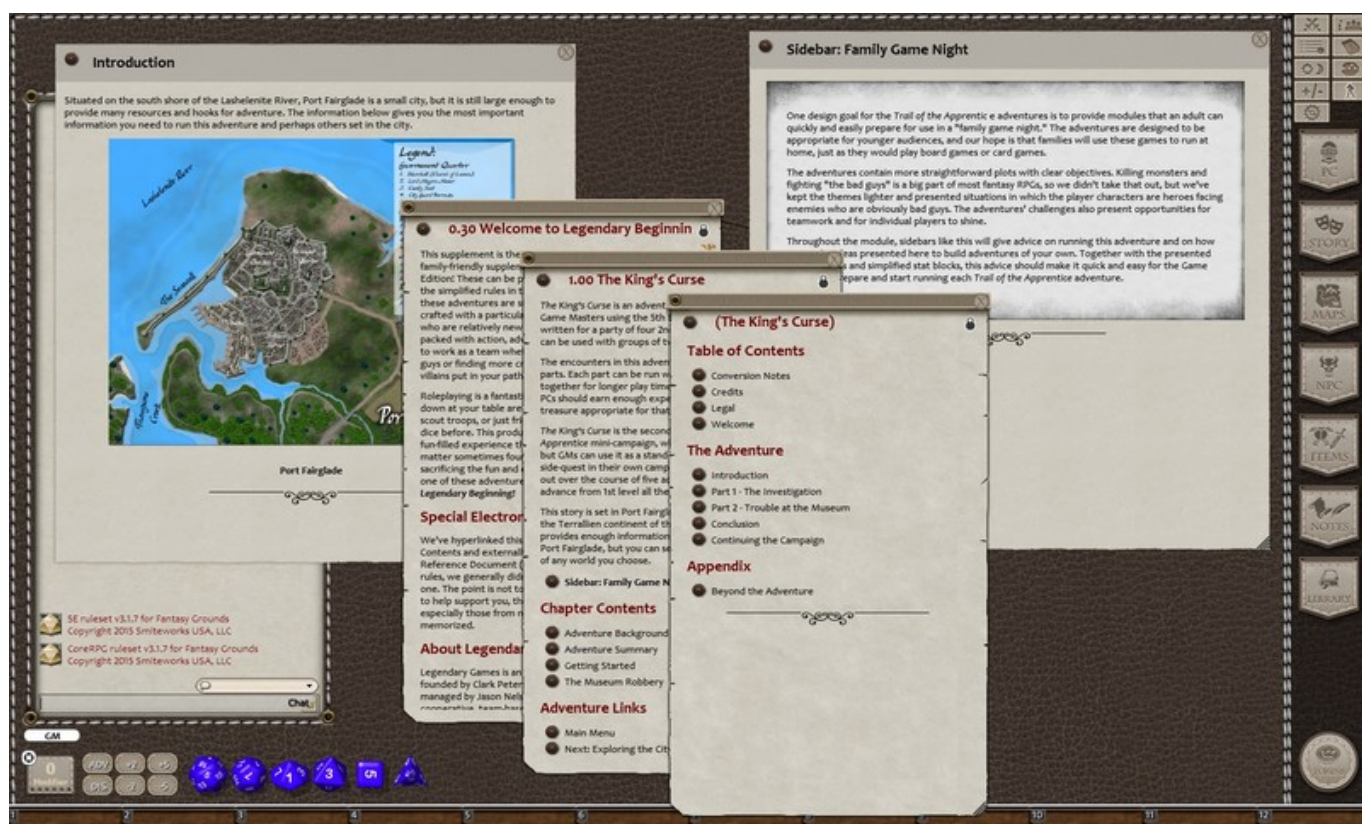


Fantasy Grounds - Trail Of The Apprentice: The King's Curse Download [serial Number]



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About This Content

Beware the Curse!

With the heroes hot on the trail of the ruthless bandits that have stolen the priceless Green Serpent statue, they must venture to Port Fairglade where the Lord Mayor's fabulous private museum keeps its twin among a trove of ancient artifacts. It is there the thieves plan to strike next, but the heroes' warning comes too late! The resplendent White Serpent has already been taken, but even as the heroes investigate the crime the museum is robbed a second time, and suddenly the loss of two statues becomes the least of their worries, as it is more than just treasure that fills the halls of the museum by night!

The King's Curse is an adventure for 2nd-level characters. It is part two of Trail of the Apprentice, a full campaign made up of 5 interconnected adventure modules for the 5th Edition of the world's most famous roleplaying game! The Trail of the Apprentice saga and all adventures in the the Legendary Beginnings line from Legendary Games are designed as exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side. Grab this 50-page adventure today and Make Your Game Legendary!

Conversion by: Zacchaeus

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the included 5E ruleset.

