



RISING SHADOWS

**defenders of
caer moray**

D&D
**ADVENTURERS
LEAGUE**

CCC-BMG-moon2-1

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RISING SHADOWS

DEFENDERS OF CAER MORAY



The most untamed of the Moonshaes, residents on Moray are accustomed to defending themselves. Recently something has stirred the dark forces that threaten the families of this strategically vital location. With every spare sword allocated to the homelands, who will answer their call for aid?

A 4-Hour Adventure for 1st-4th Level Characters

By Christopher M. Sniezak

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CCC-BMG-MOON2-1 Defenders of Caer Moray

Introduction

Welcome to *Defenders of Caer Moray*, a CCC adventure, part of the official D&D Adventurers League™ organized play system and the *Rising Shadows* adventure series by Baldman Games.

This adventure takes place in the settlement of Caer Moray on the Island of Moray.

This adventure is designed for **three to seven 1st–4th level characters** and is optimized for **five characters with an average party level (APL) of 3**. Characters outside this level range cannot participate in this adventure.

Adjusting This Adventure

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

Before Play at the Table

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

Playing the Dungeon Master

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

Adventure Primer

Adventure Background

Over the past few years, the Black Blood Tribe has been getting their people inside Caer Moray, acting as citizens and functioning as sleeper agents. The most prominent of these agents is Twaine Stone, Braichdyn of the Moor Patrol. Braichdyn (BRIKE-din) is a commanding officer's rank. He's a well-liked commander in Caer Moray and a jackalwere loyal to Malar. A plan for these sleeper agents is about to come to fruition.

The goal for the Black Blood tribe is to breach the walls of the city and take as many of the citizens of Caer Moray for their sacrificial moonwell rites as possible. Their plan is to deplete the guard in the city and breach the walls.

Step one of the Black Bloods plan is for Twaine Stone to take a number of his guard out into the Trollclaw Range on a scouting mission, depleting the guard. Even with a depleted guard, the palisade is often enough of an advantage to keep out enemies.

Step two is about breaching the walls. Twain and his "lover" Julia Mist, who is also a member of the Black Blood Tribe, have gotten their hands on an additive from Queen Connomae that causes a person who imbibes it over time to be highly suggestible. It takes time to introduce this additive to a person, so they don't realize it's happening, but Twain and Julia Mist have had time. They targeted two of the palisade guards and brought them under their sway. They're sleeper agents who've been enchanted to open the gates when they hear the warning bells of Caer Moray.

Today is the day that Twaine is off in the mountains and the forces of the Black Blood Tribe are attacking. The adventure begins with the ringing of the warning bells of Caer Moray.

NPC Summary

The following NPCs feature prominently in this adventure.

Brodrick Nails: (BRO-drick Nails) The Carpenter. This NPC is tied to one or more adventurers at the beginning of the adventure. He has a lot of the work of fixing and doing the upkeep on the buildings in the town and the palisade walls. He's a large jovial balding fellow who wears a kilt and a work belt with hammer, nails, and other carpentry tools on it most of the time. He also has a magnificent mustache.

Sandra Taggard: The Barkeep. This NPC is tied to one or more of the adventurers at the beginning of the adventure. Sandra is a barkeep at the Darkening Moon. She's a full-figured woman who likes to play cards and drink whiskey, especially the house whiskey distilled right here, but is always up for trying imports from elsewhere.

Tybie Gow: (TIE-bee GOW) Braichdyn of the Palisade Guard. This NPC will be tied to one or more of the adventurers at the beginning of the adventure. Tybie is a fit and tall middle-aged woman who has made a name for herself in Caer Moray. She's serious when on duty but has learned to relax when not working and is quite affable with a scathing wit.

Adventure Overview

Introduction. Character Connections. The adventurers develop some connections to some NPCs in the settlement of Caer Moray.

Part 1. The Bells of Caer Moray. The adventurers find themselves in the middle of a battle gone horribly wrong. The Black Blood Tribe has managed to get inside the walls of Caer Moray. The adventurers move around the city to save the friends and connections they've established in the intro. This part ends with the adventurers making a possible daring rescue of the captured citizens as reinforcements arrive from the sea to help drive out the Black Blood tribe.

Part 2. A Black Blood Pack. The adventurers are approached by Tybie Gow to look into what happened at the gates of Caer Moray. This starts an investigation that reveals a cell of Black Blood tribe agents have been in the city of Caer Moray for a while and had planned the attack. This culminates in the adventurers tracking down Julia Mist, Twaine Stone's lover, as the Black Blood ringleader, and possibly learning that Stone is the true mastermind behind the Caer Moray Black Blood Pack.

Adventure Hooks

Friends in Caer Moray. The adventurers have several friends in Caer Moray when the fighting starts. Going to those who they care about to protect them and make sure they're all right is a way to push them.

Conscripted Guard. Tybie Gow is with the adventurers when the adventure starts and conscripts them to help defend the city from the Black Blood attack.

Introduction.

Character Connections

Estimated Duration: 20 minutes

The adventurers have spent the past several days in Caer Moray. This doesn't cost downtime units. During that time, they developed a friendship or relationship with an NPC. This section is to discover how that relationship developed and what it means to the adventurers when Part 1 starts. See **Appendix 3A** for a map of the southern Moonshae Isles, including Moray.

Ask each adventurer one of the following sets of questions. Each of the NPCs has to be selected at least once.

Brodrick Nails

- You came upon Brodrick Nails as he started to fall off the roof he was fixing. How did you keep him from hurting himself or at least hurting himself seriously?
- Brodrick enjoys physical competition and activities. What physical activities have you and Brodrick engaged in during the past week? Work? Caber tossing? Axe throwing? Other kinds of sport?
- What secret has Brodrick entrusted you with that others might not know?
- How would you define your and Brodrick's relationship? Friends, buddies, connected, friendly rivals, budding romantic partners, something else?

Sandra Taggard

- You helped Sandra with a situation in the Darkening Moon. What was the situation? How did you help? Why was she impressed? What was she not impressed with?
- Sandra loves to tell and hear stories. What was the most interesting story she told you? What memorable story did you tell her?
- Why does Sandra trust you and why do you trust her after so short a time?
- How would you define your and Sandra's relationship?

Note: If the adventurers played CCC-BMG-MOON1-1 *Moonshae Treasure Hunt*, they may possess a drawing of Sandra owned by her love, a sailor named Colwyn, whose ship fell victim to pirates. Returning this picture to her instantly befriends them.

Tybie Gow

- Tybie bought you a drink because you dealt with a dangerous situation by the palisade. What situation did you deal with? Saved a guard from a troll? Fought off some orcs? Diffused a tense situation between two guards? Something else?
- Tybie is a soldier at heart and loves to talk about famous battles, tactics, and martial techniques. How did you impress her concerning this topic?
- Tybie got drunk one night and told you something about herself that your pretty sure no one else knows. It's more embarrassing than problematic but she'd like to keep it secret. What did she tell you?
- How would you define your and Tybie's relationship?

