

DEATH IN OTARI

Draft 1

DEATH IN OTARI

Adventure Background

Deep in the depths of the Abomination Vaults the depraved fleshwarper Jafaki carries out his bizarre experiments. However, flesh is not plentiful in the Abomination Vaults as it used to be and he is running low on stock. To remedy this shortfall, he has sent out an abduction party to Otari. The abductors have set up shop in the old kobold warren under the town which they gained access to via an old tunnel running to the Gauntlight.

Adventure Summary

This adventure takes place over a series of events that occur when the PCs are in the town of Otari. First, a group of kobolds fleeing from the abductors murder a man on the streets of Otari and the PCs will have a chance to investigate. Then, the abductors successfully take a family from their home, but one of their members goes rogue, murders a man on the street, and holes up at the end of the smuggler's tunnel under the town. Next, Carman Rajani will attempt to use the unrest caused by all the murders to start a riot. Finally, depending on the characters actions, riots will break out all over the city resulting in a devastating fire which may destroy the city, though the characters will have a final chance to prevent this.

Saving Otari

During the course of this adventure events PCs may earn Salvation Points. These points determine how certain events in the adventure play out. Overall, it takes three Salvation Points to save the city. If the characters fail to achieve the necessary number of Salvation Points, Otari will undergo a day of violence and fire, though they will have one last chance to mitigate the damage.

Here is a list of the Salvation Points the players can earn in this (and linked) adventures:

- In **Event 1** the characters can gain one point by determining kobolds were behind it. This places the city on alert which will modify the investigation during Event 2.
- After **Event 2**, rescuing the kidnapped people from the kobold warren and killing the driders will earn the characters a point.
- After **Event 2**, hunting down the Fleshwarped Marauder in the smuggler's tunnel will give the characters a point.
- In **Event 3** talking down the crowd gives a point.

Linked Adventures

This adventure is not a stand alone adventure. Rather it provides a framework for linking other adventures together to form an overarching narrative for the town of Otari. It is intended for use with the following adventures (though GMs should be able to switch things out with minimal fuss). Specifically, it links together the following adventures:

- Abomination Vaults (specifically Chapter 6: Experiments in Flesh)
- Troubles in Otari (specifically Chapter 3: Under the Three-Eyes Gaze)
- Terror in The Smuggler's Tunnels
- Into the Silent Warren

Events

During the course of play the events will happen in order, with certain events starting side events or opening up new areas for exploration.

Timing and Tension

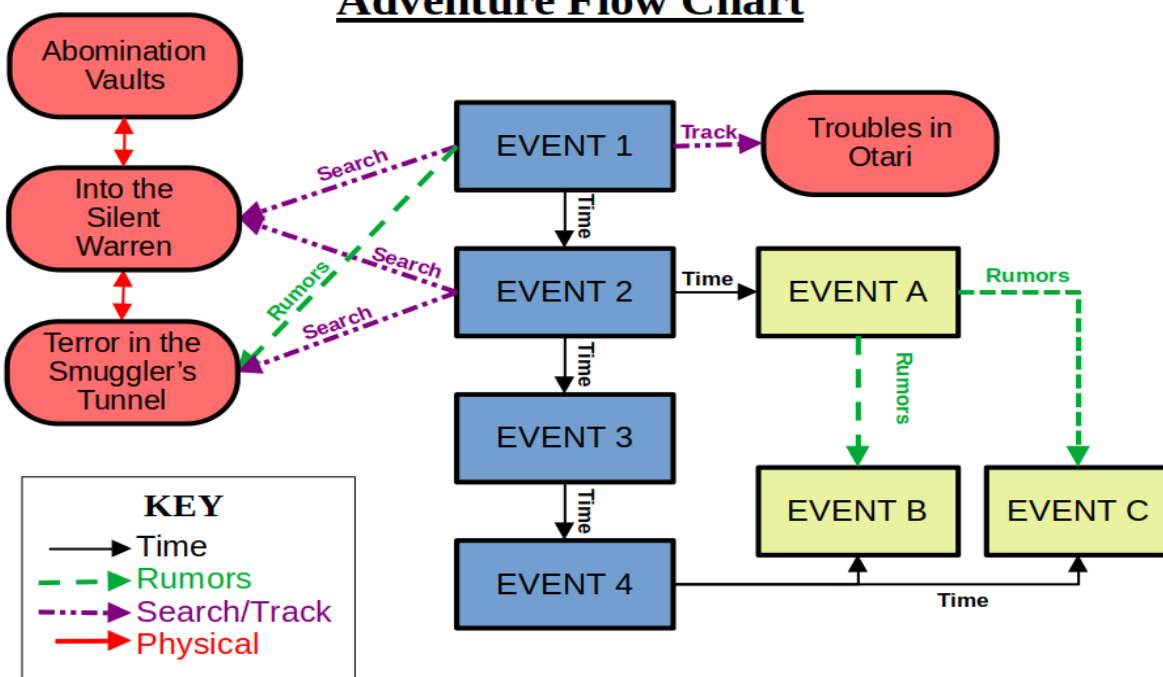
It is important to time the events in such a manner as to create a sense of looming dread in the players. This is done through giving them more plot threads than they can handle, but not enough that they become completely overwhelmed: the players always need to feel that they can still potentially save the day through smart play and determination. Thus the default use of this adventure is to run it alongside another adventure (by default **Abomination Vaults**) in order to provide enough plot threads to keep the players busy.

Deciding when the character's receive rumors is also important, since many of the rumors will drive the PCs investigation and actions. In general, you never want to have the PCs wondering what they can do next, but rather to have a hard choice of what of three or four possible dire things they want to try and prevent. But you don't want them to have so hard a choice they cannot decide what to do and become frustrated.

