



The Ghost and the Peddler

An adventure for 4th level characters

The Ghost and the Peddler is a short adventure for three to five characters of levels 3 to 5. You can play it any time the PCs need to travel through scarcely populated land for a few days.

Jack Flanagan is an apothecary traveling around the world to help those in need. Ever since his father died, Jack has felt unusually busy. The people around him experience strange accidents and suffer from unlikely diseases and parasites. Incidentally, this has caused Jack's income to rise significantly.

What Jack doesn't know is that a leprechaun named Seamus is causing this sudden demand for medical attention. Seamus was Jack's father's best friend and lifelong companion. Shortly before Jack's father's death, the well-respected leprechaun promised him to look after his son. And when you're a leprechaun, taking care of someone has a totally different meaning.

Adventure Synopsis

The Ghost and the Peddler is a series of events that occur as the PCs travel in a region plagued by orcs.

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Although the adventure may look like a classic "travel in an orc-infested land" gig, the main challenge is to figure out that a leprechaun is secretly traveling with the PCs. The orcs are mostly a smokescreen meant to distract the players.

The adventure has two acts that occur one after another: "Meeting Jack Flanagan" and "Traveling with the Ghost". In the first act of the adventure, the PCs meet a young peddler called Jack who's trying to save the victims of an orc raid. After doing everything he can, Jack asks the PCs to escort him through the orc-raided land. If the PCs accept the job, act two begins, and the leprechaun starts to play tricks on them.

The adventure ends when the adventurers part ways with Jack or when they manage to stop Seamus.

Running the Adventure

The Ghost and the Peddler describes the pranks Seamus plays on the adventurers but it only makes suggestions on how to set them up and how to stop the leprechaun. You should be ready improvise and set the mood yourself.

For example, Seamus plays tricks on the players during ordinary activities. If you roleplay these activities, the tricks will feel more natural. You could roleplay a conversation between Jack and the PCs while running the "Worm Soup" event, or wake up the characters at night because of some strange noises before running the "Spore Trap" event.

Your players are not going to passively wait for Seamus to play his next prank on them either. Each event contains hints that will help the players figure out what's going on. Once that happens, you're on your own. There are just too many possible ways to stop Seamus.

Roleplaying

The adventure lists the information that the NPCs know as bullet points for your convenience but feel free to roleplay the interactions if you want to, and reveal what the NPCs know as part of a conversation.

Similarly, when the PCs need to make a Charisma check to obtain information, the adventure only indicates the DC of the check but you can ask your players to impersonate their character or describe his or her actions before allowing the check.

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Act 1: Meeting Jack Flanagan

This act contains two events that occur one after the other: “A Friendly Warning” and “The Orcs and the Peddler”. The first one happens when the PCs are about to leave town; the second one a few hours later.

A Friendly Warning

When the PCs decide to leave town, read or paraphrase the text below.

“As you’re walking out of town, you notice an unusual number of carriages stationed outside the town limits. A heavily armored man is watching over them. When he sees you, he walks toward you with a preoccupied look on his face.”

The guard is there to warn the PCs that Gurlag orcs are currently attacking travelers on the road ahead. If the PCs spend some time talking with the guard, they can learn the following information:

- † The Gurlag orcs are unusually aggressive and far away from home.
- † The experts in town believe their leader Lord Yargol is dead and that the war chiefs are competing for succession.
- † Lord de Brún, the ruler of the area, sent a group of knights to take care of the orc threat.
- † Two particularly clever bands of orcs have managed to escape the knights and continue to attack travelers.
- † There’s a 200 gp bounty on both leaders’ heads. One of the leaders has a shredded ear and tries to conceal it by wearing a hood. The other is a tall slender ranger with a pet worg.

The Orcs and the Peddler

A few hours after leaving town, the PCs stumble upon what used to be a heavily guarded carriage. Read or paraphrase the text below.

“From a distance, you see a carriage stopped in the middle of the road and another one stationed beside it. About a dozen men in uniform are lying on the ground oozing blood. Judging by the number of crows on the scene, the attack happened many hours ago and the guards are most likely all dead. Nevertheless, a young man with boyish looks is desperately trying to help them.”

The man attempting to save the wounded guards is Jack Flanagan, one of the main characters of this adventure. If the PCs decide to avoid him, the adventure ends. If, on the other hand, they decide to help the boy or investigate the carnage, proceed to “The Carnage” section below.

The Carnage

By the time the PCs arrive at the carriages, Jack has given up on saving the guards. He arrived too late and they all died. Unless the adventurers conceal their approach, he walks toward the characters to salute them. Read or paraphrase the text below.

“The young boy couldn’t save any of the guards. He’s obviously disappointed, but he still greets you with a warm and friendly smile. He says his name is Jack Flanagan.”

