MITHRILPUNK

Bloody Harvest

A 5th Edition One-shot Adventure for 3rd Level Characters

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A 5th Edition One-Shot Adventure
Set in the city of Skyfall

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This one-shot adventure is designed to introduce 4 to 6 players to the city of Skyfall, the setting for Legacy's Wake, as well as the unique mechanics and style the make Skyfall different from other campaign settings.

While the module is intended to stand alone without prior knowledge of the setting, the GM especially will likely benefit from some additional context. We encourage you to visit our website MithrilPunk.com and read the material there. In particular, the "Traveler's Guide to Skyfall" articles go a long way to describing the local flavor of this city.

Capturing the Feel

Bloody Harvest also serves to introduce GMs and players to some of the unique storytelling and gameplay mechanics that are part of the core design philosophy of our products. At MithrilPunk, we believe that there are many elements of movies, novels, and television that can spice up your table. We will often provide notes on our inspiration, theme, and tone in special boxes marked "Capture the Feel".

Adventure Summary

The Adventure kicks off with one of our unique storytelling mechanics, the Cut Scene. For this single scene the players will take on the role of some NPCs. In addition to a change of pace from a "normal" RPG, this scene helps set the stakes for the later events of the module.

After this scene the players arrive at their target with their mission. They must investigate the warehouse they find themselves in for clues to their targets location and aids to help them overcome the vicious Sandlion.

Armed with the Sandlion's location (and hopefully the tools to defeat it) the crew begins their final confrontation.

What's Really going On...

Unless you are intending to run this adventure as part of an ongoing campaign, the module assumes the following:

- The characters have been hired by Lord Kelridge to recover a rare beast that was stolen off one of his many merchant vessels.
- Kelridge has tracked the pirates to the port city of Skyfall and has managed to have the crew smuggled into the city.
- The stolen beast was being kept in the warehouse of an Animonger (one who specializes in rare magical beasts and their parts) named Andus Demam. It is immediately apparent that something went wrong.
- In reality, the beast escaped and killed many of Andus' goons.

Cut Scene: A Dangerous Cargo

Unique Mechanics

Cut scenes are a feature common to Legacy's Wake. They can serve to deliver off screen exposition, to create tension, suspense, and excitement, or to break the monotony of a straightforward session. In a cut scene, players will take control of NPCs and engage in sometimes slightly limited gameplay to tell parts of the story that their own characters would not be part of, and would therefore only hear about. This way, GMs can tell a more interesting story while avoiding blocks of box text.

Scene Setup

In this scene the players take on the roles of warehouse workers dealing with a dangerous cargo. Make sure to pass out the NPC cards from the last page to make it clear to the players that they are now playing other characters. Have the players a d20 each. Pass out the Cut Scene character cards, giving the Foreman sheet to the highest roller. These cards are really just a name and a race; character stats will not be that important for this scene.

Tell the players they are a team of underpaid warehouse workers employed by Andus Deman, an animonger who specializes in rare creatures and the sale of their parts and organs. They are kept late one night for a special assignment, and as the night stretches on the stout little mage (Andus) begins pacing nervously. In the early hours of the morning there is a knock at the front entrance, and a single hooded figure slips through the door. He is clearly a member of one of the Thirteen (the unified thieves' guild) here to deliver a shipment.

The cargo is outside, and his crew will not move it further. He warns that the cargo has an aura of silence on it that they could not dispel by any means. At first, they were glad for it, thinking it would make the job easier, but then two of his crew were severely injured in part because they could not hear anything at all while they were in the radius. Due to the injuries, he tells Andus, a Guild Haggler will be by the next day to negotiate the additional expenses. He then quietly slips out.

Andus tells the foreman to organize the workers and quickly work out a series of hand gestures to give orders while in the area of silence.

Capturing the Feel

This scene should start out fun and then play out like the opening Raptor scene in the original "Jurassic Park". The cutscene characters are transporting a dangerous creature and one wrong move could have dire consequences. There are no real stats or rolls here, and the success or failure of the group's actions should be determined by you to provide the most emotional impact.

It's suggested that you have some eerie or suspenseful music playing in the background to help amp the

tension. We suggest something ominous like the opening theme from "Star Trek VI: The Undiscovered Country" or any of the more mournful stuff from the "Pan's Labyrinth" soundtrack.

Scene Development

Quite simply, the characters have to get a box with a very dangerous creature from point A to Point B. The creature is surrounded by a silence aura meaning they have to do this without talking.

