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Agents of Edgewatch

Missing Persons: Wine Merchant



By Helen Savore



Agents of Edgewatch

Missing Persons: Wine Merchant

This supplement expands on the Missing Person's arc in Chapter Two of Agents of Edgewatch Adventure Path: Devil at the Dreaming Palace. Now your party can investigate the disappearance of Anastatia Corvis: a human Irriseni merchant who came to Absalom to sell ice wine. This could also be run as a side quest separate from Agents of Edgewatch, or provide some additional shops and NPCs within Absalom's Precipice quarter.

Anastatia came into town with six lots of ice wine to sell. She made deals with the five establishments below, and with Hendrid of the Dreaming Palace. Four days ago he offered her lodgings in his hotel as part of his payment, and Anastatia hasn't been seen since. The missing persons report was only filed two days ago, on the eve of the Radiant Festival.

Timeline

5 days before Radiant festival

- Arrives in Absalom and Deposits wine at the Frozen Dwarf Vault

4 days before Radiant festival

- Finalizes deal with Misty Mug proprietor **Dara Fekul**. They had negotiated before Anastatia began the journey to Absalom
- Outreach and negotiation with local merchant contacts to figure out buyers of interest for the rest

3 days before Radiant festival

- Sells to A Salt & Battery **Vincente Baronbeak**
- Sells to the Common Cherry Corner Store **Tireese Cherryroot**
- Sells to the Wet Mammoth **Horatiu Mallvan**
- Delivers to A Salt & Battery
- Delivers to The Common Cherry Corner Store
- Delivers to The Wet Mammoth
- Spends night drinking with Horatiu

2 days before Radiant festival

- Sells to The Humble Jug **Mazasha Kadash**
- Strikes a deal with Dreaming Palace owner **Hendrid Pratchett**
- Last seen alive at the Frozen Dwarf Vault
- Delivers order to Dreaming Palace which constitutes payment for room for the length of the festival
- Checks in to Dreaming Palace hotel

Murdered 1 day before Radiant festival

- Planned to deliver in the morning to Misty Mug
- Planned to deliver near evening to The Humble Jug and enjoy entertainment
- Planned to end the night at The Wet Mammoth, still debating if she would accept Horatiu's advances

Converting for not Edgewatch

- Replace Radiant festival with another event, or change shop motivation for the Misty Mug, the Wet Mammoth, and prize rationale for the Humble Jug
- Change the final buyer from Hendrid Pratchett at the Dreaming Palace
- Pick a new location Anastatia tells the Frozen Dwarf Vault she can be found at
- Have Anastatia mention looking for a different type of lodging to Horatiu at the Wet Mammoth
- Change who wiped Vincente's record

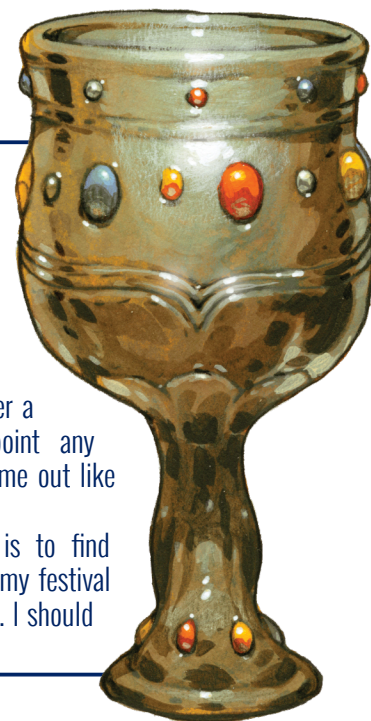
The Misty Mug

Dara Fekul (NG female gnome shop owner) owner of The Misty Mug filed the Missing Persons report.

Anastatia was supplying specially chilled wines from Irrisen, but never delivered them on the eve of the Radiant festival as per their contract. Dara has consulted (bullied) the other people Anastatia was supplying, but learned nothing.

