collect as many followers as possible to become a god. He argues that when enough people believe in his power, it will eventually lead to his ascendance. If Tain is killed or disconnected from the elder brain, most of the cultists regain their senses.



NOTICE BOARD

NUMBER NINE



They Are Among Us!
Maybe you are one of
them! Watch out for
the people with the
loose skin. If you
want to talk, find
Pockmark Jim! Ask
the beggars, they'll
help you.

THE UNDEAD IN MY CRYPT ARE
BACK AGAIN.
I'M GETTING TOO OLD FOR THIS
SHIT. COME TO PORTGRIMM
SKULLWRANGLER IF YOU WANT TO
CRUSH SOMETHING. I LIVE ON
COBBLE STREET.

I GOT LOTS OF BOOZE AND GOLD
AS PAYMENT. BRING YOUR OWN
WEAPONS.

The Sestum
We ate 231 pigs, 1
1341 eggs, 182 pigeons, and
lots of bread.

Grand Xvart Hunt!

The recent increase of xvart attacks in the countryside and the outskirts of the city has led our lord mayor to the conclusion that a grand hunt is in order. For every delivered xvart head the hunter receives 5 gold pieces. The hunter who returns with 25 xvart heads receives a kiss from the lord mayor's own daughter. For further questions consult the official Lord of the Hunt, Wilsdruff von der Botten in the city hall.



Support the Rat hunters' Guild!

We are saddened to inform you that the city is suffering from a cranium rat infection. The rat hunters' guild has recently been informed by the city's resident expert on magical creatures that the specimen which was sent in for testing is indeed a dangerous cranium rat. This is a serious matter for which the rat hunters' guild has requested additional funds to hire outside help. For further information seek out headhunter Boston in the guild quarters. The current rates have been raised as follows:

- 1 gp per mundane rat corpse
- 5 gp per giant rat corpse
- 10 gp per cranium rat corpse



NOTICE BOARD NO. 9 — TIER 2

This notice board is suitable for characters of level 5-8, and it could appear in a large city or metropolis with an extensive sewer system and cemetery.

Support the Rat Hunters' Guild!

We are saddened to inform you that the city is suffering from a cranium rat infection. The rat hunters' guild has recently been informed by the city's resident expert on magical creatures that the specimen which was sent in for testing is indeed a dangerous cranium rat. This is a serious matter for which the rat hunters' guild has requested additional funds to hire outside help. For further information seek out Headhunter Boston in the guild quarters. The current rates have been raised as follows:

1 gp per mundane rat corpse

5 gp per giant rat corpse

10 gp per cranium rat corpse

The situation is exactly as the rat hunters' guild determined: A cranium rat swarm has built its lair in the sewers beneath the city and spies for the elder brain of a mind flayer colony. When the characters descend into the sewers to challenge the cranium rats, they first encounter a band of three **veteran** (MM 350) bounty hunters who threaten the characters. Unless the characters vacate the area and leave the rat hunting to them, the bounty hunters attack. The characters can prevent hostilities by succeeding on a **DC 18 Charisma (Intimidation) check** or by offering some kind of monetary compensation.

After the possible battle, Sewer Tim, a local who has lived in the sewers for decades, approaches the characters. For a price of 50 gp, he offers to lead the characters to the place he suspects to be the rat's lair. Inside the lair, the characters face a **swarm of cranium rats** (VGTM 133) and ten **swarms of rats** (MM 339). For the collected corpses, the characters receive 442 gp. Additionally, they find a *wand of secrets* (DMG 211).

A Grudge Unsettled

The undead in my crypt are back again. I'm getting too old for this shit. Come to Portgrimm Skullwrangler if you want to crush something. I live on Cobble Street. I got lots of booze and gold as payment. Bring your own weapons.

Portgrimm Skullwrangler (N male dwarf **berserker** MM 344) is a descendant of a formerly rich dwarven clan. Portgrimm is forced to take care of an extensive crypt where some of his forefathers are buried. His ancestors keep Portgrimm on his toes, despite their supposedly final rest. Every dozen years or so, the whole crypt stirs and Portgrimm must descend into its depths to take care of the problem. In the past, his sons Honk and Grunter helped him with the cruel task. However, they set out on an adventure a few years ago and won't return for at least a decade. Portgrimm offers the characters two 10-pound gold trade bars worth 500 gp each for their service. However, the dwarf hides the trade bars deep inside the crypt. Together, they must fight their way through the undead to reach their secret location.

After entering the crypt, ten **specters** (MM 279) attack the characters and Portgrimm. In the final chamber where the trade bars are hidden, the group is surprised and surrounded by three **ghosts** (MM 147). The ghosts scream that a grudge must be settled, or they will haunt the clan forever. This is the first time Portgrimm hears of a grudge, but he suggests ignoring the mad ghosts and killing them dead once and for all. Unfortunately, Portgrimm and his sons never listened to what the undead were trying to tell them. They just crushed whatever moved and gave the ones still lying in their graves a whack for good measure.

Should the characters inquire of the ghosts what kind of grudge they are talking about, they tell them the following: Portgrimm must slay the descendent of an orc named Uhrthengroz who marauds the countryside around 300 miles to the east. Portgrimm asks the characters to be so good as to either help him with the quest or to somehow inform his sons about the task.

They Are Among Us!

They are everywhere! Maybe you are one of them! Watch out for the people with the loose skin. If you want to talk, find Pockmark Jim! Ask the beggars, they'll help you.

Pockmark Jim fears that the city is overrun by doppelgangers. He heard many rumors about these creatures, and he is sure that he found one of them. Pockmark Jim is a strange fellow, and a character can only be sure that he is telling the truth on a successful **DC 15 Wisdom (Insight) check**. If the characters are willing, Pockmark Jim leads them to the person he witnessed changing his skin. The suspect is Melvin (N male human **illusionist** VGTM 214) who is just a simple conman. He regularly changes his appearance to dodge people he ripped off. However, the city is truly infiltrated by **doppelgangers** (MM 82). The mayor Rory Pearson and the captain of the guard Tom Walsh were killed and replaced.

Pockmark Jim will wind up dead soon after talking to the characters, to prevent him from endangering the operation any further. With Pockmark Jim brutally killed, more beggars start believing and spreading his tale, leading to ever more dead beggars.

Grand Xvart Hunt!

The recent increase of xvart attacks in the countryside and the outskirts of the city has led our lord mayor to the conclusion that a grand hunt is in order. For every delivered xvart head the hunter receives 5 gold pieces. The hunter who returns with 25 xvart heads receives a kiss from the lord mayor's own daughter. For further questions consult the official Lord of the Hunt, Wilsdruff von der Botten in the city hall.

