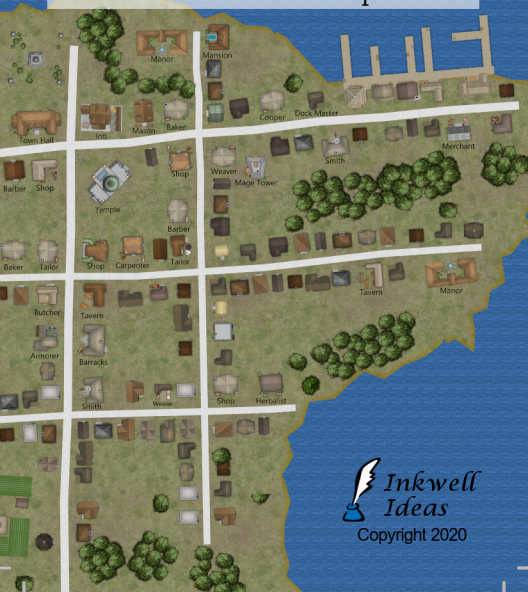


SIDEQUEST DECKS:™

FINSHADOW BAY

Adventure Outline & Map Cards



SIDEQUEST DECKS:

Finshadow Bay Mini-Adventure Outline & Map Cards

This collection of mini-adventures set in the coastal town of Finshadow Bay adds dynamic and interesting plots to our NPC Portraits Deck: Coastal Townsfolk.

Use them with the NPC Portraits Deck or fit any of them into your own campaign and town. Use them to set up a hex crawl, fill out a campaign, or as side quests or one shots. Below are short summaries:

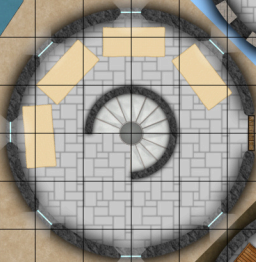
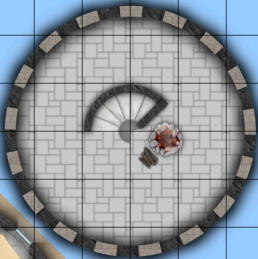
- Stop a seafolk invasion while serving out guard duty!
- Settle a dispute between feuding nobles.
- Help a huntress on a monster hunt—is it a monster?
- Handle a noble's magic item "request"—or else.
- Assist a disturbed woman hearing voices.
- Follow a treasure map the PCs "won".
- Convince the herbalist to give up an elixir.
- Restore the light & untangle a mystery at the lighthouse.
- Help defeat a refugee's tortured dreams.
- Avoid being entangled in a cult's sacrifice.
- Figure out why a tavern's furniture seems possessed.
- Prevent a ritual that will allow undead to overrun town.
- Help a merchant avenge goblins who looted a caravan.
- Assist a fisherman dealing with strange waters.
- Stop an undead king from raising a sea monster.

Writing:

Andrew Shields & Joe Wetzel

Cartography:

Keith Curtis & Joe Wetzel



Seafolk, Guards, Battle Coastal Watchtower

Seafolk test the town's vigilance and defense.

Getting the PCs Involved:

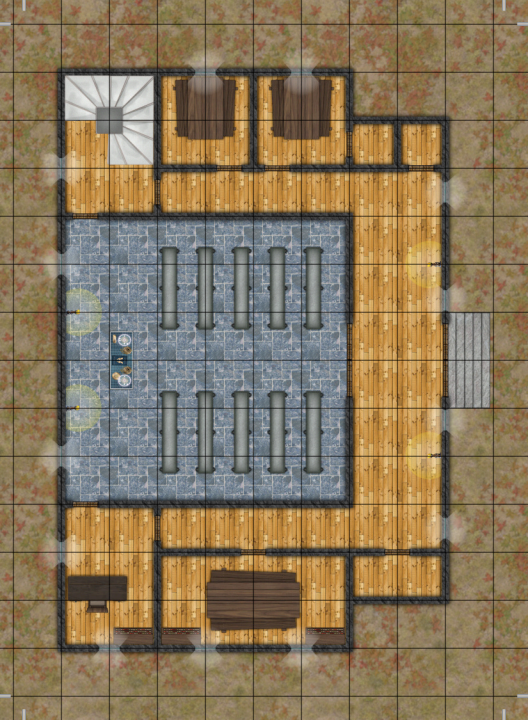
- The PCs broke a law (over-enthusiastic carousing, tax evasion, etc.). They are assigned community service staffing a watchtower overlooking the sea.
- The characters do temp work for the captain of the guard, and get this boring assignment.

