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FRONCLAD

WE WEAR THE NIGHT



A Thieves' Guild Setting & Adventures
for 5th Edition Roleplaying

EBONCLAD



WE WEAR THE NIGHT

WE ARE THE COGS WHICH MAKE THE GREAT WHEEL SPIN.
WE HOLD THE STRINGS TIED TO THE MARIONETTE.
WHERE PACTS ARE DRAWN, WE ARE THE INK UPON THE PARCHMENT.
WHERE SHIPS SET SAIL, WE ARE THE WIND UPON THEIR MASTS.
WHERE KINGS ARE MADE, OURS ARE THE HANDS HOLDING THE CROWN.
WE SEEK NO GLORY.
WE HOLD NO OATHS.
WE TAKE WHAT IS OURS.
WE ARE THE BLACK AT THE EDGE OF THE DARKNESS.
WE ARE THE SILENCE AT THE BOTTOM OF THE ABYSS.
WE ARE THE GHOSTS WHO TREAD THE STREETS UNSEEN.
THOSE WHO CALL OUR NAMES SHALL FIND ONLY SHADOWS IN RESPONSE.
WE ARE EBONCLAD.
WE WEAR THE NIGHT.

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The Angel & The Rat

The air was fresh and clean, the kind of air you could really run through your nostrils. The smell of the bay rode with it, of course, but that didn't bother Teryl. He took in several deep draughts of it on his way back home from the harbor, appreciating the warm weather and reveling in pride as his plans were finally coming together.

The gulls were singing their song for all the city to hear, but their melody fell flat compared to the symphony that was only Teryl's to enjoy: the sound of his coin purse clinking gently with each step. It was all he could do not to pat the spot by his hip where it rested, hidden beneath his tunic, if only to prove it was real. Each footstep caused the coins to jostle inside the leather pouch just enough to give a reassuring clatter, and in that chorus Teryl couldn't help but smile.

Kintalla stretched before him, the evening sun cresting in descent behind the Ohlrise, washing the sky with oranges and purples as it set. He had lived in the city his whole life; it seemed strange to consider that now he could afford to move if he wanted. It seemed like a merry idea to Teryl. He fancied the thought of having supper with his wife, then sitting in his favorite chair with a map sprawled out before the two of them, planning a new place to live. *Somewhere out in the countryside*, he thought.

He might have stayed in his daydream as he walked Kintalla's streets back home, if it wasn't invaded by a soft whimper. It came from a scrawny, dirty girl walking in his direction. Her clothes reeked of the city slums and her black hair laid in tangles on her head. She kept her face down, pointed at her bare feet as she walked, using her forearm to wipe her eyes of tears and stifle her sniffles.

"Cheer up, lass," Teryl said, his mood getting the best of him. He read the surprise in her face as she turned toward him. She had a face Teryl might find appealing had it seen a few more years... and wasn't caked with grime. Her eyes carried a hint of Elvish descent, and Teryl instinctively looked to her ears in result. *Not all the way human, nor elf*, he thought. And clearly, from the look of her, half starved, rife with grief, and without a copper to her name. Teryl could feel his face blush. *I told her to "cheer up," like a damned fool. And now this slum girl is looking at me, wonderin' why this stranger be tellin' her to "cheer up" when the gods have stolen any reason to be happy.*

"I'm... I'm sorry there, girl," Teryl stammered, putting his hands on his hips and leaning over a couple degrees so his eyes could meet hers. "Just don't like to see a pretty thing cry, spoils the day. Didn't mean ya' no concern. Tell me now, what's yer name?"

"Haes'vin," she said. Her voice was petite and flowery, and it made Teryl smile.

"Haes'vin, eh? I'm guessin' that's Elvish for "moon" or something pretty like that?"

"It means *rat* in Elvish," Haes'vin said, her face a portrait of running pain. Teryl could feel he was losing ground with her. He shouldn't have started a conversation with this girl, and it'd be his luck to turn her day from bad to worse. He resolved not to let that happen.

"Well, I think it be a pretty name, Haes'vin." He pondered briefly whether to ask if she was named for her mother, but then thought better of it. "Listen here, I don't know what's troublin' you, and by the gods I don't want you to tell me. But there was a time I didn't see the sense of wakin' up in the mornin' and, well, maybe I started yappin' at ya cause you remind me of that time gone by."

Haes'vin didn't reply, only staring at the man as he dropped down to one knee. She watched Teryl carefully as he put his right arm on her shoulder while his left arm fiddled with something beneath his tunic.

"The lesson is, lass, things can get better. Today's a good day for me. Took all me life to work out a good path to get here, but here I am, at the end of it. And today might be the start of a good path for you, too."

Teryl's left hand rose to her face. His fingers blossomed, revealing a gold coin in his palm. It was almost night now, the sky threatening to turn at any moment. The night moon was visible, climbing above the bay, casting a ray of diamonds on the water beneath it. Haes'vin's eyes grew as she stared down at the coin, glinting in the fading twilight.

"Go on, girl, it's yours. It's real. Put some warm food in your belly and find a soft place to sleep tonight. Tomorrow, head down to the harborkeep and talk to Preskit there. Remember that name, *Preskit* – he's a dwarf with a braided red beard. He's a good man and he'll give you a job as a dockhand if ya ask for it. He's always lookin' for help, and he don't care none from whom. It's hard, honest work, but it'll keep ya fed."

Haes'vin looked from the coin to Teryl and back again. Teryl smiled and nodded, and she grabbed it from his palm and it disappeared into her grubby clothing.

"I... I don't know what to say," Haes'vin said, her voice pitched and her eyes welling with tears. "You're like... like an angel mister! My angel!"

Haes'vin wrapped her arms around Teryl in a hug, and his face split in a smile. This would be a good tale to tell when he got home, a moment of selflessness and generosity that'd be sure to curry some favor with the wife. He imagined Haes'vin, grown with a family of her own, finding him in his old age at his house on the countryside. In his dream she had tracked him down, her angel, to thank him for turning her life around this fateful evening.

He patted her back a couple times before she let go and headed down the alleyway. "Keep it hidden," Teryl warned her while she was still in earshot. "There's thieves in Kintalla, and they won't think twice before robbing you, even a slum girl."

Haes'vin didn't reply. In truth, she could barely hear his kind words of warning as she padded around the corner, nor the screams that followed after. She could only hear a song. The song of coins rattling in Teryl's purse, which was now resting in her hands, as she disappeared into the darkness.

In a dim alleyway, on the edge of night, a young half-elf meets up with the rest of her companions. She sheds her grimy clothing in favor of a comfortable wool shirt and black leather armor, no longer needing the disguise. With a satisfied grin, she tosses a leather pouch brimming with gold coins to the ground between her and her friends, and begins boasting about her latest mark.

Not far from the alley, a gnome is coaxing open the lock of a magnificent door. He's breaking into the grand tower in the center of the city. It's only a couple of minutes before he hears the resplendent tune of pins falling into place, and he has the door open just before darkness blankets the sky outside. He adjusts goggles on his head and packs his lock picks away with careful attention, and then gives a quick chirp to his cohorts keeping an eye out for patrolling guardsmen.

Meanwhile, a man works by candlelight in a safe house, dabbing his quill to parchment as his allies scour a map of the city. They're plotting a route for the foreign emissary, expected to arrive tomorrow, to take through town. It's important to get the details right, as he'll be impersonating the emissary come morning. He looks down at his work; he's scribing a trade agreement, and it's an impressive forgery. His eyes then shift to the real emissary, bound, gagged and sulking in the corner.

Welcome to the Guild, Scrap

The following pages describe the *Ebonclad* campaign setting. The setting is intended for you, the Game Master (GM), to implement in your game world as you see fit. It describes the Ebonclad guild, guild members, its host city, *Kintalla*, resident citizens, nearby locations, schemes, and intrigue.

What is Ebonclad?

"Ebonclad" is the name of the world's most prominent thieves' guild. It is located in Kintalla, a port metropolis bustling with a wide variety of interesting characters. When appearing in italics, *Ebonclad* refers to this product or the campaign setting in general. Otherwise, it's referring to the guild directly within the setting.

Ebonclad is more than just a collection of thieves and daggersmen, for its members are a brotherhood old and awesome. They share a kinship, an honor among thieves, and when they work together much larger schemes than mere cut throats and purses fall into place. When Ebonclad turns the Great Wheel, kings lose their crowns.

For all its grandeur, few people in the world are aware of Ebonclad; this is, of course, a true testament to the skill and loyalty of its members. Even those with an inkling that the city's thieves and ruffians may be part of a larger, organized group couldn't fathom how far the guild reaches. The name "Ebonclad" means nothing to most people, and those using the guild's name too freely or too often invariably find themselves silenced before long.

The guild is comprised of everything from common street thieves, to high ranking diplomats. Indeed, the lowest ranking members of Ebonclad aren't even aware of just who or what they're working with. It takes a person of great promise to be fully initiated, until then, these members are the unwitting pawns positioned carefully by the guild to do its labor, perform undesirable jobs, and take the fall when necessary.

A World of Secrets and Shadows

Ebonclad presumes the game action takes place in a fantasy world, its focus shifting from sword and sorcery, to secrets and shadows. The following materials and adventures are created with these elements in mind.

Theft. Most of the guild's income is derived from its lowest-ranking street thieves, burglars, and con artists who blend in with the citizens of Kintalla, and prey upon them daily. Recruits won't gain full membership without proving they have the skill to pick a pocket, or the mettle to pull off a heist. The guild keeps its eyes on big scores moving around Kintalla, sending its best agents after the most valuable or prestigious of prizes.

Subtlety. The world's best thieves, spies, and assassins are the ones you've never heard of. Ebonclad asks its members to blend in, pick locks, cut purses, and operate from within the shadows. That's not to say there's no room for less discreet personnel among the Ebonclad ranks, however, as guild enforcers and body guards are every bit as important to protect their spies and scoundrels.

Assassination. The guild's major players are constantly at work, manipulating citizens of Kintalla like moving pawns on a chessboard. Sometimes it's necessary to capture a pawn. When such a time arises, the guild sends parties of enforcers and assassins to ensure these pawns never return to the board again.

Sabotage. Secrecy is paramount, but some things can't help but be noticed. Ebonclad carefully plans acts of sabotage to ensure such deeds cannot expose its members. Better still is when the dirty work can be pinned on the unwitting; many citizens of Kintalla are locked in the city's dungeons, serving sentences for crimes the guild framed them for.

Espionage. Knowledge is power, and no one understands this better than the brothers and sisters of the guild. More valuable than coins in purses are the words in conversation, and the spies of Ebonclad routinely bring information about what's going on in the city, and the locations of new places to explore.

The Great Wheel. Members of Ebonclad constantly refer to turning the "Great Wheel," a metaphor for how the guild works to manufacture important events within Kintalla and across the world. When the Great Wheel spins, kings are crowned, armies go to war, and nations are forged.



Incorporating Ebonclad Into Your Game

The *Ebonclad* setting focuses on the city of Kintalla and its surrounding locales. For that reason, it can easily be used with your already existing game world. You may choose to substitute a suitable city or location for Kintalla, having the thieves' guild located there instead.

The following materials assume player characters are part of the Ebonclad guild, seeking membership, or working with (or against) the guild NPCs in some capacity. You might choose to use the sample missions in this product as introductory adventures to a new game, or you may choose to implement only some elements of the setting. Consider the following when incorporating *Ebonclad* into your game.

Character Creation. If you're beginning a new campaign with the *Ebonclad* setting, the players can make characters designed for roles in the thieves' guild. Though guild members may be best described as "rogues," player characters are certainly not required to have the rogue class. Depending on the type of game you want to play, and what rules, options, and adventures you plan on implementing, you might encourage players to create characters suited to the elements of the setting described above. Contrasting characters should reflect on how they best fit in with, and their roles in, a party molded by these elements. Suggestions are provided in Chapter 2 under *Classes and Ebonclad*.

Alignment. Before play, determine how a character's alignment affects his or her participation in the guild's activities. How does a good or lawful character excuse morally ambiguous or clearly illegal actions? How do non-good or chaotic characters work together as part of the guild? Is the honor among thieves enough to bind them as a group, or is there another incentive? In general, a character's alignment should be a guideline for his or her behavior, not an excuse to work against the party (even a party of *literal* backstabbers).

Character Options & Supplemental Rules. Chapters 3 and 4 provide character options for players, and supplemental rules and suggestions for GMs in the *Ebonclad* setting. These rules cover random generation tables, new character backgrounds and available equipment, and more. You'll want to familiarize yourself with these rules and options before play, and decide how you'll be using them in the game.

Location. The city of Kintalla, and its environs, represents only a small chunk of the world at large. The rest of the details of the world are left for you to consider. Or, you might incorporate this region into your already existing game world, or simply replace Kintalla with a suitable location there.

Missions. Chapter 5 provides short adventures (called "missions") designed for this setting. These missions are ideal for introducing new characters to the Ebonclad guild and their initial undertakings as new guild members. You can use these missions when starting a new campaign, as part of later adventures, or as inspiration for making your own adventures.

Make This Your Own. You're encouraged to make this product your own, customizing it to fit a gaming experience you'd most enjoy. As Game Master, you have the right to use as much or as little from the setting as you like.

Using This Product

This product is intended to be used in tandem with the fifth edition core rulebooks of the world's greatest roleplaying game. *Ebonclad* consists of the following sections:

Chapter 1: Kintalla, The Silver City

This chapter covers the history and development of *Kintalla*, the city in which Ebonclad resides. It details its government and citizens of interest. It contains a map of the city with descriptions of important locations, as well as Kintalla's demographics and social circles. The chapter discusses special events and holidays the city holds, its perception of and attitude towards crimes committed by guild members, and its process for punishing criminals.

Chapter 2: Guild Ebonclad

This chapter describes Ebonclad's history, hierarchy, and structure. It covers major players in the guild, their goals, and schemes. The chapter includes information on how guild members communicate – both directly and indirectly – and what responsibilities and benefits are bestowed upon them. It also explores the allies the guild keeps, and its main adversaries within the city.

Chapter 3: A Life of Crime

This chapter contains supplemental rules and random generation tables for the Game Master. It includes descriptions of illicit activities that take place in Kintalla, tables for generating random citizens and guards, sample contents of a picked pocket, possible NPC reactions when witnessing crimes, and new complications for urban chases. It also provides sample items of value that may be targeted by the guild, and random events that may occur in the city's streets.

Chapter 4: Setting Options

This chapter covers a variety of options for Game Masters and players alike. It contains new character backgrounds, subclasses, and feats designed for use within the *Ebonclad* setting, as well as new equipment and spells specialized for the use of guild members.

Chapter 5: Missions

This chapter discusses jobs the guild assigns to its members – missions they must perform to further the guild's goals, fill its coffers, and improve a member's status within Ebonclad. It gives guidelines to GMs when creating such adventures. An introductory mission for 1st-level characters is provided, as well sample missions for characters of 2nd, 3rd, and 4th-level.

Appendices

The final portion of *Ebonclad* includes the game statistics of major NPCs and new creatures, as well maps you can use for encounter areas. It also compiles random generation tables for quick access during play.



CHAPTER 1: KINTALLA, THE SILVER CITY

The crash of hurried footsteps beat through the street. The common folk sprinkled about the area stopped what they were doing, heads turning in anticipation. Four figures thundered around the corner, running at a frantic pace: two humans, a tiefling, and dwarf. They sped down the cobblestone street and tucked down a corner out of sight before anyone could understand what was happening. It was only moments later that a squad of guardsmen followed behind them, doing their best to keep up in their bulky armor.

The guards rushed down the street to where it was cut with alleyways, stopping to catch their breath. One looked at another, who could only respond with a despondent face and shrug. The squad chose an alley, and in a few moments the normal sounds of everyday life resumed.

Minutes later, nobody notices the panel – the one set into the side of a dilapidated house – tilt upwards into the alley. No one is around to see two dirt covered humans, a dwarf, and tiefling climb out from the shadowy recess behind it.

“This’ll be an earful from Silas,” one of the human says, as she pulls off her boot, pouring a stream of dirt and pebbles on the ground. “I’ve stepped on caltrops barefoot before and felt better.”

“Better than getting’ caught, girl,” the dwarf replies. “Those lawmen don’ know snakes from sailboats. The guard’ll return ‘ere lookin’ though, so we best put heel to stone.” He combs debris from his beard with a grubby hand, looking up and down the alley. “Where’d we get to, anyhow?”

The other human looks overhead, his view blocked by the rise of houses on either side of him, and a web of laundry lines hanging linens like banners, swaying in the breeze.

“Gods, you can’t even see the Ohlrise from here!” he says. “I didn’t think there was a place in Kintalla where that was possible.”

“We’re just off Thropp Street. Six blocks from our target,” the tiefling says calmly, wiping the soot from her horns with one hand and pointing with the other. “We could retrace our steps back, but I know a way around the rabble that should lead to a place – one of our places. What do you say? They’ll have tools we can use, and I could go for a drink.”

Her three comrades shared a glance, before one of the humans nodded in agreement.

“Right by me,” he says, kicking the panel they emerged from back against the building. “How’d you know about this spot, anyway?”

The tiefling smiled knowingly, chalking a mark on the side of the building to warn others this place would be patrolled by guards. “Because I wasn’t just born in this city. I was made from it.”

One can’t truly understand the actions or motivations of Ebonclad without also being familiar with *Kintalla*, the city in which the guild resides. Kintalla is a port metropolis, experiencing a time of rapid growth and development. It is often called the *Silver City*, due to the amount of coin changing hands within its walls daily. The guild’s roots are anchored in Kintalla, and the city’s booming economy has allowed Ebonclad to thrive.

This chapter describes Kintalla in detail, covering the city’s history, development, its modern inhabitants, rulers, and culture. It contains information about places of interest within the Silver City, as well as its organized factions and most notable citizens.

Kintalla

The Silver City



History of the Silver City

While Kintalla's oldest edifice was built more than 600 years ago, the city's first king wouldn't come to power there for nearly half that time. The following is a recounting of how the city came to be, from its birth in war to its modern days.

600+ Years Ago: The War of Broken Blades

Kintalla owes its heritage to a long and ancient conflict more than half a millennium old called the *War of Broken Blades*. The war was between the opposing kingdoms *Polyr* and *Mze-Aden*, both empires which have since fallen into obscurity for so long, most non-scholars would struggle to name them. Polyr needed a wartime outpost, a place to flex its supply lines to a contested bay region on the war's farthest front. *Port Muranir* was established. The Polyrians erecting a suitable castle and fortifications, intending to receive supplies by ship and host a portion of the kingdom's fleet in the Bay of Erryn.

The port served this role until it was lost to Mze-Adenese forces half a decade later. The location might have been a valuable stronghold for the Mze-Adenese to occupy, had the war's focus not shifted further westward. The port was razed, the Polyrians stationed there put to the sword, and the remaining ships in the bay demolished by the invaders. The port was abandoned as quickly as it was destroyed. Only Castle Muranir survived, left as an empty, haunting monument on the site, amid the wreckage and rubble of the rest of the outpost.

558 Years Ago: The Time of Many Crowns

The War of Broken Blades would prove to last another 37 years, but its battles would never again see the grounds of what is now Kintalla. Polyr and Mze-Aden perished with the war, both nations rupturing under the weight of more than a century of conflict. Their armies were battered, their peoples were decimated, and their homes lay in ruins. Those serving in the war, including young kings on each side, were now fighting for the grievances of their fathers and grandfathers. The weary and the battered saw more sense in running from their banners than dying beneath them, and the war-weakened kingdoms dissolved almost as soon as the fighting stopped. The collapse was too great to contain; armies disbanded, kings lost their crowns, and the nations fractured into handfuls of small communities.

The region was no longer contested by two kings, but *hundreds*. Surviving citizens on each side of the war claimed whatever land they could, from rebuilding destroyed villages to settling new ones, forming many small, independent communities throughout what was once Polyr and Mze-Aden. Each community had its own ruler or rulers that people derisively called "small kings." Thus, when the War of Broken Blades ended, the *Time of Many Crowns* began.

Small kings were all sorts. The title was often wielded by family patriarchs, former military captains, religious leaders, or charismatic upstarts. Their power varied depending upon the size of the community they led, the amount of land they had declared as their domains, and the number of people willing to fight and die for them. Many small kings were killed and replaced as these communities warred with each other; some



Isalla Bly

harboring old grudges, others acting on new opportunities.

As these groups grew, traveled, warred, split, and merged over time, any semblance of who was Polyrian or Mze-Adenese was lost. They had only family names to hang onto, or the names of their villages, gangs, or whatever they sought to call themselves. There was little remembrance of the kingdoms that fractured into innumerable communities generations ago, nor any room left for nationalism.

492 Years Ago: Isalla's Gamble

One of the many small kings to arise was, in fact, a small *queen*. Although *Isalla Bly* would never use such a title for herself, the people who followed her surely viewed her as a ruler. Isalla was a child of the Time of Many Crowns. She learned from a young age what made a woman or man trustworthy, and in a troubled time she was looked to as an honest leader.

By the middle of her years, Isalla had grown into more than just the matriarch of the Bly family. She was the small queen of a community that lived off the bay fields. She proved to be a wise counsel in a time of need, and her direction was followed for everything from treating wounds to growing food. Her years as head of the community garnered her a title that she *would* use: *Watcher*.

Although Isalla's community was peaceful and untouched by rivals who might come to claim what belonged to it, fear of that possible threat may have made her decide to relocate, moving the peoples who followed her east to the Bay of Erryn's shore. The move was a gamble; the community had established a livable, if not vulnerable, home in the bay fields. Relocating risked settling in an area less hospitable, with no guarantee of more safety. Isalla decided that having the water at their backs would be one fewer direction for her to worry about, and pressed for the move despite the risk.

Fortunately for the Watcher, her gamble paid off. As the community migrated east towards the bay, they happened upon the remains of Castle Muranir, and enough aged texts surviving within to learn its name and history. Though nature had crept right up to its battlements, wiping away any hint of the former port, the castle stood tall. It was an ideal place to settle, with fresh water and plenty of land to develop nearby. From within the remains of Castle Muranir, the Watcher's humble community took residence.

476 Years Ago: Kintesarian's Legacy

Port Muranir was seeing the work of human hands for the first time in over a century. The forests nearby were logged to make new houses for the growing community. Fields were plowed and the bay was fished to feed its growing population. Isalla saw her people flourish and expand from their humble roots into a proper village over the next 16 years before her death. On the day she died her people wept; she was buried in a nearby copse, in the area known today as *Watcher's Grove*.

Isalla's only son, *Kintesarian*, took the reins of leadership after his mother's death. Though Isalla led them to their new home, it was Kintesarian who would make it their legacy. As he grew from young man to old, Kintesarian oversaw the village's growth. Families multiplied. Outsiders arrived by foot or by boat to join its ranks. More and more houses were built, modest streets were created, and the harbor that once existed two centuries prior was reborn.

What was once just the small community built around Castle Muranir, was now something much more; it was something that needed a *name*. Kintesarian decided to name it *Kintalla*, combining his and his mother's names, and the city has remained named such ever since.

The city would know a time of peace, for a while. Kintesarian would not leave any heirs to inherit the family's role of watching the thriving community, and it was understood that the community had grown too large for a single Watcher. Instead, the governing of Kintalla was left in the hands of the matriarchs and patriarchs of the city's most important families. These individuals decided everything from where newcomers could build houses, to how much an hour of honest labor should cost, what currencies people should circulate, and the best way to defend the city.

334 Years Ago: A Home to Kings

While Kintalla continued to develop over the next century and more, the rural communities, once led by the many small kings for two hundred years, began to consolidate. This was largely due in part to one *Ceodesnid the Uniter*. Ceodesnid was a young ruler, a middle-aged human who thought himself an emperor. He was brash, confident, and powerful; through the years he had expanded his territory and accumulated the first capable army seen in the region since the War of Broken Blades.

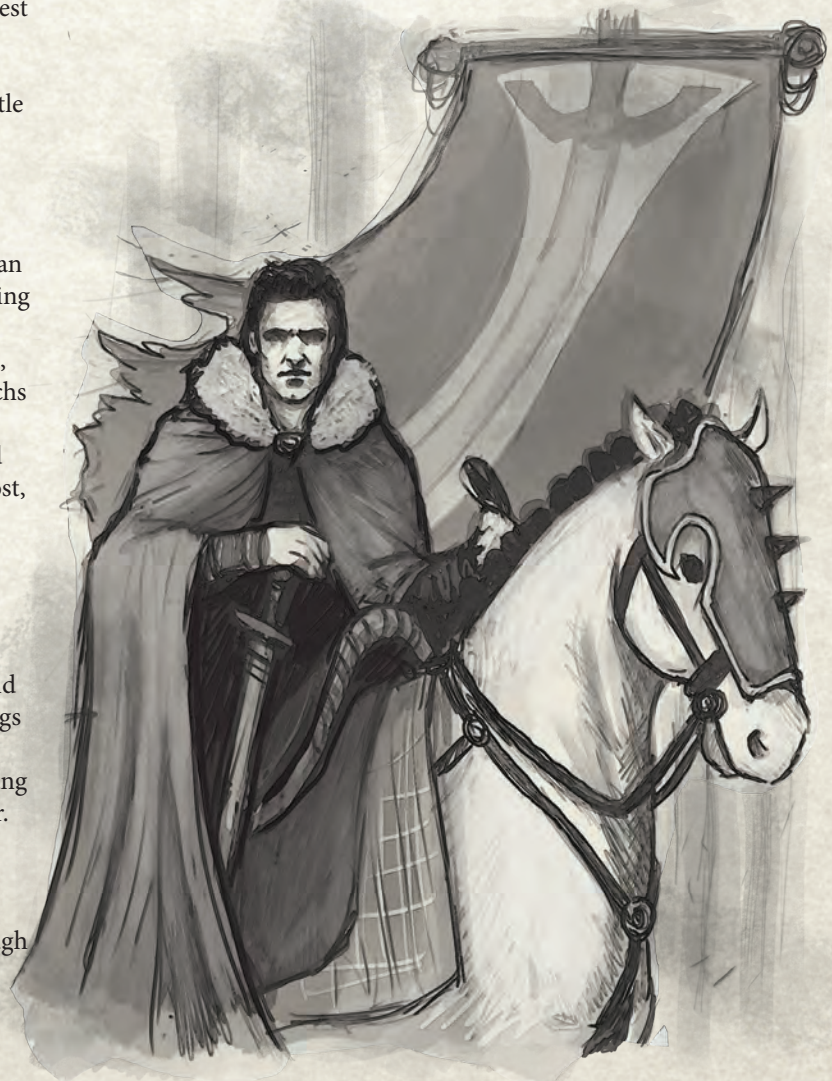
What Ceodesnid did not take by force, he conquered through diplomacy. The Uniter led his army from village to village, offering each small king the chance to yield to him, or lose their home in battle. One by one these communities fell to Ceodesnid, and with each, the young emperor's domain and army grew. He wisely left the small kings their positions of

power in each community, with his own generals and people he could trust to keep an eye on things throughout the land.

When Ceodesnid had reached the middle of his years, he set his sights on a new target: a city by the Bay of Erryn, one that had slowly grown in renown for the past hundred years. Kintalla was the only power in the region that could rival the Uniter's. He would not consider his empire complete until his banners flew from its parapets. In his most ambitious undertaking, Ceodesnid mustered the largest force he could from his domain, and marched upon the city.

Kintalla was prepared for siege; a hundred years of development was enough time for the city to form its own militia. It was also enough time to erect strong walls around its borders, and garrison a military fort on the largest isle in the bay. The years Ceodesnid spent conquering the small kings, the Kintallans spent gathering resources and fortifying the city's defenses. They had seen attacks by would-be invaders before, and they had learned how to protect themselves.

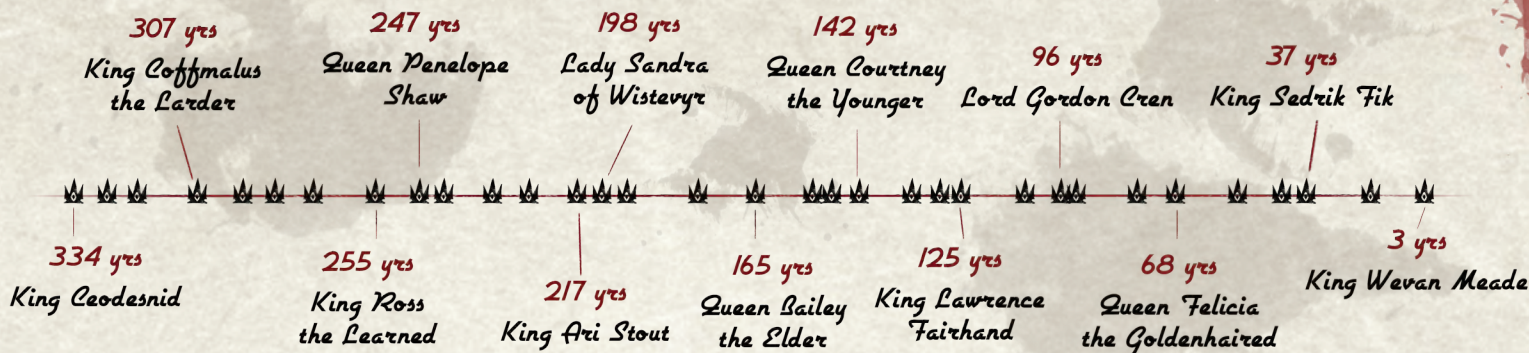
But what Kintalla did *not* have was unified leadership, and it had never seen an invading force the size of the one on its doorstep. When Ceodesnid arrived outside the city's walls, he offered its peoples the same deal he had offered every small king before them; surrender to him, or face an attack. Kintalla had survived for a century without a king, and in the hour of decision its de facto leaders could not agree on a course of action.



Ceodesnid the Uniter

Succession of Rulers

This timeline shows the succession of Kintalla's rulers, the years indicating how long ago from the present day each was crowned. Examples of notable rulers are named; you can determine their significance, and that of others, with a history of your own design.



When Kintalla failed to produce an answer, Ceodesnid stormed the city gates. Without any orders or direction from their leaders, the city's militia gave no resistance. The gates were opened, every soldier threw down their weapons, and Ceodesnid's forces occupied the entire city without a single sword stroke. The entire event took place in a span of hours, remembered today as the Bloodless Battle. Ceodesnid took up residence in Castle Muranir, proclaiming himself a true king, Kintalla his seat of power, and his conquered regions his kingdom.

307 Years Ago: A Great Hunger

Ceodesnid became the first of Kintalla's now thirty-four generations of human rulers. The succession of kings and queens followed as most do; each ruler leading for as little as a few months to as long as decades. When no capable heirs could take the crown, the royal family changed. In many ways, Kintalla grew around their kings, rather than growing from them.

Each ruler had his or her share of hardships to handle and legacy left, too long a tale to recount in full. No king, however, had a more notable reign than *King Coffmalus*. During his years, a dreadful famine swept through the kingdom, its impact hitting the city hardest. Whatever blighted the land's harvest is still a mystery, its failure leaving tens of thousands without food for the better part of a year.

Known now as the *Great Hunger*, the famine reduced much of the kingdom from what it was during Ceodesnid's rule. The Crown struggled to reach its people and leaders stretched far from Kintalla with what food it could spare, leaving lands beyond the city to fend for themselves or wither and die. Kintalla became too weak to keep its grasp on these territories, shrinking its borders to only the nearby surrounding villages and towns known to it today.

