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This tabletop adventure is for 3-4 characters of levels 1-3, though the GM can easily adjust the strength of the monsters for characters of level 4-6. The adventuring party is a pre-determined group of animals, composed of the elected representatives for all critters in the Aquarium region of the city. It is their duty to be sure the concerns of their citizens are heard. These officials are:

- Porter Pigeon who carries a straw
- Roxbury Raccoon who wears a traffic cone hat
- Ruggles Rat, wearing a pizza cloak
- Prudential Opossum who carries a spork

\*See animal stats on last page for character creation.

### Adventure Background

The party must travel from the Rose Garden at Columbus Park to Boston Common for the quadrennial congress - a meeting that happens once every four years on the summer solstice - where the laws that govern the citizen animals of Boston for the next four years are decided. The party must reach the Common in time to vote on behalf of their constituency at the congress, without drawing the attention of the humans.

### Animal Control

Each time the party is “spotted” by a human they will get one point against them (think of each point as equating to one citizen phone call to Animal Control) – at 5 points, animal control shows up. If the party defeats animal control, their points reset, decreasing by one each time. If animal control gets all party members down to below 50% health, or captures them all in nets, the animals are moved to the truck and transported back to the park, where they are set free. If they run out of points, they are released outside of city lines and miss the gathering.

The party is in trouble of being spotted whenever they are doing something that is outside of normal animal behavior (up to GM discretion - can be spotted by more than one person at a time if being extra). The party will need to use their “spottings” wisely.

**ANIMAL CONTROL**  
1st-level Medium humanoid

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**Armor Class** 14 (studded leather)  
**Hit Points** 11 (2d8 + 2)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

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**Saving Throws** Dex +4  
**Skills** Acrobatics +4, Performance +4, Persuasion +4, Sleight of Hand +4, Stealth +4  
**Senses** passive Perception 10  
**Languages** Common, plus one of your choice

Animal Control carries nets and cans of bear spray.

**Net:** Range: 5/15, thrown.

A Large or smaller creature hit by a net is restrained until it is freed. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature without harming it, ending the effect and destroying the net.

**Bear Spray:** Range: 10ft, CON save, Effect: poison

You extend the can toward a creature you can see within range and project a spray of noxious gas. The creature must succeed on a Constitution saving throw or take 1d6 poison damage.

### Starting the Adventure

Your party of animals gathers under the rose bushes at the Rose Kennedy Rose Garden to form a plan. Your district is always responsible for bringing the food to the congress because you are so near Faneuil Hall and Quincy Market and there

is rumor of some sort of human distraction device at the greenhouse that previous representatives have sometimes used to aid them in sneaking away with snacks. This year, you really want to impress the group because your district is hoping to get some extra manpower to break the newly installed locking trashcan lids and to remove the pigeon spikes that were added this past spring. You know that the representatives from the neighboring North End district will be bringing desserts, and those from Southie will bring libations so you think that something savory – maybe Regina’s Pizzeria – would help win over the crowd. To get to the Common and win votes for your district, you will need to cross Atlantic Ave, steal the pizza from the Regina’s inside Faneuil Hall (which can be helped with the use of the distraction that is initiated in the greenhouse), and then either take the city streets (risking being spotted by the tourists on the Freedom Trail), or cause a disruption on the MBTA and take the tunnel from Government Center to Park Street. Once you reach the park, you will need to get the keys to the access panel under the bandstand from one of the trees at the old cemetery, then make your way to the meeting.

### 1. Crossing (the) Atlantic

The first challenge for our adventurers is to cross Atlantic Ave. (I93) without drawing Animal Control. Let the adventurers be creative, but some options could include:

- **Traffic Pattern Observations:**  
The animals must carefully observe the traffic patterns and identify moments of temporary lulls or slowdowns in the flow. This information is crucial for determining the right time to make their move. Different lanes might have varying speeds and congestion levels, requiring strategic planning.
- **Pedestrian Pattern Observations:**
- Most people do not seem to be using the crossing signals, they just go. Can the critters time their crossing to that of the humans? Some humans seem usure about crossing

without the signal. (Note: The animals can’t reach the crosswalk buttons on their own.)

- **Create an Obstacle:**  
Discreetly creating an obstacle in the road that will allow them to cross safely.

