

Silks and Subterfuge

A social intrigue adventure for use in your favourite RPG system.
Created for the One Page Dungeon contest 2018.

Released under Creative Commons Attribution –
Share Alike 3.0 license.

<http://creativecommons.org/licenses/by-sa/3.0>

By Matthew H, Sylvia G, and Katie L

Overview:

The PCs have learned of an artefact with powerful defensive capabilities. They know the description (but not the name) of the young woman holding this item and her plans to pass it to an unknown contact at an upcoming high-society function.

Armed with forged invitations, the PCs plan to infiltrate the function and intercept the hand-off. Danger awaits: high society can be a tangled web, and they're not the only ones after the artefact...

This scenario is designed to be setting-neutral – elven nobles could easily become suburban socialites or Italian mobsters. The defensive artefact (whether wand, prototype shield generator or Soviet tech) forces the PCs to prioritise social methods over combat.

Factions:

The Hosts (the Mirlleths; Soran Mirlleth; guards and servants) want the party to run smoothly. Will react swiftly to minimise disruptions.

The Smugglers (Mala Eranis; Lemall Wirsen; Mr Kurshal) want to secretly pass the artefact from Mala to Kurshal and on to the foreign embassy. There is little trust between them. This function is their first chance to perform the hand-off in a supervised way.

The Competitors (Taria Galvey; Rell; thugs) want to intercept the artefact. They know the identity of the artefact's recipient (Mr Kurshal), but not who currently holds it. They plan to intervene as Kurshal leaves the premises.

The Telleins (Dame Tellein; Warrel Tellein; other Telleins) want to provoke Soran into intemperate actions against Lemall Wirsen. Their motives are petty. They know nothing of the artefact plots.

Locations:

A: Main Hall: Big ballroom, lots of guests. Contains a large **Fancy Art** centrepiece and a grand staircase to the rest of the building.

B: Foyer: Guards/Security on duty. Servants take coats and bags into cloakroom

C: Cloakroom: Everyone's things, and only two guards.

D: Fancy Garden: Good for a bit of private conversation, or an ambush.

E: Side Rooms: Contain buffet tables and intrigue.

F: Servant's area: Kitchen, storeroom, and service corridor. Like all RPG servants, can be bribed.

G: Stables/Garage/Helipad: As appropriate for setting.

Complications (Optional; Pick one):

- A **fight breaks out** between two factions
- Someone sets the **building on fire**.
- Someone destroys the **Fancy Art**
- The party is attacked by a group **hostile to all guests** (Mercenaries, demons, pirates ect.)
- The PCs' **forged invitations** are discovered and called out.
- The PCs' **personal rival** is attending the function.

Characters:

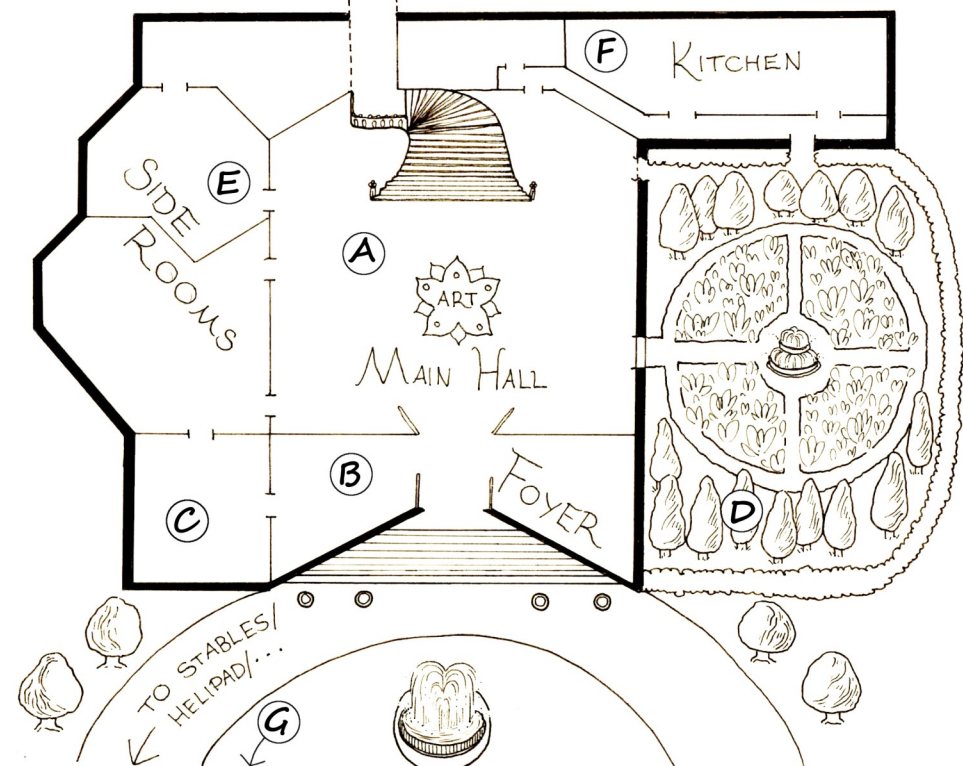
The Mirlleths are the charming and sociable hosts. Will clamp down hard on disturbances. Have servants and security on hand.

Soran Mirlleth is the son of the hosts. Mostly cares about horses and duelling, or equivalent rich kid stuff. Surrounds himself with like-minded cronies. Easily provoked.

Mala Eranis is the young woman holding the artefact. Plans to hand it off to Kurshal to repay a considerable social favour owed to Lemall Wirsen. Clever, resourceful, but pressured. Can use artefact's powers.

Lemall Wirsen is a local politician orchestrating the artefact's transferral in return for a generous foreign donation. Provides a social distraction while Mala completes the transfer.

Mr Kurshal is Ambassador Xanlar's manservant, and the intended recipient of the artefact. Will take advantage of the distraction provided by his allies to receive the artefact, then exit the area via the gardens. Trained in unarmed combat, but cannot use the artefact's powers.



Ambassador Xanlar arrives late and is very foreign, flashy and distracting. Oblivious to all the plots, including his own manservant's.

Taria Galvey is a gossipy heiress who is attempting to compete for the artefact. Provides a social distraction for Rell's movements. May pretend to know passer-by to escape boring conversations. Occasionally too loose-lipped. Shares a passing physical resemblance to Mala.

Rell is a guard in the Mirlleths' employ, but has been bribed by Taria to intercept the artefact. She plans to gather thugs and waylay Mr Kurshal in the gardens. Relies on Taria to keep their deal secret.

Dame Tellein is a grand, distinguished lady who is masterminding the Telleins' plot to discredit Soran and Lemall. Holds court in a visible position of the main room and sends younger family members to do her bidding. Great-aunt of Warrel.

Warrel Tellein, at his great-aunt's bidding, is attempting to provoke Soran into fighting Lemall. Has insinuated himself into Soran's circle. Effective at persuasion, but may take ill-considered risks such as planting evidence or rifling Soran's possessions in the cloakroom.