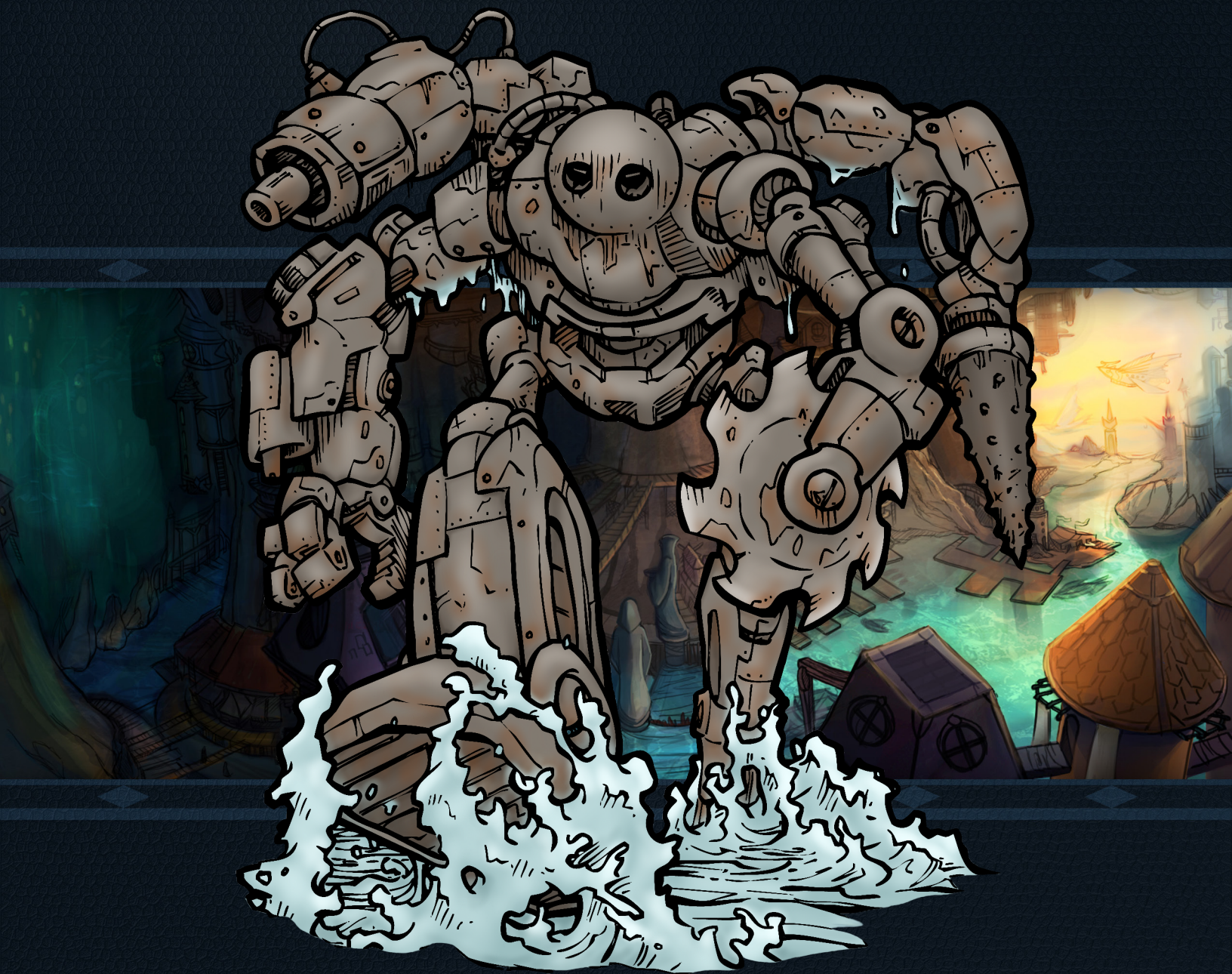


MITHRILPUNK

Idol Pranks



A 5TH EDITION ADVENTURE FOR 1ST LEVEL CHARACTERS

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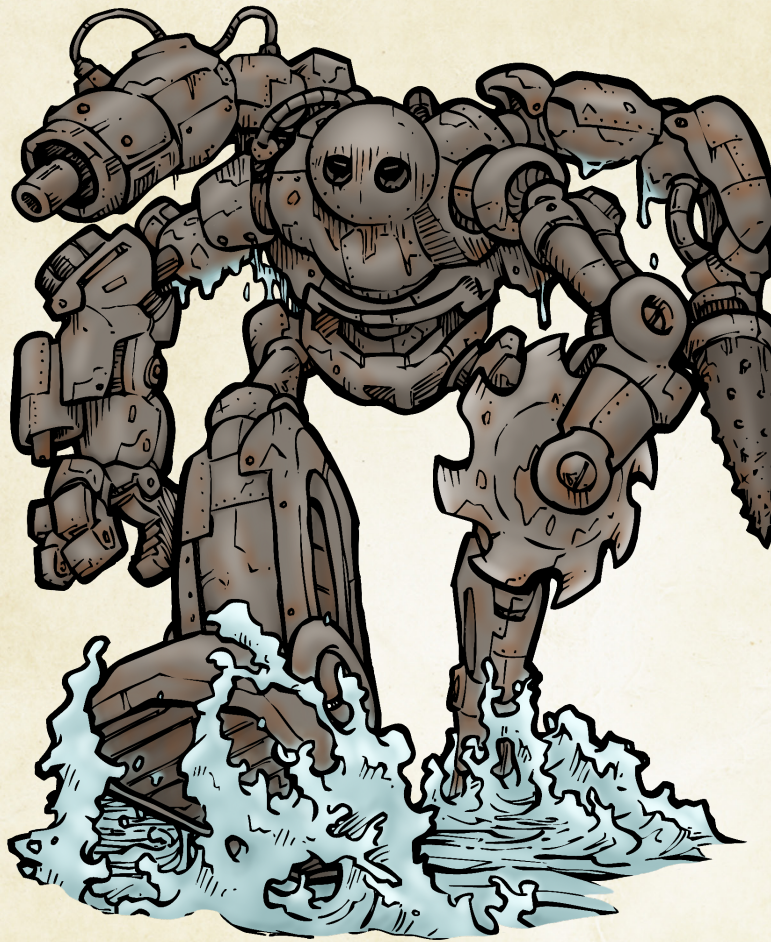
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IDOL PRANKS



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When the party gets embroiled in a pirate prank war, they have three days to prove they are the best pranksters in the city. Will they end up with more than they bargained for when they pull the ultimate trick?

A 5th Edition Adventure for 1st Level Characters

MITHRILPUNK

ADVENTURE BACKGROUND

The Night of Fires was a horrible event in the history of Skyfall. Lives were lost, property was destroyed, but more than that, the city learned that it was not unassailable.

Many years have passed since that fateful night, and the guilds still rule. Every year, the Night of Fires is officially celebrated with a festival that runs three days. During this festival, the city pays special attention to the guilds and celebrates the services they provide.

This adventure takes place during the Firelight Festival. All throughout the city, revelers will be wandering and enjoying themselves as parades honoring each guild snake throughout the city. The pirates of Skyfall celebrate a holiday within the holiday, which consists of a running prank war. The crew that wins earns a hefty purse for their trouble; last year's purse was almost 3,000 gold. Rumors put the purse for this year closer to 5,000. For the last five years, the crew of The Raptor has won the Cup and the crew of The Shrieker has come in dead last.

The Shrieker - Captain Stanley

This year, the crew of the Shrieker has to win, because they don't have much choice. If they fail to win that money, Captain Stanley will be forced to sell his ship to meet all his debts. The captain's plan involves hiring the party as short term "crew members" to perform pranks and give his ship an edge. However, he doesn't actually have the money to pay them anything unless they win, a fact he keeps to himself. Even his crew is unaware of the dire straits he finds himself in. He will offer a lavish bit of pay, in hopes that they will make a deal and help him out.

The Raptor - Captain Varex

For the past five years, the crew of the Raptor has won the competition. Their captain is rumored to be a relative of a member of the Council who uses his connections and his wealth to get every advantage on the high seas. Whether it's true or not, Captain Varex has managed to build up a strong, loyal crew and a ship that would have a good chance against any warship in the region. Many of the other ships complain that he wins by having a bigger crew than the rest of them, but only when he and his crew are out of earshot.

THE POWDER KEG

This raucous tavern and inn, built into the bones of several shipwrecked warships, is the beating heart of the Dregs. Situated far outside of the standard thoroughfare, suspended over the icy waters of Skyfall, the Keg is made up of the better parts of three former ships: the Pittier, the Prosperity, and the Duchess of Nith.

Suspended from the cave walls above, the Prosperity and the Duchess of Nith form the tavern and inn proper, each deck of these former warships converted to seating, eating and sleeping quarters for patrons. Well-built bridges, stairs and gangways allow staff and patrons to move about easily, with only crew areas off limits (and well-guarded).

No matter the night, the Keg has got a handful of vices on order, but due to a combination of location, bribery, and infamy she always manages to stay open. Shady characters of all sorts congregate at the Keg, but her proprietor and staff are all on the up-and-up. Fighting is not tolerated at the Keg, unless it is the night's show, and those intent on stirring trouble frequently find themselves taking a dunk in Skyfall's freezing waters below the Pit.

For those looking for a cheap, dry bed, the Keg also offers room and board for two dozen. All the senior staff of the Keg live on site as well.

The Staff

The Proprietor:

Charity Tattersail - known as "Captain" by anyone with a seafaring past from Skyfall, or "Goldie" by anyone looking for a split lip and a bruised ego - is a retired adventurer and pirate (aged around 40) who made considerable sums during her days abroad. She runs "the Keg" like a veteran captain, and while no one would call the tavern "safe," it isn't a source of any real



trouble for the city. Charity keeps a very well appointed bar (with assistance from the wait staff) when she isn't busy entertaining underworld luminaries or playing maître d' to the evening's sport.

The Bouncers:

While not the only bouncers for a tavern so large, if a visitor asks about the bouncers at the Keg, she's likely to hear tales about the legendary Oakleg brothers - Argur, Belrum, and Vakan. Triplets of very stout mountain folk who never saw eye to eye with their clan, the brothers enlisted aboard the very first ship Charity ever captained, and they've been with her ever since. At a towering four feet of muscle each, a single brother is a match for all but the sturdiest warrior. Together, you'd have better luck giving the sea a black eye. Since the Keg has grown, they've seen to recruiting similarly capable humanoids of all races to staff the tavern.

The Innkeeper and Quartermaster:

A red-skinned goblin, Slaghul "Hull" Wogharad, runs the books and manages the coin at the Keg. Newcomers are often put off by the thought of a goblin running numbers, but he is one of the most capable quartermasters to ever ply the waters around Skyfall. His office features a number of apparatuses built to allow him to calculate figures, and longstanding patrons swear by his odds. He plays double duty as the tavern's innkeep, which contributes a small, constant amount to the profits.

The Wait Staff:

Helmed by a venerable cook, his name lost to the waves, the wait staff at the Keg is nothing if not efficient. Fair wages, and hundreds of patrons every night of the week, mean a waitress or waiter can expect to turn a tidy profit if they keep the ale on hand and make sure meals come out hot. All senior crew, cook included, have to approve of new staff, so anyone serving drinks has been vetted at least six times before they ever get their grubby mitts on a tray. There are far worse ways to make a living in the Dregs.

SIDEBAR: FIRELIGHT FESTIVAL

In theory, the festival celebrates the guilds of Skyfall and the services they provide the city. In practice, the festival is 3 days of wild partying that typically descends into varying levels of debauchery as the event goes on. The event is a series of parades, each honoring one of the guilds in the city. The specifics for each guild's parade are noted in Episode 1.

SIDEBAR: PIRACY IN SKYFALL

As you might expect, piracy is outlawed in the city of Skyfall and her surrounding waters. As anyone who has lived in the city for more than a few minutes can attest, just because something is illegal here doesn't mean it isn't present.

The powers that be take grave exception to piracy of Skyfall vessels, particularly those that have paid

their Mariner's dues and their Banker's Insurance contracts. Attacks against vessels that haven't kept current on those payments, however, are fair game. It is rumored (a known fact) that the Bankers and Mariners will actually sponsor privateers against shipping concerns that don't pay up.

Similarly, if a Skyfall "privateer" happens to take the occasional cargo from a foreign flagged ship and brings the stolen goods to Skyfall's markets (preferably without wholesale slaughter), that's just a cost of doing business with the city.

SIDEBAR: THE CORSAIR'S CUP

The Corsair's Cup is a holiday within a holiday. During the Firelight Festival, all pirates make port. While the rest of the city celebrates, the pirates engage in a ferocious prank war. The pranks range from small and harmless to big and harmless, but the rules are strict. No killing of any kind is allowed, fights are to be kept to bare fists only, no permanent damage to a ship, and the more brazen the stunt, the better.

The prize, in addition to all the bragging rights, is a collection of treasure made up of 1% of all booty taken during the previous year by all the crews. This is usually enough to fund a ship and its crew for a year or more.

ADVENTURE SUMMARY

The party is hired by the captain of The Shrieker to participate in the prank war and change the fortunes of his crew. They must pull a series of pranks and win The Corsair's Cup.

The Firelight Festival lasts for three days and each day the party must pull two pranks. Each prank aligns with one of the guilds of the cities and each prank is judged by the impartial proprietor of the Powder keg.

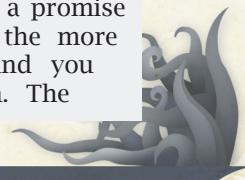
The third day sees the party pulling their ultimate prank and things spin out of control. If they act fast they can prevent the prank from turning deadly and pull off a stunning victory.

