



Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 7 characters.

Fresh from one adventure the party decide to head through Larkem and rest. Sitting down at a highly recommended tavern, the Lazy Boar Inn, they are surprised when they appear to be the talk of the townsfolk.

Larkem is a comfortable half-way township that is between larger inland cities and a large port that acts like a gateway. Because of this they have set up an outpost for squires moving from the keeps along the coast and the main cities.

This means that there is a large population of squires and knights in the city of Larkem. Many of the squires in the Lazy Boar Inn are talking about rumours, and in particular a certain one. Nearby, about a day's travel, the small Farming village of Fedurke was attacked recently. A large beast destroyed a barn, killed and ate nearly the entire flock of sheep and several horses.

The squires are going to go and hunt the beast as a sign of their coming knighthood. Some even approach the adventurers to ask for advice.

Arrival at Larkem

The Lazy Boar Inn



As the party downed another tankard of ale they eagerly watched as a platter of food came their way. Breads, meats, roasted vegetables and more. A feast

fit for the heroes that they were and they were enjoying the attention that they received. A bard started to sing of a fight between noble heroes in a distant city and the other tavern goers instantly believed that the party was the focus of the story. Drinks were bought, tales were told and merriment was the main course of the menu.

After several hours of merry making the party left the tavern to go to their lodgings, a home that was offered to them from the lord of the city to be used any time they stayed here. A token of appreciation from the last time the party was here. However as they started to head towards the building a knight of some manner stepped up towards them, holding a lantern that cast shadows across her face.

NPC's:

- Simon Barl
- Rebeka Saeldric

Encounter: Request for aid

Creature: Rebeka Saeldric

Map -N/A



When approaching the knight with a lantern she reveals her face and

"Greetings. I was told that I might find some heroes here that may be willing to aid someone for the right price? I'm a visitor from Chult, a knight in training. I am in need of assistance in protecting an ally of mine. She has bitten off more than she can chew so to speak. Currently she is hiding in the woods nearby but I fear that she will be found sooner rather than later and she gets a bit jumpy when I am not around to help her." she paused for a moment. "My name is Rebeka and I have gold and

gems that could see you feasting for many weeks if you'd be willing to help."

After a pause she continued. "I just need help in proving her innocence from a misunderstanding. Are you able to help?"

Leaving the City

Looking up from the road Rebeka looked at the adventurers she had managed to convince her to help her. Each one of them looked formidable but she felt alone still. Shaking her head to snap out of the daze her trip down memory lane had given her, she focused on the task at hand. Rebeka of Chult she had introduced herself as. But without her partner, Charger, she felt alone. A knight without their steed was nothing and walking around carrying her lance felt awkward to wield.

The feeling of defencelessness didn't help the feeling of unease as she passed more of the young warriors who were hunting for her companion. Their young and arrogant faces and calls made it worse but the party of adventurers she was with seemed confident and capable. They should be able to help her prove her companions innocence.

Entering Fedurke the party sees a small tavern with stables attached to it. Approaching the tavern they find a bunch of three squires leaving the main building who start discussing who will kill the creature. Rebeka approaches them and begins to argue with them.

NPC's:

- Rebeka Saeldric

Encounter: Rebeka arguing with the Squires

Creature: 5 Squires

Map - N/A

If the party can talk down the situation as Rebeka calls out the squires on their hunt then there isn't any combat. Otherwise the squires will try and attack Rebeka and anyone who defends her. They aren't using weapons and are only trying to scare or intimidate so using non-lethal attacks.

After the encounter Rebeka heads off towards the forest, to where she left Charger. The party can choose to follow or not.

The Forest

Rushing through the brush was never a good idea but the whoops and cheers of the other excited squires numbed senses and he gave into the revelry. As he hurtled over a log the first signs of something large appeared. Broken twigs, missing bark and large deep footprints heralded their quarry.

Reaching for the horn at his belt he bellowed out a call with it with such exuberance that the deafening sound lasted until he started to see stars.

