

# *The Shadow of Oscowl*

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## Introduction

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

A relaxing stint on soft beds amongst civilisation is what the party had come to Oscowl for but quickly they realised that it may be too much to ask for. As the party sit in their tavern and watch as the barman brings over their drinks a series of events not only quickly draws attention to them but to everyone else in the tavern. An assassin nearly killed them and killed a notable nobleman and mage who frequented the tavern.

With the death of a noble bringing more scrutiny and as tension increases can the party find the would be assassin before another dies or will the true target of the murderer be revealed.

## Oscowl City

### Mutter-butter tavern & Inn



The Party had made it to Oscowl and had made their way to Mutter-butter Tavern & Inn. The inn was run by a pair of gnomes, apparently, who had made their fortune elsewhere but decided to open a tavern & inn in their retirement.

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The crescendo of the bard's song ended with a scattered cheer and applause as the party sat, fed and content at one of the booths that they had haunted for a few days. After many adventures they

had come to Oscowl – a hub city where work was everywhere and so were places to spend hard earned gold. For this band of adventurers the promise of a comfortable bed and a place to spend some of their hard earned gold was what brought them and the food and drink of the Mutter-butter tavern & Inn was what was keeping them here.

As they went over their plans for tomorrow they signalled one of the workers near the bar for another round of drinks. The friendly half-elf acknowledged their order before a booming “How dare you!” shot through the room. The party looked towards the source of the outrage and found that Ikob Thunderdash, a noble with a non-insignificant amount of magical prowess was pushing a man away from his table where not one, or two but three scantily clad ladies were sitting with him.

“I have warned you once to not encroach upon my business” Ikob called out as he stood menacingly upright. The man in front of him looked confused and terrified as he shuffled backwards, raising his hands and apoloising.

“I am sorry. I didn't know it was your table, I...” he began before being pushed backwards. The man looked left and right as he stumbled – his milky eyes scanned for where his table was as he stumbled backwards. The young half-elf barman appeared and caught the man. “Sorry about that. Easy now old friend, I'll show you to your table.” he said.

“Fetch me another drink at this moment and I'll forgive this establishment for its lack of respect for the nobles of this city!” Ikob called to the swoons of his companions and the mutterings of the other patrons. The barman nodded and agreed but focused on getting the old blind man back to his own table. Ikob muttered a few impolite comments to the delight of his companions.

A few moments later the barman was walking back to the parties table carrying a tray of drinks to them. However as the barman got near the table a few incantations saw the tray of drinks drift over to where Ikob sat. “Ah I knew you wouldn't be getting drinks to someone other than me first” he said as he laughed and started drinking from one of the goblets. As the barman stomped away to get another tray of drinks to the party Ikob suddenly

coughed, stood up holding his throat before writhing and screaming in pain. The table knocked over, the girls he was with screamed and within moments he lay on the floor, blood pooling from his eyes, ears and mouth.

The Tavern was quiet for a moment before the first screams and cries erupted. The party looked at the spilled drinks, the dead noble and the other people within the tavern. Something tells them that they won't be having any more quiet days in this city any more.

### **NPC's:**

- Lord Ikob Thunderdash
- Rudy Tasslewor

## **Encounter: Investigation of the Scene and Social with Guard**

Creature: NPCs

### **Map - N/A**

Gathering around the bar the owners of the Tavern and Rudy, the barman who was unluckily the person who Ikob took drinks from all waited as the guards and the city's watchers looked around the room. Questioning the party, several of the watchers; elite guards and spies, tried to find out what happened leading up to the death of the noble.

"So you say that you ordered the drinks and Lord Ikob Thunderdash received them instead of you. It could be something else as we have, so far, no motivation for anyone wanting to kill adventurers of little fame such as yourselves. But we will investigate the body and see if there was another source." The Watchers were all masked and showed nearly nothing that could be tied back to who they were. However the watcher that was asking the questions was a female and sounded middle aged and local.

"Anything over there, watcher?" one of the guards called from across the room – the reply was a shake of the head. Rudy, the barman smiled weakly at the party as he walked over.

"I am sorry you got caught up in all of this. The only time I didn't have eyes on the drink was when the old blind man needed help getting back to his table. But it wasn't for that long and I had no idea." He stopped and paused as he saw the look on the party's face.

