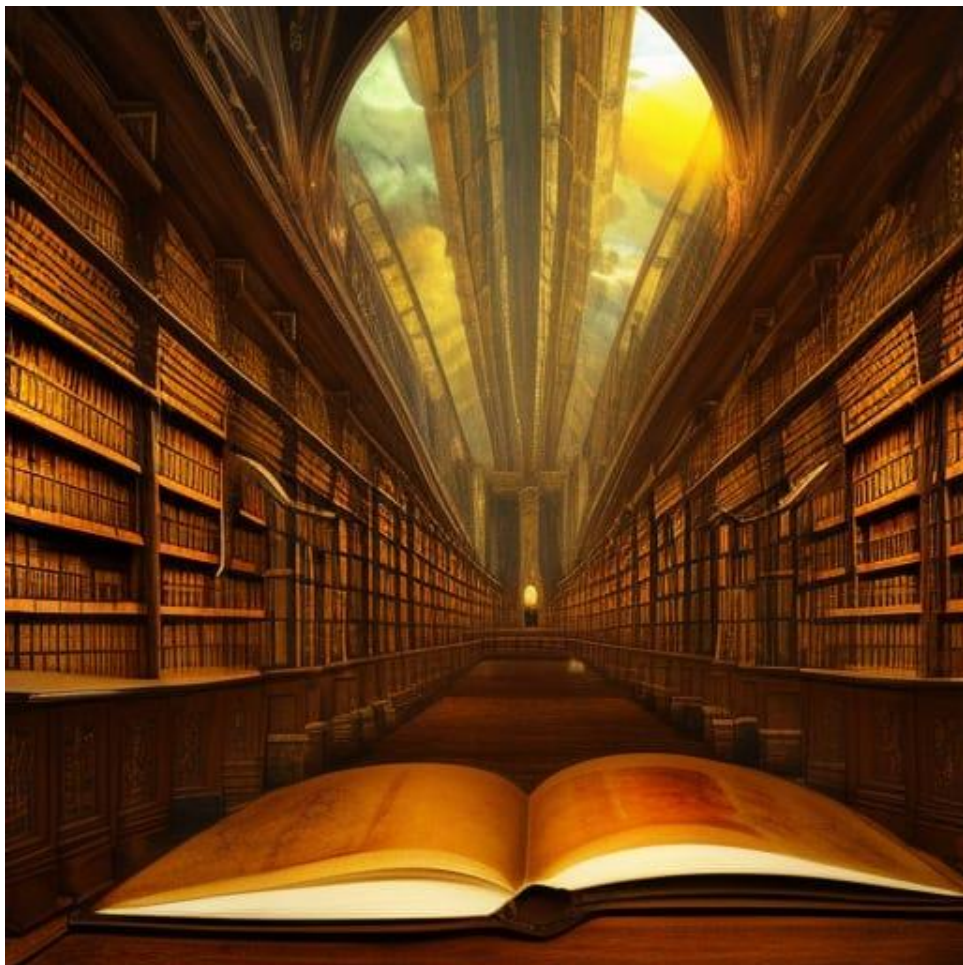


The Lost Lore of Rastabar

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Introduction

A TTRPG adventure compatible with Dungeons and Dragons 5e adventure for a party of level 9 characters.

Entering the city felt like a dream. The flying ship carefully lowered the carcass of the dragon and the statue, wrapped in cloth directly into a warehouse that their client, Lucile, owned. A group of tight-lipped people rushed out and moved both body and construct into a large warehouse and the party were ushered inside.

Inside of the warehouse were isles of boxes where people moved goods from one place to another. Guards watched from walkways above the isles as people went around moving stock and cargo from one place to the next.

"Excuse me! Coming through!" a voice rang out as a Tabaxi pushed a wheelbarrow full of bags of spice as other workers followed with boxes, bags and crates. Turning to watch the precession the goods were taken to the ropes from the airshop they came from and hoisted up into its hold. No rest for the industrious it seems.

Slowly they were being moved before a familiar young woman, Lucile, who stood watching the dragon and covered construct move into a secondary large room. "We have much to discuss. Come with me to my office if you will".

Rastabar City

Luciles Warehouse - The amulet



NPC's:

- Lucile Bendercuff

Encounter: Lucile Bendercuff

Creature: N/A

Map - N/A

The amulet sat on the desk between Lucile Bendercuff and the party. After a solution that her in-house alchemist had dropped onto the amulet he swirls and bursts of energy the amulet gave off were visible to everyone.