I followed up with the people I recommended and discovered Mazasha Kadash at The Humble Jug, Horatiu Mallvan from the Wet Mammoth, and Vincente Baronbeak's A Salt & Battery, all purchased wine. Vincente, that ungrateful lout, he wouldn't answer a single question. Last time I point any opportunities his way. He chased me out like any other person!

Do you know how hard it is to find vaporous cold drinks? She ruined my festival opening, just track Anastatia down. I should at least get my deposit back.





Dara is sure Anastatia is lost, distracted by the many attractions from the festival, but believes one must conduct their business first. That is still more preferable to her other theory that Anastatia found another buyer. Why couldn't she have offered Dara a chance to outbid them?

Misty Mug in structure and furnishing looks like any other bar, though with more seating for smaller folks. Candles litter all the surfaces, just shy of a fire hazard, along with a few incensors. Clicking in the slotted rafters above somehow pulls the air up, leaving a miasma of smoke throughout the bar.

This isn't Dara's first enterprise. She lingered in the Finderplain of Katapesh for much of her youth, helping guide other gnomes searching for new experiences before needing to follow her own curiosity. She headed for the ports and spent another good many years sailing first the Obari Ocean. About a decade ago, she came to Absalom and opened the first Misty Mug, using ale as a lure to draw in folks for her to regale with her stories. She seasons and colors the smoke sometimes to match whichever adventure she's spinning. Once preparations kicked off for the Radiant festival, she knew she wanted to come here and gain new audiences from the diversity of tourists.

A Salt & Battery

A Salt & Battery is a high end patisserie shop, the store mostly taken up by the kitchen in the back, so customers only see the counter with a bunch of small cubbies to display their latest wares. Two bistro tables are tucked in the corner with barely room to sit. The front is all windows on rollers. If someone comes on a sunny morning, the store is opened to the outside with several flimsy tables clustered about. They do a swift business of not only flaky pastries and crunchy loaves, but griddle cakes and eggy bread. If you come by even earlier, you'll catch the owner, **Vincente Baronbeak** (CN male Tengu Pirate 2), squawking at passers by to make room to set up their dining space.

Vincente refuses to answer any summons while baking. **Narmi** works the counter, and **Boliri** his

assistant (sibling halfings) do everything and anything to not interrupt their boss. If physically threatened, Vincente emerges wielding a whisk like a mace.

Vincente from afar appears to have dappled feathers, until you get close enough to notice they're covered in flour, powdered sugar, and who knows other ingredients. They smell of spices too, not just from baking, but crunching on roots and nuts. He started as a sailor wanting to explore, but when shipping with the right crew turned more to piracy.

PIRATE

CREATURE 2

CN	MEDIUM	TENGU	HUMANOID
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Perception +6; low-light vision

Languages Common

Skills Acrobatics +7, Athletics +8, Deception +6, Intimidation +6, Sailing Lore +8

Str +2, **Dex** +3, **Con** +1, **Int** +0, **Wis** +2, **Cha** +2

Items whisk, knife, padded armor

AC 18; **Fort** +7, **Ref** +8, **Will** +6

HP 32

Attack of Opportunity ☞

Bravery When the pirate rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, anytime they gain the frightened condition, reduce its value by 1.

Speed 25 feet

Melee ♦ whisk +10 (splash), **Damage**

1d4 bludgeoning

Flick Vincente's whisk is drenched in batter, and when strikes temporarily dazes opponents. This only takes one interact action to remove.

Melee ♦ knife +11 (agile, versatile S), **Damage** 1d4+5 piercing

Ranged ♦ knife +11 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing

Melee ♦ sharp beak +10 (brawling, finesse, unarmed), **Damage** 1d6+5 piercing

(Derived from Pathfinder Gamemastery Guide 242)

While he enjoyed sticking his beak out, he was horrified at how poor the food was, and gradually spent more time serving as the cook. When he eventually decided to roost, he settled in Absalom, his crimes mysteriously wiped away.





In actuality, Corporal Batiste cut the deal, claiming she'll call in for a favor later. Batiste hoped Vincente might hear things from his former crew or other criminal elements, so that's why he never wishes to be disturbed. Now that Batiste works in the Edgewatch, he is afraid the party is ready to extract that favor.