It's possible the *Great Hunger* would have eliminated Kintalla entirely, if not for a rationing law. King Coffmalus decreed that the food stores would only issue to each family enough food to feed two people. His decree would forever be known in Kintallan history as the Rule of Two. It was a lamentable act, even if necessary. The death toll rose to horrifying heights, but enough people survived for the city to endure.

King Coffmalus might have been remembered as the man who saved Kintalla, had it not been widely documented that his family and selection of noble caste and servitors were exceptions

to the Rule of Two. Instead, King Coffmalus is remembered as *the Larder*, the man who'd let a city starve at the expense of his comfort. The Great Hunger would eventually come to an end, and so too would the Larder's reign. The king choked to death on a pheasant bone a year to the day after issuing his infamous rule.

255 Years Ago: Ohl'Abdurr's Arrival

Kintalla's history wouldn't be complete without including the arrival of the wizard for which the city's most famous landmark is named. *Ohl'Abdurr* is heralded as perhaps the greatest conjurer to walk the lands west of the sea. He came to Kintalla in a time four rulers removed from King Coffmalus, during the reign of *King Ross the Learned*.

Ohl'Abdurr was easily the most powerful practitioner of magic ever to live in Kintalla, and certainly the most open with his ability. He lived in an age when magic was not as accepted as it is during modern times – and those who know how scrutinized spellcasters are today understand just how distrusted Ohl'Abdurr must have been.

Nonetheless, the wizard endured. He practiced his craft in the privacy of his sanctum, a small tower he built in what would become the middle of Kintalla. There, he was free to learn and perfect different spells and curious items of magic power. His thirst for knowledge proved insatiable, and Ohl'Abdurr would often not be seen for weeks at a time as he would lock himself away to study any texts he could get his hands on.

When the wizard proved to be trustworthy, the Kintallans of his time became curious. The wizard took on an apprentice, then another, and then another. It wouldn't be long before he had a veritable school of citizens pledging their lives to learning from him. Most didn't even desire to learn magic – as this was an art only a few could master. Rather, most of Ohl'Abdurr's pupils desired to learn of nature, history, and the world around them.

As the number of Ohl'Abdurr's followers grew, so did his tower. The wizard found it necessary to build addition after addition, employing laborers (and many magic spells) to extend his tower ever further into the sky. Now called the *Ohlrise*, the tower is visible from just about any vantage point in Kintalla, and the continued home of the wizard's order: The *Order of Ohl'Abdurr*.



198 Years Ago: The Silver City

Many people know Kintalla as the *Silver City* (and, in fact, some foreigners know of Kintalla *only* by this name). The moniker began circulating nearly two centuries ago, when the then-queen *Lady Sandra of Wistevyr* ruled. A hundred years removed from the Great Hunger, Kintalla had blossomed into a prosperous world power, and its economy was key to its success.

Artisans and merchants of all trades came to Kintalla, where it was said anyone could find a job or a customer. The harbor saw the steady arrival of ships bearing the flags of nations clear across the sea. If something couldn't be found in the Silver City, it couldn't be found, period.

This time also marked the inception of one of the city's oldest organizations: the *Gilded Ring*. Many members of this guild of artisans and merchants were the descendants of the city's de facto leaders an age before, when Ceodesnid laid siege to the city. They were also joined by foreigners of all sorts, anyone who proved to have considerable influence and business success was admitted. The Gilded Ring began meeting fortnightly to discuss matters of trade within the city, ensuring their prosperity continued.

125 Years Ago: Gravediggers Gather

After Kintalla had established itself as a world power, the city attracted the eyes of those employed with the world's most esoteric occupation: adventurers. The Silver City was promised as a place where anybody could find anything, and the kingdom that stretched beyond its walls was ripe for exploration. These incredibly brave (and foolish) individuals flocked to Kintalla hoping to make a name for themselves.

130 years ago, it was a crime to carry a weapon through Kintallan streets if one wasn't one of the city guard. Today, people of all sorts walk armed to the teeth wherever their business takes them, and most citizens don't bat an eye at such individuals. This is all thanks to the steady stream of adventurers Kintalla drew, and how their actions shaped the city's development. The truth was, the few adventurers that found success brought the wealth they'd unearthed to the city,

something it and its people are *always* willing to accommodate.

Of course, not all of these adventurers were brave heroes and dungeon raiders. Some saw their share of glory and riches, but many wound up dead. The people of Kintalla derisively named would-be adventurers "gravediggers," as joining the profession was akin to digging your own grave. Though an insult, adventurers took the name as their own. In time, enough would come together to form a loose association of adventurers, assembled in a guild hall aptly named the *Gravedigger's League*. Since then, gravediggers new and old have been synonymous with Kintalla.

37 Years Ago: The Turn of Coin and the Slums

It would be fair to say that "modern Kintalla" dates back four decades or so, well after the gravediggers became an established part of the city, but before the effects of the profession took a hard toll on it. The adventurers that made a home in the Silver City had grown into the best their kind could offer. They were bolder, traveling further, deeper, and without fear away from the city. They were dying less often, and bringing heaps of gold and treasure back home.

The coin was spent well at the time, of course, but the sudden influx of money had an unforeseen consequence. With ancient coins and valuable gems now in circulation, the cost of goods and labor rose – thus causing the value of existing currency to fall. This created a gap in Kintalla's lower classes between those who could afford the inflation and those who could not, an ongoing drift called the *Turn of Coin*.

The Turn of Coin is ultimately responsible for Kintalla's slums, a slowly growing region in the southern part of the city. The area became a concentration of those who couldn't afford better living conditions, and it shows. Houses are run down, some little more than shacks. The streets are crowded with beggars, thieves, and bullies, many of which have formed gangs, and assault easy or unwary victims entering their territory.

The slums are a black mark on the Silver City, one the local leadership would prefer cleaned if possible. The formative years of the slums happened gradually, and the past kings and

city guard were content to turn a blind eye to them. In the past decade, however, the slums have reached a fever pitch of depravity and violence. The guard may still choose not to meddle with the brigands there, but they can't deny the slums are a problem.

3 Years Ago: Hail to King Wevan

Kintalla's current ruler is *King Wevan Meade*, assuming the throne from his uncle just three years ago. King Wevan is young, crowned when just aged twenty, and unproven. In his time, he rules a kingdom little more than the city he rules from. The sprawling landscape past the small villages close to Kintalla have been untamed and unconquered for ages. They're more the sites for the gravediggers to explore, and so today's king keeps his royal eyes on his city and the regions closest to it.

City Demographics

Population

There are approximately 14,000 residents of the city at any given time, though as many 300 or so are visitors or otherwise staying on a temporary basis. Beyond the city's walls are a handful of smaller villages and hamlets within the domain of the kingdom. These smaller towns account for another approximately 3,500 citizens in total.

Resident Races

Though primarily a human city, all races are represented in Kintalla, the influence of each seen in goods and services sold, building, architecture, and culture. By race, Kintalla's population breaks down thusly:

- Human (63%)
- Half-elf (8%)
- Elf (6%)
- Dwarf (6%)
- Gnome (5%)
- Half-orc (4%)
- Halfling (3%)
- Dragonborn (2%)
- Tiefling (2%)
- All other races (1%)

Government

The kingdom has operated under a monarchy for centuries, though the rise of the Gilded Ring and the Order of Ohl'Abdurr has given these two factions sizable political power. The king and his associates retain supreme authority and command of the city's military force, but Kintalla has grown too dependent on these other organizations to displace either by law or otherwise. No edict is issued without careful consideration on how it may impact the city's healthy economy or powerful citizens.

The throne is presently occupied by King Wevan Meade, who is aided by several advisors who bear the title *Proconsul*. A Proconsul may specialize in the knowledge he provides the king,

such as finance or religion, and each Proconsul is treated with the respect due his station. Citizens regard a Proconsul as an authority only the King supersedes.

Defense

Kintalla's first line of defense is the Kintallan Guard, which serves primarily as its police force. The Guard consists of roughly 1200 soldiers, though only about 900 are on duty at a time. In time of war, Kintalla beckons the Guard to its full strength, and calls for the aid of men loyal to the kingdom beyond its borders. At most, the city can muster a standing force of 1,500 soldiers to defend it.

Culture

Religion

There's no official religion in Kintalla, the result of a particularly apathetic line of rulers throughout the city's history. Still, its residents keep their gods and goddesses, even if the city does not abound with temples dedicated to them. A person of faith may find a dedicated place of worship if the deity is popular enough, and many hold their religious practices in private. Priests of all kinds make the city their home as well, and these few are often called upon to hold ceremonies or perform rites to a citizen's god of choice.

Law Enforcement

The city remains under the watch of the Kintallan Guard at most times and in most places. A notable exception is the slums, where guardsmen seldom tread unless they absolutely must. The guards keep vigil around the city's wall and, stationed at its gates, patrol the streets, and full squads man key locations such as Castle Muranir and other places of import.

The guard's main duty is to keep suspicious characters from entering the city, and to keep the peace within. Should a guard catch someone breaking the law or causing a commotion, it's his or her duty to apprehend the violator, using force if necessary. Criminals or unruly citizens arrested by the Kintallan Guard are taken to the dungeon cells at Castle Muranir or beneath Fort Rynde. If a subject is thought to be particularly dangerous, he or she will be escorted to the Skullhold.

Criminals taken by the Guard remain in cells to await a trial for their crimes. Trials are regarded as private affairs not open to the public, though citizens may be called to stand witness on a party's behalf. A trial is overseen by a jury of five high-ranking members of The Crown – typically the king's Proconsuls – for both criminal and civil disputes. Officially, the king has authority to override any jury's decision or sentence, though this is rarely done. Depending upon the jury's decision, guilty parties may be forced to compensate those they've wronged, spend more time in the dungeons, or worse. Executions are an uncommon result unless the crime is most heinous.

Education

While the Order of Ohl'Abdurr is a growing outfit for education in the city, it only tends to the most privileged or prodigious students. Most Kintallans can't afford to spend their lives with their noses in books; commoners depend on income from trade or labor to feed their families. They have a basic education, learning simple arithmetic, science, and history that a common life in the city can afford them. Most in the city can read, or at least know Common script well enough to navigate the city and sign their names.

Those who can afford to pursue higher learning can do so in the Order of Ohl'Abdurr. Their studies may be broad or very specific, as the Order turns out its share of sages specializing in alchemy, lore, medicine, and magic. If a commoner shows an uncanny knack for magic or a gifted mind, the Order may offer the individual a form of scholarship to join its ranks. The families of these individuals are typically compensated to have them attend the facility.

Food

The Kintallan palette is grown on seafood. Fresh fish and crustaceans from the Bay of Erryn arrive within the city from fisherman daily, and these ingredients are made into everything from common grub, to expensive delicacies. The surrounding farmlands beyond the city grow grain and raise livestock as well, meaning Kintalla is never wanting for breads or meat. Additionally, travelers to the city often bring the local flavors of their homelands, some of which can become quite popular. These treats are usually well preserved items that can travel without spoiling, such as candies, nuts, dried fruits, and salted meat.

Festivals

Kintalla holds a few festivals throughout the year. Because Kintalla has a broad number of faiths operating within it, religious holidays and celebrations vary. Below are the secular traditions the city keeps that all are welcome to enjoy.

Harvest. The kingdom's harvest is celebrated each year with a feast, and an address from the king to the citizenry. It is usually celebrated with apple wine, figs, dates, and roasted pig. Poorer citizens may be given flagons of wine or fruits if they cannot afford it, but pigs must be purchased from a butcher.

Turtle Day. A great deal of innocent turtles indigenous to the bay area are routinely pulled up in fishing nets. Many of these turtles are stored away for *Turtle Day*. During this celebration, the shell of each released turtle is painted a vibrant color, and the mass are set free into the city streets. Children of the city are accompanied by adults in attempt to find and catch one of the turtles. During this time, the streets teem with eager youngsters caught up in the hunt, some sporting long nets and dressed with masks or costumes. Captured turtles are given to the family to become pets or meals.

First Night. The first new moon of the year is greeted with the Kintallan celebration *First Night*. During First Night, a blazing bonfire is lit within the open area of Watcher's Grove. Citizens are invited to attend as historians from the Order of Ohl'Abdurr recount the history of Kintalla, citing Isalla Bly and her son Kintesarian's contribution.



Two players enjoying a match of Zesere

Zesere

Zesere is a game, popular in Kintalla, played between two people using a game board and seven game tokens per side. The board depicts a series of spaces game tokens move upon, two of which representing each player's ship. The goal of the game is to sink your opponent's ship, done by moving one of your tokens onto that space. Each token moves differently on the board, and a bit of strategy is employed from game to game.

A common *Zesere* set is made of polished wood and carved stone tokens, and is worth 5 silver pieces. The game has become the latest fancy of Kintalla's upper class, who've commissioned boards made of marble or pewter, with silver or gold tokens inlaid with gemstones. These sets are valuable works of art, ranging from 25 to 500 gold pieces depending upon the craftsmanship and expense of materials used. Even those who cannot afford a common set can improvise to play. Makeshift boards might be sketched on parchment or drawn onto a patch of dirt, with stones, buttons, or even copper pieces used for tokens.

Zesere is so popular it's often used to make wagers or settle disputes outside of recreational play. Crowds gather around well-known players duking it out over a *Zesere* board when there are great stakes on the outcome.

Organizations

Kintalla is home to several prominent organizations, each with its own sphere of influence within the city. Most of these organizations are widely recognized by the city populace (with the notable exception, of course, being Ebonclad) and members of these groups are treated with the respect due their stations.

The Crown

While King Wevan is the known ruler of Kintalla, his immediate family, direct servants, and caretakers are collectively referred to as “The Crown.” Any person working directly in service to the king is part of this group, and each demands the utmost respect from their peers and their lessers while about the city or at court.

Members of The Crown dress in accordance with their station, and those that carry higher offices typically adorn themselves with the regalia of such. For instance, the king’s chamberlains and most trusted Proconsuls may parade around in extravagant garments spun of exotic or expensive cloth, carrying scepters or wearing outlandish jewelry. Even if a common Kintallan wouldn’t recognize a member of The Crown by his or her face, their outfits are more than enough.

Those of The Crown typically reside in Castle Muranir to best serve the king, and are afforded their own private quarters there upon gaining office. Many are of noble caste and have houses of their own in the city, which they leave for their families or sell upon the transition.

The Gilded Ring

The city’s strongest financial power is not The Crown, but its formal organization of merchants and artisans. This union, called the Gilded Ring, is made up of Kintalla’s most successful tradesmen and laborers, and membership is open to any honest businessman within city limits. Members meet twice a month to discuss prices of goods, air grievances towards competition, and work to ensure the city’s economic stability.

The Gilded Ring has its roots in Kintallan history, the organization is nearing two hundred years old. In its earlier years, the organization was more restrictive in who could join its ranks; its members wished to incorporate only the wealthiest or most influential, and this almost always applied to native-born, human Kintallans. When outsiders and upstarts proved their trades were lucrative, the Gilded Ring grew more accepting of them as well.

Today, all an artisan or merchant need do to join the ring is to ask another member to vouch for him or her, and then the organization decides whether or not to accept. Each new inductee is given a brass loop as a sign of his or her membership, which is often pinned to clothing or displayed prominently in the member’s place of business. Citizens view the shopkeepers and crafters in the Gilded Ring as the highest quality, which allows such members to charge more for their goods and services. If a member allows that quality to slip, he or she faces stern sanctions from the Gilded Ring, with the possibility of losing membership.

Of course, the Gilded Ring is not without its internal disputes – many of its members are direct competitors and see the city as only big enough for one or the other. The organization does a good job of quelling these squabbles before they get out of hand, and it’s not afraid to revoke membership from those that prove too unruly.

Guild Ebonclad

Kintalla’s resident thieves’ guild is perhaps the most efficient organization in the city, and it’s the one the fewest citizens are aware of. The guild came into being three centuries ago from bands of disenfranchised citizens taking up arms and striking from the shadows against the then lords and nobles in Kintalla. Since then, it has evolved into a clandestine group of thieves, conmen, and killers. Though Ebonclad mostly operates through independent teams of operatives, its affairs are highly organized and incredibly efficient – when the guild puts its collective mind to something, all Kintalla is moved by it. A full description of Ebonclad is provided in Chapter 2.

The Kintallan Guard

The Kintallan Guard is the police force charged with keeping the peace daily within Kintalla. They’re led by High Commander Jeddeon Roe, a thorough and able leader who’s proven to be a thorn in the guild’s side on multiple occasions. Six commanders report to Roe, each with their own retinues of captains and squads charged with patrolling the city streets and keeping the peace.

There are upwards of 1200 members of the guard, though a minimum of 100 are stationed in Castle Muranir at all times in protection of the king. The rest are assigned to street duty or watching the city’s borders from its guard towers, and a regular rotation ensures the guardsmen remain vigilant day and night. The guard takes residence at the barracks at Fort Rynde, and many guardsmen are assigned watch duty over prisoners in the Skullhold as well.



Kintalla has many different organizations



Students of the Order of Ohl'Abdurr

The Order of Ohl'Abdurr

Though the eponymous wizard has been dead for centuries, his pupils and their descendants have kept the Order of Ohl'Abdurr active to this day. Most commonly referred to simply as “the Order” by most citizens, they study everything from archaeology to language, history to nature, science to magic. These scholars congregate in the Ohlrise, the tallest building in Kintalla’s center, and the buildings built around it as laboratories, libraries, and classrooms.

The Order of Ohl'Abdurr will admit any who prove curious or capable to study within its halls; with most of its members ranging from simple scribes to impassioned sages. If a student shows a proclivity for magic or mastery of a subject matter, he or she is invited to continue study higher within the Ohlrise. Each ascending tier of the Ohlrise symbolizes a higher level of understanding, and those who have climbed to its highest levels are Kintalla’s brightest minds and most powerful wizards. These upper levels are the province of the Order alone; not even The Crown is permitted upon these floors, and they’re protected by a manner of magical wards to dissuade anyone else from trying.

The Order of Ohl'Abdurr’s enigmatic nature has led to a mixed relationship with the rest of the citizenry. Many speculate that members of the orders are all wizards plotting some doom for the city, while others see them as nothing more than bookworms oblivious to Kintalla’s current affairs. The Crown views the Order as an asset; surely a group of wizards eager to defend their home would be a desirable resource should the city ever come under siege again. Due to this, every generation of ruler has allowed the Order to continue working away in the high level of secrecy it’s demanded.

Members of the Order rarely leave its campus after induction, save for leaving on missions of research or otherwise for the organization. Those who kept homes elsewhere in the city are forced to sell them or leave them to the care of others, as they’re given lodgings they’re expected to tend to on site.

Those associated with the Order of Ohl'Abdurr are given light blue and white robes to wear, and these vestments are always embroidered with the Order’s sigil: a five-petal flower embedded in an open book. Kintallans instantly recognize the colors and the sigil, and it doesn’t take a visitor long to associate either with the Order.

Slum Gangs

Kintalla’s slums have become a hotbed of gang activity, so much so that better-to-do citizens wouldn’t step foot there unless accompanied by a bodyguard, and the Kintallan Guard rarely bothers with patrolling it. The gangs are typically made up of poor people born to the slums who know no other way of making a life for themselves. They deal in shake downs, theft, extortion, and violence. Not every trip through the slums means an encounter with a gang – especially as these miscreants and brutes have learned to be discerning about their targets – but it’s certainly a risky endeavor. Most visitors coming to the city know better than to enter through the slums, and those who don’t are usually warned along the way.

These gangs go by various names such as the Grim Gutters, or the Black Bricks for example, but no gang is more notorious or well-known than the Slum Snakes. This gang’s penchant for violence and crime has earned them a reputation and is practically synonymous with the gang activity in the area.

Places of Interest

Kintalla is a big place. Many of its citizens live their whole lives in the city without seeing everything it has to offer, and many places are simply not open to the public. Kintalla’s places of interest are described below.

Castle Muranir

Kintalla’s oldest structure is Castle Muranir, home to the king, his family, and most of his retainers. The castle has been repaired, reinforced, and recreated throughout its lifespan, but its original barricades and brickwork remain from its inception dating back to the War of Broken Blades. It’s from here that current ruler, King Wevan Meade reigns. Supplicants can petition the king and his counselors in the permitted areas on the castle’s premises, while the majority of the castle is limited to

those of proper authority.

The castle is rivaled only by the Ohlrise for being the city's grandest building. In addition to its multitudinous rooms, courtyards, and adjoining buildings, much of Castle Muranir's structure is built underground. An old dungeon at its base still serves as a prison today, where most of Kintalla's criminals are sent to await trial or to have their sentences carried out.

Given its importance, no fewer than 100 soldiers from the Kintallan Guard are stationed in Castle Muranir at a time. These guardsmen are placed all throughout the castle to ensure its residents' safety. Upon leaving, the king and his family are afforded any number of guardsmen as escorts – always the strongest and bravest among those serving.

City Gates

Five sets of gates are built along Kintalla's walls, each one opening to an established road leading to the city. Each gate is flanked by a pair of watch towers, and each tower is always manned by its own pair of guards. The gates are crafted of sturdy wood and steel, each operated by a mechanism controlled from its adjoining watch towers. A gate will not open or close unless an operator in each tower throws a switch for it to do so.

The gates usually remain open during the day, closing at night and in other circumstances. Travelers entering the city are vetted by guardsmen on duty before they're allowed passage in, and suspicious figures may be stopped to be assessed before they're allowed out.

The Crypt of a Thousand Lords

The Crypt of a Thousand Lords is the apocryphal name of a well-known, sprawling dungeon in the kingdom. The dungeon lies deep underground and extends for miles beneath the landscape. An entrance into the Crypt is located in a ravine two days' ride northwest of Kintalla, but other entrances dot the countryside for miles, and many still remain hidden to this day. Scholars believe it predates the War of Broken Blades by more than a thousand years, and though it was discovered nearly a century ago by the city's burgeoning Gravedigger's League, most of the dungeon remains unexplored.

The Crypt of a Thousand Lords was named by the city's first gravediggers, who made frequent treks to the dungeon, claiming the place was filled with so many riches, hundreds upon hundreds of kings must be buried there. While plenty of treasure has been unearthed from the crypt, gravediggers also reported the multitudinous traps and puzzles that protect the place, not to mention the various monsters that have made lairs in it.

Though the Crypt isn't *in* Kintalla, every resident is aware of it, considering the vast dungeon as sort of a historical landmark. New gravediggers, anxious to test their skills, often take their adventuring parties to the Crypt of a Thousand Lords as something like a rite of passage. Portions of the Crypt near its known entrances are well-explored, and pose little threat, even to novices. But the dungeon's deeper recesses are deadly and mysterious, awaiting the boldest and most experienced adventurers.

Fort Rynde

Fort Rynde is a military base located on the largest island among those in the bay's inlet. It was created for the defense of the city should a naval attack occur, though Kintalla has been fortunate enough to never need it for this purpose. The buildings here are reinforced stone, with thick walls built around the island. The grounds house a number of siege engines – ballistae, trebuchets, and catapults – to be used to sink unwelcome ships.

In modern times, the fort has transitioned to the base of operations, training grounds, and barracks for the Kintallan Guard. It's also outfitted with its own set of holding cells, and has convenient access via rowboat to the Skullhold. A walled, masonry bridge extends from the compound, leading to the main part of the city, and this bridge is secured by a manned gate on both ends. The access is closed to the public, although these gates remain open to allow guardsmen to pass to and from Fort Rynde.

The Gravedigger's League

The Gravedigger's League is the sardonic name of Kintalla's adventurers' hall. It's a place where likeminded adventurers can come together to share news of their exploits, receive leads on new adventures, and form parties to take part in them. The League provides warm food, strong ale, and soft beds to those who visit (and can, of course, afford the tab). There's no formal membership or meetings – which is why the League is more of a location than an organization – and anyone bold enough to claim to be an adventurer is welcome. This makes its patrons quite a mixed lot.

The Harbor

The northeast portion of the city exposed to the Bay of Erryn hosts Kintalla's harbor. Large piers jut out into the water, and here a constant cycle of ships enter and exit the city. These ships belong to fisherman, traders, and travelers alike, and the constant influx of new faces makes the harbor a popular spot to do business. The buildings along the stretch facing the harbor are among the most exotic and eye-catching in Kintalla, and these places fetch a hefty sum if sold. The harbor thoroughfare routinely sees street vendors with wares to sell, hoping to grab the interest of a visitor as he or she passes by.

Kintalla keeps a modest fleet of ships that serve as vessels for The Crown and its armada. These crafts take priority when claiming a space among the harbor – other ships are routed north or south to find a different place to dock.

As the harbor is a busy place, retinues of the Kintallan Guard patrol it regularly.

The Ohlrise

When most people think of the Silver City, the Ohlrise comes to mind. This edifice was once the tower of Ohl'Abdurr, and is now the prime place of training for the order of the same name. The Ohlrise stretches so high, it's visible from miles away; a beacon travelers can rely on when making their way there.

The Ohlrise, and the collection of smaller buildings around



Let the buyer beware suspicious merchants at the harbor

it that make up its campus, are tended to by the Order of Ohl'Abdur, and houses collections of historical artifacts and what are claimed to be magical treasures. In these places, the Order studies and teaches, promoting the spread of knowledge and discovery for the good of Kintalla.

While the first few floors of the Ohlrise are open to the public, its upper reaches are a mystery known only to the higher echelons of the Order of Ohl'Abdur. These floors are reserved for the organization's top students, and house the rarest relics in its private galleries. The Kintalla Guard has no sway or patrol here; it is left to the Order to protect.

The Promenade

Where Erryn's Arm cuts the city into its upper and lower halves is the Promenade, an elegant walkway complete with several stone bridges connecting each side. The Promenade is a popular spot for citizens to walk, and The Crown ensures that the bridges are well lit by torchlight and the thoroughfare decorated seasonally. An upended portcullis at the end of the waterway makes sure that nothing more than fish and river life uses it to get out of (or into) the city. On pleasant days, citizens take fishing poles, and claim a spot along the Promenade, or upon one of its bridges, to try and catch passing fish, showing their catches off with pride to passersby. Guards regularly patrol the Promenade to ensure order, keep it maintained, and to rescue the occasional playful child or unwitting drunkard who has accidentally fallen into the water.

The Sewers

Beneath the city proper is a web of sewers developed ages ago, when Kintalla was still in its infancy. While helpful for carrying the muck away from the city, the sewers have been taken for granted for centuries, and hasn't held The Crown's attention for several generations of kings. Now they're a dangerous place to travel, a maze filled with water and filth that sprawls beneath the city and just into the Erryn. Mothers tell their children goblins live in the sewers, and while these may be tall tales to keep youths from venturing there, the sewers certainly are home to rats and oozes and other creatures which thrive in such environments.

Grates leading into the sewers are spread throughout Kintalla, with formal entrances located beneath the Promenade bridges. The sewers may be vast and unnavigable, but they're designed in such a way that it's impossible to enter the city through them. They only lead *out*, channeling all that enters through a sloping tube that exits deep into the bay and far from city limits. The only way to sneak into Kintalla through the sewers would be to find this underwater entrance and manage the labyrinth thereafter. Occasionally snakes and other sea life turn up, but no humanoids have made such a trip thus far.

Skullhold

The Skullhold consists of three separate buildings, each constructed on one of the three small islands closest to the city in the Bay of Erryn. The buildings are penitentiaries. While many of the city's lawbreakers are dragged to the dungeons beneath Castle Muranir, these cells were made in modern times to jail a different class of criminal. Only the most-dangerous or valuable are taken to the Skullhold, at the discretion of the Guard's High Commander or on the direct order of The Crown. They're reserved for political prisoners, magic-users, or citizens with unique powers – such as those afflicted with lycanthropy or of a race with special abilities. The only way to the Skullhold is via rowboat, and each facility is manned by squads of guardsmen and wardens on constant vigil. Scholars from the Order of Ohl'Abdur routinely assist with watching captives here, offering advice on the best way to keep special criminals contained.

Slums

Ever since the Turn of Coin, this section of the city has become a hovel of squalid and displaced citizens. The slums are characterized by decrepit housing, dirty streets, and crowded conditions. Kintalla's poorest residents are either born or wind up here, as it is the only place in the city that will now accommodate them. These people, often derisively called "slum rats" and other equally degrading names, must contend with the hardships of life. The city's leadership has turned a blind eye to them, so much so that the Kintallan Guard barely patrols the slums. As a result, the slums are a hotbed of crime and violence.

Inns, Alehouses, & Places of Business

In addition to the landmarks already noted, Kintalla is bustling with places for travelers to rest, and shops eager to sell their goods and services. Examples of a few such locations are described below. These locations are not identified on the map of the city – you can decide just where they are. Additionally, you can create your own places of business within Kintalla. It's up to you to decide how these locations operate within the setting, and how Ebonclad and characters interact with them.

For What Excites

A general goods shop of adventuring supplies.

Gorn's Steel

A smithy operated by the dwarf Gorn Greatanvil.

Heward's Hall

An inn and tavern popular for its minstrels and music.

Luck of the Lion

A merchant's shop specializing in rare or foreign goods.

Mearl's Arms

A smithy specializing in arms and armor.

Pia Greensweet

A halfling street vendor who sells pastries and confections.

The Owl's Wager

An inn that hosts gambling tables all night long.

Razorback Run

A tavern where skilled Zesere players play.

The Ruby Cask

A popular drinking hall for townsfolk.

The Three Billed Goose

An inn largely patronized by gravediggers.

Notable Citizens

There are too many citizens of import to list comprehensively, and even then many new and notable figures enter Kintalla daily. Below are some of the most well-known or influential people in the city, along with information to reference each entry's game statistics. If an entry's statistics are unique, its full statistics block is located in Appendix B: Kintalla Citizens NPCs.



Queen Alanna Meade

Alanna Meade, Queen of Kintalla

The Crown, lawful good human female

The current queen of Kintalla is a 22-year-old girl, wed to her king and husband the day he assumed the crown three years ago. She's already birthed the couple an heir, a toddler prince named Andrew. The queen has sun-kissed skin, long, auburn hair, and a slender figure. She prefers simple dresses and a thin tiara to large jewelry or loud outfits. Alanna's fair demeanor and generous nature has won her great favor with the citizens of Kintalla, and she likes to spend her days accompanied by her handmaids, putting gifts together to give to the common folk. She's made routine trips throughout the city to deliver knitted quilts and clothing, baskets of fruit, and other simple pleasures to whomever she decides to be the most in need or most deserving of them.

Queen Alanna's game statistics are listed in **Appendix B**.

Benbow & Loeper

Lawful neutral halfling male

Nearly everyone in Kintalla is familiar with Benbow, a halfling drunkard recognized for his frizzy hair and flush cheeks. He also bears the unique distinction of owning an enormous pet bay tortoise named Loeper. Benbow spends most of his days perched on a bridge upon the Promenade, accompanied by the tortoise and begging for coins to buy a drink. It's not uncommon to see Loeper giving him a (slow) ride elsewhere when the halfling's had one too many.

Benbow & Loeper's game statistics are listed in **Appendix B**.

