

Return to Northmoor Session 2: Young Sharks - Scene 1 - Hole on the Water Inn

Purpose: To introduce the PCs to the Northmoor area, specifically the docks of the Lost Village and the Ranger.
Tone: Exciting, as the players get their first look at the Northmoor Area (although the PCs have been here before), and get to meet and hang out with a pleasant NPC.
NPCs: The Raftman, the Ranger - this is the DMs last chance to really **play up the Raftman**, and the first impression of a long-term NPC, the Ranger.

First Glimpse of the Bog

- As the PCs come up over the last hill before the Bog begins, they get their **first glimpse of the Bog** off in the distance, as well as the Lost Village perched along the river just this side of the bog.
- Peat smoke rises from chimneys in the village, mixing with the odd-colored gases rising up from the bog.
- There are **odd reddish-brown tendrils reaching through the water** from the bog up into the calm pools near the Lost Village. People say that something must have disturbed the bottom of the bog to stir up so much mud.

The Raftmaster says Goodbye

- Raftmaster **insists that they unload all the cargo into the warehouse** on the dock (upper right building in the map for Scene 2).
- Raftmaster **tells the PCs that this is his last run**, and that he's going to sell the raft timbers to some local fellows who want to use them for a building. He says he's old, and it's time to retire.
- Once everything is unloaded, **he'll meet them around dusk at the Hole on the Water Inn** to settle their final salary payments.
- The Raftmaster **heads into the warehouse office** (lower-left room in upper-right building on the Scene 2 map) to meet with various buyers and sellers, and does not want company.

Welcome to the Docks

- The **docks are quite deserted**, as is the rest of the Lost Village, there is only one other raft docked at the moment, the Hole on the Water Inn. A number of **reports of a massive amount of new gold appearing in the bog** last night sent everyone out this morning.
- There is a **warehouse** near where the Blackwater Cat is docked. The warehouse is where the Raftman is meeting his contact to get paid, as well as where the PCs unloaded the cargo.
- There is an Inn near the docks as well, which is closed. The Inn is run by a friend of the Ranger, who is 'on vacation', and has been for a while. The Ranger occasionally accepts a small payment (5-20sp) on behalf of his friend to allow people to **sleep there**.
- Rumor has it that the **Hole on the Water Inn has been docked here for a long time** - almost 6 months. Usually, it's about 3 months in any place - perhaps it's waiting for higher waters to pole back up river.
- Rumor is that a **huge iron door knocker** was found floating in the bog recently, as if ripped from a massive door. Why it was floating remains unclear. It was too heavy to recover.
- Rumor has it that the main Outpost on the north side of the town was raided about 4 days ago, and that the Sahuagin took about 15 captives.
- Up the street from the docks, about a 10 minute leisurely walk, is the **town square**.

The Ranger says Hello

- The **Ranger runs the Hole on the Water Inn**, a large 2-tier raft which is really more of a tavern, since there are no sleeping rooms, just two floors of common area, and a bar.
- The **PCs have all met the Ranger in the past**, as he has been docked in towns along the river for years.
- An **odd-looking orange box** was left with the Ranger to give to the Raftmaster when he arrives. It's about 16 inches square, and made of a waxy orange-colored wood. It's sealed tightly. The Ranger didn't recognize the person that dropped it off.
- The Ranger is **rumored to have once done many special missions for the King long ago**...he received some injury he was never able to heal from and retired.
- He **walks with a limp**, and doesn't talk about where he got it.

Return to Northmoor Session 2: Young Sharks - Scene 2 - The Attack - Setup

Purpose: To let the PCs know that the Sahuagin are looking for the Items, and that they also want the Ranger, and that there is a bigger conspiracy at work. Also, to free them from their obligations to the Blackwater Cat.

Tone: Chaotic and urgent.

