

LEGENDARY BEGINNINGS



Trail of the Apprentice

The King's Curse

Part 2 of 5





The King's Curse

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The King's Curse (5e) © 2016, Legendary Games; Author: Paris Crenshaw, adapted by Jeff Ibach.

ISBN-13: 978-1532843877

ISBN-10: 1532843879

First printing April 2016.

Printed in USA.



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BY PARIS CRENSHAW

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Welcome to Legendary Beginnings

This supplement is the first adventure in a series of family-friendly supplements from Legendary Games for 5th Edition! These can be played with the standard 5E rules or with the simplified rules in the starter set. The themes and style of these adventures are suitable for all ages, though they've been crafted with a particular eye toward younger gamers and those who are relatively new to tabletop roleplaying. Each one is packed with action, adventure, and danger, with opportunities to work as a team whether you're straight-up fighting the bad guys or finding more creative solutions to the challenges those villains put in your path.

Roleplaying is a fantastic hobby, and whether the people sitting down at your table are your own kids, neighbors, youth groups, scout troops, or just friends who've never sat down to roll the dice before. This product line gives you the material to create a fun-filled experience that sidesteps the more mature subject matter sometimes found in roleplaying products but without sacrificing the fun and excitement. Anytime you sit down with one of these adventures, you and your group are sure to have a **Legendary Beginning!**

Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and **5eSRD**. If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson, Legendary Games uses a cooperative, team-based approach to bring you the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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What You Will Find Inside The King's Curse

With the heroes hot on the trail of the ruthless bandits that have stolen the priceless Green Serpent statue, they must venture to Port Fairglade where the Lord Mayor's fabulous private museum keeps its twin among a trove of ancient artifacts. It is there the thieves plan to strike next, but the heroes' warning comes too late! The resplendent White Serpent has already been taken, but even as the heroes investigate the crime the museum is robbed a second time, and suddenly the loss of two statues becomes the least of their worries, as it is more than just treasure that fills the halls of the museum by night!

The King's Curse is an adventure for 2nd-level characters. It is part two of *Trail of the Apprentice*, a full campaign made up of 5 interconnected adventure modules for the 5th Edition of the world's most famous roleplaying game! The *Trail of the Apprentice* saga and all adventures in the **Legendary Beginnings** line from Legendary Games are designed as exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



THE KING'S CURSE

The King's Curse is an adventure designed for new players and Game Masters using the 5th Edition (5E) rules. The adventure is written for a party of four 2nd-level player characters (PCs), but can be used with groups of two to six players.

The encounters in this adventure are grouped into three main parts. Each part can be run within a short session or grouped together for longer play time. At the end of the adventure, the PCs should earn enough experience to reach 3rd level and find treasure appropriate for that level.

The King's Curse is the second adventure in the *Trail of the Apprentice* mini-campaign, which began with *The Bandit's Cave*, but GMs can use it as a stand-alone “one-shot” event or as a side-quest in their own campaigns. *Trail of the Apprentice* plays out over the course of five adventures, allowing players to advance from 1st level all the way through 5th level.

This story is set in Port Fairglade, a river coast city located on the Terrallien continent of the planet Aeva. The module provides enough information to run the entire adventure in Port Fairglade, but you can set the adventure in any coastal city of any world you choose.

ADVENTURE BACKGROUND

The wizard Belazeel spent many years seeking ways to increase his magical powers. He delved into the land's history and researched its legends, but he was never satisfied with what he found. Then, he turned to other sources of information, communing with entities outside the Material Plane. Eventually, one of these entities told Belazeel a story of another

FAMILY GAME NIGHT

One design goal for the *Trail of the Apprentice* adventures is to provide modules that an adult can quickly and easily prepare for use in a “family game night.” The adventures are designed to be appropriate for younger audiences, and our hope is that families will use these games to run at home, just as they would play board games or card games.

The adventures contain more straightforward plots with clear objectives. Killing monsters and fighting “the bad guys” is a big part of most fantasy RPGs, so we didn't take that out, but we've kept the themes lighter and presented situations in which the player characters are heroes facing enemies who are obviously bad guys. The adventures' challenges also present opportunities for teamwork and for individual players to shine.

Throughout the module, sidebars like this will give advice on running this adventure and on how to use the ideas presented here to build adventures of your own. Together with the presented combat maps and simplified stat blocks, this advice should make it quick and easy for the Game Master to prepare and start running each *Trail of the Apprentice* adventure.

wizard who learned terrible secrets that gave her great power. So strong was her magic that she could raise armies of fierce beasts and enthrall men's minds.

The wizard had made herself into a monster and wanted to rule her whole world. A group



of sages, clerics, and wizards recognized the threat and gathered to find a way to defeat the wizard. After many failures, they found what they sought.

Together, they created the “Basilisk Shroud,” a special prison to weaken and contain their enemy and her power for all time. The prison had a pair of keys, which they named the Serpent Keys. When they at last captured their foe, they separated the keys and scattered them. The sages then scoured the wizard’s name from monuments and history books, hoping she would be forgotten. Her name was lost to the world, but her power was known in place beyond her own.

Belazeel is convinced that, if he can find this wizard’s prison and free her, she will be grateful and teach him the secrets that made her so powerful. With the help of his otherworldly sources, Belazeel’s obsession with gaining that power has at last met with success. He has collected both Serpent Keys.

It seems that the ancient sages were too thorough in wiping out the memory of their enemy. After millenia, those charged with keeping the Serpent Keys forgot their true purpose and eventually lost them before disappearing altogether. The keys are artifacts, preserved with powerful, hidden magic. They survived and when they were rediscovered, they were simply thought of as items of curiosity—religious items or simply artwork from a forgotten culture. Then they came to rest in the hands of two people with an interest in ancient history: Ithamar Ruggles, the sage, and Samuel Wolfe, Lord Mayor of Port Fairglade.

Ithamar Ruggles’ key, now known as the Green Serpent, was recently stolen by orc bandits, who raided his home in Corbin Village. A group of

adventurers put the bandits to the sword, but they couldn’t recover the statue. Instead, they discovered the bandits were hired to steal the statue by someone identified only as “B.”

Ithamar suspects that anyone who would go to such lengths to steal one statue might want the second one, the White Serpent. He asks the PCs to go to Lord Wolfe’s home in Port Fairglade, warn him of the danger, and prevent “B” from stealing the second statue.

Belazeel does plan to get the statue. This time, he has called upon the services of the Elverin Skulk, a notorious guild of thieves whose leader calls himself the “Fox Prince.”

ADVENTURE SUMMARY

The adventure begins when the PCs arrive at Wolfe Manor, home of Lord Mayor Samuel Wolfe. After they present the letter of introduction from Ithamar Ruggles, Lord Mayor Wolfe reluctantly invites them in. He explains that the statue has already been stolen. He offers the PCs a tour of his family museum, which housed the statue and also holds the sarcophagus and burial offerings of King Udimu, a long-dead leader of the ancient desert empire of Akhutan.

The frustrated nobleman believed his museum’s security measures were sufficient to prevent anyone from getting away with his valuable possessions. He asks the PCs to quietly investigate the theft. While scouring the city for information, they run afoul of local toughs and have to talk themselves out of trouble with the city guard, but their search reveals that someone contracted the Elverin Skulk thieves’ guild to rob the museum.

The PCs return to Wolfe Manor to find that some terrible power has taken over the



museum. No one has been able to get in or out, but the PCs' investigations also uncovered one possible entrance: the secret tunnel the thieves used. Lord Wolfe again asks the party for help. They must get inside, find out what is going on, and stop it.

The heroes brave the dangers of the sewers then enter the museum, which is cursed by King Udimu's spirit. The thieves disturbed the King's rest when they took a gem from his sarcophagus, and vengeful spirits of Akhutan responded with terrible magic. The frightened thieves dropped the items they stole and headed for the sewers.

King Udimu is still angry and will not rest until they replace the missing gem. The PCs must find the gem and put it back or destroy King Udimu before his curse spreads beyond the walls of the museum.

EXPERIENCE COUNTS

Trail of the apprentice works best we feel using the milestone method of rewarding experience and gaining levels. Instead of tracking each individual number, concentrate more on the story and just level up each character at the conclusion of each adventure. You are certainly welcome to reward exp[erience points as you go, whatever you and your players will have more fun with.

STARTING THE ADVENTURE

When all the players are ready to begin, read the following:

Your journey brings you to the city of Port Fairglade, on the shore of the Lashelenite River. The sage, Ithamar Ruggles, asked you to visit Samuel Wolfe, Lord Mayor of Port Fairglade, and find out if he still possesses a special statue, which he calls the White Serpent. Ithamar recently lost the statue's sister, the Green Serpent, when a band of orcs raided Corbin Village. Ithamar fears the mastermind behind the theft will also try to steal the White Serpent. Ithamar gave you a letter of introduction to present to the nobleman in the hope that he will meet you and share information about his statue.

Wolfe Manor, the Lord Mayor's estate, has well-tended grounds, surrounded by a high brick wall with a large, iron gate. A guard stands just inside the gate and asks the PCs what business they have with Lord Wolfe. The guard seems nervous and first tells the PCs to come back some other day. When they present Ithamar's letter, the guard begrudgingly hands

PEACE-BONDING

Most Threllish cities, including Port Fairglade, require citizens and visitors to peace-bond their weapons, encouraging people to stop and think before drawing weapons against one another. The Threllish custom uses leather or strong cord to tie an intricate knot that keeps the weapon in its sheath or other carrier and clearly shows that the weapon's bearer intends no harm.

Characters with peace-bonded weapons must spend an action to free their weapons of the restraints before they can draw them. Characters may instead try to wrest the weapon out of the bond as they draw the weapon by succeeding on a DC 12 Dexterity check.

In some cities, guards at the city's gates seal the peace bonds with wax. Breaking or untying a peace knot destroys the seal. Those who have drawn their weapons must explain themselves when authorities find the broken seal.

The PCs wait for a short time before the Lord Mayor enters the parlor and politely welcomes them. He has read Ithamar's letter and knows why they are here. He tells the PCs that the White Serpent was stolen on the night before the PCs arrived. The thieves took nothing but the statue, even though many of the items in the museum are far more expensive.

Lord Mayor Wolfe is an imposing man in his mid-forties. His family has been a powerful part of Threll's politics for generations. While he is always polite, he also doesn't let the PCs

SOCIAL ENCOUNTERS

Starting an adventure session with combat can help get everyone's mind on the game, but not every story can start with a fight. Another good way to start things off is with a social encounter.

Many adventures start in taverns because public gathering places give opportunities to introduce NPCs with stories that grab the PCs and start off quests. Players can talk with the barkeep or the servants or listen to old-timers who sit in the corner and tell stories about ancient times. They can speak to city guardsmen, stopping for a bite to eat or to ask questions about a crime. They might encounter a traveler from a distant land with tales about places the PCs have never seen, giving you a way to share new information about your campaign setting without making it sound like a geography lesson.

