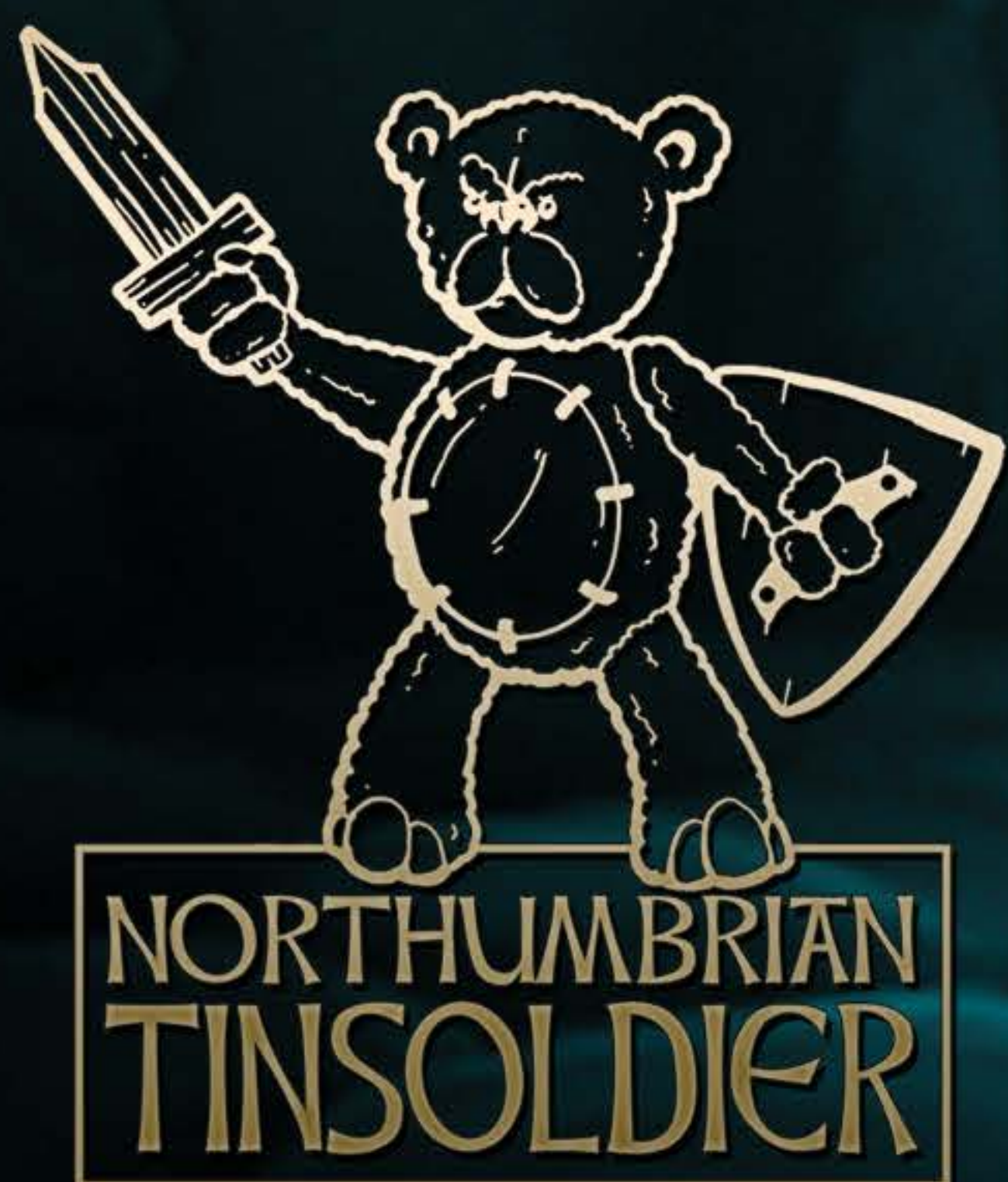


THE
CURIOUS CASE
OF THE
CATS OF
CRUMPTOWN

THE MYSTERY OF THE
ALLURING SPHERE



THE CURIOUS CASE OF THE CATS OF CRUMPTOWN: *THE MYSTERY OF THE ALLURING SPHERE*

This adventure has been designed to introduce you to Crumptown and the surrounding area with enough material to bring the town and the cats who dwell there to life in your own way. You are the story teller and there are opportunities within this tale to take your own direction. The module has been created as a low level starter adventure based on the D&D 5th edition format and we would advise that you have the basic core manuals of Players Handbook, Dungeons Masters Guide and Monster Manual to begin play. Whilst playing the adventure, any reference will be indicated **in this manner** which means, there are further details within this module or the core D&D manuals.

*We have tried to include as much you will need to allow the adventure pdf to be your main source of material
However not every possible situation or reaction is accounted for, nor every story hook explored. Be ready to make the
story your own and improvise where needed - most of all have fun!*

WE HOPE YOU ENJOY THIS ADVENTURE.

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'THE CURIOUS CASE OF THE CATS OF CRUMPTOWN' MINIATURES ARE AVAILABLE EXCLUSIVELY AT
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THE CURIOUS CASE OF THE CATS OF CRUMPTOWN

CREATING A CAT OF CRUMPTOWN

The cats of Crumptown are a unique species of creature created by the magical forces that are warping the world. While many creations of the Darkewood are horrid and monstrous, the cats are very similar in thinking to the people who live around them and have tried to make their way peacefully in their new lives.

However, some greater sense of responsibility calls them to action, and they have begun to prepare for the approaching dark horizon.

CAT TRAITS

Your cat character has many traits in common with the other cats.

ABILITY SCORE INCREASE.

Your Dexterity ability scores increase by 1

DARKEWOOD BORN.

The cats are considered creatures of the Darkewood for all items that may affect creatures with this trait.

However, they are independent of the forces that rule the Darkewood...for now.

AGE.

Most of the cats are between 6-10 cat years old. No one knows how long they will live since their change.

ALIGNMENT.

The cats of Crumptown trend toward neutral good alignment.

SIZE.

The cats are about 4 feet tall and weight around 60 pounds. Their size is considered Small.

SPEED.

Your base walking speed is 30 feet. (Cats are fast, and while small, can easily keep up with Medium-sized beings)

CATLIKE REFLEXES.

You gain advantage on all dexterity checks.

LANGUAGES.

You can speak, read, and write Common and one additional language of your choice.



THE CATS OF CRUMPTOWN

CHARACTER CLASSES

Each of the characters below is based on a specific class for 5th Edition. We have provided a suggested background for helping you in creating your character. Since the cats can be adjusted to your needs, we have not created full character statistic for them, but encourage you to take the details below and use them to create your own version of each cat.

ASSASSIN/ROGUE

VIVIENNE

Vivienne is a rogue that specialises in sneak attacks and being stealthy. She struggles with socialising with others. She was raised on the street and has a hard time trusting people.

SUGGESTED BACKGROUND: URGHIN



BARBARIAN

MOWWGAAR

MowwGaar was a wild cat before the change. He roamed the less dangerous forests near to Crumptown. MowwGaar named himself, he is incredibly brave but is prone to rash decisions based on instinct.

SUGGESTED BACKGROUND: OUTLANDER



BARD

MALEK QUICKSILVER

Malek loves to sing and has loved to sing since he was little. When he discovered his music could tap into arcane power, he was fascinated. Malek is considered a bit annoying by the rest of the cats because he always has to be singing, talking, or dancing.

SUGGESTED BACKGROUND: ENTERTAINER



DRUID

ROWAN BRIARTHORN

Born in a church, Rowan has always been surrounded by religion. He loves exploring the Darkewood to the east of Crumptown and was the one who found Mowwgaar. The two no longer get along, but Rowan hopes they reconcile eventually.

SUGGESTED BACKGROUND: ACOLYTE



FIGHTER

HECTOR

Hector sees himself as the leader of the cats. Of course, the rest of the cats don't quite see things the same way. Hector was raised by a veteran of Crumptown's watch, and his former owner is very proud of his feline friend and still leaves food out for Hector to this day despite them parting ways.

SUGGESTED BACKGROUND: SOLDIER



MONK

RUSO

Russo was born in a small barn on the edge of crumptown. Russo is usually incredibly insightful and logical but disputes that the Magicks of the Darkewood led to his transformation and will deny any evidence to the contrary.

SUGGESTED BACKGROUND: HERMIT



PALADIN

MUFFETT

Muffett was born on the brightest of summer days. She has defended the weak, long before being granted sentience and is beloved by both the townsfolk and the other cats. She is quiet but loving with gloriously thick fur and as likely to give someone a hug as to smite evil.

SUGGESTED BACKGROUND: KNIGHT



PRIEST

ISABELLA CRUMPINGTON III (IZZY)

Born into the Lord Mayor's house, Izzy was pampered and treated like little royalty. When she was changed by the Darkewood's magic, she had a vision of light fighting against the darkness, and she has dedicated herself to the gods. However, she's still very haughty and keeps herself immaculate at all times.

SUGGESTED BACKGROUND: NOBLE



RANGER

FLYNN

Flynn was a Flour Miller's mouser before the change. As you may expect, Crumptown has some rather large mice. When he changed, he was at the forefront of driving back a horde of Goblins, and it was partly stories of his heroism that has made the cats welcome in town. Flynn is the most dedicated to finding and rooting out the dangers of the Darkewood.

SUGGESTED BACKGROUND: FOLK HERO



TOMB ROBBER

NEFRINI

Nefrini was a ship's cat when she transformed and has always held a deep fondness for collecting shiny and beautiful things. Nefrini doesn't like the way the ground feels so stiff and quiet beneath her feet. The vessel she grew up on refused to accept her back, the sailors being suspicious of the large cat, so she's trying to make do. She doesn't dislike the other cats, but they don't quite live her kind of life. This adventuring thing intrigues her.

SUGGESTED BACKGROUND: SAILOR



THE WARLOCK

WILBUR

Wilbur indicated to the other cats that he originally came from the deepest parts of the wood, in reality, he was a very well kept house cat from the hamlet Twilights edge. While his patron is a figure of power from within the wood, Wilbur has not yet sealed the Pact with the force. He likes the other cats and gets along with them all. He has a crush Isabella and tends to get flustered or stressed when around her.

SUGGESTED BACKGROUND: OUTLANDER



WIZARD

GERALD

Gerald was familiar to a Mage that used to live in Crumptown, and if you were to ask him he would claim to have always been sentient his friends aren't so sure. Gerald's Master was lost in a magical accident ('lost' as we aren't sure where she went) He misses his friend but believes that learning magic is an excellent way to honour her legacy. Gerald is kind and gentle, but when riled will lash out with fury.

SUGGESTED BACKGROUND: SAGE



RANDOM ROLL TABLES



uring the adventure, as the DM you may wish to use random tables to add both a level of uncertainty but also a level of achievement and reward. More are included in the D&D source books, but we have given several tables which are aimed to be used within our story here. We do advise that you have the basic books of Players Handbook, Dungeons Masters Guide and Monster Manual, as things generated in these tables are not specific to our campaign, so full descriptions can be found in these D&D sources.

BASIC RANDOM EQUIPMENT

Dx10	Description of What is Found or Worth
1	Nothing, you find nothing of interest
2	10 Silver pieces in a worn pouch (10gp)
3	A potion of healing (1d4)
4	A scroll of identify
5	A small Opal (5gp)
6	An empty vial
7	A basic silver ring (7gp)
8	5 Sets of daily rations
9	Silver Letter Opener (classes as a small dagger 1xd4 damage)(10gp)
10	Re roll on a random equipment table in the D&D source books. DM choice of which table

RANDOM ENCOUNTER IN CRUMPTOWN

Dx6	Description of What is Found or Worth
1	Attacked by Crow's
2	Asked directions to Twilights Edge by a group of Gnome adventurers
3	Ladies of Crumptown (The characters are mobbed by high-class women who find them adorable)
4	Fish Stall (A special treat awaits the cat that asks for some fish)
5	The Walls (Encounter with the guards of Crumptown, who are worried about an attack)
6	Well, actually... (At the town well, an academic regales the characters with useless facts)

RANDOM ENCOUNTER IN SEWERS

Dx6	Description of What is Found or Worth
1	Sewer Gator
2	Three Gnomes
3	A Crow Attacks
4	Sentinels
5	Merciful Mouse
6	A deposit of treasure (one magic item of your choice, plus 20 gold)

*All Creature Statistic's are present in the D&D Monster Manual.

THE MYSTERY OF THE ALLURING SPHERE

Welcome to Crumptown traveller, a bustling port town due east of The Darkewood, nestled in the cold Silver Bay between Eastwatch and Westwatch, to the south of Tinker's Bridge and the small, strange hamlet of Twilights Edge...

This adventure is designed to begin your exploration of this world, to uncover secrets, to curiously engage with interesting characters, and, to get lost in the mixture of laughter, joy, suspense and excitement a roleplaying game can evoke.

We hope that you enjoy this story of the Cats of Crumptown, and enjoy exploring the more profound mysteries hidden within.

SCENE 1: INTRODUCTION

Scene's purpose: Introducing the world and dreams the characters are having

Now the DM must set the scene, create the image of Crumptown in the players mind, get them to see from their characters eyes. It's time to let their characters have a voice and start their journey.

DM TO READ ALOUD

You have been sleeping restlessly in your beds for several nights. Your dreams are filled with confusing visions, and when you awaken, you have struggled to make sense of what you have seen. Tonight, the dreams come again.

They come with a clarity, a presence that fills all your senses. You can smell the stench of wet mould. You feel grime under your feet, slick like damp moss. Before you, just out of sight, is a round object, an orb that calls out to you.

At the same time, a cawing breaks through the dream, pulling your attention to the crows hopping, dancing even, around an obelisk. Your vision shifts to a dark menacing fog that rolls through Crumptown. You are above it, floating, and for a moment you see the entire world beneath you as darkness covers the land.