Encounters:

- Seafolk scouts send a trained monster past the tower to see how the PCs react.
- Scouts then use glamoured noises to test how confident the guards are—how likely they are to investigate.
- A small seafolk party tries to abduct a guard to interrogate him in a nearby cave to get a sense of the town's defenses and/or offering bribes.
- The seafolk warband leader gives the impression the seafolk want to reclaim the area from land-dwellers.
- These raiders love gambling. They may agree to wager freedom on the outcome of single combat.
- The seafolk may accidentally reveal that a staging point for a coming attack is a shipwreck right off the coast.

Follow-up Adventure Ideas:

- The seafolk are after something in town and want to use the tower as a diversion; drawing defenders away.
- The PCs may discover others in town have already agreed to serve the seafolk and betray the town during an attack.



Diplomacy, Religion, Festival Temple

Fix the temple roof without angering two feuding nobles.

Getting the PCs Involved:

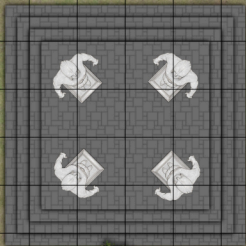
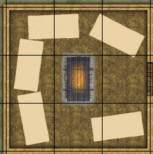
- The group owes Fr. Fuderis for aid—now help him.
- One of the feuding nobles hires the party.

Encounters:

- The PCs overhear a heated argument; the mayor's aide is backing out of the beverage order for a festival next week, but the casks are ordered.
- A mob confronts the mayor, who explains the funding for the festival is endangered because two disputing nobles won't pay their share of festival costs.
- A painting donated by Lord Velmorgan was ruined by the roof leaking. He blames Lady vonBeltorque for under-funding maintenance.
- Lady vonBeltorque blames Lord Velmorgan for his workers damaging the roof as they added a tower.
- The nobles agree to abide by a trial by combat. Both seek champions. (PCs, their rivals, or allies!)
- OR, the town's tax collector, Master Doralt, quietly pays workers to do the job in spite of nobles' orders not to. He thinks the nobles would fund the festival if someone admitted to sabotaging the roof, so neither noble was at fault. Can the PCs find (or be) a scapegoat?

Follow-up Adventure Ideas:

- Any noble spared embarrassment might have other work for troubleshooters.
- Any embarrassed noble will want payback.



**Predator, Aristocrat, Druid
Small Forest Shrine & Hut**

A noble huntress recruits for a monster hunt.

Getting the PCs Involved:

- A noble huntress (possibly Lady Hara vonBeltorque) pursued a monstrous predator killing cattle nearby, and was badly hurt. She barely escaped, and she is recruiting warriors to assist with her next outing.
- A monster attacks the characters, and it escapes (or there are 2-3 of them and not all are killed). Lady vonBeltorque hears about the battle and competes with them to get the rest.
- The mayor puts out a bounty on the creature(s) and lots of hopefuls prepare for an enthusiastic hunt.

Encounters:

- Exciting news: another attack, on the edge of the saltmarsh. All who are after the monster head out.
- Scavengers are nibbling the predator's leftovers, but they are dangerous in their own right, especially to some under-prepared hunters who may need the characters' help.
- A kindly alchemist hermit has a nearby hut; he says the predator isn't evil, and warns them to leave it alone.
- Tracks seem clear, back to the lair, but the predator ambushes them along the way.

Follow-up Adventure Ideas:

- The lair has eggs/young and evidence of a trainer.
- The local wicked druid is angry that his or her pets have been slain, and will take revenge.

Magic Items, Legal Trouble, Aristocrats Small Mansion

A collector nobleman wants a magic item from the party.

Getting the PCs Involved:

- The PCs meet Lord Velmorgan. One of their magical weapons catches his eye. He offers to trade them some other magical item for it.
- One of his agents sees a PC's magical item and makes an offer on Velmorgan's behalf, hinting they had best cooperate.

Encounters:

- If they agree to the trade they get a fair deal. However, the item they receive was taken from someone by force, and the previous owner is determined to retrieve it. The previous owner stalks them until there is an opportune time to steal it back.
- If they refuse to trade, Velmorgan's agents entrap the character with the law, provoking a fight or framing the character for a crime. Then the agent can make legal trouble go away—if they make the trade.
- If they provoke, insult, and anger Velmorgan he will put a bounty on them and the item he wants. He will only be appeased if they acquire some magic item he wants as a peacemaking gift. He is wealthy and connected.

