

The Displaced Lord - 509SuDiLo

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

The party rushed to the aid of a man who stumbled into the tavern. Dressed in ratty clothes and covered in mud and worse he begs for help as he is being chased by a demon. As the party investigates the plot thickens when the man is later found to be screaming in pain. He is cursed to wear his tatty clothes or the demon appears and starts to kill him. A tunic of torment, a mystery and, apparently, a strange cure is all that is required for the party to seize the day here. But rarely are these things that simple.

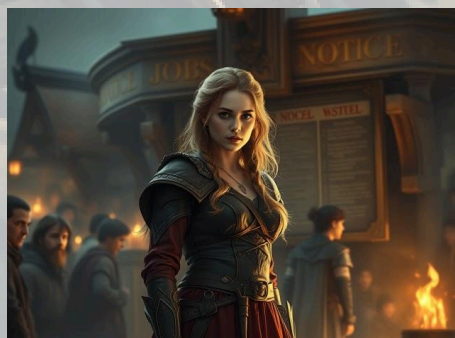
DM: (A lord was made to wear a cursed tunic that made him forget his name, to prevent him from taking it off his aggressor - his advisor Ned Tafelo - bewitched him to see a demon attack him viciously any time he tried to take the garment off. Despite his family looking for him he has forgotten who he is and seeks help to remove the demon from his life.)

The adventurers had journeyed to Nevarl and had found themselves in the Penitent's Larder, a lively and boisterous tavern that belied its name. The tavern keeper, Goya, a formidable goliath, enforced the rules with an iron fist. As she stood behind the bar, cleaning large carving knives, she chatted amiably with the party, who had booked a room for a night or two. Their conversation was filled with tales of their adventures, and Goya eagerly joined in, asking questions that revealed her keen interest in their exploits. Suddenly, the atmosphere shifted as a faint cry for help reached their ears. The room fell silent, and the adventurers turned their attention to the door. A man burst in, his tunic torn and covered in mud and vomit, with claw marks raking his back. He collapsed, pleading for help. The party rushed outside to investigate, finding only barrels rolling down the road and indistinct footprints. Returning to the now-empty tavern, they discovered Goya nursing a broken lip and the man bleeding from new cuts. He warned them of a demon that grew angry when his shirt was removed, but despite their best efforts, the party found no evidence of a lurking demon.



DM: (The party may find trace levels of enchantment on his tunic which mistakenly look like it's faded from being a blessed tunic. There appears to be no curses on him and when the party detect magic they can sense a magical presence but are unable to detect what due to the complexity around the spells weaved. This isn't to remove the parties ability to see what it is but to aid in story development. Refer to 509MoTuTo)

The party watched the nervous man, who introduced himself as Joe Smith, anxiously eat his meal. He explained that every time he removed his shirt, he was attacked by an unseen demon with horns, a hog-like nose, tusks, and claws capable of slicing through dragon scales. Despite their efforts, the party couldn't detect any curse or determine the source of the faint magic surrounding him. Each attempt to remove the shirt resulted in Joe being attacked, leaving him bruised and bloodied. Determined to uncover Joe's identity, the party left him in Goya's care and searched the markets of Nevarl. They found no record of Joe Smith, raising doubts about his existence. However, they observed a strange



interaction between a well dressed young woman putting up pieces of parchment on a notice board before her house guardsmen tore them down and burned them, one briefly revealing Joe's face on a well-dressed man. With no other leads, the party realized that finding Joe's true identity required pursuing the wealthy or influential individuals behind the expensive sketches.

DM: ('Joe's' daughter, Kendral Straken, was putting up missing peoples posters and the house guards are her family's advisors ruffians. Refer to 507TuJoSm)

The party spotted the two individuals ripping down Joe's images again, and this time they weren't letting them escape. As they approached, the party heard the men addressing a young woman named Kendral Straken, telling her that her mother sent them to ensure her safety due to her father's disappearance. Kendral, annoyed but insistent on putting up posters about her missing father, handed over the posters and tacks to the men. One of them, Kesper, burned the posters as soon as she was out of sight. The party sensed something was amiss but hoped that reuniting Joe with Kendral would reveal answers about his forgotten past.

DM:(The party followed one of them, 509WeCoCu, may just describe what happens and any discovery)

The party discovered that the young woman, Kendral Straken, had returned to a heavily guarded manor, where entry was strictly controlled by the lady of the manor. They learned that Lord Donovan Straken had been missing for a few days, with a group of thugs being the primary suspects, though no ransom demands had been made. Suspecting that Joe Smith at the Penitent Larder was actually Donovan, the party waited for an opportunity to infiltrate the manor. They overheard the man who had been burning the posters bragging to a maid about his special errands for the lady's advisor, hinting at potential changes in leadership. This revelation gave the party a possible way into the manor, hoping to uncover the truth about Donovan and Kendral's connection to Joe.

DM:(The party is later stopped by the house guards that they were following when they were heading down a side street near the markets. The encounter is **moderately challenging** with several guards attacking at the same time but it wouldn't be life threatening. Refer to 509ThNeMa for scene inspiration (image on next page) and 509FrNeTa for the thugs), may just describe what happens and any discovery)

The party stood at the entrance of a narrow, cobblestone street that wound through the bustling Nevarl markets. Tall buildings of stone and timber lined the street, their upper stories jutting out and adorned with signs and clothes. One sign read 'Draodir,' a famous dwarven tavern known for its strong spirits and ale. Barrels and crates were scattered along the sides, and warm lanterns cast an inviting light, despite the lurking figures. The air carried the scent of baked goods, likely from a nearby shop. In the distance, the street led to an archway with the towering spires of a grand castle beyond. With Joe in tow, the party was determined to reach the manor where his family waited, reunite him with his daughter, and hopefully break the curse affecting his mind.

The party managed to sneak in through the servants quarters into the manor. They avoided the sounds of people while in the house and headed deeper into the manor. There are guards posted outside of a large room but they manage to prevent a near disaster where a maid of the manor recognised Joe as Donovan. Confirming their suspicions the maid led them to the hall where Lady Straken and her daughter, Kendral Straken were waiting.

Lady Straken's face showed recognition as her daughter, Kendral, sobbed into her husband Joe's arms, who looked drastically different. She questioned if it was really her husband, and Kendral urged her to come closer to see it truly was him. Family advisor Ned Tafelo intervened, claiming it wasn't Don and accusing the adventurers of a deceitful plot. Kendral exposed Ned's men for destroying her missing person posters and revealed the curse on Joe, which Ned was responsible for. Ned, enraged, ordered the guards to seize the adventurers and Kendral, accusing her of plotting against the family.

As Ned's spell took hold of Lady Straken, causing her to accuse Kendral of murder, Joe ripped off his shirt, declaring the curse and calling the house guards to his aid. With the house guards now fighting against Ned's men, confusion and relief spread through the hall as they rushed to confront Ned's forces and uncover the truth about the curse and Joe's identity.

DM:(This should be a **challenging** fight with Ned being a boss who tries to control the battlefield while his house-guards prevent the party from getting too close and providing cover for him to sling his own enchantments. Refer to 509FrNeTa)

The Displaced Lord - 509SuDiLo

©2025 BrazenWolfe Tabletop, All Rights Reserved, Permission Granted to copy for personal use.

