

Dudspirk: Our starting point

- Population: 19,500
- Midsized Town

Important locations

- **Town square:** This is the center of town, where every October a fall festival is held. There is a fountain in the center that people like to hang out by. Normally there isn't a whole lot of stuff here, though some people busk sometimes. During the festival, vendors line the perimeter selling food and activities. There is a small stage that is set up north of the fountain.

VENDORS: They sell classic fair food (popcorn, roasted nuts, cotton candy, ice cream, funnel cake) for 3 copper each, apple cider (3 cp for normal, 5 cp for spiked), and crafts (candles, mittens, etc, 5 cp each). There are also classic carnie games (each 2 cp to play) like hit the target (DC 10 dex check), wack a (cock-a) trice (DC 13 attack roll), a dunk tank that's raising money for the local school (DC 12 dex check or DC 8 ranged attack), Test your strength (DC 15 strength check), Ring toss (14 Dex check), and duck pond (DC 15 dex check or DC 12 sleight of hand check). The prizes for winning can be either a nice plushie, a piece of knit clothing, a voucher for food/drink, and on a success of 20+ you get a cassette tape of music.

FOUNTAIN: There is something wrong with the fountain. If a player succeeds on a DC 17 investigation check, they will notice a symbol carved into the base that definitely wasn't there last week. A DC 15 arcana check will reveal this symbol is used to augment magic by increasing the range that a spell can be casted from. The implication is that someone casted the spell from far away.

- **Police Station:** This is a midsized building that acts as both jail and detective headquarters. It has 3 holding cells, 3 interrogation rooms, and some offices that serve as "the bullpen". This is where the players can find Detective Inez Montag and Marvin the Miracle Maker.

HOLDING CELLS: Pretty cramped, though the lock can be picked with a DC 15 sleight of hand check.

INTERROGATION: Pretty small w/ 2 way glass, 3 chairs, and a metal table. This place also serves as a meeting room between prisoners and visitors.

THE BULL PEN: It's a collection of desks that have been pushed together, with a wheel around whiteboard at the far end of the room. Besides the entrance, there are 3 doors for the chief's office, Detective Montag's office, and the bathroom

MONTAG'S OFFICE: It's pretty small, but clean. She has a bookshelf full of cases, an old computer, a couple of chairs, a desk that has pictures of her daughter, puppy, and her graduation on it and one of those bird drinking water things. She also has a framed Harper's medallion on the wall.

- **Marvin's motel room:** Room 6 at the Meeper's Motel, towards the end of town. Marvin wasn't the one who rented this room, but it's where his contact told him to meet and get ready. The room has been ransacked. After a DC 13 investigation check, players will find a key to Marvin's old camper, as well as a torn note that has instructions on how to use an augmented spell. If they check the bathroom, they will find a new rift that has opened.

- **The Town features normal shops as well as a bank, plus normal homes**

Important characters:

- **Detective Inez Montag:** She's a 32 year old Water Genasi that uses the Scout Captain stat block. As her name suggests, she's a detective from Dudspirk. She and Marvin have known each other since they were kids, and she knows that something is wrong. Marvin would never do something like this. She is amicably divorced (Richie Lewis, 33, who she is still friends with) and has a daughter (Lucy) that's 4. Personalitywise, Inez comes off as no-nonsense and strong willed. She's the first to make the connection between the "accidents". She is very loyal to those she cares about, which can sometimes cause a bit of a conflict when it comes to her strict morals. Her great grandfather was a member of the harpers.
- **Marvin Rebenowitz:** He's a 31 year old human that uses the Mage Apprentice stat block. He's a stage magician that goes by Marvin the Miracle Maker, and though he's well meaning he's not very good. He's known Inez since they were kids, but he's found himself in hot water after a performance went off the rails due to powerful magic. Personalitywise, Marvin is pretty awkward (think waterboy from dispatch). He was *very* shy when he was a kid, but became less so when he became friends with Inez (she helped him stand up to bullies).