When you first meet his gaze, you notice deep sadness in his eyes. In spite of his young age, you can tell that the boy has seen more deaths than most, and that each person he failed to save has left a scar.”

Talking to Jack Flanagan

Jack is immediately friendly toward the adventurers. The PCs can learn the following information from Jack:

- † The young man’s name is Jack Flanagan. He’s a wandering apothecary and a doctor.
- † He’s on his way to a faraway town plagued by cholera and needs to get there as quickly as possible.

Paid Work. Jack tries to hire the PCs to escort him until the danger is over. He offers them 50 gp, a *potion of invisibility*, a *potion of greater healing*, and a *potion of fire breath* for their services.

Jack Flanagan

Jack Flanagan is a good-hearted and generous young man always trying to help others. His selflessness has destined him to a lifetime of poverty because he barely charges enough to sustain himself.

Jack has a very positive attitude but at the same time is also naïve. He’s the kind of person that always sees the glass half-full, even when it’s nearly empty.

In truth, Jack is a sad person. He has seen too many people die and feels responsible for the death of every person he couldn’t save.

Examining the Scene

The PCs can learn more about what happened by analyzing the clues left behind by the assailants.

The Battlefield. By inspecting the general layout of the area, the PCs can deduce that the assailants caught the guards by surprise. They were waiting in ambush behind the rocks and bushes overlooking the road. Three large puddles of blood also suggest that some of the bandits were badly wounded during the encounter.

The Carriage. The crest on the carriage indicates that it was transporting a noble. With a successful DC 14 Intelligence check, an adventurer identifies the crest as the blazon of the de Brún family, one of the most powerful noble families in the region. If the PCs check the passenger's luggage, the size of the clothing suggests that the passenger was a six- to eight-year-old boy. His body is nowhere to be found.

The Surroundings. If the PCs expand the radius of their investigation, they find a dead guard about 50 yards away from the carriage. A quick inspection reveals that a small creature ran away from the scene and that the guard died protecting its retreat.

Tracks. The PCs can pick up a trail that leads to the passenger (see “Saving Oisín de Brún”) and another one to the orc assailants (see “Orc Raiders”). The players can also make a DC 15 Wisdom (Survival) check to determine that about a dozen medium-sized humanoids attacked the carriage.

Development

Jack is in a hurry but he can wait until the PCs finish investigating the scene or killing the orcs. As long as they're gone in the morning, he'll wait until they finish their tasks. He'll even help the PCs get rid of the orcs if asked.

If the PCs agree to help Jack, move on to “Act 2: Traveling with the Ghost” whenever the players are ready to go.

Saving Oisín de Brún

The passenger traveling in the carriage the orcs attacked is the youngest son of the Earl of Brún, Oisín. The boy accidentally slipped into a ravine while running away and got knocked out by the fall. When the PCs arrive on the scene, the boy is still lying unconscious at the bottom of the pit. He is badly bruised but otherwise unharmed.

Oisín de Brún

Oisín is a witty and friendly eight-year-old boy who never seems to run out of questions. Oisín is studying to become a scholar, and the knowledge is tumbling out of his head. He's well on his way to becoming one of those know-it-all brats that constantly repeats what he learned in books.

Unlike many nobles, Oisín doesn't feel superior to commoners. His mother died giving birth, and his family blames him for her death. As a result, he spent very little time with his kin and mostly castle servants raised him.



Finding Oisín

Oisín's tracks are fairly easy to find. A character only needs to make a DC 11 Wisdom (Survival) check to follow the boy's tracks to the ravine.

Talking to Oisín de Brún

When Oisín first regains consciousness, he's hurt, scared, whiny, cranky, and very bossy. After taking a few minutes to regain his composure, Oisín behaves in a more courteous manner. The PCs can gain the following information by interacting with the child:

- † The boy's name is Oisín de Brún. He's the youngest son of the Earl of Brún.
- † His family is one of the most important noble families in the area. The PCs are currently traveling on his father's land.
- † Oisín overheard a conversation between the captain of his guards and the other men. Captain Whelan had a very important date with Miss Farrygan that he simply couldn't miss. That's why they undertook the journey in spite of the orc threat.
- † Oisín lives in a monastery. He was on his way home to visit his family.

Paid Work. Oisín also tells the PCs that if they escort him to his castle, his father will give them a big reward. What happens if the PCs bring Oisín home is described in "Concluding the Adventure".

Orc Raiders

Should the PCs decide to track down the assailants, they might be able to follow their trail all the way to their camp. The fight waiting for them if they succeed is extremely difficult. It's imperative that you let the PCs notice the orcs first, warn them about the danger, and give them a chance to prepare for their attack.

