

THE RED HAND OF DOOM

Drellin's Ferry Sidequests

DRELLIN'S FERRY SIDEQUESTS

[Here's a writeup](#) of Drellin's Ferry with an updated settlement statblock, statblocks for NPCs, and updated prices / goods for sale. [This post](#) has more info!

Encounter Building (lv. 4, party of 4)

Threat	Budget	Level	XP	Role
Trivial	40	0	10	Weak Lackey
Low	60	1	15	Lackey
Moderate	80	2	20	Weak
Severe	120	3	30	Standard
Extreme	160	4	40	Elite
		5	60	Boss
		6	80	Solo Boss
		7	120	Severe Boss

For each additional player,
add 10/15/20/30/40

Rumors of Sidequests

Pick 1 for someone to mention or Roll. Get creative with duplicates!

1. Iormel is angry about a theft OR yelled at Jendar.
2. Bandits on the Dawn Way! (Black Knives)
3. Nature spirits attacking the Loggers??
4. I wonder where Jemma went? Was it Iormel?
5. A hunter recently found a body in the woods!
6. More and more Hobgoblins in the woods...

Petty Grudges: Kellin vs. Iormel vs. Jendar

While Kellin Shadowbanks tries not to steal from the town, Iormel has been getting on his nerves: throwing his weight around (*yelling at Jendar to back off after undercutting prices*), scaring his nephews (*his scary dogs*), and driving his cousin Jemma away (*he thinks she fled because Iormel was hitting on her; until he hears of her ritually disfigured body being found*).

So, he stole Iormel's family signet ring from off his fingers!

- ❖ Everyone knows about Iormel/Jendar's dispute
- ❖ Most townsfolk know that Iormel made advances towards Jemma and that she *did not* reciprocate.
- ❖ Most know Jendar is Kellin's 2nd or 3rd cousin.
- ❖ Many townsfolk know Kellin is a (subtle) thief
- ❖ Delorra knows he has it, but thinks it's funny

Award **30 XP** for discovering Kellin's theft, and an extra **30 XP** for either making peace or helping one side win.

The Black Knives (Bandits)

While the Black Knives are based in Brindol, they tend to stay their hand within the walls and instead focus their efforts on the Dawn Way. They have a hideout 15-20 miles outside town in the southern Witchwood (Easy of the Rhestwatch) between Drellin's Ferry and Terrelton.

- ❖ Attacking caravans travelling on Dawn Way
- ❖ Might attack PCs if they head East! (Moderate)

Bandits Hideout

Location. [Old town ruin](#) (Rhestilor) or [Camp](#). To find them: follow them, follow tracks (DC 20 Survival), ask Jorr.

Members. [Kira the Mastermind](#) (lv. 4), [Lim the Fence](#) (lv. 5), [Bea/Marv the Charlatans](#) (lv. 3), 8 [bandits](#) (lv. 2). Several bear ritual scars — 2 heavily, Lim + 3 lightly.

To fight, will likely need to split them into 3+ groups.

Treasure. 52 gp, 348 sp, [dread helm](#) & [3 ampoules \(lesser\)](#)

Negotiating with the Black Knives

They don't want a fair fight, but have the numbers.

- ❖ They want money and power.
- ❖ Scared of monsters in the woods or a real Guard.
- ❖ Many don't like working with Lady Dagger (2 are also Dahak devotees, some others find her useful enough but could be scared using her murders).
 - [Kira & Lim](#) know Jarett is Lady Dagger
 - [Others](#) have only seen her in her Dragon Mask. They know she sells them alchemy, uses a whip, and does ritual "cleansing" (2 are into it, the other 4 allowed to de-escalate)
- ❖ If she is captured, they flee (she knows too much).

Nature's Vengeance

Avarthel the Druid is angry that local lumberjacks are over logging the forests around town, and has been using magic to freak them out (doesn't want to harm them, yet). **30 XP** for discovering this, and **30 XP** for resolving the situation.

