

This is an excerpt from a co-operative role playing homebrew. The prologue introduces the main antagonist. The following section details areas of the quest, with people and quest information the payers can uncover.

Prologue

A grey fog settles over the swamp, cooling the night air. The crescent moon casts eerie shadows across the castle of Lord Glyn.

Inside, the fire is lit. It is a joyful scene as Glyn and his guests feast. Fires crackle merrily in the four hearths of the great hall. Glyn sits at his high table, surrounded by his closest confidants.

Soldiers mix with friendly maidens. Merchants and lower lords carouse at the long tables spread out in the great hall. Somewhere high above, musicians play a jaunty tune of lyre, drum and fiddle.

Glyn raises a glass brimming with dark red wine.

“A toast to our great victory. Once again we have avoided catastrophe, protected our lands from the fey and secured peace in the Kingdom of Marshes”

A cheer rolls out amongst those gathered.

“As you know, the peacemoot has failed. All there murdered by order of the villainous Aeldrith Forkbeard”

Yells respond to this, men bang on the tables.

Lord Glyn calls them to attention again.

“I must thank Marshall Lenat and Captain Lusian for their wise council”

He gestures a muscle bound Halfling to his right and a tall man, grey haired but sharp and straight backed to his left.

“If not for them, we may have suffered the same fate as all those other Lords of the Moonshae Isles. As it is however, I vow that no matter where he is or where he runs to, Aeldrith Forkbeard, for massacring our friends, for scourging our lands and for violating the ancient laws of parley and peace. I vow he will find no safety, no rest and that he will pay in blood tenfold what he has drawn!”

A cheer rises up to greet this pronouncement. Glyn raises his glass high.

“A toast! To all our fallen comrades, may their gods welcome them home . And to the reckoning of Aeldrith Forkbeard!”

At this, all raise their glass. They begin to reply but suddenly the hall goes dark.

Glyn turns. Behind him, a fiery circle opens up.

He jumps back.

Out steps a rather thin, wiry man. His skin is deathly pale, his hair is black, neat parted to one side. He wears a dark tunic, black trousers, all cut sharp and thin. He holds no weapons.

Yet despite this, he exudes an aura of utmost control and confidence. He moves slowly, easily, striding through the portal, into the hall as if he were returning to his own home.

And his sharp jaw is covered in a neatly trimmed black beard that moves down to a forked point.

Lord Glyn glares at him “Aeldrith.”

IN KINGS BAY - Locations

1. The Kings Lay - a massive, intricately inlaid building - Tavern of merchants and the wealthy of the area. 1a - The elaborate stables of the Kings Lay
 - a. Byron Butterfree - a rotund silk merchant. Nervous but chatty. He can tell you about the Moonshae Mistress - he has no business with it, too worried about all that gambling. He is heading off on his next shipment back to Waterdeep the next day - if you charm him, he'll consider taking you - for a price
 - b. Albert the Wry - A grey man, wrinkled yet firm and strong looking. He says he is a 'merchant of fortune' but doesn't explain what this means. He is heading onto the Moonshae Mistress. He'd be interested in hiring some muscle to come along with him as he's heard there's more going down there than just a poker game. But he's said too much.
 - c. Valu - a tall elven woman, cold eyes, black hair. She will eye you warily and dismiss you if you try to talk to her. However, she can be won over by the Dragonborn or if anyone speaks elvish. She is another player in the high stakes game - she says Albert is not to be trusted. There is definitely something going on.
 - d. Callin - you can discover him here if you have met his underling. He is hiding in a dark corner, a brute of a man, thick necked, a Northlander. He will not want to talk to you - if you mention his shipment, he will demand to know how you know. You will provoke a fight if you go too far but you can convince him you want to help him. He lets you know he is just doing a favour for a friend of his Aeldrith - he has no idea what is in the thing, only that he is moving it on the Moonshae - you can help him guard it.
 - e. Various merchants, the tavern is bustling. You are definitely out of place here.
 - f. Everyone knows about Aeldrith - some are glad for the increased business, merchants are not because their profit is eaten in to, Valu seems to grow colder if you mention him to her, Albert gives a wink - he's known Aeldrith for a long time but know not was has become of him now

