

GLENDOR'S RPG ADVENTURES:
SIDE QUESTS



The Tailor's Task



A FANTASY ROLEPLAYING
ADVENTURE FOR 4 TO 6 PLAYERS

WRITTEN BY CHRISTIAN BLAKE

The Tailor's Task is a free fantasy RPG adventure that can be downloaded at **GlendorsRPGAdventures.com**.

You will need to download the following items in order to run this adventure:

- Narrative (this document)
- 4 JPG maps
- 17 fully-scaled monsters that allow for adventure scaling from level 1 to level 20

Optional items available for download

- JPG images for each monster are provided to assist with storytelling
- Each map's source files are available should you wish to modify them to better suit your campaign. The maps were created using Dungeon Alchemist.

Glendor's RPG Side Quests

The Tailor's Task

By Christian Blake

This is a four-phase quest line for roleplaying games. Included in this bundle are the following items:

- This 12-page PDF adventure guide with an original storyline written by Christian Blake.
- Color maps (21x30 at 72 dpi)
- Map source files (created with Dungeon Alchemist software)
- 17 adversaries that are fully-scaled from Level 1 to Level 20.

The Tailor's Task

Summary

Meet the Tailor

Satyr Forest

Hydra River

Sea Hag Island

Summon an Ethereal Sheep

Return to the tailor

Summary

A specialty tailor wants a magical form of wool that can only be sheared from an Ethereal Sheep. The tailor needs the party members to bargain with a Satyr, sever the tongue off a hydra head, steal a lock of hair from a Sea Hag, travel to a remote mountain region, and then summon an Ethereal Sheep and shear it and bring back the wool they've acquired.

If this is an adventure that your party members agree to undertake, you'll need to introduce them to the tailor where he will brief the entire party on the process for completing his task.

Meet the Tailor

The adventurers meet the tailor at his workshop. He explains that he has a custom tailoring job that requires a team of mercenaries. He normally gathers his own materials but this job is far too tough for a solo mission.

He needs a team of clever adventurers, and he's willing to pay handsomely for the successful acquisition of a magical wool that can only be sheared from an Ethereal Sheep.

If the adventurers can acquire the wool, he will either pay them a handsome reward or, if they prefer, he can weave some of the magic wool into an article of clothing of their choice.

He explains it won't be an entire piece of clothing that he'll create for them. Rather, he will simply weave ethereal threading into a piece of their clothing. The magical benefits will be strong even with only a minimal amount of threading. Depending on the color of wool they acquire, it will provide a bonus to one trait as long as the article of clothing is worn. The magic bonus provided by the item will be at the GM's discretion.

The adventurers must start a campfire at a summoning circle near the base of a specific mountain under a night sky and burn a special incense. When the sheep appears, they must play a magic flute that will lull the sheep into a trance and bring its form into the material plane. Only then can they touch the spectral sheep and shear it. The tailor will provide the shears and enough incense for a five-hour campfire. He warns the adventurers that they must not attempt to harm the sheep or capture

it or it could vanish and never return to that area again

The magic flute can only be obtained from a Satyr. Along with the incense and Satyr flute, the party will need to acquire a hydra's tongue and a lock of hair from a Sea Hag.

The tailor will take the time to explain each phase involved in completing his task (the players should take notes as he speaks):

