

Finsterland

JESTERS AND FOOLS

A Finsterland adventure

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This is part three of a campaign for Finsterland which will be published over the next weeks.

SUMMARY

While looking for the six keys to the organ, the characters travel to Tepice. It's the time of the Carnival. The entire city is excited, the streets are crowded and everybody dresses up in costume. A little research among the antiquarians and archivists of the city shows that the key is in the hands of Ulrika Gábor. She is a famous socialite and industrial tycoon and has made her fortune setting up and managing one of the wharves. Ms. Gábor got the key as part of an inheritance and is willing to sell it. However, she already has a substantial offer by the Huntress and wants to make people bid for it.

The opportunity to do so presents itself at her private Carnival party. Should the characters contact Fekete, he will tell them to match any offer. He needs to have this key. At the party, the characters meet the Huntress, which presents herself as Cornelia Hagenstorfer. She claims to be an admirer of Jindrich Škoda. Other than that, she is careful not to reveal any information about herself. She stays in the bidding for a long time, but eventually runs out of funds. The other investors also give up. The characters would have won, but as Ms. Gábor sends one of her servants to get the key from the safe, it is stolen. The servant is found knocked out, the key is gone. He immediately accuses the characters of the theft. This is a feint that is meant to stall the characters. The servant is actually an accomplice that infiltrated Ms. Gábor's mansion some weeks ago. While the characters argue their innocence, the Huntress has long since disappeared.

However, this too fails: Just as she wants to leave discreetly, the Mayor and a delegation of dignitaries shows up and traps her in conversation. There is even a marching band. As a result, the characters are able to chase her. With a little luck, the group is able to catch her at the harbor. The Huntress, a magician, tries to flee by tossing the key into the lake and thus distract them. It's up to the characters to dive into the murky waters, but their prisoner will certainly escape.

It's evident that there is much more to this affair than meets the eye.

STORY STRUCTURE

First scene: Investigations

Second scene: Negotiations

Third scene: Accusations

Fourth scene: The chase

Fifth scene: Confrontation

CHARACTERS

Ulrika Gábor: The industrialist – A voluptuous woman in her thirties. She is always well dressed and friendly, but under this nice shell, there is a tough negotiator.

The Huntress: The jester – An average looking young woman wearing a jester's outfit for the Carnival. She's usually smirking and has great confidence in her powers as a fire mage.

Jovan Illic: The servant – A greying, rather charming man with a low voice and quiet demeanor. He is perfect at fading into the background and always wears muted clothes.

Karl Gavrilovic: The Mayor – Tall, imposing and jovial. He is immaculately dressed and has impressive mutton chops. The Tepicans call him the "Prachtkarl", a pun.

THE CITY

Tepice is one of the most important industrial centers of the Finsterland. There are textile factories, wharves and trading companies. The city's wealth and excitement attract people from all over the country. The Carnival is among the most important social events of the year. It may be loud and annoying, but it is the best time to relax and relinquish all social rules for a little while.

Drinking is mandatory.