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## TOWN OF ORTUK

### NIGHT GOLEMS

Ortuk is a small, clean town. Almost one year ago, there was a fire at the blacksmiths which burned down parts of multiple houses. The town was devastated. The blacksmith, a human named Chaunce and his adopted half-elf daughter, Elva, were about to pack up and move out of town, unable to rebuild. However, on the day they were going to leave, they awoke to see their house, and all the other buildings, had been repaired. No one knew who did it, or how they did it so quickly. The only evidence of their work was the stolen lumber from the mill, used to rebuild.

Stranger things began happening. Walls were fixed, fields were tilled, all in the dead of night, quickly and efficiently. Materials kept going missing, the only evidence that the effects weren't a spirit.

Eventually, the culprits were sighted. One night, as the town guard Hiada was making rounds, she saw small metallic figures, no taller than a Halfling, carrying small pelts out of the tanners. She pursued, but the small figures condensed into small spheres and rolled into the underbrush. The story of these creatures travelled through the small town quickly, and they were dubbed *night golems*.

It has been one year since the night golems fixed the blacksmiths, and the townsfolk remain divided to this day. Some people support the work the night golems do; others demand their capture for stealing from the townspeople.

### ORTUK

Built by elves long ago, Ortuk is entrenched in nature, the trees and plants surrounding the town creep into the alleys and the streets, providing a seamless transition from the wild to civilization. Though the town is now filled with a variety of races, the prevalence of nature remains.

The city is divided into quarters by two perpendicular roads, one running North-South and the other East-West. The southern quadrant houses the market, where grocers and vendors have their carts set up. The eastern holds the church and many residential houses. On the northern road, there is the blacksmith's and other specialty shops. Finally, on the western roads, is the inn and the mayor's house.

Though the night golems are not extremely active, they are still on the mind of the town. The mayor has said he occasionally sees them during his night time strolls. The town guard, Hiada, has begun working only nights in hopes of catching them.

#### 1. THE MARKETPLACE

The marketplace of Ortuk is like any other market in a small town. Shops and street carts line the road, offering goods to those who walk around. Located in the southern section of the town, the market is bustling with activity during the day, but quiet and empty at night.



## 2. THE BLACKSMITH'S

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The blacksmith is run by a man named Chaunce and his adopted daughter Elva. The shop is large and open, the anvil and furnace located in the front of their land. Through the front, the backyard is visible, where you can see neatly stacked piles of ingots and worked metal goods ready for purchase.

## 3. THE BLUE BASTION

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The Blue Bastion is the town inn. Unlike the rest of the town which is clean and well-kept, the Blue Bastion is dirty and dingy. Gedu, the dwarven innkeeper, runs it with a combination of disdain and apathy.

## 4. CHURCH OF DENEIR

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The town church is located in the eastern quadrant of the town. Though small, the church is clean and tidy. The townsfolk gather every Thursday night in ceremony, sitting inside the church and viewing its glass mosaics.

Run by a young elf named Rotton, the church is quiet. Not many people know about the basement below, where Rotton spends his free time.

## CHARACTERS

Many different types of people live in Ortuk, each with his or her own motivations and desires. A small town, there is only one guard and a small populace.

### Townspople of Ortuk

<b>Ared</b>	Elderly human mayor
<b>Hiada</b>	Eccentric guard
<b>Gedu</b>	Young dwarven barkeep
<b>Chaunce Strongpaw</b>	Human blacksmith
<b>Elva Strongpaw</b>	Half-elf adopted daughter of Chaunce
<b>Rotton the Quiet</b>	Young elf priest of Deneir

### MAYOR ARED

Ared is an elderly human, in his early 60s. He has been mayor for as long as people can remember. A simple and humble man, Ared watches over his quiet town with love. If asked about the night golems, Ared says he is thankful for their help repairing the town over the last few years, but he thinks they should not be taking materials from innocent townsfolk without permission.

The mayor loves to go for nighttime strolls, a habit he developed many years ago. He says he has seen night golems roaming the town but they disappear whenever he approaches.