Watcher's Grove

This park on the west side of the city contains a fragment of the forest that once dominated the area. It's been turned into a memorial for Isalla Bly, the Watcher, who is credited with founding the city. Trees form a wreath around a stone coffin and adjoining statues in remembrance of Isalla and her family, with many stone plinths, detailing the history of Kintalla, accompanying them. The coffin is empty, Isalla's remains were interred beneath the location ages ago, and it serves only a symbolic purpose now. Citizens visit Watcher's Grove on occasion to meet with others, teach their children of the city's founding, or simply take a break from city life. The trees in the park are home to song birds and other woodland creatures, but any large or dangerous animals have long been removed from here. Watcher's Grove is tended to by agents of The Crown, with a small squad of guardsmen always on the premises or nearby.



Blackadder

Blackadder

The Slum Snakes, neutral evil human male

The self-proclaimed “Lord of the Lowlies” and unquestioned leader of the Slum Snakes is a man who goes by no other name than Blackadder. He is in his early thirties, completely bald with grey eyes and a tattoo of a hissing snake tattooed on his face. Blackadder runs his burgeoning gang through the slums and nearby areas. When traveling throughout the city, he wears a hooded cloak to conceal his tattoo. While Blackadder may not be the loudest member of the gang, he’s certainly the most depraved. His enforcers usually get tasked with carrying out the Slum Snakes’ crimes, but even they have a scintilla of a conscience – Blackadder has none. His viciousness and willingness to do anything – to anyone – is what’s truly terrifying about him, and the reason the rest of his snakes fall in line with his demands.

Blackadder is a **bandit captain** (MM pg. 344) with the following statistic changes:

- He has 78 hit points (12d8 + 24).
- His Wisdom is 16, and his Wisdom saving throw is +5.
- His passive Perception is 13.
- He speaks Common and Orc.
- He carries a *dagger of venom*.
- His Challenge Rating is 3 (700 XP).

Slum dwellers are painfully aware of Kutt & Two-Knives' work. But their victims are the lucky ones, compared to Blackadder's.



Dacy Two-Knives

Dacy “Two-Knives” Aran

The Slum Snakes, chaotic neutral human female

Dacy has long, dark hair and a striking, unblemished face despite her penchant to get into fights. She got her nickname from the pair of knives she keeps sheathed at her hips, weapons which have drawn their fair share of blood under her employ. The girl is a prominent member of the Slum Snakes, inducted into the gang by force when she was very young. Dacy’s parents were killed by the gang under Blackadder’s orders when she was only 12 years old, and the Slum Snakes took her in to raise the girl as one of their own. A decade later, she’s grown to be the gang’s second in command, and the inadvertent love interest of Blackadder himself. Though she enjoys her position in the gang, Dacy has never forgotten who it was that tore her family apart. She’s smart enough to know who it was that sealed her parents’ fate, and is biding her time before she takes her revenge.

Dacy Two-Knives is a **scout** (MM pg. 349) with the following statistic changes:

- She has 33 hit points (6d8 + 6).
- Her Armor Class is 14.
- Her Dexterity score is 18.
- Her skills are Insight +5, Perception +5, and Stealth +7.
- She speaks Common.
- She carries two daggers instead of the scout’s listed weapons.

Djorne Thunderhelm, Proconsul

The Crown, lawful neutral dwarf male

Proconsul Djorne (pronounced “dee-orn”) Thunderhelm is an ambassador of the dwarf clans that lie far south of the city. He is often addressed as “Master Dwarf,” and his role is to advise the king on matters of dwarven relations and the welfare of Kintalla’s dwarf citizens, as well as foreign policy in general. He is bald but for a ring of copper hair around his ears, and he keeps his mustache and beard extravagantly fashioned with braids. Djorne wears a heavy brass bangle inscribed with

Dwarvish runes and set with precious gems, and prefers to dress in fine garments of earthen colors.

Djorne is a **noble** (*MM* pg. 348) with the following statistic changes:

- He has 33 hit points (6d8 + 6).
- His speed is 25 feet.
- His Constitution score is 13 and his Wisdom score is 15.
- He has resistance to poison damage and advantage on saving throws against poison.
- He speaks Common and Dwarvish
- Instead of a rapier, he carries an ornate scepter worth 200gp. It has the same game statistics as a mace.
- His Challenge rating is ¼ (50 XP)



Dove Bluecourt

Dove Bluecourt, the Flower Girl

Lawful good human female

Dove is a spirited girl in her mid-twenties. She has brown hair she keeps cropped at shoulder length, with a tiny nose and freckles. Like many people in the city, Dove isn't a permanent resident of Kintalla. Rather, she makes her way in daily from a nearby village to sell flowers that she grows to help support her family. This makes Dove a routine sight in the city throughout the warmer months, while only visiting rarely, if at all, during the winter. Still, she's built a reputation for herself within the city, with many recognizing her and calling her by name.

Use the game statistics of a **commoner** (*MM* pg. 345) for Dove.



Jeddeon Roe

Jeddeon Roe, High Commander of the Guard

The Kintallan Guard, lawful neutral human male

Jeddeon is a stern-faced, battle-hardened veteran who lives and dies by keeping order in the city. Under his command, the Kintallan Guard has grown in numbers and skill. The High Commander is in his early sixties, with short gray hair and a tight, stubble beard. He has a scar that runs beneath his left eye from nose to ear. Jeddeon wears an elaborate suit of half-plate armor set with the colors of the Guard, with an equally impressive helmet. Though he's a seasoned combatant, Jeddeon Roe attained his station for his military mind and determination; during wartime Jeddeon would be more likely to operate from the war room in Fort Rynde than he would be to lead a charge against an enemy.

Jeddeon's game statistics are listed in *Appendix B*.

Julia Caslin, Captain of the Guard

The Kintallan Guard, lawful good human female

Sprightly and driven, Julia Caslin is the youngest captain in the Kintallan Guard at 27. She's quite attractive, with short, black hair she keeps tied in a ponytail, a narrow face and a wicked smile. Julia determined from a young age that there wasn't anything her older brothers could do that she couldn't, and this philosophy has pushed her to become a remarkable athlete and skilled soldier. Her good looks have made many suitors of her fellow Guardsmen – something Julia views as a nuisance – and cause many of her enemies to underestimate her.

Julia is a **knight** (*MM* pg. 347) with the following statistic changes:

- Her Armor Class is 16 (breastplate).
- Her Dexterity score is 15.
- Her skills are Athletics +5 and Acrobatics +4.
- She speaks Common.
- Instead of the weapons listed, she has a shortsword (1d6 + 3) and a dagger (1d4 + 3). When Julia uses her *multiattack* to take two attacks with her shortsword, she can use a bonus action to make a melee attack with the dagger.



Kutt

The Slum Snakes, chaotic neutral half-orc male

Kutt puts a face to the rising dangers present within the slums. The half-orc is impressively built, with charcoal gray skin and a chipped tusk. Kutt is the enforcer for the Slum Snakes – and he loves his job. He's managed to procure a set of studded leather armor and carries around a rusty butcher's cleaver. The half-orc is a well-known menace within the slums and the singular reason his boss, Blackadder, learned to speak the Orc language.

Kutt is a **berserker** (MM pg. 344) with the following statistic changes:

- He has 52 hit points (7d8 + 21)
- His Armor Class is 12 (studded leather).
- His skills are Athletics +5 and Intimidation + 5.
- He has darkvision at a range of 60 feet.
- He speaks Common and Orc.
- Once per long rest, when Kutt is reduced to 0 hit points but not killed outright, he can choose to drop to 1 hit point instead.
- When Kutt scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.
- Instead of the weapons listed, he has a cleaver with the same game statistics as a battle axe.



Lexa Bor'Haderas

Lexa Bor'Haderas

The Order of Ohl'Abdurr, lawful neutral tiefling female

Lexa is an accomplished wizard and well-known teacher at the Order of Ohl'Abdurr. She has brown skin with dark hair she keeps in braids behind her horns. She prefers dressing in the white and light blue robes of her order and is never without the ornate cedar staff she carries. Lexa specializes in spells that conjure things (or creatures) into being, and her mastery of this magic has won her a place of practice in the Ohlrise's secure, mysterious upper levels. It's a spectacle

when Lexa makes her way into the streets of Kintalla, usually drawing crowds who hope something magic will happen (with others staying clear of her for the same reason).

Lexa's game statistics are listed in **Appendix B**.



Marius Villamov

Marius Villamov, Captain of the Guard

The Kintallan Guard, chaotic good human male

Before rising to captain in the Kintallan Guard, Marius Villamov came to the city as a sell-sword. He found a brotherhood and purpose in the guard, more than the life of a mercenary ever afforded, and has dedicated his talents to it since. Marius is in his late forties, with gray and black hair he keeps combed back, preferring to be clean shaven. His life in the Guard has colored his perception of right and wrong, and he hates the bureaucracy and red tape in the city that too often lets criminals escape justice. He's passionate to keep Kintalla safe, and though his skill has elevated him to captain, his disregard for the process of law has kept him from a promotion to commander.

Marius is a **knight** (MM pg. 347) with the following statistic changes:

- His Armor Class is 16 (breastplate).
- His Dexterity score is 14, and his Intelligence and Wisdom scores are both 13.
- His skills are Athletics +5, Investigation +3, Perception +3, and Stealth +4.
- He speaks Common and Orc

River Glorglindle

The Order of Ohl'Abdurr, chaotic good gnome female

The Order of Ohl'Abdurr attracts many eccentric minds, and River Glorglindle is a prime example of such. The gnome is dainty, with a small nose, wavy strawberry blonde hair, and eyebrows that clear her face by three inches on each side. River came to the Order at the behest of her father to study mechanics and construction after showing a natural skill for tinkering. Her ambition often gets the best of her, however, as many of her inventions have crossed the line from novelties to

dangerous. River Glogrlindle is just one more explosion away from being removed from the Order, so she's practicing her craft as carefully as possible.

River's game statistics are listed in *Appendix B*.



Stefan Corsyr

Stefan Corsyr, Proconsul

The Crown, lawful good human male

Proconsul Corsyr is a statuesque man in his late thirties. He has dark skin with shortly cropped black hair and a well-groomed goatee. Stefan dresses in simple, comfortable outfits proper for court, and is often accompanied by several assistants and bodyguards. He rose to prominence after proving he was a savvy economist, and he became a Proconsul to fight the Turn of Coin. Stefan is tasked with investigating the problem of the slums and to stop it from expanding. The Proconsul has the dilemma of striking a balance in helping Kintalla's displaced without disturbing the influential upper-class, and his advice to the king usually is at odds with that of other advisers, particularly Lady Turn Drake.

Stefan is an **acolyte** (*MM* pg. 342) with the following statistic changes:

- He has 27 hit points (6d8)
- His Intelligence score is 17
- His skills are History +5, Insight +5, and Religion +5
- He does not carry any equipment
- He speaks Common
- Instead of the spells listed, Stefan has the following spells prepared: (Cantrips) *guidance*, *light*, *mending* (1st level) *command*, *detect magic*, *detect poison and disease*

Styrine Cerewyre

The Order of Ohl'Abdurr, neutral elf male

Styrine Cerewyre is a mute elf and master scholar of the Order of Ohl'Abdurr. He also has the distinction of being an original pupil of Ohl'Abdurr, afforded his tenure due to his race's long life span. Styrine has a long, thin face with sharp elven features free of facial hair. Though he's over three

centuries old, he doesn't appear older than a 30-year old human. Despite being unable to speak, Styrine has proven an effective teacher and sage. The elf's classrooms are terrifyingly silent. All communication – regardless of who can speak and who cannot – is done with paper and quill or slate and chalk. This can be a frustrating experience for students of the Order, but those willing to communicate with Styrine on his terms understand the wealth of knowledge an elf his age possesses.

Styrine's game statistics are listed in *Appendix B*.



Victoria Turn Drake

Victoria Turn Drake, Proconsul

The Crown, neutral human female

Lady Victoria Turn Drake is a Kintallan noble and eldest Proconsul, serving the past three generations of kings. She is in her late fifties, though she takes pains to mask the wrinkles on her face with cosmetic powder. She has long, gray hair fashioned in an elaborate fold above her head, and she always dresses in dark, extravagant garments to showcase her wealth. Lady Turn Drake is pragmatic to the point of being antipathetic, she sees the thousands of citizens as means to an end with little regard for their lives or feelings. She believes Kintallans should live and die in the effort of raising the city to yet unattained glory, and this leaves no concern for comforts. When she advises the king, she advocates raising taxes, quashing trouble-makers, and investing in opportunities to expand Kintalla's power – even waging war, if necessary.

Lady Turn Drake is a **noble** (*MM* pg. 348) with the following statistic changes:

- She has 18 hit points (4d8)
- She speaks Common, Elvish, and Dwarvish
- Instead of a rapier, she has a concealed dagger that is laced with an application of *serpent venom poison*.



King Wevan Meade

Wevan Meade, King of Kintalla

The Crown, lawful good human male

Kintalla's king is 23 years old, one of the youngest to assume the throne. He's tall, stretching nearly six feet, with blue eyes, a strong jaw, and ragged brown hair that drapes beneath his crown. Wevan is lucky to assume the throne during a time of peace, and is quick to seek the advice of his Proconsuls on matters where he lacks experience. He takes his position seriously, listening to petitioners and issuing laws as necessary. He spends leisure time in the company of his wife, the Queen Alanna, and his young son, Prince Andrew.

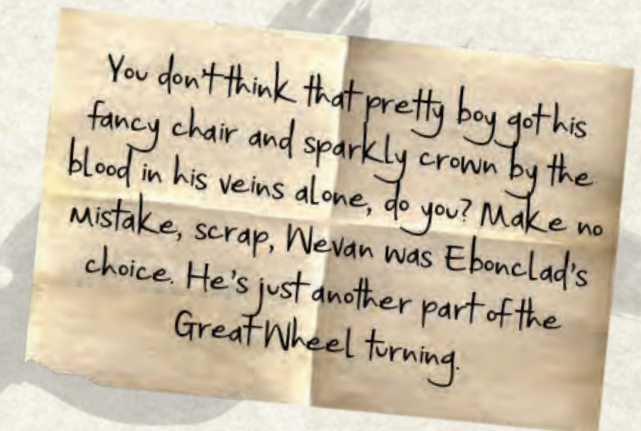
King Wevan's game statistics are listed in **Appendix B**.

William "Worms" Roycroft

Lawful good human male

Kintalla's best-known fisherman is a kindly old man named William Roycroft, though most people know him simply as "Worms," for the bucket of nightcrawlers he ambles around the city with. Worms is in his early sixties, with a wrinkled, salt-sprayed face. He still has a full head of hair and a tangled beard, both mostly gray peppered with black. The fisherman dresses in the humble clothes of a commoner, usually water-stained tunics mottled with dirt and the smell of the bay. Worms owns a small rowboat that he keeps docked beneath one of the bridges in the Promenade, and he routinely spends his time floating out to the bay to fish the day away under the sun.

Use the game statistics of a **commoner** (MM pg. 345) for Worms.





CHAPTER 2: GUILD EBONCLAD

"Do we have a deal, Chuck?"

Resnark held his fat fingers in a steeple, pulling both hands towards his lips. He leaned back in his chair, giving his visitor a moment to finish reading the parchment he held in his hands. He assumed Charles wasn't used to dealing with half-orcs, especially not half-orcs like Resnark, but the man didn't seem rattled. Charles was a man of "flexible" moral fiber, the kind of person who was Resnark's favorite client. The guild would be pleased with the take from this one.

"Everything looks right," his guest replied, his eyes only glancing briefly off the page to the half-orc, "And this'll hold up with the lawmen?"

"Some of my finest work." Resnark grabbed a pipe from his desk. "Your late father willed his fortune to you, his estranged son, in a last bid for your forgiveness. He'd hoped this kindness would reunite you with the family. I'm sure your elder brother will understand." Charles' face flickered at the mention.

"...And your share?"

"Four coppers to the silver, as we discussed. And we've already looked into just how many silvers we're talking about here, so forget any creative accounting notions you might be brewing. Oh, and of course, there's one little caveat. If anyone comes looking for Resnark the half-orc, Resnark the half-orc disappears. And Chuck disappears shortly thereafter. A shame, really, after inheriting all that. Would have been nice for Chuck to enjoy it for a while."

Charles drew a heavy breath and a nod in understanding.

"Deal," The guest slid the parchment over the desk between them back towards the half-orc. "Unless it's too late to go three coppers to the silver, and I give your crew another four hundred to take care of my dear mother?"

Resnark lit his pipe and took a draw from it, blowing out a cloud of smoke into the open air.

"I'm disappointed in you, Chuck," he laughed. "She's worth at least five."

This chapter contains information regarding the Ebonclad guild. It covers the guild's inception, history, and organization. It identifies the guild's leaders and prominent members, as well as its main adversaries and allies. Finally, this chapter provides insight on what life as a guild member entails, how character classes fit into the guild, and what's expected of, and due to members.

Ebonclad History

It's difficult to pin down exactly when Ebonclad truly began; its inception is rooted in the early years of Kintalla itself. Indeed, the thieves' guild doesn't exactly keep reliable records of its history – such actions working counter to its very nature – so what is known of the guild's past has been handed down from studious members by word of mouth throughout the generations. Given the proclivity for storytellers to embellish, these retellings are suspect at best, becoming more the stuff of legend than historical fact.

In Kintalla's early years a failed harvest allowed a famine to strike the city with such force, it nearly wiped it from the map. It was then that King Coffmalus the Larder gave the edict which earned him that lamentable title: with no end of the food shortage in sight, the royal stores would only issue enough rations per family to feed two people. It was called the Rule of Two, and it might have been less reprehensible if only King Coffmalus' attendants and sycophants had been held to it as well. Instead, while half the city starved, they continued to (literally) eat like kings.

This much is well-documented by Kintallan historians, but that is where the city's, and Ebonclad's histories diverge. Where Kintallan record keepers might tell a curious student that the famine eventually subsided and King Coffmalus ironically choked to death on a pheasant bone, a guild member would have a much different story to tell.

The Rule of Two would birth Ebonclad, in a sense. Fathers were forced to watch their families wither away and die. Mothers struggled throughout the streets, emaciated, leaving their food so their children might eat. Scores of people died each day, and those who survived harbored a grief and a guilt that would guide their hands in acts they couldn't have dreamt of.

No one knows just who was the first to do it – depending upon who's telling the story different characters pop up to assume the role of this innovator – but after months of starving, these civilians created a resistance movement. They marked their secret allegiance to one another by a swath of black cloth worn round the forearm. These “ebon clad” soldiers otherwise blended in with the rest of the citizenry, until night fell and they acted.

At first it would just be small acts, driven by desperation. Groups worked together to steal food wherever they could find it: from royal stores, noble houses, or directly from farmers delivering what meager yields they could to the city. Theft wasn't uncommon in Kintalla then, especially in such troubled times, but these coordinated efforts were a modern phenomenon molded from calamity. Kintallan lawmen of the time found these strikes hard to predict and impossible to stop.

The spies and the murderers evolved naturally from the thieves. Before the year was out, the group, formed to counter King Coffmalus' iniquitous Rule of Two, had trained themselves into ghosts – quiet, deadly, and untraceable. When royal

attendants found the king dead, his face blue and a pheasant bone lodged in his throat, it was fair for them to assume their sovereign had choked, biting off more than he could chew.

Of course, Ebonclad's first days are far removed from its current ones. Whether there's any truth or not to how the guild began, none in the know can dispute what it's become. Somewhere along the way, the group realized the potential resting in their hands, and the guild slowly changed into what it is today. Ebonclad was given its name, its words were drafted, its hierarchy of power determined, and its policy of operation refined over centuries of practice, error, revision, and success. Men and women who once stole or killed to feed their families, were replaced over generations by men and women who'd steal or kill to feed their egos.

To call it simply a thieves' guild, though, is disingenuous. Ebonclad is now the largest and most complex criminal syndicate in the world, its members sophisticated well beyond the rabble of street thugs and pickpockets. The guild's hand reaches far from Kintalla as well, its influence affecting the city's trade agreements, allies, and advances. If a merchant ship from a foreign nation has sailed into Kintalla's port, it's likely because she's carrying cargo the guild is interested in acquiring... one way or another.

Guild Hierarchy & Structure

Ebonclad has an organized hierarchy. New members are recruited to replace retired veterans (or other members no longer able to serve). New recruits enter into the guild at its lowest tiers, and it's only by performing well can they acquire higher seating.

Ebonclad has formal names for the tiers in the guild, as well as names for specialized roles within those tiers. When a member transitions from one tier to the next, he or she is recognized with a new title. As a result, what names guild members use for each other is largely a matter of preference. Some may prefer to be called by their guild titles, while others may use a nickname or favored alias. Guild members working under cover, of course, only respond to their cover name.

Each tier, and role within it, is described below in ascending order, beginning with the unwitting *Pawns* leading up to the enigmatic *Unseen*.

The Pawns

On the fringe of Ebonclad are the *Pawns* – named so for the group's ignorance and expendability. Pawns serve the guild indirectly, often by doing jobs of hard labor or high risk where there is little reward. However, Pawns are completely unaware of their service to Ebonclad – they are coerced or paid for their work, or hired under some other pretense.

When an individual or group is selected to serve as Pawns, the guild reaches out to them in some way to hire their services. Sometimes Pawns are hired as part of legitimate business, but often these individuals meet with contacts from the guild in seedy taverns or back alleys to discuss the dark details of the job at hand. Because of this, most Pawns tend to already have a criminal background or loose morals, the majority of them thugs or slum rats in need of work.

The Unseen

Seven members representing Ebonclad's supreme authority

Veils

Ebonclad's senior members & management

Engineers
Master Strategists

Keepers
Team Managers

Seekers
Recruiters & Asset Protection

Scraps

The guild's rank and file of operatives

Faces
Con Artists & Imposters

Shadows
Thieves, Spies, & Assassins

Thorns
Enforcers & Bodyguards

Torches
Councilors & Spellcasters

Pawns

The uninitiated and unwitting servants of Ebonclad

Guild contacts meeting Pawns always work in disguise or under a false identity, and jobs given to Pawns are always framed so that the fallout can't be traced back to Ebonclad. A Pawn might be asked to dig several grave plots miles from town, pilfer an item of value from a well-secured location, run a hit against a low-profile target, or any other task the guild would prefer not to dirty its hands with.

Pawns are easy scapegoats, and Ebonclad always keeps a few in circulation in Kintalla in case one is needed to pin a crime on. When such a need arises, these Pawns are typically hired to perform another job, a job which will inevitably lead them to the scene of a crime and implicate them as the offender.

Most Pawns provide their service once and then are never called upon again. If a Pawn does a job particularly well, or demonstrates a special skill or talent the guild needs, that individual is recruited to join Ebonclad proper. Once fully initiated, the individual is placed in a guild cell as a Scrap.

The Scraps

By the numbers, the largest tier of Ebonclad is the *Scraps*, the lowest rung of power in the guild proper. Scraps mostly work in teams on official missions for Ebonclad – jobs that are a cut above what Pawns can handle – requiring trained skills or special attention. A Scrap may be asked to impersonate a person of interest long enough to learn a vital secret, assassinate a public figure, sabotage a public event, steal something of great value, or simply generate money for the guild by picking pockets or running cons.

Guild members entering this tier of power are simply referred to as “Scrap” until they prove their ability by completing an official job. The term is a pejorative; Scraps who perform poorly on missions are “dismissed” from the guild before long. Once a Scrap has proven his or her worth, he or she is awarded a

special title depending upon his or her skill set. These titles are described below:

Faces

The title *Face* is given to Scraps who are skilled at influencing others. Faces are generally confident and charismatic, and serve the guild as con artists and imposters. A Face might assume an identity for years, feeding information from that role back to the guild, or he or she may constantly shift from one persona to the next, assuming new identities daily to avoid the law.

Shadows

The title *Shadow* is given to Scraps who prove to be the most discreet and best at avoiding being caught. A Shadow must be as silent as night and as quick as death, serving Ebonclad as the guild's elite thieves and assassins. Shadows usually run point on teams tasked with infiltrating a location, securing an item, or items of value, and eliminating targets quickly without notice.

Thorns

The title of *Thorn* is given to Scraps with martial skill. Thorns are the guild's enforcers, bullies, and body guards, often a lot of ex-soldiers and street ruffians who've proven they can win in a fight. Thorns rarely work alone, often sent to back up teams infiltrating or exploring an unknown location or one where violence can break out abruptly.

Torches

The title of *Torch* is given to Scraps with keen medical, magical, or mechanical ability. They're the guild's healers, inventors, and consultants, typically comprised of rogue wizards and clerics who have carved out a life serving

Ebonclad. Torches often accompany teams to lend magical aid where necessary, crafting illusions to cover a team's handiwork or healing other members wounded on the job.

The Veils

If the Scraps make up the rank and file of Ebonclad, it's the *Veils* who comprise the guild's managerial tier. Scraps who routinely bring in gold for the guild, or show an exceptional proclivity for their jobs, are often elevated to the next rung of the hierarchy. Veils continue to work alone or in teams on Ebonclad's most important matters or high-profile missions. Veils may be responsible for recruiting new guild members, planning a heist, pinning a crime on a Pawn, freeing an associate from a dungeon cell, or planning the death of a noble and ensuring the elevation of a particular successor.

Once promoted to a Veil, a guild member is given a new title to reflect his or her role. These titles are:

Engineers

Only a few Veils become *Engineers*, named for their incredible talent at manipulating people. They often rise from Faces or charismatic Torches who prove they can play people into their own hands. Engineers are master strategists, planning their moves far in advance like a master gamesmen. Engineers are responsible for hiring, maneuvering, and discarding Pawns from the gameboard of the city. They're also responsible for manufacturing events in Kintalla, and it's common for them to become local leaders or politicians to ensure the guild's wishes are seen to.

Keepers

Most Veils are *Keepers*. These guild members rarely dirty their hands directly with guild business, instead relying on teams of lower-ranking Scraps while they oversee operations. When a Scrap is promoted to the position of a Keeper, he or she is often given a team of Scraps to assign missions to. Keepers are responsible for ensuring their teams run jobs efficiently and discreetly, and are charged with the responsibility of cleaning up any messes their teams may cause. Keepers also make recommendations to the guild's highest powers on which Scraps should be promoted.

Seekers

The final branch of Veils are *Seekers*, guild members who see to the recruitment and longevity of Ebonclad. Scraps rarely become Seekers upon promotion. More often Keepers transition into the role after spending time judging the talent of their teams and new guild members, applying these skills to judging Pawns. Seekers are charged with recommending which Pawns would make ideal guild members, as well as ensuring all of the guild's secrets are kept. This means keeping eyes and ears on dejected initiates, active operatives, and retired guild members alike – a constant reminder that Ebonclad is always watching its assets. When the guild needs to take care of one of its own, a Seeker is usually the one to handle the job.

Cost of Services

There's not a standard cost for any service rendered to a client; instead a price is usually determined by the job's risk, complexity, and amount of guild resources necessary for its completion. If a client stands to gain a considerable amount of wealth from the guild's work, the price negotiated is typically a cut of the income, ranging from 20 to 40% depending on the amount and previously noted factors.

Below are a set of base costs the guild uses as guidelines when pricing a job. The higher the profile of a target, the more expensive the job becomes. If a job's outcome may prove useful to Ebonclad, the guild is willing to work for less.

Service	Cost range
Assassination	300 – 10,000+ gp
Blackmail	50 – 500 gp
Framing a target for a crime	500 – 3,000 gp
Forgery	250 – 1,000 gp
Impersonation	20 – 500 gp per day
Intimidation	50 – 500 gp
Protection	10– 250 gp per day
Public Embarrassment	200 – 2,000 gp
Spying	50 – 500 gp per day
Theft	250 – 5,000 gp

The Unseen

The highest rung of power in the guild is the mysterious *Unseen*, a fitting title, as guild members who rise to this tier are largely unknown to lower ranking members. The Unseen consists of a council of seven individuals at a time: no more, no fewer. They represent the supreme authoritative power of Ebonclad – no single member can rise above such status. These seven only make their presence known when delivering orders to Veils, and even in these instances often act by proxy, are cloaked by magic, or heavily disguised. The Unseen are masters of their craft, members who've grown extremely rich and incredibly skilled in their long service to Ebonclad. Unless a job requires their finely-honed talents, these individuals mostly concern themselves with the smooth operation of guild jobs... with one exception.

When the guild finds it in its best interest to manufacture a major event, the Unseen join the fold to contribute. When such a job is underway, news of such is disseminated throughout the entire guild, each member doing his or her share to work towards the job's success. When all of Ebonclad is focused on a goal, the effort is called spinning the "Great Wheel." The Great Wheel spins only for the most delicate of missions, such as the assassination and replacement of Kintalla's king, alliances or wars with rival nations, and other high-profile proceedings.

Missions

A guild mission has a variety of names – they're commonly referred to as "jobs" by guild members, and each mission is treated differently depending upon what's at stake, and what needs to be done. A mission might be something as simple as a single guild member forging a document, to a team of members infiltrating a noble's house to acquire a very specific piece of jewelry.

Ebonclad's missions arise in one of two manners. Most commonly, Veils devise missions to generate income for the guild. These missions are often ones of theft, where secrecy is paramount and the impact on the city is miniscule. Kintalla is large enough that the guild can feed off missions of this nature with fair regularity without seeming suspicious.

The guild can also receive missions from outsiders, people who guild members refer to as "clients." If a citizen is seeking someone of the guild's notable expertise, he or she is placed in contact with one of Ebonclad's Faces where an arrangement is made. These people are never aware of just how complex an organization they're dealing with, assuming the Face to be a small time crook, or at the worst a thug with a degree of credibility. Once in contact, a price is settled upon for the service rendered. Half payment is required up front, and half when the job is complete.

Ebonclad lives and breathes on these missions, considering them the guild's main source of income. That said, there's no job too big or too small, and lapsed payment of a single copper coin can invoke the guild's ire. There's a sinister pride to the quality of the service the guild provides – if it wanted to have a reputation, they'd expect it to be top-notch.

A mission may also be devised or accepted without a financial incentive, when doing a job would work in the guild's best interest. Ebonclad may move its hand to ensure specific events occur (or *don't* occur) in order to set the board for a later move. Money is only a means to an end, after all, and at the end of the day, what the guild really seeks is power. Completing a mission without raking in a single silver piece is worth it to the guild if it ensures a powerful and lucrative future.

Teams & Cells

At any given time, Ebonclad may be comprised of few hundred active members. Of course, the guild holds no formal meetings, and it's rare if any more than a couple dozen members at a time meet to discuss business. Of course, such a large gathering would draw undue eyes and, given the guild's nature, defeat its purpose.

For this reason, Ebonclad functions through smaller groups of *teams* and *cells* stationed throughout Kintalla. Information flows from the guild's authorities, beginning with the Unseen and trickling down through the Veils and to the Scraps. Official business is treated with all the attention of a carefully worded legal document; details are meticulous, and guild members are not asked to interpret meaning, only to execute as ordered.

Team. A *team* is a small group of members, typically consisting of three to eight individuals, with most rounding out between four and six. They're comprised largely of Scraps of different talents, although teams of Veils come together for pressing jobs. A team of Scraps is managed by a Keeper, who oversees their work and assigns them missions.

Cell. A *cell* is a group of teams, usually consisting of four to six teams working together to manage their arm of the guild. Whereas teams work on missions directly, a cell's purpose is broader. Seekers and Engineers work in cells with each team's Keeper to run the cell efficiently, ensuring income from guild business is distributed properly, members are receiving their benefits, and operations as a whole are running smoothly.