· Andus instructs the foreman to have the workers determine a series of hand signals to communicate.
· Andus is the boss, and is twice as petty and half as intelligent as he thinks he is. He will refuse to allow the foreman or the workers to implement any other strategy to move the crate (such as tying ropes to it to avoid the silence aura.
· Andus is impatient, after all guards could be by any minute, do not let the players delay too long debating the hand signals.
· The crate is a 10 by 20 by 10-foot box with small well-oiled wheel hastily affixed to the bottom. The crate is in poor shape with several large holes and a few missing planks. Something large and shadowy is inside the crate.
· Inside the aura, no speaking is possible, to simulate this do not allow talking at the table. The Foreman can speak with Andus but the other players cannot hear their words. To simulate this, allow the Foreman to communicate with Andus (an NPC) using written notes. The other players can only communicate with each other, and the foreman using hand signals.
· Andus refuses to communicate directly with the workers or use hand signals. He will only talk to the foreman.
· Once the players think they are ready, ask the following questions and have them write their response (individually) and pass it to you.
 · Which direction do you move the box? How fast (5,10,15 ft.)?
· If all the players' responses are the same, they move the box forward to the door. If any response is different, things do not go as planned and the box doesn't get any closer to their goal. If things do not go perfectly the first round, Andus becomes enraged, and demands the Foreman relay his exact instructions. Tell the foreman exactly how fast and what direction to move the box. The foreman must then gesture to the other players. Ask the questions again and repeat the process. Each failure escalates Andus' rage and his instructions become more angry and specific example: "Tell that moronic gnome to lift with his arms at a 73-degree angle and proceed north northwest at four paces per second."
· Once the players have moved the crate

successfully twice, begin adding one or more of the following complications to the scene:
· The right side wheels partially jam (characters on the right side must try to move the crate twice as far as the left side to move the crate forward evenly)
· The Lamp burns out. Now until someone relights it, the crew can no longer see each other (or gesture)
· The creature inside the crate begins throwing itself against the walls of the crate toward a specific character. Tell that player, "The creature inside begins to burst through the crate toward you, do you move away or continue forward?" If the character moves away the crate does not move that turn, if he doesn't the crate moves forward, but the character is wounded, one more hit like that and he is done for.

Continue with the above complications, or better yet create your own for as long as it is fun for the table. When you are ready to proceed, pick one of the players and have the sandlion in the crate burst forth and cover them in face melting acid. Ideally the player will pantomime their silent horrid screams as they melt away. If the players did a good job, or at the very least had fun failing miserably give them inspiration in the final encounter.

Scene 2: It's Gotta Be Here Somewhere...
Read or Paraphrase:

You finally feel safe in exiting the crate after your long voyage, you find yourself in the warehouse that you have been told the Sandlion's crate is in. Better get moving quick before the watch comes by and realizes you aren't the load of wax candles listed on the manifest."

UNIQUE MECHANICS

This investigation scene uses two new rules to help build a framework for you to easily track and run a detailed investigation scene while maintaining an appropriate level of suspense. The first is the suspense level mechanic described here, and the second is a special group skill check rule that will be described below.

Certain actions taken by the players during this scene will increase the suspense level. It starts at zero, and maxes out at 5. At a suspense level of 0 (the starting point for this scene), the players are confident that their characters are in no danger of being discovered. At a suspense level of 5, the mission is in dire risk of outright failure as their cover is blown. As the scene develops and the suspense level increases, certain events can be triggered, up to and including the party being discovered by guards while still in the warehouse. Please note that these events are

only suggestions. You should feel free to adapt the suggested events to match the player's actions, or the scene could become rote or boring.

Scene Setup

Inform the players that they think enough time has passed for it to be midnight. They can escape via a small trapdoor and find themselves in the entry room of the warehouse. They must search the warehouse and track down the sandlion without alerting the guards, who are currently not visible.

Andus' warehouse, like most building in Skyfall, hangs from the ceiling of the sea cave. This portion of the cave is near the rear, or aft, and has a lower roof than most other parts, so from the bottom of the warehouse to the water is about 60 feet. The warehouse has only one window that opens into the guard room; this window lets the guards see who is calling. There is a catwalk around the entire building, and it stands apart from other public structures and walkways by 80 feet at the closest.

Here and there, the sea can be seen through the spaces between the planks that make the floor, though it appears sturdy enough. There are 4 primary sections to the warehouse, though only one is actually enclosed and separate from the others (the guard room). The other three sections are really just large spaces partitioned by haphazardly stacked crates. Each section will be described later.

CAPTURING THE FEEL

Our purpose with these new mechanics is to keep the investigation scene from becoming a series of die rolls and to encourage party participation. Too often, investigation is left to the one character with the best roll. This mechanic keeps everyone at the table involved while still rewarding those specialized in the skill and those who come at the problem creatively.

Scene Development

Unlike normal encounters, each round of this investigation scene takes roughly 10 minutes. The players should quickly realize that the sandlion is not in the warehouse, and that they will need to investigate the warehouse to determine its location. In each of the four main sections of the warehouse, players may use the Investigation or Search skill to attempt to find information about the location of the sandlion, using the group skill check mechanic described below.

Each round, every player should determine their character's contribution to the investigation. Any player can contribute to an Investigation or Search check occurring in the same section of the warehouse.

The first Investigation or Search check in a specific section of the warehouse does not increase the suspense level. However, each round spent investigating a section after the first increases the suspense level by one. The party may choose to split up to minimize the time spent in each section, or stick together to increase their chances of finding all of the clues in a section. Use the table below for suggested events to throw at your players as they increase the suspense level. The suspense level at the end of this encounter also determines how prepared Andus is during the final scene.

