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SOMETHING SMELLS FISHY



Stolen batches of fish and a murder on the docks. Who did it? That will be for our heroes to discover in this murder mystery for the world's greatest roleplaying game

SOMETHING SMELLS FISHY

The Lartan Liberation – Adventure One



BY PHIL BECKWITH

A CLASSIC MURDER MYSTERY!

Batches of fish are going missing, a dead body is found on the town wharf and the local Commerce Guild Master needs the case investigated and the culprit apprehended, but who did it? The Chandler? The Fishmonger? The Fish Factory Manager? That will be for our heroes to discover!

AN 8-HOUR ADVENTURE FOR 2ND – 4TH LEVEL CHARACTERS



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INTRODUCTION

HOW TO RUN THIS ADVENTURE

This adventure is, for the most part, a mystery. As such, it has been designed to follow the “Three Clue Rule”, which pertains to a method of designing an adventure within the mystery genre.

The rule states that “For any conclusion you want the PCs to make, include at least three clues.”

The idea is that in a worst case scenario, the PCs should be able to use at least one of these clues to reach the right conclusion and keep the adventure moving. To help facilitate this methodology, use the following tables to easily reference the main clues throughout the adventure, these will also be noted in the “Clues” sub-sections within the encounter paragraphs.

CONCLUSION 1: THE CULPRIT IS A MALE

Clues

Tdez (goblin), if questioned alive, mentions "the boss man kicking him out of the cave to the north".

There is a broach that is found at the scene with the words “For My Brother” engraved in elvish on its surface.

A young boy states that he saw a man in blue robes fleeing north out of town, towards the "old cave".

Reference

P1-1: A Goblin Surprise

P3-1: The Lartan Wharf

P3-1: The Lartan Wharf

CONCLUSION 2: GOBLINS TAKE FISH NORTH

Clues

Tdez, if questioned alive, mentions "the boss wizard man kicking him out of the cave to the north".

When investigating the “gull problem” on the northern borders of Lartan, the PCs find a pile of fish and a broken cart.

There is a note found in the room of Rondulus at the fish factory that names the cave to the north as the elected hide-out.

Reference

P1-1: A Goblin Surprise

P2-7: How Gull-ible

P3-4: The Lartan Fish Factory

CONCLUSION 3: THE CULPRIT IS NOT CHANDRA BRIMBERG/SHE HAS BEEN KIDNAPPED

Clues

A diary at her home that can be found after she is kidnapped, stating her affair with the fishmonger, and her nightly rendezvous with him on the wharf, no mention of the missing fish.

The bloodied crimson hat found at the murder scene.

Someone in the crowd at the murder scene says that they had “seen goblins carting a woman prisoner north out of town”.

Reference

P3-3: The Chandler’s Shop

P3-1: The Lartan Wharf

P3-1: The Lartan Wharf

BACKGROUND

The town of Lartan is a small fishing town just south of Waterdeep, on the Sword Coast. The town has been primarily used to generate mass quantities of fish, specifically the Silver Shalass Fish, which provide the local economy with trade between Waterdeep and Lartan. This is a standing and functional trade agreement that has stood for around 100 years where fish is exported and other general foods and goods are imported.

Over the past ten-day the catchments have been large, however only a fraction of that is making it to the market. Silver Shalass Fish hauls are going missing in the night after the fishing boats return from their daily runs.

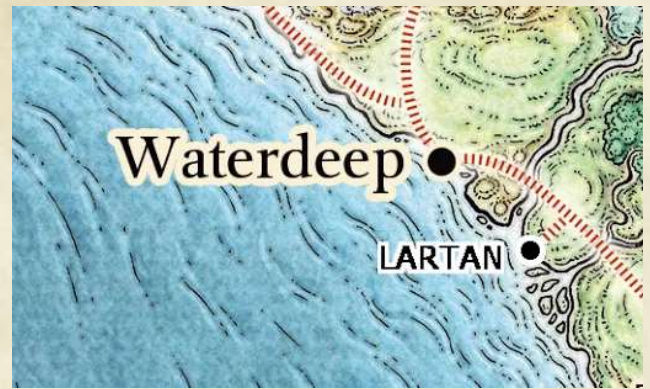
The local fish factory manager, Rondulus Stormcoat, who is an elven wizard, has been skimming the fish from the daily catch. These Silver Shalass belong to Alberto Tortelini, the local fish mogul, who runs the fishing industry in the local area. (Treat Alberto's hold on the fish market as a mafia type scenario.) Rondulus Stormcoat despises working for his arrogant (yet powerful) human employer Alberto. Recently Rondulus has also been contacted by one of Alberto's rivals; they have set him the task of skimming the fish supplies, with death of his dear brother on failure, but a rise into their ranks if successful. Rondulus is very ambitious and the mix of despise, ambition and fear for his brother's life leads him down the path of skimming the fish from the mogul's daily catchment. Every night Rondulus meets with representatives from a band of goblins (who occupy and plague the northern area just outside of town) who he pays a portion of the stolen fish, to transport the haul to a nearby cave to the north. Within the cave, there is a deep hidden cavern; it is here that Rondulus has summoned an Ice Elemental to reside. The Ice Elemental has been ordered to keep the Silver Shalass fish stocks on ice in order to preserve them ready for an early morning transaction to black market merchants. The lack of fish on the market has suddenly resulted in an increase of the market sale price of the Silver Shalass and this is starting to concern the local Commerce Guild.

Unfortunately, the Sheriff is a very lazy man and is slow in acting on the situation. He is also careful not to mix in Alberto Tortelini's business (he is wise enough to know the consequences of that). The Lartan Commerce Guild Master, Thomas Eventree, would like to see this issue resolved swiftly. As such, he would like to hire some skilled adventurers to investigate the situation and bring any culprits quickly to justice and business returned to the status quo.

OVERVIEW

Something Smells Fishy is broken up into **4 parts**.

Part 1, the adventurers play through 4 small encounters, each designed for a single Player Character, introducing the characters into the town of Lartan. These starting encounters will all inevitably lead to a meeting between the heroes and Thomas Eventree (the guild master) at the Lartan Commerce Guild House. Thomas will offer to employ the heroes as a group to investigate the mystery of batches of fresh Silver Shalass fish going missing from the town's daily catchments.



Part 2 covers the first day in town from when the adventurers receive the quest to investigate the case, until the first night is over. It is expected that the group will visit NPCs around town to collect clues to try to figure out who the thief of the missing fish might be. There are a few intended diversions that some of the NPCs will give that will add to the given mystery.

Part 3 will begin on the morning of Day 2 in town, where the local fish monger is found dead on the wharf, and the town chandler has been kidnapped. The missing fish case will then turn into a murder case and a rescue mission. The adventurers will need to investigate the murder scene further to find the culprit/s and bring them to justice.

Part 4 is the climax of the adventure where carefully placed clues will lead the adventurers to a cave system that is being used as a hideout/warehouse to keep the stolen fish and to sell on a black market by the wizard Rondulus Stormcoat (also the Lartan Fish Factory Manager). This dungeon crawl will lead to a final confrontation against Rondulus, a boss goblin and an Ice Elemental. The adventurers will solve the case of the missing fish, the murder of the Fish Monger, possibly save the chandler and rectify the goblin problem in the area... If they can survive.

SYNOPSIS & EVENTS

The Adventurers should all end up at the Commerce Guild House following their starting encounters. There they will meet the Guild Master, who will offer employment for the adventurers to act as a group to work together and solve the case. He will direct them to start their investigation at the Chandler's shop and interrogate Chandra Brimberg (Chandler).

During the first evening in town the fishmonger will sneak to the wharfs to meet up with his mistress (Chandra Brimberg) where he will witness Rondulus meeting with a band of goblins. They are in heavy argument. A struggle ensues where the goblins soon kill the fishmonger and kidnap Chandra.

Rondulus was in fact in argument with the goblins who had decided to hold his stolen fish haul up for ransom of a larger payment, as such he now has a goblin problem and he wants to eradicate them from the cave hideout. He rushes in the early morning light to the cave to rectify this nuisance.

The adventure will climax when the heroes finally get to the Ice Elemental encounter, Rondulus will appear from behind a large boulder and attack the adventurers because they may know too much of his fish theft operation. He and the Ice Elemental will fight to the death.

TIMING AND PACE

In Part 2, where the adventurers will engage with multiple role playing encounters whilst they investigate the case, it will be important to keep a sense of time passing throughout the day.

To assist with this it is recommended that the DM describe the day as it passes after each role playing encounter.

It is also recommended that the DM treats the time between the start of each encounter as 1 hour passing. This will ensure that the adventurers get around 5 encounters before the night creeps in.

THEMES

The themes represented in this adventure include; Justice, Balance, Grief and Perceived Entitlement.

ADVENTURE GOALS

The initial goal of this adventure is to investigate the missing fish case, find the culprit and bring them to justice. As the story progresses, a murder is added to the investigation and, eventually, a rescue mission.

PART 1: ADVENTURE START

This adventure assumes that the heroes are all heading through the town of Lartan, whether from the North, the South or from the West via Ship. The DM should ask the players to each break up to start at separate locations, or if more than 4 players start to create pairs. Each group/player should come from different directions and each should experience one of the following starting encounters before entering the town of Lartan.

Alternatively if the group is already together, run the encounter **P1-1: A GOBLIN SURPRISE** for all characters, and increase the amount of goblins to match an easy encounter level (see *Dungeon Master's Guide* p.82)

P1-1: A GOBLIN SURPRISE

The Player/s are heading west down the old West Road from the mother city of Waterdeep. Their purpose is completely up to the player, and any back-story can be easily adapted to the adventure.