Social encounters also give characters a chance use abilities outside of combat. Charisma (Persuasion), Charisma (Deception), Wisdom (Insight) and other social skills are sometimes useful in a fight, but they are mainly used when talking to NPCs. It's important to give players a chance to use those abilities. It helps round out the PCs and reminds players that the setting is inhabited by characters other than their enemies. (Although, bantering with a hated foe can also be quite fun.)

forget the importance of his title and position. He offers to give them a tour of the museum, but tells them that his guards could find no clues about who the thieves might be.

Development: Asking anything of Lord Wolfe other than to see the museum requires a DC 15 **Charisma (Persuasion)** skill check. His attitude starts off as Indifferent. During the tour of the museum, the PCs have opportunities to improve their chances of influencing him by demonstrating their appreciation and knowledge of its contents and earning his respect.

THE MUSEUM ROBBERY

When you are ready to proceed, read or paraphrase the following:

Lord Mayor Wolfe escorts you across the grounds to a large building, separated from the main house. As he walks, His Lordship explains that the museum was once a grand hall, built for holding lavish parties for the Threllish elite. His grandfather, Lord Edison Wolfe converted the building into a museum and filled it with artifacts he collected during his travels around the world. After Edison's death, Lord Mayor Collin Wolfe took over the collection and then passed it on to his own son, the current Lord Wolfe.

The museum's main entrance is a large, double door crafted of thick darkwood and protected by an outer set of wrought iron gates. The gates are secured by a box with a single keyhole.

Lord Wolfe draws a strange-looking key from a chain around his neck and inserts it into the hole. He maneuvers the key, turning it back and forth a number of times before the lock opens. Pushing

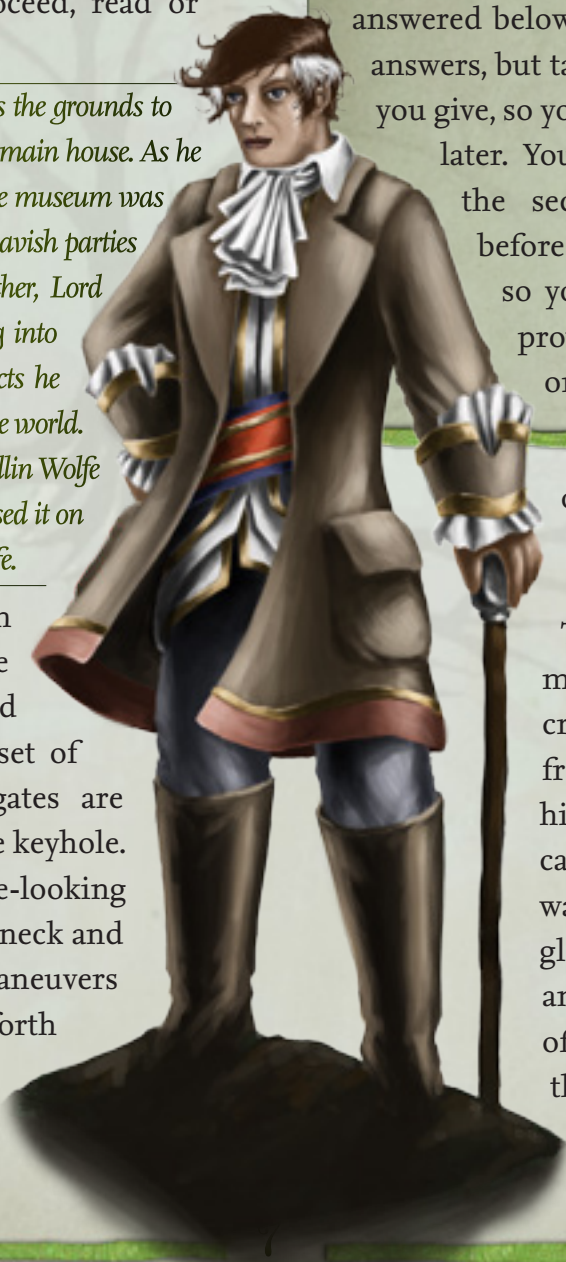
EXPLORING THE MUSEUM

This part of the adventure lays the groundwork for later events. There are no combat encounters, now. The thieves took only the White Serpent statue and left no clues about the crime, but the PCs can use **Wisdom** and **Intelligence** skills to learn valuable information that may help them in the final encounter with King Udimu and his minions.

Encourage the players to ask questions and do your best to come up with reasonable answers for any questions not answered below. It's alright to make up answers, but take notes on the answers you give, so you can refer back to them later. You should quickly reread the section for each exhibit before you start describing it, so you can give the answers provided and improvise only when necessary.

on the heavier wooden door, he ushers the party into a dark, cool chamber.

The antechamber of the museum is decorated with crests and memorabilia from the Wolfe family's long history. Wood-framed glass cases line the east and west walls and contain scarves, gloves, small pieces of jewelry and other trinkets. Suits of armor crafted in a style that has not been used for



hundreds of years flank the doorway leading into the museum's main hall.

The main hall has a high ceiling, held aloft by six tall columns. A massive statue of a powerful-looking woman in flowing robes and holding a staff dominates the entryway. The museum contains an array of items from various places in the world and different periods of history. The whole collection is rather jumbled. This museum is more about indulging the family's wealth and power than actually furthering the study of history or anthropology.

There are five exhibits in the museum, with smaller artifacts on pedestals or in cases throughout the room. Although the PCs probably want to go directly to where the White Serpent statue was kept, the Lord Mayor wants the PCs to understand the strangeness of the robbery and escorts them through the downstairs exhibits, first.

He takes the PCs on a clockwise circuit of the room, starting in the southeastern corner. He spends a few moments describing each of his small exhibits and answers questions before moving on. Feel free to add descriptions of small items on your own, if you wish. Almost anything you would find in an ancient history museum might be in Lord Wolfe's collection.

Give the PCs time to examine the main exhibits; they may learn things they can use when they come back to the museum later in the adventure. If the characters do not have the skills mentioned below, be creative about how they might use the skills they do have. If the players choose not to use skills at all, the battle at the end of the adventure will be more difficult.

EXHIBIT A: STATUE OF LADY SUNNIVA WOLFE

The marble statue in the museum's entryway holds a beautiful staff, intricately carved from white ash and topped with a snarling wolf's head. The base of the statue bears the Wolfe family crest, a snarling wolf's head on a blue disc, along with the inscription, "A Light in the Darkness," written in old Threllish script. Lord Wolfe explains that the statue represents Lady Sunniva Wolfe, the family's founding matriarch. The inscription is the Wolfe family motto.

Lady Sunniva was a wise and powerful cleric of Losinia, the moon goddess, who aided the people of her father's lands while he was away laying siege to another warlord's fortress. Leading the commoners who would help her fight, she stood against an army of undead soldiers, raised by a necromancer who attacked when her father's army was no longer able to defend his lands.

Legend says that when the necromancer's troops drew close, Sunniva called upon the powers of Losinia and planted the staff in the ground. The staff shed silver light that weakened any undead within its glow. Sunniva and the villagers fought hard, and in the end, they prevailed. When her father returned from his war, he found his daughter had taken his place and was forced to yield to her.

Development: Lord Mayor Wolfe does not know that the staff is actually the one Lady Sunniva carried and still holds powerful magic. PCs succeeding on a DC 14 **Wisdom (Perception)** check notice that the staff's wolf head has a gem in each of its eyes. One of the gems is dark, while the other is clear blue and twinkles with a tiny spark.

PCs who worship Losinia and succeed on a DC 14 **Wisdom (Perception)** or **Wisdom (Insight)** check feel drawn to the staff, as the moon pulls on the tide. A DC 12 **Intelligence (Religion)** check reveals that the symbol on the base of the statue indicates that the site has been dedicated to Losinia like a shrine.

EXHIBIT B: SIR DEVON'S TABARD

Lord Mayor Wolfe shows the PCs a tall glass case holding fine silk tabard, embroidered with silver and gold thread. The tabard was worn by Sir Devon Freemantle, the knight who aided the first colonists to land on the shores of Threll.

Sir Devon is a legendary Threllish hero, a member of an order of holy knights, whose bravery and steadfastness enabled one of the first settlement to survive and eventually thrive. With his pure faith and unfaltering courage, he protected the people of that first colony, not only from hungry beasts and foul monsters, but also from disease and other dangers.

PCs who succeed on a DC 14 **Wisdom (Perception)** check notice that Sir Devon's tabard is perfectly preserved. For example, the silver threads are only slightly tarnished, even though they must be hundreds of years old.

EXHIBIT C: SHAMANIC ARTIFACTS

The mayor's grandfather brought this collection of primitive-looking tools, weapons, handmade containers and jewelry back from the mysterious Eskaenturu jungle.

He spent time with the elders and shamans of the Eskaenturu tribesmen and gathered samples of their art and craftsmanship. Wolfe is impressed by how these seemingly primitive people can thrive in such harsh places and craft

such artwork. However, he doesn't know that some of the items in his collection are actually powerful medicines.

Several of the clay, wood, and bone vials have stoppers decorated with bright feathers and strings of colored beads. Most of the stoppers have come off, but a DC 14 **Wisdom (Perception)** check reveals that three of the bottles are closed tightly and sealed with some kind of hard resin.

The jewelry is crafted from bright feathers and beads, too, woven into ornate designs, patterns, and symbols of great beauty and complexity. A DC 14 **Intelligence (Nature)** check reveals the plants and animal parts found in the exhibit thought to possess medicinal or healing properties. PCs succeeding at a DC 16 **Intelligence (Arcana)** check recognize the symbols on the jewelry as primitive versions of arcane symbols related to alchemy and herbalism.

EXHIBIT D: ANCIENT TEXTS

This exhibit was Samuel Wolfe's first contribution to the museum. It is a collection of texts from ancient Akhutan, consisting of several papyrus scrolls and five large, clay tablets, inscribed with ancient writing.

Lord Mayor Wolfe explains that the people who predated the god-kings of Akhutan kept records on wet clay. He was told the tablets contain laws set down by a long-dead king. PCs who succeed at a DC 16 **Intelligence (Arcana)** check realize that the tablets are actually part of a ledger, recording a merchant's inventory of livestock and textiles. If they tell Lord Wolfe, he finds the information amusing. He is also a businessman, so he respects the value of a solid ledger. Lord Wolfe appreciates PC's intelligence and honesty.

The papyrus scrolls are inscribed with hieroglyphics, pictograms commonly seen on artifacts from Akhutan. Wolfe states that they are texts on the ancient Akhutan custom of mummification. Although incomplete, the texts are incredibly valuable both as historical artifacts and as research material for those who wish to study medicine or necromancy. PC's who express interest in the medical applications of this knowledge gain Lord Wolfe's favor. Those who point out their value for necromantic purposes risk insulting him.

EXHIBIT E: AIR TEMPLE STONES

This exhibit is actually part of an ancient temple devoted to spirits of the air. Edison Wolfe brought these pieces back with him from the great jungles of Eskauturu, where he found a long-abandoned temple with beautiful carvings of winged beasts and other symbols related to the wind and the sky. Edison had several of the stones brought back to Port Fairglade, where they were fitted into the floor of his museum.