Depending on each team's size and the number of other operatives assigned to a cell, a cell may have as many as forty guild members. Because of this, there are only ever six cells functioning in the city at a time. Each cell is carved out a slice of Kintalla to operate within; in these locations, each cell is responsible for running safe houses, finding clients, and, above all, ensuring the guild's activities go unnoticed. For this reason, a team is rarely assigned a mission outside of its cell's so-called "jurisdiction," but there's no policy against working outside these bounds. A team can work anywhere in the city regardless of where its cell resides.



Division of Ebonclad Cells

- ① Harbor Area
- ② Northeast Kintalla
- ③ Northwest Kintalla
- ④ Groveside Area
- ⑤ Southeast Kintalla
- ⑥ Slumside Area

Well-guarded areas in the city, such as Castle Muranir, the Ohlrise, or Fort Rynde, are excluded from the guild's cells. Missions occurring at these locations are assigned only when absolutely necessary.

Safe Houses & Fronts

Several buildings and establishments in Kintalla exist exclusively for the benefit of guild members. These buildings blend in with the rest of the cityscape, indistinguishable from a common shop or residence. They exist to grant Ebonclad's members a safe place to stay if on the run from the city's authorities, a place to convene with other members, and a place to repair and replace their equipment.

Safe Houses. A *safe house* is a residential building in Kintalla where guild members can stay freely, enjoying a warm meal and comfortable place to sleep. They're ideal if a guild member is on the run from the law, and needs a place to lay low for a while. Each safe house in the city is run by a guild member – mostly Seekers or Engineers – posing as a common citizen. Safe houses are often outfitted with secret rooms for guild members to stay in to avoid any awkward questions.

Front. A *front* is a special kind of safe house. Fronts are typically set up in larger buildings than common domiciles, often posing as merchant shops, taverns, or other places of commerce. These businesses are often legitimate; they're run by Veils posing as tradesmen, and they often have a small staff working for them to ensure the business runs smoothly. These staffers, of course, have no idea the business is a mask to cover the building's true purpose, and the guild enjoys a small profit from the money the business brings in annually.

While fronts serve the same purpose as safe houses, they're more often used for team or cell meetings and guild business. After all, no one would bat an eye at a tavern of suitable size being filled with two dozen guests; the same cannot be said for a commoner's cottage. Veils that run fronts, keep a supply of equipment hidden on location, ready to be supplied to guild members in need. Fronts are also used to sell special equipment created by the guild to members who need it.

Prominent Members

Depending upon its rate of recruitment and retirees, Ebonclad might have between 250 and 300 members at any given time. There's no ledger shelved anywhere keeping track of this, of course – although it's possible a duteous member of the Unseen may be keeping such tabs on the guild's size.

A guild member could spend his or her entire career in service to Ebonclad and meet fewer than 20 other members. Despite the guild's size, there are a few prominent members most operatives have at least heard of. These are either new recruits swiftly on the rise, or established members who've created a reputation within the guild.

Many of the guild's current prominent members are described below, along with each entry's game statistics. If an entry's statistics are unique, its full statistics block is located in Appendix A: Guild Ebonclad NPCs.



Animal

Animal

Thorn, neutral evil human male

Animal is a gruff human, somewhere in his mid-thirties. He's been an active member of the guild for some time. He's recognized by his unkempt hair, wild sideburns, a stubble beard, and the dirty overcoat he wears over his armor. Animal is a seasoned Thorn, relishing jobs where he can flex his muscles and spill blood. Unlike most Scraps, Animal notably works alone, which Ebonclad tolerates only because the work he does is exceptional. He's never sought a promotion and, despite the guild's preference, he doesn't use cover names or disguises; he's simply "Animal" whether he's working or not. This has garnered him the reputation, with guild members and citizens alike, of a man not to trifled with.

Animal is a **veteran** (*MM* pg. 350) with the following statistic changes:

- He has 97 hit points (15d8 + 30).
- His skills are Athletics +6, Stealth +4, Persuasion +4 and Perception +4.
- His bonus to hit with attacks increases by 1.
- He speaks Common and Eboncant.
- His Challenge Rating is 4 (1,100 XP).

Cinderskard Drogosmarch, "The Red Shadow"

Keeper, neutral red dragonborn male

Very few dragonborn are represented in Ebonclad, but of them, none have risen to more prominence than Cinderskard Drogosmarch, better known by his alias "The Red Shadow." Cinderskard was practically born into the guild, found orphaned as a baby and taken in by the guild's Seekers to raise as their own. The dragonborn completed his training with aplomb, and proved to be a remarkable thief with an innate talent for arson. The Red Shadow is called upon for

missions when something must be destroyed, and his work is hallmarked by blazing buildings lighting the night sky. Cinderskard has recently become a respected Veil in the guild, running a team of his own and keeping a cover as a tavern keeper. However, he's quick to accept a job himself when the guild needs his unique talents.

Cinderskard's game statistics are listed in *Appendix A*.



Fjurd Blackanvil

Fjurd Blackanvil

Torch, chaotic neutral dwarf male

Fjurd is a fat dwarf with dark hair and heavy eyebrows. He keeps his beard trimmed short and decorated with gaudy gold ringlets. Fjurd is a dwarf cleric of Aurumnus, the Golden God of wealth. He was exiled from his clan decades ago for deeds unbecoming of his kind, an event which led the dwarf to his fated arrival in Kintalla. Ebonclad found him extorting citizens for coin in return for religious rites and services, and the guild quickly recruited him. Fjurd happily entered its ranks, seeing it as an ideal way to secure wealth in honor of Aurumnus. The guild turns to him when in need of answers from corpses, something Fjurd's magic can procure, as well as for healing and counsel.

Fjurd is a **priest** (*MM* pg. 348) with the following statistic changes:

- He has 32 hit points (5d8 + 10).
- He has resistance to poison damage and advantage on saving throws against poison.
- He has darkvision at a range of 60 feet.
- He speaks Common, Dwarvish, and Eboncant.
- He has the *speak with dead* spell prepared instead of *spirit guardians*.

The Ghost

The Unseen, chaotic neutral human male

One of the seven currently serving Unseen holds many aliases, but he is best known by his title "The Ghost." The Ghost served Ebonclad impeccably as a Face for the past

Notable Fronts

There are dozens of fronts set up throughout Kintalla. The front is a place of business, seemingly run by bakers, cobblers, masons, potters, blacksmiths, carpenters, sages, and other honest artisans. However, these tradesmen are covert guild operatives, their primary task to aid guild members in need. Some of the more notable fronts throughout the city are listed below.

Arms of the Bear. The tiefling Grel Firetooth runs this smithy. Grel employs a small retinue of smiths and assistants in forging arms and armor. She'd be a more popular outfit with Kintalla's resident adventurers if her prices weren't so exorbitant.

The Dusty Crane Inn. This inn and taphouse is operated by Darla Crane, an older human and retired operative. Though Darla doesn't work guild jobs anymore, she runs the front with all the vigor of her youth, and she's always curious to hear from active members about current affairs.

Falcon's Roost. This front poses as a library run by the elf Rae'ir Dalaronde. She provides a sage's services to civilians that enter the library, while outfitting visiting guild members with equipment and providing the guild's wizards with materials for spell research.

Izzmogeth Clockwork Wonders. The gnome Sprugg Izzmogeth runs this tinker shop, though he's known better to Kintallans as "Gizmo." Civilians visit Gizmo to purchase clockwork toys, while he secretly puts his genius to work in crafting mechanical marvels for Ebonclad's use.

Right Foot Forward. This shoe shop is run by the human cobbler Benjamin Barron. Though the front serves Ebonclad's guild members as well as any other, it's notably one of the most popular outfits in Kintalla. Citizens looking for quality shoes praise its selection, a testament to Barron's skill.

The Yellow Wheel Tavern. Marked by a yellow-painted wagon wheel above its entrance, this tavern is operated by the dwarf Crestar Soilroot. Crestar always keeps several rooms free for Ebonclad members, and isn't afraid to toss out unassociated guests if the need arises.

three decades, specializing in disguises and impersonations. When the guild needed an imposter, the job went to him. His success has elevated his position within the guild to its highest chair. Like most Unseen, The Ghost's success can be attributed to a well-kept secret. His is that he's not human (in fact, The Ghost isn't technically a *he*, either). Rather, The Ghost is a doppelganger that's found its niche within Ebonclad, exploiting its ability to change forms to suit the guild's needs and glut itself with power. It keeps a male form it prefers when on guild business, but otherwise shifts from form to form at its desire.

Use the game statistics of a **doppelganger** (*MM* pg. 82) for The Ghost.



Krem Red-Eye

Krem Red-Eye

Keeper, neutral human male

There are few people in Kintalla as repugnant as Krem Red-Eye. The man is of an indeterminate age, bearing a distended belly, a humped back, scraggly hair, and a bulged, blood-shot right eye. Krem keeps his spirits and his ambitions low, at least for appearances sake. Citizens know Krem as an ale hound and lifetime buffoon, as likely to buy him a drink as they are to spit on him. This cover has suited Krem well in Ebonclad, playing the role perfectly in the completion of a wide variety of jobs ranging from simply spying to assassination. Krem has managed to become a Keeper in the guild, which means he's now tasked with training his own teams. It's no coincidence Kintalla's tap rooms and taverns have seen a rise in their regular drunks.

Krem's game statistics are listed in *Appendix A*.



Max Osnette

Maxine "Max" Osnette

Seeker, neutral evil human female

Maxine is a scholar and exotic languages expert, a skill that has made her highly valued in Ebonclad. She took an interest in words and letters when she was very young, traveling to Kintalla to master languages under The Order's tutelage. She studied in the Ohlrise for years, learning crude and elegant languages alike. The guild tested Max with several small jobs to see if she responded to the work, and when Max proved pliable Ebonclad seized her quickly. It turns out Max had a talent for diplomacy and espionage alike, and her mastery of exotic tongues has placed her in some interesting locations as a result. Whenever the guild needs to parlay with (or spy upon) an outsider, Max is usually the woman for the job.

Maxine is a **spy** (*MM* pg. 349) with the following changes:

- She has 54 hit points (12d8).
- Her Armor Class is 13 (leather armor).
- She speaks Common, Draconic, Dwarvish, Eboncant, Elvish, Goblin, Sylvan, and Undercommon.
- Her *sneak attack* trait deals 3d6 damage instead of 2d6.
- Her Challenge Rating is 3 (700 XP).



Melsa Adderas

Melsa Adderas

Torch, chaotic neutral human female

The guild found Melsa Adderas recently when operatives were investigating a robbery of one of Ebonclad's own fronts. Melsa is capricious with more regard for keeping herself entertained than care for others. She's also a burgeoning wizard, a profession she could get stronger in if she had the persistence to study. It turned out the girl was shoplifting while disguised by magic, and the guild extended an invitation to her once they tracked her down. Melsa was delighted to discover Ebonclad, and quickly took a role as a Torch within its ranks. Melsa is impatient and unpredictable, and she doesn't care about money. To Melsa, Ebonclad is a way for her to test her abilities or, at the very least, something to do to pass the time.

Melsa's game statistics are listed in *Appendix A*.



Northon

Northon

The Unseen, neutral evil human male

While no one member of the Unseen wields any more power than another in Ebonclad, Northon undoubtedly wields the most influence. Guild members speak of Northon the same way children speak of heroes, and tales recounting his work in the shadows are often told to new recruits. Though these are surely embellished, Northon does have an impressive track record, and his accomplishments include high-profile assassinations and robberies. Northon always wears a heavy coat, the collar of which extends to cover the bottom half of his face. He is one of the few Unseen that brazenly walks the streets of Kintalla in such garb, and guild members that come across him have a hard time not acting star-struck in his presence. Lately, Northon has been advocating for the crown to change heads, believing Ebonclad cannot achieve its fullest potential until one of its own sits at the throne of Kintalla. To turn the Great Wheel to such an outcome is a gambit that risks exposing the guild, but Northon is confident it can be done. Just *who* would have the honor of being king, once a vacancy is made, is another matter, and a game of Northon's own.

Northon's game statistics are listed in *Appendix A*.



Rat

Rat

Shadow, chaotic neutral half-elf female

The youngest member of Ebonclad is Rat, a girl of nine. She was orphaned at only six years old, the status of her parents unknown to any but her, and she made her living as a street thief long enough for the guild to notice her skills. Her given name is "Haes'vin," which is, true enough, Elvish for "rat," and the girl only ever uses its Common translation. Rat is a fantastic spy and a better thief. She's fearless and cruel, and her small, lithe body allows her to find hiding spots to observe her marks that full grown guild members could never squeeze into. Rat routinely uses her appearance to her advantage, walking Kintalla's streets dressed as a dirty slum girl, hoping to attract the notice of a good-natured citizen to swindle.

Rat is a **scout** (*MM* pg. 349) with the following changes:

- Her skills are Deception +5, Perception +5, Sleight of Hand +6, and Stealth +6.
- She has darkvision at a range of 60 feet.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- The only weapon she carries is a dagger which deals 4 (1d4 + 2) damage.
- She speaks Common, Eboncant, and Elvish.





Resnark

Resnark

Face, neutral half-orc male

Of all the half-orcs in the world, there is only one Resnark. Calm, well-spoken, and properly dressed, Resnark runs counter to the stereotypes of his kind. The half-orc grew up running street thugs through the slums, but didn't start making real money until he learned how to run cons, create forgeries, and outwit his adversaries. Resnark was hired for several small jobs as a Pawn before being accepted into the guild, and he's impressed in his time since. He's typically tasked to meet with clients for the guild or called upon to forge documents. Nothing delights the half-orc more than when Kintallans underestimate him, and he makes a point to use flowery words to impress those he speaks with. That's not to say he hasn't had to dirty his hands; Resnark has years of training in causing violence in the slums and the proper breeding to be an intimidating force when the need arises.

Resnark's game statistics are listed in *Appendix A*.

Silas Scrisbane & Lysander

Keeper, neutral human male

Silas is one of the guild's oldest acting thieves, a man at the cusp of old age. Despite his wrinkled face and crescent of gray hair running from ear to ear behind his head, Silas is as strong and nimble now as he was in his youth. He's determined not to let age beat him – not yet, at least – and Silas participates on jobs with his team on a regular basis just to prove he's still capable. The man is almost always accompanied by Lysander, an old black cat as ornery as a crocodile. Silas found Lysander as a kitten while on business. The cat's owner had passed away (a matter Silas could elaborate on, perhaps), and the thief took pity on it. In the years they've worked together Lysander has proved an effective partner, able to climb to places Silas can't reach or create a needed diversion long enough for his master to sneak away. Lysander only enjoys the company of Silas, however, and has left more than a few scratches on the unaware who've tried to pet him.

Silas's game statistics are listed in *Appendix A*. Lysander is a cat (*MM* pg. 320).

Sprugg "Gizmo" Izzmogeth

Engineer, lawful neutral gnome male

Ebonclad is currently enjoying a renaissance of thieving equipment and other tools specialized for its business, all thanks to a bald tinker gnome named Sprugg Izzmogeth. Going by "Gizmo," the gnome lives up to the name by creating alchemical and mechanical items all suited to some of the guild's less honorable activities. These inventions are costly, yet effective, and Ebonclad is happy to keep Gizmo busy producing some of the more popular ones. This is a delight to him, as his biggest draw to the guild was the chance to see his work finally find use. It was a disappointment at first, knowing that his labor would only help to facilitate theft from innocent people. But Gizmo is a pragmatist. After all, if someone was going to be robbed anyway, it may as well be his inventions helping the robbers.

Gizmo's game statistics are listed in *Appendix A*.



Swifthollow

Swifthollow

Seeker, neutral elf female

Reserved to the point of being stand-offish, the elf known as Swifthollow is one of Ebonclad's top assassins. She's graceful and beautiful, with platinum white hair, porcelain skin, and eyes as blue as sapphires. Swifthollow was a contract killer before her time in the guild; it was this work that brought her to Kintalla. She was discovered when she eliminated a target the guild was contracted to execute, and it was decided that they'd rather have an elf of her talents working for Ebonclad than against it. Swifthollow accepted a role in the guild and was quickly promoted to Seeker, affording her the solitude she prefers, and a chance to keep her skills keen. She works exclusively assassination missions, tidying up when the messy work has been done, and she's never sought a promotion beyond her station. Still, there's a budding sense of mystery about the elf that can't be denied. Her silence speaks volumes in most cases, and the way she acts around other guild members hints that there's something else she's looking for.

Swifthollow is an **assassin** (*MM* pg. 343) with the following statistic changes:

- She has darkvision at a range of 60 feet.
- She has advantage on saving throws against being charmed, and magic can't put her to sleep.
- She speaks Common, Eboncant, and Elvish
- She keeps six additional vials of *wyvern poison* (*DMG* pg. 258) on her at a time.



Velda Bitterbelt

Velda Bitterbelt

Thorn, neutral halfling female

Velda is a crass, confident halfling. She's only three feet tall, with red, curly hair and a wide nose. Velda loves gambling, drinking, smoking, and killing, all things that have made her a well-liked member in Ebonclad. Before her time in Kintalla, Velda led a gang of highwaymen that terrorized travelers along the roads, robbing them at knife point. When the halfling's bandits held up a carriage transporting a team of guild members, the gang was hunted down and put to the sword. Velda was spared for her tenacity, her loyalty to her companions, and for her ability to run a heist. She was offered the chance to serve Ebonclad, then and there, her only other options being death or a life of exile. Velda reluctantly decided to join. It took a while for the halfling to forgive the guild, but in time she came to consider it the best decision of her life. She refers to the guild as "giant's league," a cut above the crookery she used to do. What's more, she's made quite a few friends in the guild, which may have been what it always was about for Velda in the first place.

Velda is a **bandit captain** (*MM* pg. 344) with the following statistic changes:

- She is Small-sized.
- Her speed is 25 feet.
- She speaks Common, Eboncant, and Halfling.
- She has advantage on saving throws against being frightened.

Relationships with Other Organizations & Factions

Kintalla is an impressively large place. Many organizations that work within the city have risen out of need or consequence. Ebonclad has a working relationship with each of these factions, whether they're aware of it or not. The guild may consider some to be allies or adversaries, while most are simply distractions or groups to be considered for exploitation.

Ebonclad's relationships with city organizations are described here. Each faction listed is detailed in Chapter 1.

The Crown

Kintalla's king, royal family, and councilors are not considered adversaries of the guild, and are almost never targeted by guild business due to the risk any such mission would carry. That's not to say The Crown is exempt from guild affairs – kings have been made by Ebonclad's will before – but current affairs do not call for such actions.

Needless to say, should The Crown discover Ebonclad's existence, the guild would work to spin the Great Wheel to keep its secrets. Kintalla's ruling caste would stop at nothing to rid their city of the thieves' guild, so ensuring they never learn of it directly is paramount.

The Gilded Ring

Ebonclad views Kintalla's organization of merchants and artisans the same way a shark might view a school of fish. It's placed spies within its ranks to see the flow of coin first hand from the people in the city that affect it most. The Gilded Ring is constantly manipulated to work in the guild's favor; it can be manipulated to overvalue certain stock the guild can sell, drop the prices of stock the guild wishes to pay for, and arrange trade agreements with nations whose ships the guild wishes to see in the city's harbor.

The Gravedigger's League

Ebonclad wavers on its position with the gravediggers (whom many guild members mocking label the *gravefillers*), treating with special attention anyone bold enough to call him or herself an adventurer.

The guild almost never uses a gravedigger as a Pawn, especially if he or she has powerful friends, and it keeps tabs on gravediggers of interest or power. Ebonclad spies routinely infiltrate The Gravedigger's League – a place where they blend in particularly well – and the guild uses these contacts to learn of adventuring opportunities. On several occasions Ebonclad agents will beat out a group of insouciant gravediggers to an adventure site, cleaning the place of its valuables before they would otherwise get a chance.

The Order of Ohl'Abdurr

The Ohlrise is said to contain a bevy of magical items and historical relics, making it a tempting target for the guild. However, many members of the Order are wizards, and the Order employs many magical wards to protect its treasures. Ebonclad doesn't target the Order often, but the guild will send teams to intercept items of interest before the Order can protect them properly.

Because of its power, organization, and often shared interests, Ebonclad considers the Order of Ohl'Abdurr one of its rivals. It does its best to stay informed of the Order's current plans, trying to stay a step ahead of it when possible.

The Kintallan Guard

For obvious reasons, Ebonclad considers High Commander Roe and his Kintallan Guard adversaries. Most of the rank and file of the Kintallan Guard aren't a concern; the guild can run jobs with teams risking an encounter with a patrolling guardsman or two. It's more cautious if larger groups of guards are involved, and of course any one guard has the ability to call upon his or her comrades quickly.

The aftermath of most guild affairs is typically first discovered by the Kintallan Guard. It's fortunate that guardsmen are wont to chalk up robberies and murders to the street violence not uncommon in Kintalla, but seasoned members may have reasons to be more suspicious. A guardsman who's spent enough time seeing the fallout of Ebonclad's dirty work might start putting the pieces together.

The Slum Snakes

People of the city's slums live a hard life, wanting for much and having so little. They've become a breeding ground for violent brutes and unscrupulous thieves, people willing to steal from children or sell their own mothers in a heartbeat. The Kintallan Guard generally turns a blind eye to violence in the slums, and this has afforded gangs of these brigands opportunity to rise and claim different turf.

Most of these mobs are small-time crooks. Ebonclad draws many of its Pawns from slum gangs, and looks to recruit the best talent. The most notorious gang calls itself the Slum Snakes, and has grown large enough that it's drawn the eye of the guild and city guard alike.

Ebonclad doesn't care for the Slum Snakes; they're sloppy, unprincipled criminals who leave much to be desired. The Slum Snakes' work often impedes guild business, and their rising penchant for violent crime makes it harder to mask the guild's own affairs. The only benefit to its existence is a surplus of patsies to pin crimes on, city guardsmen being all too willing to believe a gang member's guilt by association for any crime committed.

Blacklegs

"Blacklegs" aren't a city faction, but the name Ebonclad uses for individuals in Kintalla who would perform the same services as the guild. The term distinguishes skilled freelancers and burglars from the petty thieves and slum thugs it otherwise does not regard as competition.

A blackleg may be an enterprising individual or an entire group of con artists and crooks working together not unlike the guild's teams do. Regardless of number, the blackleg's practice is judged by the guild. Sometimes a blackleg is allowed to continue operation if it's deemed useful to Ebonclad. Otherwise, the blackleg is approached by guild enforcers to make a decision.

The blackleg must choose: either join Ebonclad and provide service to the guild, be exiled from Kintalla, or die. The few that choose to leave the city are hunted down and assassinated regardless, of course, to ensure the guild remains secret. Most blacklegs, being characters of low principles to begin with, gladly choose to join.

Life as an Ebonclad Guild Member

Once inducted into Ebonclad, members are granted the guild's protection and benefits. They're given the guild's words, taught how to speak its code, and learn how to make and recognize its marks. Members are left to carve out their own identity in Ebonclad, molding their roles within the guild in whichever way is best suited to their talents. Those that survive a life of service to the guild can enjoy a lucrative retirement.

Gaining Membership

Membership in Ebonclad is gained on an invitation-only basis. Since the guild's existence is one of the best kept secrets in Kintalla, it doesn't exactly have thieves, looking for a career boost, seeking to apply. Not only would "applicants" prove Ebonclad isn't as clandestine as it would prefer to be, it would view such measures as incredibly presumptive. The guild prides

~ The Ebon Words ~

Every new member is taught the Ebon Words, a credo the guild has held since its early days. The words are a sign of brotherhood, often shared during meetings as a sign of respect. They are not an oath – the words themselves clearly state Ebonclad does not believe in oaths – but they are the closest thing the guild has to one.

We are the cogs which make the Great Wheel spin.
We hold the strings tied to the marionette.
Where pacts are drawn, we are the ink
upon the parchment.
Where ships set sail, we are the wind upon their masts.
Where kings are made, ours are the
hands holding the crown.
We seek no glory.
We hold no oaths.
We take what is ours.
We are the black at the edge of the darkness.
We are the silence at the bottom of the abyss.
We are the ghosts who tread the streets unseen.
Those who call our names shall find
only shadows in response.
We are Ebonclad.
We wear the night.

itself on its judge of talent, and careful deliberation is given to each prospective affiliate. Should a shady character manage to discern a guild operative and ask for a chance to join, he or she would more likely be interrogated (and, ultimately, killed) than be given a membership.

There are no special ceremonies or rites of induction for a new member, all that's needed is the inductee's consent and he or she is considered a member. Brand new members are taught the guild's hierarchy and structure, its marks, and its specialized thieves' cant called Eboncant. The new member is given the title of Scrap until he or she demonstrates the ability to fill a more specialized role in the guild, and is placed on a team under the care of a Keeper.

New members are watched carefully by their Keepers and other guild operatives until they prove trustworthy. Infrequently, new members may try to use the guild to leverage their own, independent operations. Disrespecting the honor among thieves' is tantamount to signing one's own death warrant, and Ebonclad makes examples of such members who abuse their privileges.

Refusing Membership

In the very rare instance an individual offered membership should decline, he or she is given two options: exile from the city, or death. The choice for exile is a pretense, the guild would never allow someone aware of its existence to wander out of its grasp, even if he or she were leagues away from the city. Guild teams or Seekers are sent to find the offending party and ensure their silence forever.

Classes and Ebonclad

Since the guild strives for subtlety, and engages in dubious affairs, players may be concerned about how their character's class meshes within the guild's ranks. Fortunately, Ebonclad is a mixed lot. Characters of any class can find a niche in the guild, as described below. Chapter 4 contains information on which class options work for characters in the guild, and presents new class options for barbarians, fighters, paladins, and sorcerers.

Barbarians. Barbarians often serve as Thorns in the guild ranks, finding ample opportunity in this role to use their impressive strength as guild enforcers. They're often too brash to rise higher in the guild's ranks, but a barbarian who learns to keep his or her rage under wraps may become a truly intimidating Keeper.

Bards. Ebonclad favors bards, as the class provides utility for its members to be exceptionally versatile in the guild. Bards can fulfill almost any role in the guild. They often have the appeal to become Faces, skill to become Shadows, knack to become Thorns, or insight to become Torches. If bards have a drawback, they may be *too* gregarious, and must restrain themselves from gloating over, or singing about deeds the guild wants kept secret.

Clerics. Most cleric guild members worship gods of trickery or knowledge, seeing the guild as an ideal way to serve their deity. They often become Torches, lending aid to teams through their insight and magic. Occasionally, clerics who worship gods of death or war find their way into Ebonclad's ranks, and these clerics may become impressive Thorns once initiated.

Druids. Druids work as exceptional Shadows in the guild, using their ability to take the form of beasts to work as

inconspicuous spies and unnoticed assassins. Druids may also lean towards Thorns or Torches, depending upon their focus. Most druids accept membership into Ebonclad for specific reasons; some may feel they can keep a better handle on Kintalla's impact on the natural world from within the guild, others simply see it as the best chance to exploit their power.

Fighters. Fighters are desirable Thorns, and those who prove they excel in these roles garner the attention of higher ranking members swiftly. The elite are handpicked as bodyguards and escorts, chosen for their tactical sense as well as strength at arms.

Monks. Depending on a monk's skillset, he or she may serve ably within the guild as a Shadow, Thorn, or even Torch. Monks are desirable for their ability to serve without the need of equipment, saving the guild valuable money while procuring a member who can disguise him or herself without the concern of arms and armor.

Paladins. Paladins typically don't possess a skill set to serve roles beyond Thorns, and most find the guild's more reprehensible actions in conflict with their own morals. Thus, paladins often aren't recruited unless they've proven to have a more compatible viewpoint – typically individuals whose oaths favor violence or deception.

Rangers. A ranger might be recruited to Ebonclad to serve as a "field agent," keeping tabs on and running jobs in the wilderness outside the city. They can also serve more traditional roles in Kintalla in teams as Shadows or Thorns. The "urban rangers" often focus their talents on tracking down individuals wanted by the guild. Rangers in service in the city are often joined by cats, dogs, crows, and other beasts common within Kintalla's limits.

Rogues. Rogues are natural Shadows, and most of them excel in the role. A confident rogue, or one who dabbles in magic, may lean towards the role of Face or Torch respectively as well. Rogues who routinely perform well, quickly gain the attention of higher-ranking officials.

Sorcerers. A sorcerer generally won't be recruited by the guild unless he or she demonstrates magical ability Ebonclad finds appealing. The guild prefers illusions that mask a creature's presence or fool the senses over flashy spells that garner unwanted attention. Still, any sorcerer in service to the guild is a natural Torch, and counted as an invaluable resource.

Warlocks. Warlocks mostly serve Ebonclad as Torches, using their magical abilities to aid their assigned teams. A warlock usually won't accept membership into the guild unless he or she believes it will curry favor with his or her chosen patron, or if it offers an opportunity to do so.

Wizards. Wizards are desirable assets to Ebonclad, recruited to serve as Torches and strategists for the guild. A wizard's ability to prepare magical spells based upon a mission's needs makes them incredibly useful, and the guild has poured countless gold pieces into ensuring its wizards have access to the right spells for the job.

Eboncant

Upon induction into the guild, each new Scrap is taught *Eboncant*, a specialized form of thieves' cant known exclusively to guild members. A person speaking Eboncant seems to be conversing normally, but a code laced into the dialogue conveys a hidden message to one looking for it. In this way,

Roleplaying the Use of Eboncant

Hiding messages in Eboncant is more art than science, and words exchanged to deliver information may vary with the context of the conversation. However, there are certain recurring elements. Valuable things to the guild, such as operatives, or treasure to be stolen, are usually signified as coins or gems or other items of value in Eboncant. Civilians are typically replaced by animals of many sorts, and threats to the guild take the form of sharp or dangerous objects.

Encourage roleplaying the use of Eboncant, rather than stating hidden messages plainly. This reinforces the theme of the game setting, and allows players to innovate. You may even go so far as to award Inspiration for players with particularly creative uses of the code. A few common uses of Eboncant, and the hidden messages they convey, are supplied below as examples.

"I had a terrible bit of luck this morning. I saw a copper piece on the ground. When I bent down to pick it up, three silvers of my own rolled out of my pocket and slipped through the sewer grate. It's going to be a slimy time getting them back."

Three operatives were apprehended. They are now in a dungeon cell and need to be freed.

"We nabbed a plump hare this morning on a hunt. The pelt should be large enough to fashion something pretty."

A job was successful and yielded a good cut.

"I saw a pretty bird with its leg stuck in a window lattice. Being the kind soul I am, I tried to help it, but I cut my hand on a bit of broken glass lying on the sill."

There are guards near a target preventing a job from being done.

"Working as hard as I do, I feel like I could sleep a night's worth in the middle of the day. Of course, the trick to that would be finding a way to keep the sun out of my eyes."

I'm on the run and need a place to lay low for a while.

"These are hard days, no matter what folk tell you. There's business to be done, but no way of doing it. I can't lay brick without a trowel."

I'm looking for special equipment I can't procure otherwise.

guild members can speak in Eboncant to each other about guild business without attracting the attention of others. Most guild members choose to use Common when hiding messages in Eboncant, but the method works with any chosen language.

It takes about two weeks for a character to learn Eboncant and master its intricacies, and operatives are not allowed to participate in missions until they've proven they can communicate in Eboncant effectively. It takes four times longer to convey messages in Eboncant than it does to state the idea plainly.

Eboncant is similar to thieves' cant, but the two are not compatible. An operative speaking Eboncant to an uninitiated rogue anticipating thieves' cant will fail to deliver the intended message at best or, at worst, the rogue will receive very inaccurate information.

