



INVASION OF HOUSE TOR

Invasion of Tor is an adventure for four (or three) characters. It is designed as an event based one-off which will take your party to level two.

Since level one is so deadly in D&D 5e, this adventure does not focus on heavy combat and has more emphasis on exploring the play style of D&D; a four character group might not be challenged by the encounters. As well, since it is event based, a lot of the DM play style will be improvisation based and allow for a fluid story. I have tried to provide only the essential details of encounters, with suggestions for the rest of the setting.

BACKGROUND

This story takes place in the town of Salem, or where ever you desire. Salem is a large town run by its nobles. However, many of these nobles are corrupt. In the rule of these corrupt nobles, magic folk are being imprisoned, executed, and put to slavery for nobles.

In addition to this, no house plays fair and in fighting between the houses is a constant as they vie for power over each other.

Our events will take place in the keep of House Tor.

The party has been contracted by the House of Tor to provide 'extra security' during their ball. Unbeknownst to the players or the house, a spy from another house of an attending noble is going to try to sabotage the night in an attempt to ruin the evening.

Can they stop the spy? Will the nobles finally snap?



ENCOUNTER 1:

PARTY FOUL

Your group has been hired by a member of House Tor ruled by Lord Aldor for 150gp as 'extra security' for their evening ball.

The adventure begins in the evening after the ball has already begun. The players are in the main foyer, lights lit up (magically or otherwise), a large dancing floor in the middle, wide windows on the roof, columns along the outside, tables for nobles to use, and with two large staircases on the outskirts which lead up to an upper balcony where Lord Aldor himself, plus his associates, reside.

Some nobles in Salem, Lord Aldor included, have adopted that magic folk are lesser beings, so gnomes, elves, and even a tiefling run around serving the nobles.

Music is playing and guards are on watch.

FLUFF

Recent talk of the nobles at the party includes the gardener for House Tor recently quit due to troubles in the hedge.

As well, many nobles feel unsure of what tonight's events will bring. Some of them have heard gossip tonight will be no ordinary night.

EVENT

During the party, a scream lets off from the kitchen. Upon arrival, an assailant came through but is gone now. A black clad figure was seen heading into the basement (or wherever you'd like).

Going through the kitchen, a servant (female elf Nadalia) was attacked. The servants are in distress and are panicked. Food is beginning to burn while they try to tend Nadalia.

100xp for calming down the servants

ENCOUNTER

Wherever the group follows the spy to, most likely the basement (a large rectangular fighting practice room, with columns and paneled walls, and some weapon racks), there are **2 Flying Swords (MM pg. 20, 100xp)** which attack if the players try to find/get to close to a secret door hidden as a panel on the wall.

LOCATION

A DC 12 investigation for a hidden mechanism or DC 14 perception will reveal a panel has been left slightly ajar to a secret room.

After players find this, Encounter 1 is complete.



ENCOUNTER 2: UNDERGROUND OPERATION

As the characters pursue the spy, they reach an area unpopulated by nobles.

INSPIRATION

For extra inspiration during the game, I like to give players the chance to create part of the story. For this, a player who wishes to acquire inspiration gets to choose what kind of underground operation House Tor runs. That description will be set in the story for this encounter. For example, I'd ask 'You uncover an underground operation. What do you see?'

The player is rewarded inspiration for completing this.

LOCATION

From the secret underground room, there is a tunnel that leads to the back of House Tor. It is the only exit and way the spy may have gone.

It is approximately 50ft long and is unlit. There is a smell of hay to anyone with passive perception DC of 12.

ENCOUNTER

In the tunnel are a group of rats which attack. **4x rat (MM pg. 335) and 2x giant rat (MM pg. 327) (90xp).**

LOCATION

At the end of the tunnel, a ladder leads up to a covered hole. This hole leads out of a secret barrel at the boundary of the premise of House Tor.

There are no additional signs of the spy from here.

NPC

The spy will supposedly have left or vanished, and eventually the characters should head back to the party. Either way, a guard will approach them to inform them that they have done well.

They can take a break (aka a short rest) and continue to be security at the party when they are ready.





ENCOUNTER 3: LAVATORY HIJINKS

EVENT

As the night progresses, guards approach the party and let them know someone suspicious was spotted at the lavatory.

The lavatory has been closed off and the guards want the party to deal with anything that may have happened.

As well, they believe this may have been the work of the same spy, and as such want the party to keep a lookout for clues or evidence that will assist in stopping the spy.

LOCATION

In the lavatory, there are three stalls with benches and garderobes. The second stall is trapped and cursed.

A perception DC 14 of the room will reveal that the second stall is not identical.

An investigation DC 17 of the stall will reveal there is a sleeping dart rigged behind the stall, set to hit anyone who sits there. If the roll is 12 or higher, they will also see an arcane symbol on the removable portion of the seat.