Follow-up Adventure Ideas:

- Trading is common for Velmorgan; he could use characters as agents to find objects and offer trades on his behalf, or hunt those who don't cooperate.
- Velmorgan has many foes who want allies against him.



Mansion



Town Hall



Inn

Vandalism, Hidden Treasure, Hijinks Overlook Park

A treasure is hidden in plain sight, easy to collect.

Getting the PCs Involved:

- Lyra Prim approaches them, a mysterious old woman with a secret. She knows about an object the PCs seek.
- The group witnesses an embarrassing confrontation: an old woman dragged out of the park by guards for attacking a statue; she turns to PCs for help.

Encounters:

- Prim the smelly fishmonger whispers that the previous mayor was in league with pirates and hid either treasure or something the PCs have been looking for (if they've been asking around) in the overlook park. Topple the plinth supporting the town founder's statue, Captain Marrel.
- To make it convincing, she haggles for a share or makes them pay for the secret.
- The park is lightly guarded. The statue is scuffed, the plinth battered. Twice life size stone, on a heavy base, it requires horses or major strength and tools to tip it over. The statue has broken before and will likely shatter. There is no treasure.
- Unless the PCs are spotted, the guard will investigate Prim (a repeat offender), who blames the PCs.

Follow-up Adventure Ideas:

- "Voices" told Prim to topple the statue—why?
- If the PCs can't pay for a new statue, the town has ways for them to work off their debt to society.



Ambush, Coastal Caves, Sea Creatures Digs's Treasure Map

The PCs follow a treasure map leading to coastal caves.

Getting the PCs Involved:

- A PC tosses a begging dwarf a coin. The dwarf, Mister Digs, doesn't want to take handouts, so he gives the PC a "treasure map".
- Mister Digs is gambling in a tavern or inn with a PC. Tapped out, he adds a "treasure map" to the pot and loses. Or another NPC wins the treasure map and doesn't want it so he gives it to a PC.

Encounters:

- The treasure map leads to caves in a rocky coastline a day away. Some of Digs's allies are set to ambush the party from a small hidden cave.
- Amphibious humanoids live in caves leading to the treasure. They have guards in the cave opening.
- The rest of the amphibious humanoids flee underwater if the guards are overcome.
- But a few amphibious humanoid warriors ambush the PCs as they explore further.
- Further into the caves, where the treasure is marked on the map, a sea-monster lies in wait!
- Only bones and the belongings of other treasure-seekers remain in the cave.

Follow-up Adventure Ideas:

- The PCs find a water-filled hole that could have held a treasure chest. Who took it?
- The PCs settle the score with Mister Digs.



**Magic, Immortality, Trials
Wizard's Tower**

A dying man seeks a wizard's elixir of youth.

Getting the PCs Involved:

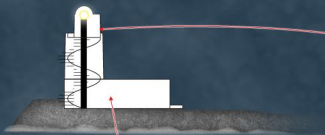
- An elderly man is in the same lodging as the PCs. He collapses and his entourage anxiously tends to him; he sends his agents to find some sturdy types to help.
- The PCs need something from the wizard Brennexia Teral, and before she will give it to them she wants them to dissuade a dying man from leaving his fortune as a bounty on her head.

Encounters:

- Lord Varuth is dying, and managed to reach Teral's tower to beg her for the elixir of youth. She denied him and mocked him; maybe the PCs witnessed this. Enraged, he collapsed shortly after leaving the tower. If he doesn't get the elixir in the next couple of days, he will die of old age and complications.
- Side with Teral: The party is sent to intercept Varuth's agent with the changed will as he rides to Varuth's estate to post the bequeathment bounty. Also get the agent's copy.
- Side with Lord Varuth: Threaten, beg, or otherwise engage Teral on his behalf. She will require symbolic acts. A monster killed, an object retrieved, and a sacrifice offered, all within 3 days.

Follow-up Adventure Ideas:

- Others also want the elixir of youth. The PCs have experience with it.



Mystery, Lighthouse Lighthouse with Greenhouse Addition

The lighthouse keeper has sacrificed someone to keep his weather powers active. The PCs must find out and prove it.