Summary

The xvarts originate from a cave not far from the city. An unprecedented influx of xvarts in the village of Glilac led to more frequent raids and new digs into the mountain. They attack frequently with xvart foot troops and xvart bat riders. During the excavations to build additional living quarters, the xvarts unearthed the forgotten tomb of Aldfirth. The xvarts intended to explore the ruins, but they were initially thwarted by a sentry. However, the xvarts carved a new side tunnel to plunder the grave. With great success! Still, there are many more secrets to discover in the tomb.

The Xvarts' Village Glilac

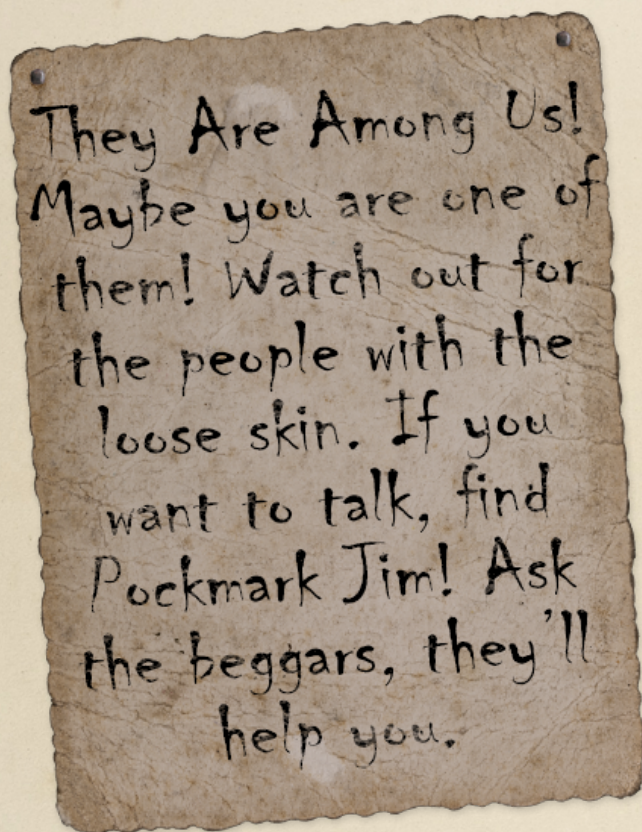
The characters find the xvarts' lair by following a raiding party or by following the xvarts' tracks with a successful **DC 10 Wisdom (Survival) check**. The entrance is guarded by four **xvart** sentries (VGTM 200) who, after spotting the characters, retreat to warn the village.

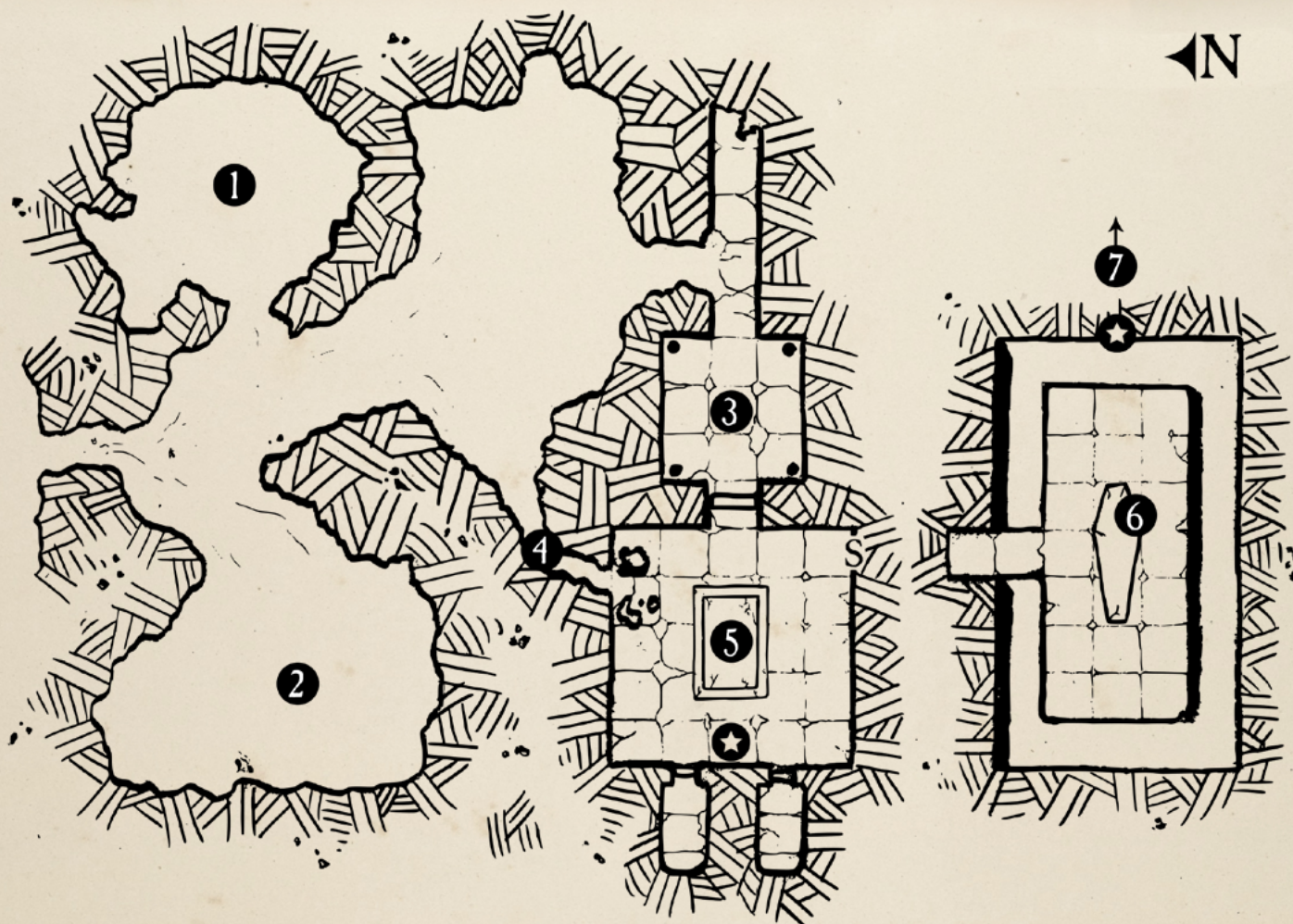
Area 1. Eastern Cave

The eastern cave features mushroom farms, bat pens, rat stables, and a prison which holds some goats and the odd traveler. Around ten **xvarts** work here by day who will attack the characters on sight.