Integrating with Abomination Vaults

When integrating with Abomination Vaults you ideally want to start this adventure before the PCs deactivate the Gauntlet and find Otari. You also probably want to have the theft of the Community Blade occur sometime after Event 3 (if running Event 4, that is an excellent time for the theft to occur). Depending on your PCs pace of exploration, you may want to slow roll certain events and speed up others. This is fine: the important thing is the pacing and tension works with your game.

Adventure Flow Chart



Event 1: Murder on the Streets

Triggering the Event

The heroes trigger this event when they are leaving the Crook's Nook or Rowdy Rockfish during the evening or staying in the Crooks Nook/Rowdy Rockfish for the night.

What Happened

Jafaki, needing more flesh for experimentation, has send a pair of Drider Abductors and three Fleshwarped Marauders through the blocked passage on Level 5 of the Abomination Vaults and to the kobold warren below Otari. These monsters immediately located the Stonescale Kobolds and began abduction. Unable to stop them, the remaining Kobold tribe fled to the surface and to the Scar (see **Troubles in Otari**) who's representatives visited them sometime earlier. During their flight from the town, the kobolds encountered a drunken lumberjack (**Cole Pannder**) who they swarmed and killed. They then heard his friend (**Rathly Greeber**) approaching and ran from him. The watch were alerted and a three man patrol arrived.

Investigating

When the characters arrive on the scene (Wisp Street west side, about two houses south of Menhemes Street) there are a couple of night watchmen (**Jerond Miles** and **Landra Stenner**) with a lantern, on of them talking to a reedy man young man in lumberjack clothing (**Rathly Greeber**), there is a similarly dressed heavyset man laying on the ground obvious dead (**Cole Pannder**). Landra is talking to the Rathly and failing to get any information out of the distressed and grieving man, while Jerond is holding up the lantern glancing around the area obviously at a loss for what to do. They will hail the PCs and ask them for a little help while they wait for the third member of their patrol (**Verog Nice**) to return with Captain Longsaddle. This gives the PCs a chance to investigate the scene.

PICKED THE WRONG WAY HOME

CSI 5

MURDER

Turns 1 (Captain Longsaddle arrives)

Base DC 22

Perception (Footprints) There are multiple sets of fresh footprints here. Most interesting are those that seem to be foot long tracks made by four clawed feet (three facing forward, one back).

Survival (Tracking) The hard streets and high traffic make it difficult to follow but the footprints seems to come from the center of town and lead out of town to the north.

Athletics or Stealth (Analyze Movement) The creatures were moving quickly, but stealthily, until fairly close to the victim in where they become much more frantic. They then move away at high speed before becoming stealthy again.

Society (Identify Creature) The footprints are consistent with kobolds.

Perception (Unusual Items) There is an abandoned bloody pick lying on top of a refuse heap. Closer examination reveals that the tip has blood on it.

Crafts (Identify Maker) The pick, though not shoddy, is of primitive make and was likely made for a smaller creature.

Medicine (Examine Body) The man smells of alcohol and was likely very drunk. A piercing strike to the front of the right knee destroyed the cap and likely made the victim unable to stand. Two piercing wounds to the head and four to the torso caused death.

Society (Match MO to creature) Multiple small sized creature likely made these wounds. One hit them in the knee to knock them down and the others delivered fast downward blows to finish the job.

Crafts (Identify murder weapon) The wounds are consistent with a pick style weapon.

Diplomacy or Intimidation (Interview Drunken Witness):

Once you can get him focused, Rathly Greeber, reveals that he and the victim, Cole Pannder, were walking home from the Crook's Nook after getting sloshed. He stopped to relieve himself, while Cole walked ahead. As he hurried to catch up, he saw Cole lying in the alley. At first he thought Cole had passed out, but as he got closer he heard whispers and saw blood. He then screamed for help.

Diplomacy or Intimidation (Anything else) Rathly remembers that he saw fleeting shadows about half his height, retreating through the far end of the alley.

Society (Identify Whispers) With some prompting Rathly repeats the whispers he heard phonetically. **Language (Draconic)** The whispers seem to translate to "More Humans!" "Keep running, they may still be chasing, we must escape." "Run, Run, Run."

Talking to Captain Longsaddle

Captain Longsaddle arrives after 1 turn of investigation. He then asks the players what they have found, if anything.

Kobolds did it: The character gain a Salvation Point and Captain Longsaddle informs them that the area used to be home to a kobold tribe, the Stonescale, there may still be tunnels running under the city. He orders the militia to double watches at night to look out for kobolds. He will also have volunteers begin looking for entrances to the kobold warren. PCs who wish to help can use a new downtime activity. Four search points are required to find the tunnels.

SEARCH THE CITY

CONCENTRATE **DOWNTIME** **SECRET**

You look for hidden things in the city. The perception DC is 20.

Critical Success You get two Search Points. You may also immediately find what you are looking for with a DC 15 flat check.

Success As critical success but you only get 1 Search Point and the DC for the flat check is 19.

Critical Failure You lose a Search Point

When the PCs have accumulated four Search Points they generally find what they are looking for.

The Kobolds were running from something:

Captain Longsaddle wonders what they were running from. He orders the militia to double watches looking for things other than kobolds. The through investigation gives the PCs one reputation point with Captain Longsaddle.

The PCs give an incorrect answer: Captain Longsaddle looks skeptically at them and says that he will look into it. The characters lose one reputation point with Captain Longsaddle.

The PCs didn't investigate: Captain Longsaddle sighs and says he understands, best leave it to the professionals right? He tells the characters to go home.

Rumors About the Event

Over the next couple of days the characters may hear the following rumors related to the event. GMs should select the rumors based on what the PCs discovered, with the last one being given if the characters are searching the town for tunnel entrances.

