

## Return to Northmoor Session 1 - The Narrows - Scene 1 - On the River

**Purpose:** To let the PCs **role-play out life on the Blackwater Cat**, and their reasons for leaving it soon.

**Plot Hook:** The PCs should have **written into their backgrounds that they are currently on this raft**. If you have existing PCs, then you will need to determine how they found their way onto the Cat and working for the Raftman. You will also have to determine all the rest of the items from the Character Creation Worksheet.

**Tone:** This whole first session is like an **intro to a Bond film** - give the PCs a chance to flex their muscles and get a feel for the world.

**Setup:** The Blackwater Cat is **heavily laden**, and there are **rumors that this might be the Raftman's last trip**, he's hinted that he (and likely only he depending his personality that the group decided on) has a **big payoff** coming at the Lost Village.

**NPCs:** The Raftman - this is the DMs chance to really **play up this character in the way that the group decided** his personality should be.

**End:** When the PCs have each gotten a chance to role-play a bit, and are ready to move on.

### Role-Playing Discussion Items

- The PCs have known each other for a while, and have some shared history at the Outpost.
- They have been traveling on the Cat for some time.
- They should make up stories, and perhaps share tales from their background - this can be a lot of fun as people scramble to catch up with what other people say about their shared history.
- Their old Mentor, and shared stories about him.
- The weather

### Duties on the Blackwater Cat:

- Taking depth readings of the river
- Scouting on the front of the raft
- Checking that cargo is secure
- Watching for ambush
- Poling around obstacles
- Fishing

### Expansion Ideas

Skill Challenge navigating through rapids

Skill Challenge fishing

Skill Challenge weathering storm

Card games

## Return to Northmoor Session 1 - The Narrows - Scene 2 - Stuck and Crabby About it - Setup

**Purpose:** An environmental hazard/combat encounter to let the PCs flex their muscles in an exciting, but not super deadly situation.

**Setup:** At the narrowest part of the river, another raft has become stuck on a sandbar, and is blocking the Blackwater Cat from continuing. The raft is parked on a sandbar on the side of the river, which has been undermined by Jet Crabs, and is unstable. The PCs will have to keep the raft safe, and fend off the Jet Crabs.

**NPCs:** **Jet Crabs**, the Raftman. The Raftman will row his small dinghy over to the other raft to chat with its captain, an old friend of his.

**End:** When all the crabs are defeated or all the PCs are back on the raft safely.

**While the Raftman's Away:** Some PCs may choose to sneak about the raft with the Raftman away, and that's OK. Unless he sees a horde of bandits descending on the raft, he believes it's the PCs responsibility to guard the raft. He'd rather sit and drink with his buddy than fight stinky crabs.

**Finding the Item:** In this scene or the next, you may choose to have the PCs locate one of the Items (and item of the same type as the Mentor's Signature Item) in a small crate on the Blackwater Cat. The Item is likely in a poisoned box (see scene 4 for poison details) and finding it will generate much discussion and role-playing.

### Crab Attack:

- There are strange tracks on the sandbar as well as stray duck feathers (previous prey of the crabs) which can be noticed with a Moderate perception check (DC 15).
- Eventually, the PCs **will** notice movement under the surface of the sandbar. As the PCs are walking around on the sandbar, they have a **5 in 20 chance of stepping on or near a Jet Crab**, which will then attack. If there is more than one PC on the sandbar, then it's a 10 in 20 chance that each PC might step on one as they are walking around, since the disturbance will get them riled up.



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Find out more at <http://www.skeletonkeygames.com>  
This map uses: Swamp Shoreline, High Seas Warship,  
Adventure Town Wharf*

## Return to Northmoor Session 1 - The Narrows - Scene 2 - Stuck and Crabby About it - Combat Reference

### 3 -4 Jet Crabs (4 PCs - 3 crabs: 375xp total; 5 PCs - 4; 500xp total)

Jet Crab		Level 2 Lurker
Small Natural Beast		XP 125
<b>Initiative</b> +7	<b>Senses</b> Perception: +4; tremorsense 10	
<b>HP</b> 35; <b>Bloodied</b> 17		
<b>AC</b> 16; <b>Fortitude</b> 15, <b>Reflex</b> 14, <b>Will</b> 14		
<b>Speed</b> 6, burrow 4 (see also eruption attack, rapid scuttle)		
<b>M Bite</b> (Standard; at-will)		
+7 vs. AC; 1d6+3 damage, or 2d6+3 damage against a prone target		
<b>m Eruption Attack</b> (Immediate Reaction when stepped on or near; encounter)		
The jet crab shifts up to 1 square and makes a bite attack. If the attack hits, it makes a secondary attack against the same target. Secondary Attack: +5 vs. Fortitude; the target is knocked prone.		
<b>r Blood Spray</b> (Standard; recharge 56) ♦ <b>Poison</b>		
Ranged 1; +5 vs. Fortitude; 2d6+3 poison damage and the target slowed (save ends). On the first failed save against this power, the target is dazed (save ends), on the second failed save against this power, the target is unconscious (save ends).		
<b>Rapid Scuttle</b> (Move; encounter)		
The jet crab shifts 6 squares.		
<b>Alignment</b> Unaligned		<b>Languages</b> -
<b>Skills</b> Athletics +7 (+16 when jumping/erupting), Stealth +9		
<b>Str</b> 17 (+4)	<b>Dex</b> 14 (+3)	<b>Wis</b> 14 (+3)
<b>Con</b> 17 (+4)	<b>Int</b> 14 (+3)	<b>Cha</b> 14 (+3)

### Undermined Sandbar Hazard

The sandbar has been undermined by the crabs digging around in it and slurping up water for there jets, so it's on the verge of becoming quicksand.

