

# The Stained City - 431SuStCi

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There is very little that can hold the sway over people quite as much as being Honour Bound to another. But not all pleas for assistance are righteous and pure of intention and so the bargaining begins. Where does honour and a commitment of aid finish and betrayal of oath begin. The party needs to weigh up the consequences of an oath sworn long ago, theft and even murder so that they can balance the books and still wind up ahead.

**DM:** (Their friend Mike "Mims" Bargort managed to get a Gang leader, Vanessa Von Schnaps's precious cursed artefact seized by the local guard. He was given the ultimatum, steal back the cup or wish he was dead. The party owes him a favour, or several, from sometime in their past and this will make them even with the scoundrel.)



The Red Robin in is a lively establishment at the heart of Olorus, The Stained City. Once a city of honourable nights and proud people, it declined with the departure of the royal family and the rise of the merchant elite who assumed control over the city. After which their focus on commerce and pushing the city forwards to gain more renown, wealth and power caused rifts to appear in the demographics as the people began to mirror the desire of those in

power.

With so many people focused on power and wealth, gangs sprung up in the city and started to fight for power on the streets. The blood from these gang wars gave the city its name, The Stained City.

The party had been to the Red Robin several times before many years ago for various jobs. On this occasion one of their old acquaintances, a man known as "Mims" was drunk and dancing on the table.

When he noticed the party he recalled the times they had together fondly and shared his ale with them. However it was not long until he asked them for a favour, and it was a big one.

**DM:** (The party owes Mim's a large debt, he had saved one of them in the past from sure ruin or death and now he is calling in a favour. He needs the party to find a missing goblet, a teal and gold cup that he believes the local guard have. He needs it or else his life is basically forfeit.)

The party gets to work by watching the local guard to understand their numbers, movement and anything else that they could gain benefit from. They tend to blend in well and no one wants to bother them after they witness



a heated dispute with the party as a small number of thieves try to rob them. This earns them a curious nod from the guard, thanks and an introduction to Alistare Guzo, the captain of this part of the city guard. He asked them to keep an eye out for anything suspicious as they had a large number of attempted burglaries lately and they suspected it would continue for another few days, when the local church of Tyr would be

removing a particularly cursed item.

The party says farewell to Alistare and hangs back as he meets with a few other guards and strolls off. However they notice a man who is either

pretending to be drunk or very much so who watches and follows Alistare and his group for a few blocks before disappearing into an alley.

**DM:** (Alistare is referring to the Stained Cup, refer to **431TuStCu**, and only opens up after a small group of thieves tries to mug the party. This small encounter is Trivial and in an enclosed area with the thugs having daggers or clubs and one with a light crossbow that appears to be guard-issued. Each of them in some way or another mention a 'queen' when they are threatening, talking to each other or fleeing the party.)

By the time the party reaches the guards barracks it is too late, someone else got there first and the guards are on high alert. The party hear in passing that someone posed as a priest of Tyr and convincingly enough that the guards handed over the cursed item, The Stained Cup.

**DM:**(Refer to **431WeStCu**, The party can either offer their services to find the artefact or thief or they will hear that the thieves were tracked to the slums, near the park district where Vanessa, also known as Queen V, started to attack the guard when they got too close. If the party's offer to locate the thief they have a small contingent of guard, who are bought by Queen V, and they suggest the slums. They take the party to the Park.)



The party looks at the park that is in front of them and they can't help but be saddened by the sight. Several makeshift tents, ramshackle shelters and old, dilapidated buildings look upon what would have been a quaint park once upon a time. As they look around they spot several signs of battle where blood stained the ground or stones and several broken arrow shafts were littered on the ground. It wasn't a moment later when they heard the scraping of an old blade on scabbard from behind them or saw movement amongst the broken frames of the roofs along the park. "Queen V welcomes you to her garden. She thanks you for your donation to her coffers and hopes that you will see reason and hand over your weapons, armour, equipment and riches without fuss" a voice from behind called out, it was the man from the alley that stalked Alistare. "I am Peter Horngrove and you have my word if you surrender everything now that you will live alive. But if you do not then we have no choice but to take your tithe to the queen forcibly.

**DM:**(Refer to map on next page, see also **431ThCiSIPa**, encounter of several thugs should be a **Challenging encounter** with several acting like snipers from rooftops, a few more rough looking men and women are in guards uniforms and they attack in melee. For the attackers refer to **431SaLoQuV** for guidance. When more than half of them are gone a similar number of them appear again on the next turn (reinforcements) but Queen V leads this time. She has a tiara of gold and emeralds as she strides forward with a large hammer (maul) but has several daggers on her belt, refer to **431FrVaVoSh**, This makes it very challenging for an encounter however with a lower intensity round or two in between. The minions wont flee but Vanessa will surrender if she drops to 10% of her health.)