1 – Cole Pander was murdered right outside the Crook's Nook. I bet old lard-ass wont even bother to investigate since his girlfriend (Yinyasmera) probably did it. We out to drive her out of town. Uh, don't tell her I said that.

2 – They say kobolds are running around under the town. Don't you believe it, sure there's probably tunnels down there... tunnels full of Yinyasmera's smugglers.

3 – The guard thinks there is going to be more murders. They're doubling watches and searching all over the city. Telling everyone to bar their doors and windows all night.

4 – Wrin is doing good business, everyone wants to know if they are going to get killed next and that shifty Tiefling is raking it all in. And spending it on some weird contraption she's building on the roof of her shop.

5 – My cousin Jerond is with the watch. Says that kobolds killed Cole Pander. Came up from the old tunnel. But something worse than was chasing them. I bet you this has to do with the Gauntlight somehow. I swear I can see it glowing.

6 – Did you know Yinyasmera has a daughter? No? Well she does! The poor thing was born deformed though and she hides it in the cellars under the Crook's Nook. What do you mean a bridge has no cellars? I know what I'm talking about! The cellars are just, ah, offset a little. Towards like the base of the bridge.

Event 2: More Murders

Triggering the Event

The heroes trigger this event when they return to Otari. People are whispering on the streets or moving quickly between buildings and there is a general air of danger. Asking anyone about what's going on reveals that there has been two more murders, Ulian Arand, and Torny Mar. Additionally the Arand family is missing.

What Happened

Two drider abductors, using humanoid form spells, exited from the kobold warrens below the city, leaving a fleshwarped marauder behind to guard the tunnel entrance and help bring the captives back. The driders chose a family home and entered, killed the father (**Ulian Arand**) when he fought back, and subdued the other members (his wife **Mesame**, his daughter **Tianna**, and his two young sons **Alland** and **Candro**) with poison and spells. They then webbed them up and took them back to the tunnel entrance, where they discovered the marauder had abandoned its post. They took the captives to an improvised jail rather than search the city for the marauder. Meanwhile the fleshwarped marauder murdered a fisherman, **Torny Mar**, leaving his house to go out for the mornings catch. It then squeezed its way into a hiding place, at the end of the Smuggler's Tunnel, and fell asleep.

Investigating

If they are interested, the characters can examine the crime scene at the **Arand House** (corner of Roseguard Road and Ilvashti Street) or the **Fisher Man Murder Scene** (Wyvern street, a couple house south of the Crow's Cask), talk to **Vandy Banderdash** at the Dawnflower Library who has the bodies of the victims because there is no church of Pharama in town, and talk to **Captain Longsaddle** at the Otari Garrison.

Otari Garrison

As long the characters reputation with the town watch is indifferent or better they can attempt to get Captain Longsaddle to get them to tell them what the watch knows about each murder. Additionally, if their Salvation Points are one or higher they can talk to the Arand children that escaped the abduction.

GET DEALT IN BY CAPTAIN LONGSADDLE CSI 5

INTERVIEW

Turns 2 (Captain Longsaddle becomes annoyed at the questions)

Base DC 22

Diplomacy DC 10 (Get access to the Arand investigation)

Captain Longsaddle desperately wants to recover the kidnapped members of the Arand Family so he tells what he knows to the characters:

If the party has no salvation point: The watch was alerted when a neighbor noticed the door to the families home was open. When they went in they found the body of the father lying in a pool of blood. There were no signs of the rest of the family. They sent the body to Vandy. **Ulian Arand** wasn't the nicest man, the current theory is that his wife **Mesame** killed the father and took the kids. However, they sent the body to Vandy to speak too, just to be sure.

If the party has one salvation point: The watch was alerted by Candro running up to the garrison, panicked and out of breath. He indicated there was problem at the families home. The watch rushed there, but they were too late: Ulian Arand was dead in the kitchen. And Mesame and Alland were missing. They did find Tianna cowering in a wardrobe but they haven't been able to get her to talk.

Diplomacy (Convince Captain Longsaddle to let them interview the children) Captain Longsaddle doesn't want to further traumatize the kids, but obviously the characters are smooth talkers. He warns them they are very fragile.

Diplomacy DC 15 (Get access to Torny Mar investigation)

Captain Longsaddle tells the characters not to spread this around but the watch have no idea what happened. A passing patrol found Torny mar with his face destroyed outside the bunk house. They couldn't find any evidence at the scene but canvassing the area had several people report a hunched man in a tattered, hooded brown coat staggering down the street. They are on the lookout for him. The body is currently at the Dawnflower church waiting for Vandy to speak to it.

TALK TO ARAND CHILDREN

CSI 5

INTERVIEW

Turns 2 (The children are too stressed to continue)

Base DC 22

Tianna and Candro are at the garrison, being kept separate since Candro was behaving erratically and Tianna's state seemed to be further upsetting him.

Diplomacy or Intimidation (Calm down Candro) Candro is in a private room in the barracks, pacing and mumbling to himself highly agitated, he is lost in a sea of self recrimination and overwhelming anger. He needs someone to calm him down or get him refocused on something helpful before he will talk. Once he is he says that his brother Alland woke him up and told him someone was breaking in, he was going to check on their sister and mother, but Candro needed to go out the window and get to the garrison. He did so but he was too slow.

Intimidation (Get him to tell everything) Candro reveals he didn't go directly to the Garrison, he saw a weird guy in a tattered brown cloak stumbling down the street in front of Gallentine deliveries so he ran down to Rajani street instead. He is very angry at his fear causing him to delay. The PCs gain one Search Point to find the Smuggler's Tunnels.

Religion (Give him absolution/focus his rage) Candro takes the words to heart and calms down. The PCs gain a point or reputation with The Town Watch. He will then help the characters talk to Tianna (reduce social skill DCs by 5).

