

Adventure Outline

The Elder Scrolls
ONLINE
ELSWEYR



This adventure has three parts; an introduction, some fights and puzzles along the way, and a big fight against a dragon.

Part 1: The players meet on the border between the provinces of Cyrodiil and Elsweyr. They are brought together to accompany a caravan. It is their mission to bring a statue of the deity of fertility, Mother Mara, through the wild desert of Elsweyr to the city of Rimmen.

Part 2: The players encounter some possible events. They are attacked by bandits, encounter Skooma dealers and have to survive a sandstorm. As they approach the end of the desert, the last thing that crosses their path is a wild dragon!

Part 3: After a few days of traveling without any problems, the players arrive in Rimmen. And when they have their statue still safe and undamaged, they are welcomed with joy in the temple of Mara.

Timing:

Part 1: 15 minutes

Part 2: 90-120 minutes

Part 3: 5 minutes

Part 1

"Nothing beats the desert to make people feel small and unimportant. In every direction enormous dunes roll across the landscape, and an even larger empty air skies above it. The oasis on the border between Cyrodiil and Elsweyr is a colorful collection of sun-drenched tents in the vast desert of Elsweyr. In various ways it is arranged that a group of adventurers would get acquainted with the caravan leader named Kah'reem. His big tent is filled with several Khajiit, which seem unaffected by the heat, they stare at you cautiously. The dim interior of the tent is a relief compared to the bright sunlight from outside, even though it is still as hot inside as out there. The soft sounds of a stringed instrument fill the air, and the people are busy over eating, drinking and conversation. An Argonian servant escorts you to an empty table."

The players have a moment to present their characters before the story goes on.

"The Argonian servant delivers water, dates, olives and bread. It does not take long for you to be accompanied by a skinny Khajiit with a long straight face and a dark striped coat. He is dressed in mainly practical clothing, made for the desert. In his mouth he has a



long pipe that he smokes quietly. His most striking feature is a bright red eagle on his shoulder. The eagle moves, blinking, and looks at you. She gives the Khajiit a nod before it collapses and seems to go napping. "Zayla, my business partner." The Khajiit gestures to the napping eagle as if it were completely normal. "She is very pleased that you have come. We have things to discuss and hopefully you are ready for a long journey. I am Kah'reem and we would appreciate it if you would deliver a statue in Rimmen."

Kah'reem was born in the Elsweyr desert and has lived here all his life. He has seen hundreds of different people and knows exactly what kind of people are standing before him. He is well paid to transport the statue, but it is not enough to risk his life for. Like many Khajiit, he speaks with a heavy accent. If he is faced with a difficult or interesting choice, he always seems to discuss this with his eagle. It often seems as if the eagle, Zayla, is the real leader.

Kah'reem can provide the players with the following information:

- *"There have been a lot of rumors of other caravans that have been attacked by bandits lately. I hope you are a good extra insurance during this trip."*
- *"My caravan has, besides the statue, even more goods of value, both for me and for the people of Rimmen."*
- *"The statue is made of marble in the Imperial City itself. It is absolutely not small, and not at all light. I do not know if it's magical, but I do not really care. I have been paid to transport it safely, and that is what I intend to do."*
- *"The statue is from the goddess of fertility, or simply Mother Mara. It takes about 10 days before we are in Rimmen, and it is your job to protect the statue and my caravan for that entire time."*
- *"If you want to see the statue, you must be with Zayla. I have nothing more to say about that."*
- *"Risks on the roads are mainly sandstorms, heat waves, and other wild creatures. But nothing that you can not handle."*
- *"Chandra Stol, a priest in Rimmen, will pay you when the statue arrives in one piece."*
- *"The caravan leaves in four hours, and I'm looking forward to leaving!"*

The players have a few moments to look around and inspect the caravan if they want to. A player who obtains a DC12 Nature check concludes that the heat and sandstorms are too dangerous if they are not properly prepared. Especially when people wear heavy or metal armor it can become very difficult in the desert. Increase the testing DC of players who are not prepared for working in the desert by 2.