GOT TO START SOMEWHERE

Before the festival, the party is hired by Captain Stanley of the Shrieker to join his crew and win the prank war. They must engage in all manner of pranks against the favored-to-win Raptor to earn enough points to win the challenge.

Read or Paraphrase.

You were just planning to relax and enjoy the Firelight Festival, which begins this evening, when you received a message inviting you to visit The Powder Keg for a drink with a man named Captain Stanley. Though the request was vague, a promise of free dinner and drinks in one of the more exciting establishments in Skyfall found you wandering in a few hours after noon. The





fight are just getting started as you walk in and look for your table. A human of below-average build stands and waves you over. Captain Stanley is underwhelming in every way. He's a bit short, a bit scrawny, with just a hint of a paunch showing under his captain's coat. Not exactly ugly, his otherwise nondescript face is dominated by a massive nose.

As you approach, he welcomes you and introduces himself in a surprisingly deep voice for his stature. "I am Captain Stanley of the Shrieker, and I appreciate you meeting me. I need your help in a discreet matter, and I have heard of your recent exploits from a friend. Captain Charity keeps her finger on the pulse of the city and told me you were just the right crew for the job. I'd like to hire you on as members of my crew until the end of the Firelight Festival. I want you to help me win The Corsair's Cup this year."

At this point, the Captain will negotiate with the party to convince them to join him. Answer any basic questions about what The Corsair's Cup are, and what will be expected of the party.

The Gig

He offers them the captain's cabin on his ship as a base of operations for their work, a share of the prize money if they win, along with some amount of money either way (which he has no way to make good on if they lose). He's willing to offer up to 500 gold from the prize money as a share on a win, though he'll start at half that. Players can attempt to convince him to be more generous if they wish, and he's desperate enough to make a deal. A DC 13 Insight check will let the players know he seems tense about something, and a DC 12 Persuasion check will get him up to his max offer.

Once a deal has been struck, Read or Paraphrase.

"Thank you very much. The Raptor has won this competition for the last five years in a row. Many of the other captains are sick of it, as am I. Some of us have unofficially agreed to focus our attention on Varex. If this works, he'll be so far behind putting out fires, he'll not be able to deal with his own pranks. The competition begins at the lighting of the bonfires tonight after sundown. You have a few hours to relax, but be at my ship by dinnertime. Your meal is paid for, and the fights will be getting going shortly. Enjoy."

To the Ship!

After the players arrive, Stanley will show them to his cabin. Inside is a small table, a bed, and a large desk bolted to the floor. Spread on the desk are a number of papers and maps, along with various seafaring equipment. Several chairs have been set up around the desk, and Stanley invites the party over.

Stanley will outline the pranks he has prepared and the party's role in each (reference the applicable sections of the module for details). You can have him outline every prank now, or detail each prank before it

happens.

CAPTURING THE FEEL

At this point, it may seem like Captain Stanley is telling the party what to do. That is intentional, but not required. Idol Pranks is intended to provide a fun, light-hearted introduction to Skyfall for new groups, and is particularly suited to new players. If your group is more experienced, don't railroad them! Instead of Captain Stanley outlining the pranks carefully, let him make vague suggestions. Play up his mild incompetency and let the party step in to make his pranks better! If they come up with something on their own, do your best to say yes to their hare-brained scheme (you know whatever your players come up with, it'll be hare-brained). Just be prepared to improvise more, and use the information in the prank as much as you can, just adapted to whatever it is they decide to do. For instance, if your party decides that getting Delbin to kiss a zombie isn't epic enough and that Captain Varex is a better target, that's AWESOME! You can still use most of the prank as written, you'll just need to improvise their approach to Varex. Maybe they can knock him out and pose him with the zombie in a compromising position, somewhere nice and public! Either way, when your players decide to get creative, we've learned that it's almost always better to say yes when you can.

UNIQUE MECHANICS

Everything is intended to be non-lethal during The Corsair's Cup. Players are not likely to have non-lethal spells or weapons, so Stanley will provide padded wooden weapons for use. While capable of knocking someone out, should it come to blows, they will do no lasting damage.

As for spells, anything goes as long as it doesn't deal damage or kill anyone. You may have some players who don't have many non-lethal options, so feel free to give them some alternatives. Perhaps spellcasters can purchase a 50 gold ring that lets them learn 3 new spells, but the magic of the ring is only active during the festival. Otherwise, treat combat as normal.

The Pranks

Day 1	Necromancers (<i>To Kiss a Zombie</i>) and Bankers (<i>Banking on a Sweet Tattoo</i>)
Day 2	Crafters (<i>Crafting a Sweet Ride</i>) and The Twelve (<i>Twelve Things I stole from you</i>)
Day 3	Fire Watch (<i>Bridgeball</i>) and the Mariners (<i>Marinate on how we stole your sweet good luck charm</i>)



CAPTURING THE FEEL: KEEPING SCORE

Captain Charity keeps the score of the Cup to herself. No amount of bribery, wheedling, or trickery will get her to divulge the scores before the end of the festival. This prevents crews who get a bad score day one from giving up before the end (which is strongly against the spirit of the games).

If the players want to get an impression of how they are doing, they can spend breakfast at the Powder Keg bragging and listening to the other crews do the same. Depending on how well they did, other crews will congratulate them or poke fun at them in equal measure. They should be able to get a rough idea of whether or not they are doing well, but no idea of any sort of strict rankings or score.

DAY 1

The party now executes two of the pranks they planned, each coinciding with one of the guilds' parades.

The Necromancer's Parade: To Kiss a Zombie

In this prank, the party must secure the use of a "friendly" zombie from the Necromancer's Guild. This involves delving into an old outpost and recovering some reagents or a living Grub Growler.

SIDEBAR: NECROMANCER'S PARADE

While the other guilds' parades are wild, the Necromancer's parade is a relatively somber affair. Necromancers in fine robes and silver-plated skeletons walk through the city. The necromancers and their followers distribute skull shaped candies and cakes, while their banshee bards sing hauntingly beautiful songs. It is a time of remembrance for those who have passed.

The bridges of the city are quiet but for the haunting melodies of the banshees and the sounds of children trading candies with their friends. The necromancers wind their way through the city, while the citizens thank them for the services they provide.

If anyone in the party is a member of the Necromancer's guild, upgrade the quality of zombie received from Cassius in this prank by one level.

The Prank

- Delbin Roofsitter, a dwarven member of the Raptor, has a reputation for low standards of companionship. Captain Stanley wants to start the prank wars off with a bang by getting him to kiss a zombie.
- The party must secure a zombie. Luckily Captain Stanley has done his homework and knows a Journeyman Necromancer named Cassius Gaunt who will loan them one.

- Nothing is free; Cassius requires the party to clear out some critters from a necromancer outpost. Just clearing the growlers out is worth a zombie. Recovering rare reagents, a live growler, or perhaps a growler queen will dramatically improve the quality of the zombie.
- With zombie in tow, the party must go to Madame Martha's Dress Box to get the zombie ready.
- Now they must escort their "lady friend" to the bar where the rest of the Shrieker crew has been getting Delbin good and drunk.
- Let the magic happen.

Cleaning House

We jump right into the action. The party just has to deal with some pesky critters for the Necromancers. Once resolved, the Necromancers are happy to let them borrow a zombie for the night.

Read or Paraphrase.

Captain Stanley can barely control his glee as he lays out the first prank. His smile gets bigger and bigger as he goes through the specifics. The first part is simple enough: clear out some Grub Growlers from a Necromancer depot, and hopefully recover one alive. The plan gets crazier from there. Stanley is laughing so hard he has to repeat himself a few times. When he finally spits it out, you're making a plan to trade a zombie for Grub Growler parts, give it a make-over at Madame Martha's, and convince Delbin Roofsitter to kiss your zombie. What could go wrong?

If your group likes to dive right into the action, begin with them already at the Necromancer depot and let the fun begin. If they prefer a little more planning, use the Prank bullets above as a guide to set the scene.

The depot is a small unfinished cave complex cut into the walls of the cavern just outside the city proper. Few other than the necromancers and their guardian undead walk these caves, but the presence of grub growlers (who eat zombies) keep even the Necromancers at bay.



Read or Paraphrase when the party is ready to enter the depot.

The depot is cold and utilitarian. A simple purple banner with the crest for the Necromancers provides the only splash of color. Judging from the number of motionless zombie corpses on the ground, you have found the infestation of Grub Growlers. Several of the pests slurp and slide over the floor, stuffed full of dead flesh.

Setup

3 Grub Growlers



Tactics: The Grub Growlers are mostly interested in their dinner, but will fight back if agitated. They aren't particularly intelligent, and will fight to the death to protect their meal if provoked. They will try to scare off their attackers using their Growl ability, then close to melee.

Mama Growler

The Grub Growler queen is none too happy that her minions are being assaulted. She comes to battle ready to kill but capturing her is the party's best bet for securing the perfect zombie for the prank.

Read or Paraphrase.

A pounding, undulating growl echoes through the chamber. A huge Growler, easily four times the size of the ones you have been dealing with, slurps into the chamber from the north. A foul sort of intellect burns in her greasy eye spots.

Setup

1 Grub Growler Queen

Tactics: The queen will accept driving out the party, but she would prefer to kill, animate, and eat them.

She fights unrelentingly but can be bludgeoned into submission.

One Zombie Please

After clearing the growlers, the party can claim a zombie from Cassius. Depending on what they managed to salvage or capture, the zombie ranges from "rotten and barely ambulatory" to "are you sure this one was dead?"

Read or Paraphrase.

Cassius Gaunt, Journeyman Necromancer, is every inch the dour specimen you would expect of his guild. He looks up as you enter his lab. "Stanley said you'd deal with the Growlers, and maybe bring me a specimen. What have you got for me?"

Cassius is somber and only barely interested in the party, though this changes substantially if they have brought him a live growler. If the Growler queen has been subdued he is positively giddy.

Zombie Quality

- **Killed the Growlers:** Cassius provides a rotten zombie with half a face and three working limbs. The party can decide which three.
- **Recovered the dead Growlers:** Cassius provides a rotten zombie with all its limbs. The zombie at least approximates Delvin's preferred taste.
- **Recovered a live Growler:** Cassius provides a fresh zombie with all its limbs. If you hold your nose and squint it might pass as living... in a dark room, with lots of makeup.
- **Recovered the live queen:** Cassius provides an extremely fresh zombie animated for just this occasion. The zombie is a near perfect match to Delbin's tastes.

If the party is willing to sweeten the pot (100 gold) Cassius will give them one category better zombie than the party "earned".

Madame Martha's Dress Box

Getting to Madame Martha's with a zombie in the party is surprisingly easy as the Necromancer parade is ongoing. If the party has a rotten zombie they are fairly likely to encounter a Fire Watch guard. If you decide to have them encounter a guard, a thin excuse and a DC 12 Persuasion check, or a 10 gold piece bribe, is sufficient to resolve the situation. If they attempt and fail the check, the guard demands 20 gold pieces. He will also let them off with the promise of a favor to be repaid later. This is an opportunity for a later plot hook.

SIDEBAR: MADAME MARTHA'S

Madame Martha's is a Skyfall clothing establishment catering to the less standard denizens of the

city. Despite being near the Dregs, the shop is well-appointed and very secure. It is run by a hag named Martha who is far friendlier than most of her kind. A person looking to find clothing (or a decent disguise) would be wise to check Madame Martha's, especially if they wouldn't be welcome in the city's finer establishments.

Once the party arrives at Madame Martha's, they must decide on how best to dress and makeup their zombie. The task could be relatively simple or quite difficult depending on the freshness and quality of their zombie.

CAPTURING THE FEEL

How to deal with this scene is up to you. It could be as simple as a few skill checks or a narrative handwave. We suggest a "Pretty Woman Montage". Have each player list one negative trait about the zombie and propose something to try to counter or make up for the trait. Go once around the table, hopefully with lots of laughter. If you feel it is warranted call for a check; otherwise just allow the roleplaying to succeed. An example of what we intend with this scene is below.

[Player 1] "Well there isn't anything we can do about the smell. Maybe we can put the zombie in the red leather thigh high boots and just hope for the best?"

[Player 2] "Yep. I am more worried about the missing jaw, maybe a nice scarf?"

Shalalalala, Kiss the Zombie

Will the party's hard work pay off with a kiss or will they be found out before Delbin gets to seal the deal?

Read or Paraphrase.

For better or worse, the zombie is as good as it is going to get. The bar is crowded with revelers, many of whom are dressed in costume. Luckily many of the costumes are themed for the Necromancer's parade, so your zombie blends in fairly well. The rest of the Shriekers have been getting Delbin good and drunk. Now it is time to seal the deal.

To succeed at this prank, the party needs to convince Delbin to kiss the zombie. Have the party nominate someone to make a Persuasion Check to convince Delbin to kiss the zombie. Under normal circumstances, Delbin is indiscriminate in his affections. Tonight he is more drunk than usual. The difficulty of getting him to kiss the zombie is as follows.

Rotten Zombie missing a limb	DC 17
Rotten Zombie	DC 15
Fresh Zombie	DC 13
Perfect Zombie	DC 11

Give the party advantage or disadvantage based on how you feel their efforts at Madame Martha's went.

If Delbin kisses the zombie, the Shriekers erupt in laughter. Soon the entirety of the Powder Keg is laughing. Delbin, ever the good sport, admits his defeat and goes in for another kiss with the zombie for good measure. The Shriekers, thanks to the party, are off to a great start.

If Delbin isn't convinced, he still finds the prank hilarious. He comments favorably on the party's efforts, and the sheer audacity of the prank earns the Shriekers some respect.

The Banker's Parade: Banking on a Sweet Tattoo

In this prank, the party will meet with a specialist to "convince" the first mate of the Raptor to sign an outrageous contract with an unpleasant escape clause.