When Dara questioned him earlier, she bought the entire morning batch of muffins to convince Vincente to emerge, and he still flung batter at her. Unlike Dara, he received his order, the same day he bargained for them, five days ago. He scoffs at the fact Dara delayed delivery until the last moment, just so they would be peek-chilled.

The wine Vincente set aside for his customers is already gone, but he reserved some for baking and his own enjoyment. If the party asks, on a DC 20 Diplomacy he might be convinced to part with a taste, but not the bottle. If the party persists, he shares Tireese from the Common Cherry Corner Store may have some. "I caught that little rat lingering. She can never resist a new find."

The Common Cherry Corner Store

When entering, this doesn't seem like a place to find alcohol. Freestanding shelves run the length of the store, and along the walls. A small counter at the front sells papers, including the Eyes on Absalom, and cigars, allnight, and bachelor snuff. The front has more perishable foods, with longer lasting food rations closer to the back, where they sell adventuring gear. Tucked away in the furthest back, on one of the ends, are potions and smaller bottles of beverages, including four ounces the chilled wine selling for 2gp.

The counter is minded by **Branson** (N male human laborer) who is rather lethargic. He doesn't know anything about the wine, goods, or anything. If pushed, he shrugs and says ask the owner, Tireese. If the party visits in the morning she is upstairs sleeping, recovering from a long string of Radiant Festival celebrations, or mid morning out shopping.

Tireese Cherryroot (N female Ratfolk shopkeep) has always been a collector. Her curiosity could not be satisfied when trading within her family, so she eventually took to searching, looting abandoned buildings and buying up storage crates at auction when she had the funds available. The problem was

she didn't want to part with her best treasures, so she needed to find some another source of income. She opened the Common Cherry Corner Store shop where she could sell off her less impressive finds. Tireese realized quickly that people were more apt to come in if she sold food too, so she spends her late mornings hunting for the best deals within the local markets.

Tireese heard about Anastatia's rare wine when shopping at A Salt & Battery, but waited until she put some distance, not wanting to anger the Tengu with competition. After delivery, she found it wasn't to her taste, so is selling more of it than she meant, which is why she has some left even five days later, though it is less icy now.

The Wet Mammoth

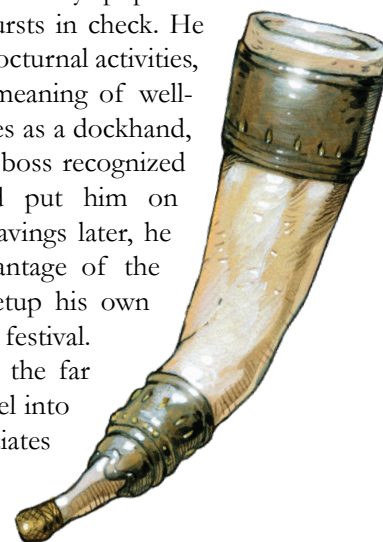
The Wet Mammoth is a narrow store, built to resemble a narrow mead hall reminiscent of the

Land of the Linnorm Kings. **Horatiu**

Mallvan (LN, male human dhampir barkeep) thought people might appreciate a break from the bright extravagant sights from the Radiant Festival, and built something with simpler fare. It's filled with long tables and benches, with similar wood to the exposed beams above. The fireplace takes up almost the entire back wall, which includes roasting spits of chickens and sometimes pigs. Horatiu also boasts its open all day, personally serving customers overnight. The last three days, it's only been minded by a different sleepy worker.

Horatiu didn't know his father, and as he grew older realizing what he was, decided he never wanted to. Horatiu is determined to have as mundane a life as possible, and lives in heavily populated areas to keep any outbursts in check. He still gravitates towards nocturnal activities, and doesn't know the meaning of well-done meat. After decades as a dockhand, butcher, then cook, his boss recognized his persuasiveness and put him on tending bar. Years of savings later, he was ready to take advantage of the rush construction to setup his own shop before the Radiant festival.

