

Plot Hooks & Quests

Main Quest:

The main quest line for New Harbor will be about escaping the fog trapping them in town and getting closer to finding a way to end the Chaos Fog. The latter will remain a mystery but as the party helps to address the disorder in the town, the path forward will be revealed. They will need to resolve the following issues:

Quell the Pirate Unrest

The pirates start to rob and steal more every day the fog lingers, causing more stress and chaos for the town. There are three pirate bosses that have joined forces, they plan on taking over New Harbor for themselves. To resolve this issue, the party must arrest all three bosses:

- Freddy 'The Snake' Fromir (DONE)
 - Freddy is obsessed with venomous snakes and likes to keep them around him. He makes all of his recruits get bitten by a snake before they can join.
 - Freddy's downfall will come after his gang stole a Barbed Cottonmouth from Telos.
 - Freddy's hideout is a cellar on the outskirts of town, not far off from the Scholar's Burrow.
- Pauline 'Dead Eyes' Shurman (DONE)
 - Pauline runs an illegal gambling outfit somewhere near the docks of New Harbor
 - She is very paranoid and never leaves the safety of her hideout
 - There is a secret password the party can use to enter the back area but they'll need to be disguised when they try, as they've already made a name for themselves in town
 - Pauline wields a Heavy Crossbow, goes everywhere with it
 - Treasure
 - Pauline has a note on her from Erland "Slick." It's written in some sort of pirate code. If cracked, the note says, "When the time comes, we'll be ready to strike."
 - There are 200cp, 40sp, and 10gp to loot inside Pauline's private room. Including a Hat of Wizardry.
- Erland 'Slick' Smit
 - Erland "Slick" is the trickiest pirate to find. For one, his appearance is unknown as he often uses intermediaries for most of his piracy

- Slick will reveal himself when the party tries to take back the ghost ships, he will wait until after they've defeated whatever spectres/ghosts are on the ships and then he and his crew will attack the Hemlock's Kiss, hoping to steal it for themselves.
- Erland is a rogue who hides and then attacks from the shadows (MAKE CHARACTER?)

Lay Lady Entris' Soul to Rest

This will help heal the collective grief of the town by honoring their beloved headmistress, the school, and it's students. This will take the completion of three tasks:

- Help Mavis Dilal complete her spell to honor the school
 - Retrieve Nirnroot for Mavis (DONE)
 - Prepare for the spell's ritual by clearing away the corrupted spirits from the school's ruins.
 - The bad energy here is being fed by a Deathlock, formed by the spirit remains of the Scholar. The Deathlock summons Poltergeists to defend itself.
 - Persuading Lady Entris' soul to leave this world.
 - Her soul has unfinished business here. First, she needs to make sure that the last surviving student of Stratora is safe. Second, she is actually fighting off more potential Chaos from descending upon New Harbor: In life, Lady Entris had to constantly contend with dark energy left over from the Scholar and now that the school has been destroyed and as well as her physical form, a shade of the Scholar now threatens to awake and attack the town.
 - Re: Vice, Lady Entris will only leave after the party promises to look after Vice "and see to it that she finds a home."
- Find a place for Vice, the last student of Stratora, to feel at home
 - Vice could be asked to be Mavis's apprentice, effectively starting a new school in New Harbor.
 - She may travel with the party to Irondeep or Gallatin, where Vice will find a group of tiefling outcasts like herself, potentially taking her down a corrupt path.
 - She may join up with the Graveline pirates and become a potential replacement for "The Siren."

Restore Triton/Human Relations

The oldest chaos in New Harbor has to do with the rift between the triton people and the humans of New Harbor. If the party can find an amicable solution for both groups to live happily, then the fog may fade enough for them to traverse the underground tunnels to Iron Deep.

- Recovering the HTC ships from the fog will help strengthen HTC
 - But the party could choose to give the ships to the tritons instead?
- Help the tritons by supporting them to elect a leader for their people.
 - This will be between either Zorvos, his sister, or another triton who pretends to be the adopted son of Rivnis, named Rivem.
 - Fair election process
 - Once elected, supporting the chosen leader in making demands against HTC
 - The election is stopped by HTC guards loyal to Horace, not Zorvos?
- Have HTC make a plan/promise for the future; a better future for all New Harbians.
 - Depending on previous choices, this plan may help or harm the tritons

Side Quests of New Harbor:

Side Quest #1:

Like it was stated in Narad's character bio, he has a certain amount of letters that need to be delivered. Most of them are meaningless, having to do with different supplies that he needs so that he continues to stay in the lighthouse and not have to move, however there is one letter that holds incredibly important information, sealed with a bright red seal that has the symbol of a lighthouse casting an incredibly bright light. This letter, if the party attempts to open it, is magically sealed by the wax seal and Horace will be able to tell once he opens it.

Inside the letter to Horace, it states that Narad has been able to see ships out on the sea, even admitting that it seems the fog ebbs and flows, much like a tide. He states that the ship, or ships, are one of their own and have two flags on their mast: one of the trade company and another one that signals an SOS. They must be saved immediately once possible and if they are still there once this phase of whatever is happening ends. He also continues and says that this could possibly be the trade materials that they had sent out due to the Stratora attack and are currently at a deficit supplies wise because of this. Getting these ships back could be just the win that New Harbor needs so that they can get back on their feet and stand up to more of the pirates.

Side Quest #2:

Vice Rolcis, the lone survivor of the Stratora attack, wants to go back to see what is left of her home. It's a sad reality, but she is needed to go help confirm what has happened and if they can find any evidence to point towards a cause and also to further prove her innocence.

