

ADVENTURE
THE ART LOVERS

by Joseph Steven Coleman

(NOTE: In THE SHOLARI PACK, the module VOYAGES OF THE AYLON STAR opens with the concept of the player characters needing to leave Aylon in a hurry. This adventure was originally run for one of my advanced Jorune groups, which provided the motive to get out of town! The playtesters were uncredited in the Voyages of the Aylon Star, so thanks to Richard Eide, David Chervanik and Brian Wolfe. I hope you enjoy it.)

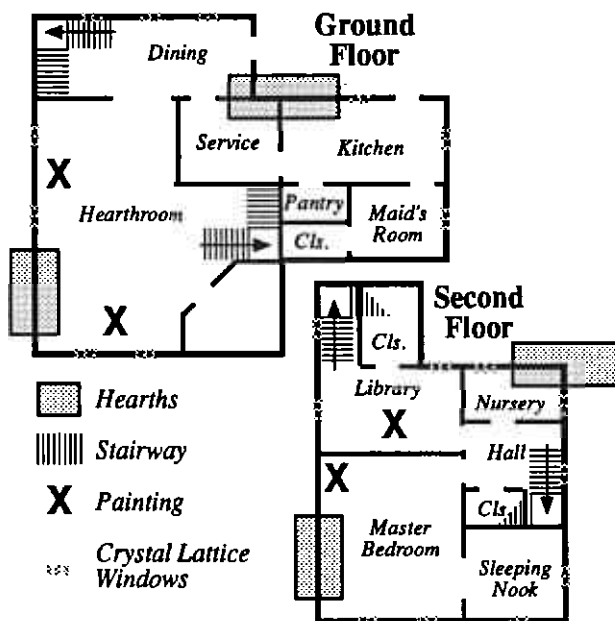
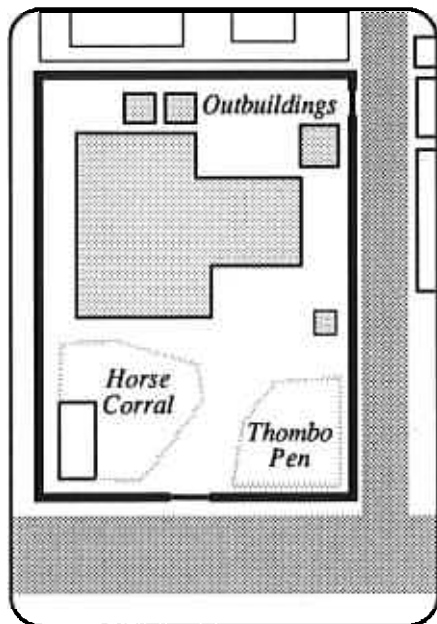
Play begins in a shenter called "Night Fires" where the proprietress – are large bronth woman named Yalla – arranges deals for clients and the out-of-work adventurers who seem to straggler through her doors. Yalla has an assignment that is ideal for thieves (githerns), out of work mercenaries (condrij), student magicians (muadra), or almost any player character with some time to kill.

One of Yalla's clients wants something that is in the house of a well to do family in a quiet, extremely comfortable part of town. If the characters bother to ask, Yalla will avoid revealing her client's identity. If the characters ask about the owner of the house they are to burglarize, Yalla will avoid the question until *forced* – when she admits it is Dorin Khasant, the son of the local mayor (schell), who is also a well know soldier. Tonight there will be a festival in honor of a visiting

noble and the house is supposed to be empty.

The goal are four small, very old paintings. They are about a foot tall and a little more than a foot wide and have landscapes of old Jorune. The characters can be told Yalla's client desires the artwork, if anyone is able to detect a lie or really press further it is the fact that these paintings are by the legendary scientist Iscin – the father of the *iscin races* painted to relax! These paintings are worth several fortunes to the races who worship Iscin.

The characters will start off for the house around sunset. They may want to case the joint (see map) and should avoid the yord station at the end of the block. Casual observation will show a wall with a single gate for a horse or thombo drawn cart, and a small gate in the wall on the alley side of the estate. When they arrive, the house is obviously inhabited. If they want to attack they will find the old muadra baby-sitter (Nana), her old muadra husband (Lavi), the mayor's son (Dorin), his wife and their hired hand (Brint) (see "NPCs" for stats, weapons and abilities). If the characters attack, they will be in for a *major* fight and each painting will have a chance of 4 on a d20 to receive damage making it useless on



the market.

If they have the good sense to wait, there is a crugar shenter about a half a block away where they watch the house. Across from the shenter is a tall building with markings in the crugar language – if one of them can read the script it will tell them this is a training building for priest of the Iscin religion.

At sundown they will be able to watch the young couple who own the house and their servant leave in a horse-drawn cart (horses are very expensive on Jorune). The baby-sitter's husband will also leave – he holds the gate open for the cart and closes it as the cart rides away. The house is quiet and there are no lights visible once the characters get over the wall, through the front gate or through

the side gate.

In the estate they will see a small pen with goats near the house. (Goats? Why would these people keep goats?) A good Spot roll will show a faint amber glow from inside the house. A good Listen will get them the sound of someone humming a lullaby softly, but will not tell them where it comes from.

