

# Street Smart

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## ***Introduction***

This scenario is made for three to five first level character . It can fit for higher level of characters with some adjustment (see below).

Since this is an urban adventure, some race and character class may cause some difficulty to introduce (like a druid centaur for example). Do no discourage such character, but prepare yourself for unusual situation.

Most of the statistic of monster and NPC are left blank for one reason, so you can adjust them to fit your campaign. For example, if you have three first level characters you wouldn't want them to face a minotaur fighter level 4 with a strength of 20 with a long sword +2 ! Adjust your NPC wisely so they can give a good challenge to your players.

## ***How to run the game***

This module is divided in 3 chapter, they can be play in order or they can be change with a minimum of adjustment.

## ***Chapter one « The Mug »***

In this chapter, the hero are spending time at «the mug», some working and the others talking with the staff. There, they are asked by Tessa ( or a player who is a solamnic spy) to seek proof of corruption and any other information at the home of the dark knight Wafik Samar.

This part is ideal to introduce first level characters in a new campaign. The characters can be introduce in many way ( see character hook) and there's a few NPC who can help the heroes in time of trouble or if they just need an helping tip.

## ***Chapter two « The House of Wafik Samar »***

The second chapter consist to break into the house of Wafik Samar to collect proof of is corruption and any other information valuable to the solamnic about the city guard. But the heroes are going to find out that an assassination is about to happen. They'll have to act fast if they want to save one life.

The players will have to be very careful to succeed in this part. Opportunistic players can take a few item that they can sell later ( Tessa can provide this service for a small fee).

## ***Chapter three « The Lucky Knight »***

In the final part, the heroes will have to find the killer and stop him before it's to late.

Here the heroes will face a strong opponent. If they kill him, they won't have strong evidence against Wafik Samar and it's going to be a lot harder to exposed him.

You can play the chapter in a different order, the player could stop the assassination attempt without knowing anything about anyone. After that, they'll probably want to find the one who hired the killer and expose him. As you see, you can play chapter three before chapter two and can totally skip chapter one. I recommend to play the scenario that way if your players are of higher level because they won't need the introduction provided by the first chapter.

## ***Background***

In the city of Palanthas, many thing happen and all should be expected. Rivalry among people is current business, but rarely will someone go as far as assassination. Peter Mactar, a rich noble who is liked and respected by almost everyone, want to be the next leader of the trade guild. With the help of Wafik Samar, a corrupt dark knight, Peter is going to get rid of competition. Hinton Martun, the current trade guild leader, is about to be killed if no one can't prevent the dark scheme.

In life, Peter is everyone best friend, even to Hinton Martun. That's how he can find his opponent weakness. Peter know all about the bad habit of is dear friend Hinton, and he event found a way to encouraged them. He gave Hinton a hat of disguise, so he can go play games of money and see pretty women at the « Lucky Knight », an establishment near the dock of Palanthas.

Being the captain of the guard patrol of Palanthas, Wafik Samar can easily know when and where everyone goes since every guard in town is potentially a spy at is service.

Wafik as hired a Minotaur mariner to do the killing, it's supposed to happen at the « Lucky Knight » and should look like a bar brawl that goes bad. Wafik as arranged no guard patrol on the dock that night so the killer might escape freely.

Gromak the minotaur only know the illusory appearance of is victim, not knowing who he really is. For a good some of steel, all he have to do is get ride of a puny human and set sail on his ship as fast as he can.

## ***Palanthas***

The scenario is set in the city of Palanthas, the largest city of Ansalon. The city is in the control of the dark knight, who have a brutal but not despotic rule. Here are a few rules the players should know before starting :

- resident must have identification paper on them;
- a midnight curfew (citizens are not arrested after midnight but they are asked there identification paper by all patrol);
- are prohibited any magic to disguise the appearance;
- are prohibited any weapon beyond personal equipment.

By day, Palanthas is a very busy town, and everything can be found . Very little trouble can happen during the day, and most people like it that way. By night, excepted for a few thug, kender or drunkard it's rather calm.

Offense of the law may result in a fee ( up to 50 steel ), incarceration or death.

All transaction in the city is subject to a tax collected by the dark knight, so you should adjust the price of equipment (+ 10%).