- A difficult Perception check will ID the sand as unstable.
- The sand will attack the PCs reflex defense to suck them in, at which point they are Immobilized.
- Once sucked in, they can make a moderate Acrobatics check to pull themselves out.
- Each time they fail an Acrobatics check, they sink further in. If they fail 3 before escaping they start drowning and will have to be dug out.
- Each round they made an endurance check, starting at DC 15. If they fail they lose a Healing Surge, and take 5 hp damage. Each successive round, the DC goes up by 5.
  - If the sandbar completely collapses the raft will break loose which could be exciting.

**Jet Crab Description:** They are 3' diameter horseshoe crabs with a thick fleshy water jet underneath (like an octopus), swiveling eye stalks that shoot poisonous blood, and a long, whiplike tail.

- These crabs have fed well on ducks this season but the last few weeks there have been few ducks, so they are very hungry.

**Jet Crab Tactics:** They will hide under the sand and wait to be stepped on or near (5 or less on a d20 roll from a PC, or your determination). They will then use their Eruption Attack, then the next round, their Blood Spray. After that they will keep Biting. If they are hurt, they will use Rapid Scuttle to run away.

**Treasure:** If the PCs have a hard time of it, you can hand out an oilskin bag buried in the sandbar:

- **Heroic Tier Party Level 1 Treasure Parcel 10: 40gp**

## Return to Northmoor Session 1 - The Narrows - Scene 3 - Camping Time

**Purpose:** To let the PCs **role-play with the crew of the other raft (the Crystal Carp)**, and to pick up a number of rumors. Also, to establish that they are camped on the side of the river.

**Tone:** Could be relaxed and routine, or tense and nervous, depending on how you determine the crew of the Crystal Carp to be. For a boisterous group, a boisterous crew could be fun. For a taught group, a suspicious crew could be interesting.

**Setup:** The Blackwater Cat pulls up to **park on the shore as evening approaches**, and the PCs set up camp. Parked near by is the **raft that was stuck in front of them earlier**, and its crew have a big fire going on the shore.

**NPCs:** The other crew, the Raftman. This is a great chance to practice taking on different roles as you RP the various crew, as well as the Raftman. Soon, the Raftman and the other boat captain will go off by themselves to chat so as not to cramp the style of the crew.

**End:** Whenever the PCs **settle down** for the night, or you've determined that it's **time to move on**.

**Things the PCs could get roped into by the other crew:**

- Drinking and Dancing and Tale-Telling
- Card games
- Wrestling
- Pulling catfish out of pockets in the river with their bare hands (Noodling)

**Information/Rumors:**

- Rumor has it that the Raftman is getting a big payoff for something he is delivering to the Lost Village - enough that he was considering selling the Cat to their Captain once they arrived.
- The friendly rivalry between the main Outpost and the smaller outposts along the coast is starting to turn ugly. One soldier was killed when a rampart was greased.
- The merchant cartel that has been holding the Big City together as the King's power wanes sent a group of around 6 people to the lost village to start searching the bog for money to shore up their coffers. So far the bog has taken at least 2 of them. (Soft city boys)
- The old King is going to die soon. He has no heir, despite 4 wives. Some say he's hired people to try and find a way to extend his life through magic, and that he's cursed.
- Try and come up with some rumor tied to the PCs activities.
- There is a crazy man who actually lives in the bog and seems to have strange powers over the creatures there.
- The old civilization whose ruins now lie under the bog were devout worshippers of Erathis.
- Something about one of the PCs: \_\_\_\_\_
- \_\_\_\_\_
- \_\_\_\_\_

**A sprinkling of names to use for the other crew:**

- Tiaeng
- Kalsque
- Ormh
- Radathdra

*(Created using the Fantasy Name Generator at <http://www.rinkworks.com/namegen>)*

## Return to Northmoor Session 1 - The Narrows - Scene 4 - Midnight Homonculus - Setup

**Purpose:** A negotiation/combat encounter that introduces the fact that mysterious forces are seeking out the Items.

**Tone:** Mysterious, spooky, frustrating and intriguing.

**Setup:** A Homonculus has been sent by forces unknown to steal one of the Items from the Blackwater Cat. See the Combat Reference for more information about the Item.