PCs can attempt a **Wisdom (Perception)** check to notice two things. Surpassing a DC 11 or higher reveals writing on the stones. On a result of 15 or higher, PCs notice that the air around this exhibit is fresh and seems to rise gently, as though it is lighter than the air in other parts of the room.

Characters who understand Auran, the language of air elementals, can decipher the writing

on the stones as references to ascension and communion with air spirits. If anyone mentions the air elemental motif or points out the strange feeling in this area, Wolfe smiles and winks before moving to stand over one particular stone.

The Lord Mayor speaks a word in Auran ("up" or "push") and rises off the floor, ascending several feet toward the ceiling. Lord Wolfe explains that the stone is able to cast a spell of levitation on the person above it who speaks the command word. He then repeats that word and descends to the ground. His children love to play on this exhibit.

The Lord Mayor gives his demonstration even if the PCs fail the skill checks, but is impressed by those who succeed. He lets successful PCs try the levitation effect. While held aloft, PCs notice that they could easily reach out and grab the nearby railing and pull themselves onto the second floor balcony. This trick may be helpful later.



EXHIBIT F: BURIAL CHAMBER OF KING UDIMU

The final exhibit is Lord Wolfe's favorite, filled with items he personally acquired from Akhutan during his own expedition many years ago. The room is a replica of King Udimu's burial chamber, which Lord Wolfe's team discovered. Clay jars and statues are arranged along one wall, three simple sarcophagi lean against the opposite wall.

Two lavishly painted sarcophagi rest on either side of the sarcophagus containing the remains of King Udimu, himself. The king's sarcophagus is ornately carved and inlaid with semi-precious stones, as well as seven large gems. A fist-sized, blood-red ruby rests above the position of King Udimu's heart.

The two painted sarcophagi contain the remains of the king's wife and favorite bodyguard, while the lesser ones hold servants. Lord Wolfe says the king's sarcophagus is supposedly protected by an ancient curse that calls doom upon any who steal his treasure. The Lord Mayor took great care to ensure all the king's belongings stayed with him during the journey to Port Fairglade and are properly displayed in this chamber.

Lord Wolfe claims that he did this out of respect for King Udimu, but a successful DC 13 **Wisdom (Insight)** check reveals that the stories of the curse make him a little nervous. If discovered, he merely jokes that he would be even angrier than King Udimu's spirit if any of the artifacts were damaged or lost.

PCs studying the sarcophagus can roll a DC 10 **Intelligence (Arcana)** check to identify necromantic symbols cleverly hidden among the images. These symbols actually connect in a mystical way, forming a magical field around the king's resting place. On a DC 15

PLAYERS VS. DICE

Rolling skill checks aren't always necessary, and sometimes devolve the game into endless dice rolling. Worse, some newer players may feel they need to roll dice for everything and if they have a poor score they won't even try to use it. As an example from above, if the character succeeds on one check, but then follows up by asking something specific question pertaining to the second skill check, it's OK to reward that character by just telling them the information.

Intelligence (Religion) check, characters recall that the Akhutani people believe their kings return from the afterlife to reclaim stolen treasures and that the vengeance of these angered spirits sometimes destroys the guilty and the innocent, alike.

The White Serpent: Lorde Wolfe also kept the serpent statue in the King's chamber, next to the canopic jars arranged on a table in the middle of the room. An empty pedestal rests where it that once sat.





Once the tour is complete, the Lord Mayor will discuss the statue. He produces a drawing and says the statue is carved from a single piece of pure, white quartz. It is intricately detailed, looking like a coiled snake. However, the snake's head is incorporated into the base of the statue, while the body is arranged more like a spring, with the tail spiraling up into the air. It is also marked with strange runes along the outer edge of the snake's body. Except for being crafted of a different material, the White Serpent seems identical to the Green Serpent that orc bandits stole from Ithamar Ruggles.

The runes on the statue are unlike any writing used by the people of Threll. The PCs have no chance of deciphering them. Several scholars have tried in the last couple of centuries without success. It was only through the intervention of otherworldly powers that Belazeel discovered the statues' purpose, and those powers have no intention of helping the PCs.

Museum Security: Lord Mayor Wolfe points out that the museum is quite secure. The main entrance is locked at all times and only Lord Mayor Wolfe has the key. Even having the key is useless unless one also knows the proper combination of left- and right-hand turns that must be made with it to open the lock. The lock is of master quality (AC 19, 8 hit points, immune to poison and psychic damage) and without the key a creature proficient with thieves' tools can pick the lock with a successful DC 15 Dexterity check.

All the windows in the building are high on the walls, covered with glass, and reinforced with iron bars, allowing only light to pass through them. The doors and windows are protected by magical alarms that alert Lord Mayor Wolfe and his house guard of attempts to enter the museum. The alarm is renewed

RECURRING ADVENTURE SITES

The events of *The King's Curse* revolve around the situation that eventually develops in the Wolfe family museum. In many adventures, the PCs discover a location's dangers when they explore it for the first time. In this adventure, however, the PCs first get to explore the museum while it is still safe.

During the course of a campaign, there are some locations that characters will visit many times. If one of these locations is important to the plot of an adventure, like the museum, each time they visit you can give your players an opportunity to gather information they can use during an encounter there, later. Players will enjoy recalling a detail or noticing that something has changed and using that knowledge to solve a puzzle or get the upper hand over an enemy.

daily by the house wizard, Cadmus Hearn, a good and honest man. The door's alarm is temporarily deactivated by the Lord's key. The window alarms are always active.

Despite these precautions, one of his possessions was stolen. The thieves, skilled enough to sneak into and out of the building without leaving a trace of evidence, stole only the White Serpent, which is clearly not the most valuable item in the museum.

Lord Mayor Wolfe lets the PCs examine as much of the museum as they wish. He even shows them the store room in the back of the building. Refer to page 38 for a description of

what the PCs find there. The secret trap door requires a DC 25 **Wisdom (Perception)** check to find when closed, so the PCs shouldn't discover how the thieves got into the museum until later in the adventure.

After the tour and inspection, Wolfe escorts the PCs back to the manor house parlor and excuses himself. If the PCs impressed him with their knowledge and manners, he returns shortly to ask the PCs to investigate the crime and discover who has stolen the statue from him.

If the PCs failed to impress him or insulted him, he simply departs. The PCs have not made an ally of the Lord Mayor of Port Fairglade, but the house steward, Robert, knows how stubborn his employer can be and does what he can to help. After the Lord Mayor departs, Robert arrives with a tray of glasses and a pitcher of wine. He offers the PCs a drink before they leave. While the PCs are enjoying their beverages, Robert offers them the job.

He explains that the Lord Mayor is an intelligent and capable leader, but his focus is often on problems that exist outside of his home. For problems, or potential problems, within Wolfe Manor, His Lordship relies on Robert. While the Lord Mayor may not see their potential, Robert believes they can help catch the criminals.

Either Robert or the Lord Mayor will offer to pay the PCs 200 gold pieces each to find evidence that identifies who committed the robbery. The PCs may use **Charisma (Persuasion)** or **Charisma (Deception)** skills to haggle for more money, but both men are shrewd. Success against a DC 16 check raises the payment to 250 gold pieces per person. Players should be discouraged from using **Charisma (Intimidation)**, instead, because both men are powerful in their own circles. Even if they succeed, the later results could be disastrous for the PCs.

To earn their pay, the PCs must provide information that identifies the potential thieves, either by name or by the organization they work for. If asked for an opinion, both the Lord Mayor and Robert suggest going into town to see what they can find on the streets, especially the ones down near the Docks where the worst elements of society dwell.

Before the PCs leave, they receive clear directions to be discreet if they have not been so far. The Wolfe family is very powerful and well-connected, both financially and politically. If the PCs embarrass Lord Mayor Wolfe with their inquiries, the consequences will be dire. Even Robert is well known among the servants of the city. If the PCs bungle the investigation, they will not get paid and will find no warm welcome at any of the inns and taverns of the city—at least, not at any of the good ones.

PART 1: EXPLORING THE CITY

This encounter gives the players an opportunity for roleplaying interactions with the people of Port Fairglade. You can spend as much play time as you like on the investigation, but it shouldn't take more than a day or so within the game. You can describe numerous social encounters, using the city description located on page 38 to set the scene before making the skill checks in Encounter 1A. If you need to save time or your players aren't interested in the social encounters, just have them make the rolls and move on to the next encounter.

After their meeting at the Lord Mayor's estate, the PCs are free to go to the Harbor Spring or another inn to rest, if they wish. The Lord Mayor wants them to begin their investigation as soon as possible, though, so they shouldn't waste too much time.

1A. THE INVESTIGATION

Port Fairglade has four major districts that the PCs can explore. Even though their employers recommend starting at the docks, let the players decide where in town they want to start their investigation. The choice they make sets the difficulty for finding the information they need and for keeping the Lord Mayor's secret.

The PCs must visit a district, spend an hour or more asking questions of the locals, and then make a **Charisma (Persuasion)** check to see if they gathered the required information. The four districts are the Docks (DC 14), the Merchant's Quarter (DC 17), the Artisan's District (DC 20), or the Government Quarter (DC 23). They only need one success, so the PCs have four chances.

The players should choose one person to make the **Charisma (Persuasion)** roll for the group, usually the player whose character has the highest **Charisma (Persuasion)** skill modifier. Other PCs can use aid another by spreading out and finding details that help the main investigator.

The PCs must also be discreet in their search. Choosing the wrong district increases the chances that a loose word reveals the PCs' mission and word of the slip makes its way back to Robert's ears. The PCs may make a "discretion check" using **Charisma (Deception)** or **Dexterity (Stealth)** to go unnoticed during the investigation. PCs can use the aid another action for this roll, as well. The city can then oppose the PCs with a **Wisdom (Insight)** or

Wisdom (Perception) check, depending on which skill it uses.

The city's "skill check modifiers" vary for each district: the Docks (+2), the Artisan's District (+4), the Merchant Quarter (+6), and the Government Quarter (+8). If the city defeats the party's check, Robert knows the PCs have drawn too much attention in that area and reduces each PC's payment by 50 gold pieces.

If they fail the Discretion checks in all four areas of the city, the PCs receive no payment from Robert and any goods and services in the inns and taverns of medium quality or higher throughout the city cost 10% more. On the other hand, if the PCs succeed at all Discretion checks by 5 or more, they receive a 10% discount on goods and services in Port Fairglade for a full year after the adventure ends.

Since the difficulty of both checks is lowest in the docks, the PCs have the best chance for success if they go directly there. But if they fail their rolls and cannot find any information there, they must go to another district.

If they fail in all four districts, all is not lost. Succeeding on any **Charisma (Persuasion)** check automatically triggers the next encounter, but failing all four **Charisma (Persuasion)** checks triggers the same encounter. They meet the same thugs, but for different a reason.

A successful party finds some street thugs who know that someone was planning a big heist. They don't mind sharing this information with the PCs, but plan on beating them up and robbing them, too.

If they are unsuccessful, the thugs hear about people asking dangerous questions and decide to rough them up and take their belongings as a lesson. When the thugs are defeated, they tell the PCs what they need to know just before the city guard arrives.