The adventurers can share relationships with these characters and even both know the same secrets or different ones. People don't always relate the same to everyone and friendships develop in different ways.

By answering these questions, an adventurer gains the story reward *A Friend in Caer Moray*. Once all the adventurers have a connection to one of these NPCs, move onto Part 1.



Part 1. The Bells of Caer Moray

Estimated Duration: 90 minutes

This section of the adventure covers the attack on Caer Moray by the Black Blood Tribe. The adventurers will be making choices about which of their friends to check on and help out or to just take the fight to the Black Blood Tribe in the streets of Caer Moray. The section ends with a daring rescue of the captured residents of Caer Moray before they're ushered out of the settlement by the Black Blood Tribe.

Flow of the Battle

After **A. Ringing Doom**, you can have as many encounters as you'd like for the battle of Caer Moray but keep an eye on the time. No more than five encounters are recommended before having the final encounter, **Save Them**.

A Short Rest. You can offer the adventurers one short rest they can take at any time during this part of the adventure. Instead of it happening as an hour of continuous rest, it's the moments and breaks they get between the fights as they move around Caer Moray looking for ways to help the city.

Closing the Gates. If the adventurers think to go and close the gates right away, there's a large force holding them, and they're not distracted by having a huge number of prisoners at this time.

There are two **werewolves**, four **wererats**, seven **jackweres**, and twelve **wolves** making sure the gates stay open. It's a large force that would be hard to impossible for any lower level party to defeat.

General Features

Caer Moray has the following general features.

Terrain. Buildings made of clay and stone with slate roofs.

Weather. Cool, damp, a little bit of misty rain.

Light. Grey overcast clouds filter the light.

Smells and Sounds. The smell of the sea mixes with the close quarters of 1,400 people in the dirt streets where chamber pots are emptied, and animals are sometimes seen wandering the streets.

Enemies. All enemies are trying to capture commoners, not kill them.

A. Ringing Doom

The adventure begins with the bells of Caer Moray ringing. Things get out of hand as the Black Blood Tribe is in the streets.

The warning bells of Caer Moray have been ringing for about 15 minutes now as you sit at one of the tables of your inn eating lunch. It's happened several times during your time in Caer Moray. The palisade guard and Braichdyn Tybie Gow are good at handling any problems. Then come the screams, and a young member of the city guard, you think Tolbert is his name, bursts into the inn and runs right for your group.

"Braichdyn Gow sent me! We need your help. The gates are breached, and the Black Bloods are running in the streets! Gow told me you're all conscripted and..."

He never finishes the statement as a black wolf leaps through the window and bears the young man to the floor. The first wolf is followed by five more.

Six **wolves** attack the adventurers and ten **commoner** citizens of Caer Moray. Half the wolves attack the commoners and half attack the characters. Use **Appendix 3B** for this scene.

The wolves can enter through any of the windows. When a wolf breaks through a window, it takes two points of slashing damage. The wolves try to knock commoners prone or unconscious and drag them out through the door or back through the window.

Dragging Off Citizens. If a wolf grapples a prone commoner and then spends a dash action, it pulls the commoner out of reach of the adventurers and out of the fight.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove one **wolf**.

Strong: Add two **wolves**.

Very Strong: Add a **wolf** and a **wererat**.

Developments

After the wolves are defeated or run off with citizens, the adventurers have some choices to make. They have check on their friends in Caer Moray, or they can just make their way through the settlement dealing with fights in Caer Moray. Remind them about their friends if necessary.

Treasure

One of the saved commoners offers the adventurers a silvered short sword. He thanks the adventurers, admitting that he froze up and the weapon would do more good in their hands than his.

B. Fights in the Streets

If the party opts to patrol the streets, roll or pick up to two encounters from those listed below. Reroll duplicates if needed. Modify the maps in the Appendix as needed.

Street Encounters

d6 Encounter

- 1 A **werewolf** rides a giant black **dire wolf**. They fight with the adventurers for a single round and then retreat.
- 2 Four **jackalweres** and a **wererat** are trying to bring down a building by a road to the docks. The wererat has planted rocks with *exploding runes* on them to bring down the building.
- 3 Four **wolves** and four **jackalweres** are trying to capture and run off with some of the twelve **commoners**.
- 4 Two **guards** are fighting off eight **jackalweres**, and it looks like they could lose at any moment.
- 5 The adventurers come around a corner and run into three **wererats** dragging away two **commoners**.
- 6 The adventurers hear screams from inside a home. Inside the home is a **dire wolf** and a woman (**commoner**) holding back an 8-year-old boy (**commoner**) who's swinging a frying pan at the dire wolf.

Development

Once the adventurers have dealt with two encounters or an hour has passed, the following event occurs:

The same young member of the city guard finds you once again. He's bandaged and looks a little worse for wear but still moving.

"I'm glad I found you because we need your help! There's a ship that recently docked with soldiers from Caer Callidyr on it. They're beating back the Black Blood forces.

"There's a problem though! The Black Bloods are moving all the people they've captured out of town as they retreat, and we need to stop them!"

The guard wants the party to take control of and close the gate, trapping the Black Blood forces in Caer Moray and letting the reinforcements smash them against the palisade walls. Go to **D. Save Them** below.

Treasure

Put a silvered short sword, a silvered light hammer, or 10 silvered arrows or crossbow bolts as treasure in any of these encounters.

C. Helping Your Friends

Below are short descriptions of the situation in which the NPCs have found themselves. Up to two of these situations occur. Any NPC not saved is part of the captured citizens during **D. Save Them**.

Brodrick Nails

Brodrick (**commoner** with 18 strength) is at his workshop and home where he keeps his tools. If the adventurers come by, a hammer comes flying through one of the walls into the street and the party can hear Brodrick inside yelling battle cries. Within, he's fighting off a wererat but outside are two wolves and two jackalweres. Use **Appendix 3C** for this scene.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove two **jackalweres**.

Weak: Remove one **jackalwere**.

Strong: Add one **jackalwere** and one **wolf**.

Very Strong: Remove two **jackalweres** and add one **werewolf**.

Treasure

Brodrick offers the adventurers a silvered light hammer for saving him.

Sandra Taggard

Inside the Darkening Moon, Sandra (**commoner**) and four other **commoners** have barred the door. Outside four **jackalweres** have made a battering ram out of a piece of large piece of wood and are being ordered by a **wererat** to break down the door. The wererat has two **wolves** with him. It looks like they're just about to get in as the adventurers arrive on the scene. Re-use the map from **Appendix 3B** for this scene.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove the **wererat**.

Weak: Remove the **wererat** and add two **jackalweres**.

Strong: Remove one **jackalwere** and add a **wererat**.