## ***In game***

Of course, the players can bribe there way out of many regulation with the right amount of steel. The city patrol consist of three to four level 1 warrior and one level 3 as the high ranking officer. Don't let the players go around town in full gear, guard will see them as trouble maker especially if they have weapon. By night, if they don't keep a low profile have them arrested unless they can sweet talk the guard otherwise. Let the players feel they can't just do anything in Palanthas and there are not above the law.

## ***Character hooks***

There are many ways to get the players involved in this scenario, but one of the best way is to have one or more player to work at the mug. That way, they're will be familiar with most of the NPC and should get involved in the plot line very fast. It's unlikely that all character can work at the mug, but it's one of the best place to make friends.

- For instance, maybe the bard is a player and is friends come to see him perform at night.
- The heroes could be solamnic spy, working in the same thief guild as Tessa.
- Maybe the hero just want to do is best to be a pain in the back of the dark knight.
- The heroes could be passing by the «lucky knight» and save the life of Hinton Martun. (see « How to run the game » for more information)

## ***Friends and foes***

### ***Lady Alicia d'Ergoth***

female human vampire bard level 6

### Description

Alicia is tall (6 feet) and beautiful, with long black hair and brown eyes. She's always well dress with noble cloth and jewelry.

### Attitudes

Alicia is from noble family, well educate and very motherly with the few she can call friend.

### Background

She was born in northern Ergoth in 325AC. She kill her group of adventurer when she was transform in a vampire in 360AC. She was free of servitude not long after that when her master was destroy. She fed on farmers who lived outside towns for a while, but was curse with a diadem of opposite alignment. She could not accept what she had done and what she had become. She went mad for 50 years, feeding on animal and hiding from everyone. She later learn that she was the only member of her family «alive». With the family fortune she left for Palanthas. In this new town , she found new friendship in the owner of « the mug ». She now live on the upper floor of the inn.

### In game

Alicia will help the players the best way she can, finding in that the way of redeeming herself for the lost of her old group. She will not , however, go in the group of players, but rather helping them if they're in trouble in any other ways.

### ***Tessa***

female half elf rogue level 1

### Description

Tessa has long blond hair and deep blue eyes. Her exotic look and huge smile attract customer to «the mug » since she start to work as a waitress. She's small (5 feet ) and young (22).

### Attitudes

Lighthearted and positive, she's always smiling. She's always listening ( private conversation or not) and know all the gossip in town.

### Background

Abandoned at birth in one of the room of « the mug », she was adopted buy Arthur and is wife. She lived there since that day, never knowing her origins. Unknown to all, Tessa is part of a thief guild. The guild, working with solamnic, is spying on the whereabouts of the knight of Neraka.

### In game

Tessa can help the players in many illegal way, like selling stolen objet , buying illegal stuff or information. Beside that, she's busy working at the inn.

### ***Arthur***

male human commoner level 2

### Description

60 years old and few white hair is what's left of old Arthr. He became so fat that going up a few stair is now out question.

### Background

Owner of «the mug » since always, he doesn't know or care of the outer world. He and is wife ( who died 5 years ago) has adopted and raised Tessa like there daughter. He pass most of is night behind the bar or talking to everyone, mostly Alicia who, he doesn't know why, feel has old as him.

### ***Wafik Samar***

male human 6 level ( 5 fighter , 1 knight of the lily)

### Description

Wafik is a tall (5 feet 10) medium build serious looking man. He never smile and doesn't have much of a sense of humor. Is hair are brown mixed with gray with a short beard.

### In game

Walik is a 40 year old undeceived man. He learned that to make money, he had to bent the rule, if not make entered new one. He's in charge of most of the patrol of Palanthas. The patrol are good on street were people give him little « bonus » and not so good on other street.

For a few time, he's been working undercover for Peter Mactar, a riche noble with ambition...and money.

***Peter Mactar***

male human noble level 3

Description

Peter is an handsome 45 years old man. He's very charming with is warm smile and blonde hair. He is well know and respected among the noble and the knight of Palanthas.

In game

Peter is the worst kind of person imaginable, underneath is charm hide a killer. Nothing can stop is ambition. All he want is more power and nothing else. He now want the position of leader of the trade guild of Palanthas. He know he would easily win an election, all he have to do it's starting one by getting rid of the current leader.