Diplomacy DC 30, Craft (Alchemy), or Medicine (Break Tianna's catatonia) Tianna is currently curled up on a cot in the garrison armory and not responding to anything. Characters need to synthesize a medication to help her snap out of it or just be really, really persuasive to get her to talk. Once she is responsive she can answer questions but her narrative is disjointed and confused. She remembers being waked by a scream, weird sounds, hiding in a wardrobe and looking through a crack, and her brother saving her.

Diplomacy, Society, or Performance (What did you hear?) Characters can get her to describe a strange repetitive clicking sound and strange whispering words. She can repeat the words phonetically **Language (Elven)** "Oh Boo hoo. Suck it up wimp, we need to incapacitate the others."

Diplomacy or Performance (What did you see?) She will describe a massive creature entering the room with too many legs and too many eyes all looking for her. If performance is used the characters can make a crude sketch.

Diplomacy (What did your brother do?) She explains the thing in room was just about to open the wardrobe door and then her brother yelling from the door to the room and it turned around and went out after him.

Dawnflower Library

Vandy has the bodies of Ulian Arand and Torny Mar the small morgue beneath the Dawnflower library. She intends to speak to them using a ritual called **Midnight Valediction**. Because she is a priest of Sarenrae, not Pharasma she is studying intently. She will attempt the ritual on Ulian Arand the first night and then on Torny Mar the second.

EXAMINE THE BODIES

CSI 5

MEDICAL EXAMINATION

Turns 4 (Vandy is patient but has to cram for the ritual)

Base DC 22

Religion DC 10 or Diplomacy DC 15 (Convince Vandy) Vandy doesn't want people mistreating the bodies of the dead. Once she is convinced she will let the characters examine the body, watching them like hawks.

Medicine DC 10 (Examine Ulian Arand) A surface examination reveals injuries to the neck and marks on arms.

Society (Examine marks on arms) The marks are from being forcibly grabbed from above by human-like hands and then and struggling mightly against them.

Nature (Examine marks on neck) The injuries to the neck are consistent with bite marks from something with both venomous chelicerae and human like teeth.

Medicine or Craft (Alchemy) (Internal examination) It looks like the mans muscles were not working right at his death, probably from some sort of paralyzing toxin.

Medicine (Cause of death) The wound on his neck hit an artery and he probably dies in seconds.

Medicine DC 10 (Examine Torny Mar) Surface examination reveals that he crushed and his face and neck seem to be torn apart with the remaining flesh black and swollen.

Society (Examine facial wounds) The neck and face seem to have been bitten repeatedly by a humanoid creature but it is difficult to tell because all the flesh around them are necrotic and rotting.

Crafts (Alchemy) or Nature (Examine black flesh) The black and swollen flesh is caused by some sort of necrotic poison.

Occultism or Nature (Examine crushed body) He was crushed by multiple tentacles wrapping around him and squeezing.

Medicine (Cause of Death) He was crushed so hard his heart stopped.

HOME INVASION

CSI 5

KIDNAPPING MURDER

Turns 2 (any evidence not found has been destroyed or removed by the watches investigation)

Base DC 22

Crafts or Thievery (Find Point of Entry) The shutters are all secure, the door is open and unlocked. There is no signs of picking around the lock. There are brackets for a bar on the back of the door but it is lying on the floor up against the wall, a classic sign that it was lifted and dropped, then the door opened. However, the door seems quite close fitting which would prevent that.

Arcana or Occultism – Further examining the bar reveals the telltale signs of magic, probably a *Knock* spell or similar magic was used.

Crafts or Survival (Examine the Wrecked Kitchen) Someone was interrupted making breakfast here and there was a vicious fight, wrecking most of the kitchen. There is a massive pool of blood soaked into the floor.

If the party has one Salvation Point: There is a trail of drops some sort of purple fluid up to the bedrooms.

Nature or Occultism (examine purple fluid) The fluid seems to be the mix of the blood of some sort of invertebrate creature which is usually blue in color, and that of a vertebrate creature usually red.

Perception (Examine the Bedrooms) The evidence here depends on if the town was on alert or not.

If the party has no Salvation Points: there are no signs of struggle in the bedrooms, though all the beds are unmade and have been slept in.

If the party has one Salvation Points: The trail of purple fluid seems to lead to the master bedroom at the end. Just outside the first door to the left, which appears to be the daughters room, there is a dropped club and strands of a sticky substance on the floor and wall. Inside the girls bedroom is the smell of urine that is coming from the wardrobe, inside the boys bedroom the window is open, and in the master bedroom it looks like the sheets have been ripped.

Medicine (Examine club) There appears to be traces of the purple fluid on the business end of the club.

Nature (Examine strands) The strands appear to be made of a sticky silk, like those of a spider.

Crafts or Medicine (Master Bedroom) The shredded sheets like they were used to make bandages.

Survival DC 30 (Track ichor through the city) With almost supernatural skill the characters track the ichor through the city to what looks like a normal patch of grass just in worm-nook. There is an entrance to the Kobold Warren here

GONE FISHING

CSI 5

MURDER

Turns 1 (Almost no evidence remains)

Base DC 22

Perception (Look for clues) The only evidence a crime occurred is a faint bloodstain on the street.

Survival or Perception (Look for tracks/scent trails) A good way's north there are the tracks of a human, unusual because they are barefoot.

Survival DC 35* (Tracking) The characters miraculous track the stranger as their path winds through the city. It looks like they have wandered to the end of Ilvashti Street and then circled behind Gallantine deliveries were the tracks apparently disappear. The entrance to the Smuggler's Tunnels is here, a narrow crack concealed in the scrub.

