

The Greatest Raid

A blow to Kessler and his Navy

Introduction: War is inevitable. The authoritarian government of Lantan is building up its forces and it is up to the Resistance to delay his plans by disabling the dry dock at Lethtar, the only one capable of holding the massive new warships, the dreadnaught class LNS Kessler and LNS Kennedy. Time is of the essence.

This adventure is based on the real life Royal Marine Commando operation Chariot from WW2. If you would like to learn more please visit <https://www.combinedops.com/St%20Nazaire.htm>

A 4-hour adventure for 3rd-6th level characters

by Edward Burgos



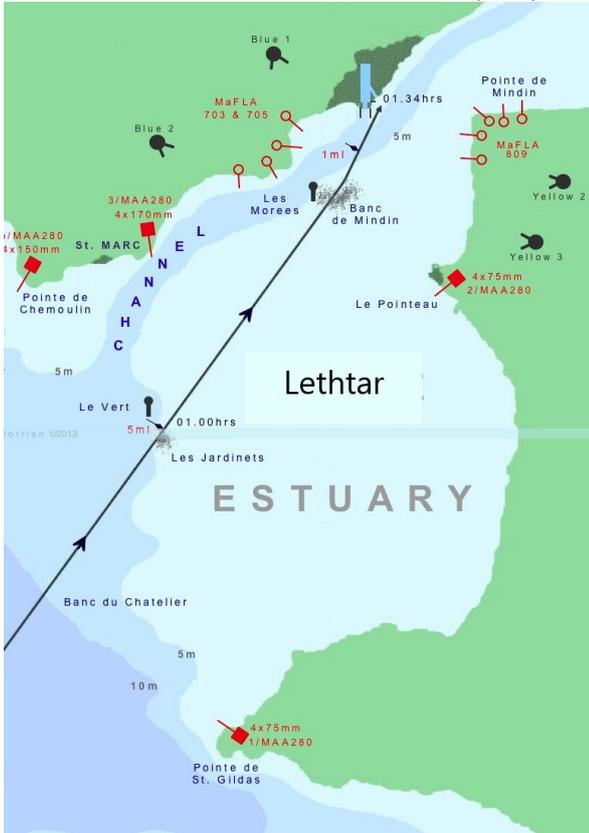
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Lethtar

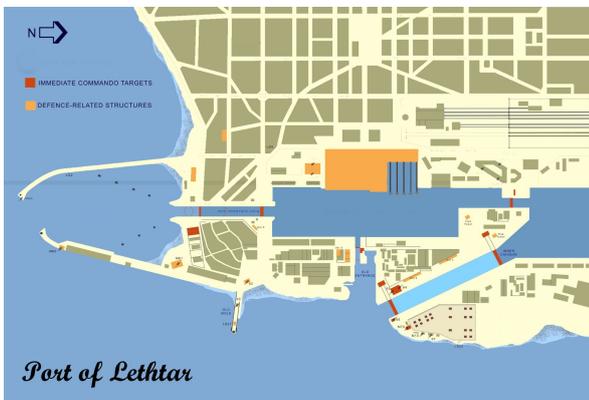
After finding ourselves in Abeir, we did what we have to do to survive... and we will continue to do so now we are back in Toril.

—Kessler, Military rally



Objective

The Lethtar estuary is a corridor with shallow sand banks that force any ship of a reasonable size to hug the western shore, which is covered by a series of ballista bunkers. Reaching the port itself will be a challenge but destroying the dry dock will be just the beginning.



Dry dock

AC:14

HP:250

The dry dock is a massive gate. The resistance believe that the only way to destroy the gate is to ram it with a ship filled with explosives. The ship will never arrive at the destination with the ballista towers in place. A signal light shone towards the south will alert the ship to approach.

Ballista towers

AC:16

HP:68

The Ballista is manned by 4 guards. 2 are always stationed on the tower and 2 are on the ground (for stats use the stats provided in the MM p347 or use Veterans if the party is of a higher level)

Sidebar Skill challenges

As there can be up to 6 ballista towers rather than assaulting each one, after 1 or 2 have the players roll a skill challenge

- Roll initiative and have each PC choose a skill to roll on.
- No 2 people can roll the same skill.
- 3 successes before 3 failures and the party successfully disables the ballista.
- Otherwise the guards are alerted and combat begins.