Horatiu never visited the far north, too afraid to travel into the wildness, but appreciates





the romantic ideal. It only made the lovely Anastatia even more attractive. The chilled wine is a bit too high class for his establishment, but he was more than willing to have an excuse to entertain Anastatia further. They shared an evening five nights ago, and she promised to stop by after finishing her sales. She mentioned the next day checking out a hotel with themed rooms, hoping to find another place like home, as she had at the Wet Mammoth. But she never came back. Horatiu was afraid he had offended her somehow and has been wallowing for the past few days.

When questioned, he'll get excited at first, thinking she wasn't ignoring him, but then ashamed realizing something may have happened. He regrets not being more persuasive in spending more time together. Not even romantically, he could have accompanied her as a second negotiator with her deals. If only she shared who else she was selling to the next day. A DC 12 Perception will clue in the players that Horatiu is holding something back from his basic explanation, and it doesn't take much more prodding for him to cry out his hard, crushing regret. If he does this, two of his servers flip a gold piece between them. "Told you."

The Humble Jug

The Humble Jug is a spacious tavern filled with round tables, and a bar draped in velvet bunting. A raised stage takes up the left back, and a portable lectern off to the side. The walls are covered with musical instruments, the ones within reach look more playable, but the higher up are more fanciful and likely carvings. The Humble Jug has nightly challenges: each amateur performer contributes to the pot, and the one who receives the most cheers of the evening wins. People have not been unknown to promise a round or favors to the audience in hopes the pot will be higher than those bribes.

Mazasha Kadash (CG nonbinary lizardfolk bard) came to Absalom to share the glory of the lizardfolk grand oral history on the biggest stage in the world. While they knew all the words, they had a lot to learn about entertainment and presentation. So they practiced in markets, at crossroads, in poor neighborhoods, and in the Ivy district as long as they could until someone complained. For a long time

Mazasha was gathering their tips toward tuition for the White Grotto bardic college, but eventually realized they preferred people than learning theory. Instead, they bought the Humble Jug, a place where anyone has the chance to share and hone their craft.

Mazasha, like Dara from the Misty Mug, did not receive the wine they bought from Anastatia. They had hoped to contribute bottles of to the pot for the Radiant Festival, as long as they lasted. Mazasha wasn't aware of any of Anastatia's other buyers, and was a bit miffed at how tight-lipped the Irriseni woman was, depriving Mazasha tales of her travels. For a song or a tale from the party, they'll share their own investigations. Mazasha realized the Frozen Dwarf Vault would be the best place to keep goods chilled. They visited yesterday, but the door guard would have nothing to do with them.

The Frozen Dwarf Vault

A one-story stone warehouse is what's visible from the road, but a steep ramp with iron railings leads down two stories. A portcullis also of iron is flush in front of an iron door. The door has a window that opens which does not line up with the portcullis, making sure there are bars in front of it.

The Frozen Dwarf Vault is located in southern Eastgate, one of the furthest warehouses from the main thoroughfare traders take into the city.

Many centuries ago, dwarven worshipers of Abadar meaning to establish a bank tunneled and found more than stone -

but caverns, chilled and chillier than the further they went down.

Family legends have buried whatever else they found down there, but the walls are thicker than the ones protecting the entrance above. The bank quickly gave way to storage, realizing the novelty of



frozen space would be more profitable. They claim that they cast and create elemental spells to maintain at an exacting temperature, but quickly demure as trade secrets if anyone asks.

Guldir Coldkin (LN male dwarf guard) will do nearly anything to deter the party from exploring the storage vaults. At first that means turning anyone away, and they can hide behind the **thick reinforced iron door and iron portcullis**, (Hardness 18 / HP 72 / Broken Threshold 36 each). Guldir is afraid the party will bring more forces, but a Diplomacy or Intimidation DC 17 (+5 circumstance bonus if they show their badges) will convince Guldir to talk.