***Hinton Martun***

male human noble level 2

Description

Hinton is a chubby old man (66 years) with no hair left.

In game

Hinton is the leader of the trade guild, a position he as occupied for the last 17 years. Even if he's very good at it , everyone know he's working just to stay out of is home ( and far from is wife). Hinton is a nice man with a lot of weakness : gaming, drinking and pretty women to name a few. Using a hat of disguise given by Peter lately, he's been going very often to the « lucky knight », an establishment who provide for money every kind of pleasure you want.

## ***Chapter one The Mug***

The Mug is a very respectable establishment, people come for is good service and nice ale. The owner Arthur and the waitress Tessa are always there to greet customers with a smile.

The Mug can provide any service you can find in an Inn, including food and room in a clean bed. The price is only a little higher than everywhere else ( see players handbook and add 10% ).

### ***Location***

1. Common room
2. Kitchen ( trap door to pantry )
3. Arthur's room (the door is lock DC 18 )
4. Bedroom
5. Closet
6. Bedroom ( cheaper )
7. Bedroom
8. Tessa's room
9. Alicia's suit
10. Alicia's bedroom
11. Alicia's library

The door that lead to the 2<sup>nd</sup> floor is lock ( DC20 ) and lead to Lady Alicia's living quarter. If the players goes for any reason in her room during the day they will have a hard time finding her since her coffin is hidden between the ceiling of her room and the roof. What they could find however is her personal book. The book describe her first adventure with her old friend and there death at the hand of a monster. ( She do not refer herself at the killer but rather say that she saw the killing but couldn't do anything to save them). And the last page talk about a new group she's very fond of ( the players party ). The heroes will definitely see that something's wrong if they look at the date.

### ***Event 1***

One night, Arthur will ask the player who's working at the Mug to go hunt down the rats in the back alley. There're always trying to enter by the back door and Tessa scream every time she see one. Arthur will give the player a «ratwacker » ( club ) to go clean the pest. Unknown to Arthur, two dire rats are outside waiting to jump on there next meal.

Creatures : 2 dire rat, 5 rat

### ***In game***

Most of the rat are attract by Lady Alicia. She doesn't know why, there style come even when she don't call them. Play this event like it's a routine for the player, try to catch them off guard.

### ***Event 2***

The old dwarf Iron Fire drink a little to much and become annoying. He's been asking Tessa for the last hour or so to go on a date with him and he is beginning to get physical.

Creature : first level dwarf fighter

### ***In game***

The players can use many way to get rid of old Iron : intimidate or diplomacy ( DC 20 ) grapple or anything you think appropriate.

### ***Event 3***

It's getting late and one of the NPC is not here yet. The players are asked to go look for him/her. Not far from the inn the players hear someone crying for help. They find there friend cornered by four thugs armed with dagger.

Creatures : 4 thug first level thief

### ***In game***

This event can by use to draw the heroes and one NPC closer. Choose the one you think will make the best dramatic addition for your campaign. If the players begin to be suspicious about Alicia, use her in this event. She will not defend herself, knowing what will happen if she kill someone.

If you're playing the scenario with first level character don't be afraid to adjust or change things to suit your campaign. For example, Alicia could be a wizard or a sorcerer and she's teaching one off the player. But if you're playing with higher level of characters you may want to skip entirely the first chapter and go to the next two.

## ***Chapter two The house of Wafik Samar***

### ***Location***

1. Vestibule (lock DC 20)
2. Dining room
3. Parlor
4. Kitchen

5. Training room
6. Servant and guard room
7. Office (lock DC 18)
8. Wafik's room
9. Guest room
10. Balcony (lock DC 20)

### ***Schedule***

Wafik leave is house around 8 am to 4 pm and get to bed near 11pm to wake up at 6am. There are two servant (commoner level 1) at all time in the house and one guard (warrior level 1). They're mostly up from 5am to 11pm but there's always one awake from 4 am to midnight.

### ***Treasures***

There's a few object that can interested heroes in the house : in the training room you can find a large variety of weapon and armor, in the parlor there's a few art object (between 10 to 100 steel). The most important is in the office, a book about the guard schedule, amount of money spend on equipment and an anonymous letter asking Wafik Samar to kill Hinton Martun. The letter state where and when the victim will be and that he'll be wearing a hat of disguise given by the author of the letter (this is an important clue to find out the real bad guy), and is illusory appearance. What it doesn't say is who's Hinton Martun (it shouldn't be to hard to find out) and why he will be kill.

