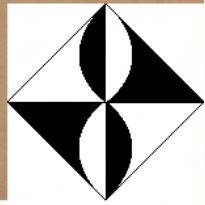




## A murder in Redwater

A Tok's World Adventure  
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# MURDER IN REDWATER

A Tok's World Adventure for 5e

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## SUMMARY

The small town of Redwater is in shock after a prominent citizen, the wealthy merchant Marcus Redwood, is found dead in his home. The local authorities are overwhelmed, and the town mayor asks the adventurers to help investigate the murder.

Stat Blocks for all characters will be found at the end.

## CHAPTER 1 - INVESTIGATION

The adventurers arrive in Redwater and meet with the town mayor, who briefs them on the murder and introduces them to the local authorities (a sheriff and a coroner).

The party investigates the crime scene and interviews witnesses, including Redwood's family members (his wife, son, and daughter), his business associates, and his servants.

The party discovers several clues that point to different suspects, but they must find more evidence to confirm their suspicions.

The party learns that Redwood was involved in some shady business dealings and had several enemies who had motives to kill him. The party should level to 2 before moving on to chapter 2.

### NPCs

- **Town Mayor** - Mayor Tomlin is a portly man with a friendly demeanor. He is grateful for the party's help and eager to see justice served.  
*Personality traits:* Kind-hearted, honest, but somewhat bumbling.  
*Role:* Provides information and tasks for the party, represents the town's leadership.
- **Sheriff** - Sheriff Grady is a middle-aged man with a no-nonsense attitude. He is overwhelmed by the murder investigation and welcomes the party's assistance.  
*Personality traits:* Stern, focused, but secretly worried about his job.  
*Role:* Provides law enforcement expertise and access to resources, helps with the investigation.
- **Coroner** - Dr. Eliza Peters is a forensic specialist who examines the body of Marcus Redwood and provides the party with medical details.  
*Personality traits:* Professional, stoic, but secretly fascinated by the macabre.  
*Role:* Provides medical expertise and insights into the cause of death, helps with the investigation.

### NPCs - REDWOOD FAMILY

Marcus Redwood's family members are all potential suspects in his murder.

- **Wife** - Marlene Redwood is a charming and flirtatious woman who may have been having an affair.  
*Personality traits:* Seductive, manipulative, but also grieving.
- **Son** - Henry Redwood is a young man who has fallen into debt and may have had a motive to kill his father for his inheritance.  
*Personality traits:* Impulsive, reckless, but also ashamed.
- **Daughter** - Emily Redwood is a teenage girl who is addicted to drugs and may have been trying to get money from her father to support her habit.  
*Personality traits:* Anxious, rebellious, but also remorseful.

### ENCOUNTERS

**Crime Scene Investigation** - The party must investigate the crime scene at Marcus Redwood's mansion to find clues about the murder. The scene includes a blood-stained study with overturned furniture, broken windows, and signs of a struggle. The party can make Intelligence (Investigation) checks to find evidence such as footprints, blood samples, broken glass, and torn clothing.

**Witness Interviews** - The party must interview witnesses such as Redwood's family members, business associates, and servants to gather more information about the murder. Each interview is a role-playing encounter where the party can use Charisma (Persuasion) or Charisma (Intimidation) checks to get the witness to reveal information. The party can also use Wisdom (Insight) checks to determine if the witness is lying or hiding something.

**Hidden Cultists** - While investigating the town, the party may encounter a group of cultists who seem to be interested in the murder. The cultists are a red herring, but the encounter can provide some foreshadowing of later events. The cultists have AC 12 and 15 HP, and are armed with daggers and crossbows.

#### MAYOR TOMLIN



## CHAPTER 2 - SUSPECTS

The party follows up on their leads and gathers more evidence. They discover that Redwood's wife had a secret lover, his son was heavily in debt, his daughter was struggling with addiction, and his business associates were involved in a smuggling operation.

The party also encounters a strange group of cultists who seem to be interested in the murder and may be connected to the crime.

The party should level to 3 before moving on to chapter 3.