The party may also take actions we haven't listed that affect the suspense level. For example, they might choose to loot crates for valuables to be sold later, but would add another point to the suspense level. Or, at the pens, when the animals react to the player's presence and draw the attention of the guards, a character proficient in Animal Handling might attempt to calm the beasts, succeeding on a 15 or better. The next time in the scene that the suspense level would be increased, don't increase the suspense level or trigger any event. This benefit can only take place once. Use your best judgment, but never reduce the suspense level. Only stall it or increase it.

UNIQUE MECHANICS

Whenever players in this scene need to make a check and are in the same section of the warehouse, they make a group check based on their training. For each player in the same warehouse section who is specifically contributing to the skill check, determine their proficiency in the skill. Proficient characters contribute 1d20 to the roll, while non-proficient characters contribute 1d4 to the roll. Once all contributing players have added their respective dice to the pool, roll all of the dice and add the highest skill bonus from the contributing players to the best combination of d20 and d4 to determine the result. If no characters contributing to the group skill check are proficient in the skill, the die pool will be 2d20 for the first character and 1d4 for each additional character, but the lowest result of the d20 rolls must be used.

For example, four characters are investigating the guard room. Two characters are proficient in the Investigation skill, while two are not. The dice pool for the investigation check is 2d20 and 2d4. Of
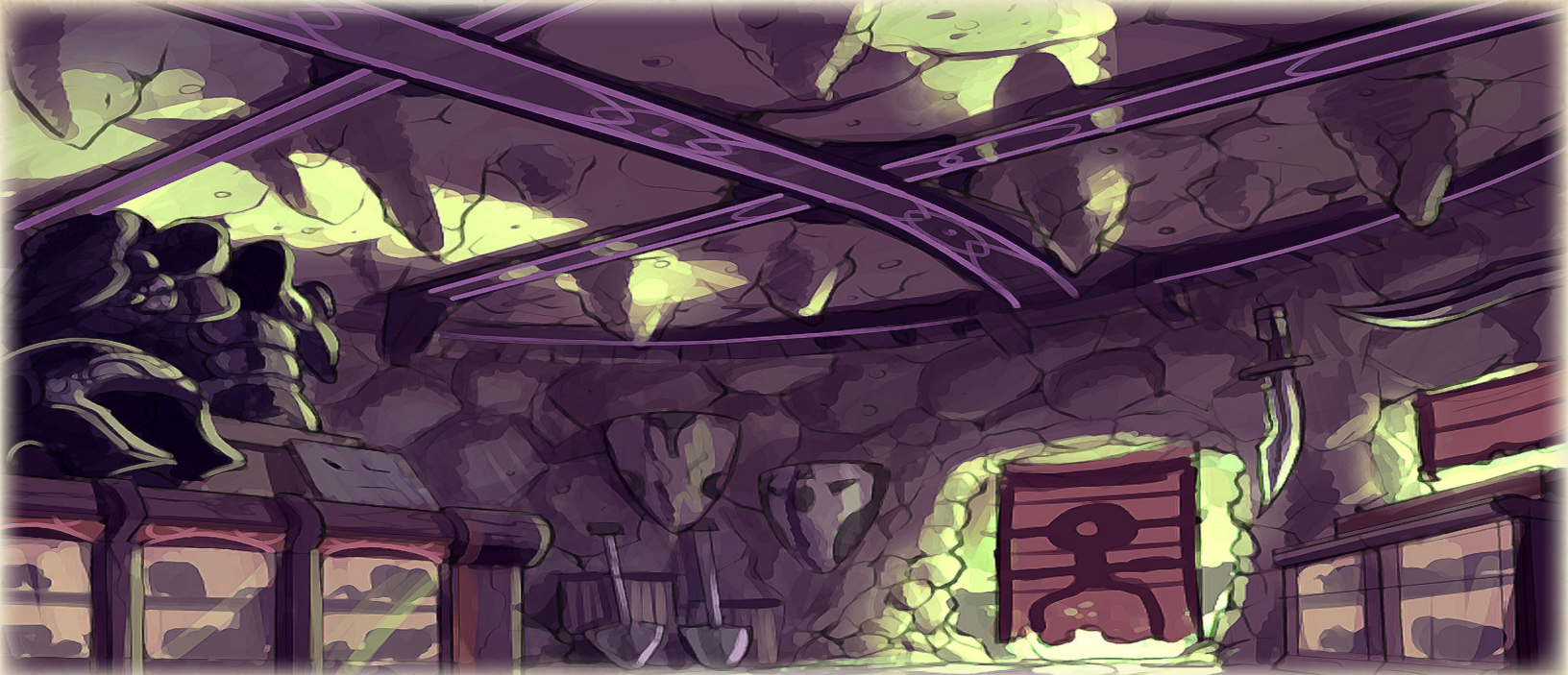
the two proficient characters, the first has a +4 to Investigation while the other has a +6. After rolling, the result is a 12 and 15 on the d20s and a 3 and a 2 on the d4s. The result of the group Investigation check is 24 (15+3+6, the best result from the d20's, the best result from the d4's, and the highest skill bonus from the characters proficient in the skill). A given roll finds all clues that have DCs less than or equal to the roll.

