

## ISLAND VILLA OF THE MERCHANT PRINCE



The megalomaniac Merchant Prince has built a massive trading empire supported by criminal networks. He has constructed a secret villa on a tiny rocky island near the coast, where he can hold lavish parties for other villains and indulge in throwing traitors to the lions.

### Gathering information:

- Questioning sailors might reveal that the island has a secret ship dock and who is currently there
- Questioning servants might reveal the layout of the villa (use the included map as a handout)
- Questioning guards might reveal guard positions, tactics and the like
- Questioning friends of the Merchant Prince might reveal that he keeps his treasures close to the throne
- Surveillance of the island reveals the three points of entry: sandy beach, boat dock and ship dock
- Surveillance over a longer period reveals regular supply boats going to the boat dock
- Everybody has heard about the lions, few can confirm if it is true

**Security tactics:** 1+1d3 guards usually patrol the corridor from the guardroom to the beach, checking by the throne room.

When any guards encounter enemies, one tries to flee to the guardroom to alert everyone there, others will fight. When the guards suspect that any infiltrators are on the island, they will double all posts and the rest will patrol the villa as one big group (including off-duty guards).

**Throne room:** the throne has two orbs, one on each end of the armrests. Pressing the left one will open a trap door into the lion pit below. Pressing the right one will allow the throne to be slid forward, which reveals a secret doorway into the hidden vault housing the Merchant Prince's most valuable possessions.

**Ballroom:** Cliffside windows offer a magnificent view. One could jump from the window into the ocean, but would have to swim to a different spot to climb out.

**Prince's chambers:** luxurious living quarters where plenty of evidence regarding the illegal activities of the Merchant Prince can be found.

**Boat dock:** hidden by rocks when viewed from the mainland. Guests and the Merchant Prince arrive here by boat. A locked iron gate blocks entry into the villa proper unless there is a party going on.

**Sandy beach:** one can walk here from the mainland at low tide. There are three guards inside a camouflaged guardpost.

**Ship dock:** this secret dock inside a cave can accommodate smaller ships, the Merchant Prince uses it to smuggle goods.

Currently a small pirate ship is anchored here. 32 crew members will fight to protect their ship and captain, but will not die for the Merchant Prince.

**Guest rooms:** the pirate captain can usually be found here arguing with the Merchant Prince over his share.

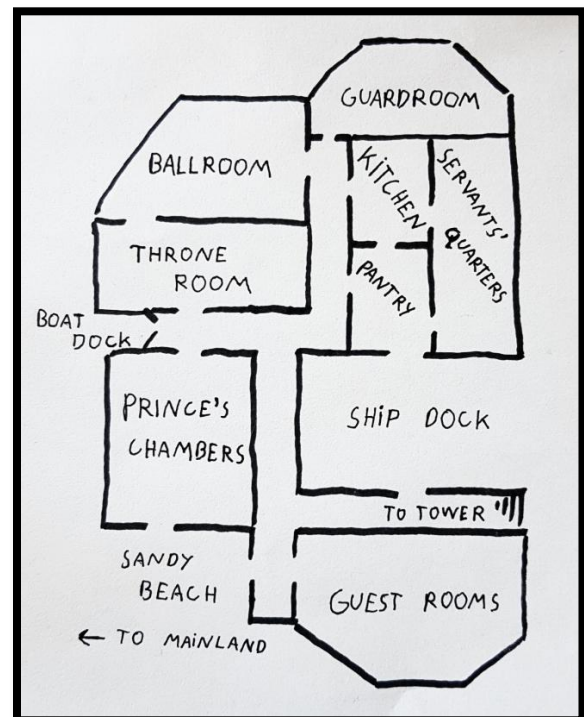
**Tower:** two guards here will alert the island of any unknown vessel approaching or leaving the island.

**Guardroom:** 1d4+2 guards on duty at any time, 8+1d4 off duty guards (will take a few minutes to don armor and equip themselves). Captured intruders will be detained and disarmed here, before getting thrown into the lion pit.

**Lion pit:** just below the throne room three hungry lions await. A bolted door blocks off a stairway to the pantry. A tiny tunnel blocked by rusted bars leads to the boat dock.

### Opportunities:

- Supply boats regularly arrive at the boat dock
- The pirates will take on extra crew and visit the island one more time before heading out to sea
- A large party is hosted, the Merchant Prince does not personally know all the guests



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