Area 2. Western Cave

Dozens of smaller tents surround the leader Glilac's tent. He is the village's namesake, as the village's name changes with its leader. Treat Glilac as a **warlock of Raxivort** (VGTM 200). Fifteen **xvarts** and their leader attack the characters without hesitation. However, if Glilac sees his life in danger, he sues for peace. He offers a powerful item the xvarts unearthed recently to the characters as a token of friendship.





Inside the Glilac's tent, a green orb rests upon a pile of furs. A character with a **passive Wisdom (Arcana) of 14 or higher** senses the following: The item is cursed and has a mind-altering effect. A character who touches it must succeed on a **DC 18 Charisma saving throw** or go berserk. While berserk, characters must use their action each round to attack the creature nearest to them. If they can make extra attacks as part of their Attack action, they use those extra attacks, moving to attack the next nearest creature after they reduce their current target to 0 hit points. Characters are berserk until they start their turn with no creatures within 60 feet of them that they can see or hear.

During the possible confusion, Glilac attempts to flee.



The Tomb

Area 3. Entrance

The tomb's proper entrance is guarded by a **galeb duhr** (MM 139). It is inert and looks like a simple pile of stones. When the characters come near, the pile stirs and assembles itself. If the galeb duhr is slain, a **horned devil** (MM 74) appears in a fiery conflagration. It urges the characters to turn around. The devil doesn't want to waste its precious time with the characters. Should the characters decline, the devil is obligated to attack.

Area 4. Side Entrance

The new corridor the xvarts dug is narrow and trapped. A character spots the trap with a **passive Wisdom (Perception) of 14 or higher** or on a successful **DC 10 Intelligence (Investigation) check**. A character who walks across the spiked pit trap must succeed on a **DC 13 Dexterity saving throw**. On a failed save, the character takes 14 (4d6) piercing damage, or half as much on a successful save.

Area 5. Fake Sarcophagus

A large sarcophagus stands in the middle of the chamber. The bottom of the sarcophagus has many holes which are crusted with trace amounts of blood. An empty pedestal stands in one corner, and a dozen xuart corpses are scattered across the room. If the characters investigate the corpses, they stir and attack. However, if the undead xvarts leave the area, they collapse and die.

A character who searches the room for secret doors and succeeds on a **DC 16 Intelligence (Investigation) check** finds the secret door. The secret door only opens when the characters pour blood into the sarcophagus. If the blood donors are alive, they feel a necrotic energy rushing through their body and take 21 (6d6) necrotic damage.

Area 6. The Hidden Burial Chamber

The halls you enter are eerie if not outright panic-inducing. No sound permeates the area, and your own voice sounds muffled. A constant dark pressure weighs heavily on you. Strange shadows move across the walls with no one present to cast them. The air smells strange, burning your lungs with every breath you take. Every ten seconds or so, the ground shakes oh so slightly, which is clearly no natural phenomenon.

A character who enters the room must succeed on a **DC 13 Wisdom saving throw**. On a failed save, the character takes 7 (2d6) psychic damage, having lost morale upon experiencing the room's otherworldly atmosphere.

Inside the room, a narrow stone bridge leads to a large platform surrounded by a sheer endless abyss. Yet another sarcophagus stands in the middle of the chamber. Inside the sarcophagus rests a lead chest that is bolted to the floor.

The chest features four small, finger-sized holes to entice people to open it using their fingers. It can only be opened with a *knock* spell, however. A character who sticks a finger inside one or more of the holes must succeed on a **DC 10 Dexterity saving throw**. On a failed save, the character takes 14 (4d6) slashing damage and is maimed.

A small chestnut of pure silver rests inside the chest. It is Aldfirth's phylactery and inscribed with unsettling runes. A character who succeeds on a **DC 15 Intelligence (Arcana or History) check** recognizes the chestnut as a phylactery. If the characters take it into their possession, they are attacked by twelve **specters** (MM 279) which emerge from the floor, walls, and ceiling. Haunted shrieks and chants reverberate through the chamber while the battle rages.

A character with a **passive Wisdom (Perception) of 16 or higher** notices a small indentation in the eastern wall across the abyss 20 feet up. It is a small button which, once pressed, lowers a drawbridge and opens a stone portal to Area 7.

Area 7. The Arena

The characters find a gigantic arena after following a dark corridor for 100 feet. Here, a **balor** (MM 55) and a **pit fiend** (MM 77) are locked in eternal battle. The ferociousness with which these monsters clash is humbling. A hidden magic, originating from a large crystal in the ceiling, revitalizes the fiends should one of them falter. The crystal can only be destroyed by a single or synchronized attack that deals 30 damage in total. The blood the fiends lose seeps into holes in the floor of the arena.

A stairway across the room leads the characters further down where they reach the bottom of the abyss after an hour's march.

In the Abyss

Down below, the characters find a monstrous machine, fueled by the blood of the battling fiends. Long tubes, pumps, and gears work tirelessly, with no discernable purpose.

A seething transparent tank housed in the midst of this machine holds the unconscious body of Aldfirth, a **lich** (MM 202) who has imprisoned himself by accident during an experiment. Aldfirth regains consciousness if he takes damage. He also regains consciousness after 8 hours should the machine or the crystal in the arena be destroyed.



NOTICE BOARD

NUMBER TEN



Please Help!

I don't know where to begin. A few months ago, this strange brothel opened on our street and my brother spends all his coin there. But this is not the problem. Since he started to go there, he has become sick. He looks so frail and must have lost 10 pounds already. I am afraid of this brothel, and I have heard strange rumours. Please visit me, I have a few gold pieces I can spare to make it worth your time. Search for Rachel Fromm in the harbor district.

PS: The brothel's name is "Heaven and Hell"

i saw the ship made of bone again. it came closer this time. i saw things moving on board, and also the tattooed sails. if you believe me search for sjerv at hjeim s dosshouse.

Invest!

The value of wood
double in the
recent months,
invest now! Buy
wood-bonds from
Trusty Harry!

Stranger! Everybody in town thinks I am a grieving widow gone mad, because of the death of my husband. They err.

I have seen it with my own eyes. My dear husband was not killed that day out on the sea. He was eaten, gobbled up as a whole. And his entire ship with him! This accursed creature still roams the sea and threatens every honest fisherman and woman.