Moving the horn from his lips and breathing heavily for a few moments he breathed through the deafening sound of his heartbeat in his ears. When the blood left his head and he looked up the sound that greeted his ears wasn't the jubilation that was from a few moments ago.

Screaming from his fellow Squires greeted him and the roar of something else. Something bloodthirsty that felt like it froze his blood. Something that was jubilant in the hunt just as they had been when they charged after the tracks in the woods. Swift crashing through the woods heralded its approach and the only instinct that remained in his mind was... run.

Dashing away from the creature was an act of cowardice. The tears that streaked down his face marked his shame as he heard the creature crashing through the woods some distance behind him, pouncing and devouring his friends as they too took flight and ran. Nothing was able to sate the creature's hunger and the hunt for squires had earned its name.

Barrelling out of the woods and into a clearing near the edge of the trees he crashed into a large creature. Atop the giant reptile a woman in shining armour sat in preparation. Lance and shield ready and the adventurers who had questioned their intentions at the nearby inn looked down at him in both disgust and pity.

"Unless you want to die, boy, I suggest you get behind Charger. She and I will protect the people of these lands from the horror that has been unleashed." the knight on the giant creature spoke in a steady and determined voice. Just as he scrambled to his feet a deep rattling hiss came from behind as the creature had finally caught up to him.

NPC's:

- Rebeka Saeldric

Encounter: The True Hunter

Creature: 1 Metriacanthosaurus (Metri), Rebeka Saeldric, Charger (Pachyrhinosaurus)

Map - 323ThHuFo

The creature will attempt to take down a target one at a time. It will target those in melee first but will try and single out those who cause the most pain to it first. It will attack those who create fire (Firebolt, fireball etc.) with an extreme rage including causing opportunity attacks. Otherwise it is a cautious and careful predator.

Lore & NPCs

Simon Barl



Simon is the Owner of the Lazy Boar Inn. He is a quiet man who values his customers and appreciates the custom that the adventurers have brought in.

He also has family in Fedurke which he asks the adventurers to check in with if they get the chance.

Rebeka Saeldric



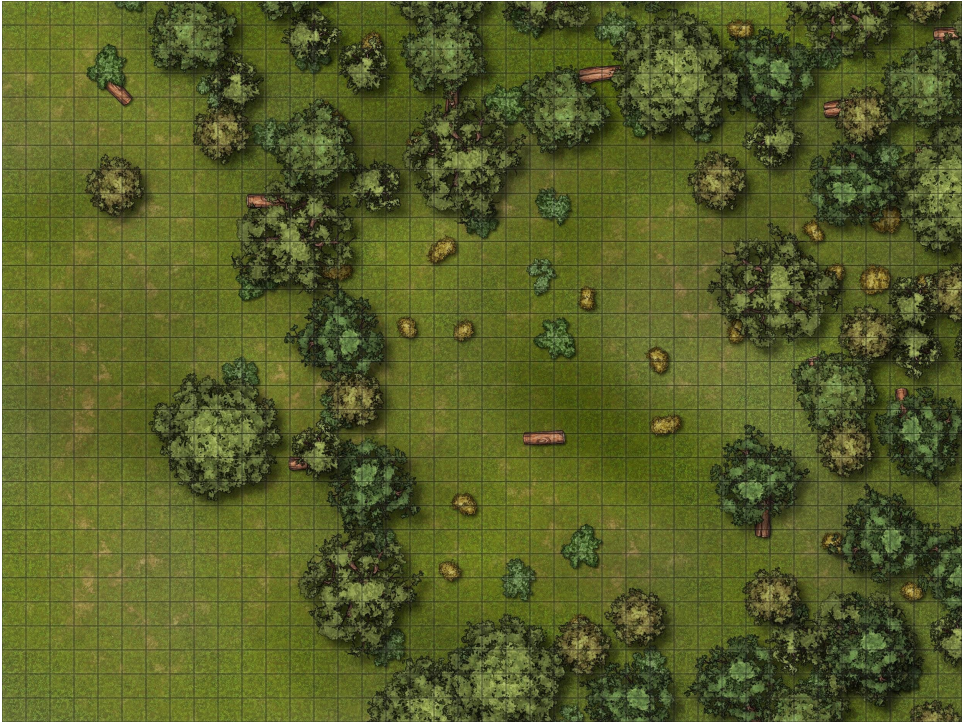
Keeping her head down she crouched along the brush heading towards the clearing ahead. The large plants and ferns made this approach easy but she had learnt from a young age to never underestimate the jungle. Looking around for the signs of the undead, or a large predator she prepared to move swiftly. After a few careful steps she moved forward with swift determination towards her goal – a large nest. This one was her first test in becoming a knight, retrieving her companion.

