

Guard Duty

Summary

Sherrod Cosin has just finished building his latest invention. As a high-ranking member of the Vasteel Chamber of Merchants, he has requested a special 3 day guard detail to oversee the sale of his invention. The Adventure Guild has had a long working relationship with the Chamber of Merchants and the short contract was offered to them.

The players will meet with Sherrod and make plans on how to best protect the device. Their skills will be put to the test when a group of thieves tries to steal the device on the second night in a quick and powerful strike.

If the players prove their might by defeating the thieves, their wit will then be tested when a noblewoman shows up with her own guards and tries to convince the players that she

purchased the device and that their services are no longer needed.

Background

Sherrod Cosin has worked long and hard on his latest invention. In preparation of selling the rights to his invention, he set up the device in a storage facility, so he could show it to potential investors. He feels quite nervous about this because he thinks that his invention is extremely valuable and doesn't want anything to happen to his precious device before getting paid.

He keeps the device covered and no one is allowed to see the device without Sherrod's permission, including the guards. Sherrod has kept tight-lipped in regard to the purpose of the device and only his potential investors understand what all of the fuss is about

Scene 1: Meeting Sherrod

Sherrod has rented a storage space located in the manufacturing district on the east side of town to display his invention. At the appointed time, he meets the players at the building entrance and offers to give them a tour of the facility.

The building is well built and well maintained. It is part of a block of similar units that share the same walls. While it has the utilitarian function of displaying goods and wears, it is comfortable and clean.

There are two entrances into the building. The front entrance leads into a small foyer where merchants can conduct business. The back entrance has two wide swinging doors used for the entry of large freight. Windows open up into the foyer and skylights offer light to the main storage space in the back.

Sherrod is clearly paranoid about maintaining the privacy of his invention. If questioned, share a few of the talking points from **what Sherrod knows**. He doesn't have any advice about how they should keep

the area secure. He is also tight lipped about any details regarding his invention.

The device is covered at all times. If the players take a peek, they can observe that the device is mostly made out of wood and has gears, a lever, and what looks like a fire-pit built into it. It is about the size of a table and can be carried with some difficulty by 2 men. Any attacks that target someone carrying the device have advantage.

An investigation check (DC 20) reveals that the device is a press-forged. If metal is fed into the system while the fire is going, pulling the lever will forge the metal into a perfect short sword.

An arcane check (DC 15) reveals that the device has magical properties (used to instaforge).

Planning

The players make a plan for how they intend to keep the storage space and the device secure. They should describe both their day and night plans. The players may choose to create a rotation for the watch, assign certain players to a door, or set up the building in a certain way.

Scene Transition

The first two days pass without incident. Sherrod brings new buyers to the storage space and shows them his invention. The players aren't allowed into the space during the presentations, but they are able to observe everyone that comes in. The players may notice that a small covered pile begins to accumulate and grow in the corner after a few days. Upon removing the cover, they can see that the pile consists of unfinished short swords.

What Sherrod Knows

- Sherrod uses a cryptic script to safeguard his blueprints. Showing the working prototype is particularly dangerous as it exposes his invention.
- Sherrod has sent personal invitations to a list of buyers. Every buyer will have an invitation that comes to see the prototype.
- About six months ago, a fellow inventor had his work stolen during a similar sale. Sherrod speculates that a powerful person is gathering up these works to capitalize on new markets.
- Sherrod operates a legitimate business and has a writ sealed by the Vasteel Chamber of Merchants.

Scene 2: Night Two

During the second night, a group of thieves will try to steal the device. **3 Thieves** will try to initiate a surprise attack at the front of the storage facility. At the start of the third round, **1 Thug** and **4 Thieves** roll up in a wagon to the back of the storage facility.

They are added to the beginning of the initiative track with the 4 Thieves going first followed by the 1 Thug.

Combat Tactics

3 Thieves - These thieves are acting as a distraction. They are trying to draw the

guards out and away from the back of the storage facility. If the players choose to ignore them, they will press into the building and harass them. If these thieves see that the device was stolen successfully, they will flee. If they make it to the back room, they can be used to help carry the device.

4 Thieves - These thieves avoid engaging in combat. Their goal is to steal the device. They have come prepared to batter down the back-double doors. After the doors are open, they ignore any guards and will position themselves around the device and pick it up. Two of the guards can carry the device while the other two can fend off attacks. After picking up the device, they will carry it and load it onto the wagon. If the device can no longer be carried and it is not on the wagon, the remaining thieves will flee.