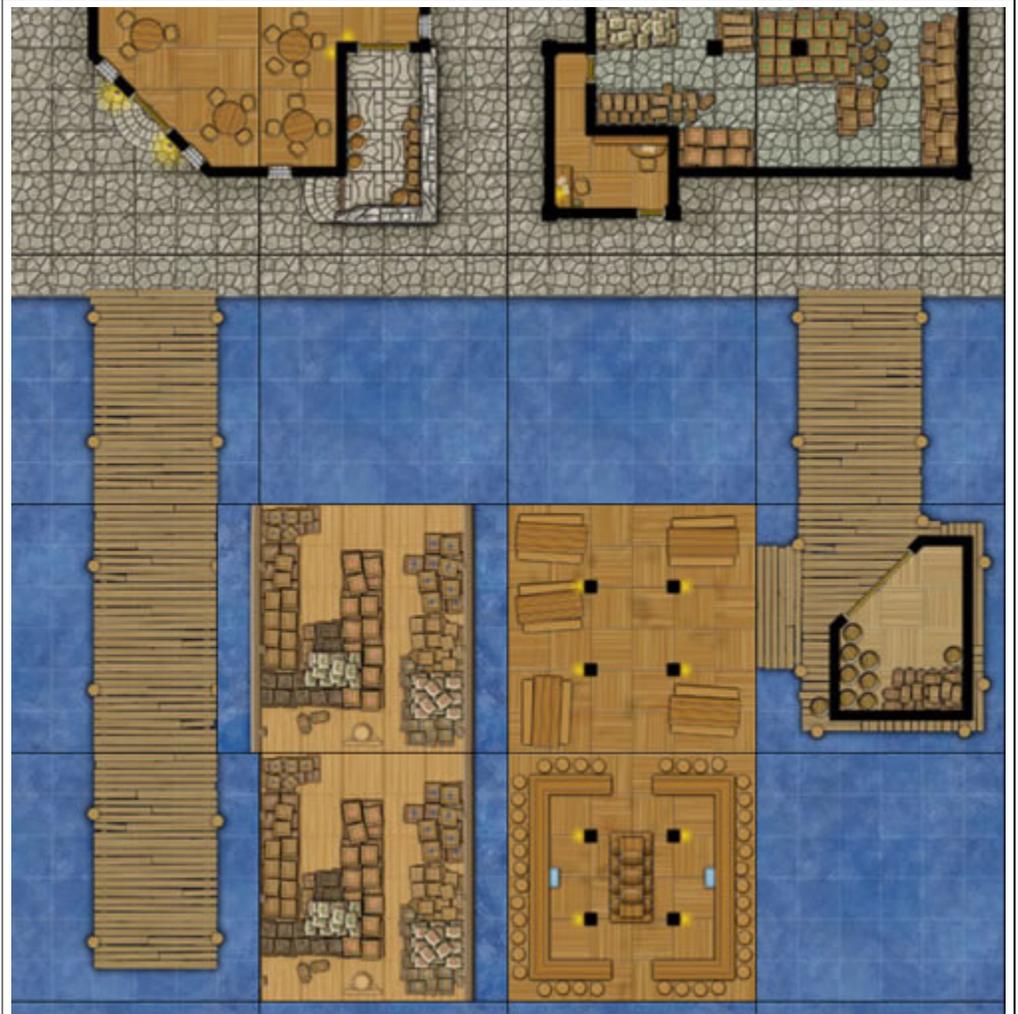
NPCs: The Ranger, the Sahuagin, a Needlefang Drake Swarm.

Shark Attack

- Just around dusk, as the **PCs are waiting for the Raftmaster to meet them** at the Hole on the Water Inn to receive their payment, alarm bells are heard from the town square.
- After a few moments, a **screaming halfling (Lou) runs down the street** between the closed-up Inn and the warehouse, toward the PCs. He is being chased by a vicious **Needlefang Drake Swarm** that seemingly burst out of the swamp and tore into the town square.
- As the PCs respond to this threat, a **number of young Sahuagin climb up out of the river** and onto the Blackwater Cat, the Hole on the Water Inn, and the shore. **They are after the Ranger**, and they also want one of **the Items which is hidden** in the Hole on the Water Inn.
- One of them has one of the **short metal rods** that can detect the Items, and they will use it to try and find the Item on the Hole on the Water Inn. If it **comes near one of the PCs carrying The Item** from session 1, then it will attack them as well, and try to take it.

The Raftman's End

- During the battle, the PCs former boss, **the Raftman, will be murdered** in the warehouse. Try and direct the battle as far away from the warehouse as possible. With the commotion of the battle, it's unlikely the PCs will notice the crime taking place. **See Scene 3 for details.**



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

Return to Northmoor Session 2: Young Sharks - Scene 2 - The Attack - Combat Reference

7 or 10 Sahuagin Guards: (4 players, 7 =259xp, 5 players, 10 = 370xp)

Young Sahuagin Guard	Level 3 Minion
Medium Natural Humanoid (aquatic)	XP 37
Initiative +1	Senses Perception: +4; low-light vision
HP 1; a missed attack never damages a minion.	
AC 17; Fortitude 15, Reflex 13, Will 12	
Speed 6, swim 6	
☞ Trident (Standard; at-will) ♦ Weapon	
+6 vs. AC; 5 damage	
☞ Trident (Standard; at-will) ♦ Weapon	
Ranged 3/6; +6 vs. AC; 5 damage. The sahuagin guard must retrieve its trident before it can throw it again.	
Blood Frenzy	
The sahuagin gains a +1 bonus to attack rolls and a +2 bonus to damage rolls against bloodied enemies.	
Alignment Chaotic Evil	Languages Abyssal
Skills Athletics +6	
Str 16 (+4)	Dex 14 (+3)
Con 14 (+3)	Int 10 (+1)
	Wis 12 (+2)
	Cha 10 (+1)