If a character would gain advantage or disadvantage on any group skill check used in the scene, simply increase or decrease the number of twenty sided dice in the pool by one as appropriate. However, since each round is roughly 10 minutes long, most short term benefits will not apply to group skill checks made in the scene (such as short duration spells like bless or being inspired by a bard).

Suspense Level Event Table

Use this table as a guideline for possible events that can occur whenever the Suspense Level increases. Where possible, adapt the event to match the player's actions.

Suspense Level 1	One player hears voices from another part of the building. The other players cannot confirm this.
Suspense Level 2	The entire party clearly hears a distance goblin voice asking "What was that?"
Suspense Level 3	The part spies a torchlight reflecting off the ceiling. Suggest the hide or vacate the room.
Suspense Level 4	Boot heels are heading toward the room at a quick pace. If the players do not take action, they will probably be caught.
Suspense Level 5	The party is discovered by two guards, and one round later are joined by three more. Use the guard statistics from scene 5.

If the party reaches Suspense Level 5, combat almost certainly breaks out, and all pretense at stealth is lost. If the party has any chance of succeeding at the mission, they will need to assault the ship waiting below immediately, or Andus will get away with the sandlion.

As players obtain clues, they should be able to make certain deductions that will guide them to the sandlion's whereabouts. Each clue is also listed with additional text in boldface. If the players can determine the information using their own deductive reasoning, no additional checks are necessary and the suspense level should not increase. However, if the party seems to get bogged down, allow them to make a group Insight check (using the same rules described above, except all characters can contribute regardless of which section they are in). On a 15 or better, provide the boldface information for one of the discovered clues (this can be random, or for a specific clue if the players asked about it directly). For every 3 points over 15 (18, 21, 24, etc), provide the boldface information for any other additional clue the party may have found (perhaps they just had to think about it for a while…). The first time the players make this check, the suspense level does not increase. Each time after the first increases the suspense level by one.

Capturing the Feel

This scene should feel tense, like there is a clock ticking in the background urging the players on. It's vital that this scene doesn't become a stagnant scene of recurring rolls without roleplaying. Even though large sections of this scene describe the group skill check mechanic and the suspense level, you should keep those mechanics hidden from the players. They are intended to provide a mechanical framework to ease your management of the scene, and should not be used by the players as a substitute for roleplaying and critical thinking. This is especially important of the suspense level mechanic. Players should only be aware that the heat is on, not that they are at suspense level 3 of 5.

Warehouse Sections

The Entry: This is the first room in the warehouse, and the place the party's crate has been delivered to. Even though it has been weeks since the fight, signs of the Cut Scene are clearly visible, from claw marks gouged into wood to poorly cleaned up pools of blood.

Available Clues
- **DC 15:** A note tacked to a wall. It reads: "I cannot find my fork. Tell that little thief Grek that if he must sneak it from my desk just to feel safe, he should return it to its rightful place at the end of his shift. I am not a monster, I understand what he's been through, but I now have to face that silent beast unaided by it's power. -Andus". **The note is tacked low to the wall, at eye level for a gnome or halfling**... **or goblin. Also, it seems that this fork may be useful when confronting a sandlion.**
- **DC 22:** A pouch of tobacco hidden at the top of a stack of crates, and ample evidence to suggest someone takes frequent smoke breaks up there. **The bag is heavier than you might think, and upon closer inspection you discover a small silver tuning fork among the shredded leaves.** Note: If the party has found the note in the guard's log and have deduced, either by rolling or by using their heads, that they should search the top of the crate stack, they do not have to roll to discover the bag or the tuning fork.

The Guard Room: This small enclosure is laid out like a simple office, with two desks and two chairs. More evidence of a struggle is visible underneath several posters of crudely drawn elven vixens advertising different local ales, though the furniture is completely new. A small window looks out onto the catwalk outside, and a few buildings can be seen hanging in the distance.

Available Clues
- **DC 15:** Among the piles of paperwork they find the guard shift book. On the front page, one entry reads: "I caught Grek smoking that damned pipe of his, on top of that tall stack of crates in the entry. Next time, I'm pushing them over!" **This Grek guy likes to cause trouble. There might be something useful up there.**
- **DC 17:** Near the top of the rubbish bin, they find a torn up copy of "Various Dangerous Creatures and How to Defeat Them". **Upon closer inspection, you realize it has been torn apart by humanoid hands and is largely unreadable, but you did learn that mindfire wasps hate salt. Or possibly saltpeter. Or perhaps salted peas. They definitely hate something that begins with "sal".** This book,

if kept, has a small chance of offering mostly useless advice when encountering dangerous creatures indigenous to the Besieged Cliffs. There is a 35% chance that it offers tactical advantage on one roll when dealing with a dangerous creature for the first time, and a 10% chance it offers tactical disadvantage.
- **DC 19:** Further down in the log is an entry detailing a local gang who has been frequently stealing animals out from under the guards' noses. **But, not quite so far down is another entry a few days later about paying off the gang to leave the warehouse alone.**

The Taxidermy Room: At one end of this room is a table filled with a macabre collection of animal parts, needle and thread, scissors, stuffing, and books. At the other end stands a six foot tall half-shark-half-hippopotamus thing... that upon closer inspection is simply the body of a hippo with the head of a shark sewn on. A shark tail lies in the corner.