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### CAPTAIN HIADA

Hiada, a middle-aged tiefling woman, is at her wits end with the night golems. She originally moved to Ortuk to get away from the hustle and bustle of the bigger cities. Since she is the only guard, she has taken the title of Guard Captain for herself, a one-woman policing force for the small town. She hoped taking up residence in a quiet town would make her job easier, but she was not expecting the night golems.

Hiada is very passionate about the night golem issue. If asked, she will immediately condemn the night golems as thieves and scum. On each occasion that night golems have been seen, Hiada is quickly on the scene, interrogating everyone in the vicinity.

She has begun working only night shifts for the last few months. Her reasoning is that if she only works nights, she has a greater chance of spotting and capturing these night golems.

### GEDU

Gedu is a young dwarf who moved into the town right around the time of the first night golem activity. This has been noticed, and the guard captain Hiada questions him every time a new night golem incident occurs.

Gedu runs the only inn in town, The Blue Bastion. Gedu is loud and easily irritable, his temper made short by the constant questioning from Hiada.

The young dwarf has been spotted running around the back alleys of the town throughout the nights. If spotted, he makes no effort to hide himself, instead offering a rude gesture and a grumbled *Mind your own business* before disappearing into another alley.

In truth, Gedu is dating the blacksmith's daughter, Elva Strongpaw. Since he is a dwarf and she a half-elf, they have

kept their relationship secret to keep the town from gossiping about them.

### CHAUNCE STRONGPAW

Chaunce and his family have lived in this town since its inception. A huge man, standing at 6'5", Chaunce poses an intimidating figure. A man of little nonsense, Chaunce wants the night golems caught, an opinion he formed when he found metal ingots missing from his shop.

Though a handsome man, Chaunce never married, and when a half-elf baby was found in the woods, he adopted her, and decided to raise her as his own daughter.

Chaunce is very protective of Elva, keeping a close eye on the girl who has now become a woman.

As imposing as Chaunce is, he is a very kind man to those who are kind to him.



### ELVA STRONGPAW

Elva is a young half-elf who has just reached adulthood. She was found in the woods close to the city when she was barely a year old and has never known any other family than Chaunce.

Though she loves her father, she is of the opinion that he is overprotective. For this reason, she has not decided to tell him of her relationship with the innkeeper Gedu. Instead, she sneaks out of their house every night to meet him at various points in the city.

If asked, Elva says she appreciates the golems. Without their assistance, she and her father would have had to leave town. She believes that they are doing a good thing for the town and the cost of a few materials is worth it.



## RATTON THE QUIET

Ratton is the town priest. He moved into the town approximately 5 years ago and keeps mostly to himself, apart from doing his duties as a priest of Deneir.

A young elf, Ratton is extremely shy and attempts to remain in the outskirts whenever possible. Though many take this to mean he is slow in the head, Ratton is actually quite intelligent. In his church's basement is his workshop, where Ratton spends most of his free time tinkering. Throughout the course of his tinkering, Ratton discovered the magic of golemancy.

He tinkered with his golems in the basement of the church for a year or so before realizing how they could help the town he lives in. But before he could help, he needed to make more, so he began to take materials from throughout the town to make his golems, hoping that their work for the town would cover the cost of anything he took.

The burning of the blacksmith's, to Ratton, was the perfect way to debut his golems. However, the town was not overwhelmed in happiness and a few, including the aggressive and determined Hiada began to question people on the missing materials. Seeing this, the shy Ratton decided to keep quiet, helping the town with his golems and taking only when necessary, always in order to help the town.

## EVENTS

When the adventurers arrive in the town, they are immediately thrust into the mystery of the night golems.

### DAYTIME ROBBERY

As the adventurers enter the town and look around, a night golem, which has been waiting in one of the alleys, rolls out and steals one of their bags, preferably one with a large amount of metal inside. Any player with a passive Perception of 16 or higher can see the golem as it steals the bag but is unable to react in time. Anyone with a lower passive Perception sees only a flash of light before losing their belongings. The golem steals the bag and immediately rolls into an alley and disappears. This event occurs even if it is daytime when the party enters the town.

Any townspeople around did not see the theft occur but immediately suggest night golems as the culprits and suggests the party report the crime to the guard, Hiada.