Getting the PCs Involved:

- At the town's tavern/inn, the PCs hear of a reward to recharge the lighthouse's light.
- The PCs notice the lighthouse light is much lower than the day they arrived in town and decide to look into it.

Encounters:

- The lighthouse keeper, Iman Prumla Kassler, meets them at the door. He seems a little winded. Observant PCs will spot fresh blisters on the man.
- A *continual light* spell must be cast on an orb in the top room of the lighthouse. The spell must be amplified by the ground paste of 1000 lightning bugs. He has a scroll (which he can't decipher) with the spell and a netted area where he breeds the bugs.
- He takes the PCs to the greenhouse. Nearby, the PCs spot some freshly ground earth.
- If the PCs aren't yet suspicious, they collect the bugs, make a paste, and complete the ritual.
- Returning to town, a traveler arrives expecting to meet a friend who hasn't arrived yet.

Follow-up Adventure Ideas:

- If the PCs put a little pressure on the lighthouse keeper, he admits what he has done.
- A new lighthouse keeper needs to be selected.



Privies



Basement



Main Floor



Stables

Upper Level



Haunting, Dreams, Protection Two-Level Inn

A refugee is haunted in dreams.

Getting the PCs Involved:

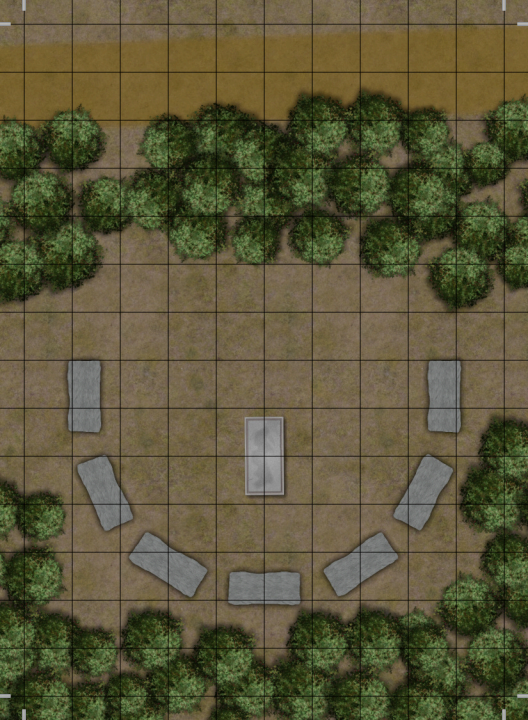
- The PCs are at the town's inn when an employee has a screaming fit and collapses. The rest of the staff look worried but not surprised.
- The dragonborn innkeeper offers a reward to help her haunted worker.
- The party finally catches up to the refugee who knows a secret they need, but is haunted and will only talk if protected.

Encounters:

- Afternoon meeting with the refugee, but he is too exhausted to fight the ghost goading him to suicide; he is making an attempt.
- The innkeeper chants an ancient ritual to join dreamers, connecting the PCs with the refugee's dreamscape.
- In the blasted battlefield of the refugee's hometown, they face an undead warrior who was vanquished but escaped into the refugee's dreams, and is trying to take control to be reborn.

Follow-up Adventure Ideas:

- The undead warrior escaped this death by moving into the dreams of a character, and will try to emerge again by haunting them a year from now.
- The haunted refugee learned the location of a powerful item to cheat death used by the undead warrior.



POCKET FULL OF TROUBLE

Framed, Cultists, Sacrifice Evil Forest Shrine

18

A cult plans to sacrifice a character; mistaken identity.

Getting the PCs Involved:

- A PC bullies someone, so the server punishes him by planting a hostile guest's stolen possession on him.
- A worried thief offloads a cursed object by selling, gifting, or planting it with the party.

Encounters:

- The character's newly acquired object magically identifies its bearer as a sacrifice for an evil cult, whose agents see the invisible mark on the character.
- They might find out the thief who was first marked as a sacrifice just robbed a nearby shrine.
- The leader of the cult team tries to hire, seduce, abduct, or challenge the PC to go to a shrine in the woods.
- Once the marked sacrifice reaches the shrine, the cult tries to tie the PC to a stone slab and drain all blood.
- Failing that, as a desperate move they unleash the shrine's spectral guardian to claim the sacrifice.
- If the marked sacrifice survives the three nights of the full moon, the cult leader is dragged off by their patron and their power is stripped.