The guard approached and shook their heads as they stopped next to the party. "Well we can't rule out it was an inside job. Ikob was a well known noble for the wrong reasons but he was nobility, after all. Even if the drinks weren't meant for him there is no way to prove otherwise. But I would recommend that you stay safe and keep a low profile over the next few days until you leave town. Don't go anywhere at night as the city streets aren't patrolled as much." the older guardsman said as he scratched his neck.

"You may also have a watcher or two posted to follow you to see if they can catch the assassin. But don't bring attention to them. The quicker they can do their work the quicker you will be safe."

The party now has to decide what to do. The assassin won't attack them again in the tavern but will wait until they go into the streets, preferably near the market where there are a lot of people to disappear from.

## **The Streets of Oscowl**



Walking the streets of Oscowl the party keeps an eye out for people they know, suspicious characters or people that they recognise from the night that Ikob was killed.

After an hour or two they find themselves looking down a busy street of merchants with their wares on tables, mats or stalls. Barrels of produce lined the walkway and the merchants called to not just



the party but everyone, proclaiming their goods superior quality as they tried to make more sales.

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The twang of wire was the only indicator that something was wrong as a bolt whistled past the party and buried itself into a barrel of apples next to them. A crash and groan of pain followed and following the screams of people they found one of the watchers pulling themselves from the ruins of a stall. Untangling the fabric of the shade cloth that was suspended above the wooden frame they looked to the party.

“I spotted them. They nearly hit you with the bolt but I hit them first.” she paused, catching her breath. “However I didn’t expect them to rush at me and knock me off the vantage point and down here. They took off north from here” she pointed to emphasise her point as she touched a wound on her ribs. “I need to clean up here. The other watcher is taking pursuit but we have confirmed that they are after you. So be careful as in our experience when the target is confirmed and the assassin knows that we are aware they either raise the ante or they will change tactics completely. I will catch up in a moment.”

#### **NPC’s:**

- Watcher 1

#### **Encounter: Chasing the Assassin**

Creature: Assassin, Watchers, NPCs

#### **Map - N/A**

The party has to decide on how to handle this part of the adventure. Whether it's the watchers calling out saying or indicating that they saw the assassin enter the abandoned church or, the anticipated one is that they are able to watch one of the watchers in pursuit as they head into the church.

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*Taking off and allowing the watcher to make amends with the shop owner and tend to her injury the party head north. If the assassin was aware that they were close then they may feel cornered and be irrational. People were pointing and muttering about a chase happening on the rooftops as they passed. Quickly asking bystanders they were able to trace the steps of the suspect and the watcher to an abandoned church.*

Drawing their weapons they entered the door and began searching. It didn’t take them long to hone into a tower at the back of the building – the only part of the church that had roof access. Climbing the stairs they heard a rattle in the room at the top of the tower, one that was level with the roof judging by one of the windows. Pushing through the door the first adventurer was pushed against the wall by an unseen assailant – a large thin dagger pressed against their throat. After a split second the figure withdrew the dagger and stepped back – slumping against the wall.

“Thank god it’s you.” the figure spoke. He was young and dressed like the other watcher but clutching his stomach. “I followed the assassin in here. I can’t believe I chased him like a rookie. Next thing I know I get a few swift hits in the stomach and he dashes out the window. I thought you were him coming back to finish me.” he said as he stood up slowly. “I’ve got to follow him.” he said before pushing past the party and climbing onto the roof.

As the party stood there in the silence the sound of something dripping could be heard from deeper in the room. Following it they found a pool of dark blood and a young man that had been stashed in the rafters of the roof, stripped down to his undergarments. “This isn’t good. That’s John” came the familiar voice of the female watcher from before. “And it looks like our assassin has their hands on a watchers outfit now.”

## **To Catch a Shadow Shadow Hunting**

Whatever the party's plan is, they manage to attract the assassin. Some places are easier than others for the party to fight in and the assassin is not stupid and will act to the best of his ability to be successful.

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#### **Notes:**

##### **Streets**

Streets are easy. They can either be cluttered or not. Cluttered streets have boxes, crates, barrels, wagons or stalls in the way that block line of sight. The other thing to consider is that

you can have living things that block line of sight too – such as Horses, cows or people. An assassin may strike in broad daylight when they are getting desperate as a way of blending in with the crowd and in our case this may be the case.

Launching a bolt or arrow or poison coated needle from a higher vantage point may be a perfect way to attack, so we need to consider multiple levels. Is it just rooftop and ground level or is there multiple floors and roofs, windows or balconies to attack from. Is there cover, sheets, clothing, stalls, pot plants or a billboard to hide our assassin or does the shape of the roof enable them to be hidden?