Tracking Down the Orcs

The PCs need to succeed at a DC 12 Wisdom (Survival) check in order to find the orcs. Their camp is about half an hour away from the carnage site. Read or paraphrase the text below.

"As you're walking through the wooded hills, you're startled by rowdy laughs. A dozens orcs have set up camp in a small clearing about sixty yards away from your position. They're cheerfully bragging about their latest exploits. Even though they appear to be relaxing, you can tell they're ready to draw their weapons at the slightest sign of danger. These are no ordinary orcs. Your intuition tells you to be extremely careful."

Preparing the Fight

The orcs won't leave until the next day. This should give the PCs plenty of time to prepare for the fight and tip the odds in their favor.

Terrain. The wooded hills around the orc camp can give the PCs a significant tactical advantage if they manage to lure the tuskers out. For example, the PCs could wait for the orcs at the top of a cliff and attack them with ranged weapons while hiding behind boulders.

Traps. The adventurers don't have enough time to prepare elaborate traps but they can take advantage of the terrain to tip over boulders or tree trunks on the orcs. With the proper tools, the PCs might also be able to make crude traps (at your discretion).

Poison. Jack has a number of toxic plants that the characters can use to poison the orcs. If the PCs manage to sneak into the orcs' camp and place the poison in their food, each of the orcs takes 2d6 poison damage. A successful DC 13 Constitution saving throw halves the damage.

Fighting the Orcs

Zugbu the Brash (**orc warlord**), eight **orc raiders**, and three wounded **orc raiders** (11 HP each) are in the camp, recovering from their last fight.

The orcs are unusually cunning for their kind. They use whatever tactic is most appropriate to defeat the PCs. Some of the raiders typically engage the tougher fighters in melee while the others concentrate on the weaker PCs.

Monster Statistics. "Appendix I: Elite Orcs" found at the end of the adventure contains the statistics for the Orc Raider and the Orc Warlord.

Experience Points. 2,350 XP. Some of the orcs are below their maximum HPs. The XP value of the encounter has been adjusted accordingly.

Treasure. Zugbu has a small chest containing 540 cp, 340 sp, 145 gp, 6 tiger eyes (10 gp each), and a gold ring set with bloodstones (250 gp). The other orcs have a total of 250 cp, 150 sp, and 70 gp in their belongings. There's also a 200 gp bounty on Zugbu's head that the PCs can claim in any town along the road (see "Concluding the Adventure").

Act 2: Traveling with the Ghost

This act describes the tricks Seamus plays on the adventurers during their journey and the trouble he gets in when preparing them.

The act has three independent events that you can play in any order you want. Each event has its own entry that describes how and when to run it. If possible, you should try to spread them out over the course of multiple days.

The “Other Tricks” chapter contains additional prank ideas that you can play on the adventurers in case your players need a few more to catch Seamus.

Campfires

One of Seamus’s tricks assumes that the players are making fires. If you don’t want a useless confrontation with your players, you need to make sure before running the event that they’re making campfires.

You could, for example, ask the players before they start traveling if they take any special precautions to conceal their fires at night or when cooking their food. Unless they explicitly mention otherwise, you can safely assume they’re making fires.

Barnaby the Raccoon

You also need to make sure the players know Jack has a pet raccoon called Barnaby. The raccoon is actually the leprechaun transformed into an animal. The players can’t figure that out if they don’t know a raccoon is traveling with them.

You can easily introduce Barnaby with a few interactions. Barnaby hates the cold and hates being touched. You could have the raccoon sneak under a PC’s blanket at night or bite anyone who tries to pick him up.

Jack Flanagan

Even though Jack has nothing to do with the adventurers’ bad luck, they’ll probably suspect him of being responsible for it. Because Jack spends most of his time close to the PCs and because there’s no evidence connecting him to their misfortune, the PCs should quickly dismiss the idea. They might, however, notice his odd behavior.

Jack believes the ghost of his father haunts him. Every time Jack finds out that something bad happened to the PCs, he becomes nervous. Jack doesn’t want to tell the adventurers about the ghost because he’s worried they might abandon him. Perceptive PCs might notice it anyway.

Jack’s Behavior. If one of the PCs succeeds on a DC 16 Wisdom (Insight) check, she’ll notice that Jack is unusually nervous. His behavior doesn’t betray guilt, though. The PC senses a bit of fear and a total lack of surprise. Each adventurer can make this check once per event.

Convincing Jack to Talk. Jack doesn’t want to talk about his suspicions even if confronted with his odd behavior. Whether the players are using threats (Intimidation), trickery (Deception), or diplomacy (Persuasion), Jack won’t talk unless the PCs succeed on a DC 12 Charisma check. Feel free to adjust the DC of this check based on how good your players’ idea to convince Jack is. On a successful check, the peddler explains that strange things have been happening ever since his father died. He believes a ghost is haunting him.