Along the way, about 1 mile out from town, the hero is ambushed by a rogue goblin that has been attacking unsuspecting travelers around the area. This goblin, **Tdez**, has been driven out of the tribe nesting to the northern wilderness due to a falling out with the other goblins. Tdez is quite insane. The goblin will spring from a roadside bush wielding a rusty scimitar and demanding the hero hand over all pouches and bags.

Tdez will also attempt to bluff the PCs by stating that they are surrounded by 20 other goblin archers hiding in the bushes. This is meant to be an easy encounter; Tdez should be defeated by the hero quite easily. This will kick start the adventure and embed the character into the story.

You walk casually down the old West road toward the fishing town of Lartan. It is around midday, the sun is out, the summer air is warm, and the birds are singing.

After about a mile of peaceful walking, you notice that the birds are no longer chirping, despite the scattered trees and bushes lining the road side. The silence is eerie and unnerving, and a pungent smell strikes your nose when from the bush to your left springs out a small goblin with a crazed look in its eyes.

"Agghhkkk" it screams as it points a crude-looking, rusty scimitar at you. "Coins coins! Now!" He demands, then adds "There be 20 more with bows in the bushes, hand it all over now!!!"

SITUATION

The goblin will advance immediately not giving the hero any time to attempt to talk their way out of the situation.

There is **no surprise attack for the goblin** as he decided to first demand the money and then attack. As such roll initiative immediately to begin the encounter. Tdez will fight to the death.

If the PCs decide to check for **Insight DC10**, success will give the PC an indication that Tdez is bluffing about the 20 other goblins.

CREATURES

TDEZ (GOBLIN)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7(2d6)

Speed 30 ft.

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

Skills Stealth +6

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 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 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

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

TACTICS

Tdez will fight to the death, though once he hits 2hp remaining he will use his **Nimble Escape** feat to disengage behind the bush if possible, however he will return to fight the following round if he is not chased down by the hero.

DEVELOPMENT

If Tdez is taken alive he will divulge the following information on a **Charisma (Intimidation, Persuasion, Deception.)** check DC7.

WHAT TDEZ KNOWS

"Tdez come from goblin cave, cave to North."

"Tdez alone! No others! Tdez told to leave, by big boss man!"
"P-p-please let Tdez live, let Tdez live!"

Tdez will give no further information.

When he is looted, there will be a notice, probably found nailed to a tree in the area, stating: "**Goblins in area, if found; eradicate for a reward of 10gp per ear, report to Lartan Commerce Guild House to claim reward**"

LOOT

Tdez carries a pouch with 11 sp. The PC will also find a **Notice page:** "Goblins in area, if found; eradicate for a reward of 10 gp per ear, report to Lartan Commerce Guild House to claim reward"

REWARDS

50xp per goblin slain.

100xp for handing in goblin ears to the Lartan Commerce Guild House.

10 gp per goblin ear on arrival to Lartan Commerce Guild House.



P1-2: STARTLING HOOVES!

The hero is travelling towards the town of Lartan, on the road leading north into town. The hero has been travelling for a few days when a draft horse springs from the tree lining at the side of the road. It rears up at the sight of the hero in front of it, and kicks its hooves in defence obviously traumatised. The draft horse has a couple of goblin arrows protruding from its flanks.

The hero can either attack the horse in self-defence or dodge out of the way and let the beast escape.

Once this initial encounter is over, the hero will hear the moans of a person nearby, coming from the direction the horse came from. Upon investigation the hero will find a man close to death, with crude stab wounds in his back, his empty ransacked cart sits nearby. His dying words will reveal that he was transporting fish from Lartan to the southern towns and settlements, and had been ambushed by a band of goblins; they surprised him and took his wares. He will ask the hero to send news of the events to the Lartan Sheriff and the Lartan Commerce Guild Master. The merchant will then gurgle blood in his throat and die in silence.

The day has been warm, and it is only getting warmer as the sun reaches its zenith. The past few ten-days in this area of the Sword Coast have been particularly dry.

As you ponder such things you are blissfully unaware of the stamping of hooves drawing nearer, and only after it is already too late you look up to see a stampeding draft horse bursting from the tree lining on the side of the road.

The horse, startled at your sudden appearance, rears its front legs and is about to throw down its shod hooves to strike.

SITUATION

The horse is about to attack the hero. The hero has an opportunity here to make a reaction though there are only really a couple of options; to attack the horse before it comes down with a hoof attack, or to dodge out of the way as a reaction.



CREATURES

DRAFT HORSE

Large beast, unaligned

Armor Class 10

Hit Points 5 (damaged)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	12 (+1)	2 (-4)	11 (+0)	7 (-2)

Senses passive Perception 10

Languages ---

Challenge 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit* 9 (2d4 + 4) bludgeoning damage

TACTICS

If the hero decides to attack the draft horse, it will fight with its hooves until death. If the hero decides to dodge the attack (and succeeds a DC7 DEX save) the draft horse will complete its one hoof attack (missing or hitting dependant on the saving throw success) then gallop off into the distance to the west. If the hero decides to calm the horse (Animal Handling) or attempt to gain control of the reigns (Athletics) have the player roll against a DC15.

DEVELOPMENT

If the horse is defeated in combat, Passive Perception DC10 will reveal that there are two goblin arrows lodged in its flanks. Once the encounter with the draft horse is complete, read the following:

As you collect your thoughts after the sudden and unexpected encounter with the horse, you hear a moan and cough coming from just beyond the tree lining, it is only then that you realise the heavy wheel tracks of a cart veering off the road and into that direction, a weak voice can be heard saying:

"Help me please..."

On investigation of the voice, the hero will find, not far from the road:

- **A human male**, who looks to be in his late 40's laying in the dirt with blood pooling around him, his breath coming in shallow gasps as bloody bubbles escape from the holes in his chest.
- **A ransacked cart** stands still 10 feet away. When the hero approaches and attempts to aid the critically injured man read the following:

The man opens his eyes as he coughs up a mouthful of oozing blood.

He looks at you with dim eyes and whispers through gritted teeth and shallow panting:

"Twas goblins... many... ambush... me... he-help me, g-get me to... to Sheriff... and Eventr... cough" And with that last cough the man bubbles a bloody gurgle and falls limp in a silent death.

Note:

If the hero decides to go to the Sheriff, they will be met by the large balding and lazy Sheriff at his house, he does not care or want to know about the merchant, and slams the door in the hero's face.

If the hero tries to find out who "Eventr..." is, asking anyone in town will point the hero towards the Commerce Guild House.

LOOT

If the hero decides to loot the man's corpse: the merchant has been completely robbed by the bandits, and only a small pouch of pipe weed remains on his person.

REWARDS

50xp for surviving the Draft Horse encounter.

150xp for completing the Dying Merchant encounter.

P1-3: ROGUISH TENDENCIES

NOTE: This encounter is tailored for a rogue type character.

The hero has been thrust into a prison cell at the local guard house in Lartan. The hero has been wrongly accused of pick pocketing, arrested that morning and thrown into the prison cell.

The aim of this encounter is for the hero to escape the prison cell with the aid of a member of the Commerce Guild. The guild master would like to meet with the rogue and utilise their "services" in the case of the missing fish. To begin this encounter read the following boxed text to the players.

Great, you have been in town for less than a ten-day, and already you find yourself in a pickle. You have been arrested for pick pocketing in the town of Lartan's main trade square. Usually this accusation would have some merit, the problem being that this time, you are innocent. It must just be the way you look and dress.

In any case, you are now being dragged, half conscious, into the Lartan Guard House by two very large towns' guards. As you look up from your grogginess you see a large fat cell guard leaning back in a wooden chair at a desk. He sighs and grunts as he pushes himself up from the desk and heavily waddles across to one of the cells, unlocks it and opens the cell door.

"Go on then, throw him in there... I ain't got all day!" He sneers at the two guards carrying you, with an ugly piggish looking face.

The two guards drop you to the floor in the centre of the cell without saying a word. They lock the cell door and leave the guard house. The cell guard sits his large buttocks back into his chair and after some time falls asleep snoozing soundly.

You search yourself and find that your possessions and weapons have been taken from you. Within moments of the cell guard nodding off, you hear a voice "psst" from the cell window.

SITUATION

The voice at the cell window is coming from **Anton Lackman**, the front office clerk at the Commerce Guild House. Anton Lackman is a short, fat, grumpy and greasy Human male in his mid 40's.

CREATURES

GORDON "GORDY" HIGGLE (CELL GUARD)

Medium humanoid (human), lawful good

Armor Class 16 (chain shirt, shield)

Hit Points 11(2d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Guards. include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

TACTICS

The hero will have the opportunity to engage with Anton at the window, where the DM should provide a description of him.

As you peer out of the cell window you see a short, fat and greasy looking man. He does not talk to you; instead he presses his finger to his lips with a quiet "Shhhh!" He then lets out a bit of a "Hmphh!" As if he is there against his wishes, as he reaches into his waist coat and pulls out a scroll. The man hands the scroll through the bars of the cell window to you.

Once the Hero decides to read the scroll:

The scroll reads as the following: "**Your attendance at the Commerce Guild House is required for your appointment at exactly one hour past noon. Do not be late.**"

It is signed with the initials "T.E" and sealed to the bottom of the scroll with wax is a thin lock-pick. The time is very close to 1 hour past noon.

1. The hero is expected to utilise the lock pick to break out of the prison cell (**no DC required**).
2. To **Stealth past the cells guard is DC7**. The guard awakens and challenges the hero on fail. If Gordy (the guard) is challenged back, he will quickly back down and let the hero run free. He is a coward at heart.
3. **Passive perception (DC12)** will show the hero that their weapons and backpack etc are lying by the door and can be gathered on escape.

DEVELOPMENT

Once the hero is free, they may go about their business as usual. The Commerce Guild Master is awaiting the hero's arrival.

