

HEROIC WORKS



The Thorwal Drum

The Dark Eye

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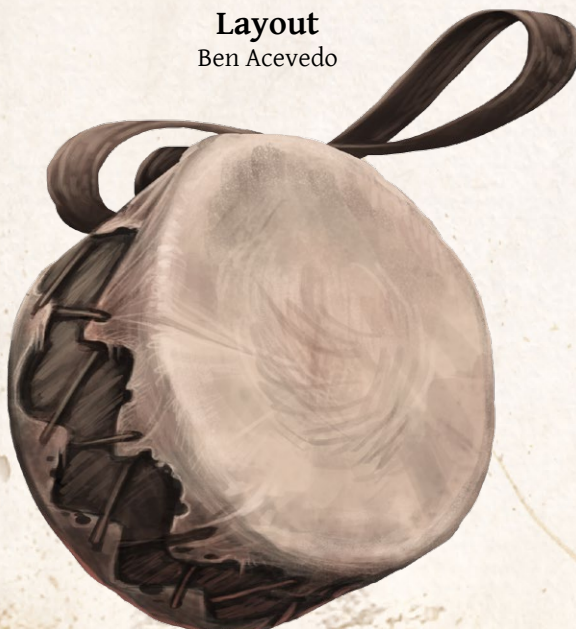


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NPCs with this symbol do not appear in future official adventures. You can reuse them freely in your campaigns and adventures.



NPCs with this symbol hold a position that will prove important in future official adventures, but the character itself can be replaced with another one of your choosing.



NPCs with this symbol play an important role in future official adventures.



To make a scene easier for the heroes, use suggestions from this paragraph.



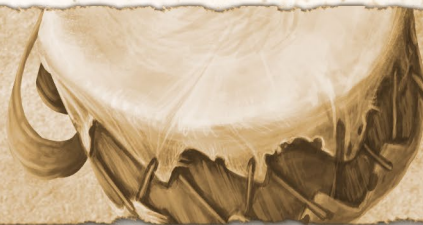
To make a scene more difficult for the heroes, use suggestions from this paragraph.

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The Thorwal Drum



"The Thorwal Drum causes nothing but trouble! Barbaric custom! This parade should have been outlawed ages ago!"
"What's so barbaric about straw puppets and yeast dumplings? We've always done it this way! What's all the whining about?"

"The town council will decide? They are still arguing about the Thorwal Drum. Yes, STILL."

– Overheard at the Old Market

The Adventure at a Glance

Genre: Urban Adventure

Prerequisites: skills suited to urban settings, no prejudices against Festum's City Guards

Location: City of Festum

Date: Phex 1038 FB

Complexity (Players/GM): Medium/High

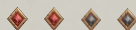
Suggested Hero Experience Level: Ordinary to Experienced

Useful Skills

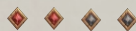
Social Skills



Combat



Stealth



Living History



Background

You can play *The Thorwal Drum* either as a stand-alone adventure or as an introduction to the *Theater Knights* campaign. Scenes that are relevant only to that campaign are marked with this symbol, and you may ignore them, if desired.



The Story Thus Far

A Thorwaler captain named Atmaskot Blood-drinker occupied the Festum warehouse island in the year 925 FB, crippling trade in Festum. It took the City Guard three years to defeat him. As punishment, Atmaskot was quartered and his skin used in the making of the infamous *Thorwal Drum*. Decades later, Festumers still attack Thorwaler ships on the Sea of Pearls in revenge.

Atmaskot's execution was the inspiration for the tradition known as the *Atmaskottjen*. During this annual parade, which is held on the 8th of Phex, longshoremen carry oversized straw puppets through the streets of the warehouse island to the accompaniment of drumbeats and vituperation aimed at the pirates. The event often includes clashes with local or visiting

Thorwalers. Other minorities, such as goblins and Norbards, are sometimes also targets of this patriotic fervor.

Councilwoman *Geertja Firnski*, who employs many longshoremen herself, has decreed that this year, the parade will leave the warehouse island and terminate at the marketplace. She hopes this change will increase her popularity (currently, many workers are on strike due to low wages).

She seeks to use the mood of Festum's citizens to her advantage. On the one hand, they want to distance themselves from the traditional Rondrian nobility, but on the other hand, they want to prove their own courage and patriotism.

Elkman Timpski, captain of the City Guard, is tasked with guaranteeing the parade's safety. He knows that minorities and academics will protest, which is why he needs to hire additional men and women.

In the Near Future

Timpski recruits the heroes for security. While preparing for the festivities, they learn that opponents of the parade have good reason to protest—namely, growing Bornish patriotism has led to marginalization of minorities, and Bornlanders have generally grown more aggressive these past few years.

The mood at the parade is heated, and the heroes must work hard to keep tempers in check. When the situation at the Great Market threatens to escalate out of control, the heroes must decide whether it is best to leave the Thorwal Drum in the hands of the guards or hand it over to the protesters.

Jucho of Dallenthin-Persanzig watches the situation carefully. When he realizes that the parade is a source of major unrest, and that the Close Council's weeks-long argument over the subject has rendered it unable to act, he decides to have the Drum moved out of town—and asks the heroes to handle it. With the help of a story befitting the manner of their recruitment, he asks them to steal the Drum from the garrison's vault.

Which Heroes Are Best?

This scenario works best with heroes that are suited to urban environments and who have no qualms about working for the Festum City Guard. Shady characters could use this opportunity to atone for crimes they committed against the public, or perhaps to return a favor they owe to a guard.

Mages, nobles, and Blessed Ones might balk at working for a few pieces of silver or laboring under the rules set by the guards. If they prove hesitant to accept the great responsibility that Timpski's mission carries,

grant them one or two incentives (they are allowed to carry their own weapons, they are given temporary command of a contingent of city guards, or a guard or two will owe them a favor in the future...).

If these options prove fruitless, you might offer to let them play one of the stewards described below (see page 4) and fill in the details.

Keeping players involved might become more difficult as the adventure proceeds, especially when the characters learn that they are technically being asked to commit a crime. If Jucho, the former Noble Marshal, cannot convince them to agree, or if they are simply not up to the task, don't force them to participate. Instead, you might offer to let them play an alternative character (such as a cunning goblin thief or a corrupt guard), or you could allow them to play a guard that tries to *stop* the other characters.

Festum, City of Wealth

"If you cannot find what you want here in Festum, it probably does not exist."

—Arvid Stoorrebrandt, head of the Festum Kontor, 1035 FB

"I would not have thought that a town so far north could be so open-minded. But I must admit that I don't really like the sight of all these goblins in the streets."

—a sailor from Perricum, 1035 FB

Region: Bornland.

Population: 33,000 humans (including 3,000 Maraskani exiles) plus 3,000 goblins.

Governance: Governed by the Grand Council, which consists of 300 council members, and the Close Council, which consists of 12 council members.

Temple: All of the Twelvegods, plus Rur and Gror, Swafnir, Rastullah, Mokosha, Ifirn, and other demigods.

Commerce and Trade: Important trade port; seat of great merchant houses; shipbuilding; leather and leather products; meskinnes (a sweet liquor made from honey).

Pubs and Taverns: The Market Hotel, the Old Lighthouse, the Two Masks, The Moose Antler, the Reef of the Withering Throats.

Special: Seat of the Noble Marshal, Festum zoo, dragon museum, Mercury Hall (an academy of the Gray Guild, main properties are Influence and Object), Grand Festum Cavaliers' Academy (warrior academy), convent of the Hesinden Draconites, main laboratory of the alchemists of the Red Salamander Society, Hospital of the Therbûnites, The Noble Marshal's School for Officers and Warriors, Admiral Seweritz Naval Academy, main office of the Northland Bank, Maraskani district (New Jergan), goblin ghetto (Tanners' Quarter).