As the PCs make their way through the city streets, use the information in the description of Port Fairglade (see page 38) to give the players more details about the city. Describe the sights and smells around them, which will change, depending on where they decide to go:

- In the Docks, the smells of tar, stale water, and dead fish fill the air. Men and women lug heavy burdens to and from ships and boats tied to long piers jutting out into Thompson's Creek. A caller shouts out ship arrival and departure times. Others advertise for the town's inns and taverns. Dangerous-looking characters lurk in the shadowed alleyways, offering goods and services that decent folk avoid.

- In the Artisan's District, the PCs find the equally unpleasant smells of glues, dyes and other chemicals. The air is filled with smoke, the ringing of hammers on forges, and the clattering of looms.

- In the Merchants' Quarter, things smell slightly better unless the PCs pass the fishmongers' or butchers' stalls. However, the air is filled with the din of hawkers, each trying to shout over the others to draw customers. The clinking of coins changing hands mingles with the conversations about rising or falling prices on cotton, cattle, and grain, and the sharing of rumors.

- The only quiet district is the Government Quarter, in which dignified men and women, all smelling of fine perfumes and dressed in expensive clothes, move about silently or in quiet conversation, usually gossip about this or that lady or lord who has fallen on hard times or who recently gained title or holdings elsewhere in the kingdom.

Even if you decide to resolve the investigation with dice rolls, take some time to describe the districts and tell the players about the most important laws of the city, such as the requirement to peace-bond weapons. The PCs later learn that the city guard means business when it comes to enforcing the law.

The guard patrols every district. Port Fairglade's guards take their work seriously. The guards in the Government and Merchants' Quarters have a more superior attitude than those in the other districts. If the PCs antagonize the city guard, word of their lawlessness reaches Lord Mayor Wolfe and the city's Lord Marshall.

1B. STREET THUGS (100 XP)

After the PCs' conclude their investigation read the following aloud:

As you stand at the side of the road, piecing together the information you've managed to collect, you hear a hiss, and a man's voice calls from a narrow alleyway nearby.

"Oy! You there! I hear yer lookin' fer somethin'! Come 'ere. I can tell ye what ye want to know."

The man ducks back around the corner and back into the alley, apparently waiting for you to go to him.

The man in the alley is a small-time criminal. He knows what the PCs are looking for, and he has the information they need, but he and his gang plan on robbing them.

Creatures: When the PCs round the corner, they find the man and three more thugs in the alley. The men attack the PCs as soon as they are in the alley, even if one or more of the PCs waits outside on the street. The thugs' weapons are not peace-bonded, which may initially give them an advantage.



HUMAN STREET THUGS (4)

Medium humanoid (human), neutral evil

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 10 (+0) 10 (+0) 10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

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

Daggers (3 each). Ranged Weapon Attack: +3 to hit, range 20ft./60ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Treasure Each thug has a pouch containing 2d10 gold coins.

Development: The thugs fight until only one remains standing. The lone thug drops his weapons and begs for mercy. He tells the PCs that the city's low-life are spreading a rumor that someone hired the Elverin Skulk, an infamous thieves' guild, to pull off a major heist against one of Port Fairglade's most powerful citizens.

The thug doesn't know who the Skulk's target was supposed to be or who hired them, but he says he knows where some Elverin Skulk members might be. He gives them the address of a house near the docks. Just as he finishes giving the PCs this information, the city guard arrives.

1C. CITY GUARDS (100 XP)

The city guard happens upon the scene immediately after the PCs finish talking to the remaining street thug. Unfortunately, the guards aren't interested in hearing the details of the PCs' investigation.

The sound of boots on gravel draws your attention to four well-armed and armored men wearing the livery of Port Fairglade guardsmen standing at the mouth of the alley. One of the guards steps forward and places his hand on his sword hilt.

"Is there a problem, here?"

The guardsmen's first impression is that the PCs are just as guilty as the men who attacked them. The PCs need to talk to the guards and explain themselves or they may even face murder charges for killing the thugs.

They can deal with the guards by using **Charisma (Persuasion)**, **Charisma (Deception)** or both. The guardsmen are willing to listen to reason, but they must be convinced. A skill check can resolve this encounter, but encourage the players to talk things out with the guards. If the players make good arguments, give them each a +2 circumstance bonus to their rolls.

HUMAN CITY GUARDS (4)

Medium humanoid (human), neutral good

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR DEX CON INT WIS CHA

13 (+1) 12 (+1) 12 (+1) 10 (+0) 11 (+0) 10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 4 (1d6 + 1) piercing damage.

Treasure Each guard has a purse containing 2d6 gold coins and one each lantern, vial of oil, and rope.

If things go very badly, the guards try to take the PCs into custody. If the PCs agree to go

quietly, Robert bails them out. He gives them another chance to find out what is going on, but cuts their promised pay in half.

If the PCs fight the guards and win, they can track down the Elverin Skulk and proceed to the end of the adventure before the law catches up with them. However, the Lord Marshall arrests them unless Lord Mayor Wolfe intervenes. If the PCs attack the guards and lose (the guards simply elect to knock out the PCs instead of kill them when they reach zero hit points), Robert still bails them out of jail. He threatens to throw them in prison unless they finish the investigation without payment.

1D. THE ELVERIN SKULK SAFE HOUSE

The Elverin Skulk safe house sits on a lonely street near the docks and harbors. The team sent to rob the museum is out preparing an audacious operation, but four junior guild members return to the safe house shortly after the PCs arrive.

This narrow road leading away from the river. Its sidewalks are deserted, and the normal bustle of the streets fades into the background. The late afternoon sun casts long shadows. Rounding a sharp corner, you see the building that the street thug described wedged in between two other buildings.

The narrow house has a small front stoop off to one side. Six windows face the street, two on each of three floors. The roof is angled sharply, forming a narrow point like a chisel. Four stone statues of winged monsters adorn the building's corners. The building's windows are dark.

As the PCs look around, have everyone make **Wisdom (Perception)** checks and answer the players' questions about their surroundings.

There are alleys and doorways on either side of the street where the PCs can hide. If they succeed on a DC 15 **Wisdom (Perception)** check, PCs notice that the afternoon sunlight glints off of something hanging from the neck of one of the statues on the roof—Spike the gargoyle's trinket. This may give the PCs a clue that there is more to that "statue" than meets the eye.

Eventually, four Skulk members arrive at the house. PCs succeeding on a DC 12 **Wisdom (Perception)** check can hear footsteps coming down the road. They have one round to take actions before two men and two women round a corner and go to the safe house door. Unless the PCs interrupt them, they all go inside.

This scene can play out in different ways. The encounters are presented in their most likely order. Whatever scheme they try, they must defeat the thieves and deal with the gargoyle. After the fight, they can talk to the surviving thieves or search the safe house to get the information they need.



First Floor



Second Floor



Third Floor

Elverin Skulk Safehouse

1D-1 POISONED DART TRAP (100 XP)

The entrance is a simple wood door with a basic lock (AC 15, 5 hit points, immune to poison and psychic damage) and without the key, a creature proficient with thieves' tools can pick the lock with a successful DC 12 Dexterity check. When they open the door, the PCs see one of the thieves running up the stairs to the second floor. The thief hopes to lure reckless PCs into a trap.

Trap: The Elverin Skulk rigged a poison dart trap at the entrance. A tripwire runs across the entry hall to a launcher near the ceiling. The thieves know to jump over the tripwire, but unless the PCs succeed on a Wisdom (perception check to discover the trap, the first person who steps through the door is targeted by a poison-coated dart. The dart makes a ranged attack with a +8 bonus against a random target within 10 feet (vision is irrelevant to this attack roll). A target that is hit takes 2 (1d4) piercing damage and must succeed on a DC 15 Constitution saving throw or be poisoned for one minute.

1D-2 ELVERIN SKULK MEMBERS (100 XP)

The thieves run up the stairs to the top floor and wait for the PCs to come to them. The information the PCs seek is on the third floor. The location map shows the layout of the second floor in case the PCs decide to explore the lower floors.

Creatures: On the top floor, one thief stands opposite the door as bait while an additional thief stands on each side of the door, waiting to sneak attack the first PC to charge into the room. The fourth thief hides behind the curtain, waiting to help.

The thieves don't know why the PCs are here, but they fight bravely to protect a pouch of gems they recently stole. During the fight, they try to set up flanking situations so they can use their sneak attacks.

After two thieves fall, one of the remaining two withdraws and blows on a whistle that seems to make no sound.

ELVERIN SKULK THIEVES (4)

Medium humanoid (human), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30ft.

STR DEX CON INT WIS CHA

11 (+0) 12 (+1) 12 (+1) 10(+0) 10(+0) 10(+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Treasure: Each thief has a purse containing 1d6 gold coins. One of the thieves carries a small pouch of diamonds and sapphires worth 1,000 gold pieces. If the PCs turn these over to Lord Wolfe, the party earns a 250-gp reward from the stolen gems' original owner, and Lord Wolfe gives them an additional 750 gp as a bonus for their honesty.

Development: The thieves fight until they are all defeated. However, 2d4 rounds after the thief blows his whistle, a massive creature that looks like a winged statue crashes through the building's rear window and joins the fight, either on his own or alongside the remaining thieves.

1D-3 SPIKE THE GARGOYLE (450 XP)

A dark figure suddenly crashes through the window at the back of the building, sending splintered wood and glass flying. It unleashes a terrifying roar, then rises up and unfurls a pair of wings that have the same stony, gray appearance as the rest of its skin. A sparkling green trinket dangles from a silver chain around the creature's neck. The monster bares its fangs and leaps forward to attack.

Spike serves as a guard for the Elverin Skulk safe house. He has a birth defect that makes his skin slightly softer than that of other gargoyles and would not have survived elsewhere. He is unfailingly loyal to the guild.

Creatures: If the PCs are inside the house when he attacks, he will fight to the death to drive his boss's enemies out of the house.

SPIKE THE GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60ft.

STR DEX CON INT WIS CHA

15 (+2) 11 (+0) 16 (+3) 6 (-2) 11 (+0) 7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from non magical weapons that aren't adamantite

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

Multiattack. The gargoyle makes two attacks: one with its bite and one with its claws.

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

DAMAGE RESISTANCE

Damage resistance can be a challenging part of the rules for any player. Successfully rolling to hit an enemy but then having half of the damage negated can sometimes be frustrating for younger players.

If your players are going to be facing many enemies with damage resistance, consider placing one or two items that overcome it in the adventure for them to find.

However, challenges like this also encourage players to change up their tactics. When you first introduce an enemy with damage resistance, let them experience the initial frustration, but then encourage them to think about other ways to deal with the enemy.

Spike's damage resistance can usually only be overcome by magic weapons, we lowered it to adamantite to ensure that he is not an insurmountable challenge. Some players still may have trouble doing much damage to Spike, but they can try to subdue him in other ways. They might be able to use the curtain as a makeshift net or try use some other method to bring him down.

If any creature's damage resistance is ruining the fun of the game (or you think it will), you can just ignore it and reduce the creature's challenge by 1.