Stopping Seamus

Your players will eventually figure out that some kind of poltergeist is following them and try to stop it. Most of the ways to stop Seamus boil down to catching him, killing him, or making him realize his mistake. How the PCs accomplish this is open-ended. The specifics are at your discretion.

Realizing his Mistake

Seamus is a good-hearted creature that is only trying to help Jack. Because he's a leprechaun, he doesn't understand that what he's doing is bad.

If for whatever reason, Seamus figures out that Jack doesn't agree with his methods, he'll feel mortified. He'll immediately stop his pranks and come out to talk with Jack and the PCs. He'll apologize to the adventurers and give them his prized lucky charm as a token of his sincerity (see "Concluding the Adventure").

This ending typically occurs if your players guess that the leprechaun is trying to help Jack make money and talk to him about it. If this happens, the peddler swears he has nothing to do with it. He also tells them he wishes the ghost would stop. Unless you want the adventure to linger on, you should assume that Seamus overhears this conversation and comes out to explain himself.

Catching Seamus

Another way to get Seamus to stop is to catch him. The PCs could set up snares or dig a pit trap, lure him while under the effect of a *see invisibility* spell and grab him, figure out that he and Barnaby are the same creature and snatch the raccoon, etc.

Don't forget that the leprechaun is traveling with the PCs either invisible or as Barnaby. There's always a possibility that he overhears their plan to catch him. Seamus is very playful. If he finds out that the PCs are trying to capture him, he'll play along and try to make them look like idiots. He'll run away if the PCs plan to hurt him, though.

Killing Seamus

Seamus flees if the PCs attempt to harm him. If he manages to survive an attack or a deadly trap, he won't come back until the adventurers are gone. The adventure ends, and the PCs don't get another chance to capture or kill the leprechaun.

SEAMUS THE LEPRECHAUN

Tiny fey, neutral

Armor Class 15 (natural armor)

Hit Points 54 (12d4+24)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	14 (+2)	19 (+4)	13 (+1)	15 (+2)

Saving Throws Strength +2, Wisdom +3

Skills Arcana +6, Medicine +3, Nature +6, Perception +3, Stealth +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Magic Resistance. Seamus has advantage on his saving throws against spells and other magical effects.

Lucky Charm. Seamus' lucky charm allows him to reroll a single d20 twice per day.

ACTIONS

Invisibility. Seamus can become invisible until his concentration ends.

Raccoon Shape. Seamus can transform into a raccoon until his concentration ends.

Cane. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) bludgeoning damage.

Lucky Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 17 (4d6+3) bludgeoning damage.

The Worm Soup

In this event, Seamus tries to contaminate the PCs with kuyabi worms (see the "Kuyabi Worm" sidebar below) he has kept for such an occasion. You can play the trick anytime the PCs stop to eat. You can even run the event in an inn or tavern.

An Unpleasant Meal

Seamus tries to contaminate the PCs by discreetly putting a handful of kuyabi worms in their food supply, cooking pot, or rations. The leprechaun tries to do this when none of the PCs is looking.

The event occurs during a meal. Every PC is entitled to a DC 15 Wisdom (Perception) check to notice the worms hidden in their food. Those who fail to notice the worms eat some of them and start changing gender 3d6 hours after ingesting it.

Kuyabi Worm

The kuyabi worm is a rare maggot-shaped magical parasite. It normally hides inside an animal, a fruit, or a vegetable, and contaminates any creature that eats it.

The worm is particularly annoying because it survives chewing, cutting, cooking, and even digestive fluids. As long as a tiny piece of the worm remains, it can regenerate and reform inside a body.

The worm is harmless but gradually changes the gender of any humanoid it contaminates. After a few hours, men start losing their body hair, grow breasts, their magic wand shrinks, etc. Women typically start growing hair on their backs, chests and faces, their shoulders widen, their voice changes to that of a teenage boy, etc. A contaminated person gains all the physical characteristics of a member of the opposite sex after a day or two. The changes slowly revert to normal once the worm is expelled from the host's body.

The worm is highly resistant to magic. Only a *wish* spell can expel the parasite. The kuyabi is also highly allergic to many plants that an apothecary can use to make a potion or ointment that forces the worm to leave its host.

Kuyabi Lore. A PC that notices the worms on his plate can make a DC 14 Intelligence (Arcana) or Intelligence (Nature) check to identify the worms. With a successful check, the PC also knows it's nearly impossible to find that many worms at once.