Diplomacy or Society (Canvas for witnesses) After knocking around for several hours, you find a variety of witnesses. None saw the crime, but some saw a stranger in a brown, hooded cloak that had seen better days stumbling along the street, northward. The characters gain one Search Point to find the Smuggler's Tunnels.

Rumors about the Event

People will begin to talk about the event almost immediately.

1 – More people dead. Not Kobolds this time. Saw the bodies as they came to the church. Had their faces torn up something fierce.

2 – Ol' Longsaddle's got his men canvassing for any information; means he ain't got a clue as to what's what... or maybe he's just pretending because Yinyasmera's behind it.

3 – They say Otari is built on a maze of kobold tunnels. Little buggers can come up anywhere. And worse even if you check they can dig later and make new tunnels.

4 – Carman was wasted again at the Crook's Nook. He was blaming all the recent deaths on the mayor, says he's going to stage a protest, get elected mayor and clean up the town. Yinyasmera had him tossed down into the river. Said that should sober him up. Speaking of Carman, did you know he used to be called the Ace of Blades? Best knife thrower in town. Had a side gig hustling people at the Crook's Nook, shame about what happened to him after his parents died.

Event 3: The Agitator

“Look at what this town has come to: people being murdered in the streets. Now what does Menhemes do? He sits on his throne and watches the city burn while eating caviar and sipping expensive wine; knowing his grip on the city is so tight that nothing can challenge him. But here’s what I think: we should oust the mayor and string up all the fat-cat business owners that support him and burn down the churches that legitimize him. Then we redistribute the wealth they are hoarding back to its rightful owners and install a government of the common man, for the common man. What say you?”

Triggering the Event

A couple days after Event 2, when the characters are traveling through Otari, they may notice the crowd gathering, the watch preparing their response, or Captain Longsaddle may grab them and request that they intervene in the situation.

What is Happening

Local blacksmith, **Carman Rajani**, is riling up a crowd of sailors and drunks and trying to have them riot to overthrow Mayor **Oseph Menhemes** and install him as new mayor. **Captain Longsaddle** has gotten wind of this and is assembling a force to go bust some heads, which may induce further violence. The characters have a brief time to get people to stand down.

Talking Down Rioters

Talking down Carman and the crowd is an influence challenge. The crowd and Carman are tracked separately and checks against one do not influence the other unless noted (Though characters with Group Coercion or Group Diplomacy can use those feats to simultaneously affect both Carman and the Crowd). The characters will have two rounds before Captain Longsaddle arrives, which should be more than enough time to diffuse the situation. If Longsaddle arrives before they can talk down the crowd, violence ensues.

Outcome

The outcome of this event depends on how many Salvation Points the character have accrued after it is resolved:

- **If the crowd doesn’t riot but the characters don’t have three Salvation Points:** Later that night another crowd forms, drunker and angrier, and the riots begin anyways. Event 4 begins the next day and there are only three rioting groups.
- **If the crowd doesn’t riot and the characters have at least three Salvation Points:** The city is uneasy but nothing violent happens. The next event is event 5.
- **If the crowd riots but the characters have at least three Salvation Points:** Captain Longsaddle quickly restores order after minor property damage, many injuries, and a couple fatalities. The heroes have saved Otari from a fiery fate. The next event is event 5.
- **If the crowd riots and the characters don’t have three Salvation Points:** Captain Longsaddle violently suppress the riot, but members of the crowd escape and quickly rally others into action. Violence quickly spreads across the city. Event 4 happens within the hour.

CARMAN RAJANI**INFLUENCE 6****CN** **MEDIUM** **HUMAN** **HUMANOID**

Entitled drunken blacksmith with a chip on his shoulder

Perception +12**Will** +10**Discovery** DC 16 Alcohol Lore, DC 20 Guild Lore, DC 20 Perception, DC 20 Society,**Influence Skills** DC 24 Diplomacy (help him get a grip), DC 18 Deception (befuddle him, only works once), DC 20 Society (Point out that legal what he wants will just have the Kortos Cavalry arrest him), DC 24 Intimidation**Influence 3:** Carman falters. The crowd becomes disillusioned with him and are easier to influence (-2 DC).**Influence 5:** Carman deflates, he stumbles home to sleep it off. The crowd starts jeering him and are much easier to influence (-4 DC).**Resistances** One thing Carman Rajani is not is a coward. If the characters fail to intimidate him, violence begins immediately as long as he has the crowd at his back. Additionally, as long as he has the crowd at his back, he gains a +2 bonus to DCs against any skill but deception.**Weaknesses** Carman Rajani is drunk. If he is befuddled with a deception check, he takes a -2 penalty to all DCs for the rest of the encounter.**Background** Last descendant of Vol Rajani, his parents raised him on stories of the legendary deeds of his ancestor. He won his shop in a lucky card game. He started drinking when his parents died and the drink combined with a deep dissatisfaction with his life caused him to run for mayor four times. He lost every time.**Appearance** Carman is a massive young man who's fair skin is always marred by soot from the forge. He usually reeks of smoke and alcohol and never has a hammer far from hand.**Personality** Carman is an angry, aggressive drunk with a chip on his shoulder and a massive sense of entitlement. Deep down, he wants to live up to his ancestors legacy. That he can't drives him to drink.**THE CROWD****INFLUENCE 5****CN** **MEDIUM** **HUMAN** **HUMANOID**

A gathering of drunks and sailors looking for a good time or a good fight, whatever comes first.