An arcana DC 13 will learn the mark is used to sap someone's energy.

The party must deal with this trap and curse (200xp reward).

TRAP

If anyone in the party gets too close to the second stall without some form of caution, they will need to make a constitution saving throw DC 16 (the stall is too small to dodge, but the dart is not extremely potent).

If they succeed, they will feel woozy but do not fall asleep. If they fail, they will fall asleep and land on/near the cursed garderobe.

Anyone who is on or too close to the cursed garderobe will begin losing 1 hp per round. This damage will not awaken someone.

Anyone who is asleep can be awoken normally.

BONUS

If someone has a passive perception of 14 or higher, they will notice a window was not closed properly and a breeze is drifting in.

An active search to see if the room contains anything abnormal will also reveal this.

Looking out the window will reveal prints in the mud below heading to the stables.

COMPLETION

After the lavatory is cleared, the party should make their way to the stables. This can be through their own investigation or with the help of guard direction or other.

ENCOUNTER 4: THE CHASE

LOCATION

This encounter begins at the stables. It is close to the primary residence where the ball is happening, as well as the hedge garden behind the keep.

CHASE

For this portion, impose an actual time limit (ex. 7min) which the players must make decisions and actions in before the chase is over. If they do not succeed in the time given, they fail the chase (described later).

I recommend, to succeed at this chase, they must succeed on half of the obstacles which take place during this chase. This means a total of three successes out of six (as a group, up to your discretion). The characters can overcome the obstacles any way you see fit.

Be careful of the chase preemptively ending. You may want to keep the spy far enough ahead the party only catch glimpses of where the spy is headed next (to avoid a character sleep spell).

OBSTACLE 1

The spy jumps down from the stables and darts out of the way. They are covered in black and are headed for the hedge maze.

All characters can make a dexterity saving throw DC 17 to avoid a slow reaction and get a head start and succeed at this obstacle.

OBSTACLE 2

The spy goes up a series of barrels onto the greenhouse roof. An athletics DC 9 will succeed. Anyone who succeeds can roll an acrobatics DC 19 to see if they have an extra success while vaulting over the roof.

OBSTACLE 3

At the end of the greenhouse roof, the spy jumps down and goes into the hedge garden, covered by the bushes. The drop is enough for

an automatic success if they choose to intentionally jump and take 1d6 bludgeoning damage, or an athletics DC 14. If they fail, they take 1d6 anyways, and are prone. If they succeed, they do not take 1d6 damage.

OBSTACLE 4

There is a fork in the hedge garden which the spy is already out of sight from. A DC 12 survival will succeed in telling which way the spy went. If they fail, they do not go the 'wrong way,' they just do not succeed on this obstacle.

OBSTACLE 5

Down a very long corridor, the spy is being grappled by a twig blight.

3 twig blights (MM pg. 32, 75xp) come out of the hedge to the characters. If they defeat the twig blights in 2 rounds, they succeed. The twig blights have prepared actions to grapple the players if they attempt to run by.

OBSTACLE 6

Lastly, the spy is making a break for it, an athletics contest with the spy (MM pg. 349) will determine if they succeed or fail.

ENCOUNTER

If they succeed during the chase, they encounter the spy in an oval hedge area (with a fountain in the centre) or decorated as you see fit (**200xp for completing the chase**).

If they fail, the spy has time to prepare and unleashes a surprise attack on the first character to enter if they do nothing to stop it otherwise.

In this encounter, the spy (**MM pg. 349, 200xp**) attacks and will prefer to die rather than tell secrets.

After one round of combat, a noble (**MM pg. 348, 50xp**) will appear. This noble hired the spy and is here to help the spy dispose of the characters.

CONCLUSION

(185xp for completing the security job) After the fight with the spy and noble, the group can return to security for the ball. The fight may end as you see fit. The nobles intentions can be up to you, however, it is suggested they are trying to sabotage the night so House Tor loses influence. This may be due to the noble not believing in House Tor's treatment of their servants, or whatever you desire.

The guard will handle any bodies or captives as necessary. As well, when the night ends, the party receives their 150gp reward.

TREASURE

The spy has a magic item, a **rowan stone**. The noble has 14sp on him or her.

ROWAN STONE

(attunement required) The rowan stone is a black obsidian stone with green runes. When the player **concentrates** on this stone by repeatedly turning it over in their hand, they will have increased protection against dark forces.

The rowan stone is more effective against dark forces which affect the mind.

This is a custom item and may be replaced as you see fit. The effect to which they are protected is up to the DM. It could vary from no protection to advantage on a role, or more!

CREDITS

I would like to thank /u/Smyris on Reddit for their guide on creating these types of documents.

I would like credit DeviantArt users jonasdero, rusichka, jbcasacop, and ravenwood22 for their art featured in this adventure. As well as jasonchanart.com and Big Blue Bubble games.

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