GULDIR / GUARDS

CREATURE 1

LN	MEDIUM	DWARF	HUMANOID
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Perception +7 (+8 to find concealed objects); dark vision

Languages Common, Dwarven

Skills Athletics +7, Intimidation +5, Legal Lore +3

Str +4, **Dex** +2, **Con** +2, **Int** +0, **Wis** +2, **Cha** -1

Items crossbow (10 bolts), club, dagger, sap, scale mail, signal whistle

AC 18; **Fort** +7, **Ref** +5, **Will** +5

HP 20

Attack of Opportunity ↻

Speed 20 feet

Melee ✦ club +9, **Damage** 1d6+4 bludgeoning

Melee ✦ sap +9 (agile, nonlethal), **Damage** 1d6+4 bludgeoning

Ranged ✦ crossbow +7 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

Ranged ✦ club +7 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

(Derived from Pathfinder Gamemastery Guide 232)

The walls and ceiling are stone reinforced with iron bars. The floors are stone sheared unnaturally smooth. Guldir escorts the party to a room off the vestibule that is filled with books, receipts, and stamps.

The Frozen Dwarf Vault's records indicate that the last time Anastatia visited was four days ago. There is only one week remaining on her space lease, containing only two of the original six lots of chilled wine. The players should note they've only spoken with five shops, with three delivered, and two missing - which means Anastatia has a sixth buyer. If

asked, Anastatia said she could be reached at the Dreaming Palace hotel.

If the party asks to see any of the wine, Guldir will say they are welcome to see it if Anastatia does not return within a week. If the party persists, Guldir will summon two more guards and a Watch Officer (arrives in 3 rounds, whistle kicks off initiative if threatened). They do the same if the party tries to forcibly enter the vaults, but it takes 6 rounds to arrive instead.

WATCH OFFICER

CREATURE 3

LN	MEDIUM	DWARF	HUMANOID
----	--------	-------	----------

Perception +8 (+9 to Sense Motive); dark vision

Languages Common, Dwarven

Skills Athletics +11, Diplomacy +6, Intimidation +9, Legal Lore +7, Society +5

Str +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

Items breastplate, crossbow (20 bolts), dagger, signal whistle, steel shield (Hardness 5, 20HP, BT 10), warhammer

AC 20 (22 with shield raise); **Fort** +10, **Ref** +6, **Will** +8

HP 45

Air of Authority (aura, emotion, mental) 10 feet. Creatures in the aura who are the same or lower level than the watch officer take a -2 status penalty to their Will DC against the watch officer's attempts to Coerce or Demoralize them.

Bravery When the captain of the guard rolls a success on a Will save against a fear effect, they get a critical success instead. In addition, any time they

gain the frightened condition, reduce its value by 1.

Attack of Opportunity ↻

Shield Block ↻

Speed 20 feet

Melee ✦ warhammer +13 (shove), **Damage** 1d8+7 bludgeoning

Ranged ✦ crossbow +10 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Sudden Charge ✦✦ **Frequency** once per round; **Effect** The watch officer Strides twice. If they end their movement within melee reach of at least one enemy, they can make a melee Strike against that enemy.

(Derived from Pathfinder Gamemastery Guide 234)





Putting the Pieces together

The Misty Mug owner filed a missing persons report and leads to three other buyers: A Salt & Battery, the Wet Mammoth, and the Humble Jug. Did not receive order.

A Salt & Battery has a wine sample and suspects the Common Cherry Corner Store was also a buyer. Received order.

The Common Cherry Corner Store has a wine sample. Received order.

The Wet Mammoth knows what type of hotel Anastatia is looking for. Received order.

The Humble Jug knows wine is being held at The Frozen Dwarf Vaults. Did not receive order.

The Frozen Dwarf Vaults knows which hotel Anastatia is staying at. Holding two of six lots.

The clues should ideally guide players to the Dreaming Palace.

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Helen Savore (she/her) is an engineer by day, writer by night, and a gamer when time allows. Presently she is the coauthor of [Vellum & Lace](#) along with Vanessa Hoskins, a serial of sisters navigating life, love, and loss in the city of Absalom, especially when they don't have a bit of Wisdom between them. Helen mostly writes over at [Oberon's Forge Press](#) producing a Contemporary Continuation of King Arthur's Court.