Perception +10**Will** +10**Discovery** DC 16 Alcohol Lore, DC 15 Sailing Lore, DC 20 Perception, DC 20 Society**Influence Skills** DC 16 Alcohol Lore, DC 22 Diplomacy, DC 24 Deception, DC 22 Intimidation, DC 18 Performance (start a protest song that turns into a party song and defuses the situation)**Influence 2:** The crowd no longer has Carmine Rajani's back.**Influence 3:** The crowd disperses or transitions into a party. The characters gain one Salvation Point.**Resistances** The crowd is drunk and emboldened by numbers and has a big strong guy out front. Any attempts to intimidate them that fail instead critically fail.**Weaknesses** many members of the crowd are drunk and/or scared. Starting a party (requires 2 gp for more alcohol) will easily transfer them into a good mood. Any success on a skill check to do so is a critical success.

Event 4: Blood on the Streets

Triggering the Event

This event occurs if the characters don't have three Salvation Points at the end of event 3. The exact timing is determined by the outcome of the event. If characters are outside of town they may see signs of the riot from a distance (smoke rising from small fires) or messengers may be sent to fetch them to help.

What Is Happening

Groups of rioters are coursing through Otari, wrecking havoc. The town watch are attempting to deal with the rioters while protecting the citizens and infrastructure, but are stretched to thin to be effective. The characters can help by trying to quell the riots. However, shortly into the riot, a fire breaks out and threatens to destroy the city.

Dealing with the Riots

The the riots are a suppression challenge. There are four different rioting groups (or three if the characters dispersed the crowd in Event 4), and each rioting group must be dealt with separately. The map provided shows the starting location and the movement of the rioters. If the characters have not suppressed the riot after two turns, then a fire starts and begins consuming the city.

OTARI RIOTERS **SUPPRESSION 5**

Angry and scared citizens of Otari are rioting

Rounds Infinite (after 2 turns however a fire starts)

Base DC 20

Skills Athletics (Bust some heads), Crafts (Build Barricades), Diplomacy (Talk them Down), Intimidation (Scare them Into Backing Down), Performance (Rousing Speech)

Suppression 0: The rioters wreck the area they are in, doing massive economic damage. They then move to the next area (see the map for their routes).

Suppression 1: The rioters wreck the area they are in, but stay in the current area rather than move to a new one.

Suppression 2: The rioters are suppressed.

Penalty Failing to suppress a riot results in bricks, bottles, and assorted debris coming your way. You take 2d6 bludgeoning damage unless you failed to bust some heads in which case you take 6d6 bludgeoning damage.

City on Fire

After two rounds of rioting, if the riots have not been suppressed, a fire starts. Choose one of the locations that the rioters are at, move the rioters as normal, and then start a district fire in that district and one neighboring district.

DISTRICT FIRE **SUPPRESSION 5**

Fire is tearing apart the city, doing massive damage.

Rounds 1 per district fire.

Base DC 20

Skills Athletics (Beat out fire), Crafts (Create fire breaks), Diplomacy (Organize a bucket brigade), Nature (Anticipate how fire will spread and concentrate efforts), Intimidation (Take charge of firefighting efforts).

Suppression 0: The fire burns a district to ash. It then starts a district fire in each adjacent district that hasn't already been burnt to ash.

Suppression 1: The fire burns a district to ash, but your efforts manage to keep it from spreading.

Suppression 2: You manage to put out the fire before it does any major damage.

Penalty Failing to suppress a fire results in damage from heat, flame, and smoke inhalation. The character takes 4d6 fire damage.



Side Events

Side events occur during the time between events, and are conditional on what actions the characters take during the adventure. They do not grant Salvation Points.

Side Event A: Rumors of Death

Triggering the Event

This event begins the day after Event 2.

What is Happening

If the players fail to take out the fleshwarped marauder in the Smuggler's Tunnels, it will continue to kill intermittently and the bodies will start to pile up. Likewise, if the characters fail to stop the Drider Abductors they will continue to kidnap people. The players will learn about these events through rumors: in general they should get at least one of the rumors below every time they are in Otari.

Marauder Murders Rumors

1 – There has been another murder! They found Dgoth Fletch outside the Crooks Nook. My cousin, Jerond is with a watch. He Dgoth was torn apart, like some sort of animal did it. Scary.

2 – Tamiley had an incident at the fishery. Something got into the bunks where a couple of fishermen were sleeping of last nights party and it 'crushed' them. Now she's an old pirate and she's seen worse, but a lot of the fishermen are spooked. Their talking about making sacrifices to Besmara for safeties sake.

3 – You know that nice centaur, Narala, who worked for Oloria? Yeah they found her crushed this morning right outside Gallentine's. It's obvious the watch isn't going to figure out what's going on. Wife says we should talk to Wrin to see if we are next, and if we are, she says we should stay with her sister up in Absalom until they catch this thing.

4 – One of the Night Patrols, was found on the street this morning. All three of them crushed to death and their flesh puffed up with some sort of poison. If this thing is lurking in the water and only coming up at night to kill, then we probably aren't going to catch it without outside help.

Drider Abductions Rumors

1 – A bunch of Osprey Club members are missing. They probably pissed off their boss and she "disappeared" them. The mayor should have locked her up long time ago, not that he could with Longsaddle banging her.

2 – They say the Addersons "packed their bags and left town with no notice." I don't believe that for a second. They got killed too and Longsaddle just hasn't found the bodies yet.

3 – The Shroons are gone. Lavinia and all her kids just vanished during the night. I hope they got out while the getting was good, but you and I both know she would never abandon her farm like that.

4 – Someone broke into Odd Stories. Morlibint wasn't there but Carlthe was and now he's gone. Morlibint is offering a massive reward for his safe return.

Side Event B: Drider Attack

Triggering the Event

This event triggers after the characters have exhausted the Drider Abduction Rumors in Side Event A. Alternately the GM can insert it at any dramatically appropriate moment in the game.

What is Happening

If the characters fail to deal with the driders, more people go missing and eventually the driders target the characters for abduction. The driders use magic and stealth to take the characters one by one, preferably while they are sleeping in a supposed place of safety. They grab as many characters as they can before retreating to the tunnels. If the characters kill the driders during this event and/or rescue the abducted townsfolk they do not gain a Salvation Point.

