



OP25 – SLIP OF THE TONGUE

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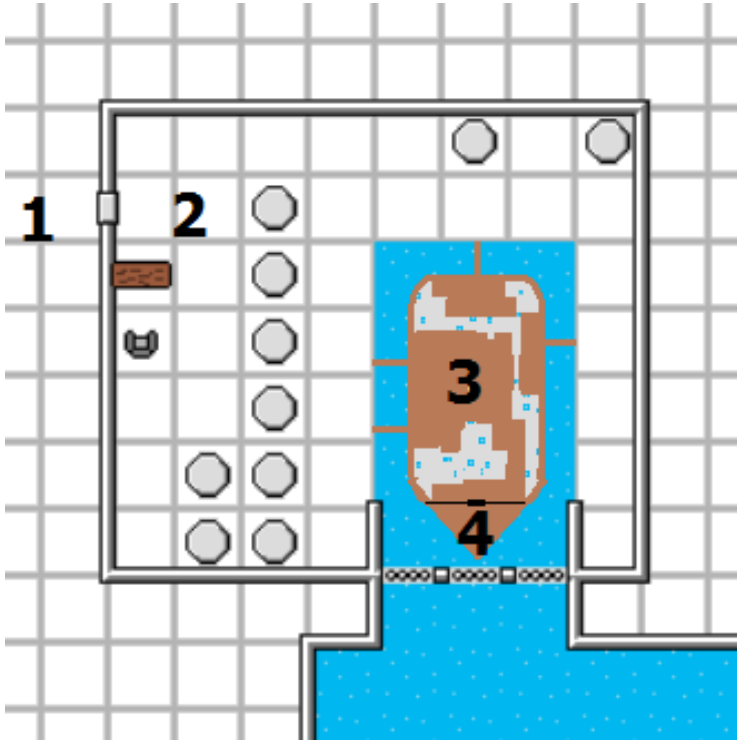
With one job completed and payment rendered, you have the opportunity to gain a few more coins on an easy delivery mission to the docks. What could possibly go wrong there?

A scenario for two, 3rd Level PCs & a DM

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OP25 – SLIP OF THE TONGUE



Player's Info: "97, 98, 99, and one hundred gold florins for your troubles!" Gabriel the Merchant honors his part for you handling of his issue and thanks you most generously with the coins. "You know, he continues, if you have time, I have another favor if interested? It is a simple task, deliver a down payment to the Boatwright at the docks." The rest of your associates head to an early lunch, but two of you opt to listen to the offer.

DM Info: This short, side quest was designed for two PCs of 3rd level and a DM to run it. The scenario begins with the party just finishing a job for the merchant in an urban setting. Gabriel the Merchant has chartered a ship for businesses purposes and needs to give a down payment for the journey. The docks are in a seedy part of town and Gabriel does not feel comfortable taking 500gp there alone. The money will be in a sealed box and he will pay the PCs 50gp for the "easy" mission that shouldn't take too long. The issue is that the Boatwright, Skipper Henderson, is the target of a shakedown by local criminals. The nefarious group is present at the docks now and will be demanding a tribute from him. These thugs also have a bounty on their heads!

The party would be told by the merchant which slip they need to go to and arrive in a short time. They will be told not to open the box and that Skipper Henderson has the key. He is currently finishing a vessel named The Tongue.

- 1. Arrival** – Your trip to the docks was uneventful, as expected. Searching for slip #19 you quickly find it and discover it is a building dock meaning enclosed. A quartet of watchmen are present at the door and stop you from entering. These men are thugs posing as the city watch and will not allow the PCs to enter. If the party makes a DC14 vs. Perception, they will notice that the four men are not wearing guard pants or boots only the tabards. This is a clear indication they are fakes. These thugs will fight to death and have been ordered to guard the door. **Brigands- 4** AC12 HP18 D +4 1d6+2 Mace x2 +2/0/+2/0/0/0 6gp each
- 2. Front Office** – You enter the building to discover a trio of men going through a desk and are startled by your sudden arrival. They reach for their weapons and the fight is on! These three are also brigands with one larger than the other two. The big man wears a chain shirt and will sneer and warn the PCs to leave giving them advantage on initiative. **Big Man** AC17 HP30 D +4 1d8 Long Sword x2, 0/+2/0/+1/+2/+3 **Toadies** AC15 HP7 D +4 1d6 +1 Scimitar, -1/+2/0/0/-1/-1 15gp between the 3 Potion of Extra Healing on big man
- 3. Deck** – You move around barrels and crates and observe a ship under construction with the nameplate of "The Tongue". The unfinished deck has gaps on it along with two ruffians that spot you and order you to leave immediately. A corpse leaking blood is next to the boat in the water. The two ruffians will have to be dealt with aboard the vessel. Any critical failures (1) by the PCs will pitch them off the boat and require 1-2 rounds to return to the fight. A critical hit by anyone will require the target to DC12 vs. Dexterity or be pitched into the water. **Ruffians- 2** AC13 HP21 D +4 1d6+2 Short Swords x2 +2/0/+2/0/0/0 12gp each
- 4. Shakedown** – With the ruffians finished, you hear sounds of a fight in the forward section of the boat. A small room has been constructed already and appears to be the future captain's quarters. Throwing open the door, you observe a man bound to a chair and he is battered and bloody. A very large man spins around and grins. "You want some of this?" The brute grabs his Morningstar and begins his swing! **Leader** – AC17 HP60 D +5 2d8 +3 x2, +3/+2/+2/0/+1/0 wears an amulet - cannot be charmed, sleep, stunned, or paralyzed.

Conclusion:

If the party is successful, a grateful Skipper Henderson will give them 50gp each for saving his life. The workers will return at that moment to discover the carnage and will also call for the city watch. The bad guys, if alive, will be taken into custody. A reward of 50gp will be given to the party for the leader, Cyrus Vance, as he has been a notable problem for the guards. If the PCs leave for any reason before the capture/conclusion, the scenario will end.