### 2. The Harmony Stones:

Once across the street, the critters can choose to enter the Quincy Market Greenhouse through an open window to activate the distraction. They know few details, but heard something about a fountain hidden in the back. Once inside, they sneak to the back of the greenhouse to find a small fountain depicting three people, with their arms over each other’s shoulders and faces to the sky, mouths open. To the front of the bowl of the fountain there are 4 grooves set into the stone and on the floor in front of the fountain there are 7 small bowls of stones that seem to glow gently in the light. There are stones of various sizes in each bowl and picking up stones will make them “sing” for either a whole note, half note, quarter note, eighth note or 16<sup>th</sup> note, depending on the size (largest to smallest). They may also find that the bowls are in the order of a scale and there is a small picture of waves on the floor under the 3<sup>rd</sup> bowl (sea = “C”) and this same image is carved into the basin of the first groove. The creatures must find the correct combination of size (length) and notes to put into the four empty grooves on the fountain. The grooves could correspond in size to the necessary stones, especially if your party is not familiar with musical notation. If they place the incorrect stones or stones in the wrong order, nothing happens. Once they find the correct combination (C#, E, F# F# - half, quarter, 8th, half), Sweet Caroline will come over the speakers in Faneuil Hall, distracting the humans who will all become entranced and sing along, allowing the party to “pass without a trace” regarding all humans.

There are 3 hints scattered through the greenhouse, should the party choose to look for any:

- They will notice a bunch of diamonds – pouches of them being sold (presumably as crystal vase fillers), vases with diamond motifs, etc.
- 9 red sox vases on shelf - music notes on bottom of the 8th one (this song is played at bottom of the 8th)
- A bunch of wall art with various sayings like “home SWEET home” and “life is SWEET”. In all instances, the word sweet seems to be emphasized.

If they guess the tune and try to find the right notes, the DM could guide them by saying “that sounds a little/lot too high/low” or something.

### 3. Through Faneuil Hall:

Wanting to start the meeting on the right foot for your delegation, you will need to gather food for the congress. They will be most impressed if you can steal 5 pizzas from Reginas and carry them with you to the meeting. If the party was successful at the greenhouse, the humans will be distracted and most of the tourists and shoppers will have pushed outside to join the crowd. The city rats, however, are very protective of the Quincy Market food supply and the party will need to fight a small gang of them before they can steal the pizza. DM can decide how many rats they should face.

<b>GIANT RAT</b>						
<i>Small beast, unaligned</i>						
Armor Class 12						
Hit Points 7 (2d6)						
Speed 30 ft.						
STR	DEX	CON	INT	WIS	CHA	
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)	
Senses Darkvision 60 Ft., passive Perception 10						
Challenge 1/8 (25 XP)						
<b>Keen Smell.</b> The rat has advantage on Wisdom (Perception) checks that rely on smell.						
<b>Pack Tactics.</b> The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 ft. of the creature and the ally isn't incapacitated.						
<b>ACTIONS</b>						
<b>Bite.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d4 + 2) piercing damage.						

### 4a. Above ground

Should the party choose to travel above ground to the park, chances that they will be spotted are VERY high - they are carrying 5 pizzas, and the city is full of tourists. They can certainly risk it but will need to be very clear on their route and what they are doing not to be spotted. Reminder that the second half of Tremont is also part of the Freedom Trail, including the Granary Burial Ground, two VERY popular tourist stops.

### 4b. Into Gov't Center T Station

Should the creatures choose to travel through the train tunnel, they will need to first stop the T from running for a bit. The creatures know that there is a cable running into the station from aboveground that, when disconnected in any way, will cause a signal interruption. The outage can last anywhere from 30 minutes to a few hours, depending on how quickly the MBTA is able to identify the problem and fix it. They will need about 15 minutes just to wait for the people to be cleared out of the station. The party can be creative here and the DM can ask for appropriate dice rolls (ie. If they want to yank the cord out, a strength check would make sense.)

### The Time-Shifted Tunnel

When the party enters the subway tunnel, have them roll for perception. All will feel the air around them shift - almost like a shimmer - and it is suddenly much colder. Those who passed perception will immediately notice that the tunnel seems much cleaner and newer, somehow. A history check will tell them that this is how the subway tunnel looked in December of 1897, the year it was built. As they walk, they hear the call of a crow echoing off the walls. If they try to turn back, they will find that they keep getting turned around.

They have entered a time bubble and must find the source of the interruption to get back to their time. While walking the tracks, they will encounter a man who appears to be looking for something. The first

train cars were open and he seems to have dropped his pocket watch (a family heirloom) during the ride. They will also find a man and woman searching for the woman's engagement ring and a child searching for the scarf their mother made for them. The party will need to find all 3 items and return them to their owners for the people to leave, releasing the time bubble.

**Copley Crow** – head feathers arranged into a mohawk, armed with switchblade. Flew down here during an outage in the late 80s and couldn't get out of the time bubble.

Copley has collected the items to decorate his nest. If the group is friendly, they could work something out with Copley (a trade, a purchase, a promise of a future world with many shiny things, etc..) If they are able to work out a peaceful return of the items, Copley may join them on their quest. If they are not friendly, he will fight them (uses raven stats).