Available Clues
- **DC 17:** The tail seems recently removed. **Inside are two bottles of fine imported rum. Seems like someone was doing a little smuggling**... **Each bottle is worth 45 gold in the right market.**
- **DC 21:** The reader's place in one book (written in what seems to be complete gibberish) is being kept by a small metal pole tipped on either end by rounded studs. Grasping the item and touching the book causes the script to swim for a second. **This item seems to be trying to translate the page, but you aren't using it correctly. It almost looks like jewelry.   The book, incidentally, is just a treatise on taxidermy.**

Ring of Many Tongues
A character wearing it as an earring gains the ability to understand spoken languages as if under the effect of a Comprehend Language spell, but not to read them. If they wear it as a tongue ring, they gain all effects of a Comprehend Languages spell as well as the ability to be understood by anyone hearing them. However, anyone using it as a tongue ring has disadvantage on Charmisa checks when speaking a language they don't already know, because of the lisp. Note that the wearer does not pick a language to speak in, they are simply understood by all intelligent creatures to the best of the creature's ability to understand.

The Pens: Near the back of the warehouse are a number of animal pens, the occupants of which can be heard and smelled long before they are seen. Nearby is a table where their different foods are prepared, and in the far corner is what appears to be a 20 by 20 foot hole in the floor.

Available Clues
- **DC 13:** There is a large block and tackle

mechanism next to the hole. It seems to be for raising and lowering a platform connected to it by four pulleys. The platform is currently tied up to a ship 60 feet below. **Raising the platform might alert whoever is on that ship.**

- **DC 15:** There is a large sign hanging on the wall of animal silhouettes next to different types of food. One entry is clearly the silhouette of the sandlion, next to what appears to be a centipede as big as a goat. **Perhaps that is what the Sandlion eats?**
- **DC 17:** Near the table is a long crate labeled "Knight's Head Centipedes". Inside are three and a half dead specimens. **The dead one is oozing a viscous goo from its wounds, and a trail of the same stuff leads to the hole in the floor.**

Scene Resolution

Hopefully, the team will be able to surmise the sandlion is being kept somewhere on the ship below. How they make their way down is up to them, but if they raise the platform, they will alert Aldus below to their arrival. If they try to jump into the water, they may take damage, loose equipment, or even drown, and Aldus will be on high alert from the splash. They still have a chance to sneak up on him if he doesn't see them climb on board. A safer and sneakier way is to climb down the pulleys that raise and lower the platform, but this is far from fool-proof and will require checks to be made. Let the team be creative in their descent if they want, but make them pay a price for stupidity or clumsiness by moving the suspense level immediately to a five.

CAPTURING THE FEEL

This is the first time the characters have laid eyes on Skyfall. It should be as awe inspiring as you can make it. Remember, Andus' warehouse hangs toward the back of a cave nearly two leagues wide and a league deep. The mouth of the cave is far off, opening onto a moon-lit sea, and it is wide enough for a fleet of ships to enter all at once. The entire city spreads out before them, above them, below them, and behind them. It hangs from the ceiling, climbs down the walls and crawls into the water. In most places, the building crowd over each other and obscure the natural rock walls. The sea below is filled with hundreds of ships, which is to say nothing of the various skiffs and airships floating lazily by or tied up to various buildings. In the distance they can see the largest building, the Palisade, hanging like an inverted tower. It glows with a pale light, illuminating the city around it, and through large windows the massive crystal it houses can clearly be seen. Those with poetry in their hearts might be moved to tears. Those with a job on their mind will note that even in the middle of the night this thriving port city is active, and they are at least dimly lit and visible as they climb, float, or descend in their own fashion.

Scene 3: Free the Beast

In this encounter, the party has approached the ship below the trapdoor in the warehouse by some means (magic, climbing, etc). Depending on how successfully they investigated the warehouse and how quietly they approach the ship, this encounter could go a variety of ways. There are three basic phases, described below.

Overview

Phase 1 – The Animonger

As the party crosses the deck to the open cabin, they enter an area devoid of sound, letting them know the Sandlion is somewhere below. When they enter the cabin, depending on the Suspense level, the animonger could be taken completely by surprise, or waiting in ambush for the party with additional guards.

CAPTURING THE FEEL

This extended combat encounter should initially feel a bit anti-climactic. Even if the Suspense level is high, the battle with the Animonger should not be all that difficult for the party. Of course, once the party attempts to transfer the cage, they'll quickly discover that their worries are only just beginning. There should be a palpable sense of dread as they realize the beast has broken free from its cage without making a sound.

Phase 2 – Where'd it go?!

Once the players defeat Andus, they go below decks to discover the crafty Animonger has released the creature with his dying breath. Immediately grant the party Heroic Inspiration at the start of this phase. The Corrupted Sandlion attempts to use its Unnatural Chameleon ability to ambush the party, but because of the proximity to water, it initiates combat immediately whether the party notices it or not. Note that the Corrupted Sandlion would normally be an incredibly deadly challenge for 3rd level characters. See the Phase 2 Development section below for additional information about the extenuating circumstances that help balance this encounter.