If they try the door, someone – an old woman's voice – will tell them to go away. If they look through the living room window, they will find it is made from cut clear crystal (not glass) and there is a faint amber glow inside. A critical Spot at this point will show some motion through the glass; a steady motion back and forth by something a little smaller than a man. (Did these people leave a candle burning

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in one of the rooms?) If they break in they will be told to go away by an old woman in another room.

If the characters peek into the living room they will see an old muadra woman with a baby in her arms, sitting in a rocking chair before the fireplace. In the air near her a small globe of amber glow gives a soft light to the room.

If confronted, the woman's first thought will be for the baby's safety and she will run for the stairs. If spoken to she may offer the characters to leave now and she won't report anyone –if they refuse she will throw Stiff dysha at the nearest character. If any of the characters attack, she can defend with her Shield or Bubble. She can Reflect dyshas thrown at her. If pressed she can use Frost Bolt, Lightning Blast or Flingers as first choice spells (called dyshas) to attack. (Be sure to keep track of the Isho costs of each dysha – she doesn't have infinite Isho.)

Two of the paintings they seek are in the living room, if anyone cares to look.

The baby-sitter will run upstairs. If the characters chase her immediately she will run onto the balcony.

NOTE: If the characters do not chase her immediately, she will put the baby in one of the upstairs nurseries, cast a Wall dysha to protect it and return to fight. At this point she will also release a Bell dysha with a plea for help to her husband Lavi – and their children, who are all military trained caji. The Bell dysha is assigned to Lavi's personal tr-signature (other game systems may have a

different way of 'addressing' a plea for help).

If the characters chase her onto the balcony, she will take the baby, cast a Levitate as she steps off the ledge to launch herself toward the yord station in a slow float. Range weapons may work if she is unable to activate her Shield or Bubble dyshas. If there is an Isho user in the group, she may have Reflect, which will send the character's bolt back on him.

The best move is to grab the paintings and run. If your characters stay, they can have major confrontations with the Yords (bronth, boccord, human and caji, Sholari's choice), Nana's husband and children (and maybe grandchildren), and any neighbors they have attracted who may be inclined to help the mayor's son!

The paintings are worth 2d20 Gems each from Yalla – lower prices mean the theft will make the merchandise too hot to move, higher prices mean a job well done. If the characters make it back to Night Fires – and if they do, we suggest they get out of town *fast*.

NPCS NANA, THE BABYSITTER

Nana is in her sixties and enjoys being the neighborhood babysitter. She doesn't need to work – she lives quite well on her military pension. You see, Nana used to train the soldiers who entered the muadra infantry. She is adept at a variety of skills and has built up an impres-

sive pool of Isho and Moon Skills. She is a seasoned fighter and has not let age (she's only about 45) slow her down much.

Nana's stats are: **CON 11, SOC 24, COL 67, ISH 75, STR 9, EDU 19, LER 11, AGL 9, SPD 3, AIM 6, SPT 11, LIS 10.**

Herdyshas are: Frost Bolt (12), Lightning Blast (14), Stiff (13), Power Orb (9), Flingers (9), Light Orb (12), Levitation (10), Tumble (14), Shield (8), Reflect (9), Bell (10), Wall (8) and Brain Blast (7). She has Tra Sense (15) and Mask Signature (11) to detect and avoid detection with Tra.

Her skills are: Knife (13), Club (12), Defend w/o Weapon (10), Advance (10) and she has a +3 to Advantage (she's trained, she's defending the baby, and she's fought better!).

DORIN

Dorin is the son of the local mayor and beloved war hero. He gained his reputation as a fighter and keeps in shape, although his interests are now centered on his wife and infant son.

Dorin's stats are: **CON 14, SOC 17, COL 19, ISH 12, STR 13, EDU 16, LER 13, AGL 13, SPD 11, AIM 10, SPT 11, LIS 12.**

Skills are: Sword (14), Dagger (13), Pistol (9), Tackle (12), Fist (12), Defend w/o Weapon (12).

BRINT

Brint once saved Dorin's life in the military and is now his hired hand, driver and bodyguard. He is fiercely loyal and defends Dorin's family as his own.

Brint's stats are: **CON 15, SOC 9, COL 14, ISH 11, STR 16, EDU 14, LER 9, AGL 13, SPD 14, AIM 13, SPT 11, LIS 9.**

Skills are: Sword (13), Knife (11), Tackle (15), Fist (14), Defend w/o weapon (10), and Advance (10).

LAVI

Nana's husband Lavi is also ex-Caji infantry, but is also a member of the underground Seytra sect of caji's. He specializes in fighting dirty and his age is no handicap.

Lavi's stats are: **CON 9, SOC 13, COL 58, ISH 68, STR 10, EDU 17, LER 11, SPD 9, AIM 8, SPT 13, LIS 10.**

Lavi's dyshas are the same as Nana's, except for Brain Blast, Levitate and Stiff (Nana is the power hitter in the family), but a -1d6 on each dysha.

Skills are: Sword (9), Knife (8), Advance (8), Fist (10) and Grapple (12).

Cassal and Nana's children should be generated by the GM, if he or she wants to use them.

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