Side Event C: Marauder Attack

Triggering the Event

This event begins either when the characters have exhausted the Marauder Murder Rumors in Side Event A or when the characters are dealing with Event 4. In either case it should happen when one or two of the characters are traveling through Otari alone.

What Happens

If the characters do not deal with the fleshwarped marauder it will continue to kill the people of Otari and eventually the characters will be the unlucky ones to stumble upon it. There they will have a chance to deal with it (though this late in the game they will not have a chance to gain a Salvation Point from it).

DRIDER ABDUCTOR

CREATURE 7

CE **LARGE** **ABERRATION**

Perception +14; darkvision

Languages Elven, Elven Sign Language, Undercommon

Skills Arcana +16, Athletics +14, Intimidation +16, Religion +15, Stealth +17, Thievery +15

Str +4, **Dex** +3, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4

Items +1 hand crossbow (20 bolts), thieves tools

AC 25; **Fort** +14, **Ref** +14, **Will** +16; +1 status to all saves vs. magic

HP 110; **Immunities** sleep

Speed 30 feet, climb 20 feet

Melee ♦ fangs +18, **Damage** 1d6+8 piercing plus grab plus drider abductor venom

Ranged ♦ hand crossbow +18 (magical, range increment 60 feet, reload 1), **Damage** 1d6+6 piercing plus drider abductor venom

Ranged ♦ web +15 (range increment 30 feet), **Effect** web trap

Eerie Flexibility A drider abductor can fit through tight spaces as if it were a Medium creature. While Squeezing, it can move at its full speed.

Wrap Up ♦♦♦ (attack, manipulate) **Requirements** The drider abductor has a creature smaller than it grabbed or restrained; **Effect** The abductor attempts to wrap the creature up in webbing. If the drider abductor succeeds at an attack roll with a +18 modifier against the target's AC, they restrain them with webbing. They may then immediately stick them on their back, allowing them to move normal while carrying the restrained creature.

Arcane Innate Spells DC 20; **4th** *clairvoyance, suggestion*; **3rd** *clairaudience, dispel magic, levitate*; **2nd** *darkness* (at will), *faerie fire* (at will); **Cantrips** (4th) *dancing lights, detect magic*

Arcane Prepared Spells DC 24, attack +17; **4th** *pest form* **3rd** *time jump* (x2); **2nd** *humanoid form, invisibility, web*; **1st** *feather fall, jump, pest form*; **Cantrips** (4th) *ghost sound, mage hand, warp step*

Drider Abductor Venom (poison); **Saving Throw** DC 23 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 nonlethal poison damage, clumsy 1, and enfeebled 1 (1 round), **Stage 2** 2d6 nonlethal poison damage, clumsy 2, and enfeebled 2 (1 round), **Stage 3** 2d6 nonlethal poison damage and paralyzed (1 round)

Web Trap A creature hit by a drider's web attack is immobilized and stuck to the nearest surface (Escape DC 21).

FLESHWARPED MARAUDER CREATURE 6

CE MEDIUM ABERRATION

Perception +12; darkvision

Languages Common

Skills Athletics +16, Stealth +16

Str +6, **Dex** +1, **Con** +5, **Int** -2, **Wis** +2, **Cha** -1

AC 22; **Fort** +17, **Ref** +11, **Will** +14

HP 120

Body Shield ➤ **Requirements** the fleshwarped marauder has a creature grabbed or restrained and is targeted by an attack. **Effect** The fleshwarped marauder gains a +4 circumstance bonus to AC against the triggering attack. If the triggering attack critically misses, then the grabbed creature suffers the effects of a hit with the attack.

Speed 25 feet

Melee ♦ tentacle +17, **Damage** 2d8+5 bludgeoning plus Improved Grab

Melee ♦ bite +17, **Damage** 2d8+8 piercing plus necrotic poison.

Grappling Bite ♦ The fleshwarped marauder makes a bite Strike against a target it is grappling with a +2 circumstance bonus. If it hits it it also maintains the grapple.

Multigrab The fleshwarp marauder can grab up to three targets with its tentacles.

Tentacle Throw ♦ **Requirement** fleshwarped marauder has a creature grabbed or restrained with a tentacle **Effect** The fleshwarped marauder makes an Athletics check against the creature's Fortitude DC. On a success it throws the creature 15 feet, the creature takes 1d6+5 bludgeoning damage from the impact, and is knocked prone (unless it would normally land on its feet from a 15 foot fall). If the thrown creature enters the space of another creature that creature also takes the same damage and must make a reflex save (DC 15) or be knocked prone.

Necrotic Poison (poison); **Saving Throw** Fortitude DC 22; **Maximum Duration** 6 rounds; **Stage 1** 4d6 poison damage (1 round); **Stage 2** 5d6 poison damage (1 round); **Stage 3** 7d6 poison damage (1 round)

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Appendix

CSI Subsystem

In the CSI subsystem, PCs attempt to gain clues to a mystery by investigating the scene of a crime, interviewing witnesses, and performing forensic examinations of victims.

Each investigation lasts a number of turns. After that something prevents further investigation. During each turn, characters can use their abilities, usually skills, to find and analyze clues. There are two types of clues, primary and secondary.

Primary Clues

Searching for a primary clue involves a skill check against the DC (the GM may lower the DC if the characters have a good idea or specific knowledge about the clue from other clues).

Critical Success The character finds a clue and they may either immediately make a skill check against every secondary clue listed with a +2 bonus or automatically succeed at a secondary skill check (GMs choice).

Success: The character finds a clue. They then may immediately make a skill check against every secondary clue listed.

Failure: The character does not find the clue.