Moving forward from grouping of ferns to fallen logs she hurried to the side of the nest. The steaming heap of vegetable matter helped incubate the eggs and judging by the size of this one it surely was a larger creature. Digging quickly and carefully moved to the centre of the heap. The heat was impressive from the decomposing branches and leaves but it meant that the eggs should be incubating well. Finally she felt something hard, nearly stone-like.

Digging it out she pulled the egg out into the open before placing it in a bag she carried over her shoulder. The egg was smaller than the bag allowed up to but it was still the size of her long bladed dagger about eight inches in length. Covering the next back up by filling in the hole she made she quickly ran towards the cover of the trees as the beasts that called this part of the jungle home could be heard returning.

Maps

323ThHuFo



Large trees, bushes and a few logs litter the forest. The clearing has a few bushes and a log or two within but otherwise it heralds the end of the forest and the beginning of the plains beyond. A good place for both mounted combat, hand to hand combat and also for both the party and creatures to gain cover.

Monsters

Adventure Encounters

Squire

GUARD

Medium humanoid (any race), 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 or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Rebeka Saeldric

REBEKA SAELDRIC

Medium humanoid (Knight), any alignment

Armor Class 18 (plate)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws Con +4, Wis +2

Senses passive Perception 10

Languages Common

Challenge 3 (700 XP)

Beast Knight. Rebeka has advantage on saving throws against being frightened by beasts.

ACTIONS

Multiaction. Rebeka makes two melee attacks.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) Piercing damage.

Note: You have disadvantage when you use a lance to attack a target within 5 feet of you. Also, a lance requires two hands to wield when you aren't mounted.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Rally (Recharges on a short or long rest). For one minute, Rebeka can utter a special command or warning whenever a friendly creature that she can see fails a saving throw, this creature can add d6 to it's saving throw.

REACTIONS

Improved Parry. Rebeka adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon. In addition if a melee attack was targeting her mount she can redirect that attack towards herself.

Charger

PACHYRHINOSAURUS

Large beast (Dinosaur), unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d10 + 40)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	21 (+5)	3 (-4)	14 (+2)	9 (-1)

Senses passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Charge. If the Pachyrhinosaurus moves at least 30 feet straight toward a creature and then hits it with a ram attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the Pachyrhinosaurus can make one stomp or ram attack as a bonus action.

ACTIONS

Multiattack. The Pachyrhinosaurus makes two melee attacks: one with its stomp and one with its ram.

Stomp. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Ram. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must make a DC 14 Strength saving throw or be knocked prone.

REACTIONS

Hardened Crest. The Pachyrhinosaurus can use a reaction to gain resistance against bludgeoning, piercing and slashing damage against a single target until the start of its next turn.

Metriacanthosaurus

METRIACANTHOSAURUS

Large beast (Dinosaur), unaligned

Armor Class 13 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	18 (+4)	2 (-4)	14 (+2)	9 (-1)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 8 (3,900 XP)

Pounce. If the Metriacanthosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the Metriacanthosaurus can make one bite attack against it as a bonus action.

Keen Senses. The Metriacanthosaurus has advantage on Wisdom (Perception) checks that rely on sight or smell.

ACTIONS

Multiattack. The Metriacanthosaurus makes three melee attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks, but it can't use its bite and its tail on the same target.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and the Metriacanthosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 7) bludgeoning damage. If the target is a Medium or smaller creature, it must make a DC 16 Strength saving throw or be knocked prone.