The guild regards Eboncant as one of its most prized treasures, and it is protected as such. There are Seekers in the guild with the sole purpose of investigating the language's misuse. It's impressed upon all who learn it that to share Eboncant with an outsider carries the penalty of death for both.

Guild Marks

Guild members are taught the guild's marks in tandem with Eboncant, learning to recognize and create symbols with special meaning to the initiated. Guild marks carry the same secrecy as Eboncant – revealing their secrets to those outside the guild is punishable by death.

Ebonclad's marks are designed to look like nonsense to the unwary eye, though they can tell a great deal to someone who knows what they mean. Each mark is composed of the same six elements: two circles, two line segments, a larger circle, and a longer line segment. These circles and lines are arranged into different patterns, and each pattern has a distinctly different meaning.

Marks can't be used to convey elaborate messages; they're primarily used to identify the guild's fronts and safe houses, signal locations under the watch of the city guard, places where there is something valuable worth stealing, or locations or people designated as off-limits for business or otherwise under the guild's protection. They're often scratched into inconspicuous locations where only the guild's thieves would know to look for them, such as nicked into door frames or sign posts.

Guild Benefits

Ebonclad members enjoy a host of benefits, described below. While the guild looks after its own, many of its members enjoy their station simply to have a place to practice their craft. To them, it's worth it to have a place that appreciates their talents, and associates to teach and learn from.

Cut. Every guild member is entitled to his or her cut of valuables gained from a job done. A job's income is dispersed all the way to the top, so a Scrap may get his or her share, while the rest goes to the operative's Keeper, the Unseen, and to the guild's coffers. Guild members call the guild's take of a job's riches "the black share," and it's considered a cost of doing business that must be paid. An operative's cut may be a flat amount or a percentage, and jobs that don't generate income are rewarded an amount of coin for the service.

Equipment. Ebonclad keeps each of its members outfitted

Sample Guild Marks



Hidden path nearby



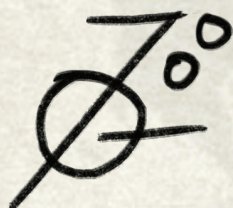
Guild spy in this location



Location targeted recently



Guild Safe House



Guild Front



Treasure worth stealing inside



Location protected by Ebonclad



Area protected by guards

with the best possible equipment. In general, a guild member can procure an item with a market cost of 15 gold pieces or less without charge. The guild keeps a stock of equipment on hand, which it purchases legally using coin from its general coffers, and it is entrusted to Veils to hand out to operatives in need. This equipment can be obtained by members at the guild's fronts or during meetings. More expensive items, or magical or special equipment, must be paid for at its market value. The only exception is thieves' tools, which the guild makes by hand, and can resupply to its members at no charge.

Food and board. The guild's fronts and safe houses provide any member staying there with comfortable lodgings and meals each day at no charge.

Protection. Every guild member is offered Ebonclad's protection. It's understood if an operative is put in danger, nearby members must respond to his or her aid. This is not just a matter of respecting the honor among thieves – a guild member who is captured or accosted risks exposing Ebonclad's secrets in his or her death, or otherwise. Furthermore, guild members are exempt from being targeted by jobs; should a member have a legitimate business or outside source of revenue, they can rest easy knowing the guild will not rob it or harm its workers.

Safe harbor. Ebonclad's safe houses provide safe harbor for operatives in need for as long as necessary. In dire circumstances, the guild will keep individuals off the streets for months, long enough to engineer a new identity for the individual. It's the guild's opinion, however, that a proficient operative shouldn't be caught. Repeat offenders seeking safe harbor are sure to attract the eyes of the guild's authorities.

Spell research. The guild spends a fortune in obtaining

materials necessary for spell research, providing constant access to new spells for its wizards. Moldy spell books, aged scrolls, and ancient tablets bearing spells are stored throughout fronts and safe houses in Kintalla, all a wizard member need do is find the right location to learn the spell he or she seeks.

Training. The guild provides the proper training to ensure the skills necessary for its work. In campaigns that require training and downtime to increase levels, the guild can provide such training at no charge for a member in need.

Retirement

Once inducted into Ebonclad, an operative is a member for life. He or she is expected to serve the guild until they no longer can, either due to old age or injury. Members that serve the guild dutifully can "retire" from Ebonclad when this time comes. A retired guild member no longer takes part on missions and is afforded a comfortable estate in the city to live. The retiree and his or her family continues to enjoy the guild's protection until he or she passes.

Some retirees decide to run safe houses for the guild, while others choose to simply live out the rest of their lives in peace. No doubt, a member living long enough to retire from Ebonclad usually has substantial wealth to enjoy.

Of course, the guild keeps its eyes on retired members as much as it does active ones. A retired member must take the guild's secrets to the grave, and Ebonclad will not risk allowing the proud or the senile to expose it. Retirees also understand that, though no longer active on guild business, they are bound to Kintalla. A retiree that leaves the city "on vacation" will never return.

The Last Job

It's not an easy job, they said.

Gibrix scowled as the thought ran through his mind. He was leaning against a magnificent iron door, nimbly moving his lock picks in its keyhole with the patience and precision of a surgeon. The gnome hadn't met a lock he couldn't pick, but this one was easily the most complicated he had tried.

Complicated, but not unpickable he reminded himself. He shifted his goggles down from his forehead over his eyes and adjusted the proper lenses into place. Through the glass the keyhole grew in size, enough to give him a better peek at his instruments as they danced within the hollow. The glass also magnified his fingertips as they shifted into and out of view, and Gibrix made a note to give his hands a healthy scrub when the job was finished.

"C'mon Gibb. 'I'll have that door open quicker than a dragon's temper,' that's what you said back at the hall. Sun'll be down completely in a couple more minutes."

"Humans." Gibrix let out a sneer and a rush of breath through his nostrils. "You think this is some rusted padlock on a farmer's shed I'm working here? This is the Ohlrise, the type of building that demands respect. I'll get the lock, you keep your eyes out and your voice down."

"Of course, you'll get the lock, of course. Take your time. I don't mind being a little richer this evening."

His partner was a young human named Melsa, a relatively new addition to Gibrix's team. She was wearing studded leather armor and carried a dagger in her right hand, but to the gnome, and any passersby, she appeared garbed as an official attendant holding a gardening spade, all thanks to a spell that disguised her appearance. Gibrix quite liked Melsa, and the two had become friends over their first couple of jobs together. He had wagered 10 gold pieces he could pick the lock in the time before the sun set entirely, and she eagerly took him up on it.

Gibrix was sitting on the bottom tier of a cart placed adjacent to one of the many doors leading into the Ohlrise. The cart was decorated with a variety of pots of soil, gardening tools, and plants that loomed over its side, nearly brushing the ground. It had been carefully positioned so the gnome could be hidden by the plants draping off its top tier, giving him access to pick the door lock without being spotted.

"Don't see why this couldn't have waited a couple hours anyway," Melsa said, clearly bored with the role of lookout. She pantomimed tending to the shrubs and flowers planted around the tower's perimeter, keeping her voice low enough so only Gibrix could hear her. Every couple of moments her eyes darted around, looking for patrolling guardsmen.

"We could have done this a lot easier at night. No carts. No silly hiding spaces. I could have saved a spell, too."

"The plan only works right now. We wait any more than a couple minutes and we'll lose our window with the guards changing inside. Unless your fancy spells can make two units of guardsmen disappear, consider it a spell well spent."

"My spells *can* make people disappear... well, in a sense." Melsa snickered and Gibrix fought back a smile of his own. The girl had killed several street thugs that had accosted them during their last job, using her magic. She didn't seem to mind taking lives, a necessary drawback of their chosen profession. *She's going to do just fine in the guild*, Gibrix thought.

"I got one that could open that door for you, too."

"Yeah," Gibrix shot back, "the same spell that'll tell half of Kintalla we're breaking in. May as well use your magic to just put us directly in a jail cell."

The warble of a song bird cut their conversation with a few quick chirps.

"That'd be Lex," Melsa said, her head turning in the direction of the whistle. Their third comrade was hidden in the nearby trees, keeping an eye as another lookout. He'd be their enforcer once they made it in the Ohlrise.

"I swear, you humans are so impatient," Gibrix said with an air of pride. "Almost done. Give him three." Melsa gave three sharp replies in kind. Citizens in the area might have commented on how talkative the sparrows were this evening.

"Keeper says our score is magic, came in off a galley last week. Some poor dolt pulled up his nets and there it was, this black statue sitting there in a pile of fish. How much you think the Order gave him for it?"

"Whatever they paid him, it wasn't enough if we're being sent for it." Gibrix felt his lock picks slide the last of the pins into place, followed by the beautiful *click* of the mechanism turning. The door opened half an inch toward him. The sky was still purple – not all the way night time yet.

"Frog droppings," Melsa moaned, resigned she'd lost their wager.

"Don't be a bad sport, I warned you I was the best at this." Gibrix placed his goggles back on his forehead, sliding his lock picks back into a leather wallet with the same care that an artist would give to his favorite brushes. He repositioned himself out of the cart, giving a low whistle to tell Lex the job was done. Melsa moved the cart away from the door, and the two thieves slipped inside the building to wait for their comrade.

"I'm betting this thing we're after isn't even magical. Just a hunk of roughshod rock and the Order's being overly zealous again," Melsa whispered to the gnome as her eyes adjusted to the darkness.

"They're wasting our talents if it's not. I'm sure it's magic."

"You sure enough to go double or nothing, Gibb?"

"I like you having you around, kid. So long as you keep losing bets to me, this might be the last job I'll have to do."



CHAPTER 3: A LIFE OF CRIME

Marius pounded his fist on the commander's desk, a stud in his gauntlet causing the wood to splinter beneath it.

"Damn it, Vhejar!" he said, eyes narrowing beneath a furrowed brow. "This isn't some slum rat fleecing an outsider out of a couple copper pieces. This is different. This is real! This is... this is organized. These symbols mean something."

Marius Villamov took a moment to collect himself, knowing he'd overstepped his bounds. He was in his early fifties now, old enough for his neck to ache all day and the weight of his breastplate to feel heavier with each passing hour. The last thing he wanted was this new, young commander telling him his mind was the next piece of him to give out.

Commander Vhejar slid the papers Marius had put in front of him aside with a finely manicured hand, inspecting the fresh dent on the surface of his desk. He said nothing, then shot a glance at the unruly captain and then back at the markings on the parchment.

"Tell me, captain," he said, lifting a cynical eyebrow, "just what these circles and lines mean, then."

"I... I don't know. But they're too similar to be unrelated."

"You said it was chalked on the cobbles in front of a derelict building off Thropp Street? You don't think this might be the work of a bored child, scrawling nonsense on the stone?"

"I had a squad of men chasing thieves through the alleys there just yesterday. And this one..." Captain Villamov moved one of the papers in front for his commander to see, "...this one we found scratched into a pole near Redgate while investigating Lady Neira's missing necklace. I'm telling you, it's related – the thieves are communicating."

Vhejar's face was awash with skepticism. It was untouched by the wrinkles of age and experience, and his hair was as full and black today as the day he was born. After a moment of condescending silence, the young commander smiled.

"I think you give the street scum too much credit, Captain Villamov," he said. "Kintalla is a jewel, one that I have been charged to protect. I admire your passion, Marius, but I can't protect the city with the Kintallan Guard searching the streets for circles and lines instead of actual criminals."

"But if we –"

"But nothing! And don't provoke me with your lunacies again. I tolerate you, old man, but don't think I won't replace you if you continue to burden me with the etchings of slum children."

Marius Villamov's jaw hung open for a moment, then shut. He didn't expect this to be an easy conversation, but he couldn't serve Kintalla if he was removed from the guard. He'd swallow his pride for now.

"Yes sir, commander," he managed.

"You're dismissed," Vhejar said, his attention returned to his desk, tracing his fingertips over the cracked wood. "On your way out, tell Nikolas to find me a carpenter."

Those who choose a life of crime quickly learn what's worth knowing. It means knowing which citizens make ideal targets and which fish are too big to fry. It means knowing which locations can be burgled, and what the best scores are in each. It means knowing how to run from danger, and which alleys are safe to duck into when lawmen are chasing after you. It means knowing how to contend with everything the city can throw at you, each and every day.

This chapter provides options for Game Masters to use for parties playing the roles of guild members. It provides options for randomly generating Kintalla's citizens, the homes they live in, the valuables they keep, and how they react to witnessing crimes. It also includes details for various encounters with the law, new chase complications, and events that may occur in the city.

Citizens of Kintalla

The majority of those in the city are not esteemed members of The Crown, soldiers in the Kintallan Guard, or part of any other notable faction; they're common, everyday people. They're the heart of the city, the part that makes it tick. They're the simple laborers, tradesmen, and their families, trying to eke out a life from day to day.

Many of these common city folk make good targets for an Ebonclad thief; they may spend their money too brazenly, or be quite naïve, or gullible, or otherwise easy marks to separate from their valuables. A savvy thief recognizes what makes a person an ideal target, and understands just how far he or she can go with a victim.

Targets, Victims, & Missing Persons

When citizens find themselves on the unfortunate end of guild business, they're usually referred to by the following nomenclature by the Kintallan Guard and other authorities.

Targets. A target is someone a guild operative will interact with in some form. A target may be an oblivious drunkard stumbling down the street, or a well-to-do merchant protected by armed men. An operative may determine a target by studying people in a crowd while working a small job, or the guild might officially declare targets for complex missions.

Victims. A victim is made after the guild interacts with a target and a crime is committed. A person whose pockets have been picked is a victim, as is a person who's been kidnapped for ransom, assassinated, or whose home has been burgled. Victims that survive guild business are aware of the crime committed – either eventually or immediately – and therefore it's usually good practice to keep an eye on major victims until things blow over. Guild operatives may not concern themselves with an average Kintallan complaining to the Guard about a cutpurse, but a blacksmith who reports the theft of dozens of weapons or suits of armor creates a more worrying problem.

Missing Persons. A special kind of victim is a missing person. Assassinated targets become missing people when they fail to make an appearance in public life and, depending upon their normal routine or expectations, this may stir investigations to their whereabouts sooner rather than later. Kidnapped targets, or those held for ransom or interrogation are also missing people.

Ebonclad prefers not to withhold citizens from the public if possible unless a mission makes such unavoidable. If the guild has a captive figure, the protocol is always to extract whatever is necessary from them as quickly as possible while leaving no evidence of the event that can be traced back to Ebonclad.

Creating Random Citizens

You can use the following tables to generate random citizens in Kintalla, based upon the city's demographics. Typically, generation via these tables is only required once – it should give you all the details you need to decide the citizen's living conditions and social connections. You can take it a step further by using the information generated here to create the citizen's family and history, and complete details for the citizen's appearance, abilities, talents and mannerisms (*DMG* pg. 89).



Kintallan Citizens

Age, Race, and Gender

This set of tables generates the citizen's immediate outward appearance: his or her age, race, and gender.

d100	Race	d10	Age
01 - 63	Human	1	Child (7 – 12)
64 - 71	Half-elf	2-3	Teen (13 – 21)
72 - 77	Elf	4-5	Young Adult (22 – 33)
78 - 83	Dwarf	6-8	Adult (34 – 50)
84 - 88	Gnome	9	Elder (51 – 74)
89 - 92	Half-orc	10	Very Old (75+)
93 - 95	Halfling		
96 - 97	Dragonborn	d10	Gender
98 - 99	Tiefling	1-5	Male
00	Monstrous Race	6-10	Female

Race. The person's race may influence his or her game statistics. A human has the statistics of a **commoner** regardless of age, while people of special races may have racial traits and features at your discretion.

A *monstrous race* citizen is of a species not otherwise specified, such as a minotaur or goblin. You can choose the race, or, if you prefer not to use monstrous races in the campaign, select a different race from the table.

Age. The numbers indicated in parenthesis is the approximate age range of the person in human years. This number will vary, of course, with the person's race. A citizen's age does not normally

affect his or her game statistics, although you are free to do so to reflect the qualities of a very young or very old character.

Gender. A citizen's gender does not affect his or her game statistics.

Affluence & Influence

These tables shape the randomly created citizen's affluence (his or her apparent wealth) and influence (his or her connections or clout with notable factions or people in the city). These factors can also shape how the NPC appears, although appearances can be misleading. Entries in the table marked "obvious" indicate that the citizen has obvious wealth or ties to a group of power, while those marked "discreet" mean neither can be known merely by looking at the person – for all intents and purposes he or she appears as a commoner.

The vast majority of citizens have little affluence and virtually no influence; they generate and spend about 1 gold piece per day and they receive no special treatment from the law or any other faction in Kintalla. However, enough citizens do have the wealth and connections to both tempt thieves, yet still make them think twice about blatant robbery. It's one thing to make an easy score, it's another to create a problem bigger than the reward.

d100 Affluence

01 - 12	Squalid (obvious)
13 - 71	Common (obvious)
72 - 79	Modest Wealth (discreet)
80 - 87	Modest Wealth (obvious)
88 - 91	Wealthy (discreet)
92 - 95	Wealthy (obvious)
96 - 98	Very Wealthy (discreet)
99 - 00	Very Wealthy (obvious)

d100 Influence

01 - 72	No Influence
73 - 80	Minor Influence (discreet)
81 - 86	Minor Influence (obvious)
87 - 90	Fair Influence (discreet)
91 - 96	Fair Influence (obvious)
97	Major Influence (discreet)
98 - 00	Major Influence (obvious)

d10 Faction of Influence

1	The Crown
2 - 3	The Gilded Ring
4 - 5	The Kintallan Guard
6	The Order of Ohl'Abdur
7 - 8	Gravediggers' League
9	Slum Gang
10	Notable NPC (almost always discreet)

Affluence. Very affluent people use the resources available to them to protect their valuables and guard their lives. They may employ wizards and bodyguards to ensure their safety, and keep their possessions secured in locked or trapped chests. An affluent person might choose to dress in extravagant clothes and jewelry, but this isn't always the case. A pragmatic individual may have acquired a trove of wealth, but still chooses to dress simply and live in a modest household.

If the party robs the citizen, use his or her affluence level to determine the quality of goods available for the taking (see *Thievery: Checks and Loot*).

Influence. It's difficult to tell whether a person carries influence or not with any faction. Some ties are obvious – a

person wearing sigils of the Gilded Ring or The Crown show immediate ties to such organizations. Most of the time, however, these factors are discreet. For instance, a commoner might not appear to be of any special stock when viewed by a guild operative, but he or she may have a father in the Kintallan Guard who will stop at nothing to avenge a crime against him or her.

If a person carries influence with a faction, roll on the table *Faction of Influence* to determine which organization he or she holds clout with. The faction and amount of influence a person carries reflects the organization's reaction to a crime being committed against him or her.

Minor Influence. The citizen is only tangentially related to the organization (such as a spouse or friend of a member). The organization will only commit immediately available or non-essential resources to investigating the crime, and may view the matter as a nuisance or formality.

Fair Influence. The citizen is either a member in good standing with the organization or is one the organization highly values. The faction will deviate from its standard course of action and commit a serious amount of resources to investigating the crime, following through on the matter until leads run dry or the organization is satisfied with the effort.

Major Influence. The citizen is a prominent or highly prized member of the organization. The faction will put all other matters on hold and dedicate all of its resources to investigating the crime. Individuals with this much influence are almost always known by name to the public, and rarely are seen without an escort or protection. If a crime is committed against them, the organization will not stop an investigation until it is resolved.

Notable NPC. The citizen has a relationship with a notable NPC of your choice, as opposed to a faction. This detail is almost always discreet, unless he or she carries something to indicate the influence they hold (such as a locket with the NPC's portrait inside it, a signed note, or similar item). If the citizen holds influence with an NPC, it is the NPC who reacts to a crime against him or her instead of a faction. It is possible that the NPC holds influence in a faction, however, and uses this power to investigate.

Citizens as Witnesses

Ideally, Ebonclad agents operate unnoticed, but sometimes a thief doesn't enjoy such a luxury. Given the thousands that call Kintalla home, eventually one of them will be witness to a guild crime. These few aren't usually a problem; few could truly understand the complexity of guild business or discern it from run-of-the-mill crime, and any threats are quickly silenced.

A witness may be an innocent passerby in the wrong place at the wrong time, hidden nearby when the crime is committed, or perhaps the victim of the crime as it is being committed. How a witness reacts also depends upon the severity and kind of crime committed. A witness may respond quickly if someone's life is at stake, but may be less responsive to someone who's had a few coppers lifted from them. Similarly, if the witness was the victim, he or she may view the situation with more urgency than the same crime being committed against a stranger.

You can use an NPC's alignment to determine how he or she will react to witnessing a crime. Most lawful citizens report crimes to the Kintallan Guard as quickly as possible, calling

for guardsmen and running from danger. Good citizens may try to intervene if they feel a crime could be prevented or a life could be saved, though most citizens will not put themselves in obvious danger.

Random Witness Reactions

Not all citizens are brave, or bold, or exemplars of morality. If a NPC witnesses a crime committed by a guild member, you may randomly determine his or her reaction. Keep in mind, a citizen's reaction may shape his or her alignment.

The table assumes the citizen is the sole witness to the crime. People behave differently when they know their actions will be seen by others, or if they know they have others who can protect them. If a group of people witness a crime, a myriad of reactions will occur, almost always resulting in the group drawing attention to the event and seeking the help of the Kintallan Guard.

d100	Witness Reaction Type
01 - 12	Scared
13 - 25	Flees
26 - 35	Hides
36 - 55	Reports Immediately
56 - 65	Confused
66 - 85	Intervenes
86 - 96	Curious
97 - 00	Favorable

Scared. Scared witnesses are frightened. They scream loudly to attract the attention of other citizens or guardsmen. A scared witness may try to run from the scene, or be paralyzed with fear. Either way, such witnesses will attract other nearby citizens to the scene in 2d6 rounds to investigate.

Flees. Fleeing witnesses run from the scene of the crime to immediate safety. Their first concern is not to report the crime, but to remove themselves from danger. The act of running away may alert the criminals to their presence. If fleeing witnesses can remove themselves from danger, they will report the crime to authorities after 1d4 hours. If unable to flee, they act as scared witnesses.

Hides. Hiding witnesses attempt to conceal themselves from the criminal's notice. Upon witnessing a crime, such a witness finds a nearby place to hide, making a Dexterity (Stealth) check contested against nearby creatures' passive Perception scores, or Wisdom (Perception) checks, if these creatures are aware of the witness, and are actively looking for him or her. A hiding witness waits until the perceived danger is gone to report the crime to authorities. A hiding witness that is discovered or unable to hide behaves as a fleeing or scared witness.

Reports Immediately. These witnesses find authorities as soon as they see the crime. They may be savvy enough to do so discreetly, so as not to alert the criminal to their presence, or they may scream to attract help if time is of the essence. Either way, their priority is to alert the Kintallan Guard of the crime being committed. If they're met with hostility, they act as either fleeing or scared witnesses.

Confused. Confused witnesses aren't sure what they're experiencing. They might misinterpret a robbery as playful banter, or mistake a shoplifter for an absent-minded consumer. They may step in to confront the criminal to clarify what is happening, perhaps even trying to be helpful. In egregious cases, where it's not likely for there to be a misunderstanding

– such as in assassinations – confused witnesses are awestruck. They're quiet and still, trying to make sense of the situation. If left alone, they collect themselves in 1d10 minutes and report the crime to the proper authorities. If met with hostility, they act as either fleeing or scared witnesses.

Intervenes. A witness who intervenes actively attempts to stop or apprehend the criminal. He or she may do so by a show of force, such as wrestling the perpetrator to the ground until authorities arrive, or give them warning and time to turn themselves in. An intervening witness is not afraid of combat, but may still yell to attract the attention of authorities. These witnesses are not without sense, however, and will not assault criminals who outnumber them or who will obviously overpower them. Most of the time, intervening witnesses are armed with simple weapons, such as clubs or staves.

Curious. A curious witness is intrigued by the crime, but is still cautious. They may find themselves exhilarated by the crime, or enthralled by the criminal. Curious witnesses may hide out of fear for their safety, or simply stand by and watch. They may attempt to run from the criminal or go as far as to communicate with him or her, with little regard for the victim. Unless met with hostility, these witnesses do not report the crime, and instead develop a fascination with the criminal. These are the people who Ebonclad finds are easily manipulated for their craft, and a curious witness that is discovered may be called upon to serve as a Pawn to test the depth of his or her depravity.

Favorable. Very rarely, a crime will be witnessed by someone who is favorable toward the criminal. These witnesses are often criminals as well, and go as far as to help the criminal in the act. This can create its own share of problems for guild members, but at least they can depend on this kind of criminal leaving the Kintallan Guard out of the affair.

Thievery: Checks and Loot

Inevitably, player characters will attempt to steal from NPC citizens. Such might be required for an Ebonclad mission, or may be the whim of a bored thief. The guidelines that follow outline the game rules you can use for when theft occurs, and examples of valuables and money an NPC citizen may carry.

Making Checks

If a player attempts to rob a citizen unnoticed, he or she must roll a check to determine success. You can choose how you'd like to resolve the theft using the suggested rules below. These guidelines assume the character is attempting to cut a purse or pick the character's pocket; if the player is targeting a visible possession of wealth, such as a ring or brooch, you may call for harder difficulties or more creative checks.

Contest Only. The thief makes a Dexterity (Sleight of Hand) check contested by the target's passive Perception score. If the target is suspicious of the thief, he or she can make a contested Wisdom (Perception) check instead. If the thief wins, he or she lifts the purse or picks the pocket without the target's notice. If the target wins, the thief fails the attempt and the target becomes aware of the situation. In the result of a tie, the thief fails without arousing suspicion from the target.

Both Contests and DCs. In this circumstance, both a DC

and contested check apply. You set the DC for the theft, and the contest is simply to determine if the target becomes aware of the attempt. For instance, a particularly difficult pocket to pick might require the thief both to succeed at a DC 20 Dexterity (Sleight of Hand) check, and beat the target's Wisdom (Perception) check or passive Perception score. Failing the skill check, but winning the contest means the thief could not pick the target's pocket but didn't cause the target to become suspicious. Succeeding at the skill check, but losing the contest means the thief succeeds in the attempt, but the target immediately becomes aware that he or she was robbed.

Obvious Detection. You might rule that stealing a particular item from an NPC is met with obvious detection. For example, stealing a pair of spectacles off a citizen's face would be noticed immediately, as would lifting a coin purse filled with (unknown to the thief) tiny, brass bells. In these instances, you can still allow a check for the thief's success in lifting the item, but declare the victim becomes immediately aware of the theft.

Visible Possessions of Value

Citizens who enjoy lives of luxury, often adorn themselves with the trappings of wealth. Wearing expensive clothing or jewelry is a sure way to attract the eyes of thieves, though those who can afford such niceties can often afford the services of bodyguards and mercenaries to protect them. When a guild thief sizes up a target, there are several visible possessions of wealth he or she looks for. The thief may attempt to lift one or more from the target without notice, or simply use these to indicate who might have a bountiful purse to cut.

Clothing

Fine clothing is typically woven from expensive, comfortable cloth such as silk, and boasting exquisite design, frills, and embroidery. A standard outfit of fine clothes costs 15 gold pieces, but truly extravagant outfits may be valued at hundreds, to thousands of gold pieces, depending upon their make. Such an outfit may be woven from exotic, foreign fabric, with collars or cuffs lined with silver, and buttons studded with gemstones. These outfits are works of art in and of themselves, and would be reserved for very formal affairs.

For obvious reasons, a thief cannot simply steal expensive clothing off a person (at least not without their immediate notice). Guild operatives who set their eyes on such prizes must engineer cons to separate a target from their clothes, or take them when they're not wearing them. An expensive missing outfit is quickly noticed, while a standard set of fine clothing may go unnoticed for weeks.

Jewelry

Silver earrings, lavish necklaces of gold, decorative bangles, and bold rings studded with gemstones are all examples of expensive jewelry that a wealthy citizen might wear. Even commoners may have one or two such baubles, typically family heirlooms or guarded treasures. Such jewelry may be reserved for special occasions or ceremonies, while others may be worn at all times.

Nobles and well-to-do civilians often wear jewelry fashioned with their sigils upon them; this promotes their air of wealth and at the same time discourages thieves – it's much harder to pawn off stolen item bearing a family crest or symbol than a

generic piece. Some jewelry is indicative of an office or station – such as a brooch reserved for the king's Proconsuls, or a gold-plated belt-buckle exclusive to the higher-ups of the Gilded Ring. These items are similarly hard to trade for coin; they must be sold through the black market or smuggled out of the city and sold to those unaware of their meaning.

Accessories and Carried Items

A citizen can also display his or her wealth by the accessories he or she chooses to carry. These need not be extravagant in order to be valuable, and thieves worth their salt know to look for small items with big price tags. For instance, a scholar may keep a magnifying glass in his robe for reading small script on ancient texts, or a sailor may keep a spyglass for viewing the horizon from her ship. Neither item may be fancy, but both are considerably expensive. These kinds of items are easily sold through Kintalla's black market, and some may hold more value to thieves who also consider themselves adventurers.

You can use the following tables to randomly determine what visible possessions of value a citizen may have. The type of loot depends upon its owner's affluence (see *Affluence & Influence* under *Citizens*). You decide how the item is displayed on the character; it may be worn or carried, dangling from a pocket, bulging beneath the folds of clothing, or strapped to the character's back for instance. Each item's value is listed in parentheses.