### ***In game***

Don't let the players go in and out to easy, throw at them a few guard patrol on the street or maybe a guest in the guest room, something unexpected.

You can start this module with chapter two if you want, the players could be thief or just curious kender going in this house for something completely different and have them fall on the letter by coincidence.

## ***Chapter three The Lucky Knight***

### ***Location***

1. Common room

2. Kitchen (trap to cellar)
3. Playing table
4. Bedroom

The Lucky Knight is establishment where sailor and knight of Neraka come to spend there money in game, beer and women. The price are average (same as in the player's handbook) and the bedroom rarely for sleeping. Douglas (49 years human male thief level 3) serve the beer and food downstairs and Nicole (human female commoner level 2) take care of the upper stair with her five « ladies ».

There's many games in the Lucky Knight, all involving money :

- dice game
- dagger throwing
- drinking game
- card game

The playing table one the first floor are open to the one with a lot of money (nothing under 10 steel).

### ***Finding Hinton Martun***

Nobody knows or care about Hinton in the Inn excepted for Nicole, who is used to see the old man in disguise, but she won't tell anyone (telling her he is in danger could make her speak, she don't want to lose one of her best customer).

### ***The killing move***

The strategy off the killer (Gromak the minotaur mariner level 4) is quite simple, he will go to the table Hinton is playing and accuse him of cheating. He'll start a fight in the bar, trying to involve as much people possible and just kill Hinton with a good head butt. If for some reason he can't start a fight, he'll just wait outside and kill him in a dark alley. After that he'll run to is ship and make sail as fast as possible.

### ***In game***

This chapter could prove difficult to players who use only strength over brain. If they kill the minotaur, they will have a hard time finding more information. Hinton will try is best to cover is identity as long as possible for two reason, using magic to disguise oneself is illegal and he don't want his wife to find out.

Excepted for is wife, Hinton isn't aware of any enemy he could have.

After that, it's up to the players what to do, try to find the bad guy undercover, bring the evidence they find to the justice of the dark knight or work with Hinton to find more clue about is unknown enemy (even if Hintun die, that doesn't stop the heroes to find more information).

## ***Conclusion***

To succeed the adventure, the heroes most save Hinton Martin's life and collect enough evidences of Wafik Samar corruption.

Preventing the assassination shouldn't be to hard, to prove a dark knight guilty of attempt murder ( or murder if the heroes failed the first part) is a lot more complex. The heroes will need the killer and the paper in the house of Wafik Samar to have a chance in a court of law.

If the players did a tremendous, and there's no way Wafik Samar can prove is innocence, the noble Peter Mactar will try to get rid of the dark knight to protect is name.

On the opposite, if there's not enough evidence the players will rise suspicion not only on Wafik Samar but on themselves to. The dark knight won't take likely accusation on one of them.

In anyway, it's up to your players imagination to find a suitable conclusion for this scenario.