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

Treasure: The pendant on Spike's silver chain is a crystal vial protected in a mesh of silver and containing an emerald green liquid. This is the glittering item that the PCs may have seen when they approached the building. Spike likes the way it sparkles and doesn't know or care that the vial contains a *potion of remove curse*.

Development: After the fight, Spike or one of the Skulk members can tell the PCs that the guild just finished something big. The thieves who fought the PCs know that the Fox Prince sent a team of "specialists" into town for an important mission, and they planned their operation in this safe house.

If the PCs succeed on a **Charisma (Persuasion)** or **Charisma (Intimidation)** check against a surviving thief, he tells them that the team is already gone, but they might have left some kind of information in the apartment. The thieves are initially Hostile, but the PCs' victory over them gives them advantage on their skill checks. If the PCs subdue Spike without killing him, they can ask him some questions, too.

The PCs learn that the other Skulk members came to the safe house several days ago. They didn't discuss their plans much, but they planned to steal a single object. One of the thieves was very angry that they were not allowed to take other valuable items from the site of the robbery.

If the PCs search the top floor of the building, they find papers outlining the Skulk's plan. They also find a map of the city with rough lines drawn on it that connect a certain street corner with a building located on the grounds of the Wolfe estate. The line is labeled "tunnel," which explains how the thieves got into the museum and gives the PCs a way to get in, when things go wrong later in the evening.

INTERMISSION?

If the fights with Spike, the thieves, street thugs, and maybe even the city guard took a lot out of the party, it is wise to give the PCs a chance to have a short or long rest and recover their spells and other abilities. Although the journey through the sewers and the fight in the museum are more dramatic if they take place at night, there is no reason they can't happen during the day.

The thieves' notes prove the Skulk was responsible for the theft. The PCs can deliver this information to collect their pay.

PART 2: TROUBLE IN THE MUSEUM

The PCs are able to deliver their evidence to Robert shortly after nightfall. When they arrive at Wolfe Manor, servants rush them through the house and into the parlor, where the Lord Mayor paces the floor, wearing a worried expression. He lets Robert explain what has happened.

"Whatever you have found, I'm sorry to say that you are too late. Someone broke into the museum, again!" Robert lets this information sink in before continuing.

"The alarm spells went off about an hour ago, but the guards saw no one on the grounds and the museum door was still locked. We have no idea how the thieves got in. Guards were posted inside, but we've heard nothing from them. We were going to send more guards in, but the doors slammed shut. We've tried everything to open them—even battering them down, but they haven't budged."



The Lord Mayor asks the PCs to go into the museum, find out what is happening, and put a stop to it. He would rather not involve the city guard. If the public found out that intruders had entered his home twice, they might question his ability to protect the city. More importantly, explaining everything to the city guard takes time and whatever is in that museum must be dealt with quickly.

If the PCs ask for payment, Lord Mayor Wolfe ruefully nods to Robert, who groans and offers to pay them 200 gp each for their help. He calls them mercenaries and is especially upset if he just bailed them out of jail.

The PCs first need to get into the museum. The magic of the curse sealed the front door and strengthened the walls and windows. The PC cannot to break through them, but there is another way in. The map in the thieves' safe house showed the PCs that a tunnel to the museum runs beneath the streets of Port Fairglade.

When Wolfe learns of the map, he is surprised and angry. He says that he remembers childhood stories of nobles attending parties who used a hidden tunnel to leave the grand hall unnoticed to attend secret meetings or conduct other private business. He curses himself for not remembering sooner.

Wolfe asks the PCs to follow the tunnel and try to get inside the museum. The map leads them to a nearby sewer entrance. From there, they must delve beneath the city and find a way to stop the mysterious curse.

2A. THROUGH THE SEWERS

Port Fairglade's system of sewers carries waste and storm water safely below the streets and into the Lashelenite River, removing a source of disease and other problems normally associated with city life. The sewers are large enough to stand up in, but they are unlit. During the day, dim light filters in from the streets. At night, they are completely dark. Robert provides each PC with a torch, if necessary.

2A-1 THE RAT LORD (500 XP)

City workers use special entry points to go below and maintain the tunnels. However, this particular entry is rarely used, because of its proximity to Port Fairglade's wealthier homes. Sewer workers try not to disturb the citizens here. In the workers' absence, another denizen has claimed the space as his home.

The light of the full moon fades as the stone stairs descend into a dark room that smells of mold and old decay. The air is damp and cool and clings to your skin. The sounds of clawed feet scrabbling on stone accompany the movement of large, rat-shaped shadows.

This square room holds little more than a pile of rags and old blankets (Damir's bed). Some small items rest on a shelf sticking out of the north wall. Damir frequently uses the heavy door in the east wall, so it is unlocked.

Creatures: Damir Sirola is a wererat who

lives alone, with only a few of his giant rat friends for company. He sells trinkets he finds in the sewers for food or for baubles that only he finds valuable.

When the PCs reach the bottom of the stairs, Damir hisses at them from the shadows and shrieks, "Thiss iss my home! Get out!"

Damir is neither smart nor brave but claims this entrance to the sewers as his. The Elverin Skulk paid Damir for permission to pass through. Damir's initial reaction to the PCs is more bravado than a real threat. He fights if necessary but hopes he can just scare them away.

If the PCs do not immediately attack, they can try to speak with Damir to get past him. Damir's initial attitude is Hostile. A DC 20 **Charisma (Persuasion)** or **Charisma (Deception)** check changes his attitude to Indifferent, and he lets them pass. If the PCs change his attitude to Friendly (With a second DC 20 **Charisma (Persuasion)** or **Charisma (Deception)** check), Damir warns the PCs about the pit trap in **area 2a-2**, and tells the PCs that the thieves warned him about an angry water spirit near the bridge (see **area 2a-4**) and gives the party the items on his shelf.

If the PCs cannot change Damir's attitude, he and the dire rats attack and fight to the death.

DAMIR SIROLA

CR 2

WERERAT ROGUE

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30ft.

STR DEX CON INT WIS CHA

10 (+0) 15 (+2) 12 (+1) 11 (+0) 10 (+0) 8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from non magical weapons that aren't silvered

Senses darkvision 60ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Sneak Attack (1/Turn). The wererat deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The were rat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Humanoid or Hybrid Form Only).

Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

GIANT RATS (2)

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 30ft.

STR DEX CON INT WIS CHA

7 (-2) 15 (+2) 11 (+0) 2 (-4) 10 (+0) 4 (-3)

Senses darkvision 60ft., passive Perception 10

Languages-

Challenge 1/8 (25 XP)

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

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



ACTIONS

one target. *Hit*: 4 (1d4 + 2) piercing damage.

Treasure: Damir sometimes keeps treasures he finds and stores them on his shelf. It currently holds a *wand of magic detection* and a *scroll of cure wounds*.

Development: If the PCs talk to Damir, he tells them that a group of Elverin Skulk members came through the sewers earlier in the evening and left a little over an hour before the PCs arrived. This same group used the tunnels on the previous night, but when they left, then, the thieves had a bundle with them. This evening, however, they carried nothing and seemed like they were in a hurry to get out of town.

2A-2 TRAPPED TUNNEL (50 XP)

Small amounts of water seep through the walls, here, and the floor is damp.

Trap: To protect himself from unwanted visitors, the wererat took advantage of a sinkhole that formed in the floor. He spread a thin layer of canvas over the hole and carefully placed stones over it. The floor looks solid, but will collapse under more than a few pounds of pressure. A successful DC 15 **Wisdom (Perception)** check discerns an absence of foot traffic over the section of floor that forms the pit's cover. A successful DC 15 **Intelligence (Investigation)** check is necessary to confirm that the trapped section of floor is actually the cover of a pit. When a creature steps on the cover, it collapses, causing the character to spill into the pit 30 feet below for 3d6 damage.

2A-3 GIANT CENTIPEDE (200 XP)

The door from the trapped tunnel opens into a broad intersection with an arched ceiling

LYCANTHROPY

The curse of lycanthropy is a tricky element for GMs and players. Changing into a dangerous beast on nights of a full moon can be an interesting part of a character's story, but what the PC does when he becomes the monster is out of the player's control. PCs become a danger to others and must either hide their curse or find a cure for it. These elements may not be right for every group.

A PC won't know he has contracted lycanthropy, right away. Most people know that were-creatures can pass on the affliction through a bite (DC 10 Intelligence (Nature) or Intelligence (arcana) check), but bitten characters don't automatically know they have been cursed. The tension of waiting for the next full moon can be fun, but if you'd rather not deal with that, there are ways to quickly remove the curse as a story element.

In this adventure, the PCs can find Spike the gargoyle's *potion of remove curse*. If they don't find the potion, Lord Wolfe helps by asking High Priestess Lillian Barringer of Losinia's church in Port Fairglade to break the curse. Lord Wolfe considers the cost of her services an investment in the city's safety. Of course, the High Priestess may also demand a favor—to be repaid later—in return for casting the spell.

just high enough to allow all but the tallest characters to stand. Walkways on either side of these tunnels are 5 feet wide. A 5-foot-deep stream of filthy water sluggishly flows a few inches below the level of floor. The bars at each end of the tunnel keep larger, dangerous creatures from moving around the sewers and make it clear to the PCs that they must move west, since they cannot go north or south.

Any PC making a DC 13 **Wisdom (Perception)** check notices that the walkway immediately north of the doorway was recently splashed with water. Passing the DC by 5 or more reveals damp footprints made by several pairs of feet. The footprints lead to the door and disappear. The thieves left these when they fled from the water elemental in the tunnel to the west.

A large stone from the ceiling rests in the middle of the tunnel. Damir placed long planks down to help him cross the stream. Under normal circumstances, walking across the planks is relatively easy (DC 10 **Dexterity (Acrobatics)** check).

Hazard: Any PC falling into the water in must succeed on a DC 13 Constitution saving throw or become nauseated for 1d4 rounds. Additionally, the PC must succeed on a DC 11 on a Constitution saving throw or contract sewer plague (DMG).

Creatures: The bars in the sewers are wide enough to allow one predator to move freely through the tunnels. A giant centipede is on the hunt for dire rats when the PCs arrive. The aggressive bug attacks, making the task of crossing the disgusting sewer water more difficult.

When the first PC is halfway across the makeshift bridge, read the text below. The centipede can come from either end of the tunnel, depending on how close you want it to be when you start the encounter. If possible, the centipede attacks a PC who is alone on one side of the tunnel.

A strange skittering, scratching sound echoes through the tunnels. Looking over your shoulder, you see a long, sinuous form emerge from the darkened tunnel beyond the iron bars. The creature scurries on dozens, perhaps

hundreds, of legs, crawling over the floor and wall with equal ease. When it sees you, it emits a hiss and charges forward, its fangs dripping a thick, greenish liquid.

GIANT HISSING CENTIPEDE

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 40 (10d6 + 10)

Speed 30ft., climb 30ft.

STR DEX CON INT WIS CHA

5 (-3) 16 (+3) 12 (+1) 1 (-5) 7 (-2) 3 (-4)

Senses blindsight 30ft., passive Perception 8

Languages -

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned until it finishes a short or long rest.

