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FAMILIAR FACE

Familiar Face is an urban role playing encounter for four to five characters of any level. A guard patrol mistakes a character for being a wanted criminal. Statistics for creatures found within this encounter can be located in the **5th edition SRD**.

Whilst walking down the busy street you spot a group of guards studying one of you with great interest and discussing amongst themselves after consulting with a nearby wanted poster they begin approaching you.

INTERACTION: ONE OF THOSE FACES

In this scenario, the characters encounter a guard patrol whilst out on the streets of whichever settlement they happen to be in. The guards are on the lookout for a wanted criminal named the 'Grey mouse' an infamous thief and murderer. One of the characters (GM's choice) bares a resemblance to the grey mouse and the guards plan to take them into custody for further questioning. The three **guards** are lead by a **veteran** named Kraye Broadedge.

KRAYE BROADEGE

A stern figure with broad shoulders and an aging face he is well respected by his fellow guards and the local population in this area. He has a keen sense of justice and a strong will to do what is right.



KRAYE BROADEGE

CR3
775XP

URBAN INTERACTION

ROLE PLAYING KRAYE

Mannerism. He walks with confidence and demands respect.

Flaw. I follow procedure and insist on its enforcement.

Desire. I wish to uphold the law and my men's respect.

The armed guards approach your group pushing through the crowd. As they draw close the one in the lead says *"Halt there, You've been charged with murder. You'll need to come with us now for questioning."*

CHALLENGE: LINE OF QUESTIONING

The guards will insist the characters accompany them back to their barracks for questioning. The characters will need to produce solid evidence or an alibi to dissuade Kraye from attempting to arrest their companion. The characters will not wish to be arrested but the GM should make it clear that any fighting in the street may draw out more guard attention than they can handle. A character can make a Wisdom (Insight) check to learn one or more of Kraye's personality traits.

DEVELOPMENTS

Start a fight. If the characters start a fight the crowd will scatter and there is a 50% chance that 1d8 more **guards** arrive within two rounds.

Good alibi. If the characters have proof or a good alibi for their whereabouts then the guards will release them.

Arrested. If the characters comply they will be escorted for questioning about a murder and will need to prove their innocence to authorities.

ANY
LEVEL

PATREON

INSTANT
ENCOUNTERS