## ***Adventure hooks***

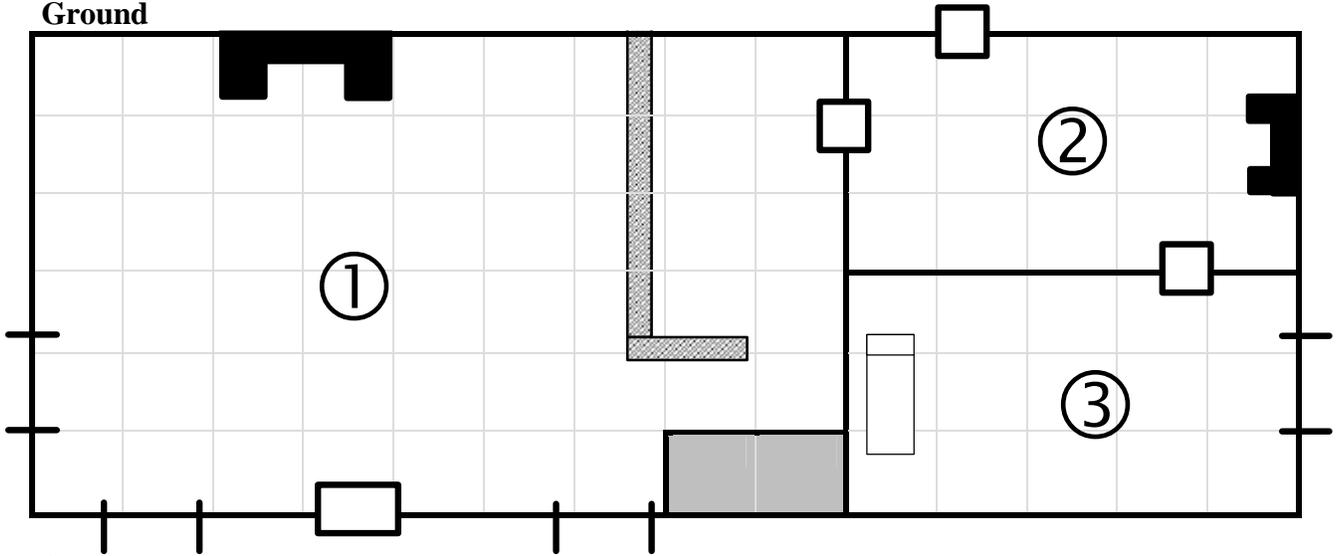
Here are some ideas of what could happen or what to do next.

- Finding the real bad guy behind the assassination.
- Protect Wafik Samar so he can testify against Peter Mactar.
- The solamnic knight could get interested in the heroes and asked there help for future job.

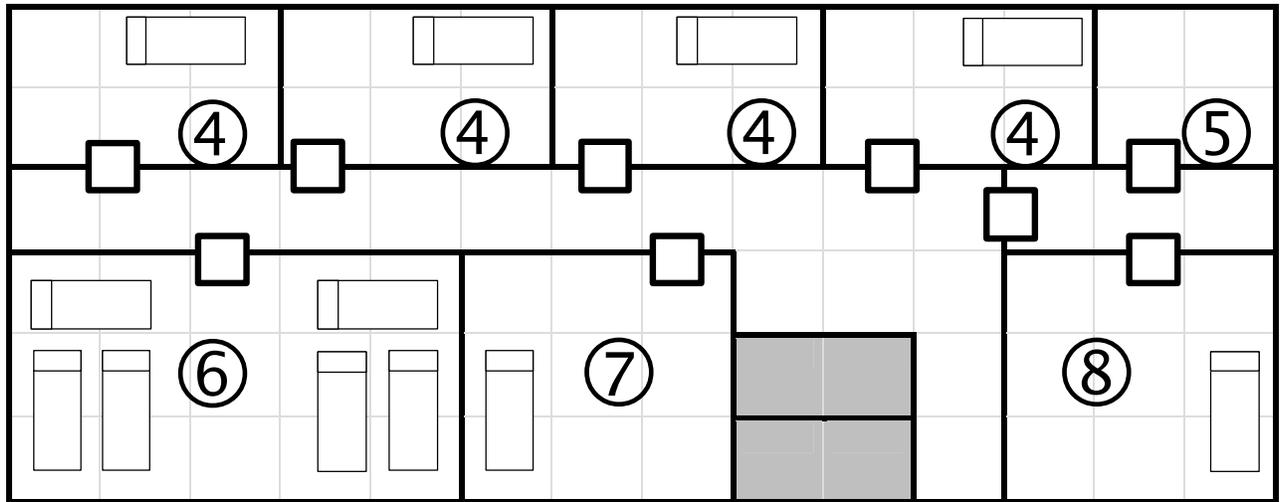
In the end, the heroes will have made new friends and new enemies.