2A-4. WATER ELEMENTAL, 700 XP

This section of the tunnel holds a resident that not even the Skulk thieves expected.

Creatures: Although portals from the elemental planes can spontaneously appear anywhere, such occurrences are very rare. Still, a water elemental somehow found its way into the sewers. It is confused and greatly angered by the amount of filth and impurities in the water, here. It lashes out at anyone who passes by.



way into the museum, the thieves fended off the creature's attacks long enough to escape. The second time, they knew what to expect and didn't even try crossing the bridge at the far end of the tunnel. Instead, they ran and jumped across the sewer toward the exit. One of the thieves missed the jump and landed at the edge of the water. His companions pulled him out quickly, and they all escaped through Damir's chamber.

The curved section of walkway ahead is broken by a very shallow stream of water running down from a ditch up above. The PCs can easily walk through the stream, but when the first PC reaches it, the elemental rises up and attacks.

The surface of the water suddenly forms a dome, as though some force is pushing it up from below. The dome rises higher, becoming a column of water about the size of a person, then grows arms. Bits of flotsam and clouds of murky sewage pass into and out of the creature's form. Holes suddenly open where a head might be, forming a terrible face and unleashing a scream that sounds like a crashing wave as the monster attacks!

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30ft., swim 90 ft.

STR DEX CON INT WIS CHA

16 (+3) 14 (+2) 18 (+4) 5 (-3) 10 (+0) 8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled,

paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60ft., passive Perception 10

Languages Aquan

Challenge 3 (700 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee *Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 12 (2d8 + 3) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in the elemental's space must make a DC 14 Strength saving throw. On a failure, a target takes 12 (2d8 + 3) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 12 (2d8 + 3) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

Development: The elemental fights until destroyed, but will not leave the water to follow the PCs.

UNDEAD FOR KIDS?

The living dead are common foes in roleplaying games and popular media. Most adult gamers enjoy duking it out with the walking dead, but they can be a pretty scary concept for some young players. Even though an animal might enjoy eating one's character just as much, the idea of facing a flesh-eating ghoul can be far more powerful and terrifying. One must tread carefully when presenting elements like this to kids.

One way to take the edge off of these encounters is to use what might be called the "Scooby Doo method." The Scooby Doo cartoon show often uses undead monsters like zombies, ghosts, vampires, and ghouls. The creatures in that show can be pretty scary looking and dangerous, too, but the show's comedic elements make it easier for younger viewers to watch and enjoy the story without getting too scared. GMs can use the same method in their games.

It's easier to take this approach if you already allow for some humor in your games, especially during combat. A bit of camp in your battles with the undead can help. Skeletons that lose their heads and have to catch them, ghouls being startled by the PCs' sudden appearance, or other antics can help remind young players that this is a game and reduce the risk of bad dreams when the game is over.

2A-5. COLLAPSED TUNNEL, 400 XP

This room was once the intersection where the Wolfe family's party guests headed into a secret network of tunnels leading to select taverns and salons nearby. The tunnel collapsed several years ago, when workers were building an addition to one of those old taverns. Although the collapse didn't give away a Wolfe family secret, the event was a matter of curiosity among the city's social elite. This section of tunnels was filled in so that further work could continue on the tavern, but no one bothered to explore the matter further.

The passageway opens into a rectangular room with two passages leading away to the north and east. The stench of rotting meat and something worse fills your nose as two man-like figures lurch forward out of the darkness. Their pallid skin and long, rasping tongues clearly mark them as anything but human.

Creatures: What none knew at the time of the collapse was that two men, servants from Wolfe Manor, had robbed the Lord Mayor and were escaping through the tunnel. The falling debris killed them and their bodies were never discovered.

Being so close to the museum, the vengeful powers of Akhutan have touched their unhallowed grave, transforming them into ghouls. They have just crawled out from under the rubble at the end of the hall and entered this room when the PCs arrive. Their unearthly hunger drives them to attack immediately.

GHOULS (2)

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30ft.

STR DEX CON INT WIS CHA

13 (+1) 15 (+2) 10 (+0) 7 (-2) 10 (+0) 6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Treasure: One of the ghouls carries a pouch containing a small, primitive-looking statue carved from obsidian with onyx gemstones for eyes. The statue is only worth about 100 gp, but Lord Wolfe will recognize it as a piece that his grandfather reported stolen decades ago and pays 400 gp for its return.

2A-6. TRAPPED DOOR, 100 XP

At the end of a long, winding tunnel, the PCs find a small, square room with a ladder on the west wall that leads up to a square hole in the ceiling. Pieces of stone lie at the bottom of the ladder—the shattered remnants of what was once a finely crafted trap door. A DC 13 **Wisdom (Perception)** check reveals black scorch marks on some of the pieces of stone, as though something had burned them. Although the

door no longer covers the hole, the opening is still magically trapped, making it dangerous for anyone to simply climb through it.

Trap: Those who detect the trap see a row of tiny arcane runes carved into the stone surrounding the opening. To pass safely, the PCs must speak the correct password or a creature proficient with thieves' tools can disable it with a successful DC 15 Dexterity check. A successful *dispel magic* cast on it destroys the trap (the effect is considered 3rd level).

Breaking the magical barrier without doing one of those things sets off a magic fire trap. The runes are permanent and reset the trap one minute after it discharges.

The Elverin Skulk thieves temporarily dispelled this trap, but it is active when the PCs arrive. If the PCs found and identified Damir's *wand of magic detection*, they may discover the trap revealing an aura of evocation magic. If not, they must find a way to discharge the trap without getting burned. They can toss a piece of the stone door through the hole while staying out of the spell's area of effect (a 15-foot cone of fire. Each creature in the fire must make a DC 13 Dexterity saving throw, taking 16 (5d4) fire damage on a failed save, or half as much damage on a successful one.

Development: After the PCs pass through the secret entrance, the growing power of King Udimu's curse magnifies the trap's effects. For each hour that passes, raise the damage by 1d4 (max 10d4) and the DC of the Dexterity save by 1 (no maximum). When the curse is lifted, the trap returns to its original state.

SECOND INTERMISSION?

If the PCs are low on resources as they prepare to enter the museum, allow them to rest here. The guards are in some danger and the curse may be growing stronger, but if they want to be cautious, that's fine. If the team works together, remembers the clues in the museum, and figures out what they need to do to end the curse, they stand a good chance of succeeding. However, if the players choose to face King Udimu and his servants head on, they will need all of their resources to win.

If the PCs rest and enter the museum in the morning, remember to change the descriptions of the exhibits to take the sunlight into account. All other effects stay the same.

2B. THE CURSED MUSEUM

The inside of the museum is quiet and dark. Though it was inviting and interesting in the daylight, it is now a creepy place where every shadow could hide something awful. By this point, the PCs have already encountered strange and terrifying foes. They are about to face a dark force from the ancient past.

2B-1. DANGEROUS 30ROOM

This appears to be a storeroom where Lord Mayore Wolfe keeps items that are not yet ready for display. Boxes and containers occupy a few shelves along one wall and a massive, humanoid stone statue stands in the far corner, opposite the open trap door. The statue's vacant glass eyes look menacing.

Lord Mayor Wolfe uses the room as a workshop where he can examine his historical artifacts. A nearby table is scattered with a few trinkets, as well as a magnifying glass, a few brushes and small picks, and a blank notebook. A heavy mallet leans against the table, as well. The place is obviously well-used, but it is also dusty and dirty.

The PCs can easily see footprints in the dust on the floor. A DC 14 **Wisdom (Perception)** or **Wisdom (Survival)** check tells the PCs that the people who made these footprints moved away from the trap door slowly, but ran toward it on their way out. During their first foray into the museum, the thieves used simple magic to hide their footprints before closing the secret trap door. This time, they were too busy fleeing for their lives.

The first PC entering the room notices something shiny on the floor next to the table. The object is a massive ruby. This ruby is the gemstone that rested in the spot corresponding to King Udimu's heart. Allow the PCs a DC 8 **Intelligence (Arcana)** or **Intelligence (religion)** check to remember what the Lord Mayor said about the dead king's curse. Putting the gem back where it belongs will put the king's spirit to rest, as long as no other objects were stolen. If the players don't realize this on their own, give this information to PCs who rolled a result of 15 or higher on the knowledge check.

The PCs' challenge is getting the ruby to the king's exhibit. The curse has taken hold in the building and its power grows. Already, the dark spirits have extended their reach into the storeroom and seek to punish the latest interlopers.

Creature: Lord Mayor Wolfe recently acquired a magnificent stone statue that possesses

special qualities. He believes the statue can be animated and plans to use it as a guardian for his home, but has not yet been unable to activate it. The fell powers that awakened King Udimu have managed to do what the Lord Mayor could not. The statue moves to attack any PC who gets within 10 feet of it.

ANIMATED STONE STATUE

Medium construct, unaligned

Armor Class 14 (natural armor)

Hit Points 91 (14d8+28)

Speed 25ft.

STR **DEX** **CON** **INT** **WIS** **CHA**

14 (+2) 11 (+0) 14 (+2) 1 (-5) 3 (-4) 1 (-5)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 6

Languages -

Challenge 3 (700 XP)

Antimagic Susceptibility. The statue is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the statue remains motionless, it is indistinguishable from a normal statue.

ACTIONS

Multiattack. The statue makes two melee attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) bludgeoning damage.

Development: The creature will not pursue anyone who leaves the room. If the PCs destroy the statue, Lord Mayor Wolfe will be unhappy. Even though he understands that the curse is to blame, the construct was very expensive. He may ask the PCs to compensate him for his loss by performing some task or favor in the future.

2B-2. REVISITING THE EXHIBITS

When the PCs are ready to move from the storeroom into the museum, read the following aloud:

The museum looks very different at night. The high windows that once shed bright sunlight throughout the vast chamber now admit only the pale blue light of the moon. Though Losinia's brilliant white face hangs full in the night sky, her light cannot cast aside the shadows here, and every dark space seems to hide danger. Several feet away, a strange-looking cylinder lies in the middle of the floor.

The cylinder on the floor is a canister that once held a sleeping gas, which the thieves used to knock out the guards. This alchemical item has the same effect as a *sleep* spell, but cannot be dispelled by magic. The thieves quickly passed the unconscious guards and went upstairs to take the treasures denied them on the night before. Unfortunately, the king's curse was more than just a superstitious warning.

When the foolish thieves removed the large ruby from Udimu's sarcophagus, his bodyguard, Sehetep, immediately rose as a skeletal champion, bursting from his own sarcophagus to defend his master. The thieves dropped what they had taken and bolted out of the museum before Sehetep could even gather his wits about him.

MUMMY LORE

The PCs may guess that they are about to face a risen mummy. Since the coming battle may be very challenging for them, allow the players to go with that assumption and determine what they know about mummies by making a **Intelligence (religion)** check. Higher levels of success reveal all the information from the lower levels, as well.

DC 5: A mummy is a powerful undead creature believed to guard ancient tombs, especially in Akhutan.