Can you find it in your heart to slay this beast and become a legend? Alas, I have nothing to reward you. The gods look favorably upon those who act selflessly, however!

– Phiroa Briar



Fellow citizens! I, Dawnlord Liriam Fuller, write these words in the hopes to reach the entire community.

Many of you may know me from the local temple of Lathander. I feel that I have to address a growing concern of mine with the following appeal. If you have experienced a loss of memory or if you suddenly found yourself surrounded by strange and unknown people, then please visit me in the temple of Lathander as soon as possible. Especially if you have noticed something like this in a person close to you!

Please share this message with your family and all the people you hold dear. I thank you for your attention!

NOTICE BOARD NO. 10 – TIER 2

This notice board is suitable for characters of level 5-8, and it could appear in a harbor town of medium to large size. The missions are mostly dark or treacherous.

The Aboleth

Stranger! Everybody in town thinks I am a grieving widow gone mad, because of the death of my husband. They err. I have seen it with my own eyes. My dear husband was not killed that day out on the sea. He was eaten, gobbled up as a whole. And his entire ship with him! This accursed creature still roams the sea and threatens every honest fisherman and woman. Can you find it in your heart to slay this beast and become a legend? Alas, I have nothing to reward you. The gods look favorably upon those who act selflessly, however! – Phiroa Briar

The widow Phiroa Briar is working with an **aboleth** (MM 13). The aboleth contacted Phiroa telepathically because he sensed her immense hatred for her husband Karl. They concluded the following pact: The aboleth would kill her husband for her, and she agreed to send more creatures out to the sea for aboleth to gobble up. Characters with a **passive Wisdom (Insight) of 14 or higher** who speak to Phiroa about her husband notice that she is hiding something. Characters with a **passive Wisdom (Arcana) of 15 or higher** notice a faint magic aura about Phiroa.

Phiroa often visits the beach to communicate with the aboleth. Should the characters decide to follow Phiroa around town, they'll spot the large creature in the sea on a successful **DC 16 Wisdom (Perception) check**.

Should the characters decide to slay the beast that threatens the sea, Phiroa points them towards the location of a sandbank where her husband was supposedly gobbled up. There, the characters are attacked by the aboleth. Shortly before the characters kill the aboleth, it bargains for its life. In exchange for letting it go free, it promises to reveal the location of a sunken treasure. Should they accept, the aboleth reveals the location of a sunken city to them after it has retreated.

The Forgotten

Fellow citizens! I, Dawnlord Ziriam Fuller, write these words in the hopes to reach the entire community. Many of you may know me from the local temple of Lathander. I feel that I have to address a growing concern of mine with the following appeal. If you have experienced a loss of memory or if you suddenly found yourself surrounded by strange and unknown people, then please visit me in the temple of Lathander as soon as possible. Especially if you have noticed something like this in a person close to you! Please share this message with your family and all the people you hold dear. I thank you for your attention!

Silmaril (CN female elf **bard** VGTM 211) found a peculiar book. When she concentrates on a passing person, her hand starts to write a story as if guided by magic. In fact, it is magic. The book is cursed and each time Silmaril writes a story, it is about an event which happened in the past of the person she is watching.

However, the true problem is that the memory about this event is erased from the mind of her story's protagonist. Now there are dozens of people wandering the city who have lost their most important memories; about their loved ones or something pertaining to their work with which they earn their livelihood. Due to the curse Silmaril cannot stop writing and the number of people with lost memories is on the rise. Some people are affected more than once because Silmaril usually sits in the Merry Barnacle Tavern while writing. The characters can find Silmaril by cross-referencing the movement patterns of the victims. Characters with a **passive Wisdom (Arcana) of 15 or higher** can feel the strange magic of Silmaril's book if they're within 50 feet of the book.

When the characters are in Silmaril's line of sight, roll a d20. On a 1, Silmaril picks one of the characters to write about. The character must succeed on a **DC 20 Wisdom saving throw** or forget a part of their life. When Silmaril's book is destroyed without casting *remove curse* on it, the memory loss becomes permanent. Otherwise the affected people recover their memory.



The Bone Ship

I saw the ship made of bone again. It came closer this time. I saw things moving on board, and also the tattooed sails. If you believe me search for Sjerv at Hjeim's Dosshouse.

The bone ship is an accursed amalgam of a ship and an undead whale. Like a loyal dog, it regularly visits the harbor to search for its captain. Each time the ship visits, more undead seamen toil on the ship. The former captain Bloody Elbow Jones is long dead and buried, however, and the ship's efforts are in vain.

Sjerv is a simple drunk who hangs out in the harbor by night and watches the waves. Although others also have caught a glimpse of the bone ship, he is the only one who takes his sightings seriously and doesn't discount the apparition as a drunken mirage. When the characters talk to Sjerv, he can only tell them that the strange ship appears every blue moon, makes strange noises, and disappears. The noises Sjerv hears sound like that of a whale, which he remarks upon.

During the characters' stay, the undead ship returns with its minions. A **sword wraith warrior** (MTOF 241), a **ghast** (MM 148), and **six ghouls** (MM 148) raid the town in the search for Bloody Elbow Jones. The raiding party eventually makes its way to the graveyard where they find the corpse and return with it to the bone ship. Bloody Elbow Jones is brought back as a **sword wraith commander** (MTOF 241) and proceeds to pillage towns up and down the coast.

Please Help!

I don't know where to begin. A few months ago, this strange brothel opened on our street and my brother spends all his coin there. But this is not the problem. Since he started to go there, he has become sick. He looks so frail and must have lost 10 pounds already. I am afraid of this brothel, and I have heard strange rumours. Please visit me, I have a few gold pieces I can spare to make it worth your time. Search for Rachel Fromm in the harbor district.