SIDEBAR: BANKER'S PARADE

By this time of night, the children of the city are in bed. The party now begins in earnest. The Bankers parade has lavish floats that throw coins and semi-precious gems to the crowds. Typically, the wildest crowds get the most treasure, so the streets become packed with revelers in various states of undress and drunkenness.

A secondary celebration takes place to honor loans and banking contracts. Revelers are encouraged



to sign contracts to complete outlandish dares with “penalties for failure” involving drinking, friendly embarrassment, and favors.

If anyone in the party is a member of the Banker’s Guild, Dyne will offer to review the contract in this prank and will catch the loophole that the crew of the Raptor use to alter their tattoos.

Read or Paraphrase.

After a quick break and a round or two of drinks on Delbin, Stanley calls you over to talk about the next prank.

The Prank

Stanley’s mood is either jubilant (if the first prank went well) or hopeful (if the first prank failed – it was audacious enough to score points). Either way he is excited about the second prank.

- Captain Stanley is calling in a favor with a mysterious contact in the city, Dyne Milfar. Dyne has been known to convince people to do just about anything.
- Stanley believes Dyne can convince the first mate of the Raptor to take out a ludicrous loan, the terms of which will bankrupt the crew.
- However, the loan has an escape clause: if the crew of the Raptor all get tattoos of Shriekers, the contract will be null and void.
- Dyne, who wears a mask, hood, robe, and gloves to cover his skin entirely, requires two freshly dead bodies for his services.
- Unfortunately, Stanley is out of favors with the Necromancer’s Guild. The party will need to infiltrate a necromancer’s store house and steal some bodies.

CAPTURING THE FEEL

When the party learns the details of the prank, some of them may be interested in the contract. The contract is twelve pages of legal text, and Stanley believes it to be ironclad. However, if any player takes the initiative to review the contract themselves, give that player a DC 12 Investigation check. On a successful check, the player realizes that there is a loophole after all: the escape clause states that the Raptors have to get shrieker tattoos, but doesn’t specify the type of tattoo. They could get tattoos of the shrieker being killed by raptors, for instance. The party should only get this check if they make a specific point of carefully reviewing the contract.

Meet with the Mind Controller

The party meets with Stanley’s contact, Dyne Milfar, and negotiates a deal for his services.

Read or Paraphrase.

The next prank seems like a good one. Getting the

crew of the Raptor tattooed with Shriekers is sure to go over well at the Powder Keg. You need to meet Stanley’s contact, Dyne Milfar, who can apparently convince just about anyone to do anything.

Depending on your players you can either jump right to the negotiation or have them travel the city. If you jump in, be sure to give them a quick run-down of the Banker’s Parade. If you have them travel, have a quick scene or two illustrating the parades festivities.

The Meeting

Dyne lives in a well-appointed two floor home hanging from the roof of a middle-class business district, with a partial view of the Palisade. Despite the relative warmth of the night, he is dressed in long robes and a deep hood. A large, ornate wooden mask covers his face beneath the hood. Dyne takes pains to prevent any of his skin from being exposed.

Despite the oddities, Dyne is a friendly host and offers the party refreshing drinks and exotic sliced meats as they discuss their needs. Stanley has provided the party a note to give to Dyne outlining the plan. Namely, Dyne needs to convince the first mate of the Raptor to sign the loan agreement (also given to the party). Dyne isn’t a humorous person and doesn’t quite understand pranks in general. However, he owes Stanley a favor and will thus provide the service, assuming the party can supply him with additional cadavers for his research.

The Demand

Dyne requests three fresh corpses, preferably of younger humanoids. He suggests that the Necromancers’ store house will be lightly guarded with their parade ending a short time ago. Dyne will not divulge the purpose of the corpses but assures the party (truthfully) it is not for any purpose that will harm the city.

The Negotiation

With a DC 13 Persuasion check, the party can convince Dyne to complete the task for two corpses instead of three. If the party roleplays well and succeeds at the check, Dyne will concede to accepting only one corpse as payment.

More Zombies

With the Necromancer parade having just ended, most of the macabre mages are off relaxing and resting. The storehouse is, as Dyne suggested, relatively unguarded.

Read or Paraphrase.

The storehouse, unlike the depot from the last prank, is in the city proper. There are several throughout Skyfall, each housing some of the recently deceased before they are incorporated into the Necromancers’ undead patrols. This storehouse is a sturdy wooden building near the edge of town, just inside the gates leading to the lightless deeps.

Items of Interest

- The purpose of the storehouse is to intake



and catalogue the bodies of the recently deceased of Skyfall.

- Healthy, sturdy bodies are taken for the undead army defending the city from incursions. Other bodies are taken for training or study. Bodies that have been badly mauled or are otherwise unfit for service in patrols are animated by the staff as practice.
- At any given time, there are up to a dozen undead lurking in the store room awaiting some need of the necromancers. Most are weak specimens due to amateur magics or poor quality raw materials.
- Every so often, one of the Necromancers has a bit of a breakthrough and creates an undead with a bit more power.

The storehouse is unguarded from the front (the citizens don't like undead where they can see them). Therefore, gaining admittance is as simple as opening the door. Immediately inside the door is a large unmissable sign that reads in multiple common languages (see Player Handouts as well):

Warning - Due to the festivities, the Necromancers usually on staff are not in attendance. There is nothing of value stored here, but we left plenty of zombies to defend the place. Enter at your own risk. Should you die in any foolish attempt to pilfer the nothing of value we have lying around we will happily reanimate you. We assure you, we will use your corpse for the lowliest and most demeaning tasks. This is both to satisfy our dark senses of humor and to deter any other fools from trying something so stupid. - Cassius Gaunt

Map Area 1

Read or paraphrase.

This front room is largely occupied by a long desk with a pair of comfortable stools. Most of the time, these stools would be occupied by a pair of Necromancers who manage the storehouse, but currently they sit empty. A modest door leads further into the building. You can just make out the sounds of shuffling feet and groaning on the other side.

Setup

5 Rotting Zombies

Tactics: If the party ventures beyond the front room they are immediately set upon by a horde of zombies. The zombies have been instructed to guard the building, but are very poor quality specimens. They will fight to the death, but can be very inept.

Map Area 2

Unbeknownst to the Necromancers, one of their experiments, a skeleton created from a Wrach, has gained a measure of sentience. It believes now is its best chance to escape, while the necromancers are away. Falsely believing the party to be sent by the Necromancers to end its existence, it flies into a panicked rage when they slay the zombies.

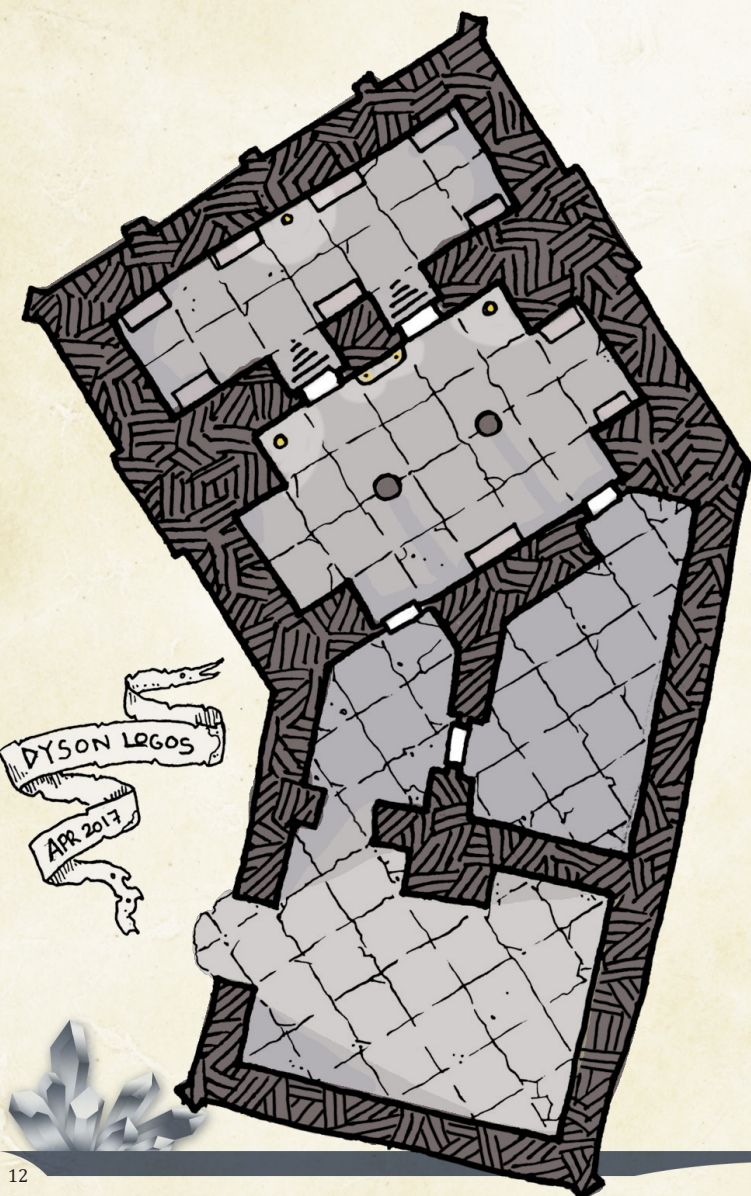
Read or Paraphrase.

As you dispatch the last zombie you hear a crash from the other room. You hear the shuffling steps of zombies as well as a quicker set of footsteps.

If the party enters the following room immediately, **read or paraphrase:**

You rush into the next room and are immediately confronted by two ambling zombies. Beyond them, a skeleton looks up at your entrance, and you'd swear it looks shocked and fearful, but that's ridiculous. The skeleton has knocked over a shelf and is holding a potion. The shelf is surrounded by shattered glass and a variety of colored liquids.

If the party wastes any time entering the room, **read or paraphrase:**



You make your way into the next room and are immediately confronted by two ambling zombies. Beyond them, two additional zombies have entered from the far room. A shelf lies on the floor surrounded by shattered glass and a variety of colored liquids.

If the party entered immediately, they find the skeleton mid-escape. If they wait, the skeleton escapes and commands two additional zombies to enter the room.

Setup

1 Soulspark Skeleton

2 Rotting Zombies

Or

4 Rotting Zombies

Tactics: The Soulspark Skeleton hopes to push the zombies in his room toward the party and make a break for it. If the party ignores him, he will bolt. If they attempt to attack or hinder him, he will use his sleep spell and then attempt to escape, and will only stop and fight if cornered. If the party recognizes the skeleton's fear and tries to talk, or allows the skeleton to leave, it will command the zombies to stand down and carefully exit the premises. If they do so, this is a phenomenal opportunity to introduce a unique NPC that could help the party in the future.

Treasure: The party can search the fallen bookcase and find two potions still intact: one *iron bear essence* and one *potion of the crimson bull* (see Magic Items).

Items of Interest

- With the zombies and skeleton dealt with, the party can pilfer the corpse(s) they need. The selection is not great, but they can find corpses fresh and healthy enough to meet Dyne's request.
- Now that the necromancer parade is over, carrying several bodies through the streets won't be so easy. If they didn't think to bring supplies, they can find supplies in the warehouse to bundle the corpses to hide the fact they are transporting corpses through the streets.
- That much "dead" weight will be challenging to move unless

two characters team up. A character with a strength of 16 or more can manage a body by themselves.

Sneaky Contract

Assuming the party takes reasonable steps, and that you do not want to add an encounter, you can assume they get the corpses to Dyne's without major incident. If you enjoy messing with your players (and who doesn't?), have the players roll a few checks (we suggest Stealth, Deception, or similar skills), roll a few d20's, and give them your best "You guys really stepped in it this time!" smile, then move on like nothing happened. You can always have it come back and bite them later if you need an interesting complication to throw their way.

Dyne accepts his payment and agrees to accompany the party to meet the first mate of the Raptor, a troll-blooded woman named Felhine Cragtusk. Captain Stanley knows Felhine typically lays low at a small café in her neighborhood.

Along the way, the party immediately notices that guards and passersby seem to completely ignore them while they travel with Dyne. Guards that would normally ask for identification or confirm the coins of people passing into the first mate's neighborhood simply allow the party by. Dyne offers no explanation but it appears his persuasion is powerful and likely magical.



Felhine is holed up in the back room of the Stuck Pig, a small café near her home. She knows she is a likely target during the Cup, and has some extra crew with her. The party will need to subdue the two guards in the café proper, then enter the back room and hold off her remaining guards while Dyne “convinces” her to sign the contract. When the party reaches the Stuck Pig, **read or paraphrase:**

The Stuck Pig is exactly what you’d expect: a run-down café whose customers look more like bouncers than patrons of a simple café. Of course, you’re pretty sure the two half-orcs in the café are crew from the Raptor, so you’re probably in the right place.

Setup

2 Pirate Hitters

Tactics: These two thugs are only here to provide a speedbump and give Felhine a little extra warning. The instant combat breaks out, the party can hear the thud of a bar dropping into place and blocking the back door.

Once the two thugs have been subdued, the party can break down the door (DC 15 Strength check) to get to Felhine. Once they get the door open, **read or paraphrase:**

The door opens into a small room. Four thugs holding clubs raise them menacingly, while Felhine sits behind a small table with a smug expression. “Took you long enou...” Her taunt cuts off mid-word as her eyes begin to glaze over slightly. Dyne mutters distractedly, “Hold them off while I ‘convince’ her; it won’t take long.”