1. Travel to a remote forest and find the Satyr. He will most likely be accompanied by Wood Nymphs. Make a deal with him for his flute or take it by force. The tailor doesn't care. While the Satyr is mostly friendly, it still shouldn't be trusted. Once they acquire the flute, the tailor warns that its magical effects will only last for about a week before the flute's charm spell no longer works.
2. Cut the head off a hydra and sever its tongue. The tailor knows of a river where one of these dragons has taken up residence. It preys on unwary hikers and sinks rowboats that attempt to travel through its section of water. The tailor mentions there are no doubt many treasures at the bottom of the riverbed if they are interested in magic-infused equipment and unclaimed treasure.
3. After acquiring the hydra tongue, they'll need to travel by boat to a cursed island where a Sea Hag dwells. They need a fist full of her hair to burn along with the incense. The creature has taken the lives of hundreds of sailors and sunk dozens of ships, so the party must be extremely careful when approaching her island. She is pure evil.
4. After acquiring the flute, the hydra tongue and the lock of hair from the Sea Hag, the adventurers will need to travel to a summoning circle located at the base of a mountain and establish their campsite for the evening.
5. At midnight, they must build a campfire and keep it burning for many hours. They must add a handful of the incense the tailor provides along with a portion of the hydra tongue and some Sea Hag hair to the fire every 30 minutes. The burned ingredients will attract Ethereal Sheep. The tailor will provide enough incense for a five-hour fire. They must burn the hydra tongue and the sea hag hair in small amounts as the fire needs to last for at least five hours straight. He warns the adventurers that they must be patient. It can take many hours before the sheep appears. He also warns they must remain on guard as the campfire may attract wild animals.
6. Once the sheep appears, one of the players must play the Satyr's flute and lull the sheep into a trance. No skill is required to play the flute; just blow into it and the melody will play. Once the sheep is charmed, it will solidify into the material world.
7. As long as the flute is continuously played, it will keep the sheep in a trance long enough for another party member to shear its wool with a set of shears the tailor will provide. To shear the sheep from head to toe will require a minimum of five minutes of work.
8. Once they've acquired the magic wool, they can return to the tailor and collect their reward!

He realizes that several phases of their journey will be extremely dangerous and he understands if they are too afraid to proceed.

Four maps have been provided with this adventure:

- Satyr Forest
- Hydra River
- Sea Hag Island
- The Summoning Circle

Please make sure to review the coordinates map for each location. There are several points of interest on some of the maps and their specific locations are noted using coordinates.

It is up to the GM to determine where these areas are specifically located in the GM's campaign. How the party arrives at each location is also entirely up to the GM.

Optional equipment: The tailor has a single camouflage cloak available for the party members use. The cloak must be returned at the completion of the mission. The cloak is large enough to provide one person with a high degree of camouflage. If the party wishes to borrow it, they will have to leave a magic item as collateral.

The tailor's wife, Trista, is a skilled magician and can determine the general quality of a magic item.

If she suspects the magic item the party wishes to leave as collateral to be a low-grade magic item, she will say as much.

If she determines the magic item offered for collateral is non-magical, she will encourage her husband to cancel the arrangement as she won't want him to work with untrustworthy adventurers. He, of course, will still want to

work with them but his wife will be nagging him to not work with deceitful people.



Phase 1: Satyr Forest

The journey to the forest will be uneventful, but once the party reaches it, they must locate the Satyr.

The Satyr patrols the forest trails, playing his flute as he walks, luring Wood Nymphs from hiding and ensnaring them with his charm spell. He may have one or more nymphs under his control when the party finally discovers his location (GM's discretion).

Any player who comes within 80' of the Satyr while he's playing his flute must pass a saving throw vs. Charm or be seduced and immediately believe the Satyr is a trusted ally. Any character who passes will be immune to the spell's effects for 48 hours. The charm spell isn't strong; a hard slap across the face will break the connection.

The party must either bargain for his flute, steal, take it by force or borrow it. It's up to the adventurers how they wish to obtain it.

While the flute does have magical properties, it is a direct extension of the Satyr himself. The flute's spell will gradually weaken once it's been separated from the Satyr, effectively becoming just an ordinary, hand-crafted wood flute after one week.

The Satyr can make its own instruments. For that reason, it is willing to let go of its flute. However, it will negotiate as if the flute is of tremendous value even though it can easily make a new one should it lose it.

The Wood Nymphs under the Satyr's charm will view him as a friendly ally, but will not attack the party nor each other if commanded. They will be appreciative if the party breaks the charm spell's influence over them.



Satyr Forest locations of interest:

F18 – The petrified warrior is just that and nothing more.

T2 – The recently dug grave contains a casket with a Wight inside. The wood casket is secured with several loops of barbed wire wrapped around it. If the party digs up the gravesite, they will find the casket and they will

hear something scraping against the wood from the inside, trying to get out.

G7 – The sword is a magic sword. GM's discretion as to the stats. It's hidden under brush but in flawless condition. Looks like someone stashed it there.

Y17 – The campsite has 3 tree stumps for seats, a stone bench and a fire pit. If anyone sits for more than a few minutes, they will hear a meowing cat.