Mood in the Town: Metropolitan feel; citizens are very proud of their city and the freedoms they enjoy.

Scholars, bronnjars, and impoverished bridge barons all make their homes at the mouth of the Born River. The city is home to rich merchants, industrious craftsmen, families of sailors, and escaped bondsmen who receive their freedom after a year and a day's proven stay in the city. One can buy and sell almost anything here. Citizens who can afford the fee spend two batz to cast a ballot vote for the town council.

Each of the city's small neighborhoods has its special charm, be it the decorated half-timber houses of the Old City, the Tanners' Quarter outside the city walls (inhabited exclusively by goblins), upscale Hesinde's Village, or exotic New Jergan. Even some Thorwalers, Norbards, and Nivese have settled here. In recent years, an increasing number of Festumers have come to view this mixture of peoples with suspicion. Prejudice and mistrust are voiced more often. Few would be surprised to learn that belligerence is growing all over the country, and that this mood is connected to the awakening of the land.

The Recruitment

Stewards wanted!

This year the Council has decided to expand the beautiful annual tradition of the Atmaskot Parade. On the 8th of Phex, the procession of Atmaskottjes shall begin at the harbor and wind its way through the Old City to the marketplace, where the effigies will be burned after a speech pleasing unto Rondra.

All the while, the parade will be accompanied by the merry music of rattles and chimes, the vituperation of the crowd, and the beating of the Thorwal Drum of the terrible villain, Atmaskot Blood-drinker. To avoid any trouble and prevent the rabble from disturbing the parade, the City Guard seeks to recruit brave men and women who wish to serve divine order that day.

If you want to stand up for our city and have your reward in gold, come to the garrison on the 6th of Phex, at Rondra's hour.

Elkman Timpski, Captain of the City Guard

This notice is first posted in the spring of 1038 FB in Festum. Its veracity can be confirmed at the city gates and also by any guard patrol. Every helper is promised a generous two batz in payment for a day of work. This is about twenty times as much as a mercenary would earn for the same period, and the guards don't hesitate to imply there is a good reason for that. They know that the parade will spark trouble with the minorities of the town, but they are convinced that Captain Timpski knows what he is doing.

The heroes are instructed to appear on the morning of the 6th of Phex at the garrison on the north side of the city (a defensible structure with its own parade grounds, located in the Wall Garden District, next to the temple of Rondra), where Captain Timpiski will explain their duties and have them sign a contract. If they make a successful check using *Streetwise* (Asking Around) before this date, each QL lets them overhear one of the following rumors.

- “During the parade, people carry straw dolls that look like the villain Atmaskot’s pirates. Afterwards, the guards buy everyone food. Atma’s Dumplings in red sauce. Very nice.”
- “A hundred years ago, Atmaskot Blood-drinker captured the city’s warehouse island. The guards eventually captured him and had him skinned. The parade commemorates their victory.”
- “Those Thorwalers better not show their faces during the parade. At least it stays on the warehouse island. Wait, what? Not this time? Oh, Hesinde be with us!”
- “Captain Timpiski needs more men this year because there will be more trouble. I mean, what about the goblins? And the Norbards? They have many enemies, too.”
- “Thorwal Drum? Don’t be funny. You know that it is covered in human skin, right?”

If the heroes are not interested in the notice, Jucho of Dal can refer them to Timpiski personally. This makes it easier to convince them that the burglary is necessary.



Guard Captain Elkman Timpiski

Appearance: Born in 1006 FB; thin, reddish hair; stubble; small; wiry; puffy cheeks; loud, brassy voice.

Profession: Competent Guard, average Council Member.

Motivation: Would like the parade to continue to travel through the old city in the future; wants to show long-established Festumers that they can trust the City Guard; wants to improve his reputation to gain influence in the Grand Council.

Agenda: Knows that there will be protests, but is of the opinion that Festumer patriots should prevail; to ensure this happens, he recruits additional security.



Elkman Timpiski

COU 12 SGC 12 INT 15 CHA 12

DEX 12 AGI 13 CON 13 STR 13

LP 31 AE – KP – INI 13+1D6

DO 7 SPI 3 TOU 2 MOV 7

Fate Points 1

Social Status: Free

Special Abilities: Alertness, Area Knowledge (Festum), Combat Reflexes I, Defensive Posture, Feint I, Forceful Blow I, Foxian, Grapple, Inured to Encumbrance I, Lip Reading, Skill Specialization (*Streetwise*)

Languages: Native tongue Garethi III, Tulamidya I, Alaani I, Goblinish I, Thorwalian I.

Scripts: Kuslik Signs

Advantages: Increased Life Points III, Increased Spirit

Disadvantages: Obligations II (Festum), Personality Flaw (Prejudiced against Nobles, Unpleasant)

Combat Techniques: Crossbow 13 (14), Brawling 12 (13/7), Swords 13 (14/8)

Unarmed: AT 13 PA 7 DP 1D6 RE short

Long Sword: AT 14 PA 8 DP 1D6+4 RE medium

Light Crossbow: RC 14 RT 8 DP 1D6+6 RA 10/50/80

PRO/ENC 3/0 (leather armor) (armor modifiers already included)

Skills

Physical: Body Control 8, Perception 8, Pickpocket 5, Self-Control 8, Stealth 6

Social: Empathy 8, Etiquette 4, Fast-Talk 7, Intimidation 6, *Streetwise* (Ask Around) 10 (12), Willpower 6

Nature: Orienting 7, Ropes 6

Knowledge: Law 7, Religions 4, Warfare 5

Craft: Commerce 9, Driving 4, Treat Wounds 6

Combat Behavior: Timpiski avoids combat by first threatening with his crossbow. When in doubt, he uses it defensively. He bluffs when possible and tries to make opponents surrender with *feints* and *forceful blows*. His favorite maneuver is to grapple his opponent.

Escape: After receiving Pain II, he negotiates and surrenders, though one can never be sure when Timpiski will seek revenge.

Pain +1 with: 23 LP, 16 LP, 8 LP, and 5 or less LP

Function: Pragmatic employer of the heroes; ruthless and career-minded.

Background: Generations of Timpskis have served as guards in Festum. Elkman's great-great-grandfather actually wielded his halberd against Atmaskot Blood-drinker personally. His father was a disappointment, but Elkman paid off his family's debts through hard work and even won election as a council member. As a guard captain, he reports to the High Judge of Festum, but he can pretty much do as he pleases. Timpski knows Festum like the back of his hand and wants to protect its citizens from scum (and everybody who does not follow *good Festum customs* is scum).

Animosities: Infidelity, naiveté, ruthlessness

Presentation: Lower your head slightly and watch people from below. Choose your words carefully and coolly. Use rude words occasionally (Timski grew up at the harbor and deals with criminals every day).

Fate: Timpski appears in *The White Lake*, the first part of the *Theater Knights* campaign, but as the main antagonist.

Special: Timpski became a captain by knowingly allowing his predecessor, *Urjelke Oakburner*, to walk into an ambush staged by vengeful Maraskans. This fact is known only by his adjutant, *Bershin*, who does not dare speak of it to anyone.