UNIQUE MECHANICS

There is also an important rules callout for this encounter: Heroic Inspiration. At the start of Phase 2, as soon as the party realizes that the back of the cage has been torn asunder from the inside, each character should apply the effects of a short rest to their character immediately, without using an action. This means the party can spend hit dice to recover health, use any special abilities specific to short rests, and recover any abilities that recharge on a short rest. They may not take any other actions or cast any spells. Think of Heroic Inspiration as the ultimate second wind.

Phase 3 – Is it dead?

This phase may or may not occur, or may be very short, depending on the success the party has in Phase 2. After damaging the lower deck to the point that it collapses, the Sandlion will be stunned and reeling. The party has an opportunity to subdue the creature and keep it unconscious as their escape vessel arrives. If the Sandlion has the opportunity to come to its senses, it will immediately begin rampaging through the bilge, inevitably sinking the ship and drowning itself.

Encounter Details

The Animonger is below deck in the Captain's cabin. As the party approaches the ship, check the Suspense level and find it in the section below. If the party does not attempt to approach the ship using stealth or similar means like misdirection, increase the Suspense level by two. If they attempt a stealth approach and fail, increase the Suspense level by one. If they successfully approach using stealth/misdirection, do not increase the Suspense level.

Suspense Level 0: The Animonger is completely unaware of the party's presence on the ship unless they do something that would obviously draw his attention. If they do, use the setup for Suspense Level 1. Otherwise, the party has an opportunity to gain a surprise round against the Animonger, who is alone in the Captain's cabin.

Suspense Level 1: The Animonger realizes that the party is coming, but does not have time to prepare an ambush or pre-cast any spells. The party does not have an opportunity to gain a surprise round against the Animonger.

Suspense Level 2: The Animonger quickly realizes that the party is coming, and has time to pre-cast mirror image before the party arrives. The party does not have an opportunity to gain a surprise round against the Animonger.

Suspense Level 3: Because of prior disturbances in the warehouse, two guards are reporting to the Animonger as the party arrives. The Animonger again realizes that the party is coming in time to pre-cast mirror image. The party does not have an opportunity to gain a surprise round against the Animonger.

Suspense Level 4+: Because of prior disturbances in the warehouse, four guards are preparing the ship for departure as the party arrives. The Animonger again realizes that the party is coming in time to pre-cast mirror image, and uses a scroll to cast bless on himself and two of the guards. The party does not have an opportunity to gain a surprise round against the Animonger.

Phase 1 Setup & Features

The Animonger is in the Captain's cabin, which is quite large for a ship this size. The 15' x 15' cabin houses a small bed, a desk strewn with papers, and a medium sized chest with a large lock on the front decorated with gold filigree. For Suspense Level 0, the Animonger is seated at the desk. At Suspense Levels 1-2, the Animonger has moved behind the desk and is facing the door. At Suspense Levels 3+, the Animonger has turned over the desk and is taking cover behind it, while his guards fill the remaining space. The room is well lit with flickering lamplight.

Development

Even with the additional guards and pre-cast spells, this encounter shouldn't be too difficult. The Animonger fights to the death, although the guards will surrender if the Animonger dies. One important note is that with his dying breath, Andus screams out, "Brundia, my love!"

Treasure and Notable Items

A cursory search of the Captain's cabin will reveal a small chest filled with 300 gold coins, as well as a scroll of bless (unless the animonger uses it because of the suspense level. There is a false bottom on the chest, which can be found with a Search check of 14 or higher. The animonger's spellbook is hidden within. It contains 6 first and 3 second level spells.

In addition to the chest, the room contains the animonger's journal, a scroll with command words to control the magic cage (which, if anyone asks, is "Brundia, my love!"), and the following note: "Galbund's Famous Sandlion Repelling Fork. Just strike it with your sword and watch the beast howl silently in pain! Survival not guaranteed, no refunds."

Galbund's Famous Sandlion Repelling Fork
As an action, you may activate this item by striking it on a hard surface or a weapon. Any corrupted sandlion within 30 feet is blinded until the start of your next turn, and its blindsight fails to function while blinded by this item. This item recharges on a 5 or 6.