Very Strong: Add a **wererat**.

Treasure

Sandra hands the adventurers ten silvered arrows (or crossbow bolts, whichever the adventurers can use) as thanks for saving her.

Tybie Gow

Tybie can be found fighting in the streets near the gate of Caer Moray with some of her guards. The adventurers see she and her companions are about to be surrounded. Use **Appendix 3D** for this scene.

The party must help Tybie escape by cutting a path to her through three **wolves** and a **werewolf**, who are on the side closest to the party, before four rounds elapse. In this combat, the adventurers only need to deal with this subset of the attacking forces. The other combatants are occupied fighting Tybie and her guards.

Tricks of the Trade

You can put a number of tokens representing the fighting power of Tybie's forces. At the end of each round, remove one of the tokens. If all four tokens are removed, Tybie is captured and the rest of the Black Blood forces enter the fight against the party. Give the adventurers a choice to stay and fight overwhelming forces or escape.

Note: This is not a situation where the adventurers should stay and fight the entire Black Blood force, because the party's severely outnumbered. There are two **werewolves**, twelve **jackalweres**, four **wererats**, and twelve **wolves** attacking from the three other directions. Make it clear that this encounter is about cutting a path for Tybie and the others to escape through rather than fighting overwhelming forces. If they decide to stay and fight, then bring overwhelming forces.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove three **wolves**.

Weak: Remove two **wolves**.

Strong: Add a **wolf**.

Very Strong: Add two **wolves**.

Treasure

Tybie grabs a silvered long sword from one of her guards and hands it to the adventurers as thanks for their assistance and to aid them in the battles to come.

Development

Once the adventurers have dealt with two of the NPCs situations or an hour has passed, the following event occurs:

The same young member of the city guard finds you once again. He's bandaged and looks a little worse for wear but still moving.

"I'm glad I found you because I'm not sure who else can help. There's a ship that recently docked with soldiers from Caer Callidyr on it. They're enough that the Black Blood forces are being beaten back.

"There's a problem though! The Black Bloods are moving all the people they've captured out of town as they retreat, and I'm not sure how to stop them!"

The guard (or Tybie if she is with them) wants the party to take and close the gate, trapping the Black Blood forces in Caer Moray and letting the reinforcements smash them against the palisade walls. Tybie is willing to assist. She's a **veteran** but only has 25 hit points left at this point.

d. Save Them

The Black Blood tribe has around 100 prisoners and has started gathering them to march them out of Caer Moray. The adventurers are the only ones in a position to stop the Black Bloods from getting out of Caer Moray with these people.

They need to slow down the Black Blood tribe just long enough for reinforcements to show up, help free the prisoners, and drive off the last of the Black Blood tribe in Caer Moray.

Use Appendix 3E for this scene. The situation is as follows:

- The prisoners are lined up and mostly roped together to be marched out of Caer Moray.
- Any of the NPCs the adventurers didn't check in on are prisoners.
- The gate is wide open but there's about 100 feet between where the prisoners are and the gate.
- The gate is not well defended.
- There are a lot of Black Blood lycanthropes around but most of them are managing the prisoners. Only a **werewolf**, his giant black **dire wolf** mount, two **wolves**, and two **jackalweres** seem to be free to keep watch or engage with the party.
- The werewolf riding the giant black shadow wolf seems to be in charge of the Black Blood forces.

Freeing the Prisoners

There are any number of possible actions for the adventurers to come up with to stop the Black Blood tribe. Freeing a number of prisoners or shutting the gate are the most obvious ways to slow down the Black Blood tribe. Use your best judgement to adjudicate other actions by the adventurers.

Closing the Gate. The gate is open but can be closed with two successful DC 15 Strength (Athletics) checks, one for each of the gate doors. Two characters can bar the gates by making successful DC 15 Strength (Athletics) checks at the same time. One character can do this alone by making a successful DC 25 Strength (Athletics) check. Barring the gate stalls the Black Bloods from escaping with their prisoners. Any check is an action.

Freeing Prisoners. Finding the right part of the ropes to cut or untie and doing it quickly requires a successful DC 15 Intelligence (Investigation) check and then a successful DC 15 Dexterity (Sleight of Hand) check. This must be done **three times** to cause enough of a problem for the Black Bloods to lose control over the prisoners and the situation devolves into insanity, stalling out the Black Bloods until the reinforcements arrive. Any check is an action.

Adjusting this Encounter

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

Very Weak: Remove the **jackalweres**.

Weak: Remove the **wolves**

Strong: Add one **wolf** and one **jackalwere**.

Very Strong: Add two **jackalweres** and two **wolves**.

Development

If the adventurers are beaten, they're not killed by the Black Bloods as the lycanthropes don't take the time to finish them off. They're in a hurry to escape. The arriving reinforcements from Caer Callidyrr revive any fallen characters.

If the party saves the citizens, they gain the story reward *Defenders of Caer Moray*.

Part 2. A Black Blood Pack

Estimated Duration: 90 minutes

A day after the fighting in the city, the adventurers are approached by Tybie Gow. She doesn't believe that her palisade guards who opened the gates for the Black Blood tribe are traitors and something is suspicious about the situation. Because of this, she wants the adventurers to look into the situation while she begins to patch up all the damage done during the attack.

This leads the adventurers into an investigation, and they learn that a group of lycanthropes have infiltrated Caer Moray.

The Spine of Clues

The investigation has the adventurers following a trail of clues. Your goal as the DM is to present the clues but never tell them what to do with them. The clues should direct the players down this path.

The Guards → Victor Rue, the cook and quartermaster of the guard → The *Leaky Mermaid* → Julia Mist

Each section has a number of clues the adventurers will find. A core clue is the one that points them to the next scene while the other clues help them fill in what has happened in Caer Moray and might give them other advantages during this part of the adventure.

A Request for Help

Tybie Gow approaches the adventurers a day after the attack to ask for their help with what she believes is something more sinister than just two traitorous guards.

Braichdyn Tybie Gow sits with you. "Thank you for seeing me and thank you for your help yesterday. I hate to think how much worse it would have been without you there."

She pauses for a second, seeming a little embarrassed. "And now I'm here hoping you'll do me another favor. I need someone to look into the breaching of the gates. It looks like two of my guards, Samuel and Kendra, betrayed Caer Moray and opened the gates. I don't think they're traitors and were coerced in some way."

Tybie Gow can give the adventurers access to both Samuel and Kendra (treat as guards). They're being held in the local garrison and can relate the following:

- They don't remember opening the gates, and the last thing they remember was the bells ringing.
- Their tongues have been a lot drier lately. No matter how much water they drink it hasn't quenched their thirst.
- They have water skins as part of their gear which is managed by Victor Rue, the quartermaster and cook of the guards.

If the adventurers have a way to inspect the guards magically, they discover the following with a successful DC 20 Intelligence (Arcana) check or *detect magic*.