LOOT

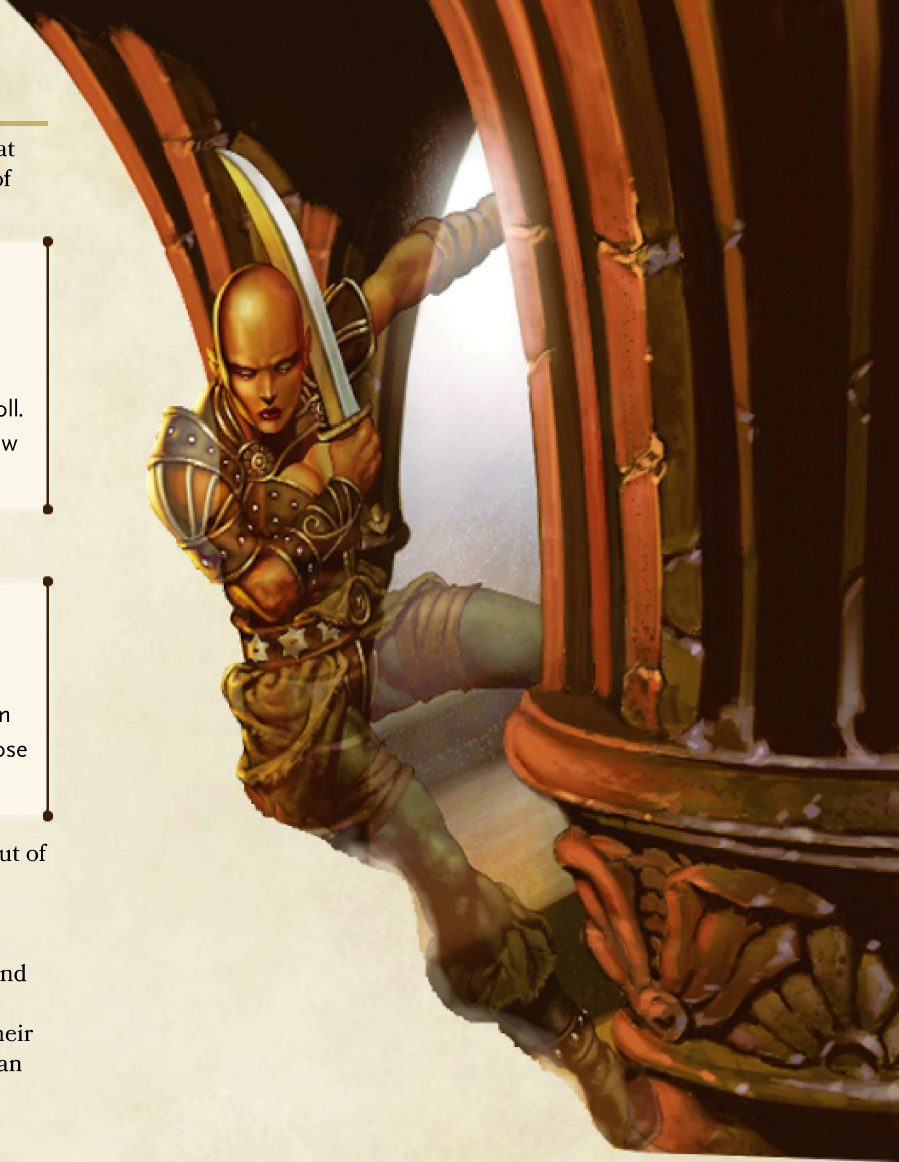
The hero will have 1x lock pick tools, a scroll letter from T.E.

If the hero attempts to grab their belongings from the corner of the room by the door, they will regain whatever they had on person at the beginning of the adventure.

REWARDS

100xp if the hero successfully used stealth to escape without waking the cell guard.

50xp if the hero woke and/or killed the guard and escaped.



P1-4: AHOY THERE!

This encounter sees one of our heroes arriving into the town of Lartan via a tram cargo vessel. The hero has bought passage to Lartan on the vessel, and upon arrival at the wharf the following encounter begins.

When the boat has completed berthing alongside the Lartan Wharf, the crew begins to proceed ashore. Most of the crew goes about their in-port duties, unloading cargo, and general ship maintenance and administration duties.

One man, however, will get into a heated discussion and threaten a member of the Commerce Guild, who had been approaching the crewmen and wharf workers asking questions about the missing fish.

The Guild Member will see the hero standing nearby and, scared for his own safety, calls for the Hero's assistance.

The aim of this encounter is for the PC to either calmly talk the aggressor down, so that he will leave the guild member alone, or save the guild member by force.

The Guild Member will, on successful completion of the encounter, invite the hero back to the Commerce Guild House where the Guild Master, Thomas Eventree, will offer the hero with some employment, as thanks for the assistance.

The journey thus far had been a blistering ten-day at sea, from Luskan, where you first bought passage on the tram cargo vessel named The Spectre. The Spectre has carried you from Luskan in the north, down the Sword Coast, to Lartan. The town lies just south, along the coast from Waterdeep.

It is just before midday as the boat pulls alongside the wharf and the crew begins their berthing procedures. After a few short moments, the efficient crew has lowered the gangway and it is ready to disembark.

As you step off the gangway onto the wooden wharf, you notice two men getting into a heated conversation not far from you.

"I tolds ya, I aint know nuffin' about no stinkin' missin' fish! I told ya last time, don't be showin yer snivelin' face 'round these here wharfs, pointing yer finger at my men again or I'd'e slit yer damn throat!"

You can hear the larger man begin to lose his cool. The man he is shouting at is a smaller, thick wasted, greasy looking man, with a petrified look on his face.

The larger aggressor pulls out a rusty looking fishing knife and swipes at the smaller victim, but luckily he misses.

The smaller man looks to you in a last ditch effort of hope.

"Help! Help me! Please! I'll reward well!" He pleads to you as he takes a small gash to his left shoulder and squeals.

SITUATION

The smaller man is Anton Lackman, the front office clerk at the Commerce Guild House.

Anton Lackman is a short, fat, snivelly and greasy Human male in his mid 40's.

He has just come from providing a scroll to a prisoner in the starting encounter ROGUSH TENDENCIES.

The hero can play this how they see fit, however the obvious options are as follows;

1. **Talk the aggressor down**, defuse the situation and save the guilds man from further injury.
2. **Attack the aggressor** and save the guildsman through force.
3. **Leave the men alone** and not assist.

CREATURES

ANTON LACKMAN

Medium humanoid (Human), lawful good

Armor Class 10
Hit Points 4(1d8)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	15 (+2)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 0 (10 XP)

Actions

Large Ledger Book (Club). *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 2 (1d4) bludgeoning damage.

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

GEROLD (WHARF WORKER)

Medium humanoid (Human), neutral good

Armor Class 10
Hit Points 6(1d8+2)
Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages Common
Challenge 1/4 (50 XP)

Actions

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

Commoners include peasants, serfs, slaves, servants, pilgrims, merchants, artisans, and hermits.

GUARD (x2)

Medium humanoid (Human), lawful good

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+1)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 1/8 (25 XP)

Actions

Spears. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit* 4 (1d6+1) piercing damage.

Guards include members of a city watch, sentries in a citadel or fortified town, and the bodyguards of merchants and nobles.

TACTICS

1. **Talk the aggressor down, defuse the situation and save the guildsman from further injury.** - The player must make 3 successful skill checks from Intimidation, Deception and Persuasion. Once the success count has reached 3 the aggressor will stand down and go back to his business. - Intimidation: DC15 - Deception: DC10 - Persuasion: DC7 or - Magical means (enchantment, sleep etc.) On FAIL x 3: The aggressor will connect a slash to Anton's belly which will effectively send Anton doubled over and end the fight. Anton will not be mortally wounded but will require some kind of medical treatment or healing.
2. **Attack the aggressor and save the guildsman through force.** The aggressor will fight until he takes his first damage and will then submit, and go off to tend to his wounds or death if not given the chance.
3. **Leave the men alone and not assist.** This will end up with the aggressor gutting the guildsman and being arrested for murder by the town guards on patrol by the wharf. The town guards will also attempt to take the hero into custody for questioning. **Play grappling rules (Player's Handbook p.195)** if the player attempts to break the grapple between the hero and the two guards. - The hero will either escape or end up in a jail cell at the guard house (*this will be just after the rogue has broken out of the cell, describe accordingly.*) The hero will need to figure out a way out of the jail cell (*DMs discretion*)

DEVELOPMENT

Upon successfully completing this encounter where:

1. The aggressor has been stopped
2. Anton Lackman has been saved and is alive.

Anton will say the following to the Hero:

"Th-Thank you, so much... I owe you big time sir! Meet me at the Commerce Guild House before the hour is up and I may have some further opportunities for you ... he-here take this as reward for my safety, there is more to be earned!"

The man hands over a pouch of coins.

LOOT

If Anton was saved he will hand the hero a pouch containing 10 gp.

If wharf worker (aggressor) was killed and looted the hero will find 20 sp and a rusty old fishing knife.

REWARDS

200xp can be awarded if skill checks were used to talk the aggressor down.

150xp can be awarded if force was used to stop/kill the aggressor

0xp will be awarded if the hero did nothing to help Anton and he was murdered.

PART 2 - LARTAN (DAY 1)

Run the following role playing encounters as the PCs investigate and explore the town of Lartan. -To assist with timing and pace it is recommended that the DM describe the day as it passes after each role playing encounter. It is also recommended that the DM treats the time between the start of each encounter as 1 hour passing. This will ensure that the adventurers get around 5 encounters before the night creeps in as Part 2 begins around 1 hour past noon.

P2-1: COMMERCE GUILD HOUSE

This Role Playing encounter will see all of the Heroes meet (if they do not know each other already) As each of the heroes enter the guild house, roughly within 15 minutes of each other, they are all requested, by Anton Lackman, to wait in the lobby until the Guild Master Thomas Eventree is ready to see them.