AB19 – The pit with a locked grate lid is shallow; only five feet deep. There are bones of what looks like a long dead halfling at the bottom of the pit. What remains of the person's clothing is tattered and old. A translucent silver cat is inside the pit, meowing for help. It's a Feline Familiar, a spiritual protector. Its master was locked inside the pit and left to die. The rusted lock securing the open-grate lid can be broken with a moderate blow from a hard object.

If the party breaks the lock and opens the pit, the cat will claim a new master: whichever party member argued most for the cat to be

released (let the players roll for the cat if two or more players argued equally to save it).

The cat will climb up and sit on its new master's shoulder and wrap its tail around his/her neck, growl and hiss at anything undead or evil or any situation where it feels its master's life is in danger. It will purr and rub against its master's cheek when it senses something positive nearby. It cannot be killed. It won't fight. Only its master can touch it; other's hands will simply pass through the cat as if it's an apparition. It will remain loyal to its master until its master dies. It grants a +1 to its master's saving throws. The cat will understand whatever languages its master speaks. It cannot speak.

Satyr Forest Random Encounters

For every two hours of game time spent within Satyr Forest, there is a 30% chance of a random encounter. If one occurs, roll to determine which:

- 1 – Lost Warrior
- 2 – Black Panther
- 3 – Spitting Death Adder
- 4 – Kobold Warriors (2)

The Lost Warrior can only be met once throughout this adventure.

The Lost Warrior is actually a Doppelganger. It appears as an unarmed female soldier wearing a mixture of plate and leather armor. When questioned, it will act as if it has amnesia, unable to remember its own name or where it is from. It will politely request food and water from the adventurers.



The Lost Warrior will offer its assistance to the party and will genuinely help but is ultimately waiting for an opportunity to strike and kill one of the party members once it is alone with the individual. If it is successful, it will grab what it can from the dead party member and then flee. Deceit and murder are its only goals.

If the Feline Familiar acquires a new master, and if the party encounters the Doppelganger, the cat will hiss and growl at the evil creature (regardless of what form it takes) while remaining perched on its new master's shoulder.



The Black Panther will watch from a perched location in the branches and wait for an opportunity to pounce on an unsuspecting party member with the intent to drag him/her away into the brush and away from the others.



The Spitting Death Adder won't be on one of the main trails but will be hidden in the surrounding brush should one of the characters decide to explore on its own.



The Kobolds are a scouting pack of 2. It's up to the GM how the Kobolds interact with the party.

Phase 2: Hydra River

The hydra has taken up residence at a section of a river where it can kill unwary hikers and unsuspecting boaters. There is a smashed rowboat beached on the northern shore. The southern shore is where the dragon eats its prey.

At the northern edge of the map is a hiking trail. The hydra will often wait in ambush at the cluster of trees next to the trail. Once the hydra grabs hold of prey, it will drag them back down the slope, into the water and finally onto the southern shore where it will devour its food. Dried bones and rusted pieces of armor lay scattered around the river's southern shore.



Other than birds and small animals, there are no other creatures or predators. The Hydra rules the immediate area.

The party's primary goal is to acquire a hydra tongue. It's up to them how to do so.

Hydra River locations of interest:

AA9 – Not too long ago an unlucky couple decided to have a picnic on a ridge overlooking the Hydra's home. All that remains of them is a

checkered blanket, a woven basket, a bottle of wine, a large loaf of bread and two backpacks. One backpack has a bedroll while the other has an oil lantern attached to it. Backpack contents are at the GM's discretion.

J20 – Another unlucky individual decided to fish from a nearby rock ledge. All that's left of that person is a backpack, two flasks, a leather-bound book and a fly-fishing pole.

Scattered throughout the bottom of the river are a number of items:

- A large maul
- A long sword
- A frying pan
- An unopened crate
- A gold serving platter
- A silver serving platter
- A large crossbow

Whether or not any of the items in the river have magical properties is up to the GM as is the contents of the unopened crate.

Hydra River Random Encounters

While the party is plotting and executing their plan to acquire a hydra tongue, there is a 50% chance of a random encounter with the Lost Warrior. (To learn more about the Lost Warrior, please read the description found in the Satyr Forest chapter).