- ❖ **Spells Used:** [verminous lure](#), [mist/phantom steed](#), [voice on the breeze](#), [mad monkeys](#), [stinking cloud](#)
- ❖ Avarthel has been preaching against the logging
- ❖ **Reports:** flashes of light from bushes pre-effect
- ❖ She told [Morlin/Derny](#) "*something must be done*"

LADY DAGGER

The Pattern

Jarett is a cultist of Dahak, The Endless Destruction, who commands his followers to never forgive a slight or spare a foe they have chosen to kill. Jarett is patient, however, and, rather than ruin the perfect life she has built for herself, writes down those slights in her book of grudges (she got the idea from a dwarf from Hammerfist Holds) and patiently plans out their demise. She then slips them Addlebrain, waits for them to be alone (often planning out routes based on their schedule) and brings them to the woods to ritually “cleanse” them and sacrifice their souls to her dark master. She then dumps the bodies elsewhere.

Examining Bodies

- ❖ Religion 15 (Trained) it is ritual scarring (crit: related to the dragon god [Dahak](#)).
- ❖ Crafting/Medicine 20 The victim was subjected to some sort of alchemical substance that dulled the senses (crit: it's [Addlebrain](#))
- ❖ Medicine/Warfare Lore 15 a whip made the cuts

Finding the Trail

There are several ways the PCs might start investigating:

- ❖ They find a woman's body on the road (Jemma), dead almost a month! (DCs +2)
- ❖ They might find (or be told of) the dead Bandit!
- ❖ They might learn of previous disappearances.

Specific Murders

Recent Murders

- ❖ Jemma Shadowbanks (1 month), red-haired halfling barmaid/thief with a septum piercing (stole from Jarett against Kellin's wishes).
- ❖ “Chaos” (Jeb) the Bandit, ran away a year ago to join up (tried to look at her without her mask).

Old Murders

- ❖ Godiva, old Bandit (accidental insult).
- ❖ Lindsey, young explorer (insulted her jewelry).
- ❖ Diana, young fisher (crude humor / insults).
- ❖ Terrowin, pickpocket (stole from her).
- ❖ Jade, old fighter (harshly countermanded her).
- ❖ Maria, old carver (crafting feud).
- ❖ Fendrel, young warrior (picked a fight).

Potential Murders

Jarett has several outstanding grudges in town:

- ❖ Delora (#12) called her Whip a cowards weapon.
- ❖ Gausler (#16) kicked her out after fighting Delora.
- ❖ Ben Sterrel (#18) marked up sales to her.
- ❖ Iormel (#13) yelled at her for [NIMBY shit](#).
- ❖ Captain Sorannah Anitah pulled her off Delora.

II. Jarett's Sundries

*Rustic shop with cluttered shelves, all manner of **tools and gear**. An **ornate whip** hangs above the bar in easy reach. Various **trinkets** cover the shelves (statuettes, pretty stones, teacups, etc.).*

- ❖ **Break In.** Front/back door, 2 windows.
 - Bedroom has Grudge Book under bed with list of victims, + Dragon Mask.
 - Closet has hidden Shrine of Dahak (*dragon head, flaming comet, candles, bowl with blood*)
- ❖ **Questioning.** Chatty but evasive. DC 25 to trick her into expressing her anger at one of the dead (*reduce this for good tactics / specifics*).
- ❖ **Alert Suspicion.** She will flee rather than fight the PCs, hoping set up again elsewhere. (*She could target them instead if your players would [feel safe](#) with that.*)

Canvassing the Town

In general, folks won't connect this knowledge themselves:

- ❖ All know there were many previous deaths.
- ❖ Most know someone who died, DC 25 to find someone that knows they angered Jarett.
- ❖ Kellin knows Jemma stole Jarret's pendent.
- ❖ Morlin saw Jemma sneaking around by the green (1 week before she disappeared).
- ❖ Soranna thought Jemma was drunk (night before)
- ❖ Sertierran gets reagents from Jarett
- ❖ Gossip/Post-Delora's death — fight between Delora and Jarett, but publicly smoothed over

Jemma's Home

She lived alone. Diary (in the dresser) has a sketch of the pendant and mentions she stole it (not from who).