Setup

1 Pirate Bosun
2 Pirate Stickers
1 Pirate Sleeper

Tactics: These thugs mean business. They don’t understand what Dyne is doing, but they quickly realize it isn’t good. They try and get to Dyne and break his concentration. It will take Dyne 5 rounds to finish “convincing” Felhine to sign the contract. At the start of round 6, if any of the thugs are still conscious, Felhine stirs and tells them to stand down, then immediately signs the contract like it’s the best deal she’s ever signed.

Tattoos in The Powder Keg!

Read or Paraphrase.

Dyne bids you farewell, having convinced Felhine to sign the contract. As agreed, you escort Felhine to the Powder Keg. By the time she arrives, she is back to her normal self. She sits down, at first confused then horrified by the terms of the loan. When she sees the escape clause she flushes red, clearly irate. Captain Charity reviews the contract carefully, then gives Felhine a sympathetic smile. “You’re screwed, honey.”, she says, trying not to laugh. The

Powder Keg erupts in laughter once they realize what you’ve pulled off.

The crew of the Raptor begrudgingly lines up for their tattoos. Unless the players thought to correct the issue earlier, there is nothing in the contract about how the Shrieker has to be depicted. Because of this oversight the Raptor crew begins requesting tattoos with shriekers getting eaten by other creatures, being destroyed by birds of prey, or anything else they can think of to make the tattoos less embarrassing. Stanley is annoyed by this turn of events but is nonetheless happy with the party.

DAY 2

Fresh off their success or at least audacious failures, the party has new pranks lined up to take the lead.

The Crafter’s Parade: Crafting a Sweet Ride

SIDEBAR: THE CRAFTER’S PARADE

The Crafter’s Parade is a show of crafting skill and an exchange of presents. Master crafters walk the city and demonstrate their finest wares. The toy-makers are amongst the most popular attractions as they pass out cunningly crafted toys in exchange for a few coppers.

It is custom to buy gifts for your family and close friends from the swap market. These special floats have all manner of odd items but none can be purchased. Everything in the swap market is barter only. Some truly amazing items can be had if you can find the strange and rare items demanded as barter.

If anyone in the party is a member of the Crafter’s Guild, one of their contacts in the guild will provide one of the rumors from this prank automatically. The rumor provided is left to you.

Read or Paraphrase.

While yesterday’s pranks were audacious, Stanley believes (based on past festivals) that the second day of pranks will score better if they are completed through cunning and quick wits. Gimmicks and magic are the purview of wizards and bankers, but skill and guile are the hallmarks of a good crafter or thief.

The Prank

- The Raptor crew has commissioned an epic statue of their captain and they plan to install it on a rival vessel.
- Stanley has also commissioned a statue of Varex, only far less flattering in its depiction.
- The party needs to determine which ship the Raptors are targeting, sneak aboard after the crew of the Raptor pulls their prank, then

replace the statue with their own.

- To accomplish the statue swap, Stanley provides them with a *bag of sneaking* (see Magic Items).
- Their investigation should lead them to believe (correctly) that the target of the Raptor's prank is aware of the plan, giving the Raptors a high chance of failure.
- The party will need to decide whether to help the Raptors (unbeknownst to them), or to let the Raptors fail and find a new location for their statue.

Determining the Target

The party must gather information and apply some good old fashioned logic to determine the Raptor's target.

There are two aspects to this scene. The party will need to ask their contacts for information to gather clues as to the Raptor's target. Then the players must apply those clues to determine the answer. This makes use of a logic puzzle grid (See Player Handouts).

Investigation

For this portion of the scene, the party needs to check up on rumors and talk to their contacts. If your group enjoys roleplaying small talk with rumormongers, stretch this scene out and let them take as much time as they like talking to the people of Skyfall.

If they are less interested in that type of roleplay, let them suggest how they obtain information and let them make some skills checks. The following are the pieces of information they can find. Since the other crews are interested in knowing who is pranking specific ships, once the party starts narrowing things down they can trade the information they do have for information they don't. For the game to progress they need to obtain the clues, the difficulties are there to help make the answer feel earned, not to make it impossible.

- It would make sense to target one of the top four ships (not counting the Raptor itself). [Very Easy]
- The top four ships are: The Lightning Cat, The Seawolf, Huntress, and The Dark Serpent. [Very Easy]
- The none of these crews will prank a target someone else is hitting. [Easy]
- The Raptors hit the Seawolf yesterday, they won't hit them again. [Easy]
- The Lightning Cats and the Dark Serpents are allies and won't prank each other. [Moderate]
- The Huntress is targeting the Wombats, due to an ongoing feud. [Moderate]
- The Lightning Cats and The Raptors both agreed to not hit the Huntress. [Moderate]
- The Sea Wolves decided not to hit the Lightning Cats this year. [Hard]

ADDING TO THE SCENE

If your group really enjoys combat and you would

like to expand this scene, consider either a bar fight breaking out or a rival crew deciding to attack the party for asking too many questions about their target. Either way, use the various pirate stats from the Bestiary, and remember, during the festival combat is always supposed to be non-lethal.

Helping the Raptors

Once the party realizes the Raptors are targeting the Lightning Cats, they come to the conclusion the Lightning Cats are expecting the attack. The party must choose between secretly helping the Raptors pull off their prank so the party can switch the statues or they can decide to let the Raptors fail and the party can instead install their statue somewhere else.

Read or Paraphrase.

Armed with the information on the Raptor's target, you return to Captain Stanley. He is clearly impressed with your efforts.

Stanley sends one of his crew to check on the Lightning Cats' defenses while the party discusses the statue and the prank in general. The crewman returns with news shortly. The Lightning Cats are clearly expecting an assault on their vessel. It is well guarded, and it



appears the Raptors are unlikely to succeed in placing their statue unless the party takes action.

Stanley looks to the party for input. On the one hand helping the Raptors (secretly) ensures their statue gets placed and lets the Shrieker's statue swap plan move forward. One the other hand, letting the Raptors fail at placing their statue on the Lightning Cat is a victory in itself. This would free up the Shriekers to try placing their statue somewhere else.

The decision is up to the party. If they decide to let the Raptors fail, Stanley suggests (if asked) that the party place their statue either on the Sea Wolf or in Pirate's Square (a simple gathering area near the docks). He will back whatever play they come up with as long as it isn't placing the statue on the Raptor (he wants to save the assault on the Raptor for the final prank).

Helping the Enemy

If the party elects to help the Raptor, ask them how they approach the task. Some obvious approaches are:

- Drugging or otherwise impairing the Lightning Cat's crew.
- An attack to subdue some of the Lightning Cat's guards.
- Enlisting the aid of another crew to choose the Lightning Cat as a target as well.

Of course, your players will probably choose a completely unexpected approach. If their ideas make sense, roll with it. Use checks, roleplaying, or combat, and let the fun ensue. You can re-use any of the encounters with the various pirates from the Bestiary if you decide to add a combat scene.

Swapping the Statue

Regardless of whether they helped the Raptors or let them fail, the party is almost certainly placing a statue as their prank.

Read or Paraphrase.

Armed with a very useful bag of sneaking you simply carry the heavy stone statue through Skyfall's docks to your chosen target. Of course when you arrive the area is swarming with guards. This will not be the easiest of tasks.

This encounter assumes the party helped the Raptors and they are installing the statue to replace the Raptors' own. If they decided to install the statue on a different ship, nothing needs to change. If they decided to install the statue in the town square, you'll need to draw a simple map of the area and flavor the guards as Skyfall's Fire Watch instead of a ship's crew.

Approaching the Cat

Show the players the ship map (see Player Handouts). The party can see three guard groups with some quick reconnaissance, as shown on the map. Each of these groups are a trio of crewman walking patrol around the ship. The patrols slowly move clockwise. The party needs to sneak past the guards without alerting them.

Ask the players for the specifics of their approach,

including the direction they come from and any cover or tactics they try to use. At the following points, have the party make group Stealth checks at DC 12:

- Getting past the first patrol
- Getting to the statue placement point
- Placing the statue
- Getting off the boat

Let the relative success or failure of the Stealth checks guide your narrative. Be descriptive, or this scene can become a series of Stealth checks with no tension. A barely missed check probably means a patrol circles back thinking they might have heard something (giving disadvantage on the next roll). A massive success might mean the guards are distracted by an unrelated noise (granting advantage on the next roll). The guards should not spot the party on their first failed roll. A second failure might mean the guards have spotted them, though if they take precautions or devise a way to remain hidden after the first failure you might allow a second failed roll without being spotted. If they fail three times, the guards have definitely spotted them and combat will occur.

Setup

1 Pirate Sleeper
1 Pirate Bosun
3 Pirate Scrappers

Tactics: The pirates will attempt to knock the party unconscious and throw them into the waters near the dock. They don't want anyone to know someone else has breached the ship, so they don't sound the alarm until it becomes obvious the party has the advantage (after 5 rounds). The party will need to subdue the thugs before that point, or the crew of the ship will rush the deck and toss them overboard. The party may be able to escape, but the prank will be considered a failure.

Regardless of their success or failure, Captain Stanley is quick to point them to their next prank. He will be enthusiastic if the prank went well, or encouraging if it went poorly.

The Twelve's Parade: Twelve Things We Stole from You

SIDEBAR: THE TWELVE'S PARADE

The Twelve's Parade involves travelling performances of stealth, agility, acrobatics, and contortion. Performers execute a circus like act for the crowds. These acts are impressive feats of the types of skills that are very useful for thievery and burglary.

Crowds are encouraged to "steal the hearts" of their loved ones or those they wish to enter relationships with. Typically, this involves stealing mementos important to them and returning them with a gift. Many wedding engagements and quick wedding ceremonies happen during this parade each year.

If anyone in the party is a member of the Twelve,



a cat burglar acquaintance will unlock one of the Senator's windows before the party makes their incursion. This gives them a new possible entry into the building that doesn't require a check or casing the mansion.

Read or Paraphrase.

Stanley is waiting for you in his cabin when you return. He's already heard word of your latest prank, and he's ready to move on to the next. This time, your task requires a bit more legwork and a lot of downright sneakiness.

This prank is a bit different than the others in this module. Stanley gives the party a target, and a map, and it is up to them to determine their approach.

The Prank

- The party will sneak into a Senator's mansion and place a live shrieker in his inner vault.
- The idea is to make a bold statement, "The Shriekers were here and could have stolen your stuff!"
- Of course, angering a senator is foolish, so Stanley is very clear about not hurting anyone and not actually stealing anything.

SIDEBAR: AN ACTUAL SHRIEKER

A shrieker is a semi-sentient fungus that shrieks obnoxiously to lure in curious animals or other prey. The name wasn't Captain Stanley's first choice, but he has embraced the name with this prank. The party can use their *bag of sneaking* from the previous prank to keep the shrieker quiet, then carefully place it in the senator's vault. It will wail like a siren the next time the vault is opened.

Casing the Place

For this scene you will need to reference the GM's map (here) and provide the players with the blank player's map (see Player Handouts).

UNIQUE MECHANICS: CASING THE JOINT

The rules for casing are simple. Tell the party they need to come up with a plan for "casing the place".

After giving them some time to discuss how they will gain the information they need, choose a player and ask them how they are contributing to the endeavor. Call for a check based on their action, using your best judgement. In addition to the actual skill roll, allow them to roll 1d6. The results of the skill check might allow them to gain a piece of information from the lists below (or something else of your choosing). The results of the d6 roll are explained below.

Results Chart

1-2	You can introduce a new fact that is detrimental to the players. The players can veto this by accepting disadvantage on a roll during the actual break-in.
3-4	No new information.
5-6	The player who rolled can introduce a new fact that is beneficial to the players. You can veto this by giving the players advantage on a roll during the break-in. Use this sparingly, allowing the players to introduce new facts is what will make this scene fun.

A result of 1-2 means something beyond what is depicted will be a challenge for the players. The GM can make up a new challenge. The players can either accept this challenge or veto the challenge. If they veto, the GM can apply disadvantage to a roll related to the area or item referenced. A result of 3-4 means nothing new is introduced. A result of 5-6 means the players can introduce a fact that is beneficial to them. The GM can veto but the players can then apply advantage to a roll related to the area or item.

SIDEBAR: CASING EXAMPLE

Geoff wants to peer into the windows to see if he can spot a guard to learn the patrol pattern. You might call for a stealth check. Geoff Rolls a 13. You then check the windows list for DC 13, and tell Geoff the result "You spot a guard and watch the patrol pattern, you think you got it." Now you deal with his 1d6 roll:

If he rolled a 1-2 you might say, "Wow, Geoff these windows are way tougher than the blueprint shows, they are triple-paned dragon glass and well locked. It will be way harder to break in than you thought."

Geoff could then decide to either accept this new information (making the windows much less likely as an entrance route), or veto.

If he vetoes he might say "Yes, they are, but that one's lock is open." If he vetoes you should make a note that you can apply disadvantage to a roll related to the windows or the guard patrol Geoff spotted.

Below are a number of possible things your players may try while casing the Senator's mansion. Use these to adjudicate their actions.

Looking in Windows

DC 11 - One guard patrol is visible, but you cannot determine their route.

DC 13 - One guard patrol is visible, and their patrol route is determined.

DC 15 - You catch a break and determine two patrols' routes.

Watching the Door

DC 11 - You confirm the front door is both well



Senator's Bedroom. This room is surprisingly spartan, but everything is extremely well-made. The desk contains paperwork detailing trade deals that a rival senator would likely pay up to 100gp to obtain. There is a 10% chance the butler and his paramore are in this room when the party arrives.

Vault. Locked, trapped, and stuff full of the senator's jewelry collection. There is over 1000gp in value here, but most fences won't touch anything this obviously stolen (100gp at best). The vault is locked (DC 13) as is the safe inside (DC 14).

Hallway. Fine stone tiles run the length of the hallway. Several portraits and busts decorate the walls. The paintings and busts are worth a total of 250gp. An incredibly lively bust of Shelaria Snakehair, the first medusa senator, makes up the bulk of the value at 110gp alone.