### NPCs

- **Business Associates** - Marcus Redwood had several business associates who may have been involved in his murder.
- **Smuggler** - Jack Kessler is a burly man who owns a shipping company that is suspected of smuggling illegal goods. He may have had a motive to kill Redwood to prevent him from revealing the smuggling operation.  
*Personality traits:* Aggressive, greedy, patriotic.
- **Rival Merchant** - Sarah Lowell is a shrewd businesswoman who owns a competing trading company. She may have had a motive to eliminate Redwood as a rival.  
*Personality traits:* Ambitious, calculating, but also envious.
- **Captain of the Guard** - Captain Valerian is a seasoned warrior who leads the town guard. He is suspicious of the party at first, but eventually becomes an ally when he sees their skills in action.  
*Personality traits:* Distrustful, vigilant, but also loyal.  
*Role:* Provides combat expertise and can assist the party in fights against the cultists or other enemies.
- **Drug Dealer** - Frank is a shady dealer who supplies drugs to Emily Redwood and other addicts in the town. He is a potential source of information about the drug trade and may have been involved in the murder.  
*Personality traits:* Sleazy, manipulative, but also cowardly.  
*Role:* Provides information about the drug trade and may offer the party a deal to help him escape justice.

### ENCOUNTERS

- **Follow the Money** - The party can investigate Redwood's financial records to find out more about his business dealings and potential motives for his murder. The records can be found in his study or in his office at the trading company. The party can make Intelligence (Investigation) or Intelligence (History) checks to decipher the records and find clues.

- **Family Secrets** - The party can investigate the Redwood family members and their relationships to find out more about their potential motives for the murder. Each family member has a secret that the party can uncover through role-playing and investigation. For example, the party may find a love letter from Marlene's secret lover, or discover that Emily was seen buying drugs from a suspicious dealer.
- **Cultist Ambush** - The party may encounter the cultists again, this time in a more dangerous situation. The cultists are actually working for one of the suspects (either the smuggler or the rival merchant) and will attack the party if they get too close to the truth. The cultists have AC 12 and 15 HP, and are armed with daggers and crossbows.
- **Redwood Trading Company** - The party can investigate the trading company where Marcus Redwood worked and find clues about his business dealings. The company is run by a tough but fair manager named Jonas, who is suspicious of the party at first but eventually shares some information. The party may also encounter some smugglers or thieves who are trying to steal from the company or disrupt its operations.
- **Cultist Ritual** - The party can investigate a hidden location where the cultists are holding a ritual. The location can be a deserted temple, a dark forest clearing, or a ruined building. The party may need to sneak or fight their way past the cultists to avoid being detected. The cultists are led by a charismatic but fanatical high priest, who may be a potential source of information or a dangerous enemy. The cultists have AC 12 and 15 HP, and are armed with daggers and crossbows. The high priest has AC 13, 40 HP, and is armed with a sacrificial knife that deals  $1d6+2$  slashing damage and requires a Wisdom saving throw (DC 15) or the target is paralyzed for 1 minute.

### JACK KESSLER



## CHAPTER 3 - CONFRONTATION

The party confronts each of the suspects and presents their evidence. They must use their persuasion and intimidation skills to get the suspects to confess.

The party discovers that the real murderer was a hired assassin who was paid by one of the suspects to kill Redwood. The party must track down the assassin and capture them.

The party brings the assassin and the mastermind behind the murder to justice, and the town of Redwater can finally begin to heal.

The party can level to 4 at the end of the campaign.

### NPCS

- **Assassin** - The assassin is a skilled and dangerous killer who was hired to murder Redwood. The assassin can be encountered in a final confrontation at a secret location, such as a hidden lair or a deserted warehouse.

*Personality traits:* Professional, emotionless, but also arrogant.

- **Role:** Provides a challenging combat encounter and a chance for the party to get a confession from the mastermind behind the murder.
- **Mastermind** - The mastermind is the person who hired the assassin to kill Redwood. The mastermind can be any of the suspects, depending on the party's investigation and the DM's choice.

*Personality traits:* Cunning, manipulative, but also desperate.

*Role:* Provides a chance for the party to make a moral choice and decide whether to let the mastermind go free or bring them to justice.