You wake with a start, which you turn into a long stretch to hide your fear. You usually keep your dreams to yourself, but tonight you have chosen to share with your closest friends, your family. The Cats of Crumptown have collected inside the home of Old Nan, the eldest cat, a matronly figure. She's boiled you each a cup of chamomile tea to calm your nerves, but even this bit of home-brewed magic only dulls the edges of your fear and worry.

The characters are collected inside the home of a trusted friend. As the Game Master (DM), we encourage you to let the players talk about their dreams, what they may mean, and let them add some flavour if they are moved to add anything. If this is your first experience running a game, we recommend telling them a little about Crumptown. Here are a list of bullet points you can share.

- Crumptown is a large town with a busy trading port
- Magic has been filtering into the land and changing both people and animals
- The characters were all born as ordinary cats, but have become Sentient and have been transformed by the strange magicks of the Darkewood.
- Crumptown is separated between Lowtown and Hightown
- The Thieving Jackdaw is a common tavern where the characters spend time
- At night the town locks everything down, and large lamps are lit along the walls



SCENE 2: A TOUR OF CRUMPTOWN

Scene's Purpose: Find clues about the alluring sphere

This scene is broken down into sub-scenes the player characters could encounter. As the Game Master, you may want to steer them a general direction. If you would like to add other sub-scenes to this scene, you can do so by using the **Random Encounter in Crumpton** table. At some point, the characters should be attacked by The Crows (see Scene 3) and threatened enough so that they retreat to The Thieving Jackdaw.

SCENE 2A: THE THIEVING JACKDAW

DM TO READ ALOUD

Your home away from home is The Thieving Jackdaw. This rough and tumble tavern is the home to many a mangy criminal and less than reputable knaves. It is also one of the places you are always welcome. The regulars know you, trust you, and treat you with a modicum of respect, if you stay out of their business.

The tavern is a vast hall, with a hearth on each side, and a central bread baking oven. This keeps the place incredibly warm if all fires are running, as they are, on this wet and cold night. By the light of one fire are two people playing music, one with a lyre and the other a small hand drum. Clustered around the other hearth are a band of ne'er do wells, 'Sly Ralphs Boys' they call themselves. They are worse at their work as thieves than they are at being actually bad, but they try their best to keep up appearances.

The Tavern barmaid sees you and flashes a quick smile, and the barkeep puts out a saucer of milk for each of you to share, alongside a healthy meal of fresh, butter-fried fish and bread.

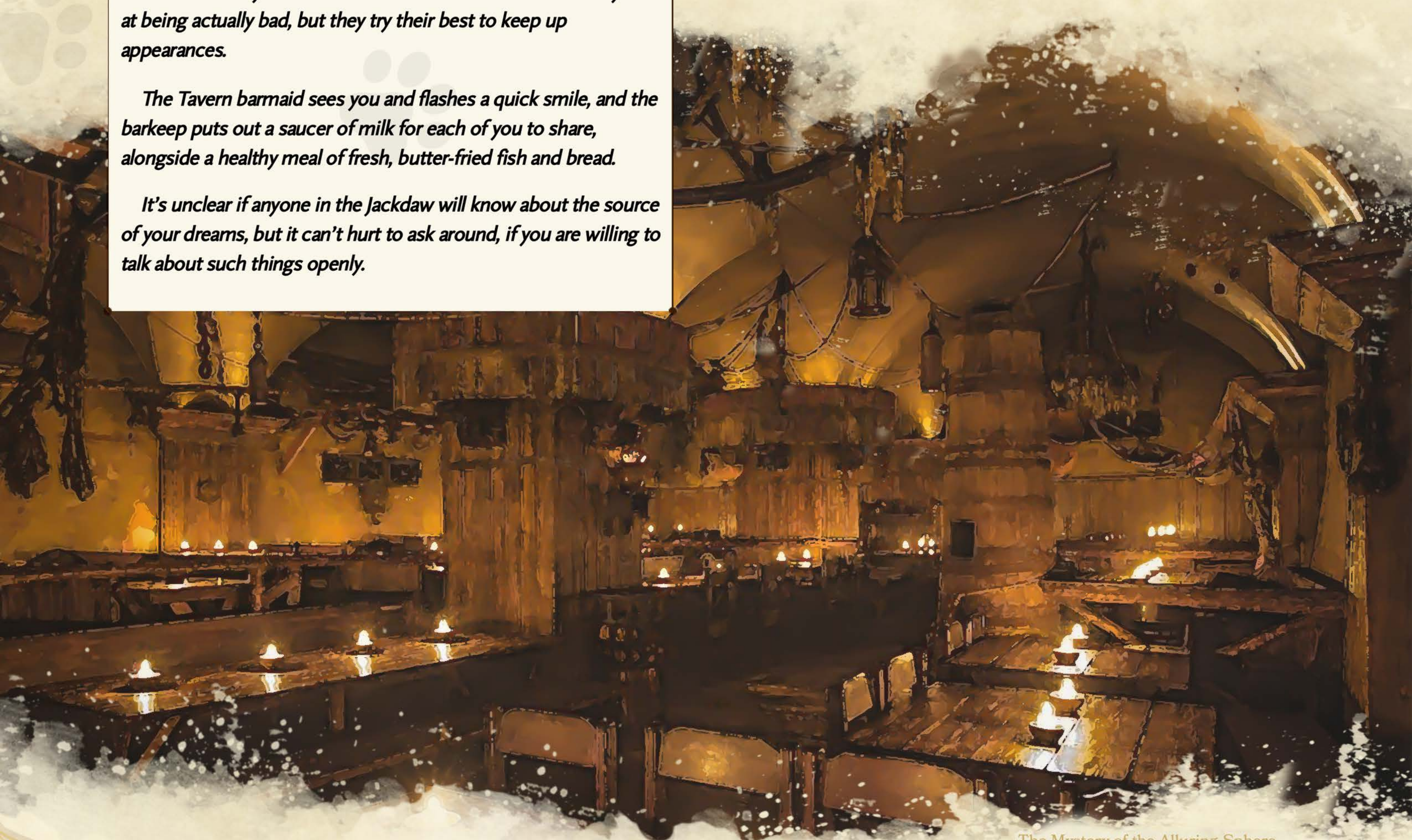
It's unclear if anyone in the Jackdaw will know about the source of your dreams, but it can't hurt to ask around, if you are willing to talk about such things openly.

THE PATRONS OF THE JACKDAW

The list below are things the characters may be able to learn from patrons of the Jackdaw. Little of this will lead them directly to the alluring sphere, but it might add some flavour to the world.

- Sly Ralph's Boys are planning a heist of the Bank, but they do not know the first thing about banks or how to rob them.
- Charlie the Dipper has frequent dreams where he becomes a rabbit...an orange rabbit
- The Tavernmaid, Julia, has been having strange dreams about the sewers and has heard things moving around outside after dark.
- The Bartender, Michel Bontonne, has lost a dog to the peculiar mists of the Darkwood. Marcus, the dog, was not interested in staying with his former master and may have become victim to whatever is out in the mists.
- Allison Goodcastle, the drummer, has seen some remarkable things in her travels. She is very curious about the cats.
- The Darkwood feels more sinister. Farmers have lost livestock near the hamlet of Twilights Edge and an old farmer named Telson has gone missing.
- The Lyre Player, Podash, is mildly allergic to cats, and sneezes the entire time he's speaking with any of the characters, he otherwise knows nothing of use
- A **Scratching Post** sits near one of the hearths.

The **Scratching Post** is a magic item and can be found in the magic item section of the compendium



SCENE 2B: LOWTOWN'S HIGHLIGHTS

The majority of Lowtown is covered by **The Shambles**, a mixture of markets, docks, small workshops, and warehouses. This area includes the entrance to The Sewers, which will be pertinent in *Scene 6: Descent into the Sewers*. If the characters have spoken with Julia in **The Thieving Jackdaw**, they may consider investigating the Sewers. If this is the case, you can either move to *Scene 5*, or you can delay their advance with *Scene 3: Attack By Crows*.

THE FISHSHAMBLES

DM TO READ ALOUD

The Fishshambles are always a bit of a hustle and bustle, even in the middle of the night. Ships dock, workers work, and something is always moving. As you wander through the docks looking for clues about the source of your dreams, you realise you are being followed. The two figures are small humanoids with larger than normal tall pointed hats. They each have large weapons in their hands, and you can tell they are looking for a fight.

ANGRY GNOMES ATTACK!

This should be a relatively easy fight for the player characters. However, if you want to increase the difficulty of this encounter, you may add two additional **Angry Gnomes** or include members of **The Crows** in this attack. If you do this, have The Crows disengage mid-way and scamper off to collect their friends.

This encounter may be confusing and could distract some players from the greater mystery. If you feel like this may be the case with your players, include a line as one of The Angry Gnomes crumbles into dust, like,

"Hahaha it matters not, You will never get your paws on the Sphere!"

Treasure: After the party defeats the Gnomes, they discover a strange sword. The sword blade is shaped like a fish with its flesh stripped off.

The Swordfish is a magical item and full information is in the compendium. Any coins or jewels found on vanquished are by the whim of the DM and they may also use the **Basic Random equipment table** to roll a reward

SCENE 2C: HIGHTOWN'S LOWLIGHTS

CRUMPTOWN MANOR

As the centre of Crumptown's government, the Manor should be an imposing and regal location. However, the planning department for the town must have received a vastly different set of design schematics because the Manor is lacklustre and appears to be nearing total structural collapse. That said, it does have a fancy sign outside, painted with faux gold, declaring it to be the centre of all things of import in Crumptown.

Relevant to the characters, a sphere, similar to the one in their dreams, is scratched into the earth outside of the Manor. Have the players make a Wisdom saving throw DC 14 as they have a compelling vision of the sphere in a shadowed hand, with the sound of rushing water in the background, and the unmistakable scent of sewage. Any character that fails their roll is shaken for 10 minutes, which causes them disadvantage on all rolls.



TAWDRY TRINKET'S SHOP

The lights and door stay open long into the night at Tawdry Trinket's shop. No one knows for sure if the shop is named for Tawdry or if they took their name from the shop. Such things are lost to the ages. Most of the bric-a-brac in Tawdry's shop are gaudy and hard to spend a lot of time around.

Honestly, the shop does not seem to do a brisk trade. However, Tawdry is a well-known personality in the town, and they are well-liked by most people.

DM TO READ ALOUD

As you peep through the doorway into Tawdry's shop, they are puttering behind the counter, popping in and out from behind various boxes and shelves. They seem to be looking for something, or perhaps they are restocking merchandise, it's unclear because they appear to be picking up random objects, muttering to themselves and setting them down in new places after a firm dusting. This evening they are dressed in flowing patched robes, with several layers of scarf, shawl, and cloth draped around them in various places. As you step into the shop, Tawdry looks up and smiles, pushing back the purple scarf that had fallen over their eyes.

TAWDRY SPEAKS

"Hello, my gorgeous friends! I was just thinking of you! Wait now won't you, Let me find it again. Now where did I put it, I know it is here somewhere"

Tawdry starts pushing boxes, rifling through shelves, and pulling out various things and setting them aside. It does not seem to make the shop look any more or less cluttered than it did before.

After several minutes they pull out a beautiful wand. This wand has a wooden shaft and prismatic feathers attached to the top. A tiny gold bell hangs off slightly from the top via a small string.

TAWDRY SPEAKS

"Here you are! It's old magic. I got it from a Mage friend of mine a long time ago. I am not sure what it does, to be honest, it never seemed to work for me. But she said I'd know who to give it to.. 'There will come a time Tawdry... at some point in the future', She was right!"

Tawdry hands the group **The Wand of Feathers**

Tawdry will chat with the characters for as long as they interact with them. However, they really don't seem to have any useful information about the sphere or the Wand. They are willing to gossip about the town, talk about their inventory, or discuss the strange transformations the Darkewood seems to be causing.

They are never nervous, but also never direct, usually talking about 2-3 things at once rather than focusing on any single thought process.

THE LAMPLIGHTER

At some point, while making their way through Crumptown, the characters will likely run into **The Lamplighter**. This will likely occur during the early evening. The Lamplighter is a powerful-looking man dressed in a heavy overcoat and carrying a long pike with a candle on top. He carries a satchel and wears a hat with specially designed candles to support his work.

His hat is tied on tight, and he has a scarf and heavy cloths to protect from himself from melting wax. He looks at the characters with suspicion. He's suspicious of everyone, but he is mainly concerned the cats may be some form of infiltration of Nightfolk.

He'll brandish his spear if approached but will not attack. . If the Crows attack during this fight, the Lamplighter will support the player characters. The DM may also introduce the Lamplighter as being harrassed by **The crows**. If this is the case the Lamplighter will be thankful of the groups aid and offer them **The Bell of Summoning**.

During general conversation, the Lamplighter will give the following information

- There has been an increase in Nightfolk sightings on the walls of Crumptown.
- The Lamplighter sees himself as the first line of defence for the city.
- While nervous about them, the Lamplighter will accept the help of the player characters if they offer to assist him in his duties. If they do this, he'll offer them **The Bell of Summoning**.
- The Lamplighter has seen some strange things down by the sewers in the Fishshambles, he is not able to investigate on his own because of his work.

Any coins or jewels found on vanquished are by the whim of the DM and they may also use the **Basic Random equipment table** to roll a reward



SCENE 3: ATTACK BY CROWS!

Scene's Purpose: The Crows attack to distract the characters on their search

Whilst on their journey through Crumptown, The DM will start this scene by announcing the following:

CROW ATTACK

A strange squawking noise peals out and you are quickly surrounded by Crows from all sides. Roll Initiative.

The players should be allowed to roll Perception to determine they are outclassed by the **Crows**.

Their purpose is not to kill the characters, but to drive them off and show that they are no match for the Crows on their own. The Crows will hold back and pull their punches, and if the characters look like they are going to drop, they will disengage and heckle them.

The player characters should be allowed to disengage from combat and return to wherever they feel safe, likely the Jackdaw.