Critical Failure: The character destroys the clue somehow. No other characters can attempt to find the clue.

Secondary Clues

Characters may attempt to analyze one secondary clues as their action.

Critical Success: The character immediately gets a chance to investigate a different secondary clue related to the primary clue (if there are any).

Success: The character gets the listed information for the secondary clue.

Suppression Subsystem

The suppression subsystem is used when the PCs need to deal with a threat that is spreading or that is mobile somehow. Examples of such events include floods, diseases, fires, and riots.

The system takes place over a series of turns on map which has districts indicated.

- At the start of each turn, every character gets a chance to move to a district (specific scenarios may limit movement).
- After all the characters have moved, each character may perform an action to try and suppress the threat, gaining or losing suppression points as per the normal victory point subsystem rules. Some threats might also have penalties for failed checks (or even successful checks).
- At the end of the turn, each threat acts according to how many suppression points have been scored against it. Some threats might move, others might create new threats!

New Rituals

MIDNIGHT VALEDICTION

RITUAL 3

RARE **NECROMANCY**

Cast 1 hour **Cost** Rare oils and exotic candles worth 35 gp

Secondary Casters 1

Primary Check Religion (expert) or Occultism (Master)

Secondary Checks Occultism or Religion

Range 10 feet; **Target** One corpse that has been dead less than three days.

This ritual, which must be cast at midnight, beseeches Pharasma to allow the caster to ask questions of the recently dead. The corpse (which need not be intact, but must not have been the target of this ritual before) is placed on an altar (preferably consecrated to Pharasma), anointed with rare oils and encircled with a ring of exotic candles.

Critical Success: The corpse answers any number of questions. It is not compelled to answer truthfully or at all.

Success: As success but only three questions are allowed.

Failure: The corpse does not speak.

Critical Failure: You have annoyed Pharasma. The casters become doomed 1 or their doomed value increases by 1 if already doomed. This doomed condition does not reduce with time: only an Atone ritual from a priest of Pharasma can remove it.

Reputation

There are three factions the characters can gain reputation with in this adventure: the Osprey Club, the Town Watch, and the City Government.

THE OSPREY CLUB

FACTION 9

THIEVES' GUILD

Leader Yinyasmera (CN female human smuggler)

Members About 40

Objectives Make money, avoid preying on citizens of Otari, stay secret

Revered The characters receive advanced instruction from Yinyasmera herself and gain access to thief skill training level 6. They also gain 4 gp a month in dues.

Admired Yinyasmera makes the characters lieutenants in the Osprey Club. They gain access to thief skill training at level 4. They may direct the thieves of the club however they see fit (Yinyasmera can of course veto requests if she learns of them in time), though they may risk losing points depending what they ask the thieves to do. The characters also earn 2 gold pieces a month in dues.

Liked Yinyasmera offers any characters she thinks are suitable entry into the osprey club. Members of the club gain access to thief skill training at level 2. Through the club, characters can then earn income with thievery (though critical fails are probably bad). The characters can also buy and sell items through the Osprey club, no questions asked. They however must pay the club dues of 1 gold piece a month.

Disliked Yinyasmera jacks up the prices in the Crook's Nook and refuses to let them sleep in the common room. When drinking at the Crook's Nook they will occasionally be "accidentally" knocked into the river or find their purses unexpectedly light.

Hated Yinyasmera refuses the characters entry into the Crook's Nook. She will also set her thieves on them. She may also frame them for a crime: having her guild pull off several high profile burglaries, plant the evidence in the PCs possessions, and then tip off Captain Longsaddle.

Hunted Yinyasmera sends a group of assassins to kill the PCs.

THE TOWN WATCH

FACTION 10

GOVERNMENT | GUARD

Leader Captain Lardus Longsaddle (N male human fighter)

Members About 70 but can mobilize the militia if necessary.

Objectives Keep the peace in Otari

Revered The characters gain a stipend of 2 gp a month and access to level 6 guard training.

Admired Captain Longsaddle gives the characters promotion to lieutenant and command of a squad of watchmen. The PCs also gain access to guard training level 4 and can requisition magical equipment through the garrison (subject to reasonableness and availability).

Liked Captain Longsaddle asks the PCs to join the watch. If they do they receive food and lodgings at the Otari Garrison, may earn income from Crafting to maintain the armory or Intimidation to patrol the streets, and gain access to guard training at level 2. They can also requisition ordinary equipment through the Garrison.

Disliked The guards take every opportunity to harass and inconvenience the PCs. If the PCs do anything illegal they will be promptly arrested.

Hated Captain Longsaddle tells the PCs to get out of town. If they don't he will have them arrested and held until the circuit court judge comes.

Hunted The Otari militia, possibly backed by members of the Kortos Cavalry, mobilize and attack the PCs.

OTARI GOVERNMENT

FACTION 5

GOVERNMENT | BUREAUCRACY

Leader Mayor Oseph Menhemes (LG male human mayor)

Members 13

Objectives Ensure peace and economic prosperity of Otari, Balance the budget

Revered The characters are going to get statues of themselves, or at least nice portraits. They may be given the key to the city and the titles "Heroes of Otari", in an elaborate ceremony.

Admired The mayor will offer monetary rewards to supplement actions taken by the town. He may also offer medals, deeds of land (mostly useless swamp), and other honors.

Liked The mayor is willing to help the characters deal with taxes and regulations for the characters. He can also offer them civic work, allowing them to Earn Income with Society or Diplomacy.

Disliked The government starts hitting the characters with massive taxes and regulation.

Hated The PCs reputation with the town watch becomes disliked if it is not already lower.

Hunted The government passes laws against the characters. The militia mobilizes to arrest the characters (possibly aided by members of the Kortos Cavalry) who will then be transported to Absalom to await trial.

Otari Riot Movement