- The guards have a spell on them from the school of enchantment.

If the adventurers check the guards' gear, they discover the following:

- Their water skins have been laced with some kind of additive.
- A successful DC 15 Intelligence (Arcana) check reveals that the additive consists of the components of a *suggestion* spell.

If one of the adventurers carries Captain Bluto's blunderbuss from CCC-BMG-MOON1-1, Tybie asks them where they got it from. She thinks it's a fine weapon and hopes the wielder can live up to the reputation of having such a thing.

Development

Once the adventurers ask where they can find Victor Rue, they discover he hasn't been seen since before the attack. They can get his address from Tybie or either of the incarcerated guards.

A Dead Cook

When the adventurers decide to go chat with Victor Rue, they find themselves in for a bit of a surprise. He's dead, killed during the attack yesterday. Because of all the insanity of the last day, the adventurers are the ones who find the body. Read the following when they enter Victor's home.

The smell of death hits you as you enter Victor Rue's house. It's a small place, one room with a bed, fireplace, desk, and a table. It's also trashed.

In the middle of the room is Victor. He's sprawled on the ground face up. His eyes stare at nothing and the blood around his body is thick and jelly-like. He's been dead for a while.

Victor was a loose end Julia Mist wanted tied up, so she killed him during the attack yesterday. The adventurers can discover the following:

- Common knowledge: Victor is one of the few non-combatants killed during the raid. The Black Bloods were more interested in prisoners than killing people.
- A successful DC 15 Wisdom (Medicine) check reveals his neck wound is from a serrated dagger and not tooth or claw.
- A successful DC 15 Wisdom (Perception) check finds the additive Victor used to bring the guards under his sway.
- His quarters have been ransacked.
- The adventurers find this if they search the room at all. Within the straw bed mattress are several correspondences between Victor and someone signing their name with a drawing of a cloud. The correspondence makes mention of a ship called the *Leaky Mermaid*.

Development

Once the adventurers have the correspondence and the name of the *Leaky Mermaid* they have their next location to visit.

Treasure

Suggestion Powder. An alchemical component, it can be sold to an interested party. It has no effect on its own other than its value.

The Leaky Mermaid

The adventurers can learn that Victor Rue met with **Julia Mist** here. They may also attract the attention of members of the Silver Pirates if they have earned their ire in a previous adventure.

The smell of the sea is strong walking up the gangplank of the *Leaky Mermaid*. You notice a couple of sailors on the dock, watching you board the ship. Then you're standing in front of the black bearded Captain Kree. "And what can I do for ye?"

Captain Kree knows much, and he's willing to give up the information if the adventurers grease his palms with a little gold. Kree will do the "cough with his hand out" move before he tells the adventurers anything. How much they give him determine how much information he gives them.

- If the adventurers give Kree less than 1 gp, he tells the party that man calling himself "Cook" often used the *Leaky Mermaid* to meet with a woman calling herself "Cloud." They paid him well for privacy and anonymity.
- If the adventurers give Kree at least 1 gp, he tells the party that Cloud is really Julia Mist, a resident of Caer Moray and also a sailor.

- If the adventurers give Kree at least 5 gp, he tells them that Julia Mist is the romantic partner of Braichdyn Twaine Stone.
- If the adventurers give Kree at least 15 gp he tells them that their continued drawing of breath surely upset the Silver Pirates who watched them walk onto his ship. They'll probably get ambushed by them when they leave.

Roleplaying Captain Kree

Captain Kree is a charismatic scoundrel. He wheels and deals throughout the Moonshaes, keeping just barely ahead of his many enemies. He laughs and deflects blame with a self-deprecating wit, while always looking for an advantage for himself. He avoids murder, focusing on smuggling, selling information, and theft.

Quote: "Oh yes, my friend. I might know something about that. I might be inclined to share for the right inducement."

Ambushed

If any of the party has the story award: *A Debt Paid in Silver* from CCC-BMG-MOON1-1, a gang of Silver Pirates, led by Vistan the Darkling, is waiting to kill them and take it when the adventurers leave the *Leaky Mermaid*.

If the adventurers didn't pay Kree enough to learn about the Silver Pirates they are surprised as they're walking down the docks. If they're aware, they can see a **darkling**, three **scouts**, and five **thugs** with the Silver Pirates tattoo on them and can act first.

The pirates intend to kill the adventurers and take **Capt. Bluto's Blunderbuss** (if any of the characters have it), all the while letting them know that Captain Bluto was a hero, a man of honor, and the adventurers are scum for killing him.

If the adventurers think to socially manipulate the pirates into not fighting them, they can do so with a DC 20 Charisma (Deception or Intimidate) check if they killed Captain Bluto or DC 15 if they spared his life. If the party is split between those who spared and those who killed, go with the majority or use your judgement.

Adjust **Vistan the Darkling's** hit points to 36. Use **Appendix 3F** for this scene.

The Jackal of Mists

The adventurers have tracked down Julia Mist and might think she's the ringleader. If they do, the adventure ends here with her capture. She doesn't want a fight and just surrenders if the adventurers have some kind of proof, confident that she can escape later or Twaine will free her.

When they arrive at Julia's home read the following:

The door opens and a red-headed woman with green eyes peers at you from the opening. She's tall and thin, with lean muscle. Her tanned skin and weathered features have the look of a sailor. "How can I help you?" she asks.

Julia doesn't initially invite them into her home nor does she want to. Unless the adventurers give her a compelling reason to do so or bully their way in, she doesn't give them access.

A compelling reason is a lie of some sort which requires a successful DC 17 Charisma (Deception) check. The adventurers could also try to use diplomacy to get inside Julia's house, which requires a successful DC 17 Charisma (Persuasion) check. It's important that the lie or the diplomacy be plausible, so the players need to come up with something.

If that doesn't work the adventurers can always break into the house. If they don't do it before the next day, Julia destroys everything she can in the fire and dismantles the shrine to Malar, the god of beasts, hunting, and savagery, making it a shrine to the Earthmother.

Roleplaying Julia Mist

Julia Mist is a jackalwere agent for the Black Bloods. She views ordinary people as prey to be hunted, used, and eaten as needed. She is fiercely devoted to the Black Bloods generally and Twaine Stone specifically. She is distant and aloof, hiding her distaste for prey behind a cold veneer.

Quote: "I don't know what you're talking about. Please leave now."

Inside Julia's Home

Julia's home is a little larger than Victor's and has two rooms. A main room has a hearth, table, chairs, desk, and book shelf with books and ledgers on it. The other room holds a bed and an armoire for her clothes.