Rumors about Elkman Timpski:

- ☛ "The Timpskis had fallen on hard times. Debts, gambling, the works. Elkman restored the family's honor. He even became a council member recently."
- ☛ "Of course he cares more about the locals than the immigrants. They cannot afford a ballot."
- ☛ "When Timpski took office, he threw two Norbards out of the Guard. But they were corrupt, or so I heard."
- ☛ "Timpski was with us when we quelled the riot in New Jergan. Of course, nothing about that appeared in the newspaper. He must have connections."

Preparations

In this part of the adventure, the heroes learn what they are supposed to do during the parade, and can begin making preparations to prevent violent outbreaks.

Instruction

At the garrison, Timpski instructs the heroes about their upcoming tasks and explains the privileges and responsibilities of being stewards (deputy City Guards). Then, with excitement in his voice, he describes the victory over Amaskot and his vile crew, a fight in which his great-great-grandfather took part. He has the new stewards sign contracts, and then he discloses the *Parade Schedule* (see page 5).

The Stewards

Choose one the following NPC stewards to serve with the heroes. Each NPC listed here has the stats of a guard, but feel free to modify their stats as you see fit.



Guard/Mercenary

COU 13 SGC 11 INIT 11 CHA 12

DEX 12 AGI 14 CON 13 STR 13

LP 34 AE - KP - INI 12

SPI 1 TOU 1 DO 6 MOV 7

Unarmed: AT 12 PA 7 DP 1D6 RE short

Club: AT 12 PA 5 DP 1D6+2 RE medium

Quarterstaff: AT 13 PA 10 DP 1D6+2 RE long

Light Crossbow: RC 13 RT 8 DP 1D6+6 RA

10/50/80

PRO/ENC 4/1 (chainmail) (armor modifiers already included).

Special Abilities: Feint I, Forceful Blow I, Grapple, Inured to Encumbrance I, Takedown

Advantages/Disadvantages: Increased Life Points III, Personality Flaw (Prejudiced against Nobles)

Languages: Native tongue Garethi III, Alaani I, Goblinish I, Thorwalian I

Scripts: Kuslik Signs

Skills: Body Control 7, Driving 4, Empathy 6, Feat of Strength 5, Intimidation 5, Perception 7, Self-Control 7, Willpower 3

Combat Behavior: The guard fights as effectively and strategically as possible.

Escape: Flees when at 10 LP or less.

Pain +1 with: 26 LP, 17 LP, 9 LP, and 5 or less LP

Guards

- ♠ *Bershin Walroder* (Timpski's right hand; 22 years old; brown mop of hair; gangly; loves sailor's songs; hates his wife; needs more free time; Willpower 4 (12/12/12); SPI 1).
- ♠ *Elmar Ebersen* (Timpski has it in for this guard; 20 years old; crew-cut; beefy; loves brothels; hates dogs; needs a new place because his Norbard landlord threw him out; Willpower 2 (11/12/12); SPI 1).
- ♠ *Sulja Hinzke* (guard; 18 years old; flaxen ponytail; muscular; hates crab rolls; loves her consumptive brother, Danjow; needs money for a medicus; Willpower 4 (12/11/12); SPI 1).

Other Stewards

- ♠ *Azilajid Graupinski* (a mercenary; 2nd generation exiled Maraskan; 20 years old; tan; scar on the brow; dozens of small braids; ring through lower lip; loves big, clumsy men; hates arrogant nobles; needs at least one good argument every day).
- ♠ *Vigo Jannerloff* (longshoreman; 27 years old; broad-shouldered; anchor tattoo on forearm; hoarse voice; loves his three children; hates his neighbor, who is also named Vigo; needs glasses)
- ♠ *Warja Wolpjes* (longshorewoman; 20 years old; long, dark blond locks; small, stiff hat; charming and good-looking; loves dancing; hates bores; needs a meskinnes every day)
- ♠ *Efferdan Dobelsteen* (sailor on the whaling ship *Bartenwartin*; 19 years old; oilskin coat; shaggy beard;

loves small cigars; always has a stinking stogie in the corner of his mouth; hates cod-liver oil; must hide his non-approved secondary income as a steward).

♣ *Fabius ter Frauting* (marine cadet; alumnus of the Admiral Seweritz Naval Academy; 17 years old, handsome cadet's uniform; blond, side-parted hair; in love with a mermaid he saw once on a small island; hates unreliable people; in need of an adventure).

Parade Schedule

In addition to the traditional path on the warehouse island, the parade will travel over the Toll Bridge, past the harbor master's office, and along Bridge Street towards the Old City. At the market, the parade will turn north-west, make a circuit through the Old City's streets, and end at the closing rally in the market place. The parade's 50 official participants will be accompanied by excited Festumers who will insult the Atmaskottjes with bells, rattles, and drums—at least, that's the plan.

Atmaskottje Execution

At five points along the path, parade attendees will insult and destroy four smaller Atmaskottjes that represent members of Atmaskot's crew.

These acts symbolize the execution of the crew, which has only ever been related in rumors and therefore has been thoroughly exaggerated. The participants read the evil deeds of the pirate aloud, and

someone aims a polemic at "any who might be similar to him" to uphold the law. Each puppet, and its station of "execution," is as follows.

At the Harbor Master's Office: *Borzi Rustflounder*, "the dirty goblin pirate that bit a woman and three men so hard that lockjaw took their lives," was killed by pulling the pelt from his body before he was broken on the wheel and drowned in the Born, still bound to the spokes of the wheel. His straw puppet is somewhat smaller than the rest and painted red. Its body is wrapped in a blue and white striped sheet. The puppet is broken up with rakes, and the straw is spread on the cobbles and doused with buckets of water. All the while, goblins are admonished to focus on their stinking tanner's vats or their jobs hunting rats in the sewers.

At the Leisure Mile: *Aki Palnotokison*, "the Nivesian Thorwaler who looked like a werewolf," was scalped and beheaded, according to various legends, with either a Tuzak knife, a piece of wire, or a soup spoon. His puppet, which has black horse hair and rough fur scraps dangling from its head, is beaten with scythes and hedge trimmers, and then the hair and straw are tossed to the crowd. All the while, the Thorwalers are admonished to be more peaceful and refrain from drinking.

At the Northland Bank: *Govilja Baldshinski*, "Norbard thief, usurer, witch, and dirty liar," was thrown onto a weapons rack that held several sharp spears. Her puppet suffers the same fate on the iron fence that surrounds the Northland Bank. After that, people tear the puppet to shreds. All Norbards are reminded that money does not buy honor or character, and while it may buy a house, it cannot buy a home.

At the Editorial House of the Festumers' Flag: *Robanjin Gai-Cadi*, "the braided Maraskan devil and poisoner who painted himself green, like a disease-ridden grasshopper," was slain by having boiling root broth poured down his throat via a metal funnel. According to the legend, he disintegrated from the inside out, so that four men could tear him apart easily. His puppet is covered with brown, moldy vegetable scraps. People pull the puppet's four limbs in a four-way tug of war until the puppet falls apart and everyone lands on their behinds. All the while, Maraskans are admonished to keep their mouths shut and obey the order of the Twelvegods.

At the Market: When the parade arrives at the Dragon Fountain, Domain Master Gernot of Halsingen makes a rousing, Rondrianic speech to strengthen the Festumers' patriotism. Afterwards, Atmaskot's puppet is set alight, accompanied by the beat of the Thorwal Drum.

Conclusion: After all have scattered, the parade reaches its conclusion at the garrison with the *Atma's Feast*, where the city guards serve free yeast dumplings in red sauce to attendees.



Is Everybody Insane?!