If the Lost Warrior appears, it may jump into the middle of the fight with the Hydra and assist the adventurers in an attempt to build immediate trust. Or it may appear, ask for food and water, and then inquire as to what the party is attempting to accomplish and, of course, offer to assist.

Phase 3: Sea Hag Island

The island is quite small, with a rocky shore on the west and a moss-covered shoreline to the north. Other than those two locations, landing a boat anywhere on the island should be easy.

The Sea Hag is inside a small pit located at **U9**. There is a flat rock there that is almost 5' x 5' in size. She crawls into the small pit and pulls the rock over the opening whenever she rests. When the adventurers arrive on the island, she will be inside that pit, out of visible sight.

The Sea Hag's Weakening Aura will not be become active until she exits her resting pit.



Sea Hag Island locations of interest:

N5 – The tent at this location is where an unlucky visitor attempted to setup camp for the night after landing on the island. The inside of the tent has typical traveling gear that's been ransacked by filthy hands. The tent owner is long since dead and nowhere to be found.

Q4 – There is an extinguished bonfire located here with a meat spit over it.

R17 – The small raft at this location is hiding a pit directly underneath it. The Sea Hag keeps

her valuables inside the pit which is mostly filth and dried bones.

D17 – This small sailing raft is perfectly functional. There is a paddle and a fishing pole on it.

F11 – There is a treasure chest located here that is partially submerged in the water. Moss covers the top of the chest and the nearby boulder and the shoreline. Underwater, an abundance of algae creates a slippery footing for anyone wading into the water.



E13 – This moss-covered boulder is not a boulder. It is a Giant Snapping Turtle that will attempt to dismember any person that comes within ten feet of its location. The chest was placed next to the Giant Snapping Turtle's location deliberately by the Sea Hag as a trap for trespassers. Anyone standing on the beach near these items or entering the shallow water will be on very slippery footing.

L11 – A 10' x 10' pit is partially hidden by brush. If party members arrive on the island at night there is a chance they could fall into the pit, but during the day the pit is quite visible and easily avoided.

Inside the pit is a nearly starving crewman who was forced off his ship and given the small sailing raft that is on the beach. He arrived the night before and fell into the pit by accident.

Should the party members let him out of the pit, he'll explain he was kicked off his ship for supposedly bringing bad luck. His crewmembers gave him a paddle and a fishing pole (but no bait), and he's awfully hungry.



The presence of the Abandoned Crewman is entirely up to the GM, and his interaction with the party members is also up to the GM's discretion.

When the party finally encounters the Sea Hag, there will be no negotiation or discussion or bargaining. She will attack immediately and fight to the death. She is pure evil and will show no mercy to any who trespasses on her island.

Phase 4: Summon an Ethereal Sheep

The last phase of this mini adventure requires the party members to setup camp near the summoning circle and build a campfire in the center of it at midnight.

The players will need to tend to the fire for five hours. During that time, they will need to add the tailor's incense along with pieces of the hydra tongue and a few strands of the Sea Hag's hair every 30 minutes.

As the GM, you should know the answers to the following questions before any summoning-related events occur:

Who is tending the fire and adding the ingredients every 30 minutes?

Who is watching for the Ethereal Sheep to appear?

Who is holding the flute and prepared to play?

Who is holding the shears?

Who (if anyone) is guarding the camp?

For each hour the incense is burned, the chance of an Ethereal Sheep appearing will be as follows:

1st hour – 0% chance

2nd hour – 0% chance

3rd hour – 15% chance

4th hour – 30% chance

5th hour – 100% chance

Once the Ethereal Sheep appears, it will shimmer into view and approach the fire, ignoring the adventurers. At that point, a party member will need to play the flute which will lull the animal into a peaceful state and cause it to phase into the natural world. It is then that another player must shear it. The shearing will take approximately five minutes.

The flute produces its own melody; the adventurer needs only to blow into it. While

any character can play it, it must be played continuously. Any break in music and the sheep will shift back to the spiritual plane (short intervals of a few seconds will not break the trance, but anything longer will).

If the flute player stops playing, the sheep will shimmer out of the material world and be untouchable again but still visible. If the flute is played again, it will become charmed and shift back into the material plane.

Roll a 1d10 to determine the color of the Ethereal Sheep and what magical benefit the wool will provide. On a roll of 10, two sheep will appear.