2. The docks
 - a. Bustling and loud during the day and night. During the day hundreds of people are trying to negotiate passage on one of the many ships crowding the docks. During the night, ships are being loaded with cargo.
 - b. Dorn - a local ships captain. He'll tell you for free that there "ain't no ships with any room" and to look around you. If you charm him or maybe grease his palms a little, he'll let you know about a ship heading to Waterdeep in a few days that has space. But you'll have to travel a bit different, the captain of the ship doesn't take anyone who can't pull their own weight. To find out about him, come back to the dock the next day and ask for Faroon.
3. The local stable
 - a. You can stable your horses here if you don't want to take them with you.
 - b. This is the cousin of the stable man from Horstall. His cousin's son rode hard and arrived before you to warn him of you. If you stable your horses here, you will not get them back.
4. A rougher tavern, The River's Mouth. It's a ramshackle building that looks a hundred years old as if each room has been added every 10 years
 - a. Lark - the bar keep and owner - been in his family for generations - will tell you only food and beer, the place is full. He can give you info about the Moonshae Mistress and the King's Lay - he hates the goddamn place.
 - b. Arto - a nervous halfling - he is fleeing from Aeldrith and trying to get on the next ship out of town. He just needs 5 gold pieces to pay for a spot he has on a ship leaving that day, can you help him? He's going to be meeting his brother in Waterdeep
 - c. Garner - a rough looking man with a swagger about him. 5 o'clock shadow, he smokes a pipe and listens to the minstrel play. He's managed to get himself on the Moonshae Mistress - he's made his fortune as a gambler and knows a good take when he sees one. If you can beat him in a round of blackjack, he'll take you with him on the ship.
5. This is where the Moonshae Mistress will depart from
 - a. Several guards look over the ship during the day and night - if you investigate and sneak you can get past them and sneak into a cargo section on the ship.

Moonshae Mistress - A riverboat casino.

The Low Stakes Poker Game

Whoever decides to play the game will be playing against 3 opponents.

It is 300 gold buy in. The winner takes the whole pot plus a bonus winners item

To play - There are 3 rounds, where you will need to knock an opponent out each round.

ROUND ONE

The man with the forked beard - Caillin is his name. He loses on purpose in the first round. He seems distracted, looking around the room and assessing the situation. You feel a coldness emanate from him. When he leaves somehow the room seems darker. (He has cast a binding spell on the room to keep everyone there, however the PC can make a 15 to leave - they get 3 chances at this.)

To play the PC is dealt a hand of Ace of Diamonds, King of Hearts. The flop is Ace of Clubs, 2 of spades, King of Diamonds. The turn is a King of Clubs. The river is 5 diamonds.

You can choose to raise or stay. A raise requires an intelligence check. 5 on success, you get Caillin to go all in.

Caillin goes all in and reveals an Ace of Spades and a 5 hearts.

ROUND TWO

Arto - the nervous halfling. He has nothing left to lose, he already hates you. You have to beat him down

You get dealt a 2 of clubs and a 7 of hearts. The flop is 2 queens and a king, the turn is a jack, the river is a 10

Arto has a royal flush. But you can bluff him out of his money. In order to bluff, get a 10 intelligence. On success, you successfully bluff him and he leaves the game shattered (you can decide to reveal your bluff to him). On a failure, you lose and have to leave.

ROUND THREE

Garner - A smart, cunning player who has come along with you the whole time.

You get dealt 2 Queens. The flop is 2 red Queens and a 10 hearts, the turn is a 9 hearts, the river is Ace of Hearts

Garner has a straight flush which is better than your four of a kind.

You have to find a way to make him fold his hand. You can do this by showing that you have his luck dice and then rolling an intimidation 8. You can try and outsmart him but you need a 16 intelligence. You can cause a distraction and change one of the cards with a sleight 15 (you get to roll again if your distraction is good enough).