# « The Mug »

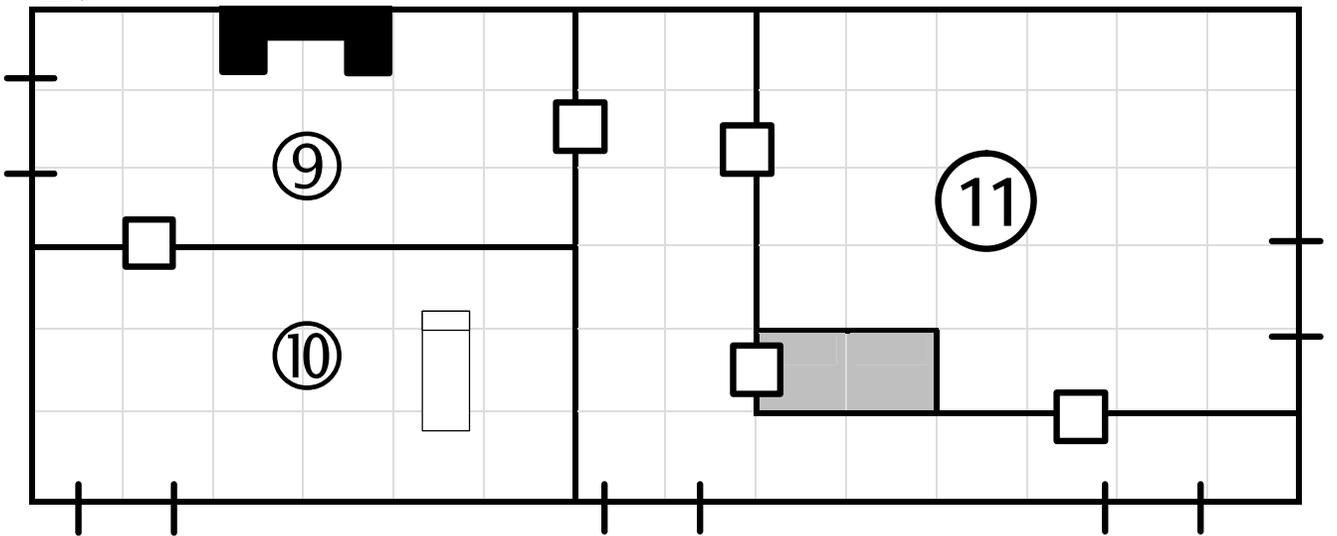
Ground



1st



2nd



Legend :