This is the first time that the parade has taken place outside the warehouse island. Many citizens are at first bemused by its barbarism, but the recounting of the evil deeds of the pirates soon dispels many doubts, and most people begin to cheer.

Of great importance here is the awakening of the Bornland, a movement that has been intensifying the belligerence and violence of its people for several years now. This process is not obvious, but it is steady, and the parade offers the perfect conditions for spontaneous emotional outbreaks. In the aftermath, many Festumers will wonder whether they were affected by some kind of intoxicant, but they soon dismiss it as a combination of hallucinations and stage magic.



The heroes should grasp quickly that the parade reinforces prejudices and unfairly provokes minorities, and they might even begin to doubt their job, which is a good thing. However, the other stewards make the following arguments to convince them to keep working.

- As stewards, the heroes are ideally situated to reduce or prevent all types of assault. Without a steward's authority, they would have no chance of getting through the crowd.
- The heroes might convince Timpski to omit the executions (cumulative check with *Persuasion* with a penalty of 2, 1 hour, 7 attempts) or at least make them less dramatic (partial success), but the captain has little time for conversation.
- "After all, this is about city tradition and the triumph of law and order over lawless murderers. If you want to live in Festum, you should live with its history."
- The heroes signed a contract and would need an expensive lawyer to break it without suffering dire consequences.

If the heroes cannot be persuaded to perform their job, you should not force them to go along with the parade. With a bit of improvisation, you can allow the heroes to interfere with the event, for example, by helping **Olko Knaack** (Born in 1019 FB; gangly; reddish-blond, straight, chin-length hair; soft beard with gaps; Gray Mage's robe with embroidered hem). Olko denounces the parade as a barbaric undertaking that promotes intolerance and disturbs the peace among the people. He stirs up trouble with the goblins during the closing rally and tries to seize the Drum (see page 9).

Scouting the Area

Encourage the heroes to survey the parade route as they make their preparations. Successful *Streetwise* (*Judging Location*) checks reveal information from the following locations. Note that the heroes could also

learn this information via role playing encounters with Festumers who are either shopping or nailing their shops shut, depending on their views of the event.

Encounters include *disturbances* at the listed locations, which you are free to modify. The heroes can work to prevent or lessen the conflicts outlined below, but waiting until the parade starts is much too late to begin drawing up plans. Let the players try various strategies—if a plan makes sense, it should be successful. Punish inaction and reward good and original ideas by raising, lowering, or ignoring the encounter's *Interferers' Courage*, or IC, value (see *Disturbances*, below).

Warehouse Island

This area is a maze of warehouses and derricks. Disturbances here are unlikely, as the parade is staged by longshoremen. Wise stewards might inspect the boats at berth here, as agitators might be hiding in their holds.

The Harbor

QL 1: Bridge Street leads to the Leisure Mile, also known as *World Alley*, with its few side-streets. Meeting drunken sailors is as likely as meeting Thorwalers that live a bit further east, by the Temple of Efferd. QL 2: The guards lock the street with iron bars at night. This could be done during the parade, too. QL 3: Locking the street would just be another provocation. The rage would probably focus on the northern edge of the harbor.

The three taverns nearest Bridge Street are as follows.

Philmor Oust's Concert Hall: QL 1: The owner, *Philmor*, allows many questionable personalities to perform on his cabaret stage. QL 2: You can meet many exiled Maraskans here. QL 3: Maraskani do not acknowledge the authority of the City Guard, just like most people from New Jergan. QL 4: The Maraskani are accustomed to loud parades and care little for the tale of the Atmaskottjes, so there is no danger here.

The Tavern of the Bear: QL 1: Aging Norbard beauty *Anjesha* presents two black bears and saucy magic tricks on stage. QL 2: The bears are not chained and could escape easily. QL 3: *Anjesha* has debts, so she will probably perform at the parade. QL 4: *Anjesha* has sold her bears and plans to leave Festum. Her farewell performances will be given during the parade, to make sure she has enough money for the road.

The Reef of the Withering Throats: QL 1: The *Reef* has a reputation as the worst joint in the city, but it holds 150 people. QL 2: In fact, Thorwalers in port like to come here to get drunk. QL 3: *Captain Marmulow*, from the whaling ship *Bartenwartin*, passed two Thorwaler ships en route to Festum. Since both could reach Festum by the 8th of Phex, she has not authorized shore leave for her crew. QL 4: The leaseholder of this dump is corrupt and can be persuaded with a few batz to lace the drinks with some calming herbs.

The Old City

Northland Bank: The Main Office of the *Festum Draft and Deposit Hall* has a beautiful gate decorated with two golden beehives, flanked by statues of Minting Ingerimm and Calculating Hesinde. QL 1: The combination of wealth and symbols pleasing unto Mokosha could be a problem for many patriots. It supports many prejudices against the industrious Norbards. QL 2: Manager *Milota Tsirkevist* made a request for special protection during the parade, but she was refused. QL 3: Milota used her contacts to hire some private security. This means some combative Norbards will probably be present. QL 4: They won't do anything foolish if the City Guard positions four guards in front of the Northland Bank during the parade.

Temple of Praios: Guardian of Order *Nadjesha of Gulnitz* has held her office for years. QL 1: The temple has been supplied by the Chandler and Amber Cutter guilds for a long time. QL 2: The chandlers are enemies with the Norbards, because the Norbards make better candles. The Amber Cutters have a reputation for occasionally buying Amber from the Norbards to circumvent the monopoly held by the Church of Praios. QL 3: A short time ago, the Norbard trading house of Surjeloff offered a better price on candles than the one offered by Chandler Master *Rupert Woolsealer*. Four of Rupert's people are working as stewards. QL 4: *Egil Jantroff*, the Master of Amber Cutters, has boasted in public that his guild will give proof of Surjeloff's secret offer to the chandlers at the parade.

The Old Market

This square, the largest in the city, is surrounded by beautiful, half-timbered houses with steep gable roofs and red and white shutters. This is the site of the Market Courthouse and the city's famous Dragon Fountain, which is surrounded by twelve splendid white elms. Off to one side of the square are City Hall, Travia's Brant Goose Temple, and the residences of the Noble Marshal, the Free Alliance, and the kontors of various trading houses and foreign realms.

QL 1: Many of the streets that cross the parade route pass through here. If people want to make trouble near the square, it will be hard to stop them. QL 2: Nobody would dare attack the Domain Master. QL 3: The Thorwal Drum is in great danger due to its importance to the ceremony. QL 4: People say that the white elms are home to Humus spirits that protect the city. A skillful spellcaster should be able to contact them.

The Parade

The following rules help bring the parade to life for your players. If desired, you may choose instead to run the parade events without these rules, or perhaps rely upon the dice only if needed. Reiterate the Thorwal Drum's importance often, to help prepare the players for the conclusion. If you think the players would benefit from practice with these rules, have Timpski schedule a morning of exercises to train in various strategies and explain the various actions then.



Line-Up

On the morning of the 8th of Phex, Timpski gathers all the stewards at the harbor master's office to review last-minute instructions. He assigns the heroes and one other steward to protect an Atmaskottje and its four carriers. Timpski assigns eight stewards to each of the other Atmaskottjes, but persuasive heroes might convince him to assign more with a *Commerce (Haggling)* check (see *Core Rules*, page 207).

Bershin will be pushing a small cart carrying various items (lamp oil, flint and tinder, some buckets, and several gardening tools) which are used to execute the Atmaskottjes. Timpski will be marching in front of him, beating the Thorwal Drum.

Let your players decide where to position themselves and the other steward. Keep this arrangement in mind when the stewards must deal with a disturbance.