How to find proof she's a member of the Black Blood Tribe:

- A successful DC 18 Wisdom (Perception) check reveals that the bookcase has been moved often. Behind it is a hidden shrine to Malar and the dagger used to kill Victor Rue.
- A successful DC 15 Intelligence (Investigation) check while looking through the ledgers and books reveals a number of correspondences between Victor Rue and Julia that were signed with a cloud. If the result of the check is 20 or higher, they also learn that Twaine Stone is part of the Black Blood Tribe, and Julia has been masquerading as his lover, so they could more easily speak about Black Blood matters.
- The writing in the ledgers and the other correspondences match up with Julia's handwriting.
- Julia is a jackalwere and reacts to silver.

Treasure

The dagger is magical and has a wolf's head for the pommel and the serrated edge is made to look like claws.

Conclusion

If any of these things are discovered, Julia doesn't fight and surrenders. If the party realizes that she's a jackalwere and passes that information on to Tybie, Julia is kept under heavy guard and executed shortly thereafter. Otherwise, Julia uses her *sleep gaze* on her guards and escapes later that night.

If the adventurers find out Twaine Stone is also a part of this conspiracy, he is arrested two days later when he returns from the Trollclaw Range.

Adventure Rewards

Upon completing the adventure, the characters each receive rewards based upon their accomplishments. These rewards include advancement and treasure, and may include special rewards, such as story awards or new downtime activities, as follows:

Advancement and Treasure Checkpoints

The characters receive 4 advancement checkpoints and 4 treasure checkpoints for completing the adventure.

Player Rewards

The characters earn the following player rewards for completing the adventure:

Magic Item Unlock

Characters completing the adventure unlock:

+1 Dagger – The Wolves’ Claw. This serrated blade has the visage of a hundred wolves claws all jumbled together with a wolf’s head for a pommel. You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can also sense the emotions of wolves when you’re within 30 feet of them. If you concentrate on the dagger for a moment you ask the Dungeon Master what any one wolf in range is feeling. They will tell you the truth. This item can be found in **Appendix 4**.

Story Awards

During the course of this adventure, the characters may earn the following story awards:

A Friend in Caer Moray. You have a friend in Caer Moray. Write their name down and what they do next to this reward. As long as you continue to spend one out of every 10 downtime days to maintain your friendship you can ask your friend for a favor once per game session when in Caer Moray. This story award can be found in **Appendix 5A**.

Defenders of Caer Moray. Your deeds in Caer Moray are known to all and the citizens love you. You can have your weapons or ten pieces of ammunition silvered for 75 gp instead of 100 gp when in Caer Moray. This story award can be found in **Appendix 5A**.

Downtime

When the party completes this adventure, each character earns 10 downtime days.

Renown

Each character receives one renown at the conclusion of this adventure.

Organizations

Tybie Gow is a member of the Kendrick Loyalists, a group that believes that the Moonshae Isles will be stronger if unified under a common king. Tybie approaches any characters who seem to share these tenets and encourages them to join, even giving them the torc that is their insignia.

For more information about Moonshae organizations, see the *Moonshae Isles Regional Guide*.

Dungeon Master Rewards

In exchange for running this adventure, you earn **advancement and treasure checkpoints** and downtime as though you played the adventure, but none of the adventure’s **player rewards**.

However, this adventure may qualify for rewards earned by completing DM Quests. See the ALDMG (*Adventurers League Dungeon Master’s Guide*) for more information about DM Quests.



Appendix 1. Locations & NPCs

The following NPCs and locations feature prominently in this adventure.

BRODRICK NAILS

The Carpenter. This NPC is tied to one or more adventurers at the beginning of the adventure. They have a lot of the work of fixing and doing the upkeep on the buildings in the city and the palisade walls. They're a large jovial balding fellow who wears a kilt and a work belt with hammer, nails, and other carpentry tools on it most of the time. He also has a magnificent mustache.

Sandra Taggard

The Barkeep. This NPC is tied to one or more of the adventurers at the beginning of the adventure. Sandra is a barkeep at the Darkening Moon. She is a full-figured woman who likes to play cards and drink whiskey, especially the house whiskey distilled right here, but is always up for trying imports from elsewhere.

Tybie Gow

Braichdyn of the Palisade Guard. This NPC is tied to one or more of the adventurers at the beginning of the adventure. Tybie is a fit and tall middle-aged woman who has made a name for herself in Caer Moray. She's serious when on duty but has learned to relax when not working and is quite affable with a scathing wit. She is also a member of the Kendrick Loyalists.

Captain Kree

Captain Kree is the captain of the *Leaky Mermaid* and a charismatic scoundrel. He wheels and deals and throughout the Moonshaes, keeping just barely ahead of his many enemies. He laughs and deflects blame with a self-deprecating wit, while always looking for an advantage for himself. He avoids murder, focusing on smuggling, selling information, and theft.

Julia Mist

Julia Mist is a jackalwere agent for the Black Bloods. She views ordinary people as prey to be hunted, used, and eaten as needed. She is fiercely devoted to the Black Bloods generally and Twaine Stone specifically. She is distant and aloof, hiding her distaste for prey behind a cold veneer.



Appendix 2. Creature Statistics

Commoner

Medium humanoid, any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses Passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Darkling

Small fey, chaotic neutral

Armor Class 14 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +5, Deception +2, Perception +5, Stealth +7

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Elvish, Sylvan

Challenge 1/2 (100 XP)

Death Flash. When the darkling dies, nonmagical light flashes out from it in a 10-foot radius as its body and possessions, other than metal or magic objects, burn to ash. Any creature in that area and able to see the bright light must succeed on a DC 10 Constitution saving throw or be blinded until the end of the creature's next turn.

Light Sensitivity. While in bright light, the darkling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. If the darkling has advantage on the attack roll, the attack deals an extra 7 (2d6) piercing damage.

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (Sd10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+1)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Hearing and Smell. The dire wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Guard

Medium humanoid, any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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 any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

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

Jackalwere

Medium humanoid (shapechanger), chaotic evil

Armor Class 12

Hit Points 18 (4d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+1)	11 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +4

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 12

Languages Common (can't speak in jackal form)

Challenge 1/2 (100 XP)

Shapechanger. The jackalwere can use its action to polymorph into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal). Other than its size, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

Actions

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

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

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Scout

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The scout makes two melee attacks or two ranged attacks.

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

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

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

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

WERERAT

Medium humanoid (shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-human hybrid or into a giant rat, or back into its true form which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid form only).

The wererat makes two attacks one of which is a bite.

Bite (Rat or Hybrid form only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid form only).

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

Hand Crossbow (Humanoid or Hybrid form only).

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

WEREWOLF

Medium humanoid (shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points 58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
15 (+0)	13 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +4, Stealth +3

Immunities bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true human form. Its statistics, other than her AC, are the same in each form. Any equipment it is wearing or carrying is not transformed. It reverts to its true form when it dies.

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack (Humanoid or Hybrid Form Only).