<b>RAVEN</b>						
<i>Tiny beast, unaligned</i>						
Armor Class 12						
Hit Points 1 (1d4 - 1)						
Speed 10 ft., fly 50 ft.						
STR	DEX	CON	INT	WIS	CHA	
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)	
Skills Perception +3						
Senses passive Perception 13						
Challenge 0 (10 XP)						
<b>Mimicry.</b> The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.						
<b>ACTIONS</b>						
<b>Beak.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> (1d4) piercing damage.						

<b>DAGGER</b>
<i>melee weapon (simple, dagger)</i>
Category: Items
Damage: 1d4
Damage Type: Piercing
Properties: Finesse, Light, Range, Thrown
Range: 20/60
Weight: 1

## 5. To the Congress

After returning the items to their owners, the critters emerge from the train station. They must now go to the Central Burying Ground to get the key.

### The Riddle of the Whispering Oak

Among the trees at the Central Burying Ground, is a Great Oak, with a large knot on the lower trunk. When touched, the tree whispers riddles created from the lore of the nearby humans. The party must correctly answer 3 riddles to unlock the key. Incorrect answers summon 10 squirrels who will try to steal your pizza. You must fight them to keep it.

<b>SQUIRREL</b>						
<i>Tiny beast, Unaligned</i>						
Armor Class 10						
Hit Points 1 (1d4 - 1)						
Speed 30ft., climb 30ft., burrow 5ft.						
STR	DEX	CON	INT	WIS	CHA	
2 (-4)	18 (+4)	9 (-1)	2 (-4)	10 (0)	2 (-4)	
Skills Acrobatics +5						
Senses 10ft. darkvision, passive Perception 10						
Challenge 0 (10 XP)						
<b>Arboreal.</b> Squirrels have advantage on athletics and acrobatics checks while climbing.						
<b>Keen Smell.</b> The squirrel has advantage on Wisdom (Perception) checks that rely on smell.						
<b>Naw.</b> With its hardened and endlessly growing teeth, a squirrel can borrow through any non-magic wooden and plastic surfaces at a rate of a cubic inch every 10 minutes.						
<b>ACTIONS</b>						
<b>Bite.</b> <i>Melee Weapon Attack:</i> +0 to hit, reach 5ft., one target. <i>Hit</i> 1 piercing damage.						

The Riddles:

1. A father to many and not a bit small, sending white cows flying over the wall. On his way home, again and again, Boston still rates him a 10 out of 10.

A: David Ortiz/Big Papi

2. You drink me in springtime and winter and fall. In summer, you'll drink even more, you recall. In winter most find me too cold for their taste, but Bostonians guzzle me down with great haste. There's one place to get me, the rest are a sham, can you tell me which popular beverage I am?

A: Dunkin Iced Coffee

3. The first of my kind in the States, I'll be smokin' tonight on our date. I'm screaming with glee, now go grab Charlie, and we'll all be fashionably late.

A: The T

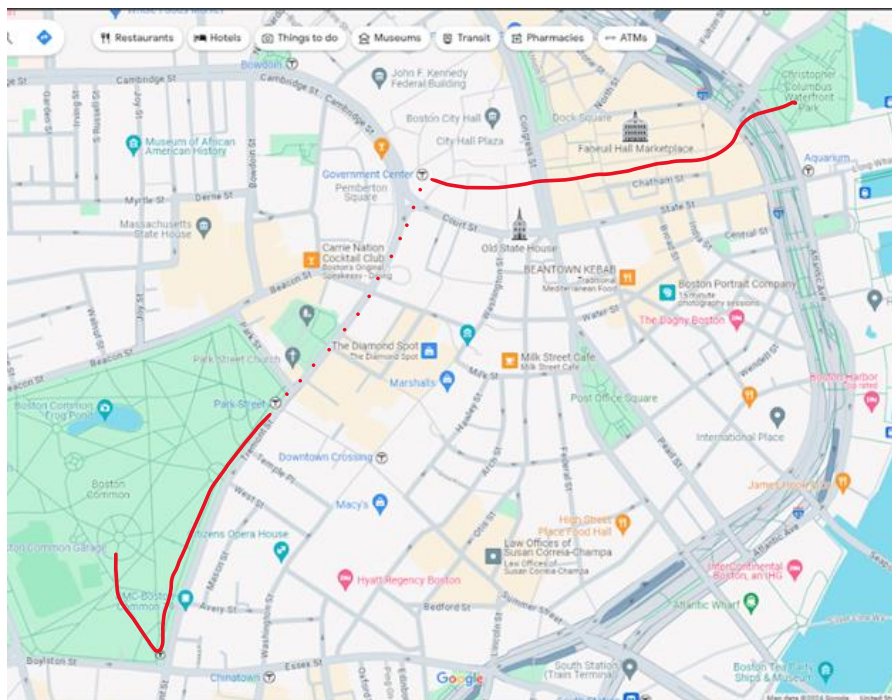


Once the riddles are solved, a knot in the tree will open, revealing the key to the access panel under the bandstand. - the critters just need to get there without drawing the animal control officer. If their final “spotting” is when they are entering the meeting, all creatures will be captured and removed from the park.