Equipment

The heroes must wear red and white sashes that identify them as stewards/auxiliary guards. They must follow Timpski's commands but are otherwise licensed to confiscate dangerous items (issuing receipts, of course) and use non-lethal violence. They are not allowed to use real weapons. All stewards receive sticks which they can use as clubs.

Disturbances

The streets are very crowded. Most people are peaceful, but there are some *interferers* in the crowd who are trying to reach an Atmaskottje (or even the Thorwal Drum).

Their attempts, which are called *disturbances*, each use a stat called **Interferers' Courage (IC)**. IC determines a disturbance's effective Life Points and AT stat.

At the beginning of each CR, roll 1D20 against the current IC, trying to roll equal to or less than the IC. If successful, the interferer makes an attack to break through the line of stewards. The first interferer's IC is 12, plus 1 for each additional interferer. Normally, 3 to 4 interferers initiate an attack, but they might be joined by others later.

The event is so well attended that interferers have trouble moving through the crowd, too. At most, one and a half interferers per steward (rounding down) have the ability to act. This means two stewards will fight three interferers at most, five stewards would fight seven interferers at most, and so on. Each disturbance lasts 1D3+5 CR (the time it takes for the parade to pass by). Unless otherwise stated below, increase the current IC stat by 1D3 points at the start of each CR. A disturbance ends immediately if its IC drops to 0.

Steward Actions

Stewards can take the following actions during the parade. The time required to perform an action is measured in CR. A steward cannot take more than one action at a time.

Attention! (2 CR): One steward can make a roll with *Streetwise (Judging Location)* to determine when and where they should expect disturbances to break out. Each QL gives the stewards 1 CR of time to prepare. The check itself takes 1 CR, but the steward who makes the check must take one more CR to join with other stewards.

Calm Down... (3 CR): Stewards can make checks using *Persuasion (Public Speaking)*, *Intimidation (Threats)*, or *Fast-Talk (Manipulation)* to reduce the interferers' aggressiveness. Each QL with the check reduces the IC by 3.

Make a Chain! (1 CR): For each attack, the defending stewards can make a *Body Control* check at +1 or a *Feat of Strength (Dragging & Pulling)* check at -1 to prevent the interferers from breaking through the line. Make a competitive group check against IC (1 point of IC equals 1 SR). A steward who does not take part in the chain can make a *Warfare (Open Battle)* check and contribute more QL. If the stewards' checks succeed, they hold the line. If they fail, the interferers break through. For each CR spent in the chain, stewards suffer 1D3 DP from accidental blows and items thrown by the crowd, unless they *Dodge*.

Reinforcements! (1-2 CR): Distant stewards can reach embattled stewards in 1D3 CR if they make a *Body Control (Squirm)* check at +2. When stewards leave their position, roll 1D20 against $\frac{1}{2}$ the current IC (+1 for each missing steward) each CR. If this check succeeds, a second disturbance flares up.

Attack! (1 CR): Stewards begin striking all interferers within range, to discourage trouble. Each CR, add up all damage from successful attacks that round. If this total is higher than the current IC, the disturbance ends at once. If the damage is equal to or less than the IC, the next CR starts with IC +2D6, and the next disturbance receives IC +1, initially.

Breakthroughs

When a breakthrough occurs, increase the IC by 1D6 and tell the players that the parade slows down. For each CR after the breakthrough, 1D3 interferers come through. They reach puppet carriers within 2 CR, drag the puppet away after a further 1D3 CR, and try to escape into the crowd.

Push Back Interferers: To push back interferers, use the close combat rules. You can push an interferer back into the crowd with three successful, un-parried attacks. If an interferer is arrested, one steward must leave the parade to escort them to the garrison.

Pursue Interferers: To move through the crowd, make a *Body Control (Combat Maneuvers)* check at +2 each CR to make progress. These checks suffer a cumulative penalty of 1 per CR. Characters who have stolen the Atmaskottje can make a group check instead (because they are among sympathizers). If you fail three checks in a row, you make no further progress and must turn around.



Thorwaler

COU 13 SGC 10 INT 12 CHA 10

DEX 10 AGI 13 CON 15 STR 14

LP 38 AE - KP - INI 12+1D6

SPI 0 TOU 3 DO 6 MOV 7

Unarmed: AT 13 PA 8 DP 1D6 RE short

Club: AT 11 PA 5 DP 1D6+2 RE medium

Rock: RC 11 RT 1 DP 1D6 RA 2/10/15

PRO/ENC 3/1 (leather armor) (armor modifiers already included).

Special Abilities: Charge, Feint I, Forceful Blow I, Inured to Encumbrance, Onslaught

Advantages: Increased Life Points III, Increased Toughness

Disadvantages: Afraid of...(Magic) I, Decreased Spirit

Skills: *Body Control* 7, *Carousing* 6, *Climbing* 6, *Feat of Strength* 7, *Fishing* 6, *Geography* 5, *Math* 3, *Myths & Legends* 5, *Orienting* 7, *Perception* 4, *Ropes* 6, *Sailing* 10, *Self-Control* 5, *Streetwise* 2, *Willpower* 1

Combat Behavior: Straightforward and brutal, but mainly act only with superior numbers. A lone Thorwaler fights bravely but is a good loser. They do not use lethal weapons at the parade, but otherwise prefer orc-nose and cut-tooth axes.

Escape: Usually with *Pain III*, but they sometimes fight until they pass out.

Pain +1 with: 29 LP, 19 LP, 10 LP, and 5 or less LP



Festum Goblin

COU 10 SGC 11 INT 14 CHA 11

DEX 15 AGI 13 CON 12 STR 10

LP 24 AE - KP - INI 13+1D6

SPI 0 TOU 1 DO 8 MOV 9

Unarmed: AT 11 PA 7 DP 1D6 RE short

Club: AT 10 PA 5 DP 1D6+2 RE medium

Rock: RC 11 RT 1 DP 1D6 RA 2/10/15

PRO/ENC 1/0 (fur and soft leather) (armor modifiers already included).

Special Abilities: Area Knowledge (Festum), Feint I

Advantages/Disadvantages: Darksight I, Nimble, Resistant to Cold

Skills: *Artistic Ability* 4, *Body Control* 10, *Climbing* 5, *Driving* 4, *Empathy* 6, *Etiquette* 3, *Fast-Talk* 7, *Leatherworking* 10, *Orienting* 5, *Perception* 6, *Pick Locks* 4, *Pickpocket* 7, *Religions* 3, *Sailing* 4, *Self-Control* 4, *Stealth* 8, *Streetwise* 10, *Willpower* 2

Combat Behavior: Goblins avoid fights and prefer to run away. When cornered, they quickly surrender, but when they possess superior numbers, they act somewhat braver.

Escape: When they expect close combat with an opponent of equal skill or strength.

Pain +1 with: 18 LP, 12 LP, 6 LP, and 5 or less LP

Citizen/Norbard

COU 12 SGC 12 INT 12 CHA 13

DEX 13 AGI 11 CON 12 STR 10

LP 29 AE – KP – INI 12+1D6

SPI 1 TOU 1 DO 6 MOV 8

Club: AT 11 PA 3 DP 1D6+2 RE medium

Unarmed: AT 10 PA 6 DP 1D6 RE short

Rock: RC 10 RT 1 DP 1D6 RA 2/10/15

PRO/ENC 1/0 (leather) (armor modifiers already included).

