

## **Event 5—The Garment Shop**

Robin the Seamstress is one of the more expensive tailors in Freeport. She deals mostly with the more affluent residents of the Merchant District. This is readily recognizable with a DC 10 Knowledge: local, Appraise or Profession: tailor check; her reputation is well established and the material in her shop is only the finest. Inside the shop everything seems quiet—perhaps a bit too quiet. Although the escapees snuck in the back door, subdued the tailor and departed with fresh sets of clothing, the PC's might gain some useful information if they rescue the tailor.

### *1. Work Room*

Two long tables occupy this room; they are filled with swatches of cloth, spools of thread, boxes of buttons and other paraphernalia necessary for sewing clothing.

### *2. Tailor's Quarters*

This room serves as the tailor's living quarters during those times when she finds it necessary to spend long hours at work; it features a bed, desk and wardrobe. The desk contains the tailor's ledger, while the wardrobe holds a few spare sets of clothing. Less ethical PC's might be interested in noting that inside one of a pair of boots there is a small sack containing 214 gp and 57 sp.

### *3. Storage Room*

This area is dominated by sets of shelves that run up to the ceiling, all piled high with bolts of cloth and boxes of other supplies. Additionally, there is a large storage trunk beneath one of the shelves that holds an unconscious, bound and gagged tailor, compliments of the escaped convicts. Robin remains unconscious for ten minutes after the PC's arrive, at which point she begins to kick and struggle fiercely (DC 8 Perception check). Otherwise, a DC 13 check for a search of the room is enough to locate her.

### *4. Front Room*

The front room is where most business is conducted; the counter here holds measuring tapes, quills, ink, paper, pins and other items needed for fitting and adjusting garments. There is also a small strongbox beneath the counter, but it is currently empty. A DC 15 Perception check confirms that its lock was picked open.

### *5. Dressing Rooms*

Each of these areas boasts a sofa, a small table and a row of hooks for hanging clothing, along with a full-length mirror for admiring oneself.

If she is rescued, Robin is quite grateful to the PC's. As a sign of her gratitude, she personally tailors each character one set of clothing that is worthy of being worn to any high society function in town.

## **Event 6—Back on the Trail**

The convicts' trail continues out the front door of the tailor's shop; a DC 12 check is enough to confirm that it runs out into the main road and then ends abruptly. Although the footprints disappear, a DC 17 check reveals that they end right where they intersect with a set of coach-wheel tracks. Hopefully the PC's can recognize that, after obtaining fresh sets of clothing and stealing some money, the convicts hailed a coach.

From here, following the trail of a single coach along well-traveled roads through the city is a very difficult proposition. The coach's route runs from the Merchant District, along the border between the Old City and the Docks, then between the Docks and the Eastern District, and into the heart of Scurvytown. Tracking it the entire way requires eight successful DC 22 Survival checks; failure means that the PC's lose the trail along the way. Now, while this may seem too daunting a task for the PC's, they do have other options.

For one, if they recognize that the escapees are now well dressed and traveling in a coach from the Merchant's District, they can ask around among nearby passersby to find out if anyone has seen such a group. After all, horse-drawn carriages are not that common in Freeport, and especially in the poorer neighborhoods of the city. Each successful Diplomacy check allows the PC's to find the trail again, allowing them to resume making Survival checks. Whether this interaction is roleplayed or handled via dice rolling depends on the preferences of the GM and players.

<i>Number of successful Survival checks</i>	<i>Where the trail ends</i>	<i>Diplomacy check DC to locate the convicts</i>
0-1	In the Merchant District	20
2-4	In the Docks outside of the Old City	18
5-7	In the Docks outside the Eastern District	12
8	In Scurvytown	6

Anyone who can succeed at a single DC 30 Diplomacy check actually finds the coach that carried the convicts; the driver, once informed of the situation, directs the party to the pier in Scurvytown to which he delivered his passengers. Otherwise, as long as the PC's succeed at the necessary number of Track and/or Gather Information checks, they arrive at a pier in Scurvytown where a ship is just preparing to depart.

### **Event 7—Stop that Ship!**

At the pier the PC's witness the following scene.

*It looks like this vessel weathered the wave's impact better than many of those around it. In fact, its crew seems to just be finishing*

*stowing cargo and making the rest of the preparations necessary to set sail.*

A quick search (DC 13 Perception check) is plenty enough to locate the three convicts, who are making their way to the cabin that they have just booked. The vessel is clearly labeled as the *Stalwart*, and Jedekiah Snoaj is its captain. If the PC's call out to the ship's captain, he calls for his crew to halt; the escapees, realizing that their plan has been foiled, attack the party. This could be a good opportunity to introduce some NPC the party has already met, or one that could draw them into a future adventure. If neither of these options is needed, feel free to use the map of the *Tradewinds* from Appendix 4.

### **Tactics**

When the fight starts, the convicts have a number of tricks that they can use to enhance their combat edge.

### **Conclusion**

If they can defeat the convicts, the PC's earn the abiding gratitude of Sergeant Yarrick and his cohorts. They also gain the aforementioned reward from Robin the Tailor.

### **Continuing the Adventure**

Success in this adventure might bring other opportunities for adventure for the party. Some possibilities include:

Recognizing a capable band of adventurers when he sees one, the captain of the ship might have other business for the PC's. He could be hired by a third party to sail for a distant and dangerous island, or might need to sail a route that has recently been plagued by pirates; capable adventurers could prove useful for these or many other possible voyages.

Knowing that the PC's are trustworthy and discreet in their service, Sergeant Yarrick or his superiors could easily find other business for the PC's. This could even draw them into

one of the myriad power struggles taking place throughout the city.

The rapier that Conrad carries is one he stole from an unfortunate young nobleman in the Merchant's District; it bears distinctive engravings by which it can be recognized as such. Should a PC be seen carrying it by that angry young fellow, a confrontation would ensue.

Of course, there's also the matter of what caused the tidal wave, along with ships that were at sea as it passed; those matters are explored in the following chapters.