In reality Thomas Eventree is waiting for the arrival of all of the heroes, and will bring them in together and offer them the task of working together as a group to solve the case of the missing fish.

Thomas Eventree is highly concerned about the lack of fish on the market, especially the local Lartan Silver Shalass Fish. This is causing the price of these fish to sky rocket. This is also upsetting the buyers in the major city of Waterdeep and more importantly Thomas' guild bosses. This is ruining his reputation.

Play through each of the heroes' time from when their starting encounter is complete through to when they decide to make their way to the Guild House.

Alternatively time jump the heroes straight to the guild house to increase the pace of the story (*DM's discretion*).

QUESTS:

Quest 1: The Case of the Missing Fish: When finally calling in the heroes, Thomas Eventree will advise them that he wishes for the group to work together to investigate who the culprit stealing the fish is, and bring them swiftly to justice, preferably alive so that they may be judged by the Magisters of Waterdeep.

Thomas will offer the group 250gp.

Upon acceptance of the quest, Thomas Eventree will insist that the group starts their investigation at the "**Crazy chandler's shop**" and interrogate Chandra Brimberg. He advises that she has been spotted sneaking around at night heading towards the direction of the wharf.

P2-2: THE CHANDLER'S SHOP

The chandler's house doubles as a shop front for the widow. The small three room wooden dwelling provides as a candle shop during the daylight hours. The front room is used for the shopfront, while the rear two rooms are used as a bedroom/living area and a wash/kitchen/candle workshop.

The shop front faces the main road through Lartan and travelers often stop by on their way in and out of town. A large percentage of customers are fishermen who buy mostly sweet fragrance lantern candles to help light their early morning embarking and help mask the rotting fish odors around their boats.

Chandra Brimberg is the local Lartan chandler who owns this shop. She is a young widow of around 30 years of age; she is very attractive with wild blonde hair and mischievous green eyes, however more than a few worry lines mar her perfection.

She is always seen wearing a large Wide Brimmed Crimson Hat. Chandra is not quite sane, this stems from a traumatic event that killed her late husband that she refuses to talk about.

CLUES

When interrogated Chandra will try to deflect the questions about her whereabouts at night by flirting with whoever seems to be the hero in charge/leader.

If asked about the missing fish directly: she will veer the conversation away from the questions (*read or paraphrase the following.*)

"...that fishmonger next door, he's a bad, bad man..." she grins worryingly to herself "oh he will get what's coming to him" she giggles and goes back to sorting her display of candles.

This ia a red-herring/diversion clue designed to keep the adventurers guessing, for the moment at least.

If engaged any further Chandra will make light conversation or try to sell candles to the heroes.



P2-3: THE FISH MONGER'S HOUSE

This small suburban house backs on to the chandler's shop/house. A rickety wood door, painted blue, hangs on the old, wooden A-frame house. The inside of the house smells heavily of fish, though the fishmonger and his wife do not seem to notice it.

There is a large space in front of the entry where a small vendor's caravan sits. A large donkey grazes by the northern side of the house.

Kelsey Grimshaw is the local fishmonger in Lartan. He is a male human in his 40's, tall, bald and bags dwell under his eyes as if he has not had a good night's sleep in a long while.

Kelsey will avoid any questions about where he is at night, or about Chandra Brimberg and change the subject each time he is asked.

Marion Grimshaw is the fishmonger's wife. She is a middle aged human female with short, sandy brown hair that show more than a few grey streaks and looks as if the years have taken their toll on her. If the heroes ask her about the missing fish, she is quite upset about the situation, as it is their only income.

If Marion is asked about the missing fish or the Chandler next door; see CLUE 2.

Event Note: If the heroes visit the house late in the evening (after evening supper) Kelsey is nowhere to be found. In actual fact he has snuck out to meet up with Chandra for their nightly affair rendezvous. Marion will lie and say she believes he is at the local Salty Salmon Inn drinking.

CLUES

Clue 1: Kelsey: If asked directly about the fish specifically, *read or paraphrase the following.*

Kelsey looks up with grief over his face, he then sighs and says "oh well, not much that I can do about it" his mind seems preoccupied.

Clue 2: Marion: If asked about the missing fish or Chandra next door; she is very suspicious of the chandler, *read or paraphrase the following.*

"That woman next door, she is up to something, she is! Sneaking around town late at night!" She then gives her husband a sad look and goes back to her house work.

This is a red-herring/diversion clue designed to keep the adventurers guessing, for the moment at least. Kelsey is preoccupied thinking about rendezvousing with Chandra later that evening for their affair, Marion suspects this.

P2-4: THE SALTY SALMON INN

The local Lartan inn got its name from the famous *Salty Salmon Skewers* that it serves.

The two-story building is made of large, wooden planks. A **DC13 passive Perception** notices that some of the planks look like they have come from hulls of wrecked ships.)

On the ground floor are the Bar, common area and kitchen. The second floor (up-stairs in the far corner) is 4 guest rooms and a storage room. When the adventurers walk into the inn read or paraphrase the following.

As you walk through the doors the first thing that you notice is the large oak bar running along the entire western side of the common room. Standing behind the bar is a middle-aged woman busy at work drying some jugs as she prepares for the next influx of customers. She looks up at you. She smiles, more out of courtesy than genuinely, and says "Welcome to the Salty Salmon Inn, what'll it be?"

Lielle Oaksmath is the bartender and owner; she is a middle-aged widow who runs the Inn with the help of her teenage son, Jimery.

Jimery Oaksmath is Lielle's son; he helps Lielle run the Salty Salmon Inn by cooking and waiting tables. Jimery has mastered his father's recipe for Salty Salmon Skewers. He is a young man of 16 years, and he has his father's height at 6'5.

CLUES

Clue 1: Lielle: If engaged in conversation with Lielle she will tell of the very few travellers coming by the Inn over the past ten-day, and says: (read or paraphrase the following.)

"I blame it on those silly little goblins. They are a real pest you know? Especially in the lands north of town, the little fools just keep bothering the nice travellers on the road leading in and out of Lartan. It doesn't help when the price of the Silver Shalass has been sky rocketing, damn Alberto Tortelini for that one! I am making a loss on every meal I sell!"

She refuses to increase her prices; the affordable reputation of the late Gorgan's vision for the Inn is what matters most of course.

Clue 2: Lielle: After the conversation finishes and the heroes go on their way, Lielle will wish them off with: (read or paraphrase the following.)

"Have a lovely day, and be careful if venturing the northern borders of town, there is a plague of gulls collecting in the area, they are known to swoop passers-by, and some seem to be dropping half eaten fish on people"

These are True Clues (Three Clue Rule) designed to place the adventurers on the correct path to solving the mystery. If the heroes decide to investigate the plague of gulls run encounter P2-7 "How Gull-able".

P2-5: ALBERTO TORTELINI'S ESTATE

This is the house of the local fish market mogul in town.

Alberto Tortelini runs the market in a gangster fashion. He has goons and henchmen, and more importantly, money and power.

His estate is a large piece of land close to the shoreline, rimmed by a 10 ft. stone security wall. There are two buildings on the estate.

1. Alberto Tortelini's residence, a two-storey house where he and his three daughters live.
2. The servant's house, which includes the stables and galley.

Both buildings are made of stone bricks, except for the stables extension which is made from wood.

As the adventurers approach the estate, *read or paraphrase the following.*

As you come to the end of the cul de sac, you approach a large walled estate. The walls stand 10-feet tall and are made of grey stone.

Two large figures stand in front of a pair of large iron gates, dressed in identical grey leather armor. As you approach they both turn to you and their hands move quickly to the hilts of their long swords.

"Ain't nobody home, ya'll best better turn back tha way ya come from" says the larger and uglier of the two.

Henry "Tha Hit" Harris is the henchman who addresses the heroes. He is a brooding and imposingly large man. Many mistake him, unfortunately for them, as a half-orc, however he is simply a very large and very ugly human. ***If the heroes attempt to engage Henry with combat, 20 more guards will come from behind the fenced wall and surround the adventurers.***

However if the heroes manage to get past the multiple henchmen who patrol the estate (*random patrol for every 10 minutes in-game time spent on the premises; a roll of 6 on a 1d6*), then run the below encounter/quest offer.

CLUES

Clue 1: Henry: If asked about the missing fish, Henry will deny any knowledge and advise the group to move on. A **Wisdom (Insight) check (DC12)** will show the heroes that he obviously knows something.

Clue 2: Henry: Any hero with a **Wisdom (Passive Perception) of DC12** will notice that he will keep turning and playing with a large ring on his right hand, the ring has a clear **"T" symbol** embossed on it.

These are red-hering/diversion clues designed to keep the adventurers guessing, for the moment at least.

QUESTS:

Quest 1: Tortelini's Offer: Alberto can be found;

1. After a small while searching through the house (*DM's discretion*).
2. By being caught by random patrolling henchmen and taken before "the boss" (roll of 6 on a 1d6 every 10 minutes in-game time), or
3. By simply knocking on the front door (his house maid will answer).

Alberto Tortelini is a large bald and imposing man, who is always seen with a smoking pipe hanging from his mouth. Many people mistake Alberto for being soft and fat; however he is mostly muscle and is very strong, though he seldom needs to display his strength.

It is unlikely that the heroes will ever meet Alberto, as he spends all of his time secure behind the confines of the security walls.

He will be found sitting at a large organ, placed in the massive lobby area, playing a very atmospheric piece of music.

He will know who the adventurers are, and who is currently employing them (the Commerce Guild Master Thomas Eventree, his cross town business enemy.)

He will attempt to employ the heroes to report back to him instead of the commerce guild once the case has been solved.