Special Abilities: Area Knowledge (Festum)

Advantages: Socially Adaptable

Disadvantages: Personality Flaw (Vanity), Prejudice (Nobles)

Skills: Body Control 4, Carousing 5, Empathy 5, Fast-Talk 7, Feat of Strength 1, Gambling 5, Geography 4, History 6, Law 3, Math 5, Myth & Legends 5, Orienting 4, Perception 4, Religions 4, Seduction 2, Self-Control 5, Stealth 4, Streetwise 2, Willpower 2, another Knowledge or Craft Skill 10, and yet another at 7

Combat Behavior: Only fights only with superior numbers or from a distance. More aggressive during the parade, but does not use real weapons.

Escape: upon suffering Pain II or III.

Pain +1 with: 22 LP, 15 LP, 7 LP, and 5 or less LP




as a steward and announces that he intends to snitch on him. The sailor asks the heroes to fill in for him so that he can return to the ship before *Captain Marmulow* notices his absence. He offers them his pay in return. However, if they accept, they are down one steward.

Scenes for Interferers


Quiet Protest: Near the harbor master's office, four dozen goblins watch the parade in silence, their arms crossed. The heroes might notice Olko Knaack standing among them. Olko knows that the goblins will not achieve anything with violence and can calm them quickly with a few words.

Moon Parade: A dozen Thorwalers gather at the entrance to the Leisure Mile and present their bare backsides to the passing parade. Stewards feel provoked and want to attack them.





Fireworks: Some interferers reach Timpski and start rocking Bershin's cart. If they receive no help within 2D6 CR, the oil in the cart ignites and the jet of flame causes panic that leads to a *disturbance* with IC 14.

Counter-Demonstration: Northeast of the Old City, a protest parade from Hesinde's Village blocks the street. Artists, alchemists, and free spirits carry banners that read "Civil rights are goblin rights," "You are no better than Atmaskot," or "Drum on human skin, drum for demons." Here the heroes can notice  *Alwin K. Nodwinger* (Born in 961 FB; white hair and beard; high-quality mage robe in classical style; smelly old pipe) throwing paint bombs.

Escalation

At first, everything at the market seems rather quiet. The guards take up position: 10 stewards each protect the Domain Master and the Atmaskottje, while the others spread out. Many stewards are busy with arrests, leaving only about 10 stewards free, in addition to the heroes. Carriers set the Atmaskottje in place, and  *Gernot of Halsingen* (born in 978 FB; splendid Rondrian vestments; white beard and bald head; corpulent; sternly conservative; impressive preacher) mounts a speaker's podium. He launches into a fiery sermon about bravery and patriotism, and Timpski beats the Thorwal Drum at appropriate times.

The following four events occur at intervals of five minutes, and the heroes can notice them with a successful *Warfare (Open Battle)* check with a bonus of 1.

-  Olko appears at the head of three dozen Norbards, goblins, and Thorwalers that figured prominently in several disturbances.
-  The group moves towards the Thorwal Drum and begins to surround it.
-  The interferers divide themselves into three groups. If they all attack at once, Timpski and his people are doomed.
-  The interferers attack. Treat this as three *disturbances*, each with IC 16. They intend to steal the Drum.

Close a Breakthrough: To close a breakthrough, a maximum of four stewards may make a cumulative group check using *Feat of Strength* (1 CR, 5 attempts) with a cumulative penalty of 1 per CR of the breakthrough.

Throughout each disturbance, interferers call out slogans, such as, "End the barbarism!" "Thorwalers are humans, too!" and "Rondra's warriors do not drum on human skin!" Make use of these scenes to help the heroes (and the players!) understand the interferers' position. Heroes should find themselves inspired to reflect upon their ethical choices.



Scenes for Stewards

To make the scenario more complicated, use one or more of the following scenes.

Rental Nomad: Elmar spots his landlord (*Olboj Pshelawod*) on the side of the street and moves to beat him up. Other stewards join him, but soon Elmar's true motives become obvious. If the heroes don't act, this leads to a *disturbance*.

Red Figures: *Azilajid* shouts "Bladel!" and pounces on a goblin wearing middle-class clothing. Immediately, six more goblins appear from nowhere and surround her. If the heroes do not act, other stewards will. Roll 1d20: on a result of 1-10, a *disturbance* occurs. If the stewards arrest the Goblin, named *Prähnwart*, they learn that he owes gambling debts to the mercenary woman. She tried to collect on those debts when she saw some silver coins in his hand.

Shore Leave: *Peg-Leg-Samir* (bald), the ship's cook from the *Bartenwartin*, notices *Efferdan* moonlighting

The heroes must make a choice. They can stand by their employer and defend the Drum, or they can let the symbol of barbarism fall into the hands of the interferers. The heroes can make the following reactions (and if desired, they can try to estimate the consequences with *Warfare* or *Empathy* checks):

Negotiation: To try to arrive at an agreement with Olko, make 3 competitive checks using *Fast-Talk* or *Intimidation* against him (*Empathy* 4 (14/13/13), *Willpower* 6 (14/13/13)). If Olko fails twice, a dozen goblins and other inhabitants of Hesinde's Village retreat, leaving only two disturbances (each with IC 14) to deal with. Each comparative check won by a hero delays the interferers' attack by two minutes.

Smash: The stewards maneuver for the best position and **Attack!** One NPC steward joins in the heroes' attack on the interferers for each QL achieved in a cumulative group check using *Warfare* (*Open Battle*). The other stewards continue to protect the Drum.

Ask for Help: The heroes can interrupt the Domain Master's speech and ask him to address the interferers and use his charisma to put an end to this nonsense. The guard captain will keep the Drum, but the rally has been interrupted and is subsequently considered a failure.

Let Them Through!: If the heroes sympathize with the interferers, they can choose to permit a breakthrough. Due to the general confusion, nobody will blame them as long as they claim to have fought valiantly.

The heroes can decide whether the drum goes to the guards or the protesters. In the first case, Timpski deems the parade a success, and he secures the drum back in the garrison. In the second case, the guards and the Domain Master suffer a deep moral crisis, and the Drum is taken to a Surjeloff warehouse in secrecy.



Finally, the parade ends and the participants disperse. If you like, you can give the players the impression that the adventure concludes here. While they enjoy rounds of meskinnes and Atmas' Dumplings at the Ball, award them with 15 AP each for protecting the parade. The adventure's optional epilogue takes place a few weeks later.

At the Behest of the Marshal

Optional Content



This epilogue includes events that lead up to *The White Lake*, the first adventure in the *Theatre Knights* campaign, and serves to draw the heroes deeper into the conflict. This plot can have serious consequences for the characters' sympathies, and you are free to use or ignore it, as you choose.



A few days later, *Jucho of Dallenthin-Persanzig* invites the heroes to his palatial house on the shore. He says that they have been paid too little for their heroic efforts, and he offers each of them 50 batz or an equivalent favor if they steal the Drum from the guard garrison. He promises that the instrument will be "stored in a safe place as long as is necessary. This is the only way to end the Council's paralysis and get it moving again."

He already has a plan. Jucho lets the Surjeloff trading house pick the "safe place" and spirit the Drum out of the city. He does not care which side the heroes chose. Phex has told him that they are special people, and that is reason enough for him to trust them.



IF the Drum remained in the hands of the City Guard, Jucho says that Elkman Timpski fears for the garrison's safety. The City Guard has been deeply affected by the conflict, and the fact that they have not received the bonuses they were promised is only worsening the situation. Timpski wants Jucho's help before some frustrated guards accept a bribe and let somebody make off with the Drum. A staged theft of the Drum, on the other hand, would make the guards suspect an external enemy, thereby strengthening their esprit de corps.