Part 2

“Traveling in the Elsweyr Desert is slow, hot and full of sizzling heat from the sun. There are no clouds, no promise of water. Kah’reem likes to start moving well before sunrise, when the full glory of the sun makes the dunes look like mountains of diamonds. The sunrise is a beautiful leak of pink and gold on the horizon, but the baking sun is quickly pounding on everyone like a hammer. Every now and then vultures fly over, in the hope that something has died in the heat.”

Here is more information about the caravan, if the players would like to know.

- Four carts, each pulled by two horses
- One cart carries all food
- One cart carries all water and medicines
- One cart carries a large load of weapons
- One cart carries the statue
- The caravan travels in two shifts every day. From early in the morning to the afternoon, then rest and sleep until late in the afternoon. And from late in the afternoon to sunset.

Encounter A:

Let the characters decide who takes the watch the first night. A group of bandits sneak into the caravan during the watch. Compare the passive Perception of each character who is awake with the lowest Stealth Check of the bandits. Every other character counts as Surprised.

The environment has the following characteristics:

Lighting: With the almost full moon and the reflecting sand all around, the dunes bathe in a weak pale light.

Terrain: The sand directly around the caravan is reasonably firm, but as soon as someone comes in contact with the dunes and drift sand more than 20 feet (6 meters), they arrive in Difficult Terrain.

Caravan: Players can climb or crawl on top of the caravans. The caravans count as Three-Quarters Cover.

If the bandits **get caught**:

"Kah'reem and the other people of the caravan are sleeping. The guarding of the caravan is in your hands. The nocturnal desert is bitterly cold and dry. Spiders, scorpions and snakes come out casually at night. They also try to enter the tents. You see a flicker of movement that sneaks towards the carts. Suddenly the reflection of the moonlight shines on the steel of a group of bandits!"

If the bandits **don't get caught**:

"Kah'reem and the other people of the caravan are sleeping. The guarding of the caravan is in your hands. The nocturnal desert is bitterly cold and dry. Spiders, scorpions and snakes come out casually at night. They also try to enter the tents. Suddenly you hear a strange simmering exhalation and an ugly, pulling sound. A group of bandits crept into the camp and killed one of the cart drivers. You see the blood dripping from a long sword that glistens in the moonlight. An alarm cry echoes throughout the camp."

The sandy dunes reveal an undisciplined group of bandits. The group consists of 5 bandits and their leader. The bandits run along the carts and try to steal as much as possible. If the bandits are forced into violence, they fight to the death. Only when their leader is killed will they try to flee.

Treasure:

The bandits have a few gold pieces, swords and a crossbow with 15 arrows. The bandits do not have harnesses. The players also find a bag of pencils, and a few rough sketches. A DC10 Intelligence (arcana or history) test ensures that a player recognizes dragons in the sketches.

After:

If the players have successfully caught the bandits, Kah'reem and the drivers will be grateful and very helpful to the players. If the players have not caught the bandits, a driver will have been killed. Everyone is sad, and the body is buried in the desert. One of the players must take over the cart.



Encounter B (optional):

"A few days later you see a black spot of movement on the horizon. As the caravan continues to travel, the spot becomes larger and larger. Kah'reem frowns and sounds worried: "Another caravan ... normally I would recommend that we travel together. The more the better ... but it seems to me they are Skooma Dealers, as far as my weary eyes can see. What do you think?"

Kah'reem is right, and the other caravan is filled with different types of Skooma. A form of hallucinogenic herb, very popular in Elsweyr. There is a total of six Khajiit in this caravan. Four of them count as Guards, one as a Priest and the leader of the group is a Veteran Soldier. The players have the choice whether they want to travel with the other caravan or not.

If the players decide to travel, they can test Charisma (Persuasion or Deception) to get useful information from the Skooma Dealers. If they offer water or food, they can make this test with Advantage.