1 Needlefang Drake Swarm (125xp)

Needlefang Drake Swarm	Level 2 Soldier
Medium Immortal Beast (reptile, swarm)	XP 125
Initiative +1	Senses Perception: +7
Swarm Attack aura 1; the needlefang drake swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.	
HP 38; Bloodied 19	
AC 18; Fortitude 15, Reflex 17, Will 14	
Immune fear; Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks	
Speed 7	
☞ Swarm of Teeth (Standard; at-will)	
+8 vs. AC; 1d10 + 4 damage, or 2d10 + 4 damage against a prone target.	
☞ Pull Down (Minor; at-will)	
+7 vs. Fortitude; the target is knocked prone.	
Alignment Unaligned	Languages -
Str 15 (+3)	Dex 18 (+5)
Con 14 (+3)	Int 2 (-3)
	Wis 12 (+2)
	Cha 10 (+1)

Sahuagin Goals

- Break into a keg on the upper level of the Hole on the Water Inn where the Ranger hides his valuables. They expect to find one of The Items in this keg, along with gold and such for them to plunder. Remember that The Item is related to what your group decided The Mentor's signature item was.
- Capture the Ranger with a net. They need him alive, and if they can't take him alive, they will leave him be.
- Kill all the PCs that might follow them back into the bog.

Needlefang Drake Swarm Goals

- Eat as many villagers as possible.

Treasure

- One of the Sahuagin is carrying a short metal rods (a brass slug about the size of a roll of quarters). It looks quite similar to the one that the Homonculus was carrying back in Session 1.
- One of the Sahuagin is carrying the Mentor's Signature Item. Not just one like it, but the exact one. This should lead the PCs to correctly assume that the Sahuagin kidnapped the Mentor from the Outpost.
- If looted, the Sahuagin are carrying a Treasure Parcel's worth of valuables among them:
 - **Heroic Tier Party Level 1 Treasure Parcel 9: 60gp**
 - Much of the gold appears to be the sort of thing typically found in the bog (misshapen ancient gold artifacts for example).

Lost Items

- The Ranger will be **very relieved** if the **Items and coins are not lost** to the Sahuagin.

Return to Northmoor Session 2: Young Sharks - Scene 3 - The Raftman's End

Purpose: To shock the PCs that the person they have spent the last few months with on the river is dead, hung from the rafters of the warehouse, and to make it clear to them that the Items make them a target.

Tone: Shocking, and possibly mysterious.

NPCs: The Ranger, the Raftman (dead), possibly villagers, especially PC contacts in the Village.

The Raftman's End

- During the battle with the Sahuagin and the Needlefang Drake Swarm, the PCs former boss, **the Raftman, will be murdered** in the warehouse. So, try and direct the battle as far away from the warehouse as possible. With the commotion of the battle, it's unlikely the PCs will notice the crime taking place.
- **If for some reason the PCs are inside the warehouse** during the climax of the battle (which they really really should not be), they may see the Raftman climb up onto a crate, and chat in quiet tones with a barely visible **Homonculus**, similar to the one from Session 1. After a few moments, the Homonculus will **blow some kind of poison dust in the Raftman's face (stunning him)** and then quickly uncoil a hidden noose that he had previously tied to a roof beam, loop it around the Raftman's neck and push him off.
- He will then start **searching the warehouse** for the crate that had contained the Item. Unlike the first Homonculus, this one seems to know which crate it is without a rod to search with. He will ransack it as quietly as possible, and if the Item is still there take it, otherwise he will fly off through a small hole in the upper corner of the warehouse opposite from the docks.
- If **attacked or spotted** after blowing the dust in the Raftman's face, the **Homonculus will flee** through the hole, and if captured, he will dissolve immediately into mud.
- Even if a PC rescues the Raftman from the noose, the **poison dust has already killed him**. (The noose was just a cover-up method).

The Aftermath

- An interesting interaction can be from anyone **that happens to see the PCs with the dead Raftmaster** - depending on how your group developed that character, people might not care he's dead, or they may want to have a big send-off for him.
 - There can be **momentary confusion/accusation** that the PCs might have been involved, but there should be a number of villagers who can swear that the PCs saved them from the Sahuagin and Drakes...this **shouldn't end up with a PC in jail**.
- Finding the Raftmaster dead is a **good cliffhanger** for this session.
- The PCs may notice that the **crate that had contained the Item is missing**.
- **The next session will allow the PCs to do more investigation around the town, and to hear a key tale from the Ranger.**

Treasure

- The dead Raftman is carrying the PC's final pay and a key:
 - **Heroic Tier Party Level 1 Treasure Parcel 8: 120gp**
 - **A small Silver Key which fits the Orange Box** that was left at the on the Hole on the Water Inn.
- **The Orange Box**
 - The box can be **opened** with the **silver key** that the Raftman was carrying, or with a **Thievery check of 25**.
 - It looks like it's **perfectly sized to hold five of the smaller boxes** that have thus far contained the Items.
 - At the bottom of the box is **one of the smaller boxes, containing one of the Items**.