Alberto plans to deal with the culprit outside of the law, and to make the culprit (and the culprit's loved ones) pay with their lives. **Alberto will offer a bounty price of 500gp for delivery of the culprit alive.**

P2-6: THE LARTAN FISH FACTORY

The fish factory of Lartan is the first stop off in the supply chain of the fish economy in the town. Once the catchment loads are hauled ashore, they are carried across the wharf over to the large red stone bricked building that stands nearby, to be gutted and cleaned before resting on ice until they are picked up by the fishmonger each morning.

The Factory Master, **Rondulus Stormcoat (who happens to be our antagonist, the elven male wizard who is the culprit of this mystery)** uses his magic to keep the loads of fish on ice so that they are fresh when the fish monger collects them in the mid-morning.

The entire place has a stench of fish wafting around it, and it can be smelt on coming within 20ft of the building.

All of the employees at the fish factory also carry the stench, and can usually be smelled before they are seen.

Within 10ft of the factory, the temperature of the air gets noticeably cooler; the glass windows are frosted over.

Inside the factory one can see their own breath in the icy temperature, and those who work there wear thick fur coats to keep warm.

As the adventurers approach the fish factory *read or paraphrase the following.*

As you approach the large, red bricked building you are first hit with a pungent smell of fish, the closer you come you notice the temperature drops significantly. The windows are frosted over and icicles hang overhead from the building's eaves.

As you enter the factory, a large warehouse holding space opens before you. Large amounts of snow and frost are piled in massive hills in all four corners. On top of the ice piles are loads of fish keeping cool and fresh.

"Hey! You there! What do you think you are doing?!? Do not touch anything! Do you hear!" the voice comes from a slim man in thick royal blue robes as he storms over from behind one of the snow hills pointing his bony finger at you.

Rondulus Stormcoat is an elven wizard who has been employed by the fish market mogul, Alberto Tortelini. Rondulus uses his spells to keep the fish stock on ice until they are ready for sale by the fishmonger and the outgoing warehouse in the town square. He is tall, for an elf, and has platinum white hair (*though he is **NOT** a drow elf*).

Rondulus will want the adventurers gone and will answer questions about the missing fish impatiently. He must seem visibly upset about the missing fish situation as the fish have been going missing from his factory.

There are two other factory hands working at the fish factory

1. Dirikum Winds (Halfling male) - 18-year-old apprentice wizard to Rondulus
2. Jimor Sonstone (Dwarf male) - Grumpy unsociable 200-year-old mountain dwarf.

Each will know only that fish are going missing each night and that Rondulus has been particularly snappy of late, likely because he has to report to Alberto Tortelini about the missing product.

CLUES

Clues: Rondulus: If rondulus is asked about the missing fish he will flat out accuse Tortelini's henchmen, *read or paraphrase the following.*

Rondulus looks sharply up at you.

"Its those blasted brutes that guard Tortelini's place!" he states. **"It is because they are trying to make me look bad, that's why okay!!"**

This is a red-herring/diversion clue designed to keep the adventurers guessing, for the moment at least.

P2-7: HOW GULL-IBLE

The objective of this encounter is for the heroes to discover the broken cart and half-rotting fish pile. *This will serve as a clue that the fish are being taken north out of the town by small crude pull-carts.*

On arrival to the area the party will see a huge flock of gulls filling the skies high above. A smaller group of gulls patrol the airspace over a patch of grassy land leading just past the northern borders of Lartan. They will be able to see the small wooden cart in the distance. If the party approaches it, they will be swooped by the 10 gulls, protecting their "loot".

Read or paraphrase the following.

As you start to approach the area around the northern borders of the town, you notice that high in the sky above there are thousands of large gulls circling in a flock.

As you get closer to the small wooden fencing, you also notice a small wooden pull-cart which seems to have broken a wheel. Ten large gulls swoop the area scavenging for the remains of what smells to be a pile of rotting fish.

SITUATION

One of the nights that the goblin band had been secretly transporting the stolen Silver Shalass fish to their cave hide-out to the north, the flock of gulls attacked them and swooped for their feast. This drove the goblins to rushing on an attempt to outrun the gulls.

Unfortunately the goblins hit a large rock with their pull-cart and broke a wheel. Seeing that there was no way to save their haul, the goblins decided to leave the fish and make good for the cave before dawn.

That was 2 nights ago and the gulls are just beginning to leave the area. However a few still patrol the cart, searching for any last fish that may still remain.

CREATURES

GULLS (x10)

Medium beast, unaligned

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 10ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	10 (+0)	13 (+1)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3

Senses passive Perception 13

Languages ---

Challenge 0 (10 XP)

Pack Tactics. The gull has advantage on an attack roll against a creature if at least one of the gull's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage.

TACTICS

The Gulls will fight until death.

Round 1: The gulls will firstly swoop from 20ft above attacking with **Beak**.

Round 2: Half of the gulls will land and attack with **Beak**.

Round 3: The remaining gulls airborne will land and attack with **Beak**.

DEVELOPMENT

Once the gulls have been eradicated, the party can then move in to inspect the cart and surrounding area.

Read or paraphrase the following.

As you approach the ruined pull-cart, the pungent smell of rotten fish fills your nose. Upon further inspection you notice traces of foot prints heading into the wilderness to the north.

A successful **Intelligence (nature)** DC10 check will reveal they are ***goblin foot prints***.

LOOT

If the party survives and eradicates the low flying gulls, they will find scattered stinky rotten fish and 1x Broken pull-cart.

REWARD

150 xp can be awarded to the party on successful eradication of the Gulls and investigation of the scene.



P2-8: OTHER LOCATIONS IN LARTAN

Use this table when the heroes engage with other prominent NPCs that are not covered in the Role-Playing Encounters above.

Location	NPC	Appearance	Knowledge
Sheriff's Home	Sheriff Taman Stormwind	Human, Overweight, Mid-40's, Balding, Lazy	Only wants to know anything once the culprit has been identified or caught.
Carpenter\ Leather worker's shop	Marcon Muck	Half-elf, Good looking, Brown hair, Hazel eyes, Strong Jaw	Is too preoccupied with his own affairs to know that there are even fish missing.
Blacksmith	Amber Balderk	Dwarven, Female, Frizzy Orange Hair, Flirtatious	If it aint red meat Amber doesn't want to know about it.
Fishing Supply Shop	Johnsea Newman	Human, Late 60's, Spectacles, Hook nose, Wise	Doesn't know who the culprit is but has a feeling the goblins are involved.
Shipwright	Jaycob Jinkers	Human, Male, Mid-40's, Busy, No time to talk	Too busy running his workshop to really stop and complete a conversation.
Cartwright	Zintol Fink	Human, Male, Large Build, Long Beard, Family-man, Jovial, Good Fellow	Does not know anything in particular but would assist with anything to help his community.

PART 2 REWARDS

On completing Part 2 (when day 1 is over) reward the party the following XP:

PART 2 XP REWARDS

Encounter	XP Reward
P2-1	200 xp
P2-2	250 xp
P2-3	300 xp
P2-4	300 xp
P2-5	250 xp
P2-6	250 xp
P2-7	150 xp

PART 3 – A DEATH ON THE WHARF – DAY 2

The morning of the second day in the town of Lartan, the adventurers will wake to people in the streets, Salty Salmon Inn, or any other public place talking in rumours and news of a body being found murdered on the Lartan Wharf. The Commerce Guildsman, Anton Lackman, will find the adventurers and insist that they make investigating the murder on the wharf as a matter of priority.

P3-1: THE LARTAN WHARF

During the night, the fishmonger, Kelsey Grimshaw, had been roughed up by Henry “Tha Hit” Harris, who had been conducting his own investigation of the missing fish for Alberto Tortellini. This proved unfruitful however and Kelsey was left with nothing more than a bruised face and **Henry’s “T” ring** imprinted on his forehead.

After the upsetting bashing from Henry, Kelsey went out to his nightly rendezvous with the Lartan chandler, Chandra Brimberg. Kelsey and Chandra have been having an affair for a few ten-days. As such they have been meeting in secret on the wharf at night.

This night, however, Chandra had been running later than usual, and Kelsey decided to take a small stroll around the wharf area whilst waiting for his mistress. He accidentally came upon another secret meeting taking place between Rondulus (the wizard fish factory manager) and 3 goblins standing by a small crude wooden cart filled with ice and fish. Kelsey overheard the group discussing their nightly theft of fish from the fish factory that Rondulus had obviously been granting the goblins access to. The discussion had fast become an argument as the goblins had decided to take the fish haul ransom. Kelsey overheard and loudly gasped in shock. Rondulus heard this and sent the goblins to kill the fishmonger, who after a lengthy fight, managed to murder Kelsey with some crude and rusty daggers. During the fight Chandra came across the group, and ran to aid her lover, but was knocked unconscious. Once Kelsey was down, the goblins loaded the unconscious Chandra onto their cart to keep her as a prisoner and made their escape. Chandra’s wide brim crimson hat was left behind not far from Kelsey’s corpse. Rondulus quickly made his exit back to his quarters at the fish factory before fleeing north towards the cave. Kelsey’s body was discovered by the local Lartan fishermen in the early morn as they prepared to set sail for their daily catchment.

Read or paraphrase the following.

As you reach the wharf, immediately you see a large group of people gathered around what looks to be a body lying on the wooden planks.

Two of the town’s guards stand over it; however you note that the sheriff is nowhere to be seen.

As you approach the body, the older looking guard looks up at you from staring down at the limp corpse.

“About damn time, the poor guy looks to have been long gone hours ago, it’s the fish monger. The commerce guild said you would be down here to take over investigating this scene. Now if there isn’t anything else, we will be back on patrol before the Sheriff has our asses!”

Let the heroes have a chance to question the guards for any further information. He will gladly give up the following information. The guard knows:

1. They arrived on scene not long before the crowd, and about an hour before the adventurers.
2. Fish were found leading to the north trailing on for only 20ft

CLUES

WHEN SEARCHING THE BODY Clues Found

Investigate - DC5 Stab wounds in Kelsey's belly.