Follow-up Adventure Ideas:

- What do they do with the cursed object that marks people as sacrifices?
- This cult team is part of a bigger cult that doesn't like interference.
- Great. Now they are part of a prophecy.



THE ROMPING TABLE

Curse, Tavern, Mystery Tavern

19

Tavern furniture animates to fight once a day.

Getting the PCs Involved:

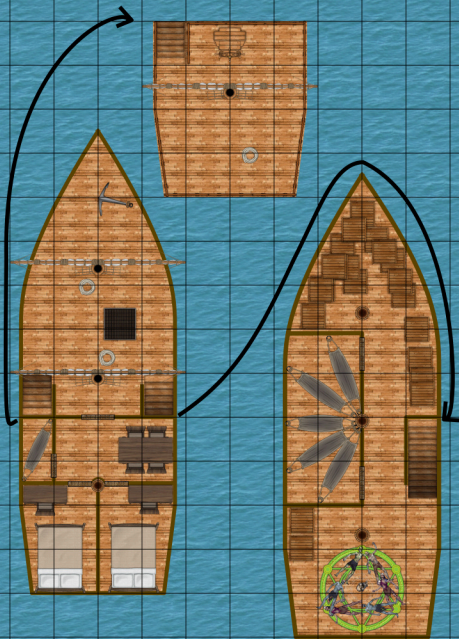
- Tavern staff are jumpy and armed. The table rattles to life and attacks.
- A worried arcanist hires them to find a stolen curse-proof box. The object inside must not be released.

Encounters:

- Everybody is talking about the local tavern; once a day some of the furniture attacks people until it is smashed.
- A local shop has a curse box up for sale, reluctant to admit it was found in the woods broken open.
- The tavern owner argues with priests who are miffed the owner won't pay their steep fee for cleansing.
- Accomplices of the thief (killed by her bed the first night of the disturbances) scheme to get her loot from the tavern strongbox. They are overheard (by the PCs or others) and perhaps caught, resisting interrogation.
- Once a day some of the furniture attacks.
- The cursed object is a glass marionette in the thief's rented strong box in the tavern.

Follow-up Adventure Ideas:

- The marionette cursed the one who broke it, so occasionally furniture attacks the cursed subject.
- Breaking the glassy prison freed the essence within, weakening the prisons for other elements of the separated threat.
- The arcanist has other objects and hires freelancers.



Ship, Ghosts, Mystery Haunted Ship

A ship is adrift, rigged as a ghost bomb.

Getting the PCs Involved:

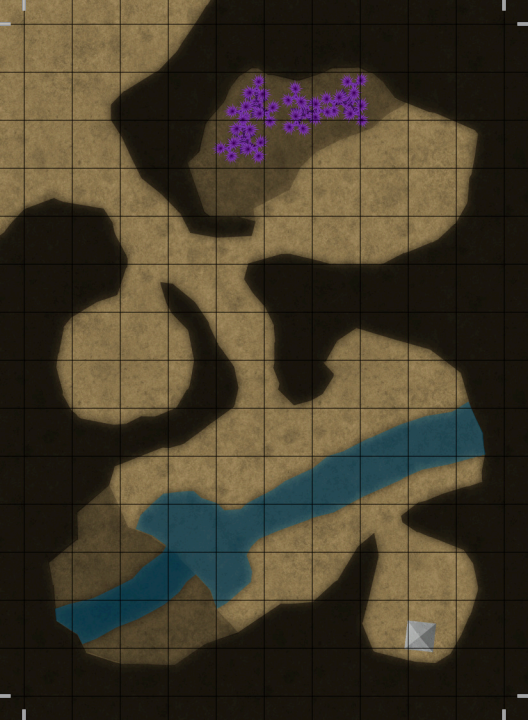
- Returning to port, the PCs sail near a listing abandoned ship with a distress flag.
- A damaged ship drifts into the bay. Its owner (or authorities) hire the group to investigate.

Encounters:

- Air around the ship is cooler. There is no wind once aboard (the breeze continues around the ship).
- Arcanists hear faint echoes of sobbing aboard. The rigging is soaked with blood, slowly dripping.
- Belowdecks, the crew's corpses are arranged in a pattern. Wax and blood was drizzled in an arcane ritual over them. Sticky lumps of ritual components anchor various predator teeth at key intersections. Experts may recognize a powerful necromatic ritual centered on the captain's severed head in the center. It rests on a gore-stained map of Finshadow Bay.
- Once the head is moved, a keening shriek wavers through the air, unceasing. An eclipse begins. For the next hour, the void between the sun and the land vomits a writhing stream of undead, pouring down on the unsuspecting town. (Types/actions are GM's choice.)