Jeb's Home (“Chaos” the Bandit)

His dad (Drathgar, #14) kept his room the same after he left. Hidden under a loose floorboard under the bed is a map triangulating the bandits location based on reports.

Revelation Lists (Lady Dagger)

Each of these pairs of revelations represents a unique path!

1a — Jarett held grudges against victims

Requires the party learn both 1a and 1b to find the killer

- ❖ If the party go to see the bandits, and get them to talk, they will tell the party that the dead bandit pissed off Lady Dagger - this is what happens.
- ❖ In the home of one of the victims, the party might find (among other documents) a half-finished letter of apology to Jarett.
- ❖ Brother Derny (or other town pillars) know the nature of at least some of the slights, but likely won't connect the two on his own.
- ❖ The party might witness a conversation between Jarett and a soon-to-be victim and notice tension (unless the evacuation of Drellin's Ferry has begun, it will likely be fairly subtle).

1b — Jarett is Lady Dagger

- ❖ The party can stake out a meeting with the bandits (she meets with them relatively frequently to supply dread ampoules, healing items, and recreational hallucinogens)
- ❖ Two members of the bandit crew (Kira the leader and Lim the fence) know her identity
- ❖ The party can examine various journals (inc. those two and Jarett's)

2a: Victims Drugged with Alchemy

Requires the party learn both 2a and 2b to find the killer

- ❖ The party can attempt a DC 20 Crafting/Medicine check when examining any recent bodies to determine that they had been drugged prior to death. If they critically succeed, or extract some of it to analyze with a further DC 25 Crafting check, they learn it was Addlebrain specifically.
- ❖ If the party examine the victim's last known location, they might find a hastily discarded alchemical vial. They can determine it held Addlebrain with a DC 25 crafting check.
- ❖ In some of the victims, the drug took a while to take hold and was slipped into food/drink - the party might see them acting super high, or hear reports of such.
 - Captain Soranna might tell them that this had happened to some previous victims.

2b: Only Jarett could've made that

Jarett is the only one in town capable of such complex alchemy

- ❖ She is the only one in town who harvests and sells alchemical reagents - even Sertierren and Avarthel buy most of their ingredients from her, other than easy to find ones.
- ❖ The bandits get their supply of dread ampoules, healing goods, and drugs from Lady Dagger (1a).
- ❖ The party might encounter her collecting hallucinogenic lichen (the key ingredient in Addlebrain, as well as great recreationally) from the riverside at night

3a —Ritual sacrifices to the dark god Dahak

Requires the party learn both 3a and 3b to find the killer

- ❖ Anyone trained in religion can make a DC 15 check on any of the bodies to identify the pattern as ritual scarring, recognizing it as part of a ritual to Dahak on a critical success.
- ❖ Several of the bandits have lesser versions of the scars (as they're essentially part of a "cleansing" ritual), and will identify them if friendly
- ❖ Brother Derny will recognize the cuts if prompted

3b — Jarett is a devotee of Dahak

- ❖ Symbols of Dahak: she keeps an ornate Whip (his favored weapon) behind the bar in case of danger, and wears his holy symbol (a flaming comet) on a necklace (though tends to keep it hidden)
- ❖ Break in to her store and find her hidden altar
- ❖ The scarred bandits identify Lady Dagger as the one who performed the ritual of cleaning on them (see 1a)
- ❖ If the party study the rituals of Dahak and make a DC 25 Religion check, they can identify the specific forest grove that the killer must be taking them, and catch Jarett in the act!
 - If he's been involved for a bit, Brother Derny might come to the party with this information when someone goes missing.

Rewards

The PCs earn **30 XP** if they drive Jarett out of town or scare her into hiding, or **60 XP** if they put a stop to her for good (plus combat XP).

Jarett carries a +1 striking fearsome whip.