Title: Fantasy Grounds - Trail of the apprentice: The King's Curse

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 5 Jul, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c


Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English



1.03 Starting the Adventure

When all the players are ready to begin, read the following:

Your journey brings you to the city of Port Fairglade, the shore of the Lasbeleste River. The sage, Ithamar Ruggles, asked you to visit Samuel Wolfe, Lord Mayor of Port Fairglade, and find out if he still possesses a special statue, which he calls the White Serpent. Ithamar recently lost the statue's sister, the Green Serpent, when a band of orcs raided Corbin Village. Ithamar is the mastermind behind the theft and will also try to steal the White Serpent. Ithamar gave you a letter of introduction to present to the nobleman in the hope that he will meet you and share information about his statue.

● Sidebar: Peace-Bonding

Wolfe Manor, the Lord Mayor's estate, has well-tended grounds, surrounded by a high brick wall with a large, iron gate. A guard stands just inside the gate and asks the PCs what business they have with Lord Wolfe. The guard seems nervous and first tells the PCs to come back some other day. When I present Ithamar's letter, the guard begrudgingly takes you to the parlor and asks you to wait.

● Artwork: Wolfe Manor

● Sidebar: Social Encounters

The PCs wait for a short time before the Lord Mayor enters the parlor and politely welcomes them. He has read Ithamar's letter and knows why they are here. He tells the PCs that the White Serpent was stolen on the night before the PCs arrived. The thieves took nothing but the statue, even though many of the items in the museum are far more expensive.

Lord Mayor Wolfe is an imposing man in his mid-forties. His family has been a powerful part of Threl's politics for generations. While he is always polite, he also doesn't let things slide.

Pushing on the heavier wooden door, he enters a dark, cool chamber.

- Map: Museum Day - DM
- Map: Museum Day L1 Players (Optional)
- Map: Museum Day L2 Players (Optional)


The antechamber of the museum is decorated with memorabilia from the Wolfe family's long history. Wood-framed glass cases line the east and west walls and contain scarves, gloves, small pieces of jewelry and trinkets. Suits of armor crafted in a style that has been used for hundreds of years flank the doorway leading to the museum's main hall.

The main hall has a high ceiling, held aloft by six massive statues of a powerful-looking woman in full plate armor.

● Sidebar: Social Encounters

Starting an adventure session with combat can help get everyone's mind on the game, but not every story can start with a fight. Another good way to start things off is with a social encounter.

Many adventures start in taverns because public gathering places give opportunities to introduce NPCs with stories that grab the PCs and start off quests. Players can talk with the barkeep or the servants or listen to old-timers who sit in the corner and tell stories about ancient times. They can speak to city guardsmen, stopping for a bite to eat or to ask questions about a crime. They might encounter a traveler from a distant land with tales about places the PCs have never seen, giving them a chance to start a quest.



Map: Museum Day - DM

Map: Museum Day L1 Players (Optional)

Map: Museum Day L2 Players (Optional)

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Map: Museum Day - DM

Map: Museum Day L1 Players (Optional)

Map: Museum Day L2 Players (Optional)

BEWARE THE CURSE!



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The King's Curse is an adventure for 2nd-level characters. It is part three of *Trail of the Apprentice*, a full campaign made up of 5 interconnected adventure modules for the Pathfinder Roleplaying Game, which can be played with the standard Pathfinder core rules or the simplified rules presented in the Pathfinder boxed set created just for beginners! The *Trail of the Apprentice* saga and all adventures in the the **Legendary Beginnings** line from Legendary Games are designed as exciting adventures suitable for all ages, but specially designed for those new to roleplaying and those on the younger side.



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People of Port Fairglade

Port Fairglade has a population of about 9,000 permanent residents, most of whom are human. As a way on the journey to and from Solarrin, the city is welcoming of strangers, but the occasional threat of more from beyond the Westwatch Mountains or even from the deep forests and marshes in Threll keeps people from being too quick to trust anyone.

Port Fairgladers are generally happy folk who have benefited from three generations of rule under the Wolfe family. The steady flow of goods generates a level of economic security that buoy spirits, despite the occasional mishap or natural disaster.

Exposure to travelers from many places taught Fairgladers to enjoy interacting with outsiders and show genuine interest in tales from distant lands. This trait is tied very closely with the founding of King's College, the prestigious university in the Government Quarter, and to the Wolfe family's interest in studying the jungles of Ekaenturu and the ruins of ancient Akhutan.



REFERENCE

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THE CITY OF PORT FAIRGLADE

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Fighters

Wizards

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Lodging


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Government and Law


Lord Mayor Samuel Wolfe inherited rule of Port Fairglade from his father, Collin Wolfe, who inherited it from the first Lord Mayor, Edison Wolfe. Samuel Wolfe is a decent man who strives to enforce the King's Laws and maintain peace in his lands so that the people here can prosper. He is supported by the city guard and, usually, by the Council of Masters.

The Council of Masters is a relatively new creation—an advisory body made up of the masters of the city's most powerful guilds: masons, carpenters, longshoremen, furniers, smiths, cooper, entertainers, and woodcutters. These eight individuals speak for all members of their guilds in matters pertaining to the city. The guilds are already powerful, but when they gather as a unified body, they rival the king of Threll in their ability to sway the Lord Mayor's decisions. Of course, the council is rarely that unified.









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