Tracks. If the adventurers search for tracks to find out who put the worms in their food, they might notice Seamus's trail. With a successful DC 14 Wisdom (Survival) check, the PCs notice small footprints leading to Jack's cart. Even after a careful inspection, the PCs don't find anyone or anything unusual. Seamus turned back into Barnaby and is now innocently walking among the adventurers.

If Oisín is traveling with the PCs, they have a harder time noticing these footprints. Unless the PCs succeed at a DC 18 Wisdom (Survival) check, they confuse Seamus's footprints for the boy's and don't notice the clue.



Jack's Medicine

When a PC starts changing gender, Jack immediately suspects kuyabi worm contamination. Anyone proficient in the Medicine skill can confirm Jack's diagnosis.

The peddler explains that he can make a cure that turns back the changes, but it requires expensive plants. He has everything he needs to make the remedy, but it will cost 50 gp per person.

If a PC ingests the cure, maggot-shaped parasites drill out of his or her flesh and fall to the ground. The changes an adventurer experienced slowly revert to normal after a few days.

The Spore Trap

This event can be played any time the PCs make a fire. This could happen when the PCs prepare their food or make a campfire to stay warm at night.

If the players mentioned that their characters don't make fires, you could force their hand by throwing a powerful rainstorm at them. They might reconsider if given the choice between making a fire and hypothermia.

During this event, Seamus places a log covered with yellow spores in the PCs' firewood supply in hopes that an unlucky adventurer picks it up.

A Dangerous Log

As part of this event, a randomly determined PC picks up the log covered with yellow spores (see the "Yellow Spores" sidebar below) that Seamus placed in their firewood supply. This character is entitled to a DC 14 Wisdom (Survival) check or a DC 14 Intelligence (Nature) check to recognize the spores before it's too late. On a failed check, she picks it up and the spores release their corrosive gas. Read or paraphrase the text below.

"A yellowish cloud bursts around the log you just picked up. As the gas penetrates your eyes your world gradually turns black. You also feel excruciating pain in your chest as the corrosive gas slowly burns your lungs."

Yellow Spore Lore. With a successful DC 14 Intelligence (Nature) check, a PC identifies the yellow spores. He also knows the spores had to be somehow disabled and intentionally placed in the logs; otherwise, they would have reacted sooner.

Yellow Spores

Yellow spores are a dangerous type of fungus that grow on dead wood. When touched, the spores release a yellowish corrosive gas that burns the eyes and lungs of anyone that's in contact with it or inhales it.

Any creature caught in the gas becomes blinded and poisoned for 2d4 days. A successful DC 15 Constitution saving throw halves the duration of the effect.

Tracks. If the PCs search for tracks around the log pile, they might find the leprechaun's trail. With a successful DC 14 Wisdom (Survival) check, the PCs notice small footprints going from their firewood supply to Jack's cart. Even if the PCs carefully inspect the carriage, they don't find anyone or anything unusual. Seamus turned back into Barnaby and is now innocently walking among the PCs.

If Oisin is traveling with the PCs, they have a harder time noticing these footprints. Unless the PCs succeed at DC 18 Wisdom (Survival) check, they confuse Seamus's footprints for the boy's and don't notice the clue.

Jack's Medicine

Jack doesn't have a cure for the yellow spores, but he can prepare special eye drops and a steam inhalation to relieve a PC of the symptoms. Both the eye drops and the inhalation require expensive herbs. Jack asks the character for 15 gold pieces for each dose of the medicine.

A PC that receives the eye drops feels relief and regains his sight a few minutes later. The inhalation has a similar effect on the adventurer's lungs and temporarily negates the poisoned condition. Either remedy only lasts for 4d6 hours.

The Stolen Ruby

While preparing his next trick, Seamus accidentally stumbles on the second group of orc raiders. Unable to contain his curiosity, the leprechaun decides to check whether they have anything valuable to steal.

When browsing through their leader's belonging, Seamus finds a decent-sized ruby that he simply can't resist taking. The leprechaun doesn't realize the chief's pet worg can track him back to Jack and the adventurers.

This event starts when the orcs arrive at the PCs' camp to reclaim their stolen gem. Read or paraphrase the text below.

"Without notice, two orcs and an oversized wolf walk out of the wooded hills about fifty yards away from you. You also notice the silhouette of two humanoid creatures moving in the hills overlooking the road. Even though the orcs have their weapons drawn, their careful approach suggests they want to talk."

Talking to the Orcs

The orcs approaching the PCs are Tarlok and Dungo. Tarlok is the leader of the group and does all the talking. Dungo is an orc shaman. He's only there to keep Tarlok safe.

The oversized wolf is a worg named Vanti. During the discussion, Vanti sniffs around searching for the person who stole the ruby.