DC 10: Mummies are known to carry a terrible disease and can fill their victims with paralyzing fear and dread.

DC 15: Mummies are very resistant to physical damage of all kinds

DC 20 or higher: Mummies are particularly vulnerable to fire.

With enough information, the players can prepare a plan to defeat or bypass the mummy and end the curse.

King Udimu's curse sealed the exits from the museum, but the thieves used a large mallet to smash through the stone covering the trap door. The falling pieces of stone triggered the magic fire trap, but the thieves survived and escaped. In their fear and haste, they dropped the one item they'd held onto: the ruby.

King Udimu's queen, Mereret, and three servants reanimated shortly after Sehetep. The skeleton servants found the unconscious guards and dragged them upstairs to the

exhibit hall. When the guards awoke from the sleeping gas, they found themselves face to face with Sehetep and passed out from fear. They are unconscious in the upper chamber when the PCs arrive.

As the PCs move through the museum, describe the exhibits they saw earlier in the day. Some of the exhibits contain items that might help them, if they remember the clues.

EXHIBIT A: STATUE OF LADY SUNNIVA WOLFE

Passing beneath Lady Sunniva's gaze, your eyes move from her strong, kind features to the wolf's head on the staff she holds in her hand. While the one gray gem in the wolf's eye is dark, the blue gem glitters brightly. You feel a sensation, like someone tugging on you, drawing you closer to the staff, as the moon calls to the tide.

When the dark gods of Akhutan manifest their curse through Udimu, a portion of the magic that helped Lady Sunniva all those years ago has flared to life in her staff. By taking the staff and calling upon the power of Losinia a good-aligned cleric can cast the *hallow* spell once per week. Once the spell is cast, the staff and its 60 ft. radius cannot be moved without ending the spell's effect.

EXHIBIT A: SIR DEVON'S TABARD

From within the glass case, the gold and silver threads of Sir Devon's tabard shine brightly in the pale moonlight. Just looking at the tabard seems to strengthen your resolve.

Just as the magic awoke within Lady Sunniva's staff, Sir Devon's pure spirit awoke within the tabard he once wore. That spirit grants a measure of power to any good-aligned character who dons his mantle. The mantle acts as a *cloak of protection +1* until Udimu is laid to rest. The wearer can choose to expend the power within the tabard to gain the ability to touch a single character and cast *lesser restoration*. The wearer automatically learns about these powers as soon as he puts on the garment.

EXHIBIT C: SHAMANIC ARTIFACTS

Moving past the display of tribal fetishes, you recall Lord Wolfe's stories of the old shamans' wisdom and healing powers.

The sealed vials in the display contain a powerful medicine. Drinking the thick, black liquid grants the imbiber advantage to all saving throws for 1 minute. There are 3 of these vials.



EXHIBIT D: ANCIENT TEXTS

The ancient texts possess no magical properties, but the papyrus scrolls might help PCs who lack information about mummies. PCs who can read the hieroglyphics can make a new **Knowledge (Religion)** check with advantage to identify the strengths and weaknesses of a typical mummy.

EXHIBIT E: AIR TEMPLE STONES

A beam of moonlight pierces the darkness of the museum and passes over the magical stone in the air temple exhibit. Small motes of dust rise through the ray of light, buoyed up by the ancient magic.

Clever players may use the stone's magic to lift them up and away from the undead's attacks. Standing on the stone and speaking the command word in Auran creates the effect of a *levitate* spell cast by a 5th level wizard. The spell lifts a single PC and gear with a total weight of up to 500 pounds. The PC can move up or down at a rate of 20 feet per round as a move action and is stable enough to use ranged weapons while levitating.

If the PC makes a DC 15 **Dexterity (Acrobatics)** check, she can jump to the balcony outside of King Udimu's exhibit without using the stairs.

2B-3. SERVANTS OF UDIMU, 650 XP

The power of Udimu's curse first raised his bodyguard, Sehetep, from the dead. Udimu's queen, Mereret, and three of their servants soon followed.

Though Sehetep was a powerful warrior in life, he possesses only a fraction of the power he once held. The longer he remains animated, the more powerful he will become. The queen and the king's servants will grow in power, too, unless the PCs can put a stop to the curse. All five of these servants are now standing sleepless watch at the bottom of the stairs—Sehetep flanked by the four skeletons—waiting for King Udimu to gain his full measure of power from the dark gods, so that he can take revenge on all who have defiled his ancient tomb.

Unless the PCs are trying to be stealthy, Sehetep hears them as soon as they enter the exhibit hall. When he does, he dispatches Mereret and the other skeletons in an attempt to flush out the intruders. Sehetep believes the dark gods have made him invincible and is somewhat reckless in his tactics until the first time he is injured.



When you are ready to introduce the PCs to Sehetep, read the following:

The withered form of a man stands before you, clad in ancient funeral garb and an ornate breastplate. His headdress bears the symbol of a roaring lion. On one arm, he carries a shield etched with the symbol of a scarab. He raises a bony hand, points at you, and speaks in an ancient language with a voice as dry and rasping as the desert sands. He seems to wait briefly for an answer from you before drawing a scimitar that looks very old but very sharp.

If any of the PCs understand the language of ancient Akhutan (unlikely, but possible), they know that Sehetep has ordered them to kneel and show their loyalty to King Udimu. When they do not, he and the other skeletons attack.

There are lots of ways the battle can play out once the PCs have entered the main hall of the museum. If the PCs cannot return the gem to the king's sarcophagus, they have to defeat him in battle, which is very challenging. They can make things easier for themselves if they have noticed the useful items scattered throughout the museum.

SEHETEP, SKELETAL CHAMPION

Large undead, lawful evil

Armor Class 16 (chain mail)

Hit Points 67 (9d10 + 18)

Speed 40ft.

STR DEX CON INT WIS CHA

18 (+4) 11 (+0) 15 (+2) 6 (-2) 8 (-1) 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 9

Languages ancient Akhutan

Challenge 2 (450 XP)

ACTIONS

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Treasure Golden chain of office worth 50 gp

SKELETONS (4)

Medium undead, lawful evil

Armor Class 13 (armor scraps)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 15 (+2) 6 (-2) 8 (-1) 5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80ft. 320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Treasure: One of the skeletons wears what was once a fine white linen dress, marking her as the king's wife. She wears a brooch of shielding.

2b.3. The Angry King Awakened (700 XP)

King Udimu rises from his sarcophagus and exits his chamber 2d6+2 rounds after the fight with Sehetep and the skeletons starts. If the PCs are lucky enough to defeat Sehetep before the king leaves his chamber, they may have time to prepare a plan. If not, they have to figure things out as they go. The easiest option is to draw the king out and distract him while one of the PCs goes to his sarcophagus and replaces the ruby.



KING UDIMU, MUMMY

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	15 (+2)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +2

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60ft., passive Perception 10

Languages ancient Akhutan

Challenge 3 (700 XP)

ACTIONS

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its rotting fist.

Rotting Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 11 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Development: As soon as the PCs return the ruby to the sarcophagus, the dark gods' powers are sealed once more, and the mummy's aura of despair immediately fades. The king knows what has happened and speaks to them in the language of ancient Akhutan. Although the PCs probably won't understand him, he thanks them for their help.

The king removes the golden band from his forehead and the scroll case and gemstone from his chest cavity and places them on the floor in front of him. He then returns to his sarcophagus to resume his eternal rest. If the PCs do not replace the gem, but instead defeat the king in combat, these treasures simply fall to the ground when he is destroyed.

CONCLUDING THE ADVENTURE

Once the PCs either defeat the king or return him to his rest, the curse on the museum is lifted and the front door flies open, allowing the nervous Lord Mayor and Robert to enter. Their reaction to the scene inside depends on how much damage the fight has done to the museum. Lord Mayor Wolfe is not pleased to see the PCs using items from the exhibits, but once they explain what happened, he is more understanding. He does, however, ask for the items to be returned.

With the lifting of the curse, the magic in Sir Devon's tabard goes dormant, if its power has not already been expended. Lady Sunniva's staff also returns to its previous state, unless the PCs used it to cast *hallow*. If so, both eye gems now appear to be gray. The magic of the Air Temple remains unchanged, as do any unused vials of medicine.

Despite any damage to display cases and such, Lord Mayor Wolfe is pleased with the PCs' work. If the PCs had to defeat the mummy in combat, the Lord Mayor finds the gemstone during a quick search of the area and should be able to work out why King Udimu and his servants returned.

Lord Wolfe allows the PCs to keep Udimu's magic items. He considers those justly won, especially since King Udimu may have personally given his items to the party. He also offers the party an additional 1,500 gp for the recovery of the other valuables.

If the PCs insulted or failed to impress the Lord Mayor earlier, their insults are forgiven. Robert provides any payment he promised during a private moment later. If Lord Mayor Wolfe promised the payment, however, he gladly hands it over.

If the PCs agreed to help end the museum's curse without asking for payment, Wolfe instead rewards the PCs with 300 gold pieces per person.

Having provided a great service to Lord Mayor of Port Fairglade, the PCs can spend their gold in some of the finest establishments the city has to offer, as long as they are on the right side of the law. If not, Lord Wolfe does what he can to reduce or remove the charges against them, but he cannot openly support those who flout his authority.

Award each of the PCs experience in story awards if you are not using the milestone method of advancement. You can give special rewards to players who performed exceptionally well (perhaps solving a puzzle more quickly or coming up with a very creative solution to a problem). You can also give awards to players who acted boldly to help their team members or who portrayed their character particularly well. Try to award similar amounts of extra XP to each player, to avoid having one character advance faster than the others.

At the end of this adventure, PCs should have earned enough experience to rise to 3rd level. Instead of awarding experience, you could simply allow all the PCs to advance to 3rd level as the story award. This is a simple way of allowing characters to progress so that they are ready to take on the next adventure in their campaign, in which they will face even greater perils.

CONTINUING THE CAMPAIGN

The King's Curse be used as a stand-alone adventure, but it presents a number of other options for the GM and players to continue the campaign.



- If the PCs fought the city guard, they may be on the run from the law or might need to perform some service for the city to clear their names. Their task may be to determine where the two ghouls in the sewer came from and if there are more undead lurking beneath the city.

- The PCs may wish to return the pouch of gems stolen by the junior Elverin Skulk members. The search for the rightful owners gets complicated when two different gemcutters claim the gems belong to them.

- The PCs may want to find out how the water elemental got into the city sewers. Is there a portal to the Plane of Elemental Water near the city or is a wizard performing dangerous experiments?

- If the power of the dark gods' curse called the ghouls to the museum, perhaps it called other, more terrible creatures to Port

Fairglade. Any manner of foul beasts might be heading directly for the city.

The most likely continuation—and the one we hope you choose—is in the next chapter of the *Trail of the Apprentice* campaign: the PCs must track down the elusive Fox Prince, leader of the Elverin Skulk. Lord Mayor Wolfe wants revenge for the break-ins at his museum. Both he and Ithamar Ruggles want their statues back. The PCs need to force this “prince of thieves” to reveal the name of his mysterious client if they want to find out who seeks to reunite the White and Green Serpent statues. Once they know who it is, perhaps they can begin to figure out why. Time is running out for the heroes as they attempt to follow Belazeel’s tracks and put a stop to his mad plans.