Squalid Citizen

d20	Visible Possession of Value
1	A burlap sack (1 cp)
2	A dirtied hood with liripipe (1 cp)
3	A coif with holes in it (1 cp)
4	A pair of cloth leggings (1 cp)
5	A pair of stained leather gloves (1 cp)
6	A chipped, clay mug (1 cp)
7	A pair of rotting boots (3 cp)
8	A wool blanket covered with grime (3 cp)
9	A tattered shirt (3 cp)
10	A tattered hat (3 cp)
11	A necklace made of wooden beads (4 cp)
12	A leather strap bracelet (4 cp)
13	A patched tunic (5 cp)
14	A stone pendant (5 cp)
15	A bucket (5 cp)
16	A brass or copper ring (1 sp)
17	A length of rope used as a belt (1 cp)
18	A wooden holy symbol emblem (1 sp)
19	A shoddy basket with soiled linens (1 sp)
20	A muddied shoulder bag (2 sp)

Common Citizen

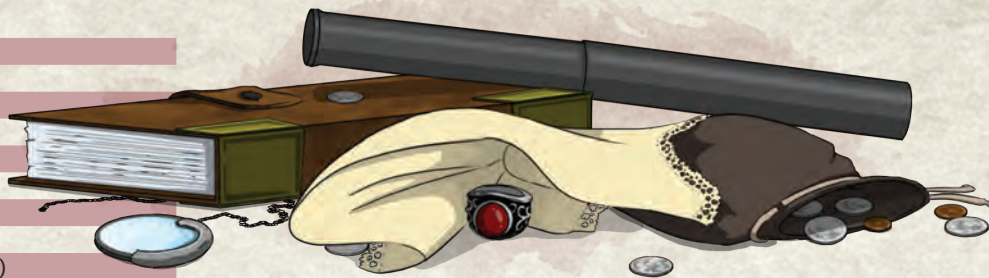
d20	Visible Possession of Value
1	A pair of wool stockings (1 sp)
2	A sheepskin hat (1 sp)
3	A pair of sheepskin gloves (1 sp)
4	A pair of leather boots (1 sp)
5	A cloth handkerchief (1 sp)
6	A waterskin filled with wine (2 sp)
7	A woolen tunic (3 sp)
8	A brass or copper brooch (3 sp)
9	A leather belt with copper buckle (3 sp)
10	A metal tankard with silver inlay (3 sp)
11	A bracelet made of glossy beads (6 sp)
12	A silver ring (1 gp)
13	A wolf skin cloak with hood (1 gp)
14	A bundle of fishing block and tackle (1 gp)
15	A carved, polished wood walking stick (1 gp)
16	A bundle of parchment (2 gp)
17	A dagger (2 gp)
18	A polished bronze hair pin (2 gp)
19	A thin, silver necklace (3 gp)
20	A hooded lantern (5 gp)

Modest Citizen

d20	Visible Possession of Value
1	An empty scroll case (1 gp)
2	A wool hat set with an owl feather (2 gp)
3	A satin and lace collar (3 gp)
4	An embroidered fur shawl (3 gp)
5	A pair of embroidered silk gloves (3 gp)
6	A wool jacket with pewter buttons (5 gp)
7	A locket that opens to reveal a mirror (5 gp)
8	A signet ring (5 gp)
9	A leather belt with an ornate gold buckle (8 gp)
10	A shortsword (10 gp)
11	A fine fur cloak with gold clasps (10 gp)
12	A gold ring (10 gp)
13	Electrum earrings shaped like doves (10 gp)
14	A set of electrum cufflinks (10 gp)
15	A polished cane set with a blue quartz (15 gp)
16	A leather satchel containing a bolt of silk (15 gp)
17	A bronze bracelet with intricate emboss (15 gp)
18	A silk handkerchief (15 gp)
19	A silver necklace set with tiger eye gems (30 gp)
20	A suit of studded leather armor (45 gp)

Wealthy Citizen

d20	Visible Possession of Value
1	A pair of fine velvet gloves (5 gp)
2	Gold cufflinks shaped like shields (10 gp)
3	An impressive cloak with silver finery (10 gp)
4	2d4 silver hair rings (10 gp each)
5	An elaborate plumed, silk hat (15 gp)
6	An ornate holy symbol emblem (15 gp)
7	A lacquered walking stick with a head carved like a dragon (20 gp)
8	A history book (25 gp)
9	A leather belt with embossed silver trim (30 gp)
10	A mahogany pipe with a packet of tobacco (30 gp)
11	An iron scepter with gold trim (35 gp)
12	A velvet mantle studded with lapis lazuli (40 gp)
13	A gold badge displaying a family crest (50 gp)
14	A glass monocle with gold frame and chain (50 gp)
15	A delicate platinum bracelet (50 gp)
16	A set of seeing spectacles (75 gp)
17	A silk jacket with gold embroidery (75 gp)
18	A magnifying glass (100 gp)
19	A master-smithed longsword with gemmed pommel (100 gp)
20	An amulet studded with small topazes (100 gp)



Very Wealthy Citizen

d20	Visible Possession of Value
1	A silk hat with silver embroidery and gold trim (75 gp)
2	An exquisite shirt with lace frill and gold trim (100 gp)
3	A pair of fine silk gloves with gold decoration (100 gp)
4	A decorative gold chain set with opals (100 gp)
5	An elaborate gold ring set with obsidian gemstones (150 gp)
6	A silk jacket with gold buttons and stitched design (150 gp)
7	A magnificent pair of snakeskin boots with silver trim (150 gp)
8	A beautiful leather bag with platinum buttons (175 gp)
9	A silk, draping shoulder piece sewn with a diamond-set badge (200 gp)
10	A glass monocle with a gemmed, platinum frame and chain (200 gp)
11	A platinum choker with an embossed motif (200 gp)
12	Gold bracers studded with small rubies (250 gp)
13	A platinum badge of office or heraldic crest (250 gp)
14	A master-smithed longsword with embossed platinum trim (250 gp)
15	A black, wooden scepter set with amethysts (250 gp)
16	A thick, gold collar studded with fire opals (285 gp)
17	A gold bangle set with sapphires and emeralds (300 gp)
18	A breastplate (400 gp)
19	A magnificent cloth-of-gold cloak with ruby clasps (450 gp)
20	A spyglass (1,000 gp)

Cutting Purses and Picking Pockets

Most citizens are not fortunate enough to display their wealth through fine garments or lavish jewelry (and certainly, many who can, wisely choose not to when walking through the city). These citizens keep their money and valuables in their pockets or in small purses hidden upon themselves. Guild thieves become masters of subtlety and misdirection to discreetly cut purse strings or pilfer someone's pocket.

You can use the following tables to randomly determine the contents of a cut purse or picked pocket. The type of loot depends upon its owner affluence (see *Affluence & Influence* under *Citizens*). Sometimes, there may be nothing in a character's pocket or purse, while other times there may be items with little to no value. If an item has a value, it is listed in parentheses.

Squalid Citizen

d20	Pocket or Purse Contents
1 - 9	Nothing
10	A couple of nut shells
11	A crust of bread wrapped in a dirty cloth
12	A rotted apple core
13	A single leather glove with a torn finger
14	A small bundle of yarn
15	A small field mouse no bigger than a plum
16	A half-used candle (1 cp)
17	A piece of chalk (1 cp)
18	A random wooden Zesere game token (1 cp)
19	1d6 copper pieces
20	2d6 copper pieces

Common Citizen

d20	Pocket or Purse Contents
1 - 4	Nothing
5	A folded list with common items to buy at market
6	An iron key
7	A random stone Zesere game token (2 cp)
8	A handful of livestock feed wrapped in linen (5 cp)
9	A flask of oil (1 sp)
10	A hunk of cheese (1 sp)
11	3d6 copper pieces
12	5d6 copper pieces
13 - 14	1d6 silver pieces
15	A tinderbox (5 sp)
16 - 18	2d6 silver pieces
19	A pair of ivory dice (1 gp)
20	An empty glass bottle (2 gp)

Modest Citizen

d20	Pocket or Purse Contents
1	Nothing
2	A folded note containing the numbers "03 - 30 - 84"
3	An iron key
4	A random marble Zesere game token (2 sp)
5	5d6 copper pieces
6	A velvet pouch containing juicy grapes (3 sp)
7 - 9	2d6 silver pieces
10	A tab of sealing wax (1 gp)
11	A small bag of colorful glass marbles (1 gp)
12 - 14	4d6 silver pieces
15	1d6 electrum pieces
16	A well-made playing card set (2 gp)
17	2d6 electrum pieces
18	A Kintallan copper coin over 200 years old (5 gp)
19	2d6 gold pieces
20	A vial containing 1 ounce of ink (11 gp)

Wealthy Citizen

d20	Pocket or Purse Contents
1	Nothing
2	An iron key
3	2d6 silver pieces
4	3d6 silver pieces
5	4d6 silver pieces
6	A random silver Zesere game token (2 gp)
7	2d6 electrum pieces
8 - 10	2d6 gold pieces
11	A bottle of perfume labeled "Embrace" (10 gp)
12	A turquoise gemstone (10 gp)
13	3d6 gold pieces
14	4d6 gold pieces
15	An embroidered silk handkerchief (15 gp)
16	An small, silver hourglass (20 gp)
17	A steel box with powdered makeup inside (20 gp)
18	A gold locket with a painted portrait inside (25 gp)
19	An electrum charm with intricate engraving (25 gp)
20	1d6 platinum pieces

Very Wealthy Citizen

d20	Pocket or Purse Contents
1	Nothing
2	An iron key
3	2d6 silver pieces
4	3d6 silver pieces
5	4d6 silver pieces
6	2d6 electrum pieces
7	2d6 gold pieces
8	A random ivory, gemmed Zesere game token (10 gp)
9	3d6 gold pieces
10	4d6 gold pieces
11	5d6 gold pieces
12	A steel whistle with cap on a chain (20 gp)
13	1d6 platinum pieces
14	An exquisite pocket flask filled with aged wine (35 gp)
15	A folded cloth-of-gold handkerchief (35 gp)
16	A pouch filled with 1d6 + 1 gemstones (10 gp each)
17	A star rose quartz gemstone (50 gp)
18	A small silver statuette in the shape of a griffon (50 gp)
19	A gem-studded insignia of a family crest (50 gp)
20	2d6 platinum pieces

Robbing Buildings

Many guild thieves specialize in breaking into buildings to rob them of their valuables. Even a commoner's residence may have a hidden trove of silver or an expensive family heirloom the owners wouldn't keep on their persons publicly, and more affluent citizens keep considerably expensive treasures secured in their homes. A thief might steal from a business if she is in need of the goods it provides, or it might simply be an easy target if she knows the lock box is filled with coins from a busy day.

Gaining Entry

Entry into a target building may be either discreet or direct; most operatives use thieves' tools to bypass locks to step into a building silently (which is always preferable to breaking down doors or shattering glass windows). A character with thieves' tools makes a Dexterity check against a lock's DC to pick it open. The process is generally silent, and picking a lock in and of itself won't attract the attention of anyone inside the residence unless the lock also triggers a mechanical or magical alarm on a failed attempt.

Thieves can also enter buildings directly by breaking through doors or windows, which normally bar entry. Doing so requires Strength checks, and the attempt often draws the notice of residents within. Most of the time, guild operatives won't resort to this type of entry unless they're sure no one is inside. In these cases, you set the DC necessary to break down a door or otherwise gain entry. You may rule that the attempt automatically alerts anyone inside to the invader's presence, or allow a resident to make a Wisdom (Perception) check to detect the entry.

Once inside, thieves must succeed at Dexterity (Stealth) checks to move silently throughout the building, or hide from anyone inside or nearby. This check is contested by the passive Perception score of any who may notice a thief, or the Wisdom (Perception) check of a resident actively looking for one.



Residential Items of Value

You can use the following tables to randomly determine residential items of value. The type of residence depends upon its owner's affluence (see Affluence & Influence under Citizens). Very poor citizens can't afford items with much value, and those they do come across, quickly get traded for food, clothing, and other necessities. If an item has a value, it is listed in parenthesis.

Businesses have items of value relative to their trade. For instance, a blacksmith may have several smith's kits available for a thief to claim, or perhaps freshly forged weapons, tools, or steel ingots that could be pawned. Conversely, a tavern may not have many items of value that could be stolen, but the innkeeper may have a small lockbox for patrons' coins hidden somewhere on the premises.

Squalid Citizen

d20	Residential Item of Value
1	A pile of cloth scraps
2	A sack containing tattered clothing
3	A wicker basket filled with beets and onions
4	A rusted bucket half filled with old soup
5	A poorly carved wooden statuette
6	A poorly constructed wooden table
7	A cracked clay pitcher with a bit of water inside
8	A mangled wire cage with a rat inside
9	A tree stump with several nails partially hammered into it
10	A wood and clay drop spindle
11	A dirty box with a few scraps of parchment inside
12	A bundle of sticks
13	A clay vase holding a single, wilted flower
14	A badly worn straw broom
15	An old cloth doll with stitching coming loose
16	A leather pouch with a button and 2d8 marbles inside
17	A stone container filled with wheat and flour (6 cp)
18	A bundle of 2d6 candles (1 cp each)
19	A set of dice (1 sp)
20	A hidden stocking with 3d6 copper pieces

Common Citizen

d20	Residential Item of Value
1	A large pitcher of ale or mead
2	A pound of soap (1 sp)
3	A bundle of 1d10 + 6 tallow candles (1 cp each)
4	A set of clay and wooden cups & bowls (3 sp)
5	A container filled with 4 lbs. salt (5 sp)
6	A set of playing cards (5 sp)
7	A decorative lamp (1 gp)
8	A sewing kit with 1d4 spools of thread (1 gp)
9	A metal cage with a sparrow inside (1 gp)
10	A dresser filled with 1d4 + 1 sets of common clothes (5 sp each)
11	A crowbar (2 gp)
12	A dirt-stained shovel (2 gp)
13	A 100-ft coil of hempen rope (2 gp)
14	A large iron pot (2 gp)
15	A locked chest containing 4d10 silver pieces
16	A wood Zesere board with stone tokens (5 sp)
17	A common musical instrument worth 6gp
18	A dusty, dented metal shield with a faded crest (7 gp)
19	A spinning wheel (10 gp)
20	A bottle of ink and 5 sheets of paper (11 gp)

Modest Citizen

d20	Residential Item of Value
1	An abacus (2 gp)
2	A collection of 5d4 painted brass bells (1 gp each)
3	A pair of satin pillowcases with decorative lace frill (5 gp each)
4	A dresser filled with 3d4 + 1 sets of common clothes (5 sp each)
5	A merchant's scale (5 gp)
6	A locked chest containing 4d10 gold pieces
7	A bullseye lantern and container of oil (11 gp)
8	A leather cutlery case with steel knives inside (35 gp)
9	A random set of artisan's tools
10	A slate Zesere board with marble tokens (5 gp)
11	A well-made musical instrument worth 25 gp
12	A large, hand-painted regional map (50 gp)
13	A container filled with a pound of ginger (1 gp)
14	A silver decanter with floral motif (25 gp)
15	A collection of 1d6 + 1 hunting traps (5 gp each)
16	A stone container filled with salted meat
17	A brass jar filled with coffee grounds (25 gp)
18	1d8 + 7 coffered ceiling panels with engravings (3 gp each)
19	An ivory comb with a floral pattern engraved upon it (5 gp)
20	A bronze aquamanile shaped like a griffon

Wealthy Citizen

d20	Residential Item of Value
1	A tin box containing a pound of cloves (5 gp)
2	A dresser filled with 2d4 + 1 sets of fine clothes (15 gp each)
3	A bookshelf filled with 3d20 books of various topics (25 gp each)
4	An electrum pomander filled with orange slices and cloves (35 gp)
5	A gold-trimmed Zesere board with silver tokens (50 gp)
6	A silver chandelier (50 gp)
7	A blank canvas on an easel accompanied by a set of brushes and paints (60 gp)
8	A mahogany lamp with silver plates, studded with tiny malachite gemstones (70 gp)
9	A cask of alcoholic cider labelled "The Mill's Ghost" (85 gp)
10	A set of real silver cutlery (85 gp)
11	A gilded ship's wheel, mounted and under glass (100 gp)
12	A set of 2d4 black, bone dice with silver and gold pips (20 gp each)
13	A beautiful painting in wooden frame with gold inlay (100 gp)
14	A longsword with electrum filigree on display (100 gp)
15	An ornate silver dish filled with fresh figs and pears (100 gp)
16	A gothic marriage chest with flamboyant tracery and painted scenes (100 gp)
17	A wood and cloth mask with a jade set in the forehead (125 gp)
18	An ivory pen box with copper mounts and studded with jasper gemstones (125 gp)
19	A reinforced steel, locked chest containing 150 gp
20	A music box etched with gold leaf (175 gp)

Some believe the contents of a man's letters are more valuable than the contents of his coin purse. I'll believe that the day a letter buys me a warm meal and a tall flagon of wine.

Very Wealthy Citizen

d20	Residential Item of Value
1	A dresser filled with 3d4 + 1 sets of fine clothes (15 gp each)
2	A glass container filled with a half-pound of saffron (20 gp)
3	A small flower made of colored crystal (100 gp)
4	A bronze candelabra with ornate silver base (150 gp)
5	A beautiful glass bottle with jade stopper (150 gp)
6	An ivory decanter with an intricate design engraved (200 gp)
7	An exquisite set of steel plates, cups, and cutlery secured in an ivory box (200 gp)
8	A red-jasper ewer with gold trim and amethysts (200 gp)
9	A platinum-trimmed Zesere board with ivory, gemmed tokens (250 gp)
10	A marble statue with bronzed pedestal (250 gp)
11	A small harp studded with blue quartz gems (250 gp)
12	A box of turquoise animal figurines (250 gp)
13	A well-made, hanging tapestry with an elaborate motif (250 gp)
14	A gold aquamanile in the form of a dragon with rubies for eyes (250 gp)
15	A masterwork painting in a gold frame (300 gp)
16	A gilt-silver table fountain shaped like a sea-monster (300 gp)
17	A platinum urn studded with rubies containing ashes (300 gp)
18	A reinforced steel, locked chest containing 500 gp
19	An extravagant greatsword with gilded sheath on display (600 gp)
20	An ornamental set of half-plate armor on a display stand (800 gp)

Fencing Loot

Guild thieves are expected to use Ebonclad's channels to fence stolen goods. This saves them the time and trouble of finding buyers, and avoids any further complications with the law throughout the process. The black market in Kintalla changes with each ship that calls to port, and the guild is connected to a network of buyers and sellers to ensure it can circulate goods it acquires with regularity. Unless the goods in question are especially difficult to sell, it takes the guild about 1d4 days to fence stolen loot and return the money to the thief.

Paying the Black Share

Ebonclad collects a fee of 50% of the final value of fenced goods. This fee – called the *black share* – covers necessary expenses and insurances for the process, with any leftover going into guild coffers. The black share is often met with disdain from guild thieves, but it has its purpose. It dissuades the guild's operatives from rampant thievery, meaning Ebonclad can regulate how much organized theft is happening in the city at a time.

Loot Acquired for Guild Jobs

Often the guild will ask its thieves to secure assets for Ebonclad – this might be in pure coin or specific items the guild has a use for. During these times, teams flood the streets to pick pockets or target specific locations to steal an item or items the guild is interested in. Money and valuables acquired on these kinds of guild jobs go directly to the guild's coffers, and operatives are paid a standard amount for their services.

Blacklegs

If a thief fences loot on his or her own to avoid paying the black share, or withholds valuables from the guild acquired on official business, the thief runs the risk of being labeled a blackleg.

Guild members turned blacklegs are held liable for the most egregious crime – disrupting the honor among thieves. These rogue operatives are hunted down by Ebonclad's assassins for their crimes, and news of excommunicated agents is spread throughout the guild as a deterrent to others who might decide to freelance in the future.

Encountering the Kintallan Guard

The single most important part of any guild mission is to avoid getting caught. Ebonclad's philosophy is, "It's better to fail at a job than to be captured in the process and put the guild at risk." Anyone caught during a crime is a threat to the guild's secrecy, and it will go to great lengths to rescue members from dungeon cells – or otherwise silence imprisoned members – to ensure its secrets stay safe.

Ebonclad's business naturally puts guild members at odds with the Kintallan Guard. The rank and file of the guard are dull-witted and unassuming, and this plays to the favor of guild members. A veteran thief knows all the tricks to avoiding these foot soldiers who patrol the city; they hide in shadows, blend in with crowds, climb away out of sight, sneak past without making a sound, and, in a pinch, are fast enough to outrun a guard in bulky armor.

Upper echelons of the Guard boast elite soldiers. They're better trained in arms, faster, with more grit and resolve than the common stock who patrol the streets. They may be versed in magic, or accompanied by hounds or other creatures that can sniff out a thief. It's in encounters with these select guardsmen where guild members truly worry about their success and safety.

You can use the following information when designing encounters with the Kintallan Guard. It covers what usually happens when a criminal is caught, as well as the city's protocol for trials and sentences.

Units of the Kintallan Guard

The Guard utilizes units of different size and makeup depending upon its need. Higher profile soldiers are reserved to serve as bodyguards for the king and royal family, or to protect critical locations or important events.

A standard soldier in the Kintallan Guard has the game statistics of a **guard** (*MM* pg. 347) with the following changes:

- Each guard is equipped with a shortsword in addition to a spear.
- Guards designated as *artillerists* are equipped with a shortsword and a light crossbow with 10 bolts instead of a spear. These soldiers do not carry shields.
- At least one soldier in every unit has a pair of manacles and corresponding key.

The game statistics of more challenging guards are in Appendix B. Additionally, you can modify any guard's game statistics to suit the various races in Kintalla; the Guard does not discriminate in hiring and is served by men and women of each resident race.



Soldiers of the Kintallan Guard

Patrol Units

Patrol units are the most common type of units in the Guard. These squads police the streets of Kintalla, patrolling a set path until they're relieved by another unit. They're typically always on the move, only settling in one place at the call for help or sign of danger.

Each patrol unit is typically outfitted with four guards, but the size can vary depending upon how many soldiers are available. These units may outfit as many as eight soldiers at a time, especially if an area is considered dangerous, though they're never reduced to fewer than two.

A patrol unit typically consists of the following:

- 3 **standard guards** (75 XP)
- 1 **artillerist guard** (25 XP)

Standing Units

A standing unit is assigned to protect a designated location, never leaving this place until they're relieved by another unit. They're typically employed to guard the residences of the upper-class or other important figures, such as ambassadors or other bureaucrats. A standing unit may also be employed to lock down the location of a crime scene while others investigate. Standing units vary in size depending upon the size of the location they're assigned to, though they typically consist of six armed soldiers.

A standing unit typically consists of the following:

- 6 **standard guards** (150 XP)

Gate Units

Each of Kintalla's gates are manned by units of four soldiers, a pair assigned to both towers that a gate is built between. One soldier in each tower keeps an eye on those entering the city, the other keeps an eye on those exiting. They're tasked with vetting travelers to and from Kintalla, as well as barring the entry or exit of any suspicious figures or wanted persons.

Each gate tower is 50 feet high, and the access to each is from the interior side facing the city. A spiral stair leads to each tower's balcony, where each pair of soldiers is stationed, and the access between each balcony's roof and parapet is wide enough for soldiers to freely survey and speak with travelers while still providing cover.

Soldiers in the gate towers can use an action to throw a switch mechanism built into the tower's structure. If both switches are thrown, the gate between the towers slams shut immediately. Once down, the gate can be raised back up via its lifting mechanism, though this requires both switches to be thrown back, and it takes 1 minute for the device to lift it. Each gate is a barred portcullis made of steel bars. A gate can be lifted for a round with a successful DC 25 Strength check, and it takes the same check each round to main lifting it.

A gate unit consists of the following:

- 4 **artillerist guards** (100 XP)

Hound Units

The Kintallan Guard trains mastiffs and bloodhounds to sniff out criminals and intruders by scent. Specially trained soldiers called **guard houndmasters** (*Appendix B*) raise and command these hounds, one hound assigned at a time to a soldier to ensure the dog's full attention and obedience. This pair of houndmaster and hound is given lead of units consisting of three or more men, employed for investigations or special protection.

A hound unit typically consists of the following:

- 1 **guard houndmaster** (50 XP)
- 3 **standard guards** (75 XP)
- 1 **mastiff** (25 XP)

Magic Support

The Kintallan Guard asks for promising recruits at the Order of Ohl'Abdurr to be trained to serve as support for its units. These mages are trained in spells that best serve its soldiers – those that ward locations, and root out thieves and criminals – and serve as the most exclusive members of the Guard. They become **guard mages** (*Appendix B*), sent to accompany other units as needed. The Guard has too few mages at its disposal to supply each unit with one, but those that do receive magic support are among its most effective.

A unit with magic support consists of any other unit with the addition of a **guard mage** (100 XP).

Captained Units

Some units are headed by a **guard captain** (*Appendix B*). These leaders are formally trained fighters/soldiers and tacticians, experts at instructing their men in battle and inspiring them by their very presence. Captains often wear heavier armor and carry weapons of their choice beyond the normal gear provided to regular soldiers in the Guard. They are distinguished by decorative epaulets worn on their shoulders, often sporting elaborate cloaks or helmets with fanciful plumes.

There are much fewer captained units patrolling Kintalla's streets, as most captains are reserved for service in Castle Muranir, or charged with training recruits at Fort Rynde. Those units lead by a captain are sent to man important locations or watch a location during a critical time.

A captained unit consists of any other unit with the addition of a **guard captain** (300 XP).

Catching Criminals

Though the Guard is authorized to use deadly force if necessary in stopping criminals, the preference is to subdue and apprehend them. Should a soldier or unit catch a criminal in the act, or be tipped off to an alleged criminal, the unit works together to bring him or her down.

In game terms, a guardsman who reduces a criminal or suspect to 0 hit points with a melee attack will almost always choose to knock the criminal unconscious, instead of dealing a killing blow. Only under extreme circumstances will a soldier deliberately kill a criminal, such as in self-defense or if the suspect is dangerous.

Once subdued, the suspect is bound with rope or manacles, and taken to a dungeon cell for holding. Most criminals are taken to the prisons beneath Castle Muranir or Fort Rynde, but those who are deemed especially dangerous are taken to the Skullhold to ensure a proper watch.

Trials, Fines, and Sentences

Once apprehended, criminals await their fate at the Guard's judgment. If not freed, their penance comes in the form of a fine or sentence determined by an adjudicator or trial jury.

Trials & Adjudicators

Not every criminal is guaranteed a trial – if a criminal was caught in the act, for instance, the Guard may waive the trial. Trials are also waived for minor offenses or wanted criminals as well. A proper trial takes time, and those who'd be involved would rather not be bothered, unless the case is particularly intriguing. If a case looks cut-and-dry (from the Guard's perspective, at least), or if the suspect confesses to a crime, he or she will stand before an adjudicator to receive a sentence.

If a trial is held to determine a suspect's guilt or innocence, it becomes an affair for The Crown, and takes place in Castle Muranir, though it is rare for the king to preside over any trial that isn't of grave importance. Instead, they are overseen by juries of five members of the royal court. Accuser and accused plead their cases before the jury, and then the jury recesses to deliberate and reach a verdict, and the king has the authority to override any verdict.

Sentences

Those found guilty of a crime – whether confessed to an adjudicator or determined by a jury – are given a sentence. A sentence may be as light as a small fine, or as grave as the criminal's death for egregious violations of the law. A sentence may include serving more time in a dungeon cell, or some act of community service before it is considered fulfilled.

Common fines and sentences for violations are listed below, but exceptions do occur. For instance, a repeat offender would be sure to incur a harsher sentence than another committing a small crime for the first time.

Acts of Impropriety

These are crimes of indecency or lewdness, typically sexual in nature. What is considered an act of impropriety is largely left to the discretion of a jury or adjudicator, and covers everything from public nudity to rape. Sentences might include a fine of 5 to 50 silver pieces, a day in the dungeon cells, or humiliation and public whippings in the stockades depending upon the act's severity.

Acts of Public Disorder

An act of public disorder is anything that upsets the social fabric of the city. It may include involvement in a street fight, being drunk and disruptive, or verbal harassment. These are generally considered misdemeanors, and sentences might include a fine of 1 to 30 silver pieces to a day in the stockades.

Acts of Ruinous Behavior

These are crimes of destruction of property, including everything from breaking a tavern stool to arson. Sentences include covering the cost of the destroyed property to its owner and may carry time in a dungeon cell depending upon the value of the items destroyed. Destroying public property is a more dire offense, and sentences include public whippings and longer stays in dungeon cells.

Acts of Treason

Acts of treason are the highest crime in Kintalla, and always carry a sentence of death. Treason includes colluding with enemies of The Crown, selling secrets to foreigners, or other conspiracies that would harm the city and kingdom. Juries and adjudicators can elevate any crime to an act of treason if it is truly atrocious or directed specifically at the king. Those punished for treason may be executed publicly, and in such cases The Crown will make public display of a hanging or beheading to show how it deals with such offenders. These deaths don't come easy, however, as the accused is usually first tortured for months in recompense for their crimes, and to force them to give up the names of any possible co-conspirators.

Murder

Murder charges vary with the circumstances and deceased. For instance, a nobleman whose bodyguard kills a slum rat in a dispute may only be charged a fine and ordered to pay a fee to the victim's family, whereas a commoner might be forced to spend a year or more in a dungeon cell. Murdering civilians higher in the social hierarchy always carries a sentence of time in a cell, with some murderers locked away for the rest of

their natural lives. Premeditated murders, assassinations, or serial murders are always sentenced with a public execution. Deaths occurring from acts of self-defense are not considered murders and usually do not carry a sentence.

Theft

Thieves abound in Kintalla, and a sentence for theft usually depends upon what's been stolen, and who it's been stolen from. The Crown has little patience for common folk squabbling over coppers, and in these cases the sentence is reimbursement of the value of stolen goods, and a stay in the dungeon for several weeks. Stealing from nobles, prominent artisans, ambassadors, or other people of status carries the same sentence plus the loss of a hand. Repeat offenders are liable to lose hands as well, to discourage further attempts. Stealing from The Crown is always tried as treason.

Unpaid Taxes

If a citizen is found guilty of withholding taxes to The Crown, he or she is fined the tax due plus a fine of 5 coppers to the gold piece (5%). If the citizen is unable to pay, he or she is put in the stockades or a dungeon cell for a period of time, a longer sentence for larger amounts owed. If the suspect's estate is able to pay the money owed before the sentence is served, The Crown usually waives the remainder of the sentence.

Vagrancy

Homelessness is considered a crime in Kintalla. Travelers entering the city are expected to make arrangements in a tavern, or otherwise secure lodgings. Those found sleeping in the street will be escorted to a dungeon cell for the night. Since vagrants tend to be destitute, these criminals typically don't have fees to pay, but The Crown often finds uses for them serving utilitarian purposes. Vagrancy is largely overlooked in the slums, where the conditions are already so poor, that even those who have homes there appear homeless.

Urban Jungle

Kintalla is a big place. It's not difficult to get lost walking about the city, and it's easy to run into shady characters who prey on oblivious travelers. Even for the initiated thieves of Ebonclad, the very city itself can be a danger if one's guard is down.

Getting Around

Most people in Kintalla get around the city simply by walking. Walking from the city's south gate all the way to its north gate could take as much as two hours, depending upon how busy the streets are and the pace of the person walking. Horses are rare but not entirely absent from the city. Those lucky enough to own a horse must make accommodations for it in Kintalla while on their own business, but they're otherwise free to traverse the streets on horseback.

Major roads throughout the city are marked by signs, and are known by name to most Kintallans. These are the routes that span the city top and bottom, intersecting blocks of residences and businesses alike. Their names aren't labeled on the map

of Kintalla – you can create names for them or use one of the following below if a street's name becomes important.

Sample Major Street Names

Bladt Street

Chambers Street

Falco Street

Fegly Street

Fisher Street

Freeland Street

Hazen Street

Hemler Street

Hicks Street

Lion Street

Meyer Street

Rendell Street

Rinker Street

Thropp Street

Wright Street

In the city's slums, the roads are narrower and in poor condition – the cobblestones have been pried loose with use, and are dirtied with filth. These roads, as well as the small alleys that tuck between buildings in the city, are either nameless, or called different names depending upon the speaker. They're either not intended for travel, or travelers know better than to use them.

Buildings

Buildings in Kintalla come in all shapes and sizes. Each structure is influenced by its purpose or owner. Common citizens, for instance, cannot afford much beyond a single-story house made of stone and wood. Wealthy citizens can afford much more extravagant homes, while poorer folks live in little more than shacks. Structures with special purposes, such as an alchemist's lab or blacksmith's shop, may be made with more durable or resistant materials.

Interacting with Buildings

Most Kintallans interact with buildings daily without giving it a second thought, but members of Ebonclad give careful consideration to which buildings they enter. A stubborn lock, an out of reach window, a hidden guard dog, or a squeaky floorboard can all make a job go sour, and quickly. When player characters target buildings for guild work, consider the following.

Points of Entry. How is the character entering the building? Is it through a window on the second story, or is he or she bold enough to go through the front door? Are there entrances that may not be obvious? For instance, a nobleman's estate may have a secret door concealed by a garden trellis, or a run-down building may have timbers missing on its back wall that the characters can slip through. A seasoned thief will assess how to get in – and out – of a building before running a job there.