Closet. This closet is filled to the brim with fine silks, furs, and dozens of sets of luxury clothing for the Senator and his wife. The identifiability of the custom clothing makes this nearly impossible to fence.

Kitchens. These kitchens are clearly run by a master chef. Everything is well-used, but spectacularly clean. The store rooms are well-provisioned and the spice rack is impressive. Someone with a knowledge of cooking could probably pilfer a few spices the chef wouldn't notice (50 gp).

Conference Room. This room is dominated by a large oak table. There is nothing of value here. The senator uses this room for business meetings.

Guest Rooms. These finely appointed guest rooms feature beds and furnishings, and little else of interest. The monogrammed crystal glassware could be sold for 15gp.

Staff Room. This room is less well-appointed than the guest rooms, with smaller beds and no fancy crystal. This is clearly the room for the on-site staff. The maid is away during the festival, visiting family. The butler is either enjoying the bar or the Senator's own quarters with his master away.

Pirate Bar. Clearly the senator has a love of pirates. This massive entertainment area could only be described as "pirate chic". A variety of pirate curios and artwork line the walls, most too heavy to move easily. The butler and his companion are likely here (90% chance) enjoying a bottle of rum.

LEGEND

Arrows. These arrows indicate the three guards patrolling the Senator's residence. Use Pirate Hitter statistics, but with a passive Perception of 12 (10 if their shift is more than half over).

- The guards are well paid, but ultimately this is just a job.
- One shift from 6PM to Midnight, and another from Midnight to 6AM.
- The Red Arrow guard has a gambling debt. If the party learned of this he can easily be bribed with a payment of 25gp. He won't actively help the party, but he will ignore them for one patrol pass.

Red Star. This is a stationary door guard. He is both well paid and loyal to the senator.

- Disadvantage on any checks to convince the guard to anything against the senator.
- The guard does not open the door after hours. Any attempt to convince him will require a hard (DC 15) check. Failure by 5 or more will cause him to raise the alarm.
- He expects a delivery of flowers at 8pm. If the party arrives in disguise and with flowers, he will open the door.

Windows. Ten windows line the front of the residence.

- They are thick glass, but easily broken (DC 8).
- The windows are trapped (Perception DC 10, Disable DC 10). If the trap is not disarmed when opening or breaking the window, a series of small bells chime. The nearest patrol will arrive in 1d4 rounds.

Web Trap (Red Diamond). A pressure plate triggers a web trap in this hallway when the senator is out (Perception DC 13, Disable DC 13).

- If activated, the trap casts web as the spell and triggers an audible alarm, as the alarm spell.
- The guards, tired of triggering the trap by mistake, have turned the busts lining the hall to point at the trigger plate.

Painted Alarm Trap (Purple Diamond). The door to the vault is trapped (Perception DC 13, Disable DC 12).

- If the door is opened without the Senator's key or disarming the trap, a 10' cone of acidic

purple paint is sprayed from concealed nozzles. Anyone in the area must make a DC 12 Dexterity saving throw or take 2d4 acid damage.

- In addition to the damage, the paint is extremely hard to remove. Anyone failing their save will have bright purple paint on their clothes and skin for days.
- The alarm attached to this vault is loud enough to wake the entire house. Any guards left will arrive in 2 rounds. The Fire Watch will arrive in 2d4 minutes.

Safe Trap (Yellow Diamond). The trap on the safe is straightforward and lethal.

- The Senator, who abhors violence, has painted a small warning label on the safe. It depicts a thief being electrocuted.
- The safe is locked (open DC 13).
- Detecting the trap is automatic, but disabling it is quite difficult (DC 15).
- If anyone attempts to open the safe without disabling the trap, they must make a DC 15 Dexterity saving throw, taking 3d8 lightning damage on a failed save, or half that amount on a successful one.

Nosy Neighbor (not depicted). The senator's neighbor is a busybody. If the party is in front of the Senator's mansion for more than 1 round (and not disguised), she might spot them (Perception +3). If she does, she will notify the Fire Watch. Given the number of reports filed by the neighbor, the Fire Watch will either politely ignore her (50%), or send a single guard to investigate (50%), who will arrive in 2d6 minutes.

The Neighborhood Watch (not depicted). The neighborhood has patrols that sweep through at the top and bottom of the hour. If the party is present during a sweep, they will have 1d6 rounds of warning before the patrol sweeps the Senator's front yard. The patrol has a passive Perception of 12.

The Senator's Dog (not depicted). The Senator's Dog spends most of his time in the kitchen when the senator is away, but can be found anywhere in the house except the vault. If he spots the party, he will begin barking after two rounds, drawing the remaining guards in 1d4 rounds. He can be calmed with a DC 15 Animal Handling check. If the party has a bone, steak, or other enticing treats, the check is automatically successful.

locked and there is a guard stationed behind it at all times.

DC 13 - You determine the above and learn shift change is at midnight.

DC 15 - You determine the above and learn the guard is expecting a delivery of flowers at 8pm.

Researching the Guards

DC 11 - The guards are all hired from a local bankers security service. There are usually 9 guards.

DC 13 - The Senator beefed up security and hired an extra three guards. Your source is pretty sure there are three patrols.

DC 15 - One of the guards has quite a bit of gambling debt. He could be bribed fairly easily.

Researching the Traps

DC 11 - The Senator is fond of bragging about the triple locks and triple traps on his wife's jewelry.

DC 13 - The guards mentioned once they got so tired of setting off the web and alarm in the hall that they turned the statues in the hall slightly so they all stare at the trigger plate so they wouldn't forget where it was.

DC 15 - The Senator eventually angered his trap-smith who died impoverished. His son would be more than happy to provide details (granting advantage) on how to disarm the traps.

Scouting the Neighborhood

DC 11 - The neighborhood is upstanding (of course) but is more focused on keeping the wrong people out than patrolling the streets.

DC 13 - The local watch sweeps through the streets at the top and bottom of the hour.

DC 15 - The Senator's next door neighbors (to the left) are very nosy and frequently report anyone they deem suspicious.

Researching Residents

DC 11 - The Senator and his wife are staying onboard a "pirate" ship for the duration of the festival.

DC 13 - The Senator's prize dog is home and barks up a storm at anyone that doesn't give her a bone.

DC 15 - The Senator's butler has been known to secretly entertain his romantic interests in the house when the master is away.

Shrieker Delivery

Once the party feels like they are ready, begin the prank. If the players are lingering overlong in the casing scene, you should take steps to move them along. DCs might get harder on second or third attempts and eventually they will run out of time. The idea is to let them prepare as well as they can but ideally you still have a few unexpected tricks up your sleeves.

The actual prank scene can be run using the accompanying map and notes. We've left the scene open ended intentionally so that the party can come up with any approach they like. Be prepared to adjust and improvise on the fly for this scene.

The prank is deemed a total success if the party manages to get in and out of the mansion, leaving the

shrieker in the safe, without alerting the guards.

Even if the guards were alerted (but not seriously injured) and the party managed to at least get the shrieker into the vault, the prank is a success.

If the party fails to place the shrieker in the vault, the prank is a failure. The audaciousness of the plan is still worth something.

If the guards were seriously injured, the prank is a total failure regardless of the shrieker placement. The pirates are loath to inflict any serious harm during the festival especially on a "civilian"

The Senator

The Senator is thrilled to have been part of a pirate prank, as long as none of his people were injured and none of his property was taken. Whether the prank succeeded or failed, the Senator will invite the party to join him in his mansion at a later date to talk all things pirate. If the party cultivates this contact, they can have a useful friend in the city, though the Senator is certain to request quid pro quo services in return.



If the party injured anyone or stole anything (that will be noticed) the senator is furious. Whether this is a quiet fury or full outrage depends on the severity of the party's transgressions.

- **Theft.** The Senator will quietly ensure the party's lives are miserable until they repay him twice the value of whatever they stole.
- **Injury.** Injuries result in a public outcry and the Fire Watch will be watching the Shriekers closely for the rest of the festival.
- **Murder.** A death will result in the Fire Watch arresting Stanley and the Shriekers being disqualified. [Note this effectively ends the module as written and likely sets up the need for the party to escape Skyfall. Make sure the players are well-warned against hurting or killing anyone before they begin the prank.]

DAY 3

The party gets roped into a game of Bridge Ball before completing their final prank.

The Fire Watch Parade: Fired up for Bridge Ball

SIDEBAR: THE FIRE WATCH PARADE

The Fire Watch Parade is similar to a military parade. The men and women of the Watch march through the city in their uniforms. This year there are small floats made up to look like burning buildings; children ride on the floats and throw hot cinnamon candies at the crowd.

Additionally, adults are encouraged to wear pouches full of gaudy cheap jewelry and attempt to steal from each other. Children dressed as guards are allowed to arrest the adults and take them to "Jail" at a nearby tavern.

If anyone in the party is a member of the Fire Watch, one of their compatriots is in the crowd watching the games, and has a 50% chance of noticing how the Raptors cheat during the match (assuming they do). This compatriot will tell the tournament judge what he saw if the party didn't also see it.

Read or Paraphrase.

You wake up to Captain Stanley hammering on the door to your berth on the ship. Opening the door, you find the Captain standing there with a contagious grin on his face.

"We've had an opportunity dropped in our laps! I didn't mention it before because the tournament was full, but one of the Bridge Ball teams just dropped out! If we get over to the arena right now, I can convince the tournament judge to let us enter in their place. You've played Bridge Ball before, right?"

Items of Interest

- Bridge Ball is a competitive sport played in Skyfall. For the full rules, see the "Bridge Ball Rules" in the Appendix.
- The Raptor competes in the tournament every year, winning far more often than they should. There are rumors of something shady going on.
- The Penelope had a fantastic team and were the favorite to win the tournament this year, until the entire team fell horribly sick the day before the finals.
- Captain Stanley will bribe the tournament judge to let them wear the Penelope's colors and act as their substitute players.
- Captain Stanley has provided uniforms to wear under the Penelope's colors. If they win, they can tear off the Penelope's colors and credit the victory to the Shrieker. Should they lose, they can leave on the Penelope's colors and leave the Shrieker out of it.
- During the game, the Raptor players will attempt to cheat if the party gets ahead. Should the party be able to determine how they are cheating and prove it after the game, it will be devastating for the Raptor in The Corsair's Cup.



UNIQUE MECHANICS - BRIDGE BALL

Review the Bridge Ball Rules in the Appendix section carefully. Allow each player to choose the role they like and go over the rules with them.

We tried to keep the Bridge Ball rules as simple as possible. If you aren't sure how to handle something within the rules of the game, improvise! Our advice is to go with whatever is the most exciting!

Once the players are ready to start the game, **read or paraphrase:**

The Bridge Ball arena is suspended over the icy waters of Skyfall's cavern, and surrounded by seating connected to the various buildings nearby hanging from the roof of the cavern. The arena's central platform is connected to two smaller platforms by a pair of 15-foot long rope bridges on each side. As you take your positions, a whistle blows, the crowd cheers, and a ball drops into the middle of the center platform. Here goes nothing!

The Raptors

Each of the Raptors are detailed below, including their role in the game, and how they will cheat, as well as how the party might detect that cheating. The team will never cheat more than once between Rallies, and only if they are losing. Use one Raptor for each player, and make sure that there is at least one of each role present. If a skill is not listed in the entries below, assume that Raptor has a +0 bonus.

Name: "Shiv"

Role: Striker

Description: Shiv is a grothik with a dark side. Covered in mottled brown and black fur, he'd rather stick a knife in your back than smile to your face.

Cheat: Shiv cheats using a hidden pouch of dust up his sleeve. When he decides to cheat, he can use a bonus action to blind one adjacent enemy until the start of his next turn. The target can see the hidden bag with a DC 13 Perception check.

Stats: Attack +5, Acrobatics +5, Athletics +2, Bluff +3

Name: "Crusher"

Role: Crasher

Description: Crusher is a massive hill troll-blooded male. He dyes his hair in a shockingly bright green, styled in a Mohawk. His tanned skin is crisscrossed with scar tissue from his time playing Bridge Ball shirtless, much like he is today.

Cheat: Crusher cheats using a special spike hidden in the heel of his boot. If he decides to cheat, the next time someone attempts to Shove him, he automatically wins as the spike keeps him from being moved. The person shoving him can realize the most likely cause with a DC 13 Insight check.

Stats: Attack +4, Acrobatics +0, Athletics +5

Name: "Gemini"

Role: Defender

Description: Gemini is a sturdy half-orc woman of few words. The orc blood in her ancestry is stronger than most half-orcs, leaving her with skin tinted green and large tusks protruding from her lower jaw.

Cheat: Gemini cheats using a thin gel in a hidden pouch in her gloves. The gel is a mild contact poison. If Gemini decides to cheat, she can spread the poison on her gloves as a bonus action. The next creature she shoves cannot stand up on their next turn as the poison gives them overwhelming vertigo. The creature she shoves can see how she applies the poison with a DC 13 Perception check.

Stats: Attack +4, Acrobatics +3, Athletics +4

Name: "Saber"

Role: Striker

Description: Saber is a human female with striking blond hair and a large scar running from her left temple to the right side of her jaw. Her scowl has been known to make hardened pirates cower.

Cheat: Saber cheats using a hidden pouch of dust up her sleeve. When she decides to cheat, she can use a bonus action to blind one adjacent enemy until the start of her next turn. The target can see the hidden pouch with a DC 13 Perception check.

Stats: Attack +4, Acrobatics +6, Sleight of Hand +4

Name: "Blaze"

Role: Defender

Description: Blaze is a burly dwarven man with fiery red hair and a matching beard. He is known for wearing his hair in braided pig-tails, then starting a fight with anyone who laughs.