The werewolf makes two attacks when using the Attack action.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (all forms). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Wolf

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

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

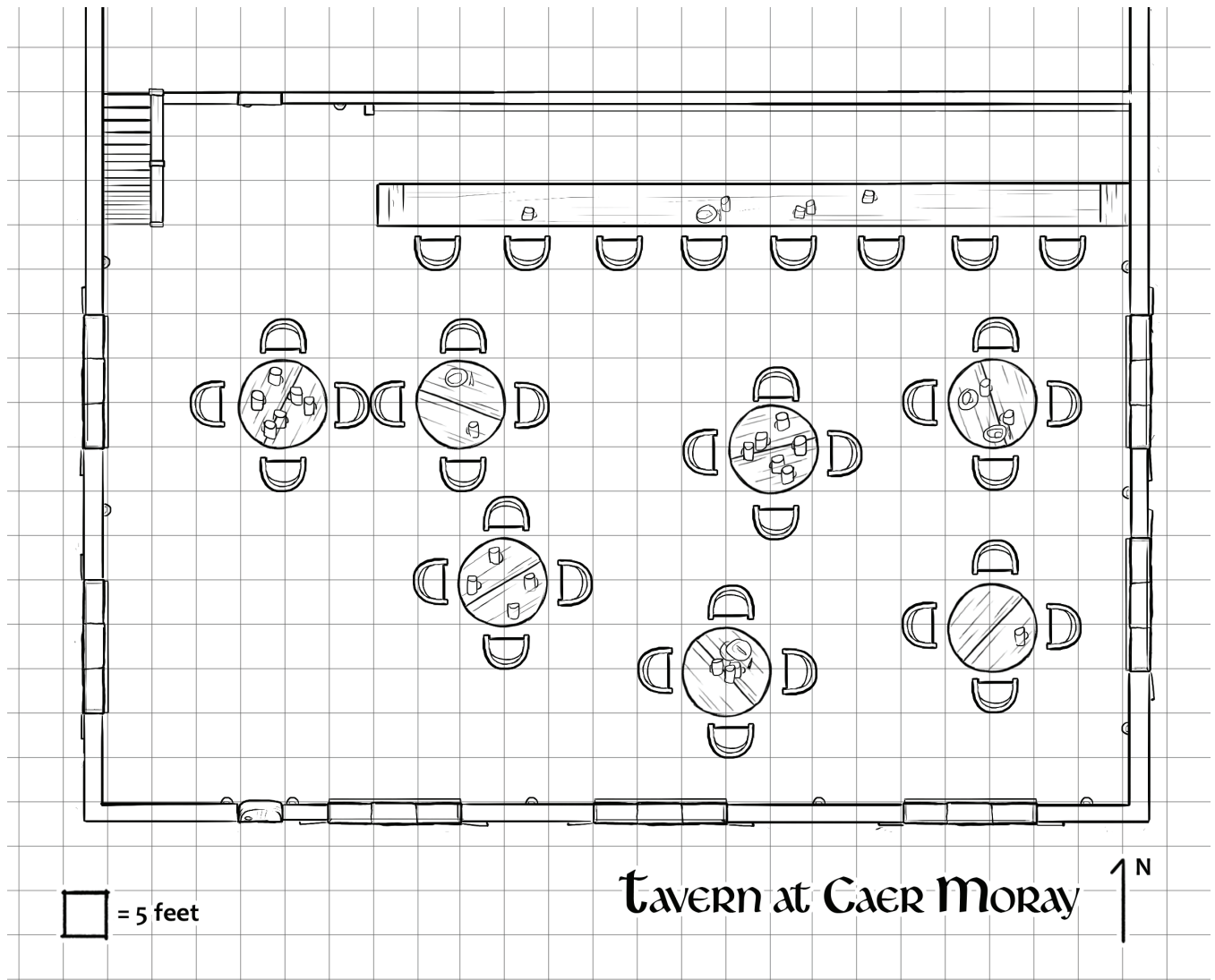
Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

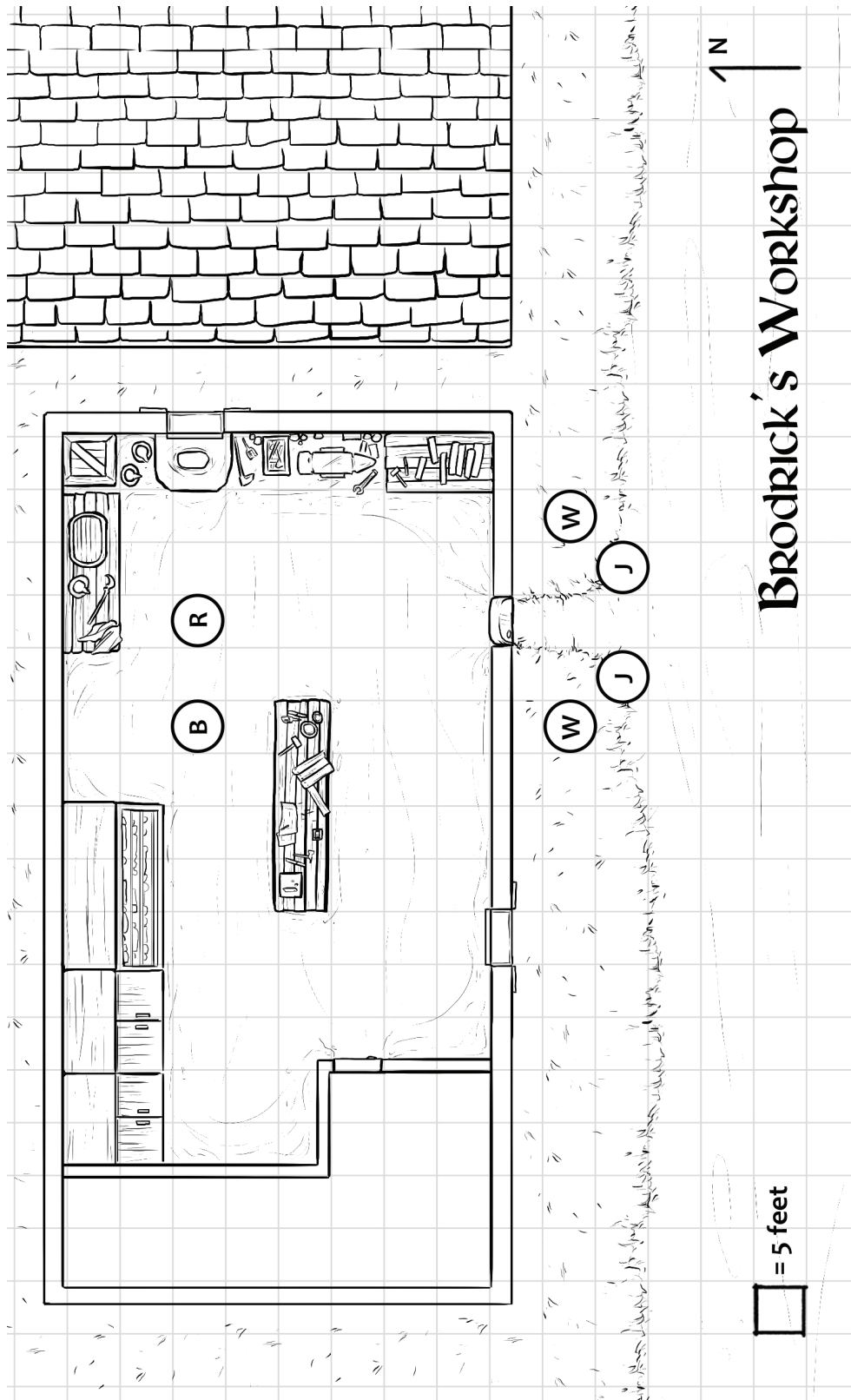
Appendix 3A. Map of the Southern Moonshae Isles