Investigate - DC10 Bruises on the face with a "T" imprinted on his forehead.

AFTER A MINUTE OR TWO OF ARRIVING ON SCENE

Clues Found

PASSIVE Perception - DC12 You overhear a young boy state that he saw a man in blue robes fleeing north out of town, towards the "old cave."

PASSIVE Perception - DC13 Someone in the crowd says that they had "seen goblins carting a woman prisoner north out of town."

WHEN SEARCHING THE IMMEDIATE AREA (20FT) Clues Found

Perception - DC 5 Fish leading to the north

Half melted ice chunks sitting in puddles of icy cold water leading to the north.

The fishmonger's wife, Marion Grimshaw, looking on from the crowd with tears welling in her eyes.

There is brooch that is found at the scene with the words "For My Brother" engraved in elvish on its surface.

Perception- DC 10 Chandra's Wide Brim Crimson Hat and a trace of blood drips about the ground.

Perception - DC 15 A goblin tooth.

WHEN LOOKING CLOSER AT MARION GRIMSHAW Clues Found

Insight- DC 10 Marion Grimshaw looks shocked at the scene as tears begin to well in her eyes; however she looks at the PC like she wants to tell them something.

WHEN QUESTIONING MARION GRIMSHAW Clues Found

No(DC) She is inconsolable, tears streaming down her face.

She will tell of her suspicion of Chandra in Kelsey's death

Marion will divulge that she knew of the affair between Kelsey and Chandra, and their nightly secret meetings.

She will point out Chandra's hat lying on the ground nearby if the adventurers have not yet found it.

WHEN ASKING ANYONE ABOUT THE "T" ON KELSEY'S FOREHEAD Clues Found

Intimidation/ Persuasion - DC 15 Everyone in town knows of Alberto Tortelini's henchmen wearing the same ring with an embossed "T".



P3-2: ALBERTO TORTELINI'S ESTATE – DAY 2

AIM

The aim of this encounter is for the heroes to find out what they can but leave Henry alone and live to fight another day.

SITUATION

Henry “Tha Hit” Harris stands at his usual post, if the heroes come by to ask more questions any character with a Passive Perception of 13 or above will notice that the henchman’s right fist is bruised and swollen. His “T” ring is visibly stuck tight on a swollen finger.

As you come into the short cul de sac, you notice two large henchmen, dressed in identical grey leather armour, armed with long swords, guarding the gate entrance to the Tortelini Estate.

Roughly 20 other men dressed in similar grey coloured leather armour sit around round tables in the courtyard beyond playing what looks like dice gambling games. Most of them eye you with scowls as you approach. The larger of the two standing at the gate says “What ya want piss-ant?”

If questioned/interrogated by the heroes, use the following table for the information that Henry will divulge.

WHAT HENRY KNOWS

What Henry Responds With

Fail on any check	I don't know nothin!
Insight DC10	Henry is holding something back.
Deception, Intimidation, Persuasion DC15	The Fishmonger won't be taking no more fish, I know that much I tell ya! HAHA!
Deception, Intimidation, Persuasion DC17	The boss wants to know who is responsible for his missing product. I been investigating, ain't no law against that!
Deception, Intimidation, Persuasion DC19	I ain't killed nobody! I roughed the dweeb up that's all! Now get the hell outa here before ya'll go missing like the damn the fishes!

HENRY “THA HIT” HARRIS

Medium humanoid (human), lawful neutral

Armor Class 11 (leather armor)

Hit Points 37 (5d8 + 15)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. Henry has advantage on an attack roll against a creature if at least one of the Henry's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multi Attack. Henry makes two melee attacks.

Longsword Melee Weapon Attack: +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

TORTELINI HENCHMEN

20x Medium humanoid (human), lawful neutral

Armor Class 11 (leather armor)

Hit Points 15 (3d8 + 3)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	13 (+1)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

Pack Tactics. Henchmen have advantage on an attack roll against a creature if at least one of the their allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multi Attack. Henry makes two melee attacks.

Longsword Melee Weapon Attack: +3 to hit, reach 5ft., one target. *Hit:* 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

TACTICS

If the heroes finish their interrogation, and/or have drawn all of the possible information from Henry (in above table) they have the choice to leave the henchmen.

If the heroes decide to arrest or fight Henry, the other 20 henchmen will surround the group with weapons drawn.

Read/paraphrase the following boxed text.

As you attempt to move towards Henry, you notice that the large group of henchmen that were gambling at the tables has come to the aid of their leader. They now move to surround you. Henry grins at you and says “tut tut tut, attacking a decent citizen like me? I don’t think that’s a very good idea... ya know what I’m sayin’?... I think it be time you is leavin’” he looks around at his men and winks at you, still grinning.

DEVELOPMENT

If the heroes decide to keep attacking the group of henchmen, they will likely meet an untimely death, as the mob will easily outnumber and overpower them. The aim of this encounter is for the heroes to live to fight another day.

P3-3: THE CHANDLER’S SHOP — DAY 2

If the party decides to do some investigation at Chandra’s shop after **P3-1 The Lartan Wharf**, run the following scene.

AIM

The aim of this encounter is for the heroes to discover Chandra’s house is empty and the front door is locked. If they decide to break into the house, they will find Chandra’s diary, by which she confesses to her nightly rendezvous with the fish monger Kelsey Grimshaw.

SITUATION

If the party decide to break into the house via picking the door lock (**Thieves’ Tools DC13**) or via any other method; *Read or paraphrase the following when entering the dwelling.*

You step into the musky dark dwelling; the only source of light is the flickering of a low burning candle. Next to the candle, sits an open book with a feathered quill lying across the pages. The book is a diary, and the open page reads the following.

Dear Diary,

Tonight I am going to ask him, to run away with me. That Marion doesn’t deserve him, not like I do, we love each other and the passion each night is sometimes overwhelming! Tonight is the night, yes it is, Kelsey-welsey is all mine, yes he is.

CB.

P3-4: THE LARTAN FISH FACTORY — DAY 2

If the Party decides to investigate at the Lartan Fish Factory, they will find that only the two factory hands are present.

Rondulus, the elven wizard and factory manager, has promptly disappeared. Neither of the two factory hands knows where Rondulus is, and state that he was not in his living quarters this morning.

1. **Dirkum Winds** (Halfling male) - 18 year old apprentice wizard to Rondulus
2. **Jimor Sonstone** (Dwarf male) - Grumpy unsociable 200 year old mountain dwarf.

SITUATION

Rondulus’ living quarters is on the top floor of the double story building. If examined, the party will find the following:

1. A book written in elfish entitled “Summoning Rituals” a book mark opens to a page with the heading “The Ice Elemental”
2. A scroll with a letter stating the following:

Dear Rondulus,

As per our recent meeting in Waterdeep, I am glad to advise that the Master has agreed to spare your brother’s life...

In return for your consorted efforts in impacting the Tortelini cash flow by way of sabotage on their Silver Shalass Fish stocks.

We will send men nightly to retrieve the looted fish by the cave to the north of the town of Lartan. Please ensure that the Shalass are kept fresh and a monetary payment will also be compensated.

Two ten-days worth of fish should suffice to weaken Tortelini to our liking.

Regards

S.B.

PART 3 REWARDS

On completing Part 3 (**when the party embarks north to investigate the cave**) reward the party the following XP:

PART 3 XP REWARDS

Encounter	XP Reward
P3-1	400 xp
P3-2	200 xp
P3-3	200 xp
P3-4	200 xp

PART 4 – GOBLIN’ FISH CAVE

The cave is roughly 5 miles north of Lartan, not far from the banks of the River Dessarin, home of the Silver Shalass Fish. It is a small cave system with only 3 caverns, and has been mostly unused; barring the odd pack of wolves, for longer than memory can serve. That is, until recently.

Over the past couple of ten-days Rondulus has moved a band of goblins in to the cave with the purpose of transporting and warehousing the stolen Silver Shalass fish. The goblins will also conduct the black market deals for Rondulus’ “employers” and their buyers.

In the deepest cavern Rondulus has also summoned an Ice Elemental which keeps the fish on ice and protects the operation from any so-called heroes or adventurers who may stumble across the hide-out.

GENERAL FEATURES

The cave is very cold and smells heavily of fish. Some of the ceiling has crumbled to the floor and one of the tunnels has caved in entirely.

CEILINGS:

Tunnels are 10-feet high unless noted otherwise. Caverns are 20-feet high unless noted otherwise.

WALLS:

The walls are damp and chilled but the stone is stable for the most part.

FLOORS:

In some caverns there are areas of icy floor, which are byproducts of the presence of the Ice Elemental. **These are to be treated as rough terrain.**

ICICLES:

In the areas noted as **T2**, and highlighted in *Red* on the DM’s Map, there are icicles above and are known to fall randomly on unsuspecting victims.

BOULDERS:

These fallen boulders of stone are large and can be used as cover in combat or when hiding.

P4-1: GOBLINS’R’US

SITUATION

Three goblin fighters and a goblin shaman sit around a fire blissfully unaware as the heroes approach. None sit watch as all four are feasting on the only thing edible in this cave, Silver Shalass fish. They start to complain about having nothing else to eat, and being sick of “fish again!”

Read or paraphrase the following.

As you enter the caves opening you immediately notice the flickering of a small campfire.

Multiple voices can be heard arguing amongst themselves as you make out the shapes of four goblins feasting on what smells to be fish.

One of the goblins leans on a small wooden staff. He wears a feathery cape and has war paint smeared across his face.

If the Heroes can understand goblin tongue, read or paraphrase the following.

Goblin 1: “Stinkin fish for breakfast, stinkin fish for lunch and wouldn’t ya know it, stinkin bloody fish for dinner too!”