Cheat: Blaze cheats using a thin gel in a hidden pouch in his gloves. The gel is a mild contact poison. If Blaze decides to cheat, he can spread the poison on his gloves as a bonus action. The next creature he shoves cannot stand up on their next turn as the poison gives them overwhelming vertigo. The creature he shoves can see how he applies the poison with a DC 13 Perception check.

Stats: Attack +3, Acrobatics +2, Athletics +5

Victory and Pride

If the party defeated the Raptors, **read or paraphrase:**

A cheer ripples through the crowd. No one expected the replacement players to have a chance at winning. When you rip off the Penelope's colors, revealing the Shrieker beneath, the crowd's roar is deafening. The crew from the Raptor stare at you slack-jawed as they realize what you've pulled off.

If the party loses, but saw how the Raptors cheated, **read or paraphrase:**

The crowd begins to cheer for the victorious Raptors as you flag down the tournament judge. After you tell him how the Raptors were cheating, he immediately confers with the referees and begins patting down the Raptors. The crowd slowly falls silent as the judge makes an announcement, "The Raptors are disqualified, for cheating." The crowd roars in outrage and the Raptors exit the arena as fast

as they can.

If the party loses and has no idea how the Raptors cheated, **read or paraphrase:**

You exit the arena to the sound of the crowd cheering for the victorious Raptors. Captain Stanley is disappointed, but not dejected. "Worry not! The loss won't hold us back, and I've got something special planned for tonight's prank. We're still in this!"

The Mariner's Parade: Marinate on How We Stole Your Good Luck Charm.

SIDEBAR: THE MARINER'S PARADE

The final parade happens just before dawn with the citizens marching down to the docks. In the harbor, various vessels engage in a mock battle involving illusion and fireworks. The spectacle attracts a large crowd without fail every year.

By this time, the festival is winding down, and the crowds are beginning to wane. Many view the mock battle as the last spectacle before returning to their normal lives.

If anyone in the party is a member of the Mariner's Guild, one of their contacts from the guild will warn them about the other crew they saw entering the warehouse before the party arrives.

Items of Interest

- Captain Stanley has obtained a command crystal from an old acquaintance in the Mariner's Guild. He plans to have the party use the crystal to command a salver golem to breach the Raptor and steal their good luck charm, a golden statue.
- When the party arrives at the warehouse where the golem is stored, they find themselves in a pitched fight against another crew with the same idea.
- After the golem completes its mission and returns, it malfunctions and goes on a rampage. The party will need to destroy the golem to claim the statue.

If the party succeeded at 3 or more of the pranks so far, **read or paraphrase:**

Stanley looks quite pleased when you return to his cabin to prepare for your final night. He's moving with more energy than you've seen since you met him, and he seems positively giddy at the prospect of a win. In his hands, he's tossing a crystal up and down. "My friends, I knew you were a good investment! We have to be leading the pack with your successes, and if you can complete one final task for me, there's no way we can lose. I can't wait to see the smug look wiped off of Varex's face

when we take the purse tomorrow."

If the party pulled off two or less of the previous pranks, **read or paraphrase:**

Stanley looks like he's trying to keep his composure, but he isn't really succeeding. His eyes are bloodshot, and a bit manic. His hair is in disarray and he's pacing back and forth as you enter his cabin. In his hands, he nervously rubs a crystal. "Well, things could be going better, but we aren't out of this thing just yet. We can still win this thing, and I know just how to do it. Pull this off and we can still put the Raptor back in its place. The other ships have "loaned" me some crew, and I'll have them out doing jobs as well. But yours is the most important.

Either way, the job is the same. **Read or paraphrase:**

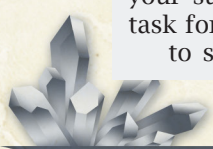
"I don't know if you have heard, but the Maritime Guild uses golems to salvage anything in the bay that may be wrecked or lost for other reasons. These golems can operate at the bottom of the ocean with no problems, and they tear through salvage like tissue paper. Basically, they are marvels of magic and engineering, and they run on crystal cores not so different from what airships use. However, they do break down and need repairs at times. Right now, there is a warehouse in this district that is used for this reason. I have an... acquaintance who works as an engineer and has a damaged specimen that he is setting aside for me.

What I need you to do is this: take this crystal, break into the storeroom on the edge of the warehouse where my friend has placed the damaged golem, and touch the crystal to the golem's core. It will activate and head for the Raptor to complete its job before returning to you. Bring me the statue that it is going to steal from the ship and we will mount it on our prow to show our dominance. They'll never know what hit them."

If pressed for details, Stanley will confirm that the golem will not, in fact, destroy the ship. It's being programmed to walk along the seabed, swim up, open a small hole and burrow into the cargo hold. The golem is also non-lethal, and will ignore attempts to stop it. The item in question is a golden statue of a stylized humanoid that stands about one foot tall. He knows about it because some of his crew heard a Raptor crewmember bragging about finding it on a ship and stealing it from them. Supposedly Varex already has a buyer. The combination of stealing from their ship without so much as being seen, mounting the statue on his own ship, and the fact that Varex will not be able to complete the sale should ensure the Shrieker's victory.

The Warehouse

The party makes their way to the warehouse where the golem is stored. Captain Stanley's engineer contact sold the location of the golem to more than one crew,



and the party has to deal with some competition before they can set the golem on its course.

Read or Paraphrase.

As you arrive at the warehouse, it looks just as deserted as Stanley said it would be. The east door is marked with a bit of red paint, letting you know that door is unlocked.

As the party reaches the door, give them a Perception check. If at least half the party members beat a DC 14, they realize that someone has been through this door in the last few minutes.

On the other side of the door, another crew is waiting in ambush. When the door is opened, they will activate an overhead flood light in an attempt to dazzle the party. If the party saw the evidence of this crew's passage, they have an opportunity to prepare or find another entrance. If they find another entrance, they can receive a surprise round against the other crew. If they enter the marked door, they will not be surprised. If they didn't see the evidence, they will be surprised by the floodlights.

The following assumes the party is surprised, but you should adjust as needed based on the party's entry to the warehouse. **Read or paraphrase:**

As you enter the warehouse, a large overhead floodlight fills the room with dazzling brightness. Guards? No, it seems another crew beat you to the warehouse! A group of rough looking thugs with truncheons rushes you with malice in their eyes.

Setup

1 Pirate Bosun
1 Pirate Sleeper
1 Pirate Hitter
1 Pirate Sticker
1 Pirate Scrapper

Tactics: The pirates rush the party and try to get to their back line before attacking. They will fight until they are knocked unconscious.

Once the party defeats the other crew, they have unfettered access to the golem. Should the party question the other crew, the lieutenant will divulge that they are crewmembers of the Saltrunner. Apparently, Captain Stanley's "acquaintance" sold the location of the golem to multiple groups.

When the party touches the crystal to the golem's core, **read or paraphrase:**

You make your way to the room where the golem is stored. Standing at nearly 10 feet tall, this golem is larger than most salvagers. The golem is liberally festooned with salvage gear, including a saw blade, drill, torch, and more. It's a good thing Stanley made sure this thing is programmed not to kill people! This thing wouldn't have to try very hard at all.

After a moment of gawking, you touch the crystal to the core in its chest and speak the command word. With a minor hum, the golem straightens, then turns toward the door and begins moving toward its target.

The Golem (cutscene)

In this cutscene, your players will take control of the crew of the Raptor and try to hold off the golem assaulting their ship.

The golem will arrive on the ship with little trouble, but the programming sent it to the wrong part of the ship. It will arrive in a crew bunk. The alarm will sound. Players will take control of crewmembers from the Raptor as they try to stop the salvager from taking the statue. They will fail, but depending on the amount of damage they do, the golem will be weaker when the party faces it later.

Read or paraphrase:

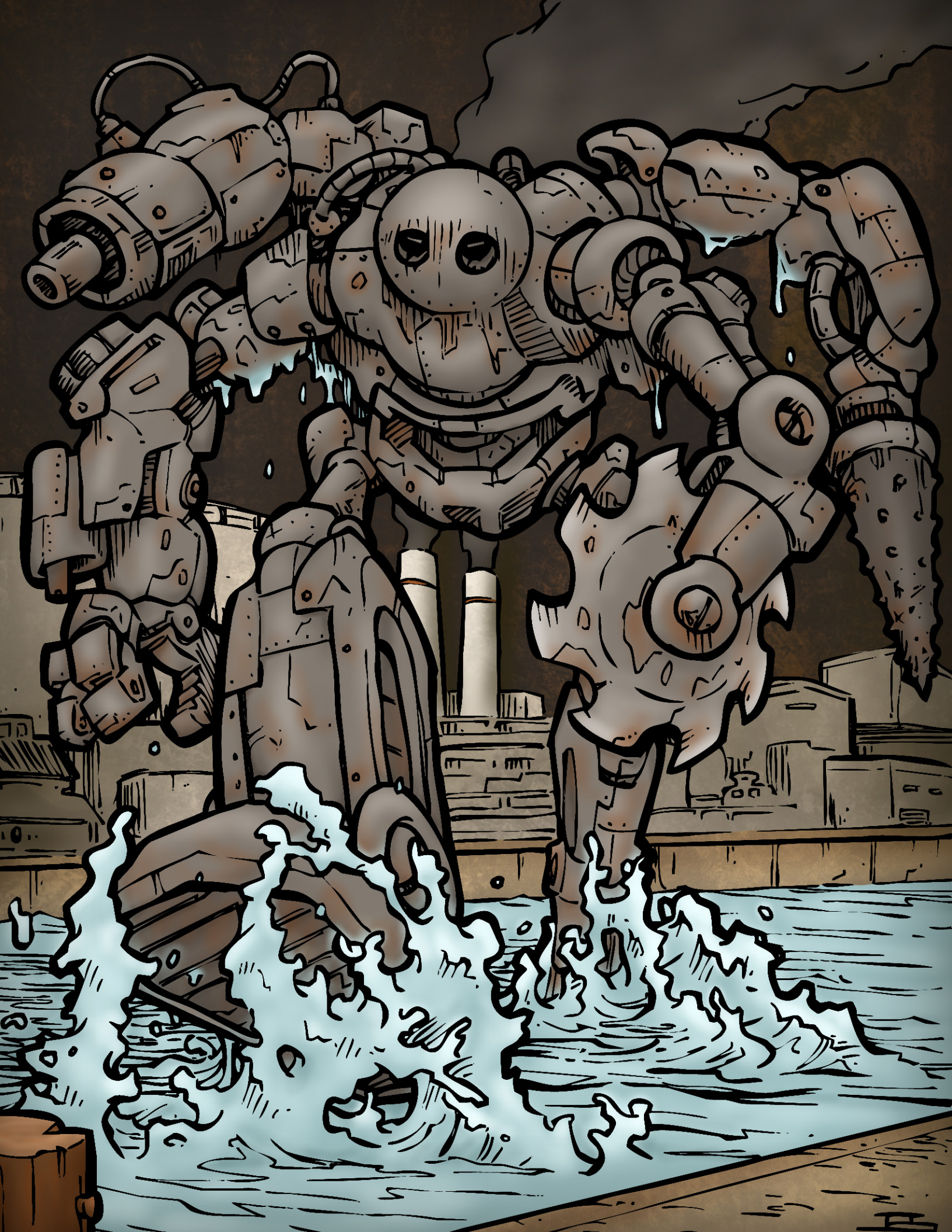
All is right with the world. Captain Vorex has assured the crew that tomorrow will bring a sixth Raptor victory. The statue is being sold tomorrow and the money will be a nice bonus on top of all the prize money. And besides, that statue is kind of creepy. Crewmembers have complained that they think it moves around the hold when no one is looking. Others say the eyes follow you or that they've heard whispering. But everyone knows it's just a lump of rock. An expensive, valuable lump of rock. As the third shift settles in for a night of rest, the ship shudders. A tearing sound from the crew bunk is followed shortly by yelling from below.

UNIQUE MECHANICS

To start this scene, give each player one of the Raptor Crewmembers (see Player Handouts). They will play as the entire crew of the Raptor, trying to stop the golem from stealing their good luck charm. Unfortunately, the golem is practically unstoppable. However, they can slow it down and deal some damage to it, which will make the characters' lives a little easier when the golem goes berserk in the next scene.

The Raptor is a massive ship, nearly 150 feet long from bow to stern. The golem enters a crew compartment just above the water line. The players will start as the crew members in that compartment. To reach its target, the golem must travel 100 feet. We recommend a battle map for this scene just to track distances and who is in melee with the golem. It moves 20 feet per round, tearing through any bulkheads it encounters without pause, then takes two actions. It won't kill anyone, but many of its attacks knock its targets unconscious.

Whenever one of the players is knocked unconscious, simply give them another crew member at random (roll a d6). At the start of their next turn, that



pirate rushes into the fray. When the players deal damage to the golem, don't worry about its hit points. Just make a note of the total damage they deal in this scene.

CAPTURING THE FEEL

Mechanically, this scene is very simple. The golem moves 100 feet in a straight line over 5 or more rounds while the party tries to slow it down or distract it. With mechanically simple scenes like this one, things can often degenerate into a repetitive cycle of attack and damage rolls. It will be up to you to prevent that from happening. Describe the golem's destructive path through the ship as it rips through planking. Make sure the players know that just attacking won't slow this thing down and encourage them to be creative and descriptive in their actions. Whenever the golem uses one of its actions to knock a pirate unconscious, come up with fun new ways to describe that. The first time the golem uses his Grab ability, maybe it stomps a hole in the floor and tosses a pirate head first into the deck below. The second time it uses that same ability, it slams the pirate through a wall and into a bunk, and the third time it tosses the pirate out a porthole into the water.