If the characters have collected the various artefacts from around Crumptown already, they may win this fight, but if they do, they will probably be wounded and in need of a long rest.

The base assumption is there will be 4 **Crows** in this scene. If you need to increase the difficulty, add 1-3 additional **Crows**.

Once the party has been driven back towards 'The Thieving Jackdaw', this scene ends. If there are any corpses, any coins or jewels found are by the whim of the DM and they may also use the **Basic Random equipment table** to roll a reward

SCENE 4: RETREAT TO THE JACKDAW

Scene's Purpose: Allow the players a breather, heal, and gain advice on next steps.

After the attack by the Crows, the characters retreat to 'The Thieving Jackdaw'. Here they are given extra attention by Michel and Julia.

Michel will offer the cats the use of **The Dripping Tap**, a unique font of healing water he uses very rarely. He keeps this in a back room, behind the bar. This is the first time the characters will have heard of the magical device, and if pushed, Michel will tell them the following tale.

TALE OF THE TAP

Alright, so, back a long time ago I weren't no barkeep. I was 'prenticed to a cleric, one of the holy men that stand against the Darkness, ya see. I learned more than a thing or two, but I weren't very good at the praying part of the job.

What I was good at, was listening and serving others though, so I took over this tavern. During one of our outings into the Darkewood, we comes across this here tap.

It's got runes carved in that make water that flows through it holy and healing. It'll make ye feel better me loves. Take yersels a long drink.

Water from The Tap heals **2d8+2** hit points. The Tap may only be used by an individual once per day, by up to 10 people. After that, it needs 24 hours to recharge.

At this point, the players will likely need to strategise what or where they will go from here. Julia will offer the suggestion that they speak to Mage Margaret, who lives in Crumptown, once they have healed up, of course.

Julia is unsure of where Mage Margaret actually lives, but she can suggest that they ask **Tawdry**, from **Tawdry's Trinkets** as she believes they are friends.



SCENE 5: MAGE MARGARET

Scene's Purpose: Provide tools for the player characters to be successful in the fight against The Caawlock and gain clear guidance.

Finding Mage Margaret is no easy task, she has cast a spell on Crumptown that masks her presence and throws minor mental blocks against people when they attempt to find her. Persistence pays off and sends an alert to her that people are coming to visit.

. If the characters decide to search for her directly, they will have to make a check. They can use Investigation or Persuasion, depending on how they are looking for her.

If they choose Investigation, this is an Intelligence check DC 16. If they use Persuasion, this is a Charisma check DC 14 as it is easier to get clues from people in town about where Mage Margaret may live.

If they seek out **Tawdry** for advice, based on the suggestion that Julia made in Scene 4, they will need to make a Charisma DC 14 to steer Tawdry toward answering their question about where Mage Margaret lives.

Mage Margaret lives in a lovely two-story building that sits alone along the Eastern Wall of Crumptown. The building was once part of the official protection of the city, but after some careful planning and use of clever Charms, Mage Margaret was able to purchase the building.

Thankfully, the Mage is aligned with the good people of Crumptown as she uses her location to help protect the city from the mysterious Nightfolk of the Darkewood. However, Margaret has not always been successful. She has made the mistake of capturing these creatures, and they break from her cages from time to time and wreak havoc upon the city.

Mage Margaret is unaware that she is slowly being warped by regular interaction with mysterious forces, *...she may not be good for much longer.*

As the DM you may explain to the Group the following bit of information but only once they know where the location is:

MARGARETS LOCATION

Mage Margaret lives in a large, well lit, and lovely home on the Eastern Edge of Crumptown. The odd thing you note is that the house is very obvious, and it should not have been difficult to find.

However, you feel a slight tug away from the house whenever you think of it directly, and it's clear that there is some magical effect here. There is a string for a bell outside the front door, and when rung, it creates a soft ring that seems to echo through the house.

After a few moments, a middle-aged woman peeks her head out from behind the door. She smiles when she recognises you and invites you in with a pleasant chuckle. She's dressed like a baker or other artisan, with an apron over a simple dress. However, the quality of her clothing is incredibly high, and she is immaculately put together. Her white-grey hair is twisted up in a long braid, and her shoes are made of beautiful red leather.

She seats you at a large oak table in a beautiful dining area with a broad spread of foods you love. Fish, chicken, and various other bits and treats are tastefully presented. She serves you each a saucer of milk and then lets you get on with business.

"So young ones. How may I help you?"

WHAT DOES MAGE MARGARET KNOW?

Through conversation Mage Margret will divulge the following but it must be worked for by the group asking the right questions. As the Dm you may choose to withhold any information here to make it more difficult for your party, alternatively, you could easily divulge all with out prompt.

- There is a powerful magical force in the sewers under the Fishshambles, Mage Margaret will give them the exact location of the entrance
- Creatures from the Darkewood are getting into the city somehow much more frequently, and it doesn't seem to be over the walls.
- The Crows are following the orders of a Caawlock. **The Caawlock** appears to be a much more advanced and threatening Darkewood menace. The Crows attempted to harass Margaret's friend Tawdry a few nights ago
- The Alluring Sphere the cats have seen in their dreams is actually an artefact of power, and it would be best to recover it from the forces that currently control it.
- Gnomes are humanoids from under the Darkewood, They are made of the living earth that coalesces into various creatures. It is unclear what or who gives them shape.

Mage Margaret will offer the characters at least one artefact of power, a collapsible box that creates a zone of invisibility. While walking with the box on is difficult, Dexterity check DC 14, it is possible, and it might be a way for smart characters to surprise someone they intend to fight. *If the characters have NOT collected the other magical artefacts from around Crumptown, Mistress Margaret will give them clues on how to uncover them or she may have them all in her home, whichever you feel is more appropriate to your story.****



SCENE 6: DESCENT INTO THE SEWERS!

The entrance to the sewers is on the edge of the Fishshambles and is a large brick tunnel built into the side of the bank of the river. A constant slow trickle of water pours from it, mostly rainwater, but also the expected refuse of the city. The tunnel is large, 10 feet in diameter, and easy for the characters to walk through.

The tunnel is set so that it is slightly uphill, which encourages things to drain down into the bay. While the cats have decent low-light vision, things will become harder as they move deeper into the sewers and they may want to light a torch or use a spell to provide some light.

The tunnel ends about 100 feet in, at a large ledge, which creates a small waterfall. This rock face goes up about 200 feet or so, where the characters can see another tunnel extends deeper into the sewer. With an Intelligence check (Investigation) DC 12, the players will uncover a small potted plant behind some stones.

This plant is a form of catnip and the scent is lovely to the characters. **The Potted Plant** has clearly been left here intentionally. The character that finds it will need to make a Wisdom saving throw DC 14 to avoid rubbing a small amount on their face and paws immediately. If they do, they will experience the effects of Levitation for 3 rounds, and they will be able to fly up the ledge.

However, they will also suffer a disadvantage on any roll for the next minute as they experience the euphoric effects of the catnip.

Depending on your preference, you may want to have some random encounters occur during the trek through the sewers. If so, use the **Random Encounters in Sewers Table**. Any coins or jewels found are by the whim of the DM and they may also use the **Basic Random equipment table** to roll a reward

ROOM A – COLLECTION ROOM

This room has small pipes leading from around the city that pour into this place. The room also connects at the north and western points to other elements of the sewer system via mine shaft like connections. The stonework here is very old, clearly older than the rest of Crumptown, and it appears as if the stonework has been repurposed from its original design. There is a large pool of water in the center of this room, and two catwalks on either side where the characters can walk.

ROOM B – OVERFLOW ROOM

This room is set aside to store overflow water and sewage. The room is opened with a large wheel on the surface and is usually only opened when there is a large storm. About a week ago this was opened and has not yet been shut. There are clear marks that someone has been in this room recently, and there are crow's footprints in a back corner.

ROOM C – SOLID SEWAGE SEPARATION

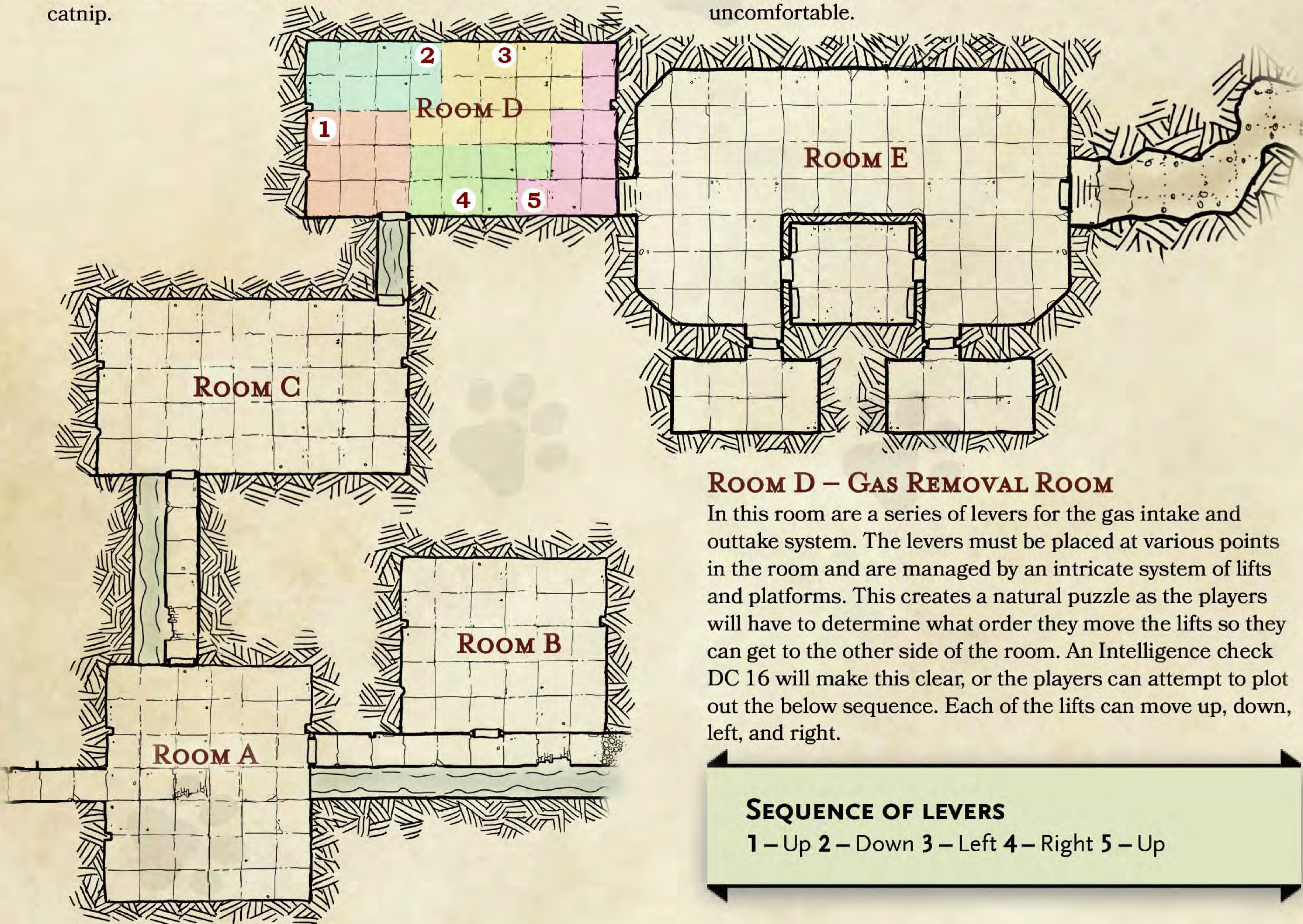
The Solid Sewage room has a trap to collect solid sewage, and a magical effect is used to slowly degrade the waste product. Catwalks and bridges allow the characters to move through this room with relative ease. Because of the spell the smell of the waste is not as horrible as might be assumed, but it does have a pungent odor that makes the characters uncomfortable.

ROOM D – GAS REMOVAL ROOM

In this room are a series of levers for the gas intake and outtake system. The levers must be placed at various points in the room and are managed by an intricate system of lifts and platforms. This creates a natural puzzle as the players will have to determine what order they move the lifts so they can get to the other side of the room. An Intelligence check DC 16 will make this clear, or the players can attempt to plot out the below sequence. Each of the lifts can move up, down, left, and right.

SEQUENCE OF LEVERS

1 – Up 2 – Down 3 – Left 4 – Right 5 – Up



SCENE 7 – THE CAAWLOCK, CROWS, AND THE ALLURING SPHERE

ROOM E – MANAGEMENT

The final room in the Sewers is behind a large ancient steel door. The door was once locked with a large iron bar, the bar has been recently moved so that the door will open freely. There are runes inscribed along the top of the door, they read:

Not for Sewer Maintenance.

Once the party enters the room the DM needs to Read

DM TO READ ALOUD

As you enter this room, you can see that it was once part of a large ballroom or some other sort of fancy room designed for people to dance, laugh, and enjoy having lots of money to waste. The ceiling is vaulted, easily 40 feet tall, and there are places in the ceiling that appear as if they were once filled with glass but are now surrounded by dirt. In the center of the room is a soft, alluring sphere. (Wisdom saving throw DC 14 not to walk right up to it) The rest of the room is draped in shadows, but there is a torch near the sphere that makes it stand out and it appears incredibly enticing. Roll initiative.

If anyone fails their saving throw they will spend their round moving toward the alluring sphere.

Any characters that pass can make Wisdom checks (Perception) DC 12 to spot the **Crows** and another figure in the shadows at the back of the room. If spotted, they will leap out and attack the characters.

If not seen, they will wait until at least one person is near the sphere to attack them.

If the players have used the box of invisibility, which will only cover two members of their party, they will be able to slowly make their way into the room, and perhaps ambush **The Caawlock** or **The Crows**.

The Caawlock leads the crows here, and in his possession is **The Alluring Sphere** of which he will use against the party during the battle.

At the end of the fight, The Caawlock will drop a small notebook and otherwise fade to dust. The notebook outlines a very vague prophecy about the cats.