1 – Green (dexterity/agility)

2 – Gold (charisma)

3 – White (constitution)

4 – Red (strength)

5 – Silver (wisdom)

6 – Blue (intelligence)

7 – Black (proficiency bonus)

8 – Pink (health bonus)

9 – Orange (luck)

10 – Purple (language). A 2nd sheep will also appear. Roll again to determine the color of the second sheep. If you roll a 10, roll again. (a maximum of two sheep can appear).

Any attempt to capture or kill the sheep will fail, and it will disappear and not return.

The problem with a midnight campfire is the probability of attracting unwanted attention. For each hour they maintain a campfire, there

is a chance the party will experience a random encounter:

1st hour – 45% chance of a random encounter

2nd hour – 55% chance of a random encounter

3rd hour – 65% chance of a random encounter

4th hour – 75% chance of a random encounter

5th hour – 85% chance of a random encounter

Summoning Fire Random Encounters

If a random encounter occurs, roll to determine what appears:

1 – Lost Warrior (can only appear once throughout the adventure)

2 – Spiked Ball Demon

3 – Pit Demon

4 – Hill Giant

5 – Gargoyle

6 – Orc Scout

7 – Mountain Lion

8 – Goblin Thief



The summoning fire opened a portal and a Spiked Ball Demon floated through. This is a thing of pure evil and will immediately attack the first party member it sees.



Same as the Spiked Ball Demon, the Pit Demon jumped through a portal opening. It will attack the first character it sees.



The fire and smoke attracted the Hill Giant down from the hills to the party's location. Whether it is hostile or not is entirely up to the GM.



The Gargoyle squeezed through a brief plane rift caused by the summoning fire. It will attack the first character it sees.



The mountain lion will remain undetected until after it strikes. It will slink around the summoning circle, behind the boulders, silently and in the shadows, waiting for an opportunity to bite a smallish character by the throat (or perhaps a pet of some sort), and will then dash away immediately. If there are no small characters or pets that it can snatch and safely carry away, it will move on and disappear into the night.



The midnight fire attracted the Orc Scout. He will fire arrows from afar or sneak up and attempt to dispatch one of the characters immediately. GM's discretion.



The Goblin Thief is an opportunist and will wait for the entire party to be engaged before making his move. He carries multiple explosive devices which he will use to cause

simultaneous distractions, and will then attempt to steal any valuable gear and/or weapons from a solo adventurer (or perhaps a backpack that has been set aside). He will strike, steal and then vanish into the darkness.

Phase 5: Return to the Tailor

The Tailor will not forget about his camouflage cloak that he lent them, and he will want that returned before they discuss final payment.

If enough wool has been sheared from the Ethereal Sheep, the Tailor will keep his word. He will gladly pay the adventurers a handsome monetary reward, or he will weave some of the wool into an existing article of their clothing (one weave per character).

If the adventurers were lucky enough to shear two sheep, the tailor will either sew wool into two articles of clothing or pay them double the amount of the original agreement.

The End

Credits:

Storyline – 100% written by Christian Blake © 2024.

Maps – Designed by Christian Blake using Dungeon Alchemist software

Level 1 to 20 scaling – Monster traits, monster abilities, scaling formulas, layout and design © Christian Blake 2024.

Character Portraits – AI generated with Photoshop editing performed by Christian Blake (80%/20% split, approximately).

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By Christian Blake

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Reviews are greatly appreciated, and in the interest of improving product quality, I welcome creative input and criticism.

If you enjoyed this story, I definitely want to hear from you. Writing RPG content is a part-time gig for me. My goal is to make your gaming experience easier and more enjoyable by providing interesting storylines to build upon that provide unique roleplaying possibilities.

You can reach me at:

Contact @ GlendorsRPGAdventures.com

An advertisement for coffee. The top half shows a large pile of dark coffee beans on a wooden surface, with a red bowl overflowing with them. The text "LOSE WEIGHT WITH COFFEE" is written in large, bold, yellow letters with a black outline across the top. Below this, on the left, is a small inset image of a person's midsection, showing their waist and the waistband of their blue jeans, which appear to be slightly loose. To the right of this inset, the text "SPECIAL BREW ACCELERATES WEIGHT LOSS" is written in white, bold, sans-serif capital letters.

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