Door



Window



Fireplace



Stairs

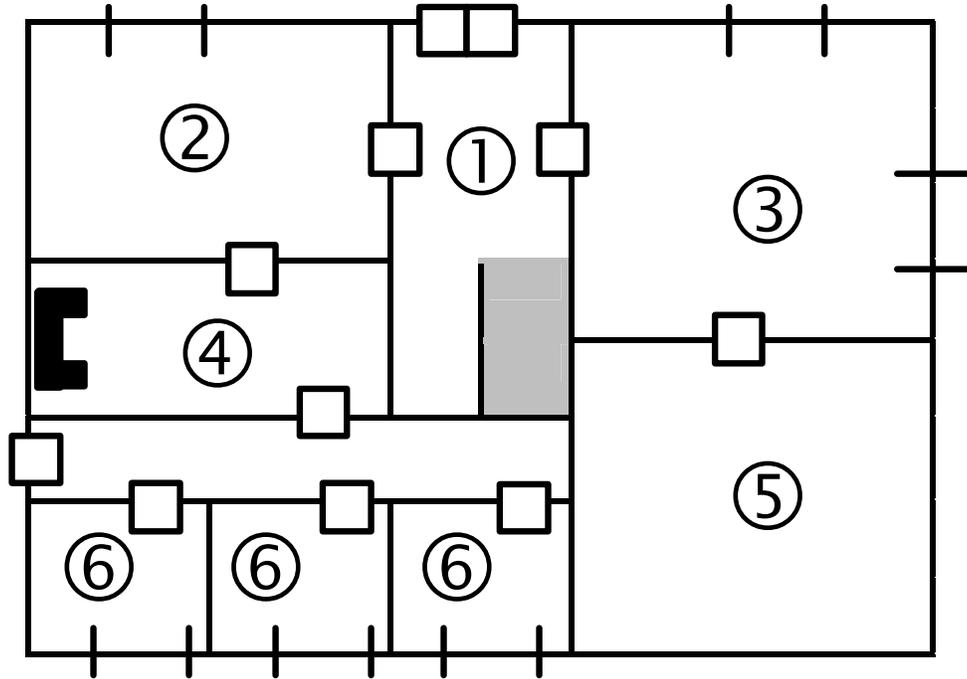


Bed

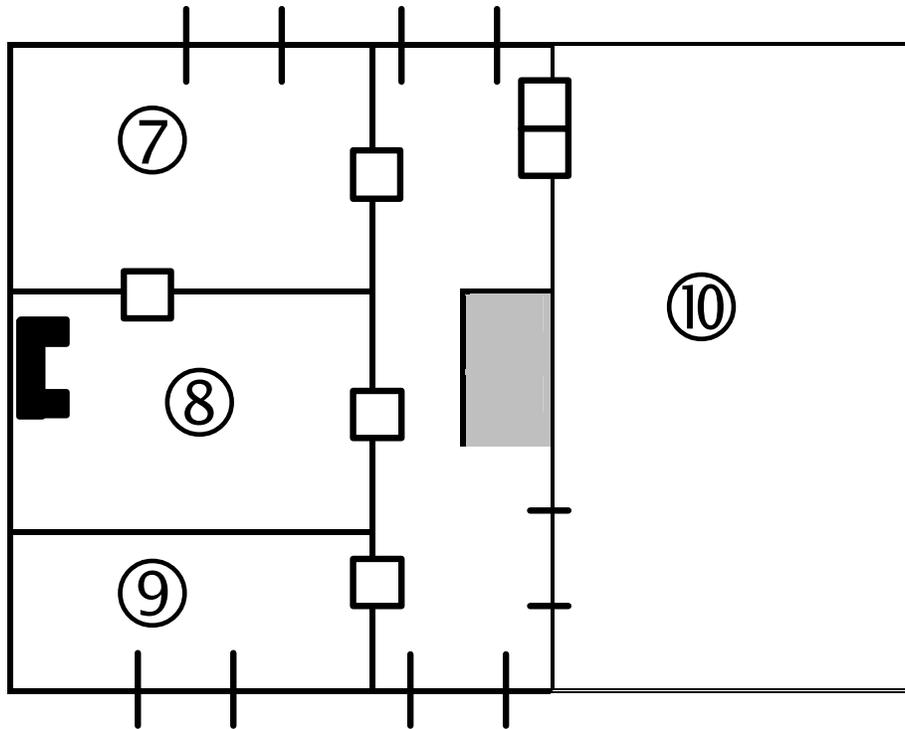
5 Feet

# The house of Wafik Samar

Ground



1st Floor



Legend :