PROPHECY

“Those who once stalked the streets in search of mice, will stalk the woods in search of darkness.”

There are notes about each of the cats and where they live. Those notes will indicate that **The Caawlock** had been planning to kill them for about three months and was using ****The Alluring Sphere**** to entice and destroy them.

Any coins or jewels found are by the whim of the DM and they may also use the Basic Random equipment table to roll a reward, however as this is an end scene, maybe a roll on a more worthy table in the Manuals may be a nice reward

The notebook also includes a small map of underground tunnels that seems to connect the room they are in all the way to the Darkewood.

VICTORY !

With the Caawlock seemingly vanquished, and the alluring sphere in the parties possession, victory can be enjoyed, for a little while at least... After all where does that tunnel lead? and what does the prophecy mean?... many more adventures await under the shadowy branches of the Darkewood!



MAGIC ITEMS

This section contains all the magic items that appear in our story. It will not only give a brief description on how they appear but also on their effects. During the story, any indication of an item **like so**, is an indication it will be listed here.

THE SCRATCHING POST

WONDROUS ITEM, RARE

LOCATED IN THE JACKDAW TAVERNS MAIN ROOM

Located to one side of one of the large fireplaces, the post stands a little more than 2 feet high, a solid wooden base which has been bolted to the floor, with a single wooden post which has been covered with what looks to be twine.

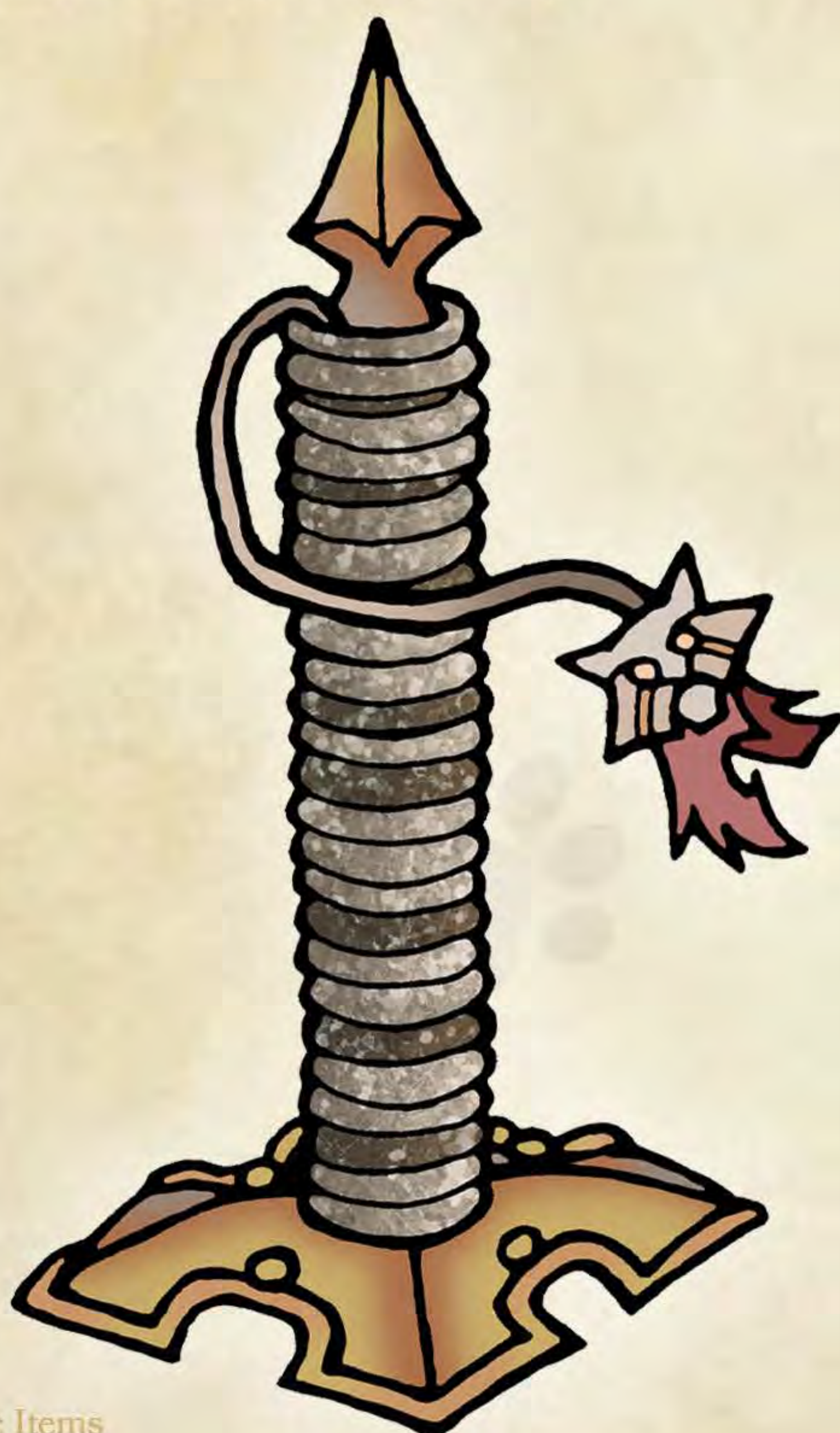
The twine itself, although clearly hemp in nature, shines slightly in the light, and gives off a slight glow in the dim light of the Jackdaw's main room, although the firelight hides this magical effect.

Crafted by a powerful mage in ages past, he provided this artefact to settle a debt with a manticore. Funnily enough, the manticore was not happy, and the mage was eaten. The Scratching Post was lost to the ages along with the techniques used in its forging. Michel Bontonne, the barkeep of the Thieving Jackdaw, discovered the post when he was a lad, and happy to find a use for it, set it up for the Cats of Crumptown to use.

Even the normal cats of Crumptown are some of the best mousers in the world because of this item.

Any cat of Crumptown that rubs their hands or sharpens their claws on this gains advantage on their next 3 attacks.

This works once per cat per day.



THE SWORDFISH

WEAPON (SHORT SWORD), RARE

DROPPED BY AN ANGRY GNOME

This is a strange sword, it's origins are entirely unknown and a little questionable. The whole sword would best be described as a fish bone, which has been sharpened and hardened in places making it more durable and useful.

Magic was obviously imbued into the item, but again the reasons for this are unknown.

The Swordfish, *he prefers to be called Albert*, is the remnants of a fish from an alternative plane that has been forged into a powerful, if grumpy, short sword. Albert does not like cats, but has no ability to ward off their attunement to him.

He'll make curmudgeonly comments along the way, of course.

Once a character takes ownership, they are attuned to Albert, and are unwilling to part with him, no matter how annoying he gets, the user feels like he's their favourite grumpy uncle.

Anti-Darkewood. When you hit a creature of the Darkewood with the Swordfish, that creature must make a Constitution saving throw DC 14, or gain a level of exhaustion, which causes them disadvantage on all rolls.

Sentience. A Swordfish is a sentient neutral good weapon with an intelligence of 12, Wisdom of 8, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

Personality. Albert was a fish, but has the character of an 80-year-old human with lots of joint pain. He'll groan and complain about the way he's being used, unless his user is facing a being of the Darkewood. *He particularly dislikes cats, or at least he pretends that he hates them.*



THE WAND OF FEATHERS

WONDROUS ITEM, RARE

FOUND IN TAWDRY'S SHOP

A beautiful wand which has a wooden shaft approximately a foot in length, topped with prismatic feathers and a tiny gold bell which hangs off slightly from the top via a small string.

Crafted far, far from Crumptown, the Wand of Feathers was originally designed as a prop for a King's Fool to use in their performances.

The Mage that crafted the wand, however, disliked the fool and enjoyed using their magic upon them.

How the King (..and the Mage)laughed as the Fool pranced, ran, and was distracted by the scintillating colours the wand created.

No one knows how it ended up in Tawdry's store, but they have a habit of collecting things that, at first glance, appear to be little more than rubbish.

A spellcaster waving this wand in the air creates a distracting scintillating rainbow of colours with a central red dot. The target of the wand must make a Wisdom saving throw DC 14 or gain disadvantage while the caster is waving the wand around. When they stop shaking it, the effect ends immediately.

If the target is a Cat, failing their saving throw gives disadvantage and -2 to all rolls until the effect ends.

This wand is usable 5 times a day before it needs to be recharged over night.



THE BELL OF SUMMONING

WONDROUS ITEM, UNCOMMON

OWNED BY THE LAMPLIGHTER

Many wily witches wish that they could find their familiars quickly- and one, **Winifred Wihnilda first Witch of the Wylds**, created this bell so that she could summon her cats at any time.

She did not however expect that it would allow her to summon other creatures as well, which caused a bit of havoc.

Still, it proved quite useful, and she eventually passed it along to her successors, who ended up losing it. Typical.

An interwoven set of copper links make up this delicate but sturdy necklace, and attached is a single decoration, A copper bell emblazoned with a small cats face.

When moving, this small piece of jewelery jingles with a barely audible ringing which is relatively pleasant to the ear.

By focusing and ringing the Bell with the right command words, the user may cast Summon Monster (details are held within the D&D manuals) as a 3rd level spell caster.

The Bell may only be used once per day.

Although the spell summons a monster, this monster is always feline in nature, or has feline traits and should be described as such by the DM.

As a side effect, it will draw the attention of all cats nearby.



DRIPPING TAP

WONDROUS ITEM, RARE

LOCATED IN THE BACK ROOM OF THE 'THIEVING JACKDAW' INN

Lost to the darkness of the Darkewood for centuries, it is unclear who made the Spring Tap or why.

What is clear is the beautiful crystal water that spills from the spout of the Tap.

The runes inscribed along the device are ancient, but it's hard to tell exactly what language they are in or what they say, as spells that would decipher the language fail to work.

For any that attempt to Detect Magic upon the Tap, there is a sense of holy energy that suffuses it.

The water from the tap is cool and clear, and, it is indeed magical. The waters are suffused with divine energies and provide healing and curing for all unlucky adventurers.

Water from The Tap heals 2d8+2 hit points.

The Tap may only be used by an individual once per day, and will treat up to 10 people.

After that, it needs 24 hours to recharge.



BOX OF INVISIBILITY

WONDROUS ITEM, UNCOMMON

GIVEN BY MAGE MARGARET

The material the box is made from is strange, as if it were made of paper, however it is layered in such a way that no paper is created.

It is undoubtedly a beautiful box, It doesn't appear to be ancient, but it could be?

By placing this box over any person or object, they become invisible for as long as they are covered

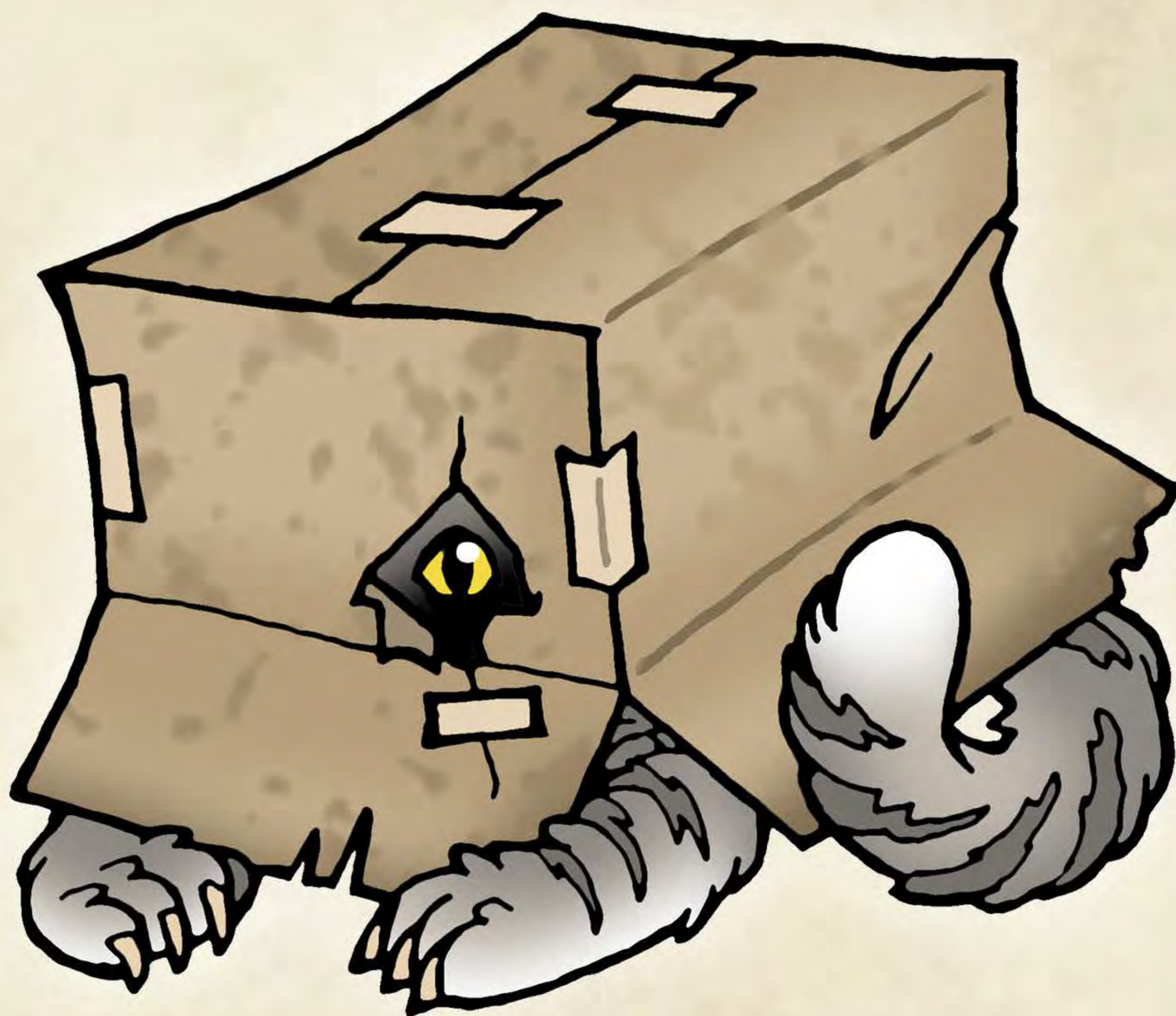
The box is fragile structurally and is hard to move.