Protection. How is the building protected, if at all? Are the doors locked or windows barred? Are mercenaries or guardsmen surveilling the location? Is it possible a point of entry is protected by a trap or perhaps warded by a magic spell like *alarm*? How a building is protected affects how easily a guild member can enter it. Picking a lock might just be a matter of spending the time it takes, but traps and guards are an entirely different matter. Keep in mind, it costs money and resources to protect a building. Most commoners cannot



afford more than a lock, or a guard dog at most, and a building protected by magic is protected by magic for a reason.

Structure Condition. What condition is the structure in? Is the roof of a rickety old warehouse in the slums liable to give way if the characters climb on top of it? What if the building has recently had a fresh coat of paint applied? Most of the time, a building's condition is normal, but when it isn't, it will certainly lead to unexpected complications.

Sample Buildings

Appendix C has sample maps of buildings in Kintalla that you can use throughout play, but these are far from comprehensive. The maps provided might be used to portray civilian houses, or the locations of shops and inns throughout the city. For larger estates, such as the layout of Castle Muranir or the Ohlrise, you're encouraged to invent maps that may be necessary if a guild mission points the characters towards these locations.

Encounters on the Streets

On any given day, many possible encounters abound within Kintalla. Be it a merchant eager to sell her wares, a plague of rats tearing through the city slums, a man searching for his daughter separated by the crowd, or a drunkard with one too many in him, characters can often run into the chance to solve a mystery, make a friend, or fight a battle.

You can use the table below to generate a random encounter within the city. You can adjust an encounter's details, number of creatures appearing, types of creatures, or creature's statistics to make it more or less challenging. If a creature's game statistics appear in a game rulebook, its name is listed in bold. If its game statistics are new to *Ebonclad*, its appendix location follows in parentheses.

A short description of each encounter, and read aloud text in italics to introduce it, follows below. Some examples provide ways you can customize the encounter for different or additional uses. In most cases, you'll be responsible for creating names of NPCs and the backstory for each encounter, so be prepared to improvise. You may find that a random encounter leads to a relationship with an NPC, or perhaps generates a new adventure of your creation altogether!

d100 Encounter

01 - 03	A beggar asking for food or money
04 - 05	A brawl that's spilled out into the street
06 - 09	A crowd of people hovering over a game of Zesere
10 - 12	A discarded straw doll
13 - 14	A duo of hedge wizards in the midst of an experiment
15 - 18	A family heading for a picnic
19 - 20	A fat halfling in a red coat screaming "I'm late!"
21 - 23	A gang of bandits entering Kintalla incognito
24 - 25	A giant constrictor snake that swam in through the river
26 - 27	A Gilded Ring member berating a commoner
28 - 30	A group of actors putting on a performance
31 - 32	A group of bakers carrying a ridiculous cake
33 - 35	A group of children chasing after a cat
36 - 38	A group of city keepers decorating for an event
39 - 41	A group of gravediggers with a tip about an adventure site
42 - 43	A group of shady characters negotiating a deal
44 - 46	A group of slum thugs
47 - 48	A large, sealed crate shaking with something inside it
49 - 51	A member of the Order looking for spell components
52 - 54	A mercenary looking for a job
55 - 58	A minstrel singing a song about the city
59 - 61	A nest of giant rats
62 - 65	A new traveler to town looking to secure lodgings
66 - 68	A notable NPC
69 - 78	A random street vendor
79 - 80	A ruined section of the street
81 - 82	A swarm of spiders spilling out from a building wall
83 - 84	A team of carpenters surveying a site location
85 - 87	A unit of guards chasing someone through the street
88 - 89	A wererat in human form trying to break into a butcher's shop
90 - 91	A worried man/woman looking for a missing child
92 - 94	An abandoned horse-drawn carriage
95 - 97	An acolyte handing out religious pamphlets
98 - 00	An aristocrat quarreling with a portrait artist

A beggar asking for food or money...

You see a sight sadly all too common in Kintalla, an emaciated beggar holding a clay cup and imploring all who pass by for coppers or a crust of bread. He/she catches your eye and gives you a pitiful look.

In most circumstances, the beggar is a **commoner** who is simply hungry and destitute. Beggars may be looked upon with pity by other commoners, but if they travel far from the Kintallan slums they'll be rounded up by the Guard on charges of vagrancy.

Customize:

- The beggar knows a secret of a powerful individual in the city, and this individual will stop at nothing to silence the beggar if he/she becomes aware of it.
- The beggar may have witnessed a crime and will share information with someone who feeds him/her.
- The beggar is actually an Ebonclad **assassin**, studying a target for a job. He or she will speak in Eboncant with the party if they approach.
- The beggar has stolen a coin purse containing $2d4 + 3$ 10gp gems, and which he/she has hidden on his/her body. He/she needs to find someone to sell the gems to without arousing suspicion.

A brawl that's spilled out into the street...

A shout and a thud draw your attention, and you see the door of a nearby taphouse blow open as a brawl spills out from inside onto the street. You're not sure what started the ruckus, but people nearby are drawn into the fracas like a ball of snow rolling downhill.

The brawl fills a 15-foot diameter area of street, consisting of 3d4 combatants. The combatants are mostly drunken **commoners**, but the danger of the brawl isn't the fighters as much as the fight itself.

Combatants in the brawl face danger from barstools, fists, and debris thrown about indiscriminately. A creature entering into the brawl's area, or beginning its turn there must make a DC 11 Constitution saving throw, taking 1d4 bludgeoning damage on a failure. A creature reduced to 0 hit points from the brawl is unconscious but is stable.

Each minute, the brawl attracts another 1d10 **commoner** combatants off the street or from nearby locations. The brawl's area grows 5 feet in diameter for every 5 added combatants.

After 5 minutes, a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) arrives to break up the fight. The Guard may take a few unruly combatants to a dungeon cell to sober up, but unless someone is killed they're probably not interested in investigating.

A crowd of people hovering over a game of Zesere...

A group of people are hovering around a pair of Zesere players. Looking at the game tokens still on the board, it appears to be a close match. The onlookers are silent, only trading gasps with each player's move.

The Zesere players are skilled **commoners** deeply entrenched in their game. It would take a sizable distraction to draw them from it, and similarly the crowd around them is transfixed on each move. If the characters stay to watch, the game continues for another hour before one triumphs over the other, and those who stay to view it, claim it to be one of the best matches ever played.

Customize:

- Instead of commoners, one or both players are notable NPCs in Kintalla (see Chapter 1).
- Unknown to the crowd, one of the players is being blackmailed by the other. The victim must throw the match under the public eye to pit the blackmailer as a superior player.
- The match is an opportune distraction for a slum thief to pick a couple of pockets. The thief is not associated with Ebonclad, but you can use the game statistics of an **Ebonclad pawn** (*Appendix A*) to represent him or her.

A discarded straw doll...

You find a straw doll, overturned and covered with grime, lodged among the debris of the city street. Its eyes are made of sewn buttons, but one of them only dangles by a loose thread.

The doll may be nothing more than an abandoned trinket, or it may carry significance towards a guild mission or be important to an NPC.

Customize:

- The doll has its owner's initials inked onto its back side.
- The doll belongs to the son or daughter of an important nobleman or noblewoman in Kintalla. If returned, the noble will offer the character 25gp in reward.
- The doll was used to smuggle gems out of the city. If found, a DC 15 Wisdom (Perception) check reveals a hard lump amid the doll's straw head. A character can cut open the head to find a random 50gp gemstone. However, a **bandit captain** is looking for the doll, and will eventually pick up the character's trail if the gem is pawned or if the doll is discussed around town.
- The doll's intact eye is currently the scrying sensor for the *spy's bauble* spell. The spell's caster was using it to spy on a noble child who accidentally dropped it in the street a half hour ago. The *detect magic* spell displays a magic aura emanating from it and the spell's nature.

A duo of hedge wizards in the midst of an experiment...

A pair of robed figures have sectioned off a place to experiment, chalking a circle of runes upon the cobbled street. One of them chants something in the middle of the circle, while the other overlooks a dusty tome.

The wizards may or may not be part of the Order of Ohl'Abdurr but have the statistics of **Order hedge mages** (*Appendix B*). Though capable of magic, the two are noncombatants and flee at the first sign of any trouble, using the *misty step* spell to help them escape if necessary. From the way they're operating, they believe the magic they're performing is innocuous (or they otherwise have permission to be experimenting so brazenly in the open street). If approached, they won't answer any questions, simply telling curious onlookers to "wait and see." A character watching the duo for at least 1 minute can make a DC 13 Intelligence (Arcana) check to discern the nature of the experiment.

Customize:

- The duo is attempting to manifest a breathtaking display of pyrotechnics, not unlike modern-day fireworks. If they're successful, it would be a delight for onlookers. If they fail, they risk catching part of the city on fire.
- The duo is attempting to conjure an impressive oak tree to stand in the spot forever in memorial to a friend or important figure. If they fail, they instead conjure an **awakened tree** which begins terrorizing the town.
- The duo is attempting to summon someone directly into the city. If they're successful, they summon an esteemed **noble** wealthy enough to afford magical transportation, paying the duo handsomely for their effort. If they fail, they summon an **imp** which immediately begins to run amok in town.
- The duo is not sanctioned to be practicing such magic in the street. Succeed or fail, after 10 minutes a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) or a **mage** from the Order of Ohl'Abdurr arrives to apprehend them.

A family heading for a picnic...

A family of city folk walks past you; they appear to be in high spirits. Two children dart about their parents' legs, their mother carrying a wicker basket and folded blanket.

The family is a group of human **commoners** heading to Watcher's Grove for a picnic. They've prepared modest meals to take with them. The children's father intends to teach them about the city's history, and will gladly invite along an interested character to tell to the tale to.

Customize:

- The family is affluent, it could be headed by a **noble** and accompanied by two bodyguards (regular **guards**). The noble is less inclined to interact with the public, and shoos the characters away if they are not of the proper pedigree. The noble has a pouch with 1d6pp inside and wears a signet ring bearing the family's crest.

A fat halfling in a red coat screaming "I'm late!"...

Buzzing past you is a fat halfling with thick, white hair, wearing a red overcoat. He/she nearly knocks you off your feet, but doesn't turn to acknowledge you. Instead, he/she screams "I'm late! I'm late!" as he/she scrambles into the city.

The halfling doesn't respond to anyone asking where he or she is going, and runs in the direction towards the middle of the city. If physically detained, such as by a character grabbing him or her or barring his or her way, the halfling shouts, squirms, and tries to squeeze past the character.

Customize:

- The halfling bet a sizable amount on a game of Zesere against a well-known opponent. If he or she is late for the match, it will result in a forfeit.
- The halfling arranged for a tea with a prominent noble or member of the Gilded Ring. It's his or her chance to get in good with society's upper-class and he or she does not want to blow the opportunity.
- The halfling is a member of The Crown, supposed to meet a diplomatic envoy heading into Kintalla. To be late for the arrival would send the wrong message and could complicate the city's foreign affairs.

A gang of bandits entering Kintalla incognito...

A group of suspicious characters are walking along the road, each has taken the time to wear clothing that partially obscures his or her face. They're wearing bulky overcoats and cloaks, the kind ideal for keeping weapons hidden.

The group consists of 1d4 + 2 **bandits**, each an outlaw wanted for crimes by the Kintallan Guard. The bandits report to a **bandit captain** who's not accompanied them. The bandits are in town to find something of value to them. They're not in the mood to discuss anything with the characters, even if party members reveal they're also criminals. If harassed, they're not afraid to spill blood in the streets and then retreat out of sight to safety.

Customize:

- Instead of looking for an item of value, the bandits are here to kidnap an unsuspecting, wealthy person, and hold him or her ransom. They'll take an easy target – such as a child or elder – by force and exit to the woods where they'll regroup with their captain.
- The bandits are looking for a map taken by a gravedigger that escaped the bandit's camp. The map supposedly shows a route through the city's sewers to the Skullhold.
- The bandits' captain has been slain, and the rest of their group has fallen under the command of a zealous **priest** advocating burning Kintalla to ground. These bandits have come to warn those in charge that such an attack may be coming.

A giant constrictor snake that swam in through the river...

Slithering out from a sewer grate is an enormous snake, slick with water and stinking of the bay!

The **giant constrictor snake** normally dwells by the river bank, managing to slither through the portcullis that normally secures the underwater portion of Erryn's Arm into the city. It's confused and scared, and will attack any creature that gets too close or startles it. If reduced to half or fewer of its maximum hit points, it will attempt to flee.

Customize:

- The snake is a pet of a **lizard king** who commands troops of **lizardfolk** far north up the river. The lizard king leads an attack against the city in 3d6 days if the snake is not returned.
- The snake is a wild shaped druid, coming into town to investigate a matter. He or she got lost at some point navigating the sewers, and came up to get his or her bearings. The druid will not attack anyone and, if necessary, will wild shape back into his or her true form immediately.
- The snake's arrival causes a fortune teller to tell the populace an ill omen has occurred, and that "serpents are among the streets." The fortune teller is a fraud capitalizing on an opportunity to gain the business of gullible city folk, but enough people believe him or her to cause Kintalla to go into a major state of unrest.

A Gilded Ring member berating a commoner...

You overhear a menacing conversation between two people on the street. One is dressed in the finery of the Gilded Ring, the other appears to be one of the common folk. Judging from the artisan's tone and face, he's/she's not happy with the commoner for some reason or another.

The artisan is a **Gilded Ring aristocrat (Appendix B)**. The aristocrat is unhappy because he or she arranged for a delivery of merchandise to his or her estate, and the delivery has been delayed. The person he or she is berating is merely the messenger bearing the unfortunate news, but the aristocrat isn't holding back.

Customize:

- The aristocrat is a master artisan and the delayed goods are materials or tools used in his or her trade. He or she is willing to pay upwards of 100gp for their expedited delivery, and would very much like to see whoever caused the delay put in the stocks.
- The aristocrat isn't upset over the delayed goods – such inconveniences surely happen with regularity – rather, he or she has been jilted by a lover very recently and doesn't have a better outlet for the emotion.
- The goods ordered by the aristocrat are being used to smuggle something of value into the city. The reason the aristocrat is so upset is because he or she suspects foul play from a partner.

A group of actors putting on a performance...

The sound of laughter catches your ear, and your eyes follow to see a group of city folk watching a troupe of actors put on a performance. The actors are putting on a satirical play about a buffoon who's fallen in love with a nobleman's wife.

The actors are a group of 1d6 + 3 **street performers** (**Appendix B**) and an imposing yet simple fellow named Rohdo (or a name of your choosing). Rohdo has the game statistics of a **gladiator**, except he doesn't wear armor (AC 12), and wields a walking stick as a quarterstaff instead of a gladiator's weapons.

The acting troupe puts on plays on the street side once every couple of days to entertain the crowd and earn some spare coins. Rohdo normally assists by holding up sets or carrying equipment, but during this performance he's playing the role of the buffoon who's fallen in love.

If the characters watch the play to its finish, it takes about 20 minutes. Rohdo is clearly not the most talented actor, but it's also quite clear he enjoys it. He tolerates a few hecklers from the crowd before the play finishes. In the ending, Rohdo's character finds happiness with the nobleman's stable girl, the play being an allegory for love coming from all places.

Customize:

- Hecklers in the crowd grow increasingly biting in their comments towards Rohdo's poor performance. Before the play ends, one throws a rotten fruit at him, sending the gentle giant into a rampage. Rohdo starts smashing the set and screaming through tears, sending the crowd to dart away in a panic.
- During the play, the actress playing the nobleman's wife has a coughing fit after sipping something from a prop cup. The acting troupe watches her nervously, and Rohdo starts calling for help. The crowd is unsure whether the actress is truly choking or if it's part of the performance.
- If the characters watch the performance, they recognize members of the troupe throughout the city and in future shows. The troupe is looking to add to its ranks, and is willing to take in anyone interested in the trade.

A group of bakers carrying a ridiculous cake...

Two bakers are cautiously wheeling a cart between them, taking note to keep it steady. Upon the cart is a ridiculously large cake festooned with frosted ornaments and decoration.

The bakers are **commoners** tasked with wheeling a wedding cake to a nobleman's estate. The bakers are clearly concerned about something happening to it along the way. The nobleman's daughter is to be wed that afternoon, but he refused to let the bakers make the cake within his household. If asked, the bakers gladly accept assistance and relate their story to interested characters. They clearly dislike the nobleman, as the job paid well less than the effort it ended up requiring.

Customize:

- The nobleman's kitchen was denied to the bakers because he's arranged for his future son-in-law to be poisoned. His meal will be laced with *assassin's blood* poison, and he won't risk having anyone in his kitchen not under his direct employ when it happens. If the characters assist the bakers to the nobleman's estate, his house servants mistake them as part of the crew and invite them to attend the wedding as hired help.
- Baked into a hollow at the center of the cake is a small box containing a pearl necklace valued at 500gp. The nobleman had the bakers place the box in the cake so it would be a surprise gift to his newly wed daughter at the ceremony.

A group of children chasing after a cat...

A grey and black tabby bounds out of an alley way across your path, followed by a group of small children chasing after it. "Here kitty kitty kitty!" they cry as they give chase.

There are 1d6 + 1 children **commoners** chasing after the **cat**. The cat appears to be sincerely frightened, unable to find a place to hide where its pursuers can't reach it.

Customize:

- The cat swallowed a moss agate worth 10gp. Though the gemstone is relatively inexpensive, the family the cat belongs to depended upon pawning it for their livelihood. The children want to catch the cat and wait for it to pass the gemstone; if their father finds out before that happens he's likely to gut the cat and take it directly.
- The cat belongs to a deceased gravedigger, and the children are simply chasing it as children are wont to do. Unknown to the children, the late adventurer that the cat used to belong to, etched a map on the inside of the cat's collar. The map leads to a ravine outside the city where he or she stashed some treasure.
- The cat is actually a polymorphed alchemist **Order hedge mage** (**Appendix B**) from the Order of Ohl'Abdurr. The alchemist drank a potion that he or she believed would enhance his or her senses, with the unexpected result of being transformed into the cat. The potion will wear off in 1d4 + 1 hours, and the alchemist is just trying to avoid the children (and other dangers) until then.



A group of city keepers decorating for an event...

Men and women wearing royal uniforms are instructing laborers to put decorations about the street. It appears Kintalla is preparing for a festival.

The laborers are 3d8 **commoners** headed by 1d4 + 1 **nobles** though they do not wear armor (AC 11). The group is accompanied by a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) as they walk about the city. The nobles refer to large pieces of parchment, pointing at specific locations and sending a laborer there to set up decorations. The upcoming event may be an impromptu festival, a celebration of a royal birthday, a wedding event, or a specific holiday.

A group of gravediggers with a tip about an adventure site...

You see an eclectic group huddled over a piece of parchment, discussing plans for something or another. They're gravediggers, no doubt, about to risk their lives on some adventure. Still, they seem anxious to head out.

The gravediggers are a group of adventurers anxious to make a name for themselves. They consist of a **priest**, a **veteran**, a **scout**, and a wizard with the game statistics of an **Order hedge mage (Appendix B)**. The parchment they have is a map leading southwest past the wood, ostensibly showing the location of a hidden cave. They unearthed the map from a recent adventure, and believe the marked cave to be the burial grounds of a wealthy small king from centuries past. They're happy to tell interested characters about themselves and their company, and gloat that they'll soon return to Kintalla with a king's wealth. They're not interested in selling the map, and if the characters are hostile towards them, they'll fight to defend it and themselves.

A group of shady characters negotiating a deal...

In the shadows of a narrow alley are several people discussing something in whispers. Judging from their location and hushed voices, they're taking pains not to be noticed.

The group consists of 1d4 + 2 people discussing business in the cover of an alley and out of earshot. They don't believe anyone is aware of their location, but they're keeping a nervous eye out for anyone who would interrupt their negotiations. Each round, a guard makes a Wisdom (Perception) check with a total of a +5 bonus to the roll to spot intruders. If they spot someone encroaching upon the ally, the group stops their talk and simply exits, each person going his or her separate way to reconvene at a different spot at a later time.

You can determine the nature of their business, but given how clandestine the affair is, they're sure to be discussing illegal or questionable matters. A character who approaches the alley stealthily can hear what the group is discussing with a successful DC 15 Wisdom (Perception) check.

Customize:

- The shady group is negotiating the sale of *serpent venom* poison. If the characters show they're interested, and prove they're not associated with the law, one of them is willing to sell up to three doses at a price of 200gp per dose.
- Half the group are members of The Crown dressed in common clothes. They're arranging for a gang to kidnap a noble for ransom so they can pin the crime on a mutual foe.
- The group is discussing a visiting merchant in Kintalla, with plans of stealing his or her ship. Their talk covers the merchant's daily routine since arriving in the city, and how they can take the ship with enough men to keep it seaworthy, as well as where to take it to once the job is done.

A group of slum thugs...

A gang of slum thugs lean with their backs to the wall of a nearby building, dicing and carousing in the shade. They give you, and others, a hard eye as you pass, as if sizing you up.

The group consists of 1d6 + 2 **slum gang members (Appendix B)** aligned with a gang of your creation. The slum gang is smart enough not to pick a fight with anyone who could hold their own; they'll only harass the party if they outnumber them or the party clearly has something of value in their possession. Otherwise, they'll let any characters pass without incident.

Customize:

- One of the gang members challenges a character to a game of dice. A match takes 10 minutes to play, and a winner is determined by an Intelligence check. A character proficient with a dice set can add his or her proficiency bonus to the result. The gang member wagers 5gp on the outcome, and expects a losing character to pay this amount. If not, the gang becomes hostile.
- The gang doesn't want to hurt the characters, instead they size up the characters as needed muscle for "reclaiming lost turf" in the slums. They offer the characters an opportunity to crack some skulls so they can settle back into their old stomping grounds. If the characters help, they're promised prominent positions in the gang as a reward.

A large, sealed crate shaking with something inside it...

A ring of people has formed a healthy distance around a large crate. The crate is sealed, but shakes every now and then with the rumble of something inside of it.

The crate belongs to a group of gravediggers who are noticeably absent. The adventurers were paid to capture a fantastic beast and return it to a contact in the city, but are now looking for their mysterious benefactor. Meanwhile, the beast inside the crate has awoken, and is confused and angry.

If the party watches the events unfold, the beast breaks out of the crate in 1d6 minutes and immediately attacks the closest humanoid creatures near it. Fortunately, a **standing unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) is nearby and summoned by a wary civilian, and arrives 1 minute later to subdue and kill the escaped creature if the party does not intervene first.

You can choose what the creature is or determine it randomly from the table below. Monstrous creatures terrify the townsfolk, and fallout with the Gravediggers' League is inevitable should someone be hurt.

d20	Creature Inside the Crate
1	A blue dragon wyrmling
2	A brown bear
3	A crocodile
4	A dire wolf
5	A giant boar
6	A giant scorpion
7	A giant spider
8	A giant toad
9	A gnoll
10	A grick
11	A griffon
12	A hell hound
13	A hook horror
14	A manticore
15	A nothic
16	An ogre
17	A rust monster
18	A saber-toothed tiger
19	A thri-kreen
20	A white dragon wyrmling

A member of the Order looking for spell components...

A figure dressed in the cyan and white of the Order of Ohl'Abdurr is fumbling in a leather bag with dozens of little pouches. He/she is panicked, mumbling "which one is it, which one is it?" as he/she opens each pouch and searches its contents.

The person is an **Order hedge mage** (*Appendix B*) who is frantically searching for a specific material component for his or her master. He or she forgot to look for it during his or her trip to the market, and failing to bring it back will mean a chastising (or worse) from the Order's higher-ranking members. The concern is whether the poor soul has enough time to find or purchase the component, if it even can be found in the city. He or she will gladly accept any help the characters can give, going so far as to scribe a *spell scroll* (random 1st level spell) or brew a *potion of healing* for a character who assists after he or she returns to the Ohlrise. The magic item is delivered to the assisting character 1d4 days later.

You can choose what the missing material component is

or determine it randomly from the table below. A character can make an Intelligence (Arcana) check (DC 10 + spell level) to discern what spell the component is used to cast. The DC to identify example spells are provided. You can decide how difficult it is to find the component in the city, and what the implication of the spell means to the characters.

d20	Material Component
1	A pinch of bone dust (<i>animate dead</i> , DC 13)
2	A bit of bat fur (<i>arcane eye</i> , DC 14)
3	A handful of oak bark (<i>barkskin</i> , DC 12)
4	Incense (<i>commune</i> , DC 15)
5	Ruby dust worth 50gp (<i>continual flame</i> , DC 12)
6	A pinch of dried carrot (<i>darkvision</i> , DC 12)
7	A yew leaf (<i>detect poison and disease</i> , DC 11)
8	A copper piece (<i>detect thoughts</i> , DC 11)
9	A pinch of powdered iron (<i>enlarge/reduce</i> , DC 12)
10	A ball of bat guano (<i>fireball</i> , DC 13)
11	A pinch of lime (<i>flesh to stone</i> , DC 16)
12	A bit of gauze (<i>gaseous form</i> , DC 13)
13	A sprig of mistletoe (<i>goodberry</i> , DC 11)
14	The petrified eye of a newt (<i>hex</i> , DC 11)
15	An eyelash encased in gum arabic (<i>invisibility</i> , DC 12)
16	A grasshopper's hind leg (<i>jump</i> , DC 11)
17	A forked twig (<i>locate object</i> , DC 12)
18	A caterpillar cocoon (<i>polymorph</i> , DC 14)
19	A snake's tongue (<i>suggestion</i> , DC 12)
20	A short reed (<i>water breathing</i> , DC 13)

A mercenary looking for a job...

A stern figure leans crossed-legged against a building, casually flipping a silver piece in the air. He's/she's armed to the teeth and wears a battle-worn suit of armor. He/she raises an eyebrow and gives a nod to you as you pass.

The mercenary is a **veteran** who's been in Kintalla for several weeks now without hire. He or she is looking for a job to make enough money to afford an extended stay in the city. The mercenary is willing to accept most jobs, even those of questionable morality, but draws a line at murdering innocents.

Customize:

- The mercenary had been robbed recently by an **Ebonclad shadow** (*Appendix A*) and is convinced the city's thieves are working together. He or she will implore the characters to help him or her get to the bottom of it.
- The mercenary came to the city at the employ of a noble, but was dismissed for his or her curt attitude and "general messiness." As such, he or she is familiar with the layout of the noble's estate and workers.
- The mercenary is a **Kintallan Guard Captain** (*Appendix B*) working undercover. He or she is suspicious that units of the Guard may have been taking bribes to overlook crimes, and has been tasked with discovering which units are at fault and who's been bribing them.

A minstrel singing a song about the city...

A melody wafts over the buzz of city life, drawing your attention to a minstrel playing a harp and singing a song about Kintalla. A large, feathered hat lays at his/her feet, and a few amused citizens toss coppers into it as they pass.

The minstrel is a **street performer** (*Appendix B*) whose song is about a whimsical king who loses a fleet of ships searching for a fabled isle said to be filled with treasure. Each ship sinks while on its quest to find the island, which doesn't exist, and when an enemy fleet comes to his kingdom the king has no ships to defend his kingdom. If the characters tip the minstrel, he/she will play a song of their choosing.

Customize:

- The minstrel's song is taken poorly by a passing aristocrat, who believes himself to be the target of the allegory. After 1d10 minutes a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) comes to arrest the minstrel, taking him or her to Fort Rynde for questioning.
- The minstrel happens to be a squire for a knight who is taking rest in an inn currently. The two have been on a few adventures beyond Kintalla's walls, and the minstrel could tell the characters a story or two if tipped.
- The minstrel is actually a **night hag** who has changed shape, spying on Kintalla while looking for something or someone. The hag is too smart to blow her cover by picking a fight with the characters, but if the characters harass her she may attempt to inflict them with her *nightmare haunting*.

A nest of giant rats...

A pile of trash on the street bulges and heaves, and then bursts as enormous rats drive through the garbage. They chitter and hiss, sending locals screaming and running away in terror.

The nest consists of 1d6 + 1 giant rats. The rats have been driven mad with the scent of something in the refuse heap, and want to feast upon it. They will bite anyone that approaches, however. After 1d10 minutes, a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) arrives to kill the rats if the characters have not intervened.

A new traveler to town looking to secure lodgings...

Amid the bustle of everyday affairs, it's easy to spot first-time travelers to the city. You spy one today, standing in the street trying to get his/her bearings. He/she looks imploringly at those passing by, but is too shy to ask for help.

The traveler is a simple foreign **commoner** looking for a place to stay for the evening. Kintalla's size is overwhelming, and he or she is afraid of getting lost. If the characters assist, he or she thanks them fondly but otherwise has nothing else to reward them with.

Customize:

- The traveler is an artisan looking to make a life for him or herself in the city. If the characters assist, they come across him or her 1d6 weeks later. The traveler recognizes the characters as the kind souls who gave help when he or she was new to the city, and offers a 20% discount on the next purchase of goods or services.
- The traveler is a **spy** from a foreign nation. He or she is quite familiar with Kintalla, but is feigning confusion to sell his or her cover.

A notable NPC...

Though the city teems with nameless masses, today you see a face known to most throughout the city.

You can decide which notable NPC the party runs into, or determine it randomly from the table below. The NPC may or may not be interested in the characters, depending upon the situation. Notable NPCs are detailed with their gaming statistics and background information in Chapter 1 (if Kintallan citizens) or Chapter 2 (if Ebonclad guild members). NPCs with game statistics unique to *Ebonclad* are located in Appendix A and B.

d10	NPC
1	Benbow & Loeper
2	Dacy "Two-Knives"
3	Dove Bluecort
4	Julia Caslin, Captain of the Guard
5	"Gizmo" Izzmogeth
6	Styrine Cerewyre
7	William "Worms" Roycroft
8	Animal
9	Krem Red-Eye
10	Resnark

A random street vendor...

The shouts of street vendors fill the air in Kintalla throughout most hours of the day. A new vendor has taken up residence here, laying out his/her wares on a carpet. He's/she's calling those who pass by to look at them, while a couple of his/her helpers watch over the make-shift stand.

The street vendor is likely a **commoner** familiar with the ins-and-outs of daily peddling, wise to thieves and very savvy regarding the value of his or her merchandise.

You can decide what the vendor is selling, or choose an option randomly from the list below. It's up to you the value of the items available, but the vendor wouldn't wantonly leave valuable items unguarded. Vendors who take up residence near the slums are sure to have shoddy or stolen goods.

d20	Ware
1	Fish, clams, and other seafood
2	Cooked chicken or pheasant
3	Baked bread and pastries
4	Leather bags, belts, and pouches
5	Wooden children's toys
6	Cheap jewelry
7	Colorful "magic" charms claimed to do everything from cure the sniffles to bring good luck
8	Boots, shoes, and woolen socks
9	Scarves and handkerchiefs in different patterns and sewn from different materials
10	Books, both authored and blank, as well as an assortment of parchment, ink, and quills
11	Knives, plates, and cutlery
12	Hot tea and cider with local-grown fruit chunks in it
13	Colorful candles of different sizes
14	Cups and canteens made of everything from clay to copper
15	Small burlap pouches of nuts and berries
16	Hand-drawn maps of the city or nearby areas
17	Small baubles each containing a handwritten "fortune" inside
18	An assortment of tools
19	Blankets and shawls woven from different cloth
20	Marbles and decorative glass beads

Customize:

- The vendor keeps a **veteran** on hand to oversee his or her location and make sure none of the merchandise is stolen.
- The vendor is a foreigner who's recently arrived to the city by boat. He or she is desperate to make coin quickly to afford a place to stay, and may sell at a discount to do so.
- The majority of the vendor's goods are stolen or fakes. The vendor may be a thief looking to get rid of his or her gains, or an honest merchant buying from unscrupulous individuals.
- The vendor is selling goods at three times their market price, and swindling honest commoners by telling them the wares are magical.