Tarlok only wants to recover his stolen gem. He lost many men in his last fight, and he would rather talk than confront the PCs. Things can get a bit tense when the PCs deny being involved in the theft of Tarlok's ruby.

The PCs can either try to get rid of the orcs or attack them. Both of these outcomes are described in the "Sending the Orcs Away" and the "Fighting the Orcs" sections below.

Tarlok's Fear. Tarlok is nervous because he doesn't want to fight the PCs. Any PC who succeeds on a DC 15 Wisdom (Insight) check notices it.

The Worg. During the conversation, the worg sniffs around looking for the thief. If the PCs succeed on a DC 16 Wisdom (Insight) check, they notice that Vanti's attention is particularly focused on Barnaby. He behaves as if he believes the raccoon is the thief.

Sending the Orcs Away

The easiest and safest way to get rid of the orcs is to let Vanti find the gem that Seamus hid in Jack's carriage and let the orcs leave with it. If the PCs decide to end the confrontation this way, Tarlok warns them that the raccoon stole the gem.

Intimidating Tarlok. The PCs can also try to bully Tarlok away. If the PCs succeed at a DC 17 Charisma (Intimidation) check, they manage to scare Tarlok enough to make him to leave. On a failed check, the orcs attack.

Convincing Tarlok. If the PCs notice that the worg singles Barnaby out, they can try to convince Tarlok that raccoons don't steal gems and that there's something wrong with Vanti's sense of smell. This requires a DC 13 Charisma (Deception) check.

Fighting the Orcs

If the encounter turns into a fight, Tarlok the Sly (**orc ranger**) and Vanti (**worg**; SRD page 388) engage the PCs in hand to hand combat. Dungo the Seer (**orc shaman**) moves behind them and assists them with his spells. Two **orc raiders** are hiding in the hills overlooking the road, 100 feet away from the PCs. They attack the weaker party members with their bow.

Monster Statistics. "Appendix I: Elite Orcs" found at the end of the adventure contains the statistics for the Orc Raider, the Orc Ranger and the Orc Shaman.

Treasure. The orcs are carrying a total of 125 cp, 60 sp, and 110 gp in their bags. There's also a 200 gp bounty on Tarlok's head that the PCs can claim in any town along the road (see "Concluding the Adventure").

Finding the Gem

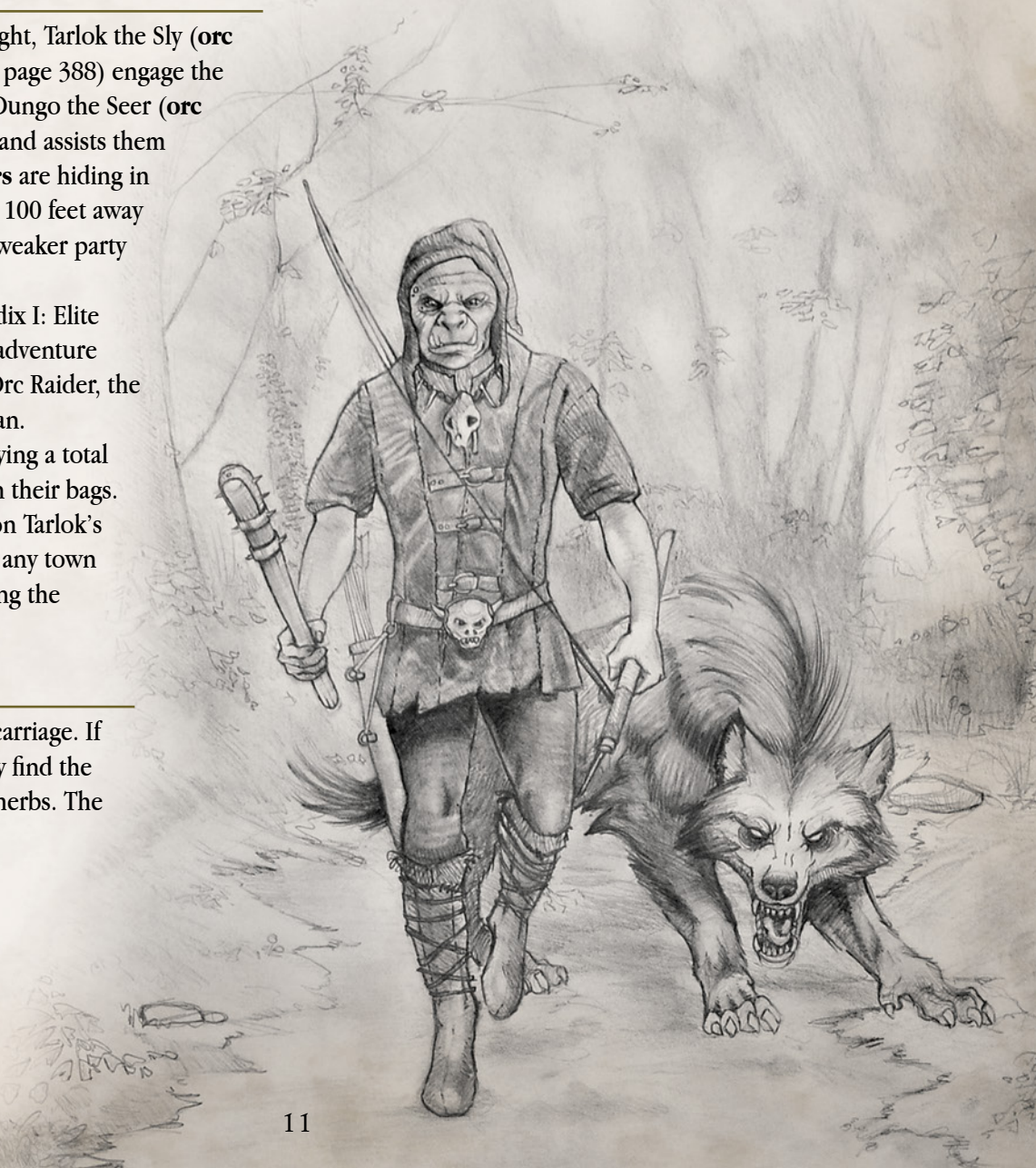
Seamus hid the gem in Jack's carriage. If the PCs carefully search it, they find the ruby hidden in a bag of dried herbs. The gem is worth 1,000 gp.