### TEMPERS AND SPARKS

If the party goes to speak to Hiada, they will find her in front of the blacksmiths, taking a report from Chaunce regarding some stolen ingots. As the party gives their report, Hiada is extremely excited, asking if they would like to help her patrol the city that night, looking for golems. Chaunce also pipes up, saying that if you help find the

golems, he will let you stay in his shop instead of the, as he calls it, *messy and deplorable building he call an inn*. If the party agrees, Hiada runs off to prepare.

As Hiada leaves, Elva emerges from the back and immediately gets into an argument with her father, who has begun questioning where she has been that day. She lies to her father, saying she was in the market, when she was really in the inn talking to Gedu.

## GUARD DUTY

The party meets Hiada in the center of town, and she proposes they divide up the town into four sections and patrol them. If they see any night golems, they are to try and capture them. Hiada says she will take the market, because that's where they were last seen, leaving the party to divvy up the church, blacksmith's, and inn areas of town.

Throughout the night, a few events occur. First, the mayor can be seen walking through the town, whistling to himself. If questioned, he says he hasn't seen any night golems and that he does this every night.

The players in the church area can roll a Wisdom (Perception) check and on a 14 or higher will see golems leaving out of the back of the church and disappearing into the woods behind. If they follow the golems, which requires a DC 10 Wisdom (Survival) check, they will run into the dwarf Gedu, lost in the woods.

## AN IMPOSSIBLE RIDDLE

Gedu can be heard swearing as he looks at a small piece of parchment in his hand. If asked about what he is doing or what is on the paper, Gedu immediately becomes defensive and aggressive towards the players. If a player steals the paper from Gedu, they can see it is a love note from Elva with a riddle on the back leading to a meeting place for the night. After Gedu is left alone, he will journey back to his inn, hoping that this is where Elva meant in her riddle.

## DISAPPOINTED DAUGHTER

Those in the blacksmith's sector can see Elva sneaking back into the blacksmith's house. If questioned, Elva will lie and say she was out for a midnight stroll, a DC 10 Wisdom (Insight) check can tell she is bluffing. If pressed, she will admit that she was waiting for Gedu but he never showed. If the players continue to ask about her relationship, Elva will become haughty and disappear into the house.

## GOLEMS!

After finding Gedu, the golems disappear from view. However, the golems can be seen early the next morning entering the back of the church. If the players follow the golems, they will see them go into a back room and disappear. Players in the back room can make a DC 12 Wisdom (Perception) check to spot a trapdoor going to the



basement. Opening the trap door will reveal a ladder going down into a dark basement, where a scream can be heard.

## MALFUNCTION

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As the players enter the basement, they are attacked by 2 greater metal golems and 6 lesser metal golems. In the corner of the basement/workshop, they can see Ratton unconscious with a wound to his head. Any player with experience with magitech can tell that these golems are malfunctioning. A DC 16 Intelligence (Arcana) check will reveal that although the golems are magical, they have a metal release switch in their backs, which turns them off. The basement is littered in metal scraps and items taken from the town, making parts of the basement difficult terrain.

Have the players roll initiative, rolling death saving throws for Ratton each round unless he gets medical attention or healing.

## AFTERMATH

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Regardless of if Ratton was saved or not, Hiada will arrive right as the party finishes dispatching the golems. If Ratton is alive, Hiada will stride about triumphantly before arresting him.

The players can search the basement and will find a notebook, detailing Ratton's experiments with metal golems.







## LESSER METAL GOLEM

*Small construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	2 (-4)	8 (-1)	1 (-5)

**Senses** darkvision 30 ft. passive Perception 9

**Languages** -

**Challenge** 1/2 (100 XP)

### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6+2) bludgeoning damage.

## GREATER METAL GOLEM

*Medium construct, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	4 (-3)	8 (-1)	2 (-4)

**Damage Resistances** bludgeoning

**Senses** darkvision 30 ft. passive Perception 9

**Languages** -

**Challenge** 2 (450 XP)

### ACTIONS

**Multiattack.** The golem makes two slam attacks or uses Static Discharge.

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

**Static Discharge (Recharge 5-6).** The golem arcs electricity out of its body to all creatures in a 15 foot cone. Each creature in the area must make a DC 12 Constitution saving throw. On a failed save, they take 2d8 lightning damage and drop their weapon due to the spasms. On a successful save, the creatures take half damage.