### Ending the Adventure

➤ If the party gets caught entering the meeting, resulting in all of the animals being captured by the Animal Control Officer, none of their requests will be met and the reputation for their district will be tarnished for years to come.

- If the party does not make it to the meeting, their requests will not be met, but there would be no hard feelings towards them or the district.
- If they make it to the meeting, but are unable to get the food, the other animals will greet them, but will not be as open to accepting their requests. A high roll could still save them.
- If they arrive with everything, the other animals will be thrilled and will see that the hardworking citizens of the Aquarium District should get what they are asking for.



**RACCOON**  
Small beast, unaligned

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Armor Class 12  
Hit Points 10  
Speed 30ft, 20ft. Climbing

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STR	DEX	CON	INT	WIS	CHA
5 (-3)	15 (+2)	12 (+1)	5 (-3)	10 (+0)	7 (-2)

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**Senses** Darkvision 60ft.  
**Skills** Stealth +5 ;Sleight of Hand +5; Perception +2

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**Keen Sight** The raccoon has advantage on Wisdom (Perception) checks that rely on sight.

**Nimble Hands** The raccoon has advantage on Dexterity (Sleight of Hands) checks that rely on using tools or opening containers.

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**Actions**

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 1.

Roxbury wears the **Traffic Cone of Comprehend Languages** (cast spell at will)

**Comprehend Languages Spell:**

**Casting Time:** 1 Action, **Range:** Self, **Duration:** 1 hour

For the duration, you understand the literal meaning of any spoken language that you hear. You also understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text.

This spell doesn't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.

**POSSUM**  
Tiny beast, unaligned friend

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Armor Class 11  
Hit Points 9  
Speed 20 ft., climb 15 ft.

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STR	DEX	CON	INT	WIS	CHA
4 (-3)	12 (+1)	12 (+1)	5 (-3)	12 (+1)	5 (-3)

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**Skills** Stealth +3, Insight +3, Perception +3  
**Condition Immunities** Poisoned  
**Damage Resistances** Poison  
**Senses** darkvision 30 ft., passive Perception 11  
**Languages** Rowdy "Reers"  
**Challenge** 0 (0 or 10 XP)

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**Keen Smell.** The possum has advantage on Wisdom (Perception) checks that rely on smell.

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**Scramble.** The possum can take the dash action as a bonus action.

**Cold Body.** Because the possum's body temperature runs lower than other mammals, the possum has advantage on Constitution saving throws against contracting a disease.

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**Actions**

**Bite.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

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**Reactions**

**Apparent Death. (1/short rest)** When the possum is hit by an attack that would reduce it to 0 hit points, the possum can instead drop to 1 hit point and go unconscious for 1 minute. The attacker will think they killed the possum unless a successful DC 12 Wisdom (perception or survival) check is made.

Prudential carries a **Pitchspork**. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 1 piercing damage.

**RAT**  
Tiny beast, unaligned

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Armor Class 10  
Hit Points 7  
Speed 20 ft.

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STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	4 (-3)

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**Senses** Darkvision 30 Ft., passive Perception 10  
**Challenge** 0 (10 XP)

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**Keen Smell.** The rat has advantage on Wisdom (Perception) checks that rely on smell.

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**ACTIONS**

**Bite.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* (1d1) piercing damage.

Ruggles wears **Regina's Cloak of Pizzakind**

While wearing this cloak, Wisdom (perception) checks made to see you have disadvantage and you have advantage on Dexterity (stealth) checks made to hide, as you just appear to be a discarded slice of pizza.

**Pigeon**  
Tiny beast, unaligned

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Armor Class 12  
Hit Points 7  
Speed 5 ft., fly 30 ft.

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STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	8 (-1)	2 (-4)	12 (+1)	4 (-3)

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**Senses** passive Perception 11  
**Languages** --  
**Challenge** 0 (10 XP)

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**Homing Ability.** The pigeon has advantage on Wisdom (Survival) checks made to navigate.

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**ACTIONS**

**Beak.** *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage

Porter carries the **Bendy Straw of Healing**. This straw has 10 charges. While holding it you can an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: cure wounds (1 charge per spell level, up to 4th), lesser restoration (2 charges). or mass cure wounds (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

*Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 1 bludgeoning damage.