Goblin 2: “Yeah, I be sick of damn fish!”

Goblin 3: “I say we follow Tdez and start robbin the travelers on the roads! Sure to have more food out there!”

Shaman: “Ah quit her whining, the lotta ya! This be our chance to make it big in the world!”

CREATURES

GOBLIN (x3)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7(2d6)

Speed 30ft.

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

Skills Stealth +6

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nibble 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 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80ft-320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

GOBLIN SHAMAN

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor, shield)

Hit Points 13 (2d10+2)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	13 (+1)	8 (-1)	12 (+1)	13 (+1)

Saving Throws Cha +3

Skills Stealth +6

Senses darkvision 60ft., passive Perception 13

Languages Common, Goblin

Challenge 1/2 (100 XP)

Shamanistic Spirit Curse / Spirit Blessing.

- If you chose a blessing the target regains 1d10 + 1 Hit Points
- If it is a curse then the target is afflicted by a condition from this list: blinded, charmed, deafened, frightened, poisoned or restrained and must make a Wisdom saving throw against Spell Casting DC 11. These conditions last for 2 minutes. At the start of the creatures turn, it can make another wisdom save to relieve itself from that condition effect.

Spellcasting.

The Shaman is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks).

The Shaman has the following spells prepared:

- **Cantrips (at will):** Blade Ward, Ray of Frost
- **1st level (3 slots):** Bless, Entangle, Healing Word

Actions

Athame (Sacrificial Blade). *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

Blow Dart Gun. *Ranged Weapon Attack:* +2 to hit, range 25/100 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

TACTICS

As long as the party does not obviously make themselves known to the goblins, they will have a **surprise attack round**. Initiative will then follow.

P4-1 COMBAT ENCOUNTER

Encounter

Rounds Actions

Round 1: **Goblin Fighters** will attack melee only with scimitars, then use bonus NIMBLE ESCAPE feat to get out of melee attack range.

Goblin Shaman will firstly cast Bless on his three companions.

Round 2: **Goblin Fighters** will repeat round 1.

Goblin Shaman will then cast Entangle on one or more of the heroes.

Round 3: **Goblin Fighters** will repeat round 1

Goblin Shaman will cast Healing Word on any one of his injured comrades.

Repeat.

DEVELOPMENT

On completion of this encounter the party will notice a trail of fish leading down the northern tunnel.

IF one or more of the goblins are captured alive: **Intimidation/Persuasion/Deception checks DC10** and use the following table.

WHAT THE GOBLINS KNOW

Successful Checks Knowledge

1	Wizard in the northern cavern!
2	Human female tied up in the southern cavern behind hidden crawl hole in the rubble.

LOOT

The following things are found on the goblins and around the camp.

- 55 silver pieces
- Crude Frying Pan
- Putrid Smelling Goblin Liquor Jar
- 3x Scimitars
- 1x Small Staff
- 1x Blow Dart Gun
- 1x Feathered Cape
- 3x Goblin Loin Cloth
- 3x Crude Daggers
- 1x Athame (Sacrificial Blade) (3gp)
- Fried Fish

P4-2: THE RONDULUS EFFECT

SITUATION

If the heroes triggered **Trap 1 (T1)** then **Rondulus will have been alerted to the party's presence in the cave.** Rondulus will hide behind one of the large boulders with the goblin leader, and will have a surprise attack round on the adventurers when they step into the open.

If the heroes were able to disable the Trap 1 (T1) or able to avoid it without setting off the trigger, then they will find the northern cavern with Rondulus arguing with the goblin leader over the amount of coin that Rondulus is paying the goblins, obviously they are attempting to cash-in on this venture. **There is also an Ice Elemental in the room,** which slowly moves between either end of a pile of Silver Shalass fish along the northern wall, using its ice touch to keep the fish fresh and on ice.

As you come to the entrance of the northern cavern you notice a large mass of ice moving slowly around a large pile of fish in the northern corner of the cavern. It is then that you realize that it is some kind of creature made from ice and frost, with large arms and standing 10ft tall. The floor around the pile of fish is covered in icy sleet as is the floor in the south-western corner.

If the alarm was not triggered; *continue to read/paraphrase the following.* (else skip the the next boxed text)

You hear a voice rise in argument **"The deal was agreed! You little whelp!"** Then another, raspy voice in broken common **"No! No! Us have power now! You pay more!"**

Suddenly an elf in blue robes steps from behind a large boulder, you recognize him as the fish factory manager back in Lartan. On seeing you he immediately points and shouts

"Intruders! Kill them all!"

You notice a larger than normal goblin also step out beside him.

CREATURES

LARBOLD-GOBLIN LEADER

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 21 (6d6)

Speed 30ft.

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

Skills Stealth +6

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

Actions

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Javlin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

RONDULUS STORMCOAT

Medium humanoid (elf), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 51 (6d8 +24)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	16 (+3)	14 (+2)	8 (-1)

Saving Throws Int +5, Wis +4

Skills Arcana +5, Perception +4, Stealth +3

Damage Resistances Cold (whilst wearing Robes)

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Common, Goblin

Challenge 1 (200 XP)

Special Equipment. Rondulus wears the Robes of Cold Resistance.

Fey Ancestry. Rondulus has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Rondulus is a 4th-level conjuration spellcaster who uses intelligence as his spellcasting ability (spell save DC 13; +5 to hit with spell attacks). Rondulus has the following spells prepared from the wizard's spell list:

- **Cantrips (at will):** mage hand, ray of frost, shocking grasp, acid splash
- **1st Level (4 slots):** mage armor, magic missile, fog cloud
- **2nd Level (3 slots):** misty step, cloud of daggers

Actions

Staff. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 -1) bludgeoning damage.

ICE ELEMENTAL (MINOR)

Large Elemental, Neutral

Armor Class 15 (natural armor)

Hit Points 34 (4d10+12)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities Fire

Damage Resistances Bludgeoning, Piercing, Slashing from nonmagical weapons

Damage Immunities Cold, Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses darkvision 60 ft., passive perception 10

Languages Aquan, Auran

Challenge 2 (450 XP)

Frost Form. The elemental can freely pass through nonmagical, unworked ice or snow. While doing so, it doesn't disturb the material it moves through and it is unaffected by difficult terrain or movement-impairing effects that would be caused by arctic conditions.

If the Elemental makes contact with a body of water or liquid that is principally water (not counting Water-Based creatures), it freezes the liquid to a depth of 6 inches over a 10-foot area around it. This ice lasts for 1 minute. In addition, a creature who touches the elemental, hits it with a melee attack, or is swimming in water frozen by it suffers 3 (1d6) cold damage. If caught swimming, that creature is also pushed to the nearest unoccupied space of swimmable water.

Freezing Aura. Any creature who begins their turn within 10ft of the Ice Elemental takes 3 (1d6) cold damage.

Numbing Cold. Whenever a creature would suffer Cold Damage originating from the Ice Elemental, they must succeed on a DC 13 Constitution Saving Throw or have their speed reduced by 5 ft. This effect is cumulative to a reduction equal to 0 ft. for total movement speed. The target can only remove this effect by spending a short or long rest somewhere warm.

Actions

Puncture. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 11 (1d8 Piercing + 1d8 Cold + 2) damage.

TACTICS

P4-2 COMBAT ENCOUNTER

Encounter

Rounds Actions

Round 1: Rondulus will cast Mage Armor on himself, whether he is hidden or known to the PCs.

Ice Elemental will attack the closest PC, or the PC who is the most threatening to it.

Larbold (Goblin Leader) If the alarm trap (T1) has been triggered then Larbold will attempt to stealth around the boulders and launch a javelin at a PC of its choice as his surprise attack round. Otherwise attack melee with scimitar.

Rondulus, the wizard, screams at you

“No! you cannot be here! Too much at stake! I’ll kill you!”

Encounter

Rounds Actions

Round 2+: Rondulus will then use his spell slots each round until they are expended and then fall back to cantrips.

Ice Elemental will keep attacking the closest or most threatening PC until it has been defeated, or Rondulus has been defeated (*It then falls to the ground and break into pieces and slowly starting melting away to small pools of water*)

Larbold (Goblin Leader) will attack in melee combat until he gets a clear escape route through the entrance of the cavern. At the first opportunity he will attempt to flee for his life.

DEVELOPMENT

On searching the cavern after the fight the PCs will find a small chest hidden (**Passive Perception DC 13**) in a space under one of the boulders. See Epilogue for further story development.

LOOT

- 300lb iced Silver Shalass fish
- 1x Wooden Staff
- 1x Unidentified Magic Robes (Robes of Cold Resistance)
- 1x Rondulus’ Spell Book
- 1d100 gp (found in a small chest which is - coffers for black market income).
- If Goblin Leader is slain:
 - 1x Scimitar
 - 1x Javelin
 - 1x Chain Shirt (small)

REWARDS

See Part 4 Rewards (Below).

P4-3: RESCUE THE DAMSEL IN DISTRESS

SITUATION

When the goblins escaped after murdering the fish monger, they took the unconscious **Chandra Brimberg (the Lartan Chandler)**.

The goblins have hidden her in their small cavern concealed behind a blockage of fallen rubble. Tied and gagged they planned to use her as their “entertainment” later that evening.

DEVELOPMENT

On rescue Chandra is very grateful and very scared; she thought her life to be forfeit to the goblin’s pleasure.

She will want to leave the cave as soon as possible and will only ask about Kelsey Grimshaw (the dead fish monger and her lover) once she is in safety.

Chandra will express her grief once safely away from the cave and on the trip back to town.

REWARDS

See Part 4 Rewards (Below).

