

# Wanted

**For Crimes Against The Kingdom**

**Sandu & Nikolai**



**Sandu, the Amazing Sandu!**

**a.k.a. Sandu the Fantabulous,  
Sandu the Headliner, and  
The Thief Formerly Known as Sandu**



**Nikolai, the Muse**

**a.k.a. Nikolai the Booze, Doc Nikolai,  
Nikolai, Why Can't My Name Be First?  
and Nikolai the Holy Hedonist**

**Theft, Burglary, Robbery, Possession and Sale of Stolen Goods,  
Purchase and Sale of Magical Contraband, Resisting Lawful Arrest,  
Violence against Law Enforcement, Bribing of Law Enforcement and  
other Officials, Street Performance without a Valid License,  
Impersonating Law Officers and other Officials, Escaping from Jail,  
Kidnapping (specifically, the artist who was then commissioned for  
the very portraits on this Wanted Poster, which are in fact superior  
likenesses compared to prior legal notices)**



# SANDU ADVENTURE – “SUBTLETY AT ITS WORST”

*Suggested for character levels 7 -11*

## Setting

This adventure is set in either Solace or Tiriac, the two largest cities of The Kingdom of Solace.

## Premise

Sandu, the Amazing Sandu! (Hm/Sorcerer-9/Rogue-2/Solace) and Nikolai the Muse (LRatm/Cleric-7-Deception/Rogue-3/Solace) are a pair of flamboyant magic-casting thieves preparing their next big caper. However, they've lost the element of surprise, and now the PCs will either be aiding these grandstanding rogues, or working against them!

Sandu was recently spotted casing a wealthy neighborhood because he stopped to give a very lively street performance for a group of children. Meanwhile, Nikolai overindulged himself at an illegal gambling establishment and ended up asking several people if they knew a fence who'd be good to move an expensive wine collection. Between these two incidents, local law enforcement has determined Sandu & Nikolai intend to burglarize the estate of Radu Petkov, a wealthy noble with extensive mercantile connections and a spectacular wine collection.

## The Party Options

There are many angles for the PCs to approach this situation, depending on their preferences.

- If the Party has law enforcement connections, the PCs could be recruited to hunt down and capture the two rogues. This could either be accomplished by (a) catching them in the act of burglarized the Petkov estate, or (2) by preempting the heist by locating and arresting them on the numerous crimes the two have already committed.

- Keeping the city guards largely out of the adventure, the Party could be hiring directly by Radu Petkov as personal security for his home. Mr. Petkov has no compunctions about killing the would-be burglars, and so this situation could easily spiral into violent confrontation.

- If you think the Party would prefer to team up with Sandu and Nikolai, they could easily be hired to partake in the burglary. After all, the jig is up, and the Petkov estate's security measures are being reinforced. The two rogues could use the PCs' help in numerous ways (a) One group could act as distraction whilst the other pulls off the job. (b) Each could work separately, attempting simultaneous burglaries. (c) They could all join forces for one massively unsubtle heist, overwhelming the Petkov estate with misdirection, distractions, and attempted intrusions.

- The Party could provide very different aid should Sandu and Nikolai be arrested before the PCs can even approach the pair. The rogues' friends could hire the PCs to stage a jailbreak, freeing the flamboyant duo from a city guard cell, a high security dungeon, or even during a courthouse trial. The options are abundant!

## Crime in a High Magic City

The Kingdom of Solace is ruled by an upper class of sorcerous nobles. Nowhere is this more prevalent than in Tiriac and Solace. Both cities have magically-maintained infrastructures, from the lights atop a castle, down to de-icing glyphs in their sewer systems. The homes of wealthy people have an abundance of enchanted security measures, a situation that any good thief will expect and prepare for.

Chapter One of the *Fading Embers Gamemaster's Manual* has numerous magical items used to commit or prevent crime in such cities. These include: *Actual Portable Hole*, *Box of Delivery*, *Climber's Dagger*, *Coin of Bilking*, *Compass of the Watch*, *Dispel Bells*, *Eye Lenses of the Purveyor*, *Glass Bells*, *Knock Lock*, *Perspicacious Spectacles*, *Smuggler's Tarp*, *Wand of Dispel*, and *Wand of Security*.