PS: The brothel's name is "Heaven and Hell"

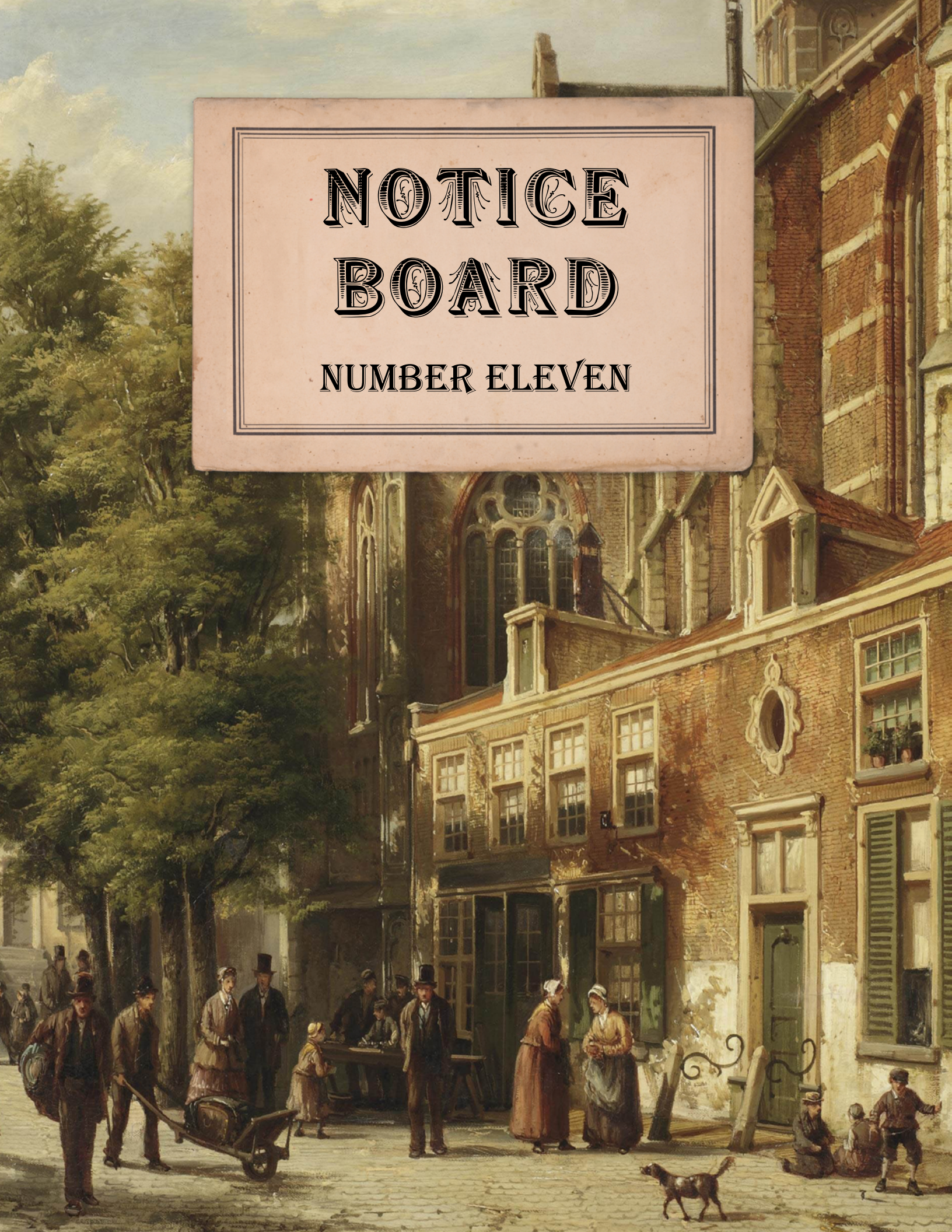
The brothel is run by a savvy businessman named Razor (N male tiefling **illusionist** VGTM 214). He has all the permits to run the establishment and the succubi and incubi he employs don't hurt anyone. Rachel's brother Jacob is a frequent customer in the brothel, and often visits the succubi Jix.

With a successful **DC 16 Charisma (Persuasion) check** Jix tells the characters that Jacob is sick and will perish soon. He cannot afford potent magic like a greater restoration which is needed to fully heal him, so he decided to spend his final days enjoying himself.

Unless the characters interfere, shortly before his death, Jacob sells his soul to a devil Razor knows. He is not only completely healed, but also made very rich. If the characters have dealt with Rachel before, she approaches them and tells them about the new developments.

NOTICE BOARD

NUMBER ELEVEN



Hello, my dear friends! It is no coincidence that you found this note at this point in time. Or is it? Allow me to introduce myself. My name is Uston Barbon, and I am a wizard of some renown. My latest project—which enters its 49th year already—is to find and capture the coincidence. You can certainly imagine how hard it is to capture something as slippery as the coincidence! However, I have created a machine which will achieve exactly that. Now, my latest attempts have been thwarted by agents of a power I will not name here. Suffice it to say, that I need your help to guard the machine during the experiment. You can find me in the largest tower in the city. See you soon!

Call of Honor - The Sewer Ministry Needs You!

The citizens of this great city are plagued by an unbearable sound originating from the sewers. The sewer ministry's best men and women already found a glorious death in the sewers. Now it is your time to stand up and carry the torch. Join the mobile infantry!

Descend into the sewer's depths, experience true adventure, overcome the deadliest of creatures, and unearth long forgotten treasures!

Recruits are to report to Mandrogan Raszak. Find me in the city hall, room 301.

Quick Fame and Easy Money!

Life is hard, and then you die. It mustn't be so, however. I could offer you a better life, an easier life. That grand journey you always wanted to undertake but never quite have the gold for? You may start that journey today. The house with the extensive garden you always dreamed of?

Move in this instant. That beloved person you wished you could have spent more time with? A wish I can—and will—grant you. All of this, just one signature away.

Write your name on the dotted line and start anew.

The signatory of this contract sells his or her soul to Ishtiarix, a dutiful servant of Archduchess Glasya. In return, Ishtiarix fulfills one wish for the signatory. The soul of the signatory will be brought to the Nine Hells after his or her death. The contract cannot be terminated. If you have any questions concerning this contract do the following: Say the name Ishtiarix three times, tap on this contract, and stick a finger in your nose.

I'm a collector of sorts. And some people just refuse to be collected. During my last foray, I was wounded, unfortunately!

And this is where you come into play! If you lend me a hand, I will reward you. With what? Just use your imagination! :-

I'm staying in the Golden Falcon. Ask for Lilly. Then we can talk about the details. I'm giddy already!

— Lilly, who is definitely not evil!

i need cats and dogs and hedgehogs and squirrels and other stuff. rats also. bring me all the animals you can find!

— torsten from the stinky house

NOTICE BOARD NO. 11 — TIER 2

This notice board is suitable for characters of level 5-8. The themes are mostly wacky or could take a darker turn if presented that way. The notice board could appear in a medium or large city with no special requisites, aside from a functioning sewage system.