The other consideration with streets, particularly packed ones is a stranger coming out from the pack and using knives, daggers or short blades to quickly cut, stab and even utilise poison to silence their target before blending in with the crowd.

Vacant streets are very much the same but with less places to hide. So ranged assassination will likely be the preferred method and from a greater distance away. However appearing around a street corner, using doorways or even the sewer system can be effective means to handle the situation.

### Buildings

Buildings are either lived in (or occupied) or vacant again. Most of the time they are cluttered or have multiple ways in, out and places to hide. This gives the assassin an easier time of ambushing the target. However the inverse can also be true. If the party can lure the assassin into the building, or, enter the building then kite around it to surprise the assailant it can be an easy and sure-fire way for the party to ambush the assassin.

### NPC's:

- Kalen Turt
- NPCs (various)

### Encounter: Unmasking Kalen

Creature: Kalen Turt (Assassin)

#### Map - N/A

Kalen is a master assassin, well paid and with a great reputation. But after the two botched attempts he is getting reckless and has overestimated his abilities, or perhaps underestimated the parties.

The battle may be very quick or very slow paced depending on the parties plan, and the luck of the dice but this is meant to be a short 'distraction' while having a day or two of rest between the party.

The reasoning, mistaken Identity - A letter tells Kalen to take care of someone who meets the description of the party from a noble who believes that they slept with his wife. However the name and details don't align with the party member in question.

## Lore & NPCs

### Ikob Thunderdarh



*High of himself and arrogant of his power, Ikob is a sorcerer of moderate level (party level perhaps). But his rise to nobility and favouritism has seen him come under scrutiny where his arrogance and abuse of standing (and power has landed him into hot water.*

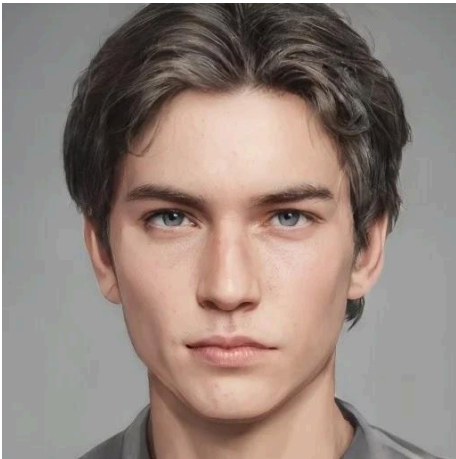
*However no one would dare attack him directly or have him killed as he is well off, well liked by other nobles and a dangerous enemy to have if he survives.*

## Rudy Tasslewor



*Rudy is a hardworking employee at Mutter-butter Tavern & Inn and has been for quite some years now. He specialises in mixing drinks applying a rudimentary understanding of alchemy to his craft to ensure the best drink is served by him each and every time.*

## Kalen Turt



*Kalen is a relentless hunter with a large ego and pride in his work. He won't stop until a job is done and this makes him more lethal the longer the job takes. Preferring mid range combat with surprise hit and run tactics he rarely misses. However... If the target can catch him flat footed or surprise him*

*then he rarely stays for a confrontation and will retreat at first chance.*

*Smart enough to outfox those hunting him but unwilling to lose finds him a tough opponent who is well renowned for being the best at his grisly task.*

# Monsters

## Adventure Encounters

### Kalen Turt (Assassin)

#### ASSASSIN

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

**Armor Class** 15 (studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	10 (+0)

**Saving Throws** Dex +6, Int +4

**Skills** Acrobatics +6, Deception +3, Perception +3, Stealth +9

**Damage Resistances** poison

**Senses** passive Perception 13

**Languages** Thieves' cant plus any two languages

**Challenge** 8 (3,900 XP)

**Assassinate.** During its first turn, the assassin has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the assassin scores against a surprised creature is a critical hit.

**Evasion.** If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Sneak Attack (1/Turn).** The assassin deals an extra 13 (4d6) 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 assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

#### ACTIONS

**Multiattack.** The assassin makes two shortsword attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

**Light Crossbow.** *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## Random Encounters

### Street Thug

#### 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 ft. 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.

### Street Thief (Bandit)

#### STREET BANDIT

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

**Armor Class** 12 (leather armor)

**Hit Points** 11 (2d8 + 2)

**Speed** 30 ft.

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

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

#### ACTIONS

**Scimitar.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.