"This Amulet is remarkable. It's centuries old but its magic is one of the strongest we have seen in quite some time. While we get the Guardian creation repaired from the little conflict we have something else to ask of you" Lucile asked tentatively. "We believe that the Library of Rastabar would surely have information on the amulet or at least its creator. Unfortunately due to a misunderstanding I am not allowed back in there and they know who my normal employees are. However, they don't know you. I need you to go find out what you can about this amulet or its creator and come back to me."

Looking nervously around she nodded at one of her guards who stepped out of the room and closed the door behind herself. "There is another issue though. We believe that the arrival of a massive metal golem may spread news to those who want the same thing as me. We also can't attest to the loyalty of those who were on the ship with you and despite them giving their word, and taking my gold, I believe that other parties may be also seeking the same information. It's not every day that a dragon killing golem, a dead dragon and a magical artefact appear in this city and there is a bit of a buzz already. If you are to take this job I will reward you handsomely for the retrieval of information. Double it if you can guarantee that no other merchants or competitors for this information find out what you do."

Extending her well manicured but lithe and strong hand across the table she looked sternly at the party. "Do we have a deal?"

The Great Library of Rastabar

The Rastabar great library was massive. A few large windows let in bountiful light from the second window which made the rows of books, scrolls and parchment seem to glow. Several people were walking around here looking at parchment or arguing loudly whilst looking at different books. A few librarians wandered around and helped deal with requests for information or the location of certain tomes or scrolls.

“Hi there, can I help you today?” A woman asked from beside them, her presence barely noticeable before she spoke. “I am Mary, Mary Cepwell and I ‘kinda work as one of the helpers here. If there is something I can help with please let me know.”

NPC’s:

- Mary Cepwell

Encounter: Book searching

Creature: N/A

Map - N/A

The encounter here is a mixture of dialogue and effort. The party needs to look for History of Rastabar but also looking for things like places of interest will point them in the right direction. The book they are after is really a journal from the first people that ruled Rastabar and their interactions with the Mage Andrasa.

If they look for a book about Andrasa they can get a rough idea of time of when she was around and it may hint that she helped found and build Rastabar city.

Looking for Rastabar city will be broad but it will tell them about the mage known as Andrasa, but when putting them both together they get the time period as well as what she was involved in. The final book depicts several places of notes and they describe what she built, where they met her for consultation and the landmarks around them. Large cliffs, flowing plains of grass and types of animals that aren’t found on Rastabarian land as such.

If the party want to take the book they can try and sneak it out, if they rip out the pages that is easier but - if they are caught it's a criminal offence.

Either Way they need to find the info and we should reward critical thinking with giving them a quicker path to the answer. If they get truly Stuck Mary will reappear and will help direct them - but not in an obvious way.

After finally looking through the library for hours, and some help from Mary Cepwell, the party opened a book “The creator of Rastabar”. Delving through its pages they came across a sketch and a description of the tower, well what it would have looked like centuries ago. Apparently the tower was one of many created and maintained by the great sorceress called Andrasa, the arch Magus. Each of these towers held one of her treasured artefacts, one was the house of her Guardian Brightsteel, another was a where she conducted ceremonies and rituals to foresee the future and another, her primary keep, was where she created her artefacts and stored her wealth.

There were also some landmasses and descriptions of events that happened at the time which, without context, were impossible to locate or understand what they were. Taking note of the information they quickly left to report back to Lucile. However they were unaware of the many sets of eyes that watched them head towards the door, or the flash of a mirror from a window to the outside.

The Chase

The moment they leave the Library they can tell that they are being watched. The party note at least a dozen ‘citizens’ watching them and some hired muscle and thugs who slowly approach them. They also see several guards about their business in the streets where the hired thugs avoid as if they were contagious.

NPC’s:

- N/A

Encounter: The Marketplace

Creature: 2x Mercenary Mages, 3 Spies, 6 Mercenaries and 12 Commoners.

If the party engages the Guard in combat then 6 guards and 1 knight.

Map - 332ThRaFlis

This section is up to the party. They can flee in which case it becomes a 'chase scene' or they can try and fight the people on the streets (which will alert the guard who will try and subdue the party), or they can take the fight elsewhere.