Other Tricks

Although playing tricks on the players might sound like fun, they'll get frustrated and feel as if you're on some kind of vendetta against them if you overdo it.

You should only play additional tricks on the PCs if they figure out there's an invisible trickster traveling with them, they actively try to catch him, and you run out of other pranks to play on them.

You can make up whatever tricks you want. As long as it doesn't have any permanent consequences and Jack has a remedy for it, a prank is fair game. You could have the PCs drink a powerful laxative or aphrodisiac, contract some kind of parasite that disrupts their sleep, catch a magical disease that makes their hair grow quickly, etc.



Concluding the Adventure

The adventure ends when the PCs stop Seamus or they part ways with Jack. If the PCs managed to stop the leprechaun, kill the orc leaders, or bring Oisín back home, they get additional rewards.

Stopping Seamus

If the PCs capture Seamus or make him realize Jack doesn't want his help, the leprechaun explains himself. He tells Jack that his father was a dear friend and that he was only trying to help him. After a short conversation with the boy, Seamus promises to find another way to assist him that doesn't involve hurting people.

If the characters stop Seamus without killing him, they each gain 500 XP. Seamus also gives them his magical four leaf clover brooch as an apology (see the "Lucky Charm" sidebar below).

Seamus' Lucky Charm

This golden four leaf clover brooch grants extraordinary luck to anyone wearing it. The lucky charm has two charges. An attuned creature can use a charge to reroll a single d20 it just rolled.

The lucky charm regains both charges at the beginning of a new adventure or when the PCs reach a major milestone in an adventure. The magic item also regains a single charge when the PCs reach a minor milestone. This could be, for example, after three or four difficult fights, when the PCs overcome a difficult obstacle, etc.

The idea behind milestones is to have magic items that recharge based on the pacing of your adventures instead of how often the players rest. In other words, when the lucky charm regains its charges is at your discretion.

The Orc Bounties

Zugbu and Tarlok have a bounty on their heads. If the PCs have proof of their deaths, they can collect a 200 gp reward in any of the large towns along the road.

Bringing Oisín Home

When the PCs bring Oisín home, they discover that Lord de Brún doesn't care much for his youngest son. The old Earl doesn't receive the PCs, doesn't thank

them, and doesn't give them a single copper coin. Read or paraphrase the text below.

"Castle de Brún is a massive stone fortress surrounded by a moat. Two guards in uniform are stationed outside to protect the lowered drawbridge. The moment you set foot on it, one of the guards interrupts you with a firm «HALT!»"

Even though the guards know who Oisín is, they don't let the PCs inside the castle. Instead, they send someone to notify the Earl that his son has arrived. If you wish to roleplay the interaction between the adventurers and the guards, their attitude is firm and condescending. A few minutes later, Chamberlain Fergus Rooney arrives to pick up the boy. Read or paraphrase the text below.

"A richly dressed, pompous-looking man arrives after a few minutes. He greets you with a disdainful look and a plain «thank you for your loyalty to the Earl; I'll be taking the boy now». He then grabs Oisín by the arm and drags him inside without giving him a chance to say goodbye. The last thing you hear as they're walking away is, «I hope Captain Whelan survived, or you're going to get the beating of your life.»"