Torsten — Necromancer & Tanner

I need cats and dogs and hedgehogs and squirrels and other stuff. Rats also. Bring me all the animals you can find! - Torsten from the stinky house

This notice can be set up or followed up by rumors about strange animals that pester the town. When the characters finally connect the dots, they may decide to revisit the tanner, Torsten. When the characters ask around to find out about the dubious location in the note, people point out the craftsmen district. The district hosting the tanners is usually the filthiest in town.

After the characters reach the so-called stinky house, they find that Torsten (NE male human **necromancer** VGTM 217) is indeed a local tanner. At 6.5 feet, Torsten is quite large and lanky. His skin is extremely pale due to the fumes he breathes in all day, Torsten explains.

Torsten buys every critter he can get his hands on, stuffs it, and adds it to his collection—or so he claims. Should the characters show interest, Torsten shows them a menagerie of stuffed animals lined up in a small room in his abode. A character with a **passive Wisdom (Perception) of 17 or higher** notices that some of the animals' eyes move from time to time.

In reality, all of Torsten's stuffed animals are undead and terrorize the town during the night. A wizard, sorcerer, or warlock with a **passive Wisdom (Arcana) of 14 or higher** notice the necromantic energy in the area. If confronted about the undead animals, Torsten attacks and attempts to flee if the characters prove to be his better.

Quick Fame and Easy Money!

Life is hard, and then you die. It mustn't be so, however. I could offer you a better life, an easier life. That grand journey you always wanted to undertake but never quite have the gold for? You may start that journey today. The house with the extensive garden you always dreamed of? Move in this instant. That beloved person you wished you could have spent more time with? A wish I can—and will—grant you. All of this, just one signature away. Write your name on the dotted line and start anew.

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Ishtiarix is not the mastermind behind this scheme. The imp was summoned by a more powerful devil named Xifle'thorn, a powerful **bone devil** (MM 71), who roams the city and preys on the souls of the weak mortals.

When the characters rip up the contract posted on the board or if they follow the steps to summon Ishtiarix, the **imp** (MM 76) appears in a puff of smoke. Ishtiarix laughs about the characters if they put their fingers up their noses. Clearly, this was a joke, and it seems Ishtiarix wasn't summoned by the most intelligent creatures on the Prime Material plane. Ishtiarix continues with its sales pitch and tries to get its hands on the characters' souls.

If the characters attack or slay Ishtiarix, his master Xifle'thorn seeks out the characters to get revenge. The devil waits until the characters sleep or are otherwise dispersed, and attacks ruthlessly. Instead of killing the characters outright, Xifle'thorn attempts to knock them unconscious. After abducting a character, the devil tries to get the characters' souls as ransom.

Hello Sweetie!

I'm a collector of sorts. And some people just refuse to be collected. During my last foray, I was wounded; unfortunately!

And this is where you come into play! If you lend me a hand, I will reward you. With what? Just use your imagination!

I'm staying in the Golden Falcon. Ask for Lilly. Then we can talk about the details. I'm giddy already!

– Lilly, who is definitely not evil!

Lilly (N female elf **warlock of the archfey** VGTM 219) is a spring eladrin with green, waist-length hair that features many crocuses of different colors. She is a collector indeed. Her patron Llothian sends her out into the world to collect people which he deems fit to become his courtiers for one year and one day. After that, Llothian releases the captives and rewards them with as many gems as they can carry. The latest person Lilly planned to collect was a famous artisan who goes by the name of Charmoran. The target was guarded tightly, and it wasn't as easy to abduct him as Lilly would have liked. During her last attempt, Lilly broke her leg and was forced to retreat to lick her wounds.

If the characters agree to help Lilly out, she explains how it works. The target Charmoran lives in a grand estate with his bodyguards: Jeremy (LN male human **champion** VGTM 212) and Raka (N female elf **mage** MM 347). To abduct Charmoran, the characters must stuff him into an enchanted sack. The sack teleports a captured person directly to Llothian's throne room. As a reward, Lilly promises the characters their weight in gems. The reward amounts to 500 gp per character in the form of gems of different shapes and sizes, which Lilly may produce from her sack.

If the characters try to do Lilly harm, she simply stuffs herself into the bag and vanishes. If the characters follow her through the sack, they find themselves surrounded by several dozen fey creatures. Llothian tells them they have only one chance to leave this place: The characters must perform an act or play a song for him. If the characters succeed on a **DC 20 Charisma (Performance) check**, Llothian will only let them leave after they spend a year and a day as his courtiers. If the characters fail, Llothian is disgusted and banishes them from his realm, returning the characters to whence they came.

Uston's Deus Ex Machina

Hello, my dear friends! It is no coincidence that you found this note at this point in time. Or is it? Allow me to introduce myself: My name is Uston Barbon, and I am a wizard of some renown. My latest project—which enters its 49th year already—is to find and capture the coincidence. You can certainly imagine how hard it is to capture something as slippery as the coincidence! However, I have created a machine which will achieve exactly that. Now, my latest attempts have been thwarted by agents of a power I will not name here. Suffice it to say, that I need your help to guard the machine during the experiment. You can find me in the largest tower in the city. See you soon!

On first glance, Uston Barbon seems like a crazy old man. His robes are dirty and tattered. Most of the time he just looks confused. However, in some rare instances, his eyes become piercing, and a character might suspect that there is more to him than what meets the eye.

When the characters visit Uston in his tower, he proudly presents the machine he has built to capture the coincidence. The machine itself is in part a figurative line of dominos (a Rube Goldberg machine). There are mundane items like teakettles and a bathtub involved. One part will trigger the next and so on. There are also some black boxes in the construction the characters cannot see without deconstructing it in its entirety. Additionally, some strange contraptions shoot lightning and fire from time to time. The machine stretches through three stories of the tower. A character with an Intelligence of 19 or higher understands, that there is some sense behind this insane machine.

Uston wants to start immediately and tells the characters to get ready. Uston flips a switch, and the machine comes to life. It hisses, cracks, and yoinks. After a few seconds of this madness, a **deva** (MM 16) named Samandiriel appears from a grand bright portal. He reprimands Uston and demands that he finally leaves the matter alone. Uston on the other hand just yells at the characters to take Samandiriel down before he ruins his plans once again. Samandiriel starts to take the machine apart. All the while Uston is spouting some gibberish about redundant parts and that he will succeed this time. If the characters distract Samandiriel or take him out, Uston succeeds.

Call of Honor - The Sewer Ministry Needs You!

The citizens of this great city are plagued by an unbearable sound originating from the sewers. The sewer ministry's best men and women already found a glorious death in the sewers. Now it is your time to stand up and carry the torch. Join the mobile infantry!