1 Thug - This thug will protect the 4 Thieves at all costs. After the doors are smashed open, he will rush into the room and engage the nearest guard or position himself between the device and the door leading to the foyer. This thug will help carry the device as a last resort. If there are other thieves capable of helping, this thug will defer helping in favor of them. If the device can no longer be carried and it is not on the wagon, this thug will flee.

DM Note

The intent of this encounter is to create tension between the thieves escaping with the device and the players stopping them. Without player intervention, the thieves should be able to escape with the device at the beginning of round 6. However, feel free to modify this as needed.

Scene Transition

There are many possible outcomes for this scene. If the players were successful in protecting the device through the night,

continue to the next scene. If they failed jump to the conclusion of the adventure.

Scene 3: A Noble Encounter

Sherrod is at first startled to see the storage space in shambles when he arrives the next morning but is relieved to find his invention still there. He lets the party know that he is very close to finalizing a deal, and that he must continue the negotiations regardless of the circumstances. He is done showing the device and will negotiate the final details of a sale at an inn called the Blue Purse Inn to avoid the mess of the storage space. He leaves the party to guard while he concludes his business.

Lady Merida Dovewater

Sometime after Sherrod leaves to finalize a deal, a noblewoman named **Lady Merida Dovewater** arrives on horseback at the back of the building along with a wagon and 4 attendants (thieves). She tells the party that she has purchased the device and that she has come to pick it up. She is charming and polite and will reasonably acknowledge any of the players requests. She will avoid discussing details as to the sale of the deal as that would be inappropriate and something not discussed with a group of guards.

Lady Dovewater can produce a receipt of sale; although, it has been forged. The party can use a few different tactics to see through the deceit. On a DC 15

Intelligence/Perception check the players can discover the papers have been hastily forged. On a DC 10 Insight check the players can intuit that the Lady is not entirely forthcoming about all the details of the sale. She will do her best to play it off.

Moment of Truth

Lady Dovewater will do all she can to hurry the guards' decision making. She will even encourage members of the group to go and tell Sherrod that she is waiting on them (this is a last resort attempt to lure players away, so she can take the device). If the situation becomes volatile and the Lady sees that she has a chance at taking the device by force, she will send her 4 attendants (thieves) in to

take the device. If this doesn't work, she will do all she can to escape on horseback.

Scene Transition

If the players successfully ward off the noblewoman's attempt to take the device, the players will have accomplished their mission to protect Sherrod's investments. Continue to the conclusion of the adventure.

Lady Dovewater's Persuasion Tactics

- She bought the device
- She has a receipt of purchase (forged - DC 15 Intelligence/perception)
- She is taking it to the docks for transportation
- Her men could use some help moving the device
- She is in a hurry to take the device and go (She is worried Sherrod might return and discover her).

Conclusion

The adventure can come to two possible conclusions. The players can successfully guard Sherrod's device, or they let it slip away.

Success

When Sherrod returns after the negotiations he lets the party know that a wealthy nobleman purchased the device and will be arriving with a large personal guard to take the device away. He happily pays the group **500 GP** for their time.

Failure

If the players are unable to guard the device either by having it stolen through the night by the raiders or in the day by the noblewoman, there is still a chance for redemption. Players can use their tracking ability to follow the wagon (DC 12 Survive check). The thieves will store the device in a storage space similar to the one Sherrod is using. They could potentially attempt to steal the device back. The space is guarded by 4 thieves and 2 thugs. The device will only stay at this location for a few hours before it is shipped away.

Stat Blocks

Thug

Size: Medium

Armor Class: 13 (leather armor)

Hit Points: 32

Speed: 30ft

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

Challenge: 100xp

Traits:

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.

Thief

Size: Medium

Armor Class: 13 (leather armor)

Hit Points: 7

Speed: 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills: Stealth +6

Senses: Darkvision 60ft.

Passive Perception 9

Challenge: 50xp

Traits:

Nimble Escape: The thief incredibly agile and can take the Disengage or Hide action as a Bonus Action on each of its turns.

Actions:

Short Sword: Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow: Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Encounter Map



- 1) Front Entrance – A single door leads into the building. There are windows to either side of the door.
- 2) Foyer – A chair and a table sit in the corners of the room. A long desk greets visitors as they come.
- 3) Main storage area – Sherrod's device sits in the middle of the room. There are a few crates and boxes scattered around the room.
- 4) Back double doors – The doors are simple wooden doors with a small lock to keep them latched.
- 5) Adjacent buildings – The buildings to either side are separated by a thick stone wall.