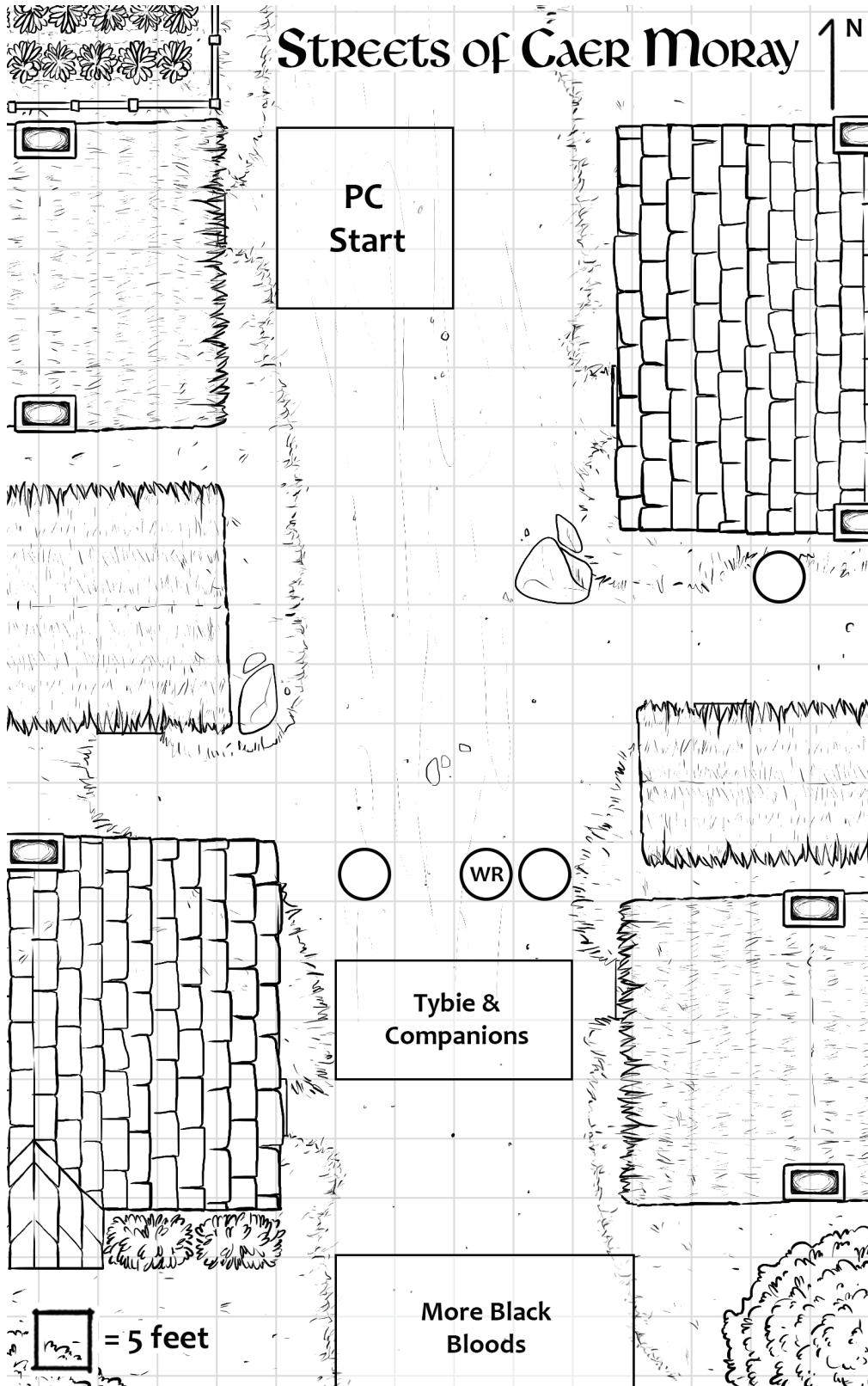
Appendix 3B. Tavern / Rescuing Sandra



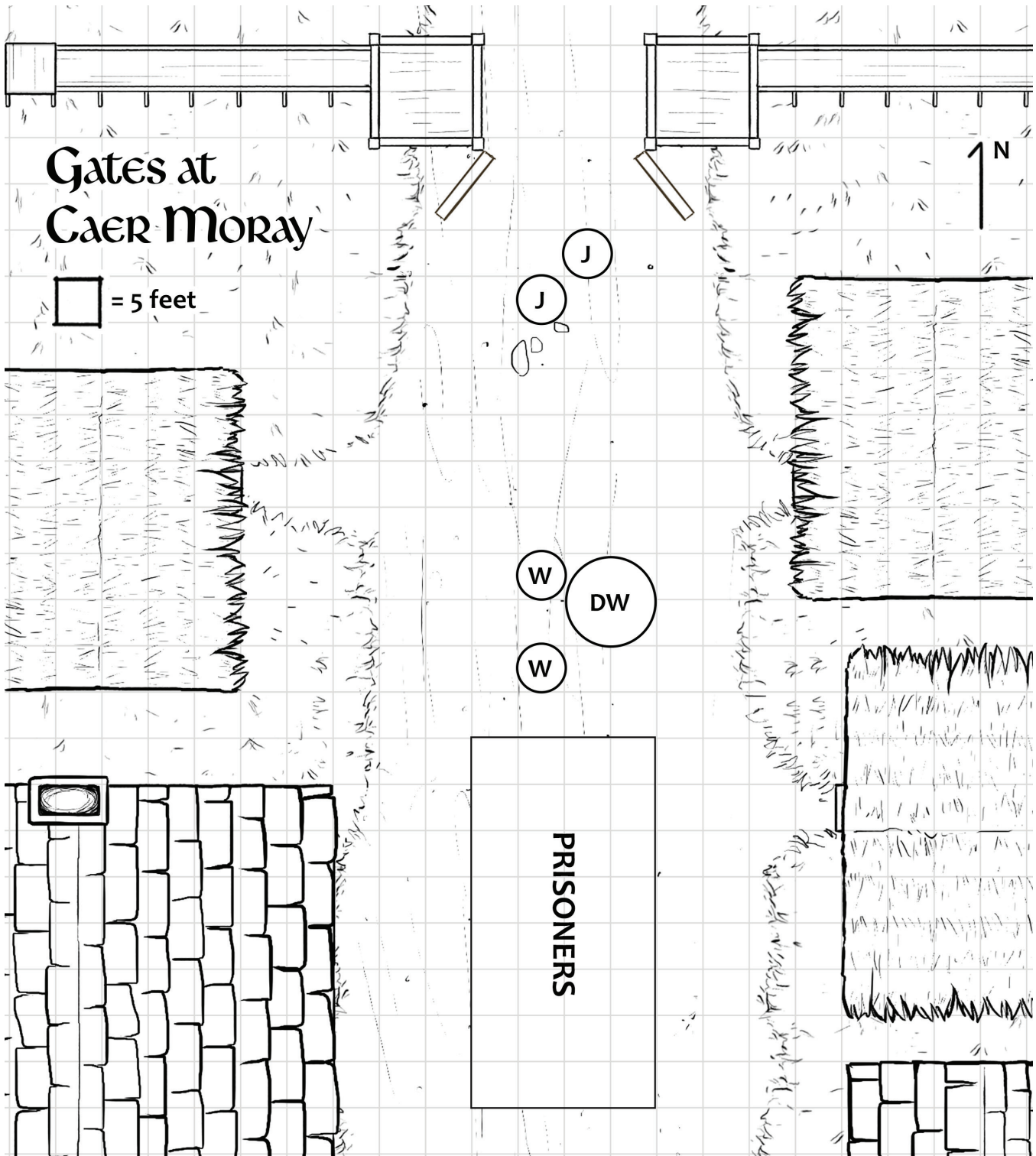
Appendix 3C. Rescuing Broderick



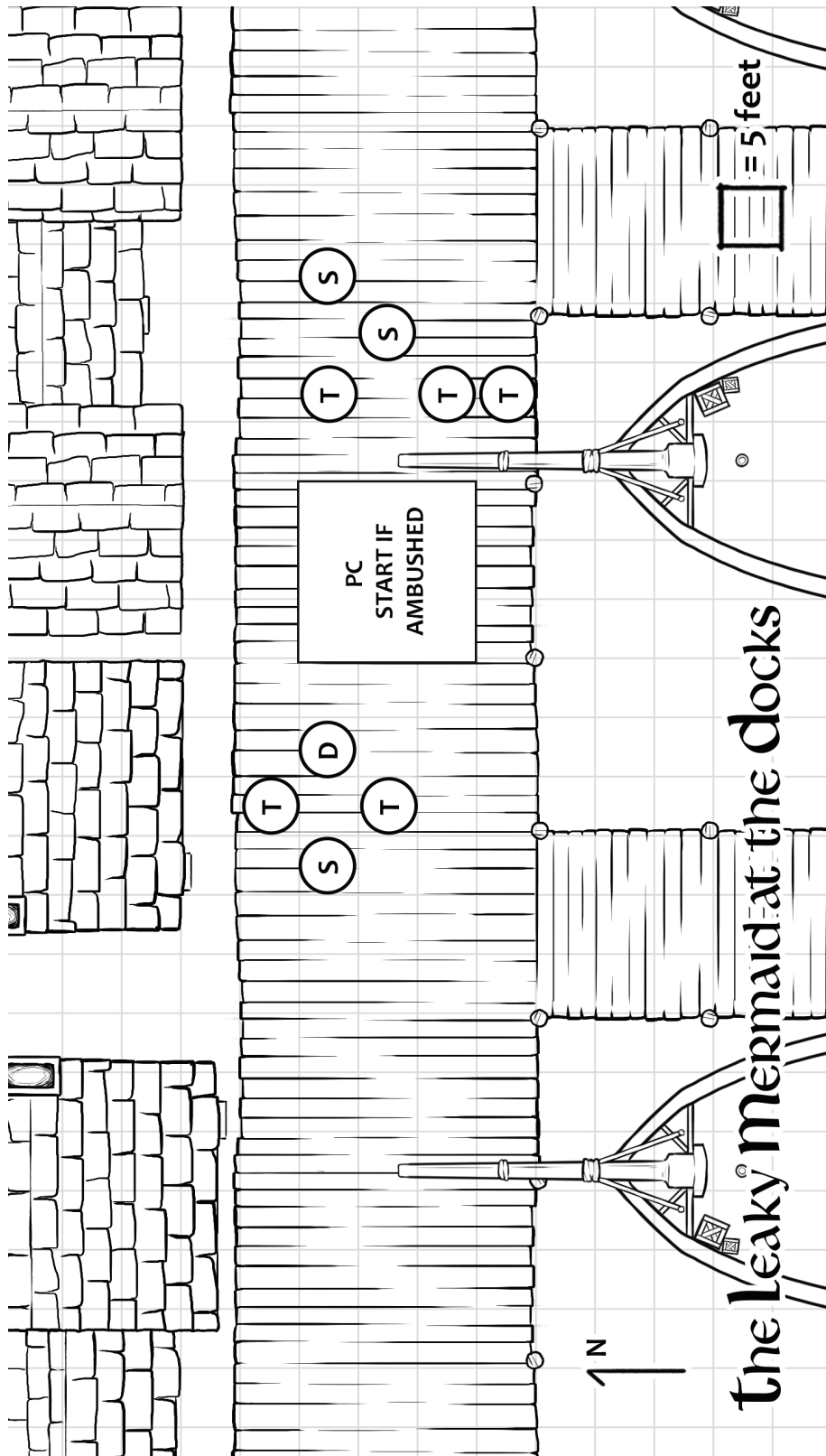
Appendix 3d. Rescuing Tybie



Appendix 3E. Save Them



Appendix 3f. Ambushed



Appendix 4. Magic Item

The Wolves' Claw

Weapon (dagger), uncommon

This serrated blade has the visage of a hundred wolves' claws all jumbled together with a wolf's head for a pommel. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can also sense the emotions of wolves when you're within 30 feet of them. If you concentrate on the dagger for a moment you ask the Dungeon Master what any one wolf in range is feeling. They will tell you the truth



Appendix 5a. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

A Friend in Caer Moray

You have a friend in Caer Moray. Write their name down and what they do next to this reward. As long as you continue to spend one out of every 10 downtime days to maintain your friendship you can ask your friend for a favor once per game session. The extent of this favor is the discretion of the Dungeon Master.



Appendix 5B. Story Award

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

Defenders of Caer Moray

Your deeds in Caer Moray are known to all and the citizens love you. You may re-roll any charisma-based roll once per session if you're dealing with someone from Caer Moray.