After traveling there, she will be incredibly quiet until she sees the ghost of Lady Entris. At this point, she will begin to cry and apologize to her, thinking that this possibly could have been her fault. After all, she was unconscious when all of this took place. Bringing her along will be an instant way into Lady Entris' heart and will stop her from being cross and snide with the party, potentially even avoiding combat with her now angered soul. However, getting this side quest will involve taking an interest in Vice and wanting to help her become right with the town again. Another way to attain this side quest is if Jay asks the party to help Vice after they get close to him instead. He obviously cares for Vice as if she was his own sister, so he would want to be able to see her walk the town again instead of being spit on and cursed at, being called a monster and a murderer.

Who knows? Maybe even Vice will think about going with you until you get to the next town, hoping that she'll be able to continue her studies elsewhere.

Side Quest #3:

Mavis Dilal has been looking for an apprentice for a very long time, wanting to take the mantle up again as a teacher after the passing of her former student, Lady Entris. Her death had more of a toll on her than she realized previously and she is dead set on teaching the younger generation to keep the name of her favorite student strong and to keep her proud in the afterlife. This is another person that the party could convince to come with them to see Lady Entris' ghost, however it would be a way harder DC as she feels shameful that she hasn't been able to visit her all these years while she was alive, and also because it's hard for her to walk in her old age. The artificers were originally creating a wheelchair for her that would be able to push itself, however they were killed before they could do anything. The plans are still in the basement of Stratora, which would be another bonus for the players to find as she might even teach the wizard a spell or two, or even give them a discount on her wares. Her main desire for them is to either find an apprentice in another town after this is all over, offer up the wizard that is in the party, or the best option: Recommend the surviving student of Stratora, Vice Rolcis. Obviously, this will keep her from being someone that can come with them, however it makes her even more useful in the long run as she gets more powerful as a Warlock. Mavis Dilal will teach her how to use her magic effectively and will even give her better control and communication over the Scholar. All in all, there are a lot of ways that it can go but it's all up to the party how they want to go about it. I will say though that she will not accept the wizard in the party currently as she isn't familiar

with him, they aren't powerful enough for her, and she just doesn't get a good vibe from them. It's all just excuses on her end and her dancing around the fact that they truly aren't powerful enough for her to be able to teach in the short amount of time that she has left, as she is getting too old to be able to control her own magic effectively.

Side Quest #4:

After speaking with the goliath Lighthouse keeper, Horace will want the party to do their best to get to whatever ships that are out there, with the help of the pirate fleet, the Graveline, of course. This will most likely take place after the fog clears up or at least becomes traversable, but my plan for this is that not everyone on the ship was safe from the chaos. The rest of the crew was able to lock themselves in their respective briggs of their ships, however they aren't able to leave now because of the monsters/sailors that are still left on deck that are just waiting for them to starve and come back up. I see this as being a large combat situation with the pirates also being used to fight and help everyone as much as they can. It will be a relatively easy combat situation because of their help, but I could see it being a cool experience for the kids to see how much damage that they could actually do.

Side Quest #5:

After the whole situation with the cargo ships that were sent out, the Hemlock's Kiss is going to offer the party their services on one condition: they help eradicate the rest of the pirates that are in New Harbor that are causing issues. With the rediscovery of the cargo ships, the pirates are beginning to get more rowdy and are causing more trouble in various establishments, the HQ, and also in the main square. The party's job is either to fight them with non-lethal damage, convince them to leave them alone, or even try and convert them to become part of the Graveline's fleet. The second of the three will definitely be a lot harder, but appealing to their Triton brothers might work if they have any knowledge of what's going on beyond Rivnis and Horace.

Side Quest #6:

After meeting the Hemlock's Kiss crew, Siege has a request for the party. She's been having trouble finding the right ingredients to make a soup for a New Harbor native, a triton woman that has just joined their ship and is anxious about leaving home for the first time. Of course, they won't be leaving any time soon, but she wants to give her a good old Graveline welcome to the young woman. She needs some ingredients from the nearby forested area / farm land when the fog is experiencing low tide. She also needs ingredients that are aquatic in nature, Zorvos might be able to help you with that one, but

he might be a bit annoyed in doing so if you don't have a great rapport with him. And of course, the fishermen in the area would be fine with helping you as well. Finding the ingredients is usually easy, however with the growing fog and panic, it's a bit hard to get past the guard that are patrolling around the fog and the Triton that have crowded by where they would enter to get back to their original home, which has now been blocked by the fog. However you go about it, once you return to Siege with the items, she will begin to cook and will ask the party about their life, general questions like where they are from, how old they are, how they fight, etc, etc. She just wants to know more about them as they are probably going to be a little bit more involved than she and the rest of the crew had originally anticipated. She'll tell bits and pieces about herself as well, like how she used to run a tavern, her lineage as a half goliath, and even talk about the different members of the ship if people are interested. Truthfully, if Revali is still in a place where he doesn't trust Ardyn and the crew, she will take a few more minutes to prepare something on the side: a traditional dish of the Aarakocra that she had read about once upon a time. It's his choice whether or not he eats it, but she offers it as an olive branch and maybe even tries to explain that they, as pirates, aren't bad people. Siren makes a point of not killing if they don't deserve it, they only take from the rich or blatantly shit people, etc, etc. All she wants is to make him and the rest of the party comfortable, especially considering Horace has already informed her and the rest of the head crew that they will be working very closely with them.

On top of the friendship they'll gain as new adventurers, she also teaches some of them how to make the dish just for fun so that they can always carry around a piece of New Harbor. Then, she offers them to deliver the dish to Ur Barozath, an NPC onboard that seems only slightly younger than Siege herself. She appreciates it and gives every single one of them a hug before saying that if she ever heard that they told anyone that she had shown even a sliver of gratitude, she would drag them behind the ship by the skin of their teeth.