Door



Window



Fireplace



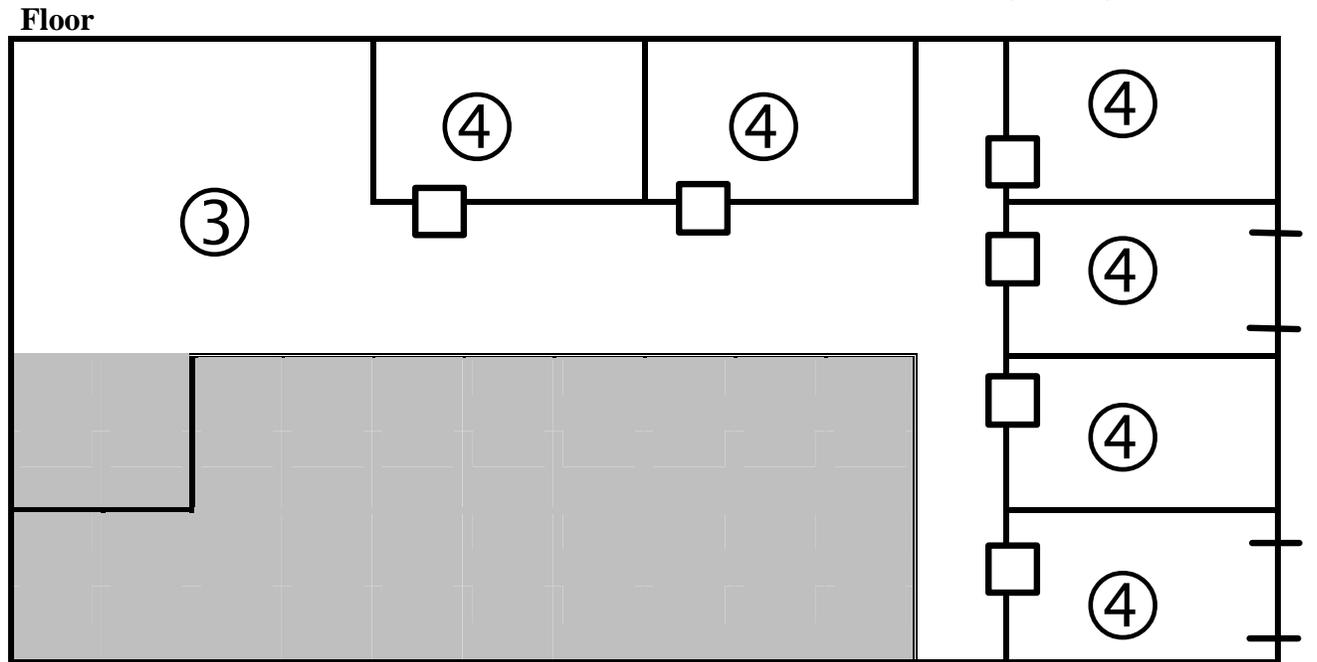
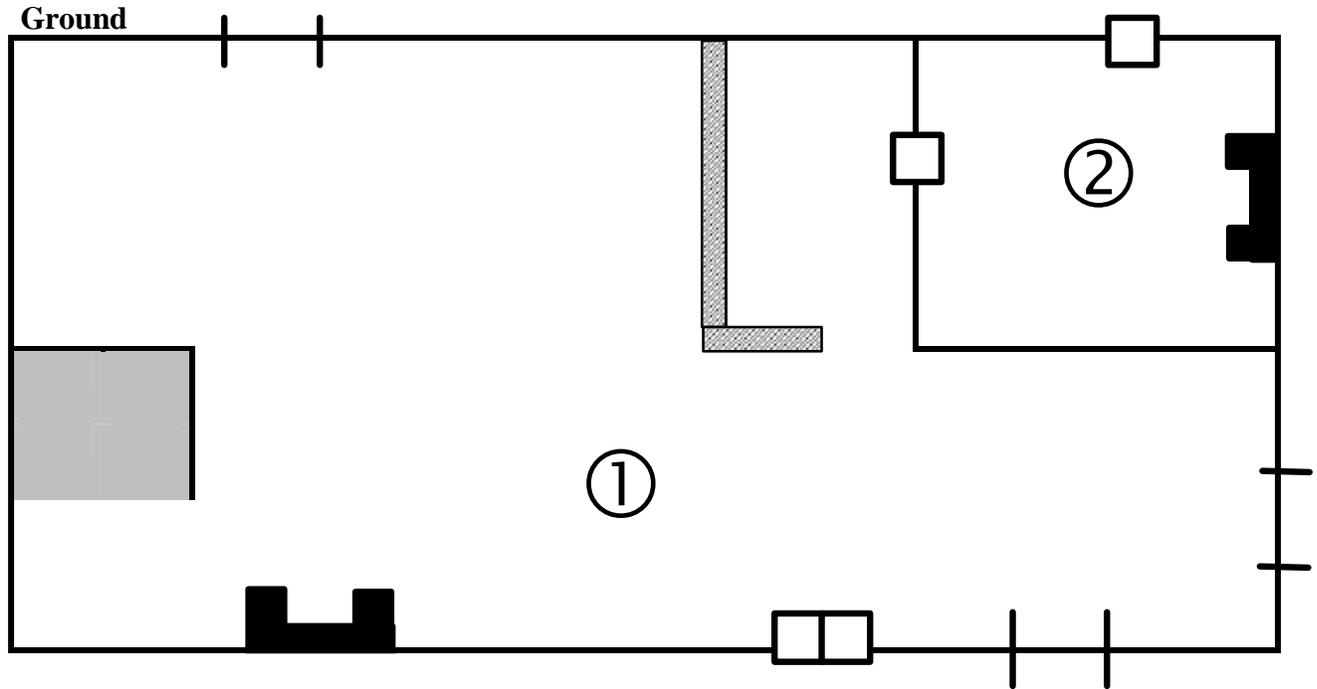
Stairs



Bed

5 Feet

# The Lucky Knight



**Legend :**

					
Door	Window	Fireplace	Stairs	Bed	5 Feet