Phase 2 Setup & Features
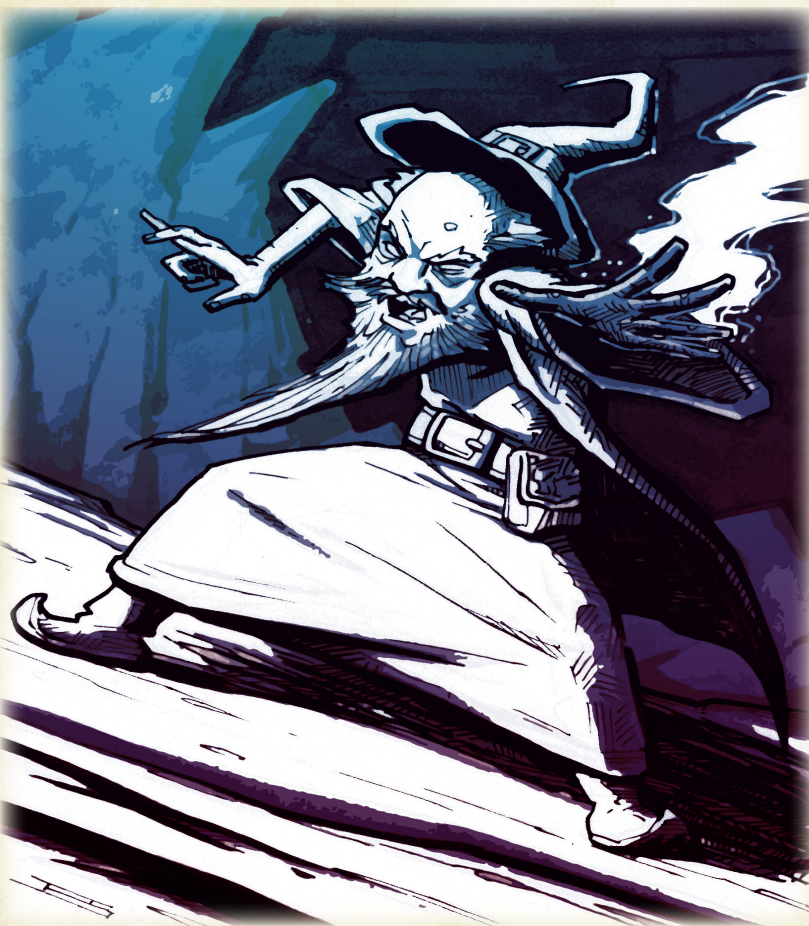
As soon as the party goes below deck, they immediately realize that the cage is not humming with power. If the party moves to investigate (or take any other action), immediately give the party Heroic Inspiration as described above, then roll initiative. Determine the corrupted sandlion's stealth check. Any characters with high enough Perception to notice the sandlion will get to act in the surprise round. If all characters detect the Sandlion, there is no surprise round. There is dim light available from lanterns hanging at regular intervals below deck.

Development

Normally, the CR5 Corrupted Sandlion would be far too daunting for a party of level 3 adventurers. However, there are extenuating circumstances. First, the party should have the Tuning Fork. The character holding the Tuning Fork may activate it as an action. Until the start of that character's next turn, the Sandlion gains the Blind condition, and its Blindsight fails to function. Second, the Sandlion is panicked from being surrounded by water, and should not use its Acid Spit ability during this encounter. Instead, each round on initiative 15 (losing all ties), the Sandlion vomits acid in a random direction. Choose a 10' square section of the deck at random. The Sandlion sprays the deck in that section rather than targeting a specific area. Each character in the area must make a DC 12 Dexterity saving throw or take 2d6 acid damage and fall prone outside the 10' area as they dive out of the way. On a successful save the character must still move, but does not take acid damage or fall prone. The acid eats through the decking immediately, leaving a 10' hole. Once the Sandlion has sprayed at least 4 sections of decking, move to Phase 3. If the party manages to subdue the creature before the decking is destroyed, phase 3 can be skipped.

Phase 3 Setup & Features

Once the Sandlion has sprayed the fourth section of the deck, the weight of the cage causes the entire lower deck to collapse in on itself. Each character must make a DC 14 Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone. On a successful save, a character takes half damage as they fall down onto the hull, but they retain their footing.

The Corrupted Sandlion survives the fall shaken but relatively unscathed. On the sandlion's next initiative it takes no action as it shakes off the fall and realizes how much bilgewater is at hand. After the first round, it immediately resumes its assault on the party. Continue the same initiative order and status from Phase 2.

Development

Each round in this phase, on initiative 15 (losing all ties), the Sandlion continues to spit acid as before. However, since the hull is thicker, it takes 3 rounds for the acid to eat through the wood. Effectively, this gives the party three rounds to subdue the creature and remove the acid before the ship begins to flood with seawater and sink. A character can spend an action attempting to remove the acid or wash it away using the bilgewater to prevent the ship's hull from being breached. This should be obvious to the party, as they can see the neutralizing effects the bilgewater exhibits on the acid. Any character attempting to remove the acid by wiping or scrubbing it away must make a DC 12 Dexterity saving throw or take 2d6 acid damage. The acid in that section will be removed either way.

Note that each 10' area of acid takes an action to remove, so if the party takes too long to start removing the acid the number of possible breaches could quickly get out of hand. Once the first breach occurs, the ship will begin sinking immediately and the party risks being trapped on board and drowning alongside the sandlion.

CONCLUSION

There are a number of ways this battle can end up, but it is a smart, careful, and lucky party that can subdue the sandlion without killing it. Their employer, Lord Kelridge, wants the creature alive, but even dead it is worth quite a bit to him. Unfortunately for the party he did not get to where he is today by paying adventurers.

Once the Sandlion is brought aboard Kelridge's vessel, his sergeant at arms, Divet, delivers the bad news. "Somebody has to answer for the theft of such valuable property, Lord Kelridge thanks you for your services and will no longer be requiring your assistance." With that, a squad of Firewatch come out of the hold to take the party into custody. If the party kept the Sandlion alive, Divet adds, "If you go quietly, I'll pass your names along to Karstan, an associate of mine. He will surely have need of your talents and can probably get you out of trouble before you hit the Cracks."