IF the Drum fell into the hands of the interferers, Jucho tells the heroes about a raid on the Surjeloff trading house, wherein guards seized the



Drum and returned it to the garrison. In the long run, this will only hurt the city because Timpski will never allow the Drum out again as long as he can benefit from his triumph—a triumph, by the way, that was preceded by many brutal house searches, arrests, and, according to rumors, torture...



The following autumn, Elkman Timpski goes to great lengths to bring the Drum back to Festum, whether out of true commitment or to maintain his facade in front of the people. His position depends on support from the guards, and the heroes might use their knowledge as leverage against him....

Grand Duke Jucho of Dallenthin-Persanzig, Retired Noble Marshal

Appearance: born in 966 FB; slender; fox-red hair streaked with gray; green eyes; lined face; deep, hearty laugh; wears silk and furs; walks with a mahogany cane.

Profession: Brilliant politician and legendary Blessed One of Phex.

Motivation: Wants to keep Festum viable; suspects that the conflict between the city's patriots and free spirits is connected to something larger, and wants to understand his and the heroes' roles.

Agenda: Keep an eye on the parade and the heroes; recruit them to steal the Drum, to get it out of the city.

Role: Mysterious yet friendly sponsor for the heroes.

Background: Jucho worked his way up from poverty to join the world of trade magnates and the highest ranks of the Church of Phex. He worked for a while as an ambassador for the Horasian Empire after he was unseated, and he returned to Festum in 1029 FB, where he now hides behind the facade of an elder statesman while steering the fate of the Free Alliance.

Animosities: Deeds associated with demons and the Nameless One; sore losers.

Presentation: Relaxed, generous, and honest; take

some time to think before you talk, just like an elder statesman.

Fate: Jucho makes another appearance at the end of the adventure as an ally of the heroes.

Special: Rumors among Blessed Ones of Phex speculate that Jucho could be *The Moon*, the highest ranking of all Phex's servants. The truth is that Jucho gave up all these ambitions after his failure in the Horasian Empire, but he feels that he owes his god one last service before retiring permanently.

Jucho's Plan

The heroes need a suitable disguise, for which Jucho can give them another 50 batz. Furthermore, Jucho can provide them with a **forged document** bearing almost any seal. The heroes are free to dictate the contents of the document, but it must include the following provisions:

- It must state the heroes' authority to enter the evidence room where the Drum is being kept.
- It must grant the heroes a means to remove the Drum secretly from the garrison.
- It must obscure any connection to the heroes when the theft eventually becomes obvious.

Jucho has a **list of items** (see table) being stored in the evidence room that are large enough to contain the Drum. Since the list is only a copy of another file, and "bureaucracy is an art unto itself," it is possible that the list might be missing some important information. Jucho gives the heroes a **floor plan of the garrison** and provides transportation (including a coachman who does not ask any questions). Each phase of the plan is special in its way, but basically, the more attention the heroes attract, the more questions they will have to answer. And each question increases their risk of being unmasked.



Of course, the heroes can plan a classic burglary, and Jucho will supply them with another 50 batz

Evidence	Process	Notes	GM Information
Wooden Box, 1 cubic yard	City of Festum vs. Captain Trolldorfer / contempt of custom regulations	Probably empty	There is an old ship's kobold, clad in seashells, living in the box. He hid himself in here 44 years ago to think. When the lid is opened, he starts screaming and smashing items against the walls with his free magic until the lid closes again.
Birdcage, covered	Editors of the <i>Festumers' Flag</i> vs. City of Festum / curtailment of freedom of speech	Requires regular maintenance	A parrot sits in the cage, shouting "Fraud! Fraud!" loudly and repeating whole sentences.
Figurehead, recusant	Temple of Travia vs. Starkad Garlufson / public nuisance	2 yards long, hollow	This figurehead from a dragon ship is carved to resemble a rude hand gesture. Carrying it through the city could cause trouble.
Wicker basket with lid, oversized	Yeowoman Travinja of Misamund vs. Bailiff Veldrow / damages for excessive market fee (third instance)	The contents of the basket are the topic of the proceeding.	It is filled with apples that have been rotting for half a year.

instead of the forged document, if they prefer. When they are eventually arrested, he can help get their charges dismissed. This is not easy, though, and they will owe him even more.

Unpleasant Questions

Depending on the disguises adopted by the heroes, the forged document grants a bonus of +1 to +5 for checks using *Fast Talk*, *Intimidation*, and *Disguise*. The heroes should expect the following questions.

- What is your mission?
- What are you taking, and what will happen to it?
- Can't you do whatever it is here?
- Who authorized this action?
- Why doesn't he come here himself?
- Why haven't we heard about this?
- Why aren't we allowed to help?
- Why is there different information in the file?
- Have you informed XYZ? He is in charge today.

And If They are Caught?

Failed checks do not immediately result in arrest, but they do result in more questions. The guards aren't too strict with the heroes at first, since they recognize them from the parade. If the heroes get arrested, Jucho sends help. After a wait of a few days, a representative arrives from the organization whose seal decorated the forged document. She convinces Timpiski (or the court) that the heroes are victims of betrayal themselves, and they are set free. After they leave the garrison, she tells them to contact Jucho, as they owe him a big favor. Jucho then finds another way to get the Drum out of the city.



The Path to the Drum

The garrison, which sits in front of a large parade ground (150 x 350 yards), is enclosed by walls (6' tall, 100 structure points) with a gate house where a guard is always on duty. Three more guards sit in the entrance room (only two, at night; all others are sleeping or patrolling the city). The other rooms contain around six guards plus kitchen and janitorial staff. If you like, Timpiski can be present, too. Much open ground surrounds the garrison: Burgher houses, the Temples of Rondra and Ifirn, the Grand Festum Cavaliers' Academy, and the Spring Hotel all offer excellent views of the area surrounding the garrison.

Evidence Room

The evidence room is on the second of the garrison's three floors (9 foot ceilings each), surrounded by scribing rooms, guards' living quarters, and guest rooms. Like the rest of the garrison, the evidence room has stone walls (400 structure points). Its wooden door (100 structure points) can be opened with a cumulative check using *Pick Locks* (*Bit Locks*, 5 seconds, 5 attempts). The guard on duty in the hall wears the key on his belt. Below this room is another scribing room, the archive, and the armory, while above it is the

unguarded attic covered by nailed wooden shingles (60 structure points) and sporting a small pigeon house. The hatch the birds use to leave the loft is only large enough for them, not for heroes. The attic door that leads inside the house is usually locked.

The floor and roof of the attic consists of wooden planks (50 structure points) and robust crossbeams, and the bars in the windows (200 structure points) are anchored in mortar (80 structure points). Tools such as saws and chisels are noisy, but they do make short work of structure points. When these points reach 0, the heroes succeed in making a hole of the necessary size. For each minute of work, roll 1D6 per QL from a *Woodworking* or *Earthencraft* check. Subtract this total from the structure points, but add them as a bonus to *Perception* (*Notice*) checks to hear them. Heroes can work quieter by voluntarily reducing the number of D6s they roll (this inflicts an equal penalty for *Perception* (*Notice*) checks). Each closed room between any guards and the heroes' digging site reduces the noise by 1 QL.

The laundry room on the ground floor (5) has a service hatch with a lift to the upper floor (19). This device is used mainly to transport water buckets to the bath tubs and lavatories on the upper floor. Water is obtained from a basin in the laundry room (5).

There is one delivery entrance, in the kitchen (6). During the day, it is watched by a single guard, while at night the door is secured with several locks and three robust bars. Guards regularly patrol the building. Timpiski, Bershin, and the janitor all have keys.