This is the info they could get out of the Dealers:

- DC 8: The bandits in this part of the desert are becoming a bigger problem. Normally they can be bribed or even hired. But they seem to be desperate or afraid to rationally have a conversation with lately.
- DC10: It is drier in the desert in recent weeks, more than normal. The chance of sand storms increases dangerously. If you see a sandstorm coming closer, it might be better to leave the caravan and flee with the horses.
- DC13: There are rumors that dragons have returned to Tamriel. Another caravan had told them that they saw dragons nearby Rimmen. So, it is better to stay away from that city as far as possible.

Encounter C:

“One afternoon, after the small break, you notice a vague pause of the oppressive heat. A light breeze shakes wagons slightly back and forth. Someone points to the south, you see a big cloud on the horizon. You have not seen a cloud during the whole trip. It looks like the cloud is moving right towards you, and it is fast! When the cloud comes closer you will see that it is a swirling and rotating storm of sand and dust. You only have a few moments to protect yourself and the caravan before the sandstorm is with you!”

Wisdom (Survival):

- DC10: The storm looks completely natural, but that does not make it any less dangerous!
- DC13: You really must do something to protect the carts and yourself. Such a strong wind can cut everything like knives! (Players who pass this test receive Advantage on the first test what they are trying to do to protect the caravan)

The players have one round to protect themselves, the carts, the drivers and the goods. Only Kah'reem is experienced enough to protect himself. There is a total of 10 things to save from the storm:

- Cart 1 (Food)
- Cart 2 (Water and Medicines)
- Cart 3 (Weapons)
- Cart 4 (Statue of Mother Mara)
- 3 pairs of horses (8 in total, but Kah'reem protects 2 himself)
- 3 cart drivers (or 2, depending of 1 already died)

Let the players themselves come up with creative solutions. Here are a few options that the players can follow if they are stuck:

- Strength (Athletics) test to move the statue so that it does not get buried in the sand.
- Intelligence (Nature) test to study the storm more and determine the route of the storm.
- Intelligence (History) test to remember history of the Elsweyr desert. One tip from the first inhabitants of Elsweyr against sandstorms was, for example, flip the carts and use them as protection ...
- Wisdom (Animal Handling) test to ensure that the horses continue to run.
- Wisdom (Survival) test to find a big rock to hide behind.
- Charisma (Intimidation) test to force a driver to do something.
- Animal Friendship spell to get the horses easily into safety
- Charm Person or Command spell to get a driver into safety
- Create Water spell to wet clothes / masks so people do not suffocate.

There is not enough time to save everything before the storm comes. When the players have done their actions, you can read the next part. Adjust it to the objects / people / animals that are saved by the players.

“Cutting air and stinging sand overwhelms the caravan. Sand hits the air like a whip, tearing through clothes and bare skin. Somewhere in the dazzling storm you hear a man screaming and the unearthly, terrifying sound of a horse gasping for breath. Somewhere in this hell of flying sand you hear the tearing of the heavy canvas of the carts. The wind cries harder until all the other noise and the storm threatens to overwhelm you!”

In the middle of the sandstorm, players must make a DC13 Constitution test against the sandstorm. Characters with special desert clothing receive an Advantage. Characters with heavy armor get Disadvantage. Players who fail this test will receive 1 level of Exhaustion. In addition, the sandstorm causes 7 (2d6) damage to everything and everyone who is not protected from the storm. This is not enough to kill the horses, but enough to make them flee into the desert full of pain and fear.

“Just like the storm seems to pull you from the sand and want to catapult you into the air, it is over. The sand falls from the sky and sunlight illuminates the land again. But everything looks different, the dunes and hills of sand have been completely rearranged.”

At this moment everything that the players have not saved has completely disappeared. Deeply buried under the sand or blown far away. Kah'reem and his two horses survived. He mourns for any lost cart drivers, but as long as he and his eagle are safe, he decides to keep going on. If the players want a Long Rest, then Kah'reem will warn them that fate seems to be turned against them with all these accidents. It is better that they only rest when they are in Rimmen.