To move with the box on, the user must make a Dexterity check DC 14 and cannot move faster than 20 ft. Per round. Any damage done to a person in the box shreds the box immediately and makes it useless.

This box does not muffle sound, so any sounds under the box may raise suspicion.

Whilst the invisibility zone is in effect, this tricks the mind so that you will avoid walking into the item by moving around it, but this action will go un-noticed by anyone who does it.

Any Spell Caster gets +2 to this roll



THE POTTED PLANT

WONDEROUS ITEM, RARE

LOCATED IN THE SEWERS OF CRUMPTON

The Catnip grown in the Darkewood has additional effects beyond the euphoric and pleasant reaction it causes in common cats. This type of catnip is only found rarely, usually on the edges of the Darkewood or in dark, wet places.

It can be grown underground with little to no sunlight, as long as it is regularly watered.

The pot it's in is purely decorative, but it is a very nice pot, isn't it?

The character that finds plant must make a Wisdom saving throw DC 14 to avoid rubbing a small amount on their face and paws immediately. If they do, they will experience the effects of Levitation for 3 rounds, and they will be able to fly if only a few feet off the ground (this is not a true fly spell).

However, they will also suffer a disadvantage on any roll for the next minute as they experience the euphoric effects of the catnip.



THE ALLURING SPHERE

WONDROUS ITEM, RARE

IN POSSESSION OF THE CAAWLOCK

The Alluring Sphere was created recently by the master of the Caawlock to assist in snaring the Cats of Crumpton into its devious plan.

The Sphere is made of beautiful natural wool and is a lovely shade of imperial purple, it looks so soft you cannot resist reaching out to touch it.

However the wool is bound with mists from the Darkewood, and when held, gives a feeling of general unease after more than a few moments.

Using this Sphere, you may attempt to charm up to 3 humanoids you can see within range. They must make a Wisdom saving throw and do so with advantage if you or your companions are fighting them.

If they fail the saving throw, they are charmed as with the level 3 spell Charm Person

The creatures must be within 30 feet of each other when you target them.

Once per day, the person attuned to the sphere may send a dream message to anyone they have previously met. This is received as a dream and unless the recipient is aware of the sphere and its capacity, these dreams can be misinterpreted, DM Choice.



CREATURES OF CRUMPTOWN

Here we list all the creatures which appear in our Adventure, indicated **as so** in the story, in the order they appear. We have given a brief description of the creature itself and have provided all the statistics you will need to successfully run the module. This does not contain any creatures used from the **Random Encounter** tables or any which have been added by you, the DM, however these will be included in the D&D source books.

ANGRY GNOME

Small humanoid (Darkewood), neutral evil

Met while wandering around the streets of Crumptown, these small gnomes don't really reflect kindly on their folk. Most Darkewood Gnomes are honest and hardworking if a little temperamental. Some have even taken to adventuring, however these angry ones have allowed the Darkewood magic to take over their primitive emotions, driving anger, suspicion and aggression.

Armor Class AC 15
Hit Points 9 (2xd6 +2)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	12 (+1)	6 (-2)

Saving Throws +1 to all saving throws involving illusion magic, poisons, charm or paralyze spells.
-2 to all magic whereby charisma is it's base stat.
Skills Athletics +5, Stealth +4, Investigation +3, Perception +2.
Damage Vulnerabilities +1 damage from all items that are effect **Darkewood Born**
Damage Resistances +1 Resistance to normal poisons. No resistance to any Darkewood poisons.
Senses Darkvision 60 ft, Passive Perception 11
Languages Gnomish, Dwarvish, Goblin, Common and Undercommon.
Challenge 1/4 (50 XP)

Pack Tactics. The Gnome has advantage on an attack roll against a creature if at least one of the Gnomes's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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



LAMPLIGHTER

Human Veteran

Medium Humanoid (human), lawful good

The Lamplighter is a powerful-looking man dressed in a heavy overcoat and carrying a long pike with a candle on top. He carries a satchel and wears a hat with specially designed candles to support his work. His hat is tied on tight, and he has a scarf and heavy cloths to protect from himself from melting wax. He looks at the party with suspicion, but he's suspicious of everyone. He is mainly concerned the cats may be some form of infiltration of Nightfolk. He will brandish his spear if approached but will not attack.

Armor Class 65 (10d8+20)

Hit Points Hitpoints

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

16 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	10 (0)
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Skills Athletics +4, Survival +4

Senses Passive Perception 12

Languages Common

Challenge 4

Multiattack. The Lamplighter may make two longsword attacks.

Actions

Sword Attack. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: (1d6 + 3) slashing damage.

Lamplighter's Spear. Melee Weapon Attack: +5 to hit, reach 10 ft. One target. Hit: 9 (1d10+4) piercing damage.

Repel the Darkewood. Once per turn, the Lamplighter can strike a torch on his belt and cause any creatures associated with the Darkewood to move away. They are compelled to retreat 30 ft.



MURDEROUS CROWS

Medium humanoid (Darkewood)– Neutral Evil

Murderous by name, Murderous by nature. This villainous gang of crows seek to annihilate the cats from within the shadows and mists. Always selfish, sly, conniving, and hungry, They are highly intimidating in large groups.

Armor Class 14 Natural Armour

Hit Points 10 (D8 x2)

Speed 30-60ft depending on race

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	14 (+2)	12 (+1)	10 (0)

Saving Throws None, just race in applicable.

Skills Athletics +2, Stealth +3, intimidation +3, tactics +1, alertness +3

Condition Immunities None unless race indicates one

Senses Passive Perception 12

Languages Fluent in Common and has a basic knowledge (spoken and written) of Goblin and Dwarvish as well as any language specific to race.

Challenge 1/2 100xp

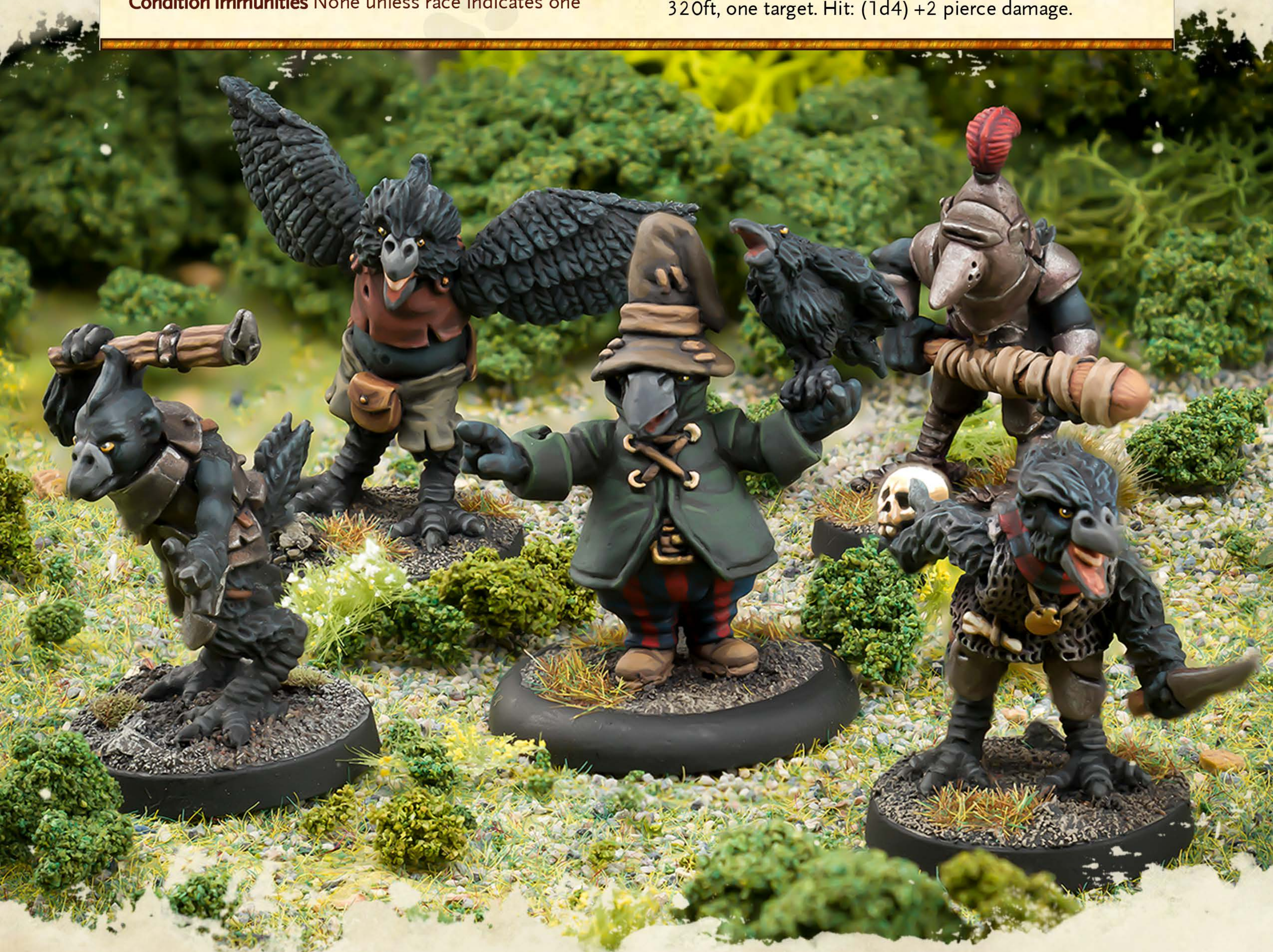
Skills - Group mentality Crows are trained from an early age to work in groups. The larger the group the more intimidating they become. If the group is 6+ they will gain advantage on all rolls, if the group is 10+ they gain +1 and advantage on all rolls

Actions

Dagger attack. Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: (1d4) +1 slashing / pierce damage.

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

Bow attack. Ranged weapon attack: +1 to hit, range 30-320ft, one target. Hit: (1d4) +2 pierce damage.



THE CAAWLOCK

Medium humanoid (Darkewood), neutral evil

The Caawlock leads the rest of the Crows, rarely seen, with features hidden under a darkened cowl, menacing eyes stare from beneath the hood whilst a blackened beak seems to curl with a hateful smile. Using gangs of crows to do his bidding, and weaving plans against Crumptown from deep within the Darkewood. You will have find a way to lure him out if you wish to vanquish this foe.

Armor Class 16 (natural armour)

Hit Points 32 (5d8 + 10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	16 (+3)	16 (+3)	12 (+1)	17 (+3)

Saving Throws saving_throws

Skills Athletics +3, Stealth +5, intimidation +5, tactics +2, alertness +4

Senses Darkvision 60ft, Passive Perception 10

Languages Fluent in Common, Goblin and Dwarvish.

Challenge 2 - 450xp

Actions

Agonizing Eldritch Blast. Ranged Spell Attack: +5 to hit, reach 120 ft., one target. Hit: 8 (1d10 + 3) force damage.

Moment of Invisibility. The Caawlock may call upon their dark pact with the Darkewood to go invisible for one round. They may do this reflexively. This ability may be used twice per encounter.

Alluring Sphere. The holder of this magical item may cast Charm Person as a 3rd level spell. The victim must make a Wisdom saving throw DC 14 or be charmed.



THE CURIOUS CASE OF THE CATS OF CRUMPTOWN

'THE MYSTERY OF THE ALLURING SPHERE'

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THE
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OF THE

