

The Haunting of Market Street - 420SuHaMaSt

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It's no secret that larger cities bring about rumours of all natures. The city of Traves has something for nearly everyone; however, the rumours that are currently being spread are not of its pleasantness, the rich nightlife or the market. A bungled robbery, a missing figurehead of the city and a ghostly apparition that cries desperately for help before disappearing.

All these occurrences happened when a new gang entered the city and allegedly robbed a warehouse of a wealthy merchant that dealt in magic items. Since then the other gangs in the city have become quieter as a new power has risen in the city. The party has been called in to investigate the gang and the reports of the ghostly figure that has started to manifest in the streets before someone else disappears.

DM: (This adventure circled around Ramez who stepped in to try and prevent the burglary of Talfaux's crate and in doing so was trapped by a particularly nasty artefact that Talfaux was trying to dispose of. Ramez's ghostly figure pushes through the astral plane to seek help and still try to prevent the new gang, Flint's Butchers, from destroying more of his city.)

Rose Talfaux is a wealthy merchant and good friends with Ramez Kilderworf, who is missing. Rose employs the party to investigate a robbery while he tries to find out what happened himself on the side. He suggests talking to the city guards who may know something about Ramez's disappearance but also may have some clues into the gangs in the city. He also mentions an apparition that has appeared in the Market districts and he suspects it's tied into the missing person.

DM: (Rose is a Vigilante who uses his power and wealth (coin and magical artefacts) to try and prevent crimes in Traves. One such artefact leads him to know that the Butchers gang was responsible. However, he doesn't want to expose himself to such knowledge or artefacts.)

The City guard are searching for Ramez - a detective and well known swordsman. They offer the party a substantial reward for finding Ramez and also offer some advice about where they may find the gang known as Flint's Butchers. There have been many reports of thugs and pickpockets roaming around Market Street. The guard captain also warns about the reported apparition that has been stalking the streets. He warns the party about the gang who are thought to be responsible for several murders in Traves and so the party should be alert to what they are capable of.

The guard also gave them a few names of people, mainly shop owners and people that worked in shops on the street who had seen the apparition if they wanted to investigate, there was a reward for information about it.

Market street was busy and the people that filled the streets looked to be enjoying what it had to offer. There was a large presence of city guards but the party could not but notice that there were several people

who looked out of place. The people that they had been informed who had seen the apparition on market street each gave different descriptions of what it looked like and, sometimes, they contradicted what they had provided.

DM: (The party is meant to witness a group of thugs attempting to rob a couple before a ghostly figure pulls itself from the wall. It attempts to attack the thugs before they run away. It spies the party, eyes them up and down before its eyes focus on them. It begins to wail and shout at the party, However, it's speech is broken as it repeats "Help me... I... Rose!" before it dissipates. The people on the street fled screaming out "The ghost. It has risen again!" - the Thugs also run off and if the party is quick they could follow them back. If not, one of the city guards does as we want them to get to the thugs hide-out. This apparition is actually Ramez who was unfortunate enough to be cursed by Vek'lakah, the Astral Ripper.)

Flint's Butchers hideout is a ramshackle fort in one of the slums where there appears to be a crudely constructed wooden palisade that joins several houses together over two levels. There are several guards but many are drunk but despite their inebriation they are still alert, for the most part anyway. The party notices that there is a central building where many thugs mill about and seem to move into and out from. Suddenly shouts ring out from one of the outposts.

DM: (The Apparition appears again and starts to attack the thugs, refer to **420FrTaMeCo**, the idea behind this encounter is to have the party move through the compound with either a show of strength or stealth. The thugs they find are of no challenge whatsoever with a mixture of low tier enemy and 'leader' like enemies. Flint himself is in a large barn-like room that has been poorly decorated like a throne room. Several boxes, chests and crates are in the room around a large wooden throne with large benches and several chairs. Flint is of challenging rating and fights like a well trained fighter, brutal and efficient in his movements, but he never fights alone. The Apparition, Ramez Kilderworf, is searching for the Amulet Vek'lakah as once his astral-ghostly form touches it he can return to the material plane and banish another of his choice to the astral plane. If the party gets to the amulet first he will desperately try to get it from them but won't harm them, preferring controlling non-lethal moves rather than something that would severely injure the party.)

The remaining thugs flee from the hideout but are quickly surrounded by the guard and Rose Talfaux. Searching the 'throne room' that they found Flint in they find several boxes belonging to Talfaux which they will be handsomely rewarded for when returning them to the merchant.



Ramez Kilderworf



Vek'lakah, the Astral Ripper



Market Street Apparition



Rose Talfaux