**NPCs:** A **Flame Out Clay Scout Homonculus**, the Raftman. The Raftman will likely remain asleep for the entire encounter. The Homonculus is a **construct, an automaton, and knows nothing of its creator**. It only knows that it needs to get the Item, and return it somewhere by 1AM. At midnight it will suddenly remember that it's the town square of the Lost Village, although it won't reveal this.

**End:** When the Homonculus has gotten away with the Item, or has been defeated.

### At 11:45PM:

- Just before midnight, a **Homonculus sneaks onto the Blackwater Cat**, seeking the Item.
- It is carrying a short brass rod (about the size of a roll of quarters), and using it to try and find the item on the raft. Once the PCs notice it, you can proceed to either negotiation or combat (stats in the scene 4 description below).
- The creature will **offer a platinum plate worth 100gp** to the PCs in exchange for the item, and if it **doesn't have the Item by midnight, it will attack** whomever has it.
- Although the raftman knows he is carrying many...dubious items, he is unaware of this particular item.
- In the end, it needs to seem like a really poor choice to give the item to the Homonculus, but if they PCs want to do it, more excitement can be had later getting it back.



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Find out more at <http://www.skeletonkeygames.com>  
This map uses: Deciduous Wilderness, High Seas Warship, Adventure  
Town Wharf*

## Return to Northmoor Session 1 - The Narrows - Scene 4 - Midnight Homonculus - Combat Reference

### 1 Clay Scout, 125xp

<b>Flame Out Clay Scout</b>	<b>Level 2 Lurker</b>	
Small Natural Animate	XP 125	
<b>Initiative</b> +7	<b>Senses</b> Perception: +6; darkvision	
<b>HP</b> 31; <b>Bloodied</b> 15		
<b>AC</b> 16; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 15		
<b>Immune</b> disease, poison		
<b>Speed</b> 6, fly 3 (clumsy)		
<b>M Bite</b> (Standard; at-will) ♦ <b>Poison</b>		
+3 vs. AC; 1d6 damage, and the homonculus makes a secondary attack against the same target. Secondary Attack: +2 vs. Fortitude; the target is slowed (save ends). See also guard object.		
<b>r Mind Touch</b> (Standard; at-will) ♦ <b>Psychic</b>		
Ranged 10; +5 vs. Reflex; 1d6 + 3 psychic damage, and the target is dazed (save ends); see also guard object.		
<b>Guard Object</b>		
The flame out clay scout gains a +4 bonus to attack rolls against targets adjacent to or carrying its guarded object		
<b>Limited Invisibility</b> ♦ <b>Illusion</b>		
The clay scout is invisible to dazed creatures.		
<b>Redirect</b> (Immediate Interrupt, when targeted by a melee or a ranged attack; at-will)		
The flame out clay scout makes an attack against the attacker: +4 vs. Will; the triggering attack targets a creature adjacent to the clay scout instead (as chosen by the clay scout).		
<b>Flame Out</b>		
After a period of time specified by its creator, the flame out clay scout will dissolve into its original pile of clay.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Skills</b> Stealth +8		
<b>Str</b> 10 (+1)	<b>Dex</b> 15 (+3)	<b>Wis</b> 10 (+1)
<b>Con</b> 13 (+2)	<b>Int</b> 10 (+1)	<b>Cha</b> 16 (+4)

**Homonculus Tactics:** Use the ranged Mind Touch ability to **Daze** opponents, and then sneak past them. Attack PCs carrying the Item in order to gain **+4 to attack** (Guard Object). When attacked, use **Redirect** to avoid damage. It will move around a lot to avoid getting ganged up on.

**1AM Deadline:** The Homonculus needs to return to the central square of the Lost village by 1AM, or it will Flame Out.

**About the Item:** The item in question will have something to do with the **Mentor's Signature Item**, whatever that is.

- For example if the signature item was a certain kind of hat, the Item could be a matching hat, or it could be a hatband, or a feather matching one that was always tucked into the mentor's hat, or a bell attached to the end, and so forth.
- There are (at least) **5 copies** of this particular item in the world, so when reviewing what your group came up with for an item, keep that in mind. Try and say yes, though. If they say, "the mentor is known for wearing a necklace with a unique, one of a kind diamond set in it", then it will be all the more shocking when duplicates of this diamond show up. Another choice would be to have the item be the **necklace** and not the diamond.
- The item should be **marked** in some way (even if very hard to see) with the symbol of the god **Erathis**.
- The box that the item is in is probably **poisoned** (+8 vs. Fortitude; ongoing 5 poison damage and slowed (save ends both)).
- **The Item** that the Homonculus is seeking: \_\_\_\_\_

**Treasure:** If the PCs defeat the Homonculus or negotiate for the Platinum:

- **Heroic Tier Party Level 1 Treasure Parcel 7:**
  - **Platinum Plate (100gp)**
  - **20gp in diamond dust from the clay body (if recovered)**
- **Brass Rod (if it doesn't fall into the river and is unrecoverable)**
- **The Item (if they decide to keep it)**