CATS OF CRUMPTOWN

THE HONORARY
CATS OF CRUMPTOWN



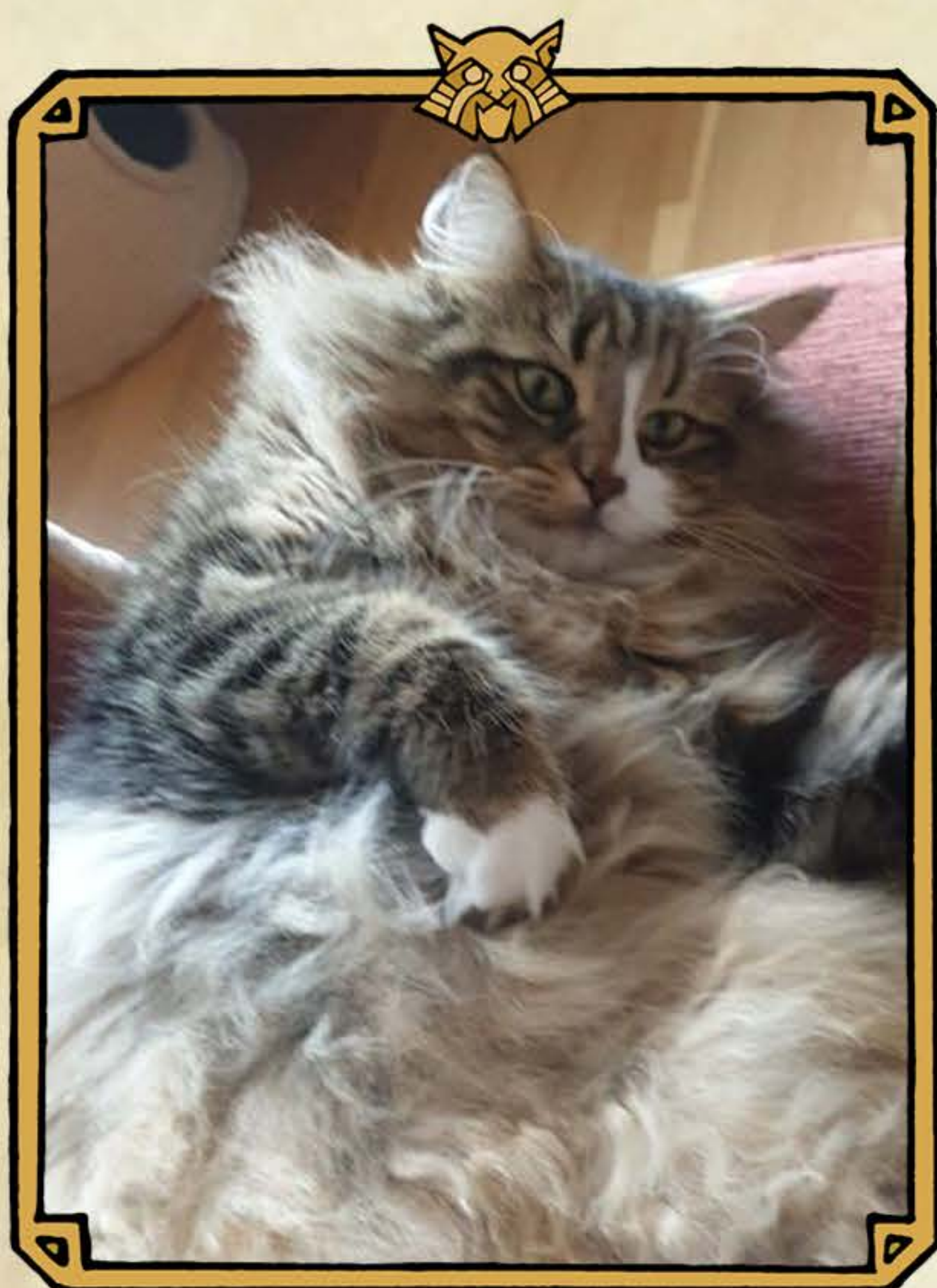
MASOTO



TIGGER
WHO SO WANTED
TO BE A
CRUMPTOWN CAT
2014-2019



DEILIAH



TABITHA



JONES



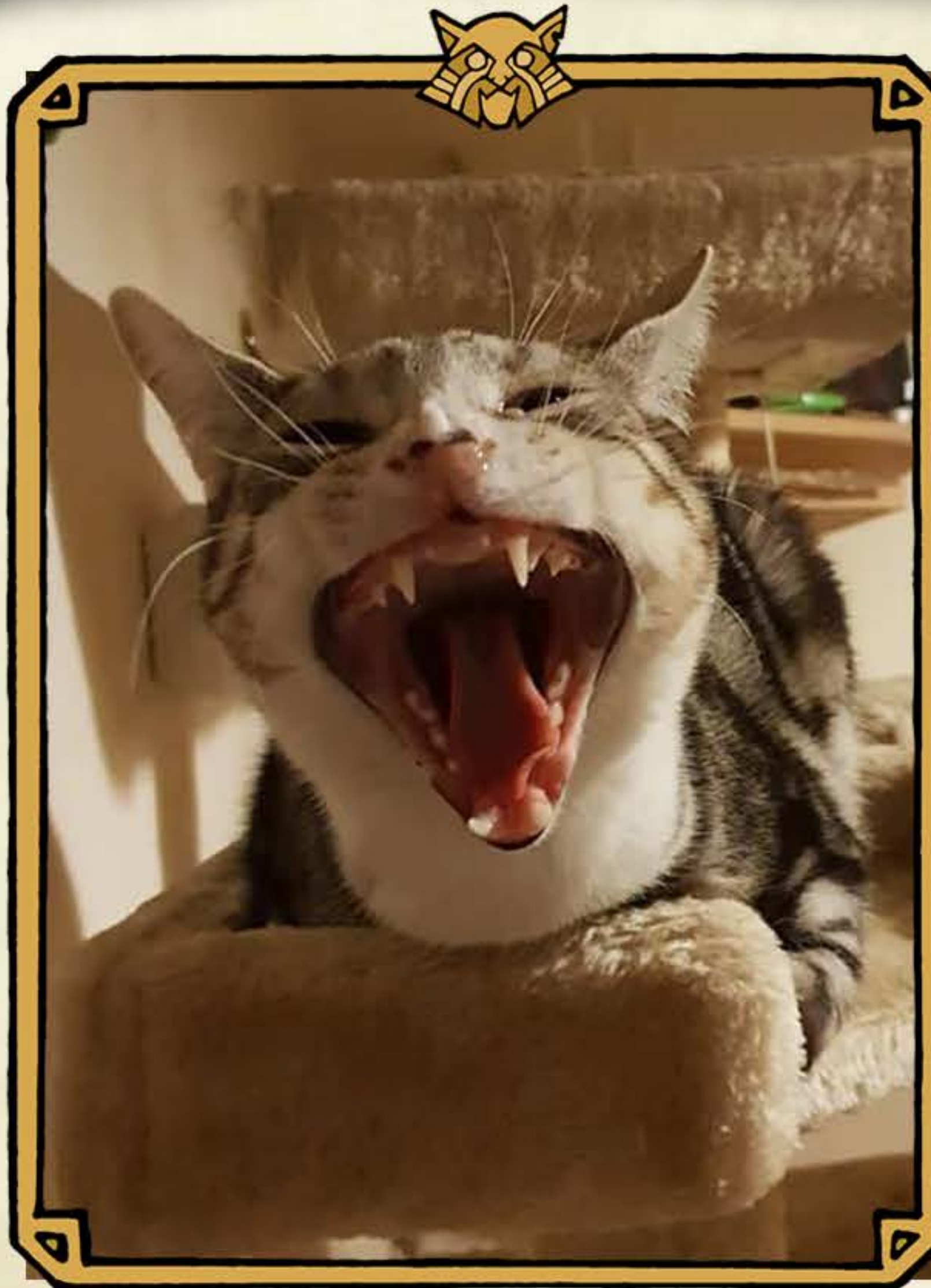
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THE
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CATS OF
CRUMPTOWN