Concluding the Adventure

Once the heroes deliver the Drum to Jucho, he begins to feel optimistic that the city council will get back to work again soon.

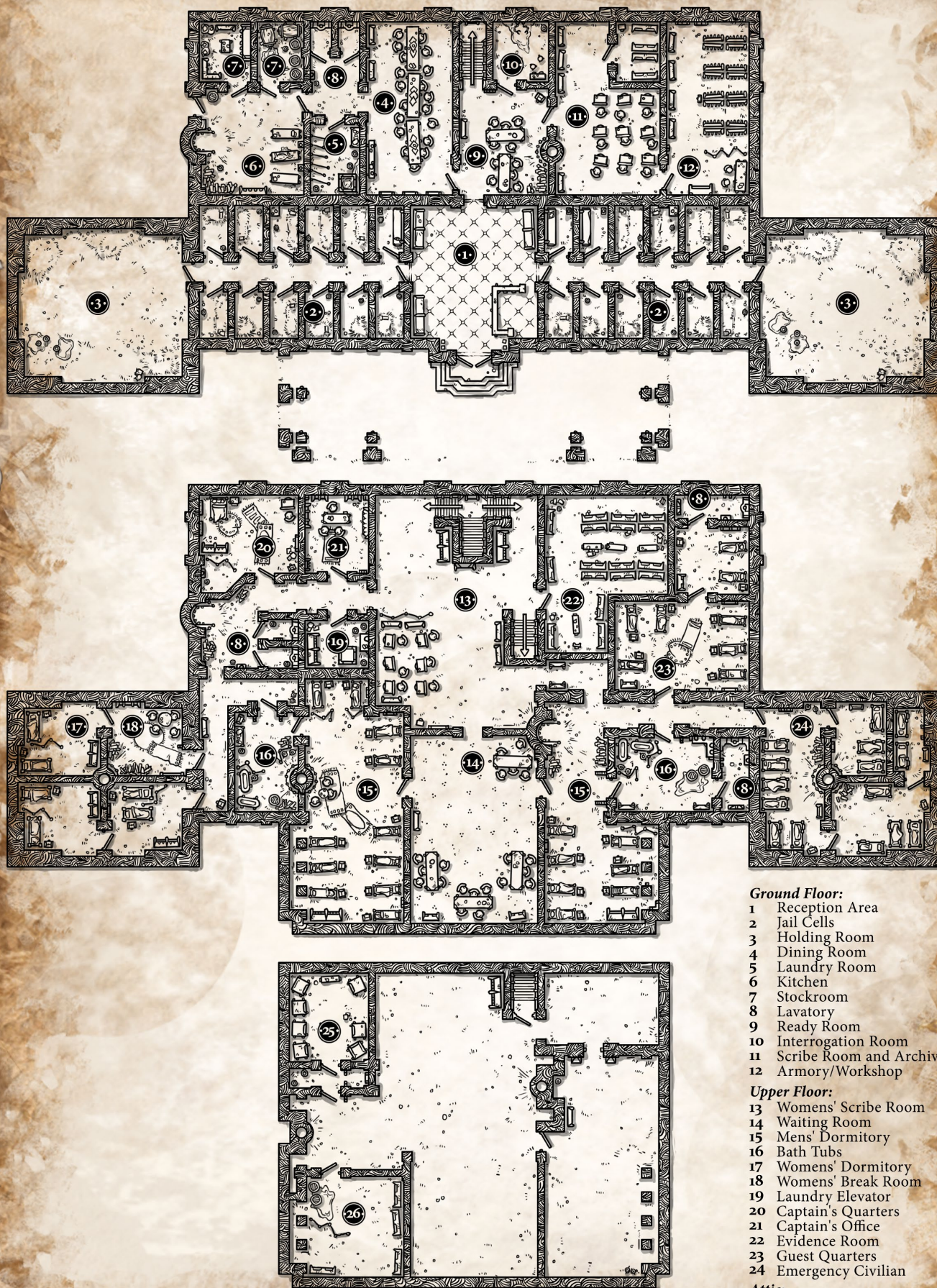
IF the heroes sympathize with the supporters of the Drum, Jucho says that he wants to lull the opponents of the Drum into a false sense of security by waiting for knowledge of the burglary to spread. When the Drum is produced at just the right moment, their resistance will be crushed. Then the Drum can be hidden safely away again in secrecy.

IF the heroes sympathize with the enemies of the Drum, Jucho says that those who support the Drum will lose heart when people hear news of the Drum's disappearance. With the Drum in a secure location, the supporters' claims of theft by Thorwalers or others will have no basis.

For completing Jucho's assignment, the heroes each receive 50 batz and 5 to 10 AP.

As GM, you can decide whether, in the future, the Atmaskottjes will be carried through all of Festum, or only on the warehouse island, or even not at all. The parade remains a sore spot for years to come, and the council might change its opinion on the subject as often as every year, depending on the political climate in the city at the time.





Ground Floor:

- 1 Reception Area
- 2 Jail Cells
- 3 Holding Room
- 4 Dining Room
- 5 Laundry Room
- 6 Kitchen
- 7 Stockroom
- 8 Lavatory
- 9 Ready Room
- 10 Interrogation Room
- 11 Scribe Room and Archive
- 12 Armory/Workshop

Upper Floor:

- 13 Womens' Scribe Room
- 14 Waiting Room
- 15 Mens' Dormitory
- 16 Bath Tubs
- 17 Womens' Dormitory
- 18 Womens' Break Room
- 19 Laundry Elevator
- 20 Captain's Quarters
- 21 Captain's Office
- 22 Evidence Room
- 23 Guest Quarters
- 24 Emergency Civilian

Attic:

- 25 Pigeon House
- 26 Storage Room

Steffen Brand
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AVENTURIA

The Thorwal Drum

by Daniel Heßler


Phex, 1038 FB. The Middenrealm marches to war against Lord Commander Helme Haffax, but Festum, the trade capital on the Sea of Pearls, has its own problems. The city's once-cherished tradition of the Atmaskottje Parade has become a serious issue of contention, and the population is divided. Many would agree that the Thorwal Drum, a historic relic crafted from human skin, is what angers Festumers the most. Left unchecked, this growing rift could destroy the city's unique, cosmopolitan atmosphere. It wasn't so long ago that Festum's populations of goblins, Thorwalers, Norbards, Maraskans, and native citizens all got along well. Now, a simple parade could spark a riot that leaves the city in ruins.

Faced with saboteurs, enraged citizens, and political power-plays, Guard Captain Timpski is betting that intelligent heroes can turn the tide and soothe the waters. They will need every ounce of tact, ingenuity, cunning, and muscle to resist the bleak wind that moves through the streets of the Bornish metropolis. Peace is threatened, and in the end, only one thing is certain—the future of the entire city is linked to the infamous Thorwal Drum....




Genre: Urban Adventure
Prerequisites: skills suited to urban settings, no prejudices against Festum's City Guards
Location: City of Festum
Date: Phex 1038 FB
Complexity (Players/GM): Medium/High
Suggested Hero Experience Level: Ordinary to Experienced

Useful Skills

Social Skills    
 Combat    
 Stealth    

Living History

You need the *TDE Core Rules* to play this adventure. You can play *The Thorwal Drum* either as a stand-alone adventure or as an introduction to the *Theater Knights* campaign. The *Aventurian Almanac* is useful for understanding the events leading up to this scenario, but it is not necessary to enjoy the adventure.



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