### ENCOUNTERS

- **Assassin Showdown** - The party must fight the assassin and their henchmen in a challenging combat encounter. The assassin has AC 15, 60 HP, and is armed with a poisoned short sword that deals 1d6+3 piercing damage and requires a Constitution saving throw (DC 15) or the target takes an additional 2d6 poison damage. The henchmen are armed with crossbows and daggers and have AC 12 and 15 HP each.
- **Mastermind Confrontation** - The party must confront the mastermind and present their evidence to get a confession. The mastermind may try to escape or bribe the party, or even attack them if they feel threatened. The DM should adjust the encounter depending on which suspect is the mastermind and what their personality and motives are.

### REWARDS

At the conclusion of the campaign, the Mayor out of gratitude may award the party with some or all of the following:

- **Amulet of Proof against Detection and Location** - This amulet gives the wearer advantage on Stealth checks and cannot be detected by divination magic.  
*Rarity:* Uncommon
- **Ring of Protection** - This ring gives the wearer +1 bonus to AC and saving throws.  
*Rarity:* Rare
- **Wand of Magic Missiles** - This wand has 7 charges and can be used to cast the magic missile spell. The wand regains 1d6+1 charges at dawn.  
*Rarity:* Uncommon
- **Potion of Healing** - This potion can be used to heal 2d4

### ASSASSIN



### CONCLUSION

As the dust settles on the murder investigation in Redwater, the party can look back on their accomplishments with a mix of satisfaction and caution. They have solved a complex and challenging mystery, uncovered some secrets and dark truths about the town and its people, and achieved their goals. The town of Redwater is grateful for their help, but some of the party's actions may have left behind some bitterness and resentment. As they rest and recover from their efforts, the party can look forward to new opportunities and challenges in the future, knowing that they have proven themselves as skilled and resourceful adventurers, but also mindful of the risks and consequences of their choices.

## NPC AND ENCOUNTER STAT BLOCKS

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Town Mayor (Level 1)		Sheriff (Level 1)		Coroner (Level 1)	
AC	10	AC	12	AC	10
HP	5 (1d8)	HP	16 (3d8)	HP	10 (2d8)
Speed	30 ft.	Speed	30 ft.	Speed	30 ft.
STR	8 (-1)	STR	12 (+1)	STR	8 (-1)
DEX	10 (+0)	DEX	10 (+0)	DEX	12 (+1)
CON	10 (+0)	CON	12 (+1)	CON	10 (+0)
INT	12 (+1)	INT	10 (+0)	INT	14 (+2)
WIS	14 (+2)	WIS	14 (+2)	WIS	14 (+2)
CHA	14 (+2)	CHA	8 (-1)	CHA	8 (-1)
<b>Redwood Family (Level 2)</b>				<b>Business Associates (Level 2)</b>	
	Marlene	Henry	Emily		Sarah Lowell
AC	10	11	9	AC	12
HP	14	22	12	HP	26
Speed	30 ft.	30 ft.	30 ft.	Speed	30 ft.
STR	8 (-1)	12 (+1)	10 (+0)	STR	14 (+2)
DEX	14 (+2)	10 (+0)	12 (+1)	DEX	10 (+0)
CON	12 (+1)	14 (+2)	8 (-1)	CON	14 (+2)
INT	10 (+0)	8 (-1)	10 (+0)	INT	12 (+1)
WIS	12 (+1)	10 (+0)	14 (+2)	WIS	10 (+0)
CHA	16 (+3)	8 (-1)	8 (-1)	CHA	8 (-1)
<b>Captain of the Guard (Level 3)</b>		<b>Cultists (Level 1)</b>		<b>Smugglers (Level 1)</b>	
AC	16	AC	12	AC	11
HP	45 (7d8+14)	HP	9 (2d6+2)	HP	13 (3d8)
Speed	30 ft.	Speed	30 ft.	Speed	30 ft.
STR	16 (+3)	STR	10 (+0)	STR	10 (+0)
DEX	12 (+1)	DEX	12 (+1)	DEX	12 (+1)
CON	14 (+2)	CON	12 (+1)	CON	10 (+0)
INT	10 (+0)	INT	8 (-1)	INT	8 (-1)
WIS	14 (+2)	WIS	10 (+0)	WIS	10 (+0)
CHA	10 (+0)	CHA	8 (-1)	CHA	8 (-1)

## TOWN CENTER, REDWATER

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## LEGAL STUFF

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