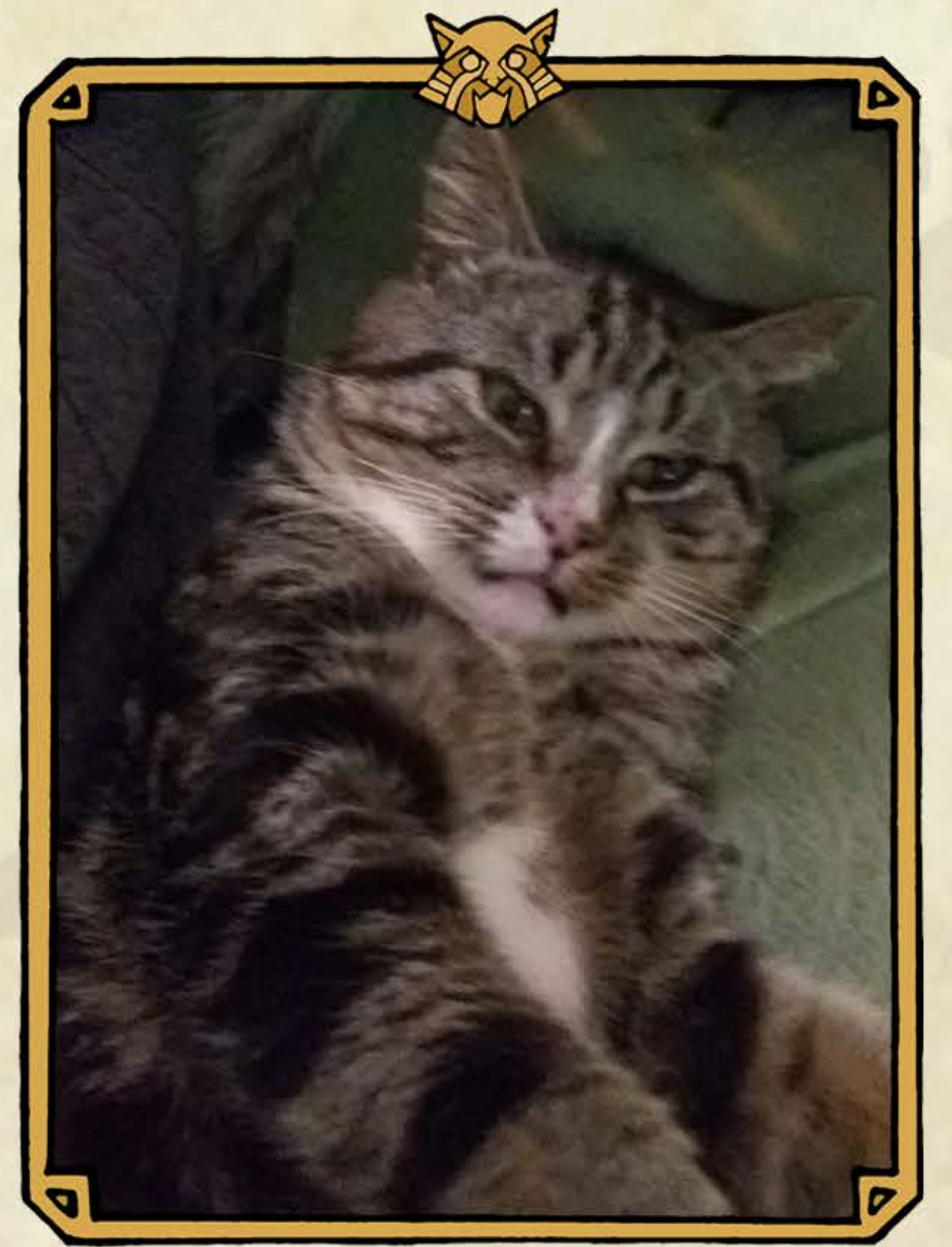


SINBAD

THE HONORARY
CATS OF CRUMPTOWN



LITTLEFOOT



GEORGE
WHICKHAM



Ham



MEW



Jack

THE
CURIOUS CASE
OF THE
CATS OF
CRUMPTOWN

THE HONORARY
CATS OF CRUMPTOWN



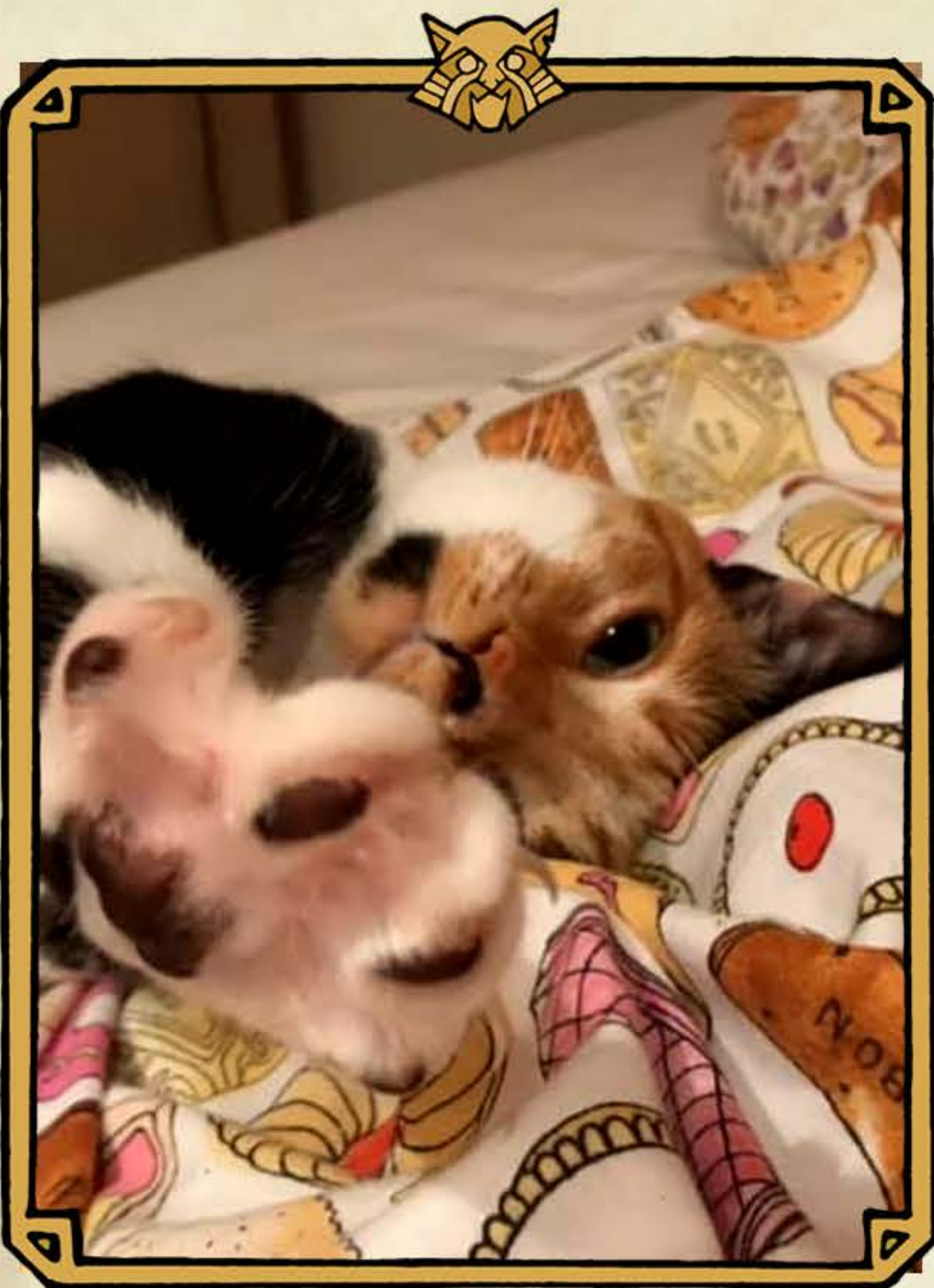
JAGO



INKY



GRIGIO



HARLEY



ISEMBARD



BIXBY

THE
CURIOUS CASE
OF THE

CATS OF CRUMPTOWN

THE HONORARY
CATS OF CRUMPTOWN



ALFIE



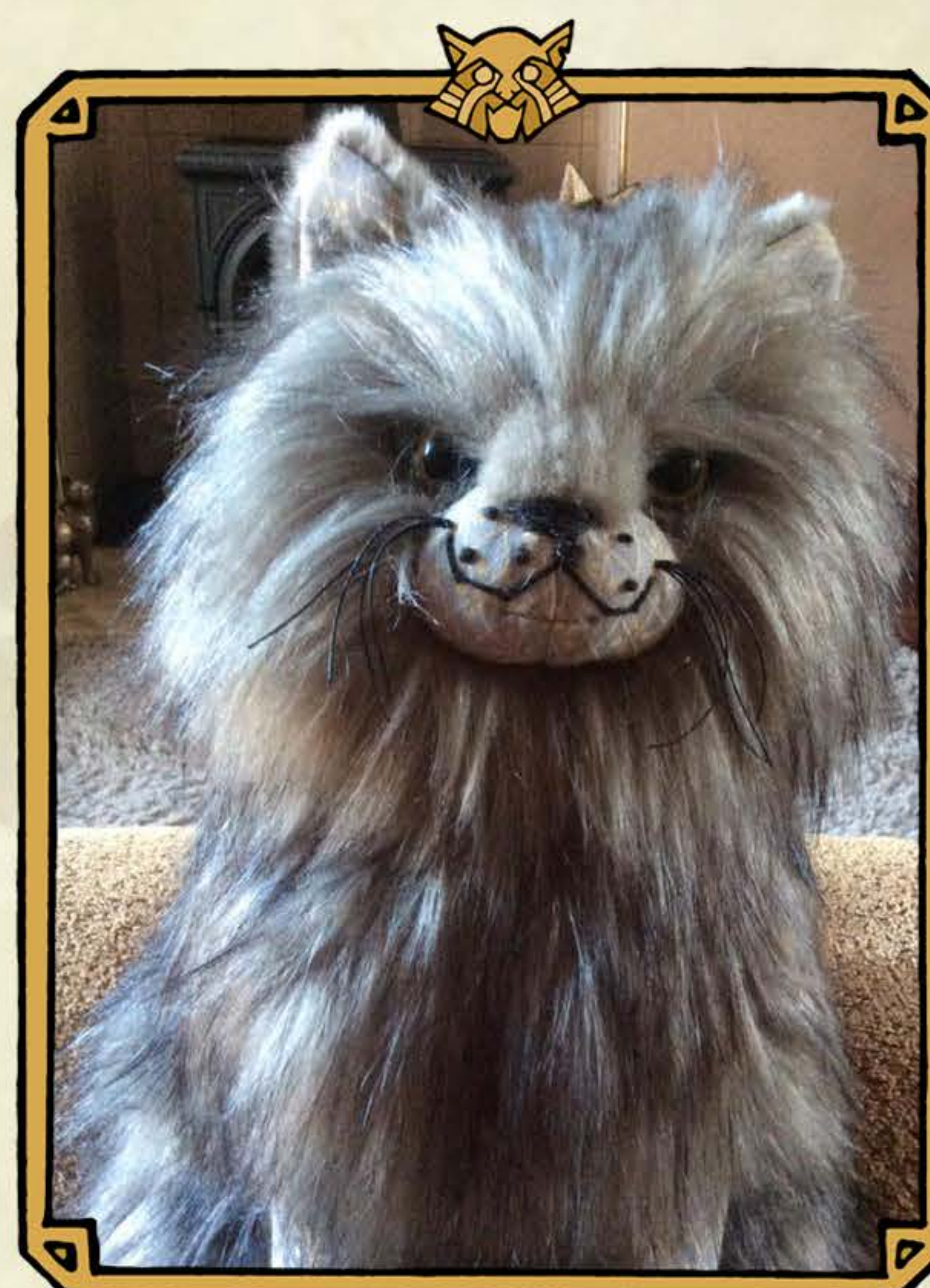
Max



RUBY



SIMON



LORNAS Cat



JEFF

THE
CURIOUS CASE
OF THE

CATS OF CRUMPTOWN

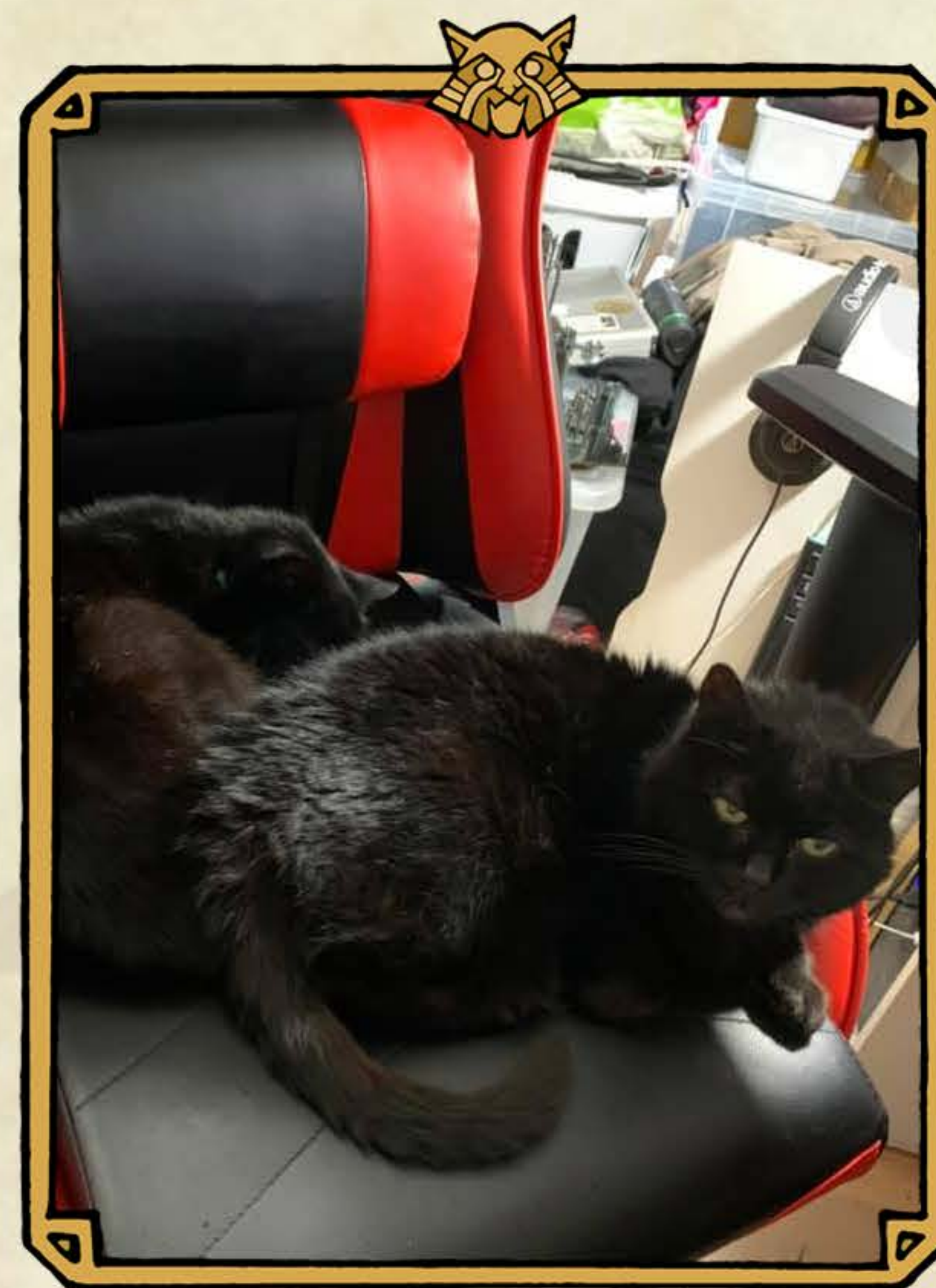


ECHO & JUNO

THE HONORARY CATS OF CRUMPTOWN



