

The Sorcerer's Son

When walking the city's streets, a player is approached by a young girl (Esmeralda, ~6) dressed in ragged clothes; perhaps tugging at their trousers.

Her brother was taken last night - apparently street children have been going missing, and he's the latest. Desperate to get him back, she pleads for their assistance. Branlen has a crescent birthmark on his right cheek.

Should the players help out, and should they lie in wait, they might want to pick the alley Esmeralda normally inhabits. They will probably see a cloaked figure smother a child with a tincture, then bag them and leave.

Pursuit will lead to a shuttered wooden door at the bottom of some steps off a narrow street. Knocking would result in being told to bugger off.

On entry by some means, there is a gnome whittling at a chair, and several tables - one looks to be a herbalist's worktop.

Once combat is initiated, another might enter by the stairs and join the fray.

The only other door in the room leads to the main fellow's room.

The Sorcerer stands with a glass orb in one hand, and a bound, struggling child in the other - both glow with a pale blue hue. The sorcerer is muttering something under his breath.

Three cages sit empty, and a pool of acid bubbles in the corner (means of disposal).

The globe seems to hold whirling mist, and players may momentarily catch glimpses of a pained visage.

Smashing the orb will cause the mist to flow into an available body, and either possess or reanimate. Twisted/damaged personality, eyes have yellow tint.

The air becomes thick with a foul odour.

Roll a D6, and on a 3 or less, the young boy is dead. If he survives then he can tell the tale - which includes the demise of poor Branlen. The party could otherwise discover a notebook and records detailing the experiments.

Loot:

1 Potion of Endurance

3 Potions of Cure Light Wounds

4 Vials of an unknown blue liquid.

1 Masterwork longsword.

420 gold pieces in the desk drawer.

Assorted armour and weapons from the goons.