If the adventurers try to interfere, the two guards stop them. The PCs also notice half a dozen guards on the walls pointing their crossbows at them. If the adventurers insist, the guards first issue a warning shot and attack if this isn't enough to dissuade them. Many more guards arrive during the encounter.

The players receive 250 XP each for bringing Oisín back home.

Adventure Hook

Your players will probably feel sorry for Oisín and try to help him. This development is outside the scope of the Ghost and the Peddler. You could, however, use this event as a hook for a new adventure of your own design.

Bringing Oisín home could lead to an investigation on his mother's death. The PCs might discover that someone had cursed her and that's why she died in childbirth. But if Oisín didn't kill her, who did? Did crazed cultists murder her as part of their prophecy? Was it payback for one of the Earl's misdeeds? Was it political?

Appendix I: Elite Orcs

Some orcs are smarter than others. These elite orcs are rare but cunning and dangerous foes. Many adventurers met an unfortunate fate for underestimating them.

ORC RAIDER

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide)

Hit Points 22 (3d8+9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	11 (+0)

Skills Intimidation +2, Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Orc Raiders are fierce warriors who are often found away from their lairs, attacking travelers and merchants. Unlike their less intelligent brothers, orc raiders prefer ambushing their foes and attack them with ranged weapon before engaging in melee.

ORC RANGER

Medium humanoid (orc), chaotic evil

Armor Class 15 (studded leather)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Wisdom +4, Charisma +2

Skills Intimidation +2, Perception +4, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Orc

Challenge 2 (450 XP)

Cunning Action. On each of its turns, the orc ranger can use a bonus action to take the Dash, Disengage, or Hide action.

Keen Hearing and Sight. The orc ranger has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiple Attacks. The orc ranger can make two weapon attacks. When wielding a weapon in each hand, the orc ranger can make an additional attack with his off-hand weapon as a bonus action.

Hand Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) slashing damage.

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150 ft./600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Orc Rangers are highly trained scouts and hunters who excel at tracking down runaway foes. Other orcs often view them as cowards because they favor hit and run tactics over more direct confrontations.



ORC SHAMAN

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide)
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	11 (+0)	15 (+2)	11 (+0)

Skills Perception +4, Religion +2, Stealth +3
Senses darkvision 60 ft., passive Perception 14
Languages Common, Orc
Challenge 1 (200 XP)

Spells. The orc shaman casts spells as a 2nd level cleric (spell save DC 12, +4 to hit with spell attacks). The orc shaman has the following spells prepared:
 Cantrips (at-will): *guidance*, *light*, *sacred flame*
 1st level (3 slots): *bless*, *burning hands*, *cure wounds*, *inflict wounds*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Orc Shamans are the spiritual leaders of an orc tribe. They call upon the power of their one-eyed god to smite their foes in battle.

ORC WARLORD

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide)
Hit Points 45 (7d8+14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dexterity +4, Wisdom +3
Skills Intimidation +4, Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Common, Orc
Challenge 2 (450 XP)

Brave. The orc warlord has advantage on saving throws against being frightened.

Tactical Move. As a bonus action, the orc warlord can either move up to its speed or move 5 feet without provoking opportunity attacks.

ACTIONS

Multiple Attacks. The orc warlord can make two weapon attacks.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150 ft./600 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

REACTIONS

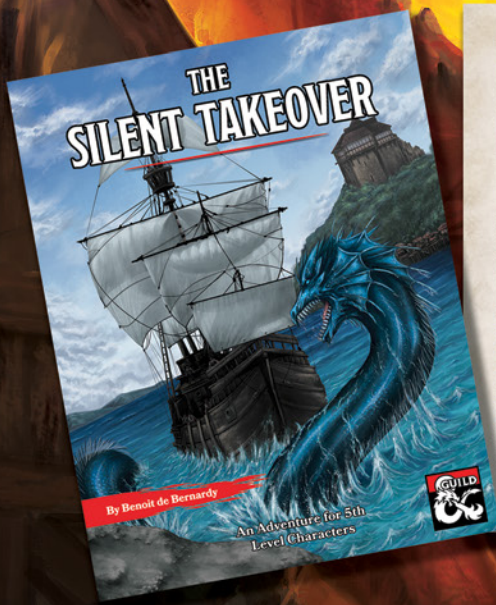
Overwhelm. Select a creature within 5 feet of the orc warlord. The next successful weapon attack against the target on this turn deals an additional 1d6 points of damage.

Orc Warlords are cunning tacticians that use their battle acumen to lead their allies in combat. Orc warlords are some of the smartest and most dangerous orcs, and are often the leader of their tribe.



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