Quietly or otherwise, the party is taken into custody eventually charged with burglary, unlicensed animal wrangling, and any charges related to their resisting arrest. Luckily in Skyfall, talents like the party's are always in demand, they won't spend too much time in jail... But everything in the city has a price, sooner or later they'll have to settle their debts.

Appendix

This section contains all relevant monster statistics for the module, as well as NPC cards for any cutscenes.

Bestiary

Andus Deman
Medium humanoid (human), neutral evil

Armor Class 12
Hit Points 33
Speed 30 ft.

STR 10 (+0)	DEX 14 (+2)	CON 12 (+1)
INT 15 (+2)	WIS 9 (-1)	CHA 10 (+0)

Saving Throws Int +4, Wis +1
Skills Athletics +4, Perception +3
Senses passive Perception 9
Languages Common
CR 2 (450 xp)

Spellcasting. Andus is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 12, spell attack +4). He has the following spells prepared:

Cantrips (at will): *light, prestidigitation, ray of frost*
1st level (4 slots): *burning hands, grease, shield, hideous laughter*
2nd level (3 slots): *invisibility, mirror image, ray of enfeeblement*

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

Goblin Guard
Medium humanoid (goblin), neutral evil

Armor Class 16
Hit Points 7
Speed 30 ft.

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

Senses darkvision 60ft., passive Perception 10
Languages Common, Goblin
CR 1/4 (50 xp)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions
Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5ft, one target. *Hit:* 1d6+2 (5) slashing damage.
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 1d6+2 (5) piercing damage.

Corrupted Sandlion
Large monstrosity, chaotic evil

Armor Class 15
Hit Points 76
Speed 40 ft.

STR 17 (+3)	DEX 12 (+1)	CON 18 (+4)
INT 13 (+1)	WIS 9 (-1)	CHA 6 (-2)

Skills Stealth +7
Senses blindsight 30 ft., passive Perception 11
Languages -
CR 5

Water Aversion. Corrupted sandlions have an extreme aversion to water. When forced within 30 feet of water, they become enraged, lashing out at nearby targets without hesitation.
Unnatural Chameleon. A sandlion has advantage on Stealth checks if it has not moved or taken an action since the start of its turn.
Aura of Silence. The corrupted sandlion has a permanent aura of silence within 20 feet of it. No sounds can be created within or pass through this area. Creatures inside the area are deafened and immune to thunder damage. Spells with verbal components cannot be cast within the area.

Actions
Multiattack. The sandlion makes two claw attacks. If both attacks hit the same medium or smaller creature, the target is grappled.
Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 2d6+3 (10) slashing damage.
Acidic Maw. *Melee Weapon Attack:* +6 to hit, reach 5ft, one target. *Hit:* 1d6+3 (7) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 4d6 (14) acid damage on a failed saving throw, or half that amount on a successful one.
Caustic Spit (Recharge 5-6). The corrupted sandlion sprays acid in a 10' square within 30 feet. Creatures in the area must make a DC 14 Dexterity saving throw, taking 6d6 (21) acid damage on a failed saving throw, or half that amound on a successful one. If the sandlion is enraged from Water Aversion, this ability recharges every round at the start of the sandlion's turn.

Cut Scene NPC Cards

Jal Havenock (Foreman)

Human - Male - Age 62

Jal grew up hanging from the catwalks, spent his youth with a local gang, and regards his current position managing the warehouse workers as the most natural professional progression available to him.

Grek "Chimney" Haxt

Goblin - Male - Age 24

Grek, like Jal, was nothing more than a cut purse for a local gang until a chance encounter with Andus convinced him to make something of himself. He is overly fond of pipe smoke, a vice he picked up from his friend Dox.

Valrasa Ractos

Gnome - Female - Age 38

Valrasa is tired of short jokes, tired of jokes about women working the docks, and especially tired of short woman dock worker jokes, of which there is no shortage in Skyfall.

Genfir

Elf - Male - Age Unknown

He was a sailor at one point. The last person to ask for more information lost an eye. He secretly fancies Tinala, but would admit this to no one.

Dox Cupshigh

Goblin - Male - Age 36

Raised as a foster child by a halfling family, Dox has a very unique view of how goblins are treated in Skyfall. He is acutely aware that he is paid half of what the minotaur makes, and that Andus tells everyone to keep an eye on him and Grek.

Tinala Stonehide

Minotaur - Female - Age 47

The largest person in the employ of Andus, Tinala is fairly certain she owes her job to a distinct lack of ladders in the warehouse. Still, it pays better than her last job herding ravenous gashabeasts, and she is decidedly less likely to lose an arm doing so.

Continue the Adventure

For more detail on the setting of Skyfall, check out *The Traveler's Guide to Skyfall* on MithrilPunk.com. You can also find our other products on DriveThruRPG.com under MithrilPunk Press, including our 80-page player's guide *Heroes of Skyfall*. Keep your eyes on that page, as we'll be releasing our 280-page full-length adventure, *Legacy's Wake*, very soon!