Golem Actions

Each round, on initiative 15 (losing all ties), the golem moves 20 feet forward. If at least two pirates are in its way, it only moves 15 feet forward, but they are pushed with it. Then, the golem takes two actions from the list below, determined randomly (roll 1d4 twice). It will not take the same action twice in the same round. If there are no valid targets for the golem's action, that action is lost.

Headbutt. The golem attempts to headbutt a pirate that is adjacent to it. Make an attack with a +4 bonus. If it hits, that pirate is knocked unconscious.

Grab. The golem grabs a pirate adjacent to it. Make an attack with a +7 bonus. If it hits, that pirate is grappled (escape DC 19). If the pirate does not escape before the golem's next turn, the golem automatically uses one of its two actions to knock the pirate unconscious.

Buzzsaw/Drill. The golem uses its saw and drill to weaken the structure of the ship. This could be cutting at the planks under a pirate's feet, severing an overhead beam to drop debris on a pirate, or anything else in the same vein. One pirate within 15 feet must make a DC 15 Dexterity saving throw. On a failed save, that pirate is knocked unconscious.

Whirlwind. The golem whirls in place, flailing at everyone surrounding it. Each pirate adjacent to the golem must make a DC 15 Strength saving throw. Any pirates who fail their save are stunned until the golem's next turn.

Once the golem has moved 100 feet, it reaches the idol and the cutscene ends. You can describe the golem making a beeline for the hull, slamming a hole through the side, and sinking into the waters of Skyfall.

The Golem Returns

The golem returns to the party with the statue in hand, but something has gone wrong.

Read or Paraphrase.

A bit ago, you thought you heard some yelling from further down the docks, but it's been quiet since. You're starting to wonder if the golem failed and this whole night was a waste when the water in front of you starts to bubble. The head of a statue is the first thing you see. It's vaguely humanoid, though indistinct as to race or even gender. The golden surface glimmers in the torchlight of the docks. Even though it is rising from the murky waters, it looks amazing, and valuable. As it continues to rise, you notice the golem surface behind it. It pulls itself and the statue up onto the dock. The golem places the statue at its side, and stands at attention.

A DC 12 Insight check will let the party notice that the golem's eyes have changed color to match that of the statue. When the players approach to within fifteen feet of the statue, the golem will spring to attack. This encounter will be more or less challenging based on how the cutscene went. The players will be forced to disable the golem in order to get the statue out, as it will take several players moving slowly and awkwardly to carry it. It is far heavier than it appears, and if they try to take it while the golem is functional, it won't budge from its place on the dock.

Setup

1 Malfunctioning Golem

Tactics: The golem has been driven to a frenzy by the statue (see the Sidebar: The Idol of Fel'Karak), and it fights accordingly. It will not stop until the party is destroyed, and fights to the death.

Back at the Ship

After a tough fight with a golem, the players will return with the statue. Stanley is positively beside himself with glee, and orders his men to mount the statue on the figurehead so all may see what they pulled off. A few crewmembers grumble about how ugly it is, but they do it anyway.

Read or Paraphrase.

As the first light of dawn comes over the horizon, the statue now gracing the prow of the Shrieker gleams brightly. Stanley paces proudly across the deck, and ushers you all to the Powder Keg. A bouncer is admitting captains and a small entourage from each ship into the bar itself. Your party is led inside and seated. Captain Charity sits at her customary high table looking out over the room. Glancing over, you see Captain Vorex staring daggers in your direction. He looks angry enough to commit murder, but also just a bit nervous. The rest of the captains crowd in and Charity stands to speak. "Well, this year is the best lot of pranks I've seen in a long while."

Though it is a difficult decision, and many of you competed aggressively, one stunt beat all of them last night. Captain Stanley's crew of the Shrieker somehow came into possession of a valuable piece of cargo right out from under another crew's nose, and then announced that they had done so by mounting it on their figurehead. That takes brass, and I respect that. This year's winning crew is the Shrieker!"

Concluding the Adventure

Having won the Corsair's Cup but now possibly cursed with ancient dark magic, the party has a few things to deal with.

- **Fame and fortune!** As winners of the Corsair's Cup, the party enjoys fifteen minutes of fame in the city, or at least the parts of the city that care at all about pirate pranks. Free drinks, contacts, and a general rise in social status are the order of the day. Guild promotions or invitations are not unreasonable.
- **The haul!** Stanley is as good as his word and rewards the party handsomely for winning. In addition to the consumables and Bag of Sneaking, the party gets a split of the booty as they negotiated for prior to the festival.
- **The other pirate crews know the party now.** Some consider them friends, others consider them rivals. Plot hooks abound, from free drinks and shared treasure maps, to back alley assault attempts and the possibility of being kidnapped into another crew.
- **The Senator might be very impressed with the party,** provided they did not steal from him nor harm his guards. If they did, the Senator could easily become a thorn in their side.
- **The Fire Watch now considers the party pirates;** after all, they won the Corsair's Cup. They might very well find themselves as the usual suspects in Fire Watch investigations.
- **Varex and the Raptors certainly take issue with the party,** especially in light of their concerns about the curse (see Sidebar: The Idol of Fel'Karak). While unlikely to attack the party openly, Varex has a long memory and certainly might contribute to a tough situation or two for the party.
- **The Curse!** Whether or not the curse is real depends on your preference for the campaign. If the curse is real, its effects should become more pronounced over time, eventually forcing the party to deal with it or die trying (see Sidebar: The Idol of Fel'Karak).

SIDEBAR: THE IDOL OF FEL'KARAK

You probably noticed that there is something odd about the statue, and your party may have as well. This provides a hint of future adventure.

The Idol is a vestige of an ancient civilization that predates the settlement of Skyfall by the pirate princes. Rumors and legend suggest this

civilization centered on an archipelago that is now nothing but tumbled ruins and dense jungle. If the stories are true the civilization was, in some ways, more magically advanced than the crafters of Skyfall. However, their creations were powered by dark magic that drew on the blood and life energy of its wielders.

If there is any truth to the rumors and the idol bears a magical curse, it is very possible the truth behind it and the secret to removing it rest in the dark jungles of the forsaken archipelago.



APPENDICES

The following section contains the Bestiary, Magic Items, the Bridge Ball rules, and Player Handouts.

Bestiary

DECREPIT ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 5

Speed 15 ft.

STR 12 (+1)

DEX 6 (-2)

CON 10 (+0)

INT 1 (-5)

WIS 6 (-2)

CHA 3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew in life but can't speak

Challenge 0

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one creature. *Hit:* 1d4+1 (3) piercing damage.

GRUB GROWLER

Small monstrosity, neutral evil

Armor Class 13 (natural)

Hit Points 12

Speed 25 ft.

STR 13 (+1)	DEX 10 (+0)	CON 12 (+1)
INT 1 (-5)	WIS 10 (+0)	CHA 6 (-2)

Condition Immunities blinded
Senses blindsense 30 feet, passive Perception 10
Languages -
Challenge 1/4

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d4+1 (3) piercing damage.

Growl (Recharge 4-6). The grub growler emits a devastating growl. Each creature within a 10-foot cube adjacent to the growler must make a DC 12 Constitution saving throw, taking 1d8 thunder damage on a failed save.

GRUB GROWLER QUEEN

Medium monstrosity, neutral evil

Armor Class 15 (natural)

Hit Points 25

Speed 25 ft.

STR 16 (+3)	DEX 12 (+1)	CON 14 (+2)
INT 6 (-2)	WIS 12 (+1)	CHA 9 (-1)

Condition Immunities blinded
Senses blindsense 30 feet, passive Perception 11
Languages -
Challenge 1

ACTIONS

Multiattack. The grub growler queen makes 2 bite attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1d4+3 (5) piercing damage.

Growl. The grub growler emits a devastating growl. Each creature within a 10-foot cube adjacent to the growler must make a DC 13 Constitution saving throw, taking 1d8 thunder damage on a failed save.

BONUS ACTIONS

Animate. The queen chooses one corpse within 30 feet. At the start of her next turn, that corpse rises as a decrepit zombie.

MALFUNCTIONING SALVER GOLEM

Large Construct, unaligned

Armor Class 13

Hit Points 42

Speed 30 ft.

STR 16 (+3)	DEX 10 (+0)	CON 18 (+4)
INT 1 (-5)	WIS 10 (+0)	CHA 8 (-1)

Damage Resistances bludgeoning, piercing, and slashing from attacks that aren't adamantite

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Understands Common but cannot speak
Challenge 2

Damaged. If the golem suffered at least 25 damage during the cutscene, its Buzz Saw ability does not function. If the golem suffered at least 65 damage during the cutscene, its Cutting Torch ability also does not function.

Malfunctioning. Each round, the golem will use Rampage as its action, and will determine which actions to use at random. It will not use the same action twice in the same round. It will also determine targets randomly if there are multiple possible targets within range. Otherwise, it will

move toward the nearest creature and target it.

ACTIONS

Rampage. The golem chooses two of its four attack options and uses them.

Grasping Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1d6+3 (6) bludgeoning damage, and the target is grappled (escape DC 13).

Drill Arm. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 1d8+3 (7) piercing damage.

Cutting Torch. One creature within 15 feet of the golem must make a DC 13 Dexterity saving throw, taking 2d8 (9) fire damage on a failed saving throw, or half that amount on a successful one.

Buzz Saw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 2d6+3 (10) slashing damage.

PIRATE BOSUN

Medium humanoid (human, or choose another), chaotic neutral

Armor Class 14

Hit Points 14

Speed 30 ft.

STR 12 (+1)	DEX 12 (+1)	CON 10 (+0)
INT 8 (-1)	WIS 9 (-1)	CHA 12 (+1)

Senses Senses appropriate to race, passive Perception 9
Languages Common plus any racial languages
Challenge 1/8

ACTIONS

Short Stick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d4+1 (3) bludgeoning damage.

BONUS ACTIONS

Take Charge. Choose one pirate within 20 feet of the bosun. That pirate deals an additional 1d4 weapon damage if it hits with an attack on its next turn.

PIRATE HITTER

Medium humanoid (human, or choose another), chaotic neutral

Armor Class 13

Hit Points 12

Speed 30 ft.

STR 12 (+1)	DEX 14 (+2)	CON 10 (+0)
INT 8 (-1)	WIS 9 (-1)	CHA 8 (-1)

Senses Senses appropriate to race, passive Perception 9
Languages Common plus any racial languages
Challenge 1/8

ACTIONS

Multiattack. The hitter makes 3 punch attacks.

Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1+1 (2) bludgeoning damage.

PIRATE SCRAPPER

Medium humanoid (human, or choose another), chaotic neutral

Armor Class 12

Hit Points 10

Speed 30 ft.

STR 12 (+1)	DEX 14 (+2)	CON 10 (+0)
INT 8 (-1)	WIS 9 (-1)	CHA 8 (-1)

Senses Senses appropriate to race, passive Perception 9
Languages Common plus any racial languages
Challenge 1/8

ACTIONS

Short Stick. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d4+1 (3) bludgeoning damage.

REACTIONS

Shifty. As a reaction when the scrapper is attacked in melee, the scrapper can move up to its speed, but cannot leave the threatened area of the triggering attack. The scrapper gains a +2 bonus to AC against that attack, potentially causing it to miss.

PIRATE SLEEPER

Medium humanoid (human, or choose another), chaotic neutral

Armor Class 13

Hit Points 11

Speed 30 ft.

STR 12 (+1)	DEX 14 (+2)	CON 10 (+0)
INT 8 (-1)	WIS 9 (-1)	CHA 8 (-1)

Senses Senses appropriate to race, passive Perception 9

Languages Common plus any racial languages

Challenge 1/8

ACTIONS

Punch. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1+1 (2) bludgeoning damage.

Sleep Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one creature. *Hit:* 1+2 (3) piercing damage, and the target must make a DC 10 Constitution save. On a failed save, the target falls unconscious until the start of its next turn. If the target is immune to poison, the target has disadvantage on its next attack roll instead.

PIRATE STICKER

Medium humanoid (human, or choose another), chaotic neutral

Armor Class 12

Hit Points 13

Speed 30 ft.

STR 14 (+2)	DEX 12 (+1)	CON 10 (+0)
INT 8 (-1)	WIS 9 (-1)	CHA 8 (-1)

Senses Senses appropriate to race, passive Perception 9

Languages Common plus any racial languages

Challenge 1/8

ACTIONS

Pointy Stick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1d4+2 (4) piercing damage. If this attack misses, repeat it once.

ROTTING ZOMBIE

Medium undead, neutral evil

Armor Class 8

Hit Points 12

Speed 20 ft.

STR 12 (+1)	DEX 6 (-2)	CON 12 (+1)
INT 3 (-4)	WIS 6 (-2)	CHA 3 (-4)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Understands the languages it knew in life but can't speak

Challenge 1/8

Rotting Stench. The rotting zombie emits an aura of

rotting stench. Living creatures within 5 feet of the zombie deal 2 less damage with weapon attacks as they recoil from the stench.

Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 1d4+1 (3) piercing damage.

SOULSPARK SKELETON

Medium undead, neutral

Armor Class 14

Hit Points 20

Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 14 (+2)
INT 7 (-2)	WIS 8 (-1)	CHA 14 (+2)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the languages it knew in life but can't speak

Challenge 1/2

Spark. Each soulspark zombie is imbued with a small piece of its animator's magic. This soulspark zombie can cast the sleep spell, using Charisma as its spellcasting modifier. It must complete a short rest before casting the spell again. In addition, the soulspark skeleton adds its Charisma modifier to its Armor Class (already included).

ACTIONS

Multiattack. The skeleton makes two claw attacks.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1d4+2 (4) slashing damage.