Normally two horses are needed to pull a cart, but one is also sufficient, although it is slower. Put a great emphasis on the fact that the players must save the statue, but if they do not, the consequences are for them.

Encounter D:

Kah'reem wants to go to Rimmen as soon as possible. He knows that it is only two days of traveling, maybe three if the cars have only one horse. The desert is too dangerous and too much has been lost to travel any longer.

"After a journey through the desert that felt longer than ever, you see mountains in the distance. Kah'reem says that the city is directly behind the mountains. Rimmen is too far to reach today. Fortunately, the deep gorges in the mountains are a lot more forgiving than the wild desert.

When you get closer you will see a large gap that cuts through the mountains. After several hours of traveling through this gap you will see several dead bodies lying between the rocks. At first it seems as if the same sandstorm that you have threatened has also been here. But if you look better, you see big bite prints in the bodies ... of teeth the size of your arm. Even before you can wonder what such a thing could have done, you see a shadow flying over. Followed by a loud roar that echoes against the walls of the gap. "



The environment has the following characteristics:

Lighting: Despite the full afternoon sun, the deep gorge ensures plenty of shade, especially around large rocks.

Ground: The ground is hard and there is room for more than 10 people from one side of the gap to the other. There are also some rocks of different sizes. The walls of the gorge are very steep and cannot be climbed without special climbing equipment.

Caravan: Players can climb or crawl on top of the caravans. The caravans count as Three-Quarters Cover.

Characters with a Passive Wisdom (Perception) of 12 or more will receive an Advantage on their first action against the dragon. The dragon will continue to fly back and forth through the gap until the dragon or players have only half their lives left. If the dragon loses life too quickly, he collapses. Have each player make a Dexterity (Acrobatics) test, or else they will receive 7 (2d6) damage. When the dragon lands, it is wide enough to block half the gap. The dragon fights until it is dead.

“Exhausted, you look at the great body of the defeated dragon. When the dust of the fight settles down into the gorge, Kah’reem carefully steps towards the dragon. He looks at the creature with open wide eyes. He has never seen anything like this in his whole life in the Elsweyr desert. With a lot of effort, what’s left of the caravan goes around the dragon.”

The dragon is too big to take on the caravan, and the bones are much too hard to cut into pieces.

Part 3

"Your journey continues, and you notice that the desert makes way for grass. You camp one last night before you reach Rimmen. You'll reach the city around noon the next day. Few townspeople greet the ragged caravan."

The people of Rimmen mistrust anyone who is not an elf or Khajiit. Kah'reem leads the cart with the statue to the small temple of fertility. When the players arrive at the sanctuary, they immediately smell the smell of freshly baked bread, which immediately attracts the hungriest characters.

The statue is delivered:

At the temple of Mother Mara they are greeted by the priestess Chandra Stol. If they deliver the statue undamaged they are thanked and paid a few hundred gold coins. She offers the characters food and wine. She also offers a place to spend the night.

The statue is lost:

At the temple of Mother Mara they are greeted by the priestess Chandra Stol. She is somewhat disappointed that the statue has been lost, but she understands that the life of the characters is much more important. She leaves the characters alone, outside the temple.

The food, medicines or weapons reach the city:

"After the priestess leaves, a big scarred man with a rough face and long brown-blond hair comes to the group; "You are the people who brought the goods to the city. We cannot thank you enough! We have a small thank you for you." He gives you a small bag. "I am the bartender at the Golden Pint. I may not have room for a place to sleep, except for the stables, but my guests and I like to hear about your adventures in the desert!"

The End

"Kah'reem looks at you with satisfaction. "You were doing pretty well out there in the desert." He straightens his whiskers and strokes the eagle on his shoulder. "I would like to cross the desert with you again. You have a friend in me! I can still be found in the city for a few days, until I have filled a new caravan with new goods Thank you again and watch out for yourself. With everything we have seen and heard, I believe that there will be even more problems coming soon ..."

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