Descend into the sewer's depths, experience true adventure, overcome the deadliest of creatures, and unearth long-forgotten treasures!

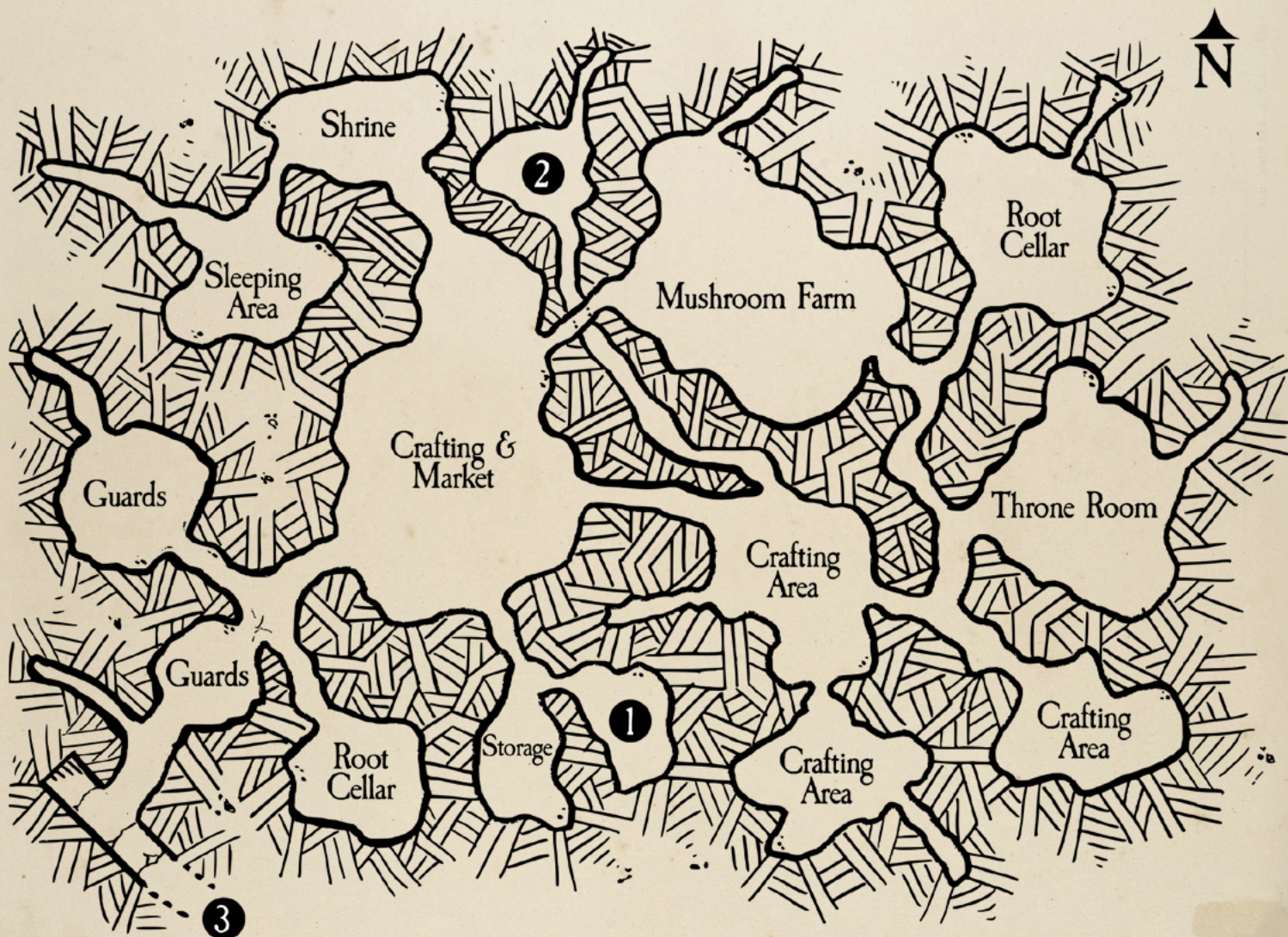
Recruits are to report to Mandrogan Rasczak. Find me in the city hall, room 301.

Mandrogan Rasczak is a proper military man who lost his legs in the sewers and works behind a desk since his recovery. His hair is short, he features several scars all across his body, and he speaks in short and precise sentences.

He gives the characters a short rundown of their assignment and sends them to a specific sewer entrance where they begin their quest.

Summary

In the sewers beneath the city, lies the village Ruknik, where the city kobolds live in peace and enjoy an easy life. One day, a **kobold** (MM 195) named Rok formed a rock band with a **goblin** (MM 166) named Rowl she met during an excursion into the sewers. Together, they practice their craft in the nexus, the acoustically best place in the sewer system. However, the band practice proves quite annoying to the city dwellers since the infernal sound blasts through every pipe and sewer entrance at least once a day. Only recently, Rok and Rowl cast a new band member named Spike. The new band member is a **bearded devil** (MM 70) whose true name is Bor'other. To create an instant hit with their new song "The Resurrection", Rowl sold his soul to him. The goblin goes to every length for Rok and their band *Whiplash*.





Part 1. The Village of Ruknik

The characters start their journey at a manhole which leads them directly to Ruknik. Once they arrive, the characters encounter Qrank, the local tinkerer (LN male **kobold inventor** VGTM 166). He is returning from a scavenging hunt during which he searches the sewers for lost valuables and trinkets. Qrank greets the characters and leads them to his shop where they can talk.

Area 1. Qrank's Shop

Qrank sells a few common magic items in his small shop. If the characters ask about the infernal noise, Qrank tells them to check out Shank Alley where the youths gather. Those troublemakers! Qrank describes how to find the place and cautions the characters—Shank Alley is Tunnel Snake territory. Qrank is sure that these rapsCALLIONS with snake tattoos on their back are involved somehow.

Area 2. Shank Alley

The characters find Rok talking to several kobolds:

I hope you guys won't miss the thing tonight. We meet at the usual spot at the center of the nexus. It's going to be radical! We got everything in place, and if it all goes as planned this thing is literally going to blow up! First, we blow Ruknik away with the Resurrection, and then we conquer the surface! I have to run now, see you guys later!

If the kobolds notice the characters after Rok vanishes into one of the nearby escape tunnels, the ten **kobolds** (MM 195) attack. Otherwise, they disperse into the escape tunnels after a few minutes as well. If there is a battle, when the kobolds lose half their numbers, they escape via the tunnels.

