

The Crystal Seer - 424SuTCrSe

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Rumours have reached the party of a powerful seer who uses dice to foretell the future. He is also known to never get a fortune wrong. The party approaches the seer to see if there is truth to these rumours or if there is something darker at play.

DM: (The truth of the situation is that the man has a small amount of legitimate power however, he uses it to defraud clients except he betrayed the wrong client and is looking for a solution to remedy the situation. This is when the party appear and he decides to provide them with a prophecy in which they clean up his mistakes.)



The man, Master Varsuise, provides them with proof that his seer powers are real using his limited ability to glimpse into the minds of those nearby. However, the seer provides the party with the following prophecy as a series of images.

A woman with half of her face drawn as a young woman, the other a demon, a run down manor with vines crawling up the wall, and a bell tower in flames.

DM: (The true power of Varsuise is that as long as he doesn't lie his fake prophecies are very hard to disprove. The prophecy is pointing the party towards the young witch, a noblewoman, who saw through his ruse and threatened to expose him.) The party can explore the small city to try and piece together the prophecy with the information that they have received. There is everything that a normal city would have including several Inns, shops that contain all common supplies and a few rarer ones. When they reach the northern district they see a plume of smoke rising into the sky and the streets are filled with people rushing to or from the direction of the smoke. They can hear the distant tolling of a bell from the same direction as they move through the streets.

Ahead of them a bell tower is on fire and as they approach the conflagration. They can hear people crying from within the tower as the bell is run with increasing fervour.

DM: (The party can only access the first few rooms if/when they go to help but it's obvious that the fire was lit by magic for anyone who is looking. After a few people are saved (a few rounds of 'combat'/checks) then the stairways collapse from the fire.)

As the screaming for help rises and the probability of saving those on higher levels increases a woman's voice carries over the noise of the first. Instantly a cold wind roars to slam into the tower causing the flames to dance and grow. However the first heavy droplets of rain is carried and a torrent of water is blasted into the building, carried by the ferocious wind. Within moments the fire is extinguished and the bells are replaced by cheering.

"Master Varsuise!" The crowd cheers as the seer runs towards the building. "He has put out the fire!"

DM: (The fire was lit by Varsuise and he arrived just in time to appear as though he put out the fire. Although he won't claim to have put it out he will shrug off his magic as nothing special and that he was just glad to be in the neighbourhood. The city-folk will cheer him on though and if he is asked by the party what happened, or about the woman's voice, he will

state that "Dark magic was afoot here today. It was a good thing that you were here to combat it.")

If the party begins searching for the noble's house they will eventually find it in the very northern districts. It is worn down and evidently not looked after well - however it is very much lived in. If they approach the front door it is unlocked and slightly ajar and a few voices can be heard deeper into the building. It is a small double story well made building constructed from mainly wood and stone. There is little furniture here but several plants in pots, jars and buckets.

The party makes their way to a small courtyard with a fountain in the middle of it, surrounded by a few pots containing plants.

DM: (These plants are easily identifiable as material components to spells and potions)

Several well armed men are talking in the courtyard, discussing the fire. Several are covered in soot but none appear to be in the city guard. "Lady Sophia's magic was fantastic today. That fire, well it was just spectacular." one of the guards said as he drank from a waterskin.

"We have company." an elven voice would echo from nearby.

"You're not welcome here, what do you wish for the Lady in Violet?" one of the guards spoke. He was the leader or at least walked like he was in command of the men around him. "We are aware of your kind. You think

you can push around those with the birth right to rule? Those who dare to shake the dirt from the roots and watch a new plant grow?" the guard nodded, agreeing with the man as they encircled the party. "Perhaps we can't let you leave. You reek of violence. Size them! The Gemmed fist will discern their intent!"

DM:(Refer to the Map below, 425ThSiRuCo, as well as by 425FrSiBe - These guards defend the Lady in Violet, Lady Sophia, who is the city's magic vigilante and who threatened to expose Varsuise. She is a mid-level mage (A challenge to the party) and her guards are an easy challenge with some variation in their individual combat style. They wish to detain it's evident that they do not use lethal force with the party if they pay attention. Lady Sophia will walk to the edge of the balcony after two rounds of combat, or, if the party surrender they will be taken to the sitting room with several couches. Here Lady Sophia will enter and produce a gem encrusted gauntlet that has a large amethyst in the centre of it.

This gem changes colour (dims in colour) when exposed to lies. She, if given the chance, will explain the situation with Varsuise and reveal that she can

control wind and water by the way of watering her plants below. She does not lie (as the gemmed gauntlet will reveal). Varsuise is a moderate challenge encounter with fire spells if confronted.