TRAPS AND SECRET DOORS

TRAP 1 (T1)

- On a **Passive Perception DC 14** the PC will notice runes on either side of the tunnel wall.
- On a successful **DC 15 Intelligence (Arcana) check** a hero deduces that the runes represent a Detect Good spell.
- A PC can deactivate the runes with a **Dispel Magic spell**.
- The PCs may also use the goblins in Encounter 1 to shield themselves from the rune’s assessment.

TRAPS 2 (T2)

These traps are natural areas that on a **DC 10 (DM roll) or higher** will drop sharp icicles from the cave ceiling on to the PC’s head.

- The PC must roll a **Dexterity check DC 15** to dodge the falling icicle.
- On failed Dexterity check, the icicle will deal **1d4 piercing damage**.

SECRET DOOR 1 (S1)

This “secret door” is actually a small crawl hole through the collapsed cave tunnel to the south-east.

It is hidden by a large rock and a **medium sized creature can fit through it**.

It leads to a cavern to the south-east where the goblins have tied and hidden Chandra Brimberg for their “entertainment” later that evening.

- An successful **DC 15 Wisdom (Perception) check** will spot the entrance to the crawl hole.
- The PCs may automatically spot the crawl hole entrance if they interrogated the goblins and learned of the hidden entrance.

PART 4 REWARDS

On completing Part 4 (when defeating Rondulus in the cave) reward the party the following XP: with successful completion of the encounters.

PART 4 XP REWARDS

Encounter	XP Reward
P4-1	250 xp
P4-2	950 xp
P4-3	300 xp
T1	225 xp
S1	100 xp

EPILOGUE

Once the adventurers get back to town with Rondulus being defeated in the cave, and Chandra being escorted back to the safety of her home, it is likely that the group will want to visit either the Commerce Guild House or the Tortelini Estate for payment and reward.

In either case play the encounters as required then once the group has finished any business they need to tend to in town, *read/paraphrase the following.*

As your day comes to a close, you take a moment to reflect on the events that had transpired over the past 48 hours.

The fish should now be back on the market, and the commerce guild will be satisfied to see a fair market once again.

Tortelini will need to replace Rondulus at the fish factory; you think he will likely choose more wisely this time.

Even though the mystery was solved, it was not without its heartache. Marion Grimshaw is now a grieving widow and it's fair to say that the chandler will never be the same again... though she was never quite all there to begin with you add as an afterthought.

Still, with the fall out and the heartache, you still saved the day. The local fish market is secure again, and the damsel was rescued.

At some point throughout the evening you catch the end of an argument between Thomas Eventree, the Commerce Guild Master, and the fat sheriff of Lartan. You overhear the unmistakable name of **Tortelini**.

It seems there may still be some issues around town but right now you don't care, that is a problem for another day. You lay your head down and close your eyes as you drift off to some much deserved sleep.

THE END

APPENDIX A – LARTAN PLAYER’S MAP



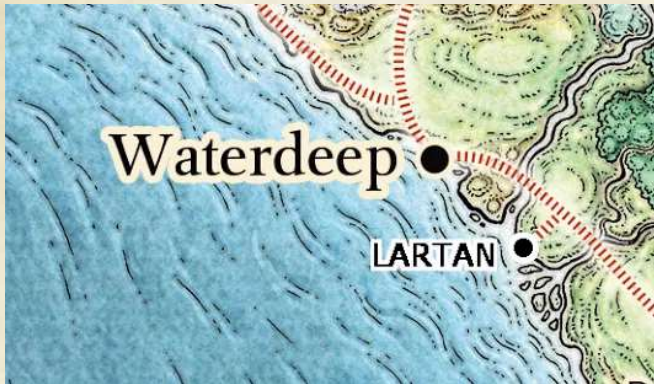
APPENDIX B – LARTAN DM’S MAP



APPENDIX C – THE TOWN OF LARTAN (TOWN PROFILE)

WHERE IN FAERUN IS LARTAN LOCATED?

Lartan is located along the Sword Coast a few miles south of Waterdeep.



WHY IS LARTAN THERE? WHAT IS ITS PURPOSE?

Lartan is an old fishing village and a large source of fish for the mother city of Waterdeep.

HOW MANY PEOPLE LIVE IN LARTAN?

90 people (give or take) live in Lartan, see the below table for the racial makeup of the Lartan populous.

Race	Lartan Count
Human	68
Dwarf	2
Elf	5
Halfling	15
Half-elf	1

LARTAN GUILDS?

There is only one guild house in the town, that is the Commerce Guild, which attempts to control the fair trade within the town and to keep the market flowing.

Guild Master: Thomas Eventree

GOVERNMENT TYPE:

Waterdeep - Oligarchic City-State: Lartan falls under the city-state province of Waterdeep (its mother city). All government structure is inherited from Waterdeep, where the “Lord of Waterdeep” rules.

Waterdeep Open Lord: Dagult Neverember

Legislative Body: The Lords of Waterdeep

Judicial Body: The Magisters of Waterdeep

TEMPLES/SHRINES:

The Shrine of Tymora – Located close to the Wharf where the fishermen pray for Lady Luck to smile on their catchments every morning.

IMPORTS:

Ale, arms, cloth, furnishings, leather goods, pottery, refined metals, and all other sorts of finished goods Grain, livestock, leather, ore, timber, and exotic goods from other lands

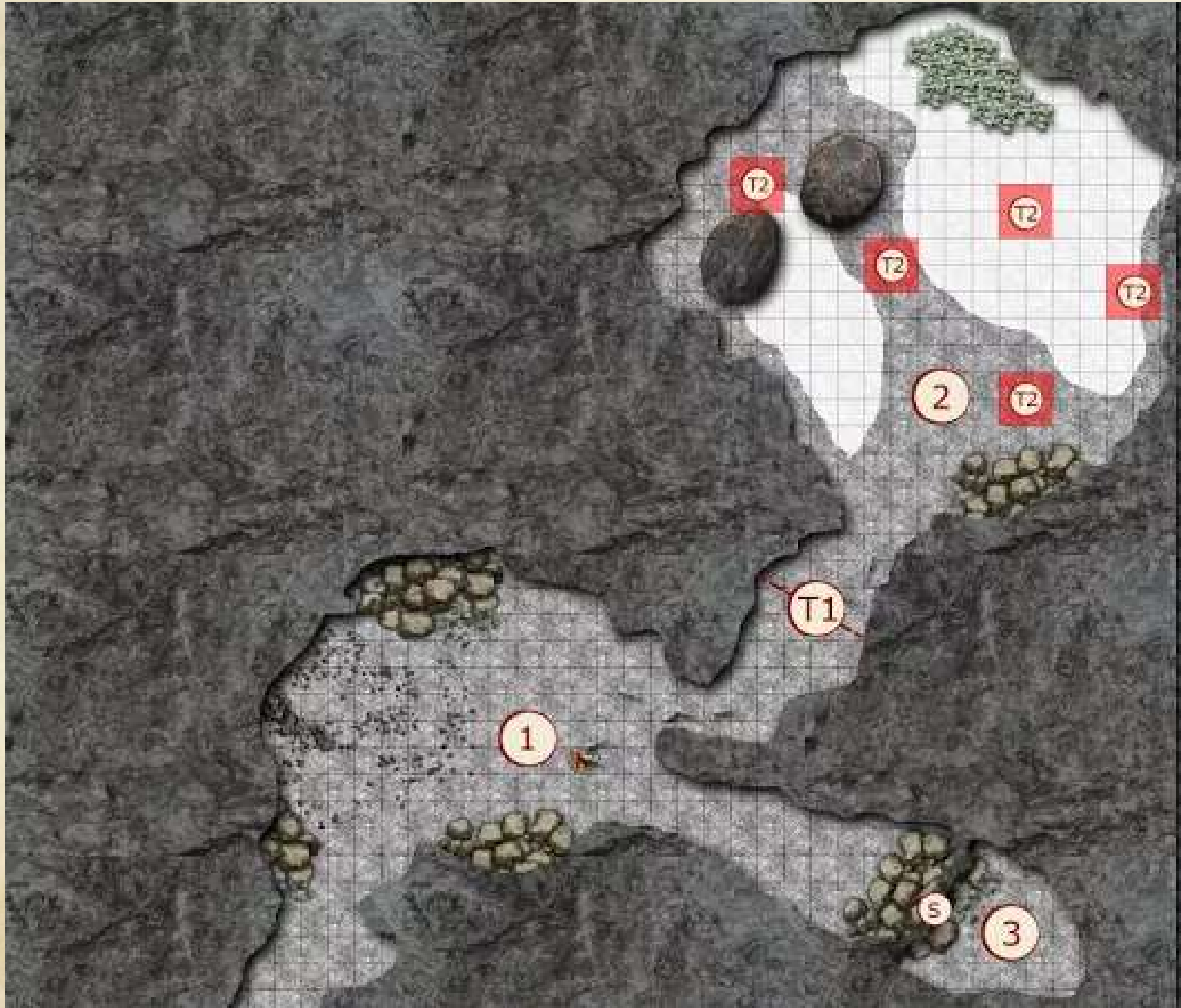
EXPORTS:

Fish, shell-fish and other oceanic products

APPENDIX D – GOBLIN' FISH CAVE PLAYER'S MAP



APPENDIX E - GOBLIN' FISH CAVE DM'S MAP



Legend:

- 1 = Encounter 1 (Band of Goblins)
- 2 = Encounter 2 (Rondulus and the Ice Elemental)
- 3 = Encounter 3 (Chandra Brimberg)
- T1 = Rune Alarm Trap (Border)
- T2 = Icicle Natural Trap (Area)
- S = Secret Entrance

APPENDIX F – CREDITS AND SPECIAL THANKS

AUTHOR:

- Phil Beckwith

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- Geoff Semple
- Harrison O’Sullivan

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- My Wife, for putting up with the late nights spent hacking away at the slow beginnings of this adventure.
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