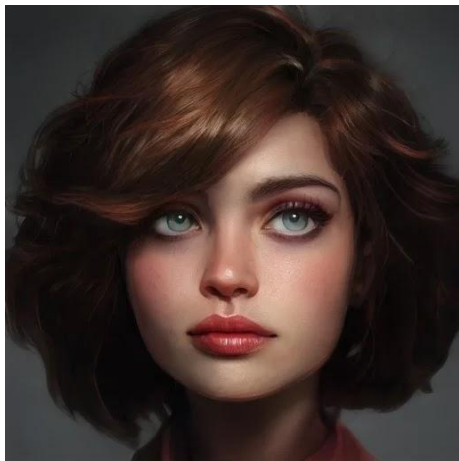
The commoners will try and pickpocket items from the party and will 'accidentally' bar the way. The Mercenaries will try and grapple the party before knocking them out and the mages will do what they can from range but avoid melee.

If the party gets into melee with the mages then a mercenary or few commoners will come and intercept if they are free and able to.

The desired outcome here is for the party to make it back to Lucile with the information either memorised or on their person.

Lore & NPCs

Lucile Bendercuff

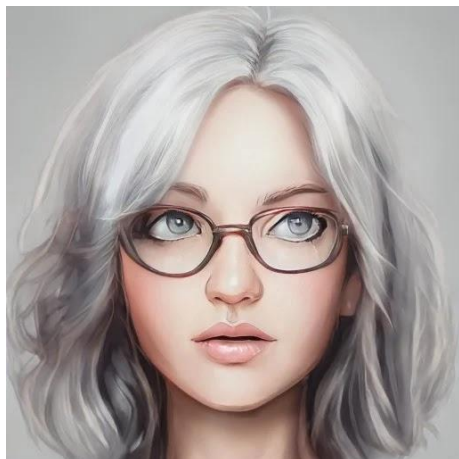


Coming from wealth Lucile didn't have to work hard to get where she did, she could have inherited her parents estate. She didn't have to take over her fathers merchant business or her mothers thirst for knowledge but she did.

However she didn't just inherit it she grew it. A powerful, smart and driven young lady Lucile grew into a canny business woman with an eye for value and a keen sense for the arcane or rare.

Lucile was always fascinated with the legends of Rastabar, the old stories her gran used to tell her. Tales of heroes and villains and princesses. However her favourite stories were about the lost arch-magus Andrasa and the power that she wielded over the lands. It was the stories of her floating wizards tower, the guardians and the secret she locked away in arcane vaults that drove Lucile. Her dream to pursue the floating islands and to chase her dream and ambition further lead to her encounter with a party of adventurers who were maybe just the right group to get the job done. Now all she needed was the knowledge to go to the next place.

Mary Cepwell



Mary works as a librarian primarily but she also does odd jobs when the subject and the price is right. Not much is known about her as she came to Rastabar when she was an adult and despite her lack of experience or knowledge in the city or its history she quickly fit in.

But despite her helpful and non-threatening demeanour she is quick witted and knows more than she ever lets on.

Maps

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Monsters

Adventure Encounters

Commoner

COMMONER

Medium humanoid (any race), 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.

Guard

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.

Mercenary

MERCENARY

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

Armor Class 13 (chain shirt)
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 mercenary has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 ft. of the creature and the ally isn't incapacitated.

ACTIONS

Multitask. The mercenary makes two melee attacks.

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

Long Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands

Spy

SPY

Medium Humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Stealth +4
Senses passive Perception 16
Languages any two languages
Challenge 1 (200 XP)

Cunning Action. On each of its turns, the spy can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The spy deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the spy that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

Multitask. The spy makes two melee attacks.

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

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

Mercenary Mage

MERCENARY MAGE

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

Armor Class 12 (15 with *mage armor*)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Arcana +4, History +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 2 (450 XP)

Paid For Trouble. The Mercenary Mage has advantage on saving throws against being charmed or frightened.

Spellcasting. The mage is a 4th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *light, mage hand, fire bolt*
 1st level (4 slots): *catapult, cause fear, mage armor*
 2nd level (3 slots): *levitate, Flaming Sphere*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Knight

KNIGHT

Medium Humanoid (any race), 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 any one language (usually Common)

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

ACTIONS

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

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

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 ft. of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

REACTIONS

Parry. The knight 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.