Follow-up Adventure Ideas:

- Clear out the undead roaming the countryside.
- Who did this, and why?
- Prominent citizens blame the PCs and demand justice.



CARAVAN JOYRIDE

Goblins, Revenge, Curse

Goblin Lair

25

A merchant hires the PCs to desecrate a goblin idol.

Getting the PCs Involved:

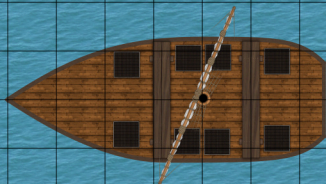
- A local merchant is paying double for a job.
- A friend or contact was involved in a caravan that was attacked by goblins, and recruits the PCs for payback.

Encounters:

- The merchant tells the group goblins used their unholy leader's magic to surprise the caravan guards and steal the wagons, taking them on a "joy ride" then fouling the goods and traumatizing prisoners before retreating.
- Killing the goblins is not enough. The merchant wants to make an example of them. (The caravan had a key client's shipment, so the merchant's business is in trouble.) Find the shrine and desecrate or destroy their primitive idol.
- A local guide may know where their camp might be.
- A local priest could make a potion to neutralize the unholy qualities of an idol (or they could just destroy it).
- Goblins are lazy by day, but their pets may be alert.
- The goblin leader's armor is made of the bones of the leader of the group that made the idol (lizard people, humans, orcs, or others).
- Once the idol is desecrated, all goblins and pets flee.

Follow-up Adventure Ideas:

- The desecrators are cursed, and slowly transform into something unnatural.
- Surviving goblin fanatics recruit to get revenge.



**Fey, Protection, Illusion
Small Trap Fishing Boat**

A fisherman needs protection from strange waters.

Getting the PCs Involved:

- A fisherman dropped his best traps in new fishing waters. When he tries to retrieve them he's driven off. He needs protection.
- Water fey try to recruit the PCs to discourage a fisherman intruding on their privacy.

Encounters:

- What kind of weirdness is happening? Ropes animating and sabotaging themselves or tying him to things.
- Unsettling giggles, whispers, and cries. The lights and shadows of phantom ships. Aggressive fish. Crabs growing to unlikely size and attacking. When his boat turns away from its path, the interference stops.
- The traps are prototypes he is invested in and can't abandon. He doesn't want rivals to get them.
- The fey will not willingly admit that they want to deflect attention from a nest.
- Charismatic and restrained characters may provoke negotiation to settle the matter.
- If seriously threatened, the angry fey will deploy stronger defenses. These may be sea creature allies, spellcasting fey, or deadly magic.

Follow-up Adventure Ideas:

- Meddling attract a local sea fey monarch's attention.
- A disturbed nest may enrage an underwater creature. Eggs = valuable. Hatched eggs = new problems.

Rubble Makes Entrance
Hard to Spot & Only at Low Tide

Hole in Ceiling
Leads Up & Out



Sea Monster, Barrow, Sacrifices Cave Barrow/Sacrificial Chamber

An undead sea king is raising a sea monster.

Getting the PCs Involved:

- An unpleasant local farmer is in trouble because his neighbors are disappearing and people are blaming him. Help prove his innocence.
- A friend is missing. People suspect a local farmer.

Encounters:

- Town guards look for graves in the farmer's fields. An area looks disturbed. They find a buried obelisk.
- The farmer had 3 on the property. They made him uneasy, so he buried them. Those sites are barren.
- Archaic writing on the stone; a barrow marker for an ancient sea king. The barrow is in a cave under a cliff on the farmer's property. (Disturbing the stones woke the weakened sea king.)
- Undead warriors abduct another sacrifice. An eyewitness reports heraldry featuring a sea monster on the armor, like the sea kings of old.
- An unnatural thunderstorm brews, then intensifies.
- A mystic may have a vision about the barrow and its location. She might try to recruit characters to stop the last sacrifice. The sea king is summoning a sea monster to punish the town for disturbing him.
- Battle the king and tomb guards to rescue the sacrifice and disrupt the ritual.

Follow-up Adventure Ideas:

- The sea monster is more local, causing problems.