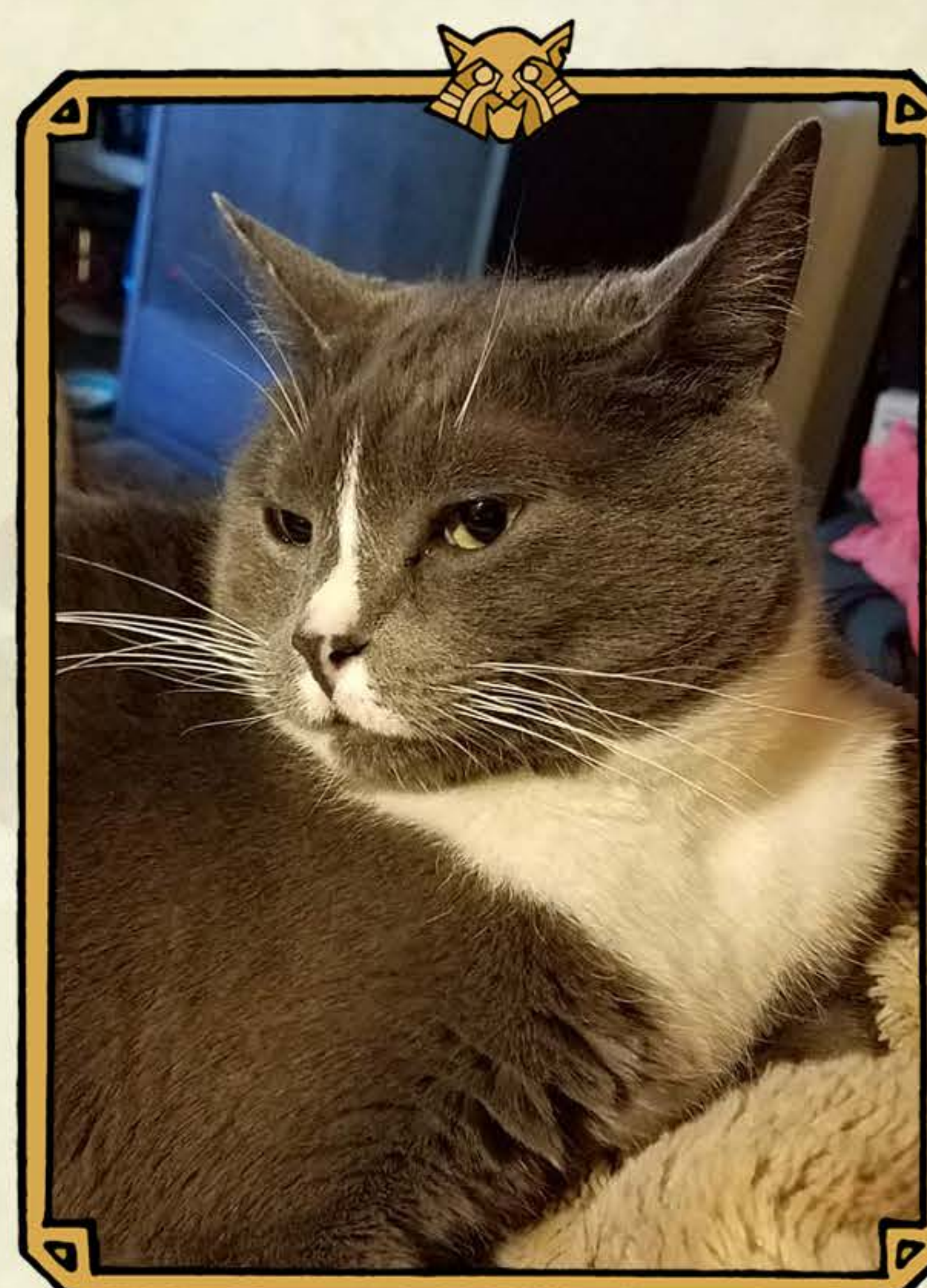
MAXIMILLIAN



COOKIE & MISTY



ATTICUS



BARNOL



STUBBS

THE
CURIOUS CASE
OF THE
CATS OF
CRUMPTOWN

THE HONORARY
CATS OF CRUMPTOWN



CAT



KORBEN



FERN



BUB FUZZINS



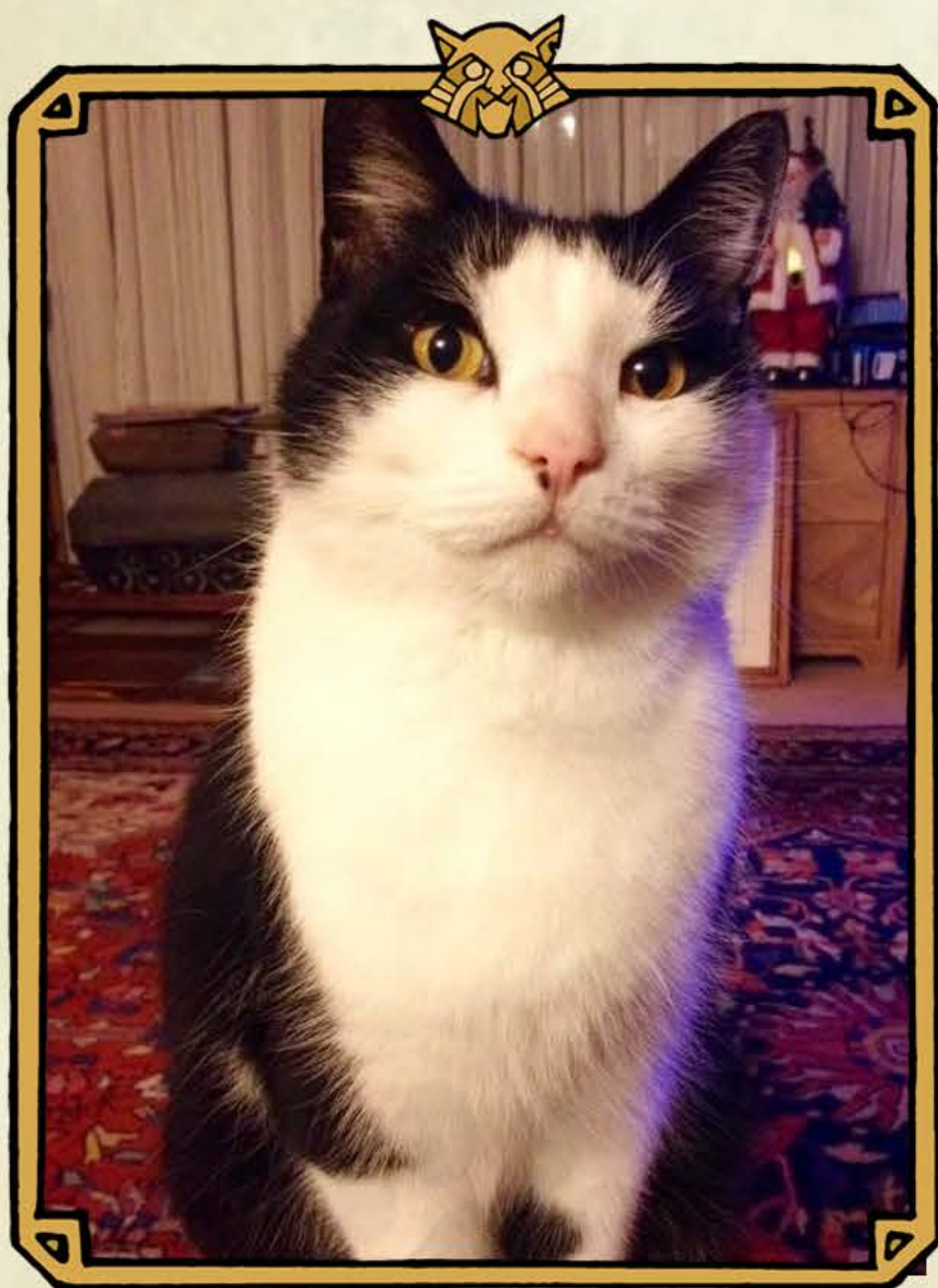
CHARLIE



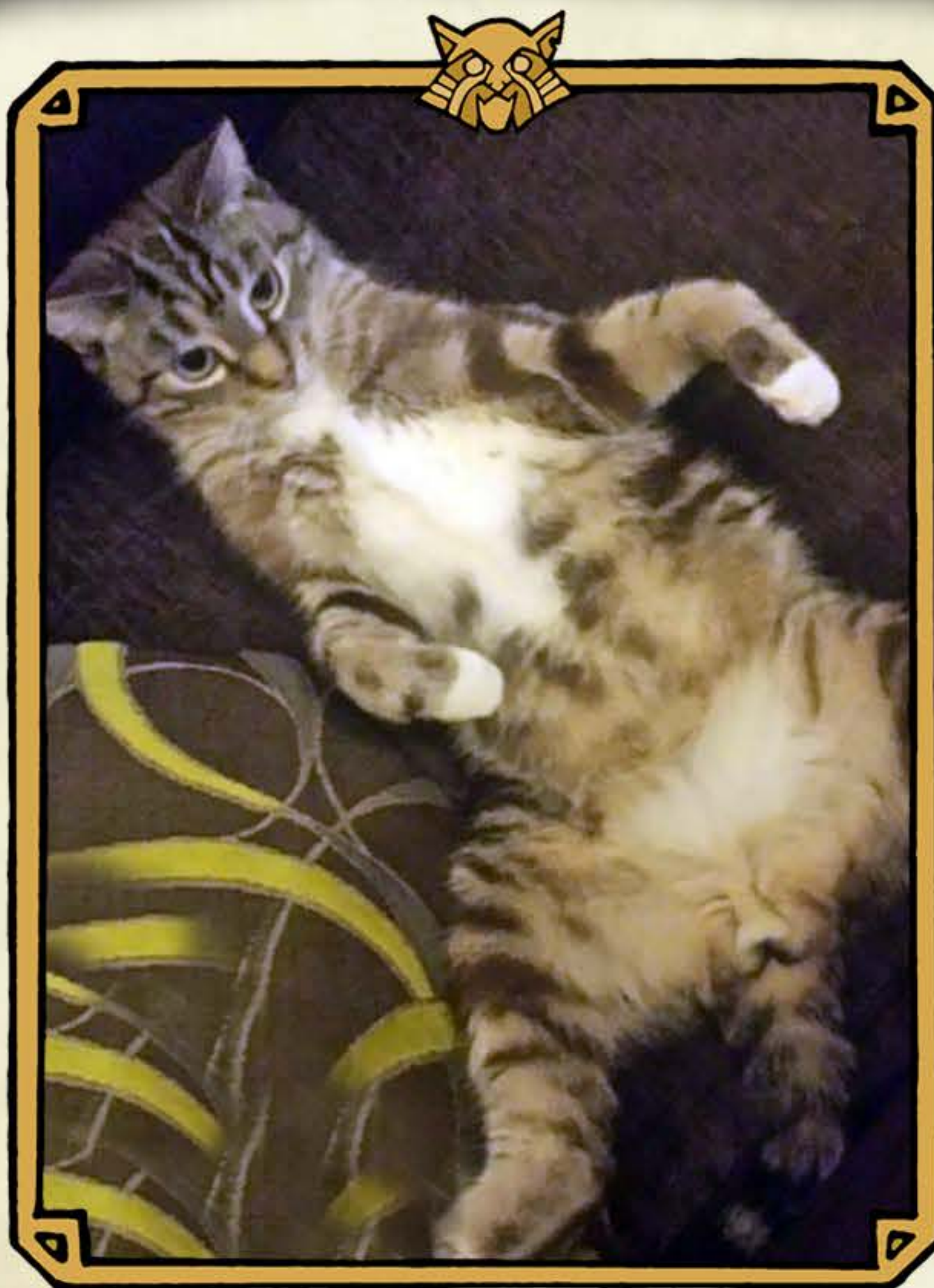
LUNA

THE
CURIOUS CASE
OF THE

CATS OF CRUMPTOWN



THE HONORARY
CATS OF CRUMPTOWN



MR. SHIFF

NAPOLEON

STEPPY POTTY



SOX

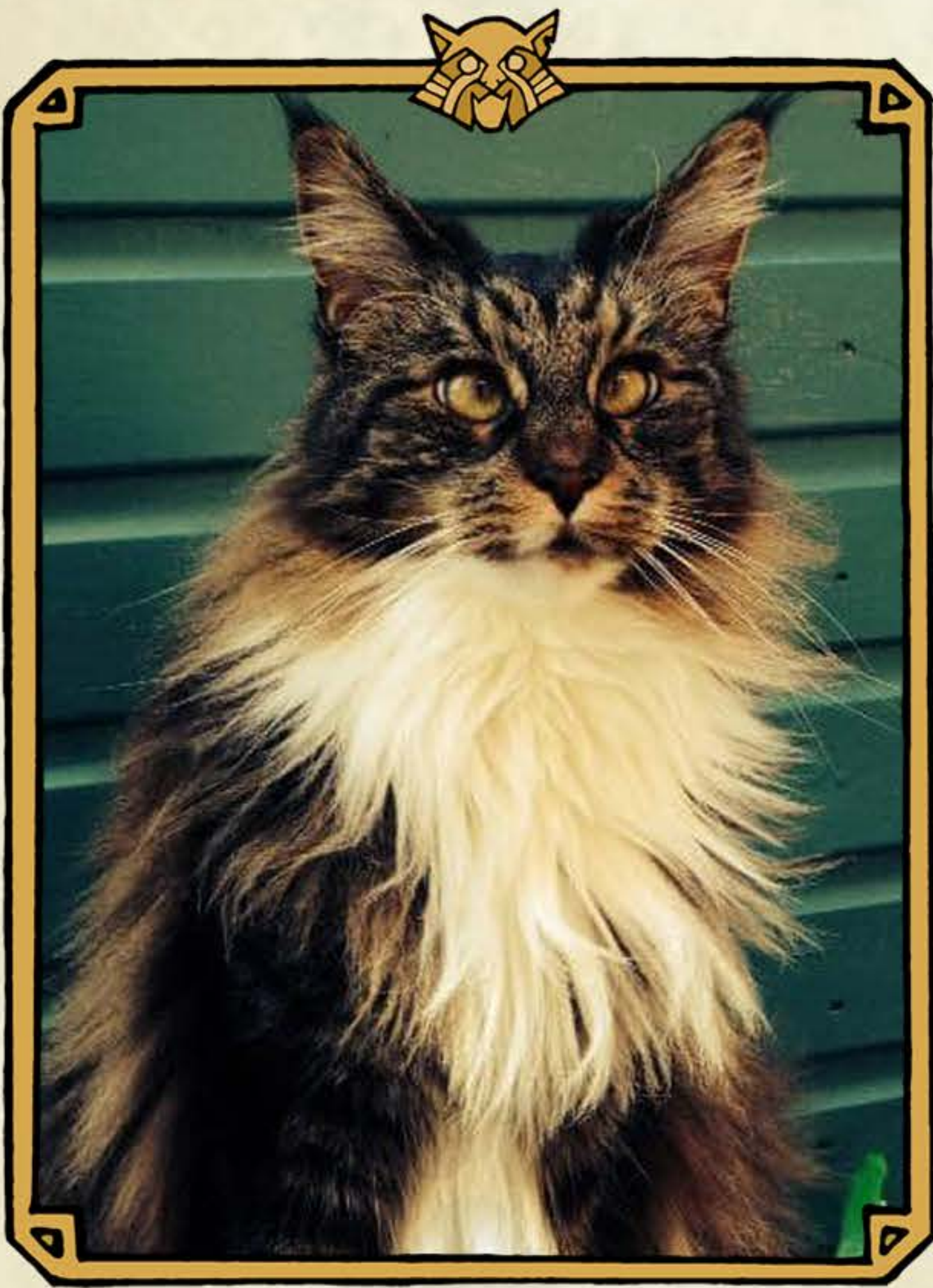


J. D.



YNGVI

THE
CURIOUS CASE
OF THE
CATS OF
CRUMPTOWN

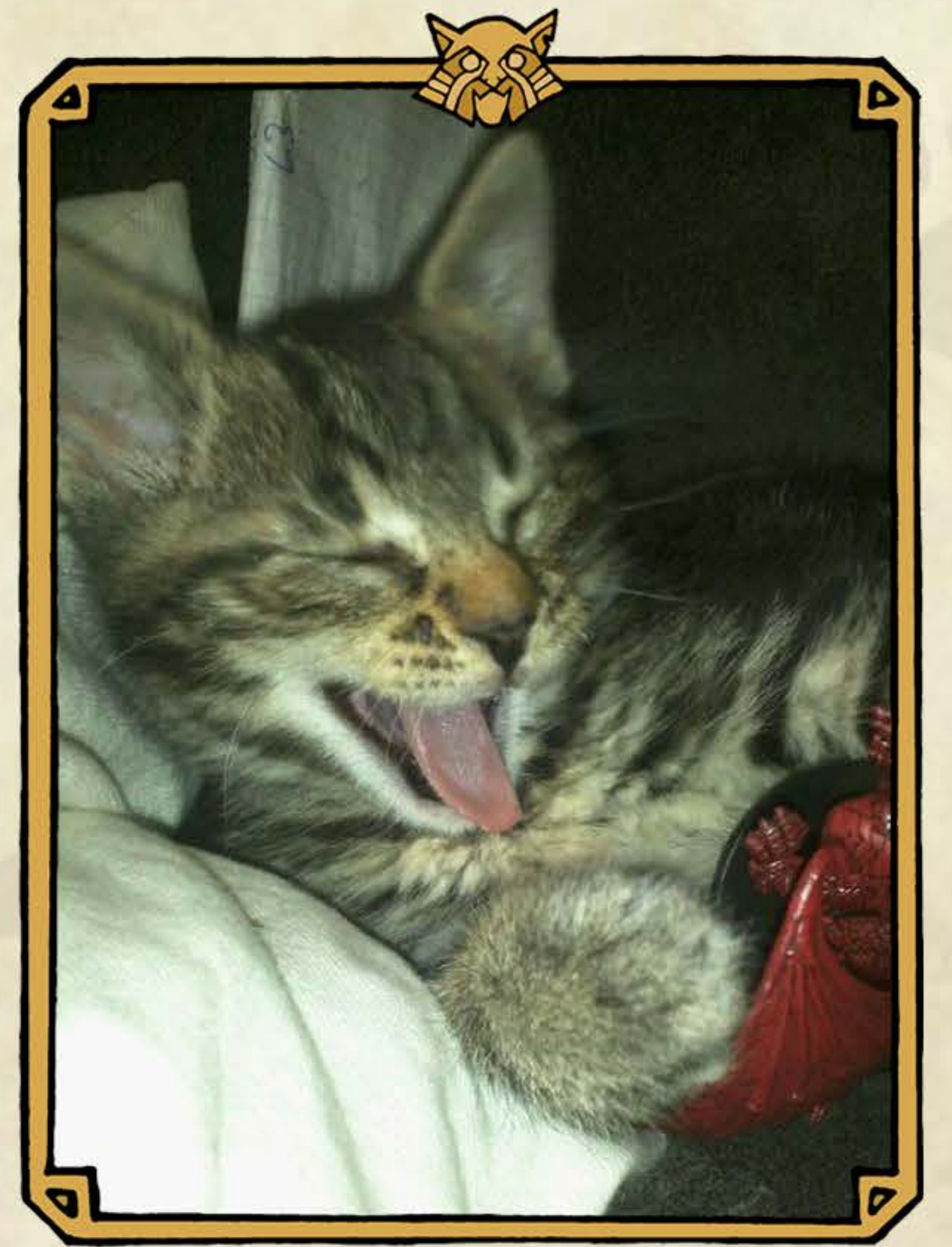


MINX

THE HONORARY
CATS OF CRUMPTOWN



Mojo



Tas