APPENDIX: THE CITY OF PORT FAIRGLADE

Situated on the south shore of the Lashelenite River, Port Fairglade is a small city, but it is still large enough to provide many resources and hooks for adventure. The information below gives you the most important information you need to run this adventure and perhaps others set in the city.

PORT FAIRGLADE

LG Small City

Qualities Academic, Prosperous, Strategic Location, Tourist Attraction

Government overlord (Lord Mayor Wolfe)

Population 9,000 (7,500 humans; 500 dwarves; 500 halflings; 250 elves; 250 other)

Notable NPCs

High Priestess Lillian Barringer (NG female human cleric 13)

Lord Marshall Marcus Devonsen (LN male human fighter 11)

Harbormistress Temara Wiley (LG female half-elf expert 10)

Guildmaster Apolos Trimble (NE male human rogue 3/expert 8)

Lord Mayor Samuel Wolfe (LG male human aristocrat 10)

GEOGRAPHY

The Lashelenite River begins in the Sunstone Peaks to the west, flows east through the northern portion of Threll, and empties into Elverin Bay. Lying downriver from the Threllish capital of Solaerin, Port Fairglade benefits from the traffic to and from the capital, and the trade that comes from lands as far south as the Artisuss River and all the way from Elverin Bay to the Westwatch Mountains.

The river is brackish, a mixture of the fresh water from the mountains and the sea water flowing in from the bay. It is home to a variety of fish and other sea life that provide food and other products for those living near the water. The surrounding land consists of rolling hills farther inland, but becomes flat closer to the water. The coastal land has rich soil for growing crops and the whole region possesses abundant forests that yield both hard and soft wood and serve as habitats for game.

Port Fairglade is tucked slightly inland, away from the main portion of the river. Ships access its docks via a relatively narrow channel through Thompson's Creek into the mouth of the port. Lashelenite River's banks are fairly steep for most of its length, with only a few regions of sandy beach and many places where the land becomes marshy. The high banks of the river and dense pine forests on land provide good defenses against invading forces. The city's natural defenses are supported by a strong wall that also marks its original landward boundaries.

The city is divided roughly into four main quarters. The Docks make up most of the western side of the city. As the land rises away from Thompson's Creek, it is divided into the Merchant's Quarter and the Artisan's District. The Artisan's District lies to the south and has expanded beyond the original city wall, as more craftspeople moved in to produce goods from the raw materials arriving in the city.

North of the Artisan's District, the Merchant's Quarter wraps around the Government Quarter and takes up a large portion of the city. Although many merchants live in this quarter, the wealthiest residents here are actually the masters of the various artisans' guilds. Guilds work together to maintain control of prices throughout throughout Northumberland, Moresby and Prince Turmlin counties.

The Government Quarter lies in the heart of the city, but also extends north to encompass the strip of land between the Lashelenite River and Thompson's Creek, known as the Seawall. Newcomers get disapproving looks if they point out that the wall is not next to a proper sea. The tip of the Seawall houses a watchtower which serves as both a lighthouse and a vantage point from which the city guard observes traffic on the river and defends the port. Wolfe Manor is located very close to the center of the Government Quarter. The manor is the Lord Mayor's home, but his official offices are in the County Seat, located a few blocks away.

PEOPLE OF PORT FAIRGLADE

Port Fairglade has a population of about 9,000 permanent residents, most of whom are human. As a waypoint on the journey to and from Solaerin, the city is welcoming of strangers, but the occasional threat of monsters from beyond the Westwatch Mountains or even from the deep forests and marshes in Threll keeps people from being too quick to trust anyone.



Port Fairgladers are generally happy folk who have benefited from three generations of rule under the Wolfe family. The steady flow of goods generates a level of economic security that buoys spirits, despite the occasional mishap or natural disaster.

Exposure to travelers from many places taught Fairgladers to enjoy interacting with outsiders and show genuine interest in tales from distant lands. This trait is tied very closely with the founding of King's College, the prestigious university in the Government Quarter, and to the Wolfe family's interest in studying the far-off jungles of Eskaenturu and the ruins of ancient Akhutan.

GOVERNMENT AND LAW

Lord Mayor Samuel Wolfe inherited rule of Port Fairglade from his father, Collin Wolfe, who inherited it from the first Lord Mayor, Edison Wolfe. Samuel Wolfe is a decent man who strives to enforce the King's Laws and maintain peace in his lands so that the people here can prosper. He is supported by the city guard and, usually, by the Council of Masters.

The Council of Masters is a relatively new creation—an advisory body made up of the masters of the city's most powerful guilds: masons, carpenters, longshoremen, furriers, smiths, coopers, entertainers, and woodcutters. These eight individuals speak for all members of their guilds in matters pertaining to the city. The guilds are already powerful, but when they gather as a unified body, they rival the king of Threll in their ability to sway the Lord Mayor's decisions. Of course, the council is rarely that unified.

The two most prominent members of the council are Guildmaster Apolos Trimble, the headstrong and self-serving master of the woodcutter's guild, and Harbormistress Temara Wiley.

Guildmaster Trimble, also the current Chairman of the Council of Masters, frequently attempts to undermine the authority of both the Lord Mayor and the rest of the guilds and uses the fact that his guild provides one of the most vital resources in the city to protect himself.

Harbormistress Wiley is the only person who has yet to match Trimble in both influence and force of personality. The Harbormaster is well-loved by the members of the Longshoremen's Guild and by many merchants. She manages operations at the Docks with ruthless efficiency, a quick wit, and a sharp tongue. She respects Lord Mayor Wolfe a great deal. He likes her, as well, though his social station prevents him from showing it in public.

Laws in Port Fairglade are straightforward. In order of decreasing severity, the major crimes are murder, arson, theft/robbery, assault, and damage to property. Anyone accused of these crimes is taken into custody and held in the local jail where they can wait up to a week for trial. Those found guilty of murder and arson face either the death penalty or exile from Threll. Lesser crimes carry penalties of either a fine, payment of restitution, or a period of service to the city, usually as a worker in the city sewers.

One law is of particular importance to every visitor to Port Fairglade: all weapons carried within the city must be peace-bonded. In theory, peace-bonding prevents murder or assault with deadly weapons by making it more difficult for a person to draw such weapons. The rules for peace-bonding are found in the sidebar on page 6. Failing to peace-bond one's weapons carries a fine of 50 gold pieces and three days in the city jail.

CLERICS

Port Fairglade is large enough to have a number of churches that practice the most common faiths in Threll. Most of the faiths were brought here hundreds of years ago by settlers

from the old world. However, the methods of worship and even the pantheon have changed over the past few centuries, creating a religious and spiritual culture that is unique to Threll.

The most powerful faith in Port Fairglade is that of Losinia, the moon goddess. High Priestess Lillian Barringer of Silverhall is the current head of the church of Losinia for all the lands around Port Fairglade south of the Lashelenite River. In Losinia's church, she is second in power only to the Archprelate in Solaerin.

ROGUES

The people of Port Fairglade are generally honest, so crime doesn't thrive here as it does in other cities. There are small gangs of thugs and pick-pockets scattered throughout the city, ready to take the coins from unwary travelers, but organized crime is not a big problem. The most prominent thieves' guild in Port Fairglade and Northumberland County is the Elverin Skulk, and the Skulk keeps its headquarters outside the city walls.

The guild's leader is a figure known as the Fox Prince. The Fox Prince has a reputation as being both a wanted criminal and a sort of folk hero, not because he breaks the law, but because he has been known to do it with style. There are many humorous stories about how the Fox Prince was able to escape the clutches of the city guard or the Threllish army.

FIGHTERS

The most prominent fighters in the city are the higher ranking members of the city guard. A few notable adventurers can be found, but most of these fighters are not permanent city residents. The most powerful fighter who lives in the city is the Captain of the City Guard, Lord Marshall Marcus Devonsen. The Lord Marshall's family line goes back to Sir Devon, the hero who protected the first settlers on Terrallien. He is very proud of his heritage and serves the city through strict adherence to the law.

WIZARDS

The most powerful wizard in Port Fairglade is Eamon. He is a 13th level wizard, capable of casting arcane spells of up to 7th level. There are several other wizards of lesser power throughout the city, many of whom work in or around King's College. If the PCs are looking for a wizard to scribe a scroll or cast an arcane spell of up to 7th level, they can probably find someone willing to cast it for the right price.

SHOPPING

Among the many shops in Port Fairglade, PCs can expect to find any mundane or masterwork item they are looking for at the prices listed in the rulebook. Some magic items are available for sale, but not all items are available all the time. PCs can usually buy items worth less than 6,200 gp or can order them from larger cities in about a week. See the city stat block for details on how many of those items are available at any one time.

LODGING

Inns and taverns are available in every part of the city. Prices for a single night's stay vary by location. Most inns are categorized as poor (2 sp per day), modest (1 gp per day) or comfortable (2 gp per day). The services they provide increase with the cost, but few inns serve meals to their guests. Most are connected to a tavern or ordinary (a simple restaurant) where customers can buy a meal: poor (1 sp), common (3 sp) or good (5 sp). Beverages like ale or wine cost extra.

The two best known inns are the Harbor Spring (modest) and the Wainwright (comfortable). Some of the more popular taverns are The King's Arms, The Broken Rudder, and Elsenora's.

Lashelenite River

The Seawall

Thompsons
Creek

- Legend:**
- Government Quarter**
- 1. Silverhall (Church of Loshinia)
 - 2. Lord Mayors Manor
 - 3. County Seal
 - 4. City Guard Barracks
 - 5. The King's Arms Tavern
- Merchants Quarter**
- 6. East Gate
 - 7. Monument Circle
 - 8. House of Masters (Council Hall)
 - 9. Kings College (university & magic school)
 - 10. The Wainwright Inn
- Artisans District**
- 11. South Gate
 - 12. The Harbor Spring Inn
 - 13. Elsenora's Tavern
- Docks**
- 14. Port Authority Building
 - 15. The Broken Rudder Tavern

Port Fairglade

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BEWARE THE CURSE!



With the heroes hot on the trail of the ruthless bandits that have stolen the priceless Green Serpent statue, they must venture to Port Fairglade where the Lord Mayor's fabulous private museum keeps its twin among a trove of ancient artifacts. It is there the thieves plan to strike next, but the heroes' warning comes too late! The resplendent White Serpent has already been taken, but even as the heroes investigate the crime the museum is robbed a second time, and suddenly the loss of two statues becomes the least of their worries, as it is more than just treasure that fills the halls of the museum by night!

The King's Curse is an adventure for 2nd-level characters. It is part three of *Trail of the Apprentice*, a full campaign made up of 5 interconnected adventure modules for the Pathfinder Roleplaying Game, which can be played with the standard Pathfinder core rules or the simplified rules presented in the Pathfinder boxed set created just for beginners! The *Trail of the Apprentice* saga and all adventures in the the **Legendary Beginnings** line from Legendary Games are designed as exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side.



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