Magic Items

BAG OF SNEAKING

Wondrous item, rare (requires attunement)

This cloth bag appears completely non-descript. It has no unique markings. Anyone trying to remember or describe the bag can only recall vague impressions.

This bag functions much like a small bag of holding, but with a few quirks. The bag can hold up to 300 pounds, the space inside is roughly a 5-foot cube, and the bag weighs 10 pounds regardless of what is inside. In addition, anything inside the bag cannot be detected by magical means, and the bag itself does not detect as magical.

You gain additional benefits if you are attuned to the bag. You can attempt to hide the bag on your person with a Sleight of Hand check and you add double your proficiency bonus to the check, even if you aren't proficient in Sleight of Hand. If someone attempts to search the bag against your will, they must make a DC 15 Intelligence check. On a failed check, they are convinced the bag contains nothing of value, regardless of what is inside.



IRON BEAR ESSENCE

Potion, rare

This potion is a pale golden brown, and appears to be thick and syrupy.

When you drink this potion, you regain 2d6 hit points. In addition, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. While you have resistance from this potion, you can make a Shove attempt as a bonus action.

POTION OF THE CRIMSON BULL

Potion, rare

This potion is a pale yellow, with the consistency of water.

When you drink this potion, you regain 2d6 hit points, and if you are suffering from exhaustion, that effect ends. In addition, you can use your bonus action this turn to fly 30 feet without provoking attacks of opportunity. You must end this movement on a solid surface or you fall as normal.

Bridge Ball – The Rules

Bridge ball is a team sport. Two teams of three to five players each try to score by throwing the ball through a vertical hoop (the “goal”) suspended 10 feet above the platform. The game is played on three platforms connected by two bridges each, with a goal at each end. A standard game is played to 5 points.

Each team has one defense platform in addition to the Rally platform. The Rally platform is divided with a Mid-line, splitting the playing field in half.

The Rally

At the start of the game, whenever the ball goes out of bounds, or whenever a goal is scored, there is a rally. To start the rally, each team rolls initiative. The player from each team with the lowest initiative enters the Rally Box indicated on by the red box on the Bridge Ball map. Then, in order of initiative from lowest to highest, each player chooses their initial position. They can position themselves anywhere on their defense platform, or anywhere on their half of the Rally platform outside the Rally Box.

Play starts with the two players in the Rally Box (the “Boxers”) attempting to tip the ball to their allies. Each Boxer makes an Athletics check. The player with the highest total gets the ball and may immediately take the Pass action. The player with the lowest total must take the Shift action, and can cross the Mid-line. In the event of a tie, roll again until there is not a tie.

Order of Play

After the Rally, play proceeds in order of initiative. For a faster game, you can leave the initiative the same for the entire match, though this can be punishing if a team rolls poorly.

Each player takes a turn on their initiative, just like normal combat. However, each round represents 3 seconds rather than 6 due to the extremely fast pace

of the game.

On its turn, a player can move up to half its speed (rounded down) and take one action. A player cannot take bonus actions or reactions unless their role (see Bridge Ball Roles) on the team specifically grants it. A player can take its action before, after, or during its movement.

Actions

Pass – You attempt to pass the ball to one of your allies. Depending on the platform your target is on, this could be a Short, Medium, or Long pass. Short passes are to targets on your platform. Medium passes are to targets one platform away, and Long passes are to targets two platforms away.

Short Pass – A short pass automatically succeeds unless your target is within 5 feet of two enemies. In that case, your target and one enemy within 5 feet of your target make opposed Acrobatics checks, and the higher check catches the pass. On a tie, roll again until there is not a tie.

Medium Pass – A medium pass automatically succeeds unless your target is within 5 feet of an enemy. In that case, your target and one enemy within 5 feet of your target make opposed Acrobatics checks, and the higher check catches the pass. On a tie, roll again until there is not a tie.

Long Pass – A long pass automatically succeeds unless your target is within 10 feet of an enemy. In that case, your target and one enemy within 10 feet of your target make opposed Acrobatics checks, and the higher check catches the pass. On a tie, roll again until there is not a tie.

Shove – You can only use this action on the Rally platform. Choose an enemy within 5 feet and make an opposed Athletics check. If you succeed, you can push the target, or knock the target prone. On a tie, roll again until there is not a tie. If you push, you force the target away from you 5 feet, plus 5 feet for every 5 points by which you beat their result. If you knock prone, the target falls prone in its space.

Falling off the platform – If a creature moves off of a platform or bridge, or is pushed off, they must get back to the platform. At the start of that creature’s next turn, return it to the playing field in an available space as close to its own goal as possible.

Standing from prone – If a creature is knocked prone, it can stand up on its turn, but it cannot move that turn.

Steal – You can only use this action on the Rally platform, or your own Defense platform. Choose an enemy within 5 feet and make an Acrobatics or Sleight of Hand check, opposed by the target’s Acrobatics check. On a success, you gain possession of the ball and the target loses possession. On a tie, roll again until there is not a tie.

Dash – You can move up to half your speed (rounded down). This is in addition to your normal movement for the round.



Take a Shot - You can only use this action from the Rally platform or the enemy Defense platform, and you must have possession of the ball to do so. The difficulty of the shot will change depending on your position. At attack is always a Strength or Dexterity attack (your choice), and you are always proficient in the attack. The goal's AC is 15, and you must hit at least a 15 to score. If there is an enemy on the opposing defense platform ("defending the goal"), they can roll an opposed Acrobatics or Athletics check. Your roll must meet or exceed both the goal's AC of 15 and the enemy's opposed check. The defending enemy can add a +1 bonus to their roll for each other defending enemy on their Defense platform.

Past the Mid-Line - If you are past the mid-line on the Rally platform (further from the goal), you make your attack with disadvantage, and the defender rolls its opposed check with advantage.

Across the Mid-line - If you have crossed the mid-line on the Rally platform (closer to the goal), you make your attack with disadvantage.

On the Defense Platform - If you are on the opposing defense platform, your attack is rolled as normal.

Missed shots - When a shot is missed, either the defender retrieves the ball, or the ball goes out of bounds. If an enemy was defending the goal and your attack result did not meet or exceed the defender's opposed result, the defender closest to the goal gets the ball. Otherwise, the ball goes out of bounds and a new Rally starts.

Bridge Ball Roles

Each player must choose one role to play in the match, from the options described below. There can be more than one of each role, and no role is required.

Striker

As a striker, you are great at creating openings in the enemy defenses to take your shot or assist an ally. As a bonus action, you can choose one defender and make a Bluff or Sleight of Hand check, opposed by the defender's Perception. If you succeed, that defender does not count as defending its goal until the start of your next turn.

Crasher

As a crasher, you live and breathe on the Rally platform, wreaking havoc among the enemy team. You can use the Shove action as a bonus action, and while you have the ball, you have advantage on opposed checks caused by the Steal action.

Defender

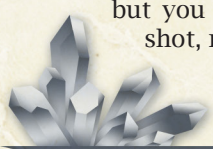
As a defender, you're at home on the defense platform, protecting your goal at all costs. You count as defending the goal from the Rally platform in addition to the Defense platform, as long as you are on the side of the Mid-line closest to your goal. In addition, you can use your reaction when an enemy within 15 feet attempts to take a shot. If you do, that shot has disadvantage, but you do not count as defending the goal for that shot, regardless of your position.

Player Handouts

WARNING!

DUE TO THE FESTIVITIES, THE NECROMANCERS USUALLY ON STAFF ARE NOT IN ATTENDANCE. THERE IS NOTHING OF VALUE STORED HERE, BUT WE LEFT PLENTY OF ZOMBIES TO DEFEND THE PLACE. ENTER AT YOUR OWN RISK. SHOULD YOU DIE IN ANY FOOLISH ATTEMPT TO PILFER THE NOTHING OF VALUE WE HAVE LYING AROUND WE WILL HAPPILY REANIMATE YOU. WE ASSURE YOU, WE WILL USE YOUR CORPSE FOR THE LOWLIEST AND MOST DEMEANING TASKS. THIS IS BOTH TO SATISFY OUR DARK SENSES OF HUMOR AND TO DETER ANY OTHER FOOLS FROM TRYING SOMETHING SO STUPID.

-CASSIUS GAUNT



LOGIC TABLE

	Lightning Cat	Sea Wolf	Dark Serpent	Huntress
Raptor				
Lightning Cat	NO			
Seawolf		NO		
Dark Serpent			NO	
Huntress				NO

APPROACHING THE LIGHTNING CAT

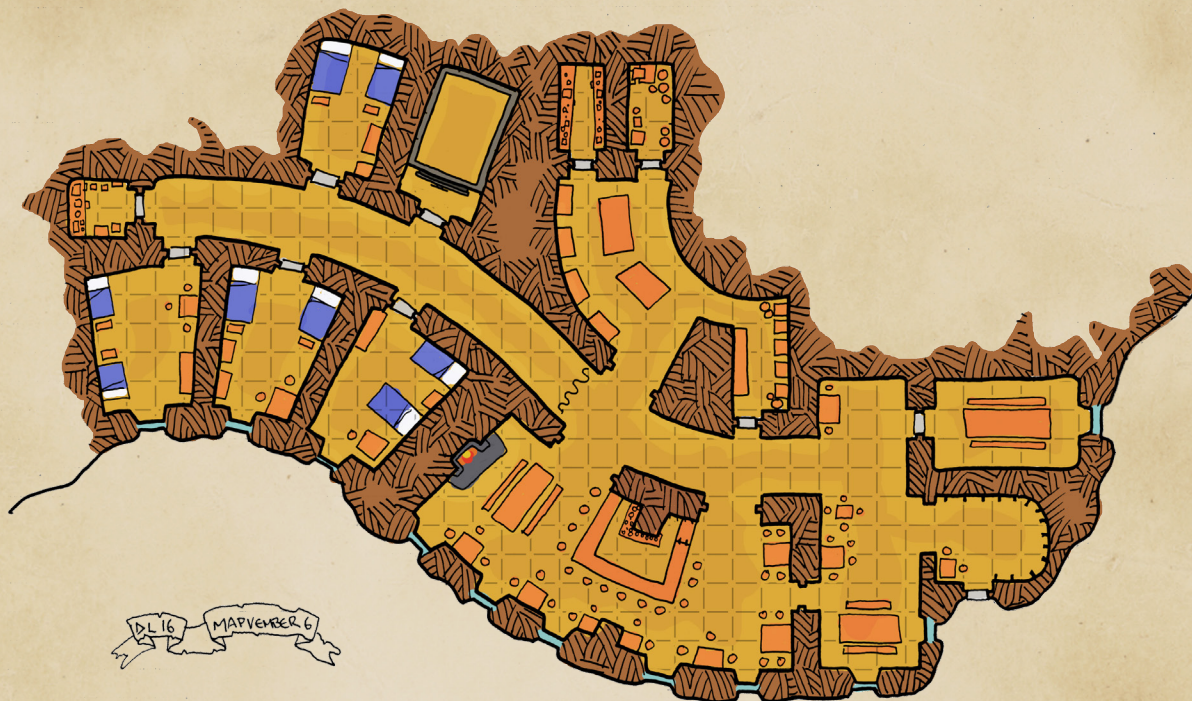
Guard Patrol 1. This guard patrol covers the approach to the docks.

Guard Patrol 2. This guard patrol covers the docks themselves.

Guard Patrol 3. This guard patrol covers the Lightning Cat.



THE SENATOR'S MANSION



PIRATE GENERATOR

To determine your pirate, roll once on the table below. Your GM will provide the pirate's statistics from the Bestiary in this module. Then roll on the Pirate Quirks Table.

1. Pirate Bosun
2. Pirate Hitter
3. Pirate Scrapper
4. Pirate Sleeper
5. Pirate Sticker
6. Elite - Roll again until you don't roll a six. You gain a +2 bonus to attack rolls, damage rolls, and Armor Class.

PIRATE QUIRKS

1. Trained Pet - You have a pet parrot, monkey, or other tiny beast. Gain advantage on one attack roll in this scene as your companion uses the help action to distract the golem once before realizing how deadly the situation is (and leaving posthaste).
2. Peg Leg - You have a peg leg. You can choose which leg. Reduce your speed by 10 feet.
3. Magic Cutlass - You have a magic cutlass! You don't know it's magical, but you gain a +1 bonus to attack and damage rolls.
4. Cursed Ring - A traveling salesman gave you a magic ring! He said it would help you find true love. Unfortunately it only helps metal find your body. Reduce your Armor Class by two.
5. Lucky Hat - Your hat is the luckiest pirate hat in Skyfall, everyone says so. Once in this scene, you can make the golem reroll one attack against you.
6. Sledgehammer - Everybody calls you Sledgehammer Jack, which is weird because your name is Steve. The sledgehammer part fits though. You have disadvantage on attack rolls because your hammer is way too heavy, but if you hit, you deal 4 extra damage.
7. Hook Hand - A shark once bit off your hand. Luckily for you, hook-hands are back in style. You can make a melee attack with the hook as a bonus action. The hook deals 1d4 piercing damage, plus your Strength modifier.
8. Eye Patch - You've got a missing eye and a chip on your shoulder about it. You can do everything any other pirate can do...as long as it doesn't require depth perception. When you make an attack roll, roll 1d4. On an even result, ignore the roll. On an odd result, subtract the roll from your attack roll.
9. Dread Pirate - You constantly sing a dirge for your foes in combat, inspiring your allies. At the start of your turn, choose one ally within sight. That ally adds 1d4 to its attack rolls while you are conscious.
10. Yuppie - You pretend to be more pirate than you actually are, and you've become a master at faking it. Roll twice on this table, ignoring any 10s or any duplicate quirks. You don't gain any benefits, but you spend the scene pretending you have both rolled quirks.



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