The nexus is the location where the sewage water converges and falls into the deep. All kobolds in Ruknik can tell the characters about the nexus's location.

Area 3. Proper Sewer Entrance

This way leads deeper into the sewers. The characters find the nexus without encountering any problems if they asked about the correct way prior.

If the characters have nothing to go on, they can attempt to navigate the sewers by following the band's music which starts sometime in the evening. While searching for the correct way, the characters are attacked by three **black puddings** (MM 241).

Part 2. Live Concert in the Nexus

When the characters reach the nexus, paraphrase or read the following out loud:

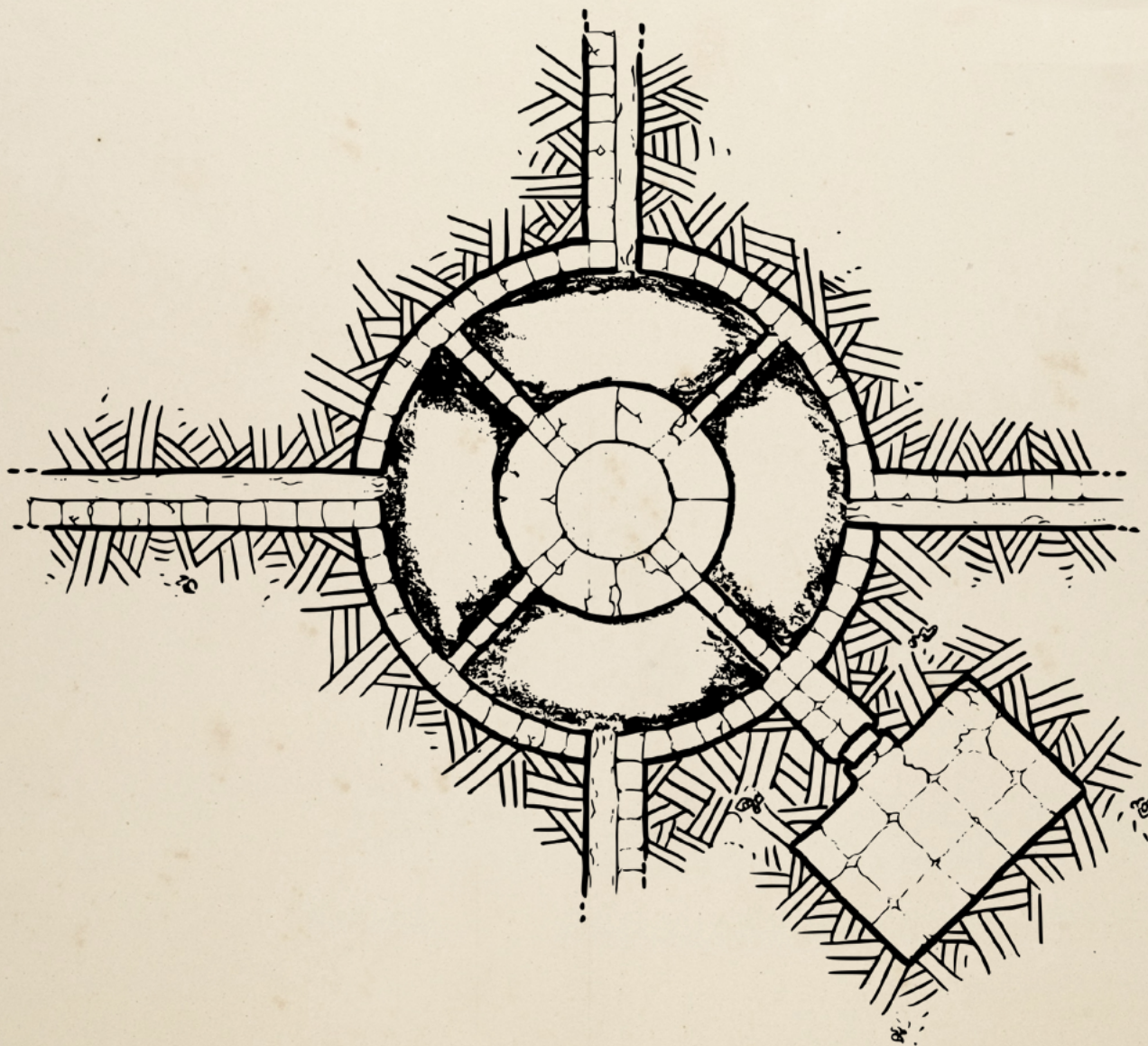
You reach your final destination, the nexus. More than two dozen kobolds are assembled on the outer ring and wait in suspense. In the center of the nexus, a band prepares for their performance. A kobold with a violin on her arm shouts:

"We are Whiplash, and tonight we are performing the Resurrection. Here we go!"

The band starts its performance, and the sound in the nexus is truly superb. If bards are among the characters, they must succeed on a **DC 10 Charisma saving throw**. On a failed save, the bards must join the band in their performance.

Continue as follows unless the characters interrupt the performance:

After several minutes, the performance ends. You are at a loss for words. Some of you have tears in their eyes, and others wish this night would never end. The audience goes wild and demands an encore. The lead singer screams: "Well, then here we go again!", and the band starts over. The audience completely loses their minds. They throw themselves at each other and scream like maniacs. You are sure that the townspeople will find no rest tonight!



During the concert, Spike causes the dead to rise quite literally. Thirty **zombies** (MM 316) climb out of the channels and up the nexus's walls. Rowl screams: *"This isn't what we agreed to Spike!"*, and all hell breaks loose. When the first **kobolds** (MM 195) are attacked by the zombies, they run for their lives. However, the band members are trapped in the middle of the nexus. Spike vanishes in a puff of smoke, and Rok and Rowl try to escape and barricade themselves in the back room.

Aftermath

If Rok and Rowl survive, they thank the characters for their support. They invite the characters to join them backstage. Rowl has occupied a little room next to the nexus they use for after-show parties. Rok and Rowl agree to rehearse at another spot where the townsfolk will not be bothered. If only to prevent more adventurers from coming down into the sewers.

Spike reappears and excuses himself profusely for his mistake. He didn't want to take things that far, but he was carried away by the wild crowd and was overwhelmed with elation. The characters can convince Spike to return Rowl's soul with a successful **DC 15 Charisma (Persuasion) check** to exonerate himself after the fatal mistake.

If either Rok or Rowl do not survive, the surviving member notes that the dream has died. There will be no more music coming from the sewers.