Pumping Station

The pumping station that pumps water out of the dry dock must be put out of action. It is a small looking building that goes several levels underground. Each level has a door at either end of the 20ft sq room.

- Ground: 2 guards
- Complete darkness from here on
- 1 floor down: Explosive trap DC17 Wis (perception) to spot. DC15 to disable. If triggered by opening the door to the stairs Dex save DC15 6d6 or half damage if saved.
- 2nd floor: If the explosive went off this floor has debris strewn across the floor making it difficult terrain.
- 3rd floor: The pumps need destroying.

AC:13

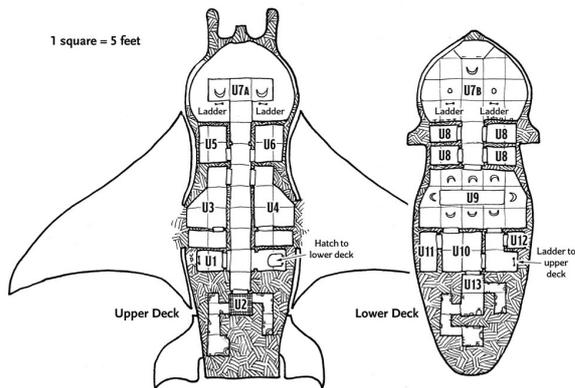
HP:150

- or a DC16 Dex (sleight of hand)

Research building

As a secondary objective, infiltrating the research building to gather intel would be a great step by the resistance in order to get ahead of Kessler.

- This large building houses trench-like pools of water.
- Perception DC14 will reveal a shadow in the water.
- The Scarlet Marpenoth is submerged in the pool



SCARLET MARPENOTH						
<i>Gargantuan vehicle (85 ft. by 105 ft.)</i>						
Creature Capacity 8 crew, 10 passengers						
Cargo Capacity 2 tons						
Travel Pace 2 miles per hour (16 miles per day)						
STR	DEX	CON	INT	WIS	CHA	
18 (+4)	14 (+2)	17 (+3)	0	0	0	
Damage Immunities poison, psychic						
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious						
Actions						
On its turns, the Scarlet Marpenoth can take 2 actions, choosing from the options below. It can only take 1 action if it has fewer than 4 crew. It can't take these actions if it has fewer than two crew.						
Attach/Detach. The Scarlet Marpenoth can attach or detach its docking port from the Eyecatcher or similar connector.						
Activate Electrified Hull. The Scarlet Marpenoth can activate its electrified hull.						
Move. The Scarlet Marpenoth can move on the surface or underwater using its engine.						
Hull						
Armor Class 20						
Hit Points 300 (damage threshold 15)						
Control: Command Center						
Armor Class 16						
Hit Points 50						
Move up to the speed of the Scarlet Marpenoth's engines, with one 90-degree turn. If the command center's controls are destroyed, the Scarlet Marpenoth's speed is 0.						
Movement: Engine						
Armor Class 16						
Hit Points 50; -10 ft. speed per 25 damage taken						
Speed (water) 20 ft.						
Weapon: Electrified Hull						
When activated, the Scarlet Marpenoth's outer hull becomes electrified for 1 minute and then must recharge for an hour before it can be used again. Any creature that comes into contact with the outer hull while it is electrified must make a DC 15 Dexterity saving throw or take 22 (4d10) lightning damage on a failed save or half as much on a success. A creature with metal armor has disadvantage on this saving throw.						
Special: Air System						
Armor Class 16						
Hit Points 50						
The Air System is used to generate and circulate fresh air throughout the vessel. If disabled or destroyed, creatures trapped in the submarine that need oxygen to breath will begin to suffocate after two days. (see "Suffocating" in chapter 8 of the Player's Handbook).						

Conclusion

If the party has managed to neutralize the ballista towers, and signal the ship it will ram the gate. However it will not explode and guards will begin to board the ship and start taking souvenirs of this failed assault.

Read the following.

The guards initially cautious now begin to swarm the ship perched on the dock gate. Several take flags and other souvenirs rejoicing in their victory. A commander is heard to muse "These resistance scum! Don't they know that ramming the dock would never damage the gate enough..." At that very moment the explosives in the bow of the ship ignite and a massive crack is heard for miles.