A ruined section of the street...

A circular portion of the street is marked by stone, split and charred black, a faint smell of smoke lingering in the air. Something ominous happened here not long ago, and a couple of guards are nearby investigating.

This section of the street was blasted by an Order of Ohl'Abdurr wizard's **fireball** spell. The wizard is a **mage** who lost his or her temper with the Kintallan Guard when denied entrance upon the premises of a nearby building. Fortunately, no one was harmed in the blast – the spell was an intimidating show of force, but the mage has escaped the Guard in the excitement and is now sought for questioning and destruction of city property.

Customize:

- The offending wizard slipped back to the Ohlrise where he or she enjoys sanctuary from the Kintallan Guard. If the characters investigate, members of the Order who meet them in the Ohlrise's public floors deny the mage has returned.
- The wizard used the fireball as a diversion to cast invisibility and then head into the building in question. If the characters enter the building, they'll find him or her studying a pattern of markings carved onto the floor of the building, previously hidden by a lush carpet. The markings are an old spell recorded here, and gone unnoticed for centuries.
- The Kintallan Guard holds the Order of Ohl'Abdurr responsible for the wayward mage, and a tense standoff builds for the next month. During this time, units of the Guard are stationed around the Ohlrise campus, and the Order provides no magical or scientific services for the city.

A swarm of spiders spilling out from a building wall...

Your attention is drawn to a building wall, the panels upon it appearing to bristle. It's then, to your horror that you realize thousands of spiders are scuttling out from between the cracks and into the city...

The wall is covered with a **swarm of spiders**. The building the spiders crawl from is derelict and abandoned. Something has forced the insects to suddenly leave it. If the characters watch, the spiders flood the city streets and cause a panic, but eventually dissipate harmlessly throughout Kintalla as individual insects. Otherwise, they'll attack immediate threats as a swarm.

A team of carpenters surveying a site location...

A team of carpenters is nearby, each carrying saws, hammers, and large planks of wood. They have marked a nearby dilapidated building for renovation; something new is going up on its foundation.

The carpenters are **commoner** laborers hired by The Crown to renovate the building. The building is of modest size – too big to be a commoner's residence but nothing the size of a noble's mansion – and even the carpenters don't know what the building will be used for. They estimate the project to be finished in two months at most. After encountering the team, they become a daily sight on the location until the project is finished 1d4 + 4 weeks later, barring any complications.

A unit of guards chasing someone through the street...

"Stop that man/woman!" a voice bellows. You instinctively turn to see the blur of a running person whiz past you, followed by a unit of the Kintallan Guard doing their best to keep up.

The running man or woman is a slum thief with the game statistics of a **spy**, but he or she is only armed with a shortsword. He or she is wanted for thieving a jeweled bracelet from a merchant. The bracelet is white gold, studded with aqua gemstones, worth 150gp. The thief is chased by a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above).

If the characters do not intercede, the chase leads the thief and the Guard out of sight. You can decide the chase's outcome by rolling a die. On an even result, the guards catch the thief and take him or her to the public stockades to be humiliated for the evening before awaiting a sentence from an adjudicator, and the bracelet is returned to its owner. On an odd result, the thief evades capture.

Customize:

- Instead of a spy, the thief is an **Ebonclad shadow** (**Appendix A**). If he or she is caught by the Guard, the thieves' guild will send a team to free the shadow from capture or otherwise ensure he or she cannot divulge any of the guild's secrets.

A wererat in human form trying to break into a butcher's shop...

A man/woman with a narrow face and soiled clothing is looking longingly through a window into a butcher's shop. He/she fidgets nervously, constantly scratching his/her face and glancing at the passing crowd before returning interest to the cuts of meat on display inside.

The man or woman is a **wererat** in human form. He or she is ravenous with hunger, and the smell of spoiling meat inside the shop is overwhelming. He or she is waiting for the right opportunity to slip into the shop to grab a slab of the desired meat, then dart off before being caught. He or she will make the attempt, even in broad daylight, if there are relatively few people nearby that could intercede.

The wererat won't transform in public but, if chased, will run into a secluded alleyway to change into its hybrid form to kill any pursuers.

A worried man/woman looking for a missing child...

A worried cry pierces the city buzz. "Help! Gods, please help me!" you hear, tracing it to a worried man/woman approaching everyone on the street. He's/she's giving each person a description of a missing child.

The man or woman is a **commoner** looking for his or her missing child. He or she took the child into the city, losing sight of him or her in the crowd. You can determine the child's location in the city. The man or woman is desperate to find the child, and begs the characters to help if able.

Customize:

- The child was abducted by 1d4 + 1 **thugs**, who mistook the child for the son or daughter of a merchant or important individual in the city. The thugs plan on holding the child for ransom.
- The missing child doesn't exist, the effort is a ploy to distract the locals and nearby members of the Kintallan Guard. After 1d4 hours, an organized search is formed in that area of the city. While distracted, the commoner or his or her associates rob a few buildings.
- The missing child is a burgeoning sorcerer with the game statistics of an **Order hedge mage (Appendix B)**. If the characters find the child, they find he or she is unable to control his or her magic, causing a *wild magic surge* upon the encounter.

An abandoned horse-drawn carriage...

An empty carriage is parked along the side of the street. It's fixed to a brown stallion that neighs and claps its hooves impatiently as it awaits its master's return.

The carriage is expertly carved, with a plush velvet interior and sporting a fresh coat of paint. The stallion is a **draft horse**, and it's obvious from its actions that it's uncomfortable waiting in the streets as it is. A character inspecting the cart finds a box, wrapped in paper and tied with string, sitting on the floor of the carriage's interior. Inside the box is an expensive dolly, sewn with silk with silver buttons, worth 50gp.

If the characters stay to watch, after 2d10 minutes a well-dressed **noble** and his or her **commoner** driver return to the carriage and head towards the noble's estate. If the characters attempt to take the carriage, or attempt to enter it, they're stopped by a **patrol unit of the Kintallan Guard** (see *Units of the Kintallan Guard*, above) who've recently marched into the area. Unless the characters look like upper-class citizens, they're told to leave, and the unit stays to watch over the carriage until its owner returns.

An acolyte handing out religious pamphlets ...

A man/woman wearing religious vestments is handing out folded pieces of parchment to those walking past. Many of these pamphlets lay discarded in the streets nearby.

The man or woman is an **acolyte** attempting to drum up support for the creation of a cathedral within Kintalla's limits. You can decide which deity the acolyte worships. Given the city's lack of conviction toward religion, he or she is met with very little enthusiasm from the populace. If approached, the acolyte hands the characters a pamphlet, which contains script written in Common of the tenets of his or her chosen faith.

Customize:

- The acolyte is looking for donations to fund the building project. If the acolyte manages to secure 1000 gold pieces, he or she has enough to begin the cathedral's construction. If the characters donate 50 gold pieces or more to the fund, the acolyte will be ecstatic, and offer to cast the *cure wounds* or *bless* spell upon them whenever they may need assistance.
- After 2d4 hours, the acolyte is violently attacked by 6 **slum gang members (Appendix B)**. The acolyte survives the assault, but is robbed of a silver holy symbol worth 15gp. The characters can intervene if they witness the attack, otherwise they see the acolyte, severely beaten, the next day in the street.

An aristocrat quarreling with a portrait artist...

A street artist is getting an earful from an enraged aristocrat. It appears the aristocrat took umbrage at the artist's embellishments, and now he's/she's being threatened with having the Guard called to throw him/her in a dungeon cell!

The argument is between a **street performer** and **Gilded Ring aristocrat (both Appendix B)**. The street artist paints caricatures, not true portraits, of those who patronize him or her, and the offended aristocrat was not flattered by the liberties taken in capturing his or her likeness. The aristocrat is clearly out of line, but high members of society could certainly convince a guardsman to intervene.

If the characters do nothing, roll a die. On an even result, the aristocrat summons a **guard** of the Kintallan Guard (see *Units of the Kintallan Guard*, above) to apprehend the street artist and take him or her to Castle Muranir. On an odd result, the aristocrat lets cooler heads prevail, for the time being anyway. Either way, the street artist doesn't show up in public for a while afterwards.

If the characters attempt to intercede, the aristocrat threatens to call the Kintallan Guard on them as well. The characters can talk their way out the situation with a successful DC 12 Charisma (Persuasion) check with a summoned soldier.



New Urban Chase Complications

The life of a thief in the city is often spent on the run – either chasing someone down or trying to escape from someone else. The following are new Urban Chase Complications (*DMG* pg. 253) you can use for chases throughout Kintalla.

You can use this list on its own, or you can use it in addition to the existing list in the *DMG* to expand the total set of possible complications to 20. To do so, at the end of each character's turn during a chase, roll any die. On an odd result, no chase complication arises. On an even result, the next chase participant to act in initiative order faces a complication determined by rolling 1d20. On a result of 1 – 10, refer to the existing list of complications in the *DMG*. On a result of 11 – 20, refer to the new list of complications provided here.

d20 Complication

- | | |
|--------|---|
| 1 - 10 | No complication (or refer to result listed in the <i>DMG</i>). |
| 11 | Your path leads to a small wall, fence, or barrier in the city. Make a DC 15 Strength (Athletics) check to climb the barrier while keeping your pace. If you fail the check the barrier counts as 10 feet of difficult terrain. If you fail the check by 10 or more, you fall prone on the other side of the barrier. |
| 12 | Your path takes you to an unrecognizable part of the city. Make a DC 10 Wisdom saving throw. On a failed save, you spend a moment getting your bearings, counting as 10 feet of difficult terrain. |
| 13 | A piece of debris, such as linens dropped from an overhead clothes line or litter in the street whipped up by the wind, temporarily flies in your face. Make a DC 10 Charisma saving throw to keep your cool and remove the debris without it causing you to slow your pace. On a failed save, the debris counts as 10 feet of difficult terrain. |
| 14 | A street performer sees you and directs the attention of his or her crowd at you. Make a DC 15 Charisma (Deception), (Performance), or (Persuasion) check (your choice) to quickly divert their attention away from you. If you fail the check and you are the chase's quarry, you cannot make a check to hide or end the chase this round. If you fail the check, and you are a pursuer, you count the crowd as 5 feet of difficult terrain as you push past interested individuals. |
| 15 | You're forced to jump to keep on your path, possibly over a split in the road or between rooftops. Make a DC 10 Strength (Athletics) check. On a failed check, you fall prone and take 1d6 bludgeoning damage. |
| 16 | A cart containing many small items, such as a cart filled with apples, clay bottles, or small wares, blocks your path. Make a DC 10 Dexterity (Acrobatics) check to clear the obstacle. On a failed check, the cart counts as 10 feet of difficult terrain, and its contents spill onto the city street. The next chase participant automatically suffers a complication as it passes through the debris. It makes a DC 10 Dexterity (Acrobatics) check to pass through the debris unimpeded, counting the spill as 10 feet of difficult terrain on a failed check. |
| 17 | City officials lighting street braziers block your path. Make a DC 10 Dexterity (Acrobatics) check to avoid them. On a failed check, you collide with a brazier which shakes hot embers on you causing 2d4 fire damage. |
| 18 | A nauseating smell, such as the stink rising from a sewer grate, or a cloud of sulfur near an alchemist's shop, permeates the area you've run into. Make a DC 10 Constitution saving throw. On a failed save, you count the area as 10 feet of difficult terrain, and you are poisoned until the end of your next turn. |
| 19 | An authoritative figure, such as an ambassador, a high-ranking member of the Gilded Ring, or a Proconsul serving the king, intersects your route. Make a DC 15 Charisma (Deception) or (Persuasion) check (your choice) to pass by without rousing suspicion. On a failed check, the figure sends a guard chasing after you. |
| 20 | Your route forks off into several different directions, and you must quickly assess which one is the most efficient. Make a DC 10 Wisdom (Perception) or (Insight) check (your choice) to figure out which is best. On a failed check, you treat the path as 10 feet of difficult terrain and you automatically suffer a chase complication during your next turn. |



CHAPTER 4: SETTING OPTIONS

“Grenin Street, or up Priddle?”

Erick looked up from his quill and parchment before he answered. Abbey and Landon had a map of Kintalla knifed to the wall of the small tavern room they were working in. An hour of staring at script had made his vision blurry, and he had to pinch his eyes and give a couple blinks before he could make a decision.

“Grenin. The esteemed ambassador of Pa’Ya doesn’t look like the kind of man who would sully himself by walking among common men. Isn’t that right, ambassador?”

A small man, bound and gagged in the corner of the room, offered a muffled reply to Erick. Then he squirmed against his bonds to no avail. He’d been stripped down to his under garments, and the back of his bald head now sported a swollen purple spot, courtesy of Abbey’s sleevesap.

“I’ll take that as a ‘yes,’ then,” Erick said through a smile, then looked back down at the parchment he was inking: a trade agreement from Pa’Ya addressed to the Gilded Ring. It would seem the foreigners had a surplus of grain and horses to trade, and they had sent the emissary to make an arrangement.

Landon cupped his mouth as he studied the map, panning his head from side to side. With his free hand, he traced the route they were planning for the emissary to take the next morning, when he was supposed to arrive at the merchants’ guild.

“Grenin. Would make sense to me, yep,” he said through his fingers, then placing both hands on the map and moving them apart through the streets. *“Course it’ll mean coming in through Redgate to sell it right. Which means we’ll have to be out of here while the sun is still tucked behind the Erryn.”*

“Won’t be an issue,” Abbey said, as she pulled the knives from the map. *“The better question is, can Erick put one over on the Ring tomorrow?”* She eyed him with a sly smile, while folding the map back along its creases.

Erick wasn’t concerned. *“Most of the Gilded Ring are old folk who have lived their whole lives in Kintalla, or young folk just trying to live long enough to say the same. I doubt any of them know a soul from Pa’Ya, and if they did, I don’t think it would be our friend here. Doesn’t strike me as the type to associate with those who might actually work for their coppers.”*

Erick turned in his seat to take another glance at their captive, who’d given up his struggling and settled for scowling. Then he looked at the trade agreement he’d been forging, the terms altered just enough as not to arouse suspicion, but enough to ensure the “ambassador” would be leaving with a healthy sum of gold to show good faith in the deal.

“Besides,” Erick continued, *“even if the Gilded Ring turns us down, it’s been a while since we’ve done a proper ransom.”*

This chapter details options players and Game Masters can use to create characters best suited for the *Ebonclad* setting. It covers how different backgrounds could lead a character to initiation in the guild, and how the various classes work within it. The chapter also provides new selections of feats, spells, and equipment for players and GMs to incorporate into the game.

Character Backgrounds

If you're making new characters for play in the *Ebonclad* setting, discuss with your GM how the setting affects your character's background. Depending upon how the setting is implemented, the GM may ask for you to use a background tailored to the thieves' guild, use a new background described in this chapter, or avoid specific backgrounds altogether.

Tailoring Existing Backgrounds

Several backgrounds already suit *Ebonclad* well. It's easy to see how a character with the Charlatan, Criminal, or Urchin background would incorporate into a thieves' guild, but other options may not be as obvious. Suggestions for how to tailor existing backgrounds for use with the setting are noted below, followed by new character backgrounds.

Acolyte. An acolyte who has found his or her way into Ebonclad likely worships a god of wealth, deceit, or death, as the tenets of those deities mesh with the guild's purposes. Kintalla holds no one god in favor over another, so it's possible for acolytes to find those of similar faith in the city (albeit harder than ones who worship deities of traditionally good values).

Entertainer. Entertainers in the guild use their experience and performances to distract crowds while their associates go about guild business. Entertainers are naturally suited to pleasing people and assuming different personas, both skills Ebonclad can put to good use.

Folk Hero. A folk hero in Kintalla may come from one of many residential districts, the people who live in that portion of the city recognizing the character as a champion. In this area, a folk hero serving Ebonclad can find assistance even when far from a guild safe house. These people are typically recognized by the guild for the same deeds that garnered them praise from their neighbors.

Guild Artisan/Merchant. The city's thriving economy owes much of its success to its many merchants and artisans. It's not uncommon for guild members to have an existing trade or business before being inducted into Ebonclad. The guild targets individuals that prove agreeable to its own business, looking to turn the member's shop into a guild front or safe house. These members also make great spies to place in the Gilded Ring, Kintalla's guild of merchants and laborers.

Hermit. A hermit might live outside city limits, or in an isolated area such as a secluded section of the harbor or slums. These locations are routine hiding spots for guild operatives, which can lead to hermits being discovered by Ebonclad. A skilled hermit, or one that's made a useful discovery, would be sure to receive an invitation to the guild in kind.

Noble. There's little trust between Kintalla's noble houses, each vying against the other for power in a dangerous game of politics. Ebonclad exploits the players in this game, brining

certain nobles into the guild to use their influence in its own power plays. These nobles make good advisors and spies for the guild's use.

Outlander. Strangers that come to Kintalla and attract the guild's eye may find a place within Ebonclad. Outlanders make exceptional enforcers and intimidating bodyguards, particularly if they are noticeably foreign. In missions that require leaving the city, they are ideal guides through the wilds.

Sage. Sages serving Ebonclad are likely used as counselors for matters of alchemy, magic, history, and science. Many of them run guild fronts and safe houses, so their talents are accessible to agents in need.

Sailor/Pirate. Kintalla's port attracts ships of all nations, as well as some of the finest sailors in the world. The guild will recruit sailors if it has business in the harbor, or if it simply needs hands it can trust navigating a vessel. Pirates align themselves closely with the guild's practices, and Ebonclad keeps a few on standby if need arises.

Soldier. Mercenaries, dismissed militiamen, and disgraced former members of the Kintallan Guard make up the soldiers in Ebonclad's ranks. These are usually people with a fair degree of martial training, whom the guild chose for their skill at arms and lack of ethics.

New Background: Bureaucrat

Yours is a life of politics. You may be a native Kintallan, risen to an office among the city's administrators. Alternatively, you may be a foreigner, a diplomat sent to Kintalla to represent the interests of your home nation to The Crown. You've learned the delicate dance all rulers must do, one that puts the kingdom ever on the edge of order or chaos, providence or desolation, peace or war.

Your station of power was an attractive asset to Ebonclad, making you a natural candidate for induction into the guild. Your position puts the guild's eyes and ears on the city's political happenings, and your experience maneuvering your peers has made you a skilled manipulator.

Skill Proficiencies. Deception, Persuasion

Languages. Two of your choice

Equipment: A set of fine clothes, a 1 ounce bottle of ink, an ink pen, ten sheets of parchment, a scroll case, and a belt pouch containing 15 gp.

Political Expertise

Bureaucrats rise to power due to their ability to provide counsel to The Crown while outwitting their political adversaries, and you are no exception. Work with your GM to determine the exact nature of your political expertise, or you can choose to roll on the table below to determine your specialty.

d6	Expertise
1	Law and enforcement
2	Foreign affairs
3	Information

d6	Expertise
4	Military
5	Economics
6	Labor and development



Feature: Bureaucratic Council

You are connected to a city council of your expertise. You may still actively serve on that council, attending meetings when necessary, with power to make things happen, or to prevent them from happening. Or you have officially retired from these affairs to serve the guild fully, but you still have contacts and clout from your time spent in office, allowing you to pull strings if needed.

Suggested Characteristics

Bureaucrats use their political power to shape the city's laws, and many are prone to corruption. Those who use their influence wholly to do what they think is right and good are a rare breed, though such virtuous bureaucrats do exist. By definition, a bureaucrat secretly working for Ebonclad is already corrupted. If such a member is struck with a conflict of interest between the guild and his office, it would have a dramatic outcome indeed.

d8 Personality Trait

- 1 The law is one thing, but it is Ebonclad that makes this city tick.
- 2 I have a habit of making lists for every matter of action.
- 3 Politics is a game that must be played with patience, and I have the patience of a dragon.
- 4 I like to quote charters and manuscripts to make myself appear smart and important.
- 5 I demand the respect of others for my duties, but I do not give my respect to others so easily.
- 6 I'm utterly bored by people who don't think the way I do.
- 7 When I outplay a rival in any matter, no matter how small, I make sure they know I beat them.
- 8 I enjoy talking at length about city matters most people find boring.

d6 Ideal

- 1 **Duty.** Even while on guild business, I am still capable of serving my office in Kintalla's best interest. (Good)
- 2 **Victory.** My political rivals will one day writhe beneath my boots. (Evil)
- 3 **Disorder.** The laws of this city are threads in a blanket of order. Let's see what happens when we pull one. (Chaotic)
- 4 **Virtue.** I'll make my decisions in office the way I see fit, and no one can force me to do so otherwise. (Lawful)
- 5 **Appearances.** I'll do what is necessary to maintain the status quo. (Neutral)
- 6 **Prestige.** I'll do anything to be recognized as one of the best to do what I've done. (Chaotic)

d6 Bond

- 1 My guild mates are my backbone, I'll do anything to keep Ebonclad's secrets hidden.
- 2 It's not a king the city serves but the laws he represents. I'll do my part to make sure those laws work how I intend them to.
- 3 The masses are the city's real power; order can only be maintained so long as they're ignorant and happy.
- 4 I have a family in this city, and am in the rare position to protect them from both The Crown and the guild alike.
- 5 I am at my best when in Kintalla, I rue having to leave it on any kind of business.
- 6 For all of the people I report to, my first priority is looking out for myself.

d6 Flaw

- 1 When I'm sitting in on important meetings, my mind wanders.
- 2 I'm incredibly paranoid that my political rivals are plotting to depose me...or worse.
- 3 I've used my power in the past to ruin someone's life.
- 4 I secretly believe that everyone is beneath me.
- 5 My problems are more important than those of others.
- 6 I'm constantly seeking more political power, and that will probably lead to my downfall.

New Background: Guildborn

Ebonclad is the closest thing you have to a true family, you've been estranged from your real family since a very young age. You may have been orphaned, found and taken in by the guild out of pity. You might have been a run-away or child of the slums, and Ebonclad saw promise within you. You may be the offspring of a guild member who died in service, and the guild has raised you in his or her memory to become a premiere thief.

However you were brought into the guild, it's all you've known most of your life. Instead of skipping rocks by the harbor or catching frogs by the city gates, you've spent your youth learning how to cut purses without being noticed, and the best places to hide. You grew up knowing guild members as your aunts and uncles. The games they played with you taught you how to read a person's emotions, and the right way to lie.

At some point, the full nature of Ebonclad was revealed to you, and you were properly inducted as a member. You've been given a position well suited to your talents, one you can appreciate. Now you have an opportunity to prove yourself to your surrogate family by doing well for the guild.

Skill Proficiencies. Your choice of two from Deception, Sleight of Hand, and Stealth

Tool Proficiencies. Thieves' tools and your choice of either disguise kit or forgery kit

Equipment: A set of thieves' tools, a set of dark common clothes including a hood, 50 feet of hempen rope fastened to a grappling hook, a sack, a bag of 20 caltrops and a belt pouch containing 10 gp



Feature: Guild Turf

You know the guild's territory throughout Kintalla better than most operatives, thanks to much of your youth spent being shuffled between your many "aunts" and "uncles." You're always aware of the closest guild front or safe house from your location in the city. Furthermore, communicating in Eboncant with members running these guild establishments, to arrange safe harbor or to procure equipment, only takes you twice as long as stating your intent plainly instead of four times as long.

Suggested Characteristics

Those born into Ebonclad are raised to live by its values, though the guild is a poor replacement for proper parents. Thus, guildborn members treat Ebonclad as one might the family business, for better or for worse.

d8 Personality Trait

- 1 I have a habit of calling guild operatives "cousin," "auntie," "uncle," and other terms of endearment.
- 2 I enjoy looking at citizens and guessing what their biggest secrets are.
- 3 There's nothing better than listening to the tales of great missions the guild has done.
- 4 I'm not familiar with common things most children learned while growing up, and that leads to many awkward situations.
- 5 I pride myself at knowing what other people want to hear.
- 6 There are dozens of hiding spots I know throughout Kintalla. I'm always on the lookout for more.
- 7 I'd sooner trust a street thug than a guardsman.
- 8 I assume every new person I meet knows the same tricks I do, and protect myself accordingly.

d6 Ideal

- 1 **Purpose.** I didn't chose this life, but I can use my skills to improve a life other than mine. (Good)
- 2 **Growth.** Whatever the job, it is another chance to improve my talents and see what I am truly capable of. (Any)
- 3 **Wealth.** This is all just a game, and the winner is whoever ends up with the most coin. (Evil)
- 4 **People.** The people I become friends with are worth more to me than all the money I could steal. (Neutral)
- 5 **Freedom.** I can't think of anything worse than having to work a commoner's trade to make a living. (Chaotic)
- 6 **Brotherhood.** Nothing is more important than respecting the honor among thieves. (Lawful)

d6 Bond

- 1 I owe my services to Ebonclad in return for my training and upbringing.
- 2 Kintalla is my home and my livelihood, no outsiders will threaten it so long as the guild stands.
- 3 In time, I will prove to be one of Ebonclad's living legends, no matter what it takes.
- 4 If there's some lost memento of a life I had before this one, I am going to find it.
- 5 My thieves' tools and weapons are an extension of myself. I won't be separated from them if I can avoid it.
- 6 I feel most at home in my favorite guild safe house.

d6 Flaw

- 1 I'm easily tempted to steal from, or run a con on, whomever I think is an easy mark.
- 2 When I do a job well, I want everyone to know about it.
- 3 I know there are decent people in the world, but I won't trust anyone outside of Ebonclad.
- 4 Death is part of the life cycle. If I take a life to survive, it's no different than a bear killing a deer to feed itself.
- 5 People who can't play on the desires of others deserve their hardships.
- 6 I'd sooner drink poison than say a peer has surpassed me in skill.

New Background: Slum Dweller

The lowliest places in Kintalla are your stomping grounds. You grew up in the slums, your family poor and wanting for much. Rodent infested streets were your playgrounds, ruffians and vagrants were your friends. Here, in the most pitiable part of the city, the law has turned a blind eye to you and your kind, allowing you to grow through hunger and hardship.

It's not surprising your life led you down a criminal path eventually. You may have been a small-time crook, robbing common folk who've had easier lives. Or perhaps you made it in with a local gang, serving as a bruiser or errand runner. Whatever you did, you must have had some talent for it to attract the eye of the most prominent thieves' guild in the world.

Ebonclad likely used you several times as a Pawn, testing your abilities before inviting you to join the guild. You've passed their

tests, and now your life is that much better. A life of luxury is now at your fingertips, and all you must do are the things you've already done.

Skill Proficiencies. Intimidation, Perception

Tool Proficiencies. One type of musical instrument, thieves' tools

Equipment: A small knife, a crowbar, a hooded lantern, three flasks of oil, two pieces of chalk, a set of common clothes, and a belt pouch containing 10 gp

Feature: Slum Safety

Even if you don't live in the slums anymore, you know how to handle yourself there. You can enter the slums without risking harm to yourself, or to any comrades with you. Additionally, you know your way around the place. You might know a place in the slums to lay low in the absence of a guild safe house, or have a contact there who can arrange an audience with prominent gang members or other notorious slum dwellers.

Suggested Characteristics

Those raised in the slums are hardened individuals, who rarely forget the hard place they came from. They lack social graces and they harbor grudges, but make up for their rough edges by their willingness to do dirty work. A life in Ebonclad may require some murky ethics, but to these people it's a life of luxury compared to what they're used to.

d8 Personality Trait

- 1 I keep a worthless trinket of the slums to remind me where I've come from.
- 2 I eat like a pig and have bad manners.
- 3 I can't stand people who think they're better than me.
- 4 I'm not afraid to hurt someone to protect what belongs to me.
- 5 The best way to get me to do something is to tell me I can't do it.
- 6 I'm incredibly proud of my place in Ebonclad, and it kills me that I can't rub it in my old rivals' faces.
- 7 Wherever I go, I always take note of where the exits are.
- 8 I've told some lies so many times now, they feel like the truth.



d6 Ideal

- 1 **Charity.** I never needed money growing up, so I'll give my money to those who need it now. (Good)
- 2 **People.** I'm loyal to my friends, within the guild and without. (Neutral)
- 3 **Greed.** I lived without knowing the sweet embrace of gold, and now that I've felt it, it's all I desire. (Evil)
- 4 **Change.** One day, the slum folk will have their boots on the table, and the rich folk will be treated like dogs. (Chaotic)
- 5 **Aspiration.** The guild believes in me. I'm going to prove they're right to. (Any)
- 6 **Brotherhood.** Nothing is more important than respecting the honor among thieves. (Lawful)

d6 Bond

- 1 The money I make will free my family from the slums one day.
- 2 The guild rescued me from a life of want. I owe everything to Ebonclad.
- 3 The slums are the forgotten of Kintalla. There must be a way to repair them so those who live there can live better.
- 4 I've seen a bad life first hand. I intend to hang on to a good one.
- 5 I'm still close to my old slum gang, I need to make sure they stay out of trouble.
- 6 A rival from the slums killed someone I loved before my time in Ebonclad. Now, I intend to return the favor.

d6 Flaw

- 1 Fair fights are for fools who ate well growing up. I'll win by any means necessary.
- 2 I depend on others to give me orders, otherwise I'm reckless and attract unwanted attention.
- 3 I don't do as good a job of being subtle or using innuendo as I think I do.
- 4 I don't mind killing someone while on business. In fact, I kind of enjoy it.
- 5 If things go poorly, my first instinct is to run and hide.
- 6 I won't risk my life to save my friends, even though they'd risk their lives to save mine.

Classes

Just because Ebonclad is an association of thieves and assassins doesn't mean its membership is limited to rogues – members of any class can carve out a niche in the guild. Guild members of other classes focus their talents on class abilities that bolster their roles on guild missions. Chapter 2 has brief descriptions of how members of each class fit within the guild. The following examines how players might create characters most suited for the *Ebonclad* setting, presenting new class options where applicable.

Barbarians

The image of a reckless warrior, giving a blood-curdling scream while charging headlong with a massive weapon held above his or her head runs counter to the ideal member of a thieves' guild, but Ebonclad is not without its barbarians. Those inducted into the guild are usually a company of "urban barbarians," ruffians prone to tavern brawls and gang fights but still accustomed to life in the city, and aware of the consequences of such conspicuous actions. Foreign barbarians – the true tribesmen and nomads of the lands beyond Kintalla's walls – are given a more discerning evaluation before offered membership. These brutes must prove they can control their emotions before they can be inducted.

Skills & Class Features

Barbarian members of the guild typically become Thorns, and they earn their keep by protecting team members when a mission goes awry. Despite a penchant to fly into rages, barbarians accommodate the light and medium armor most of the guild's operatives prefer, and proficiency in Perception is always a welcome asset. A barbarian proficient in Athletics and Intimidation may serve as "visible muscle" on team missions when such skills are necessary, while those with a mix of Animal Handling, Nature, or Survival are better suited to jobs beyond the city's gates.

The barbarian's Danger Sense and Fast Movement features also serve potential guild members well. In a profession spent disarming traps and running from guardsmen both abilities give the barbarian an upper hand.

Primal Paths

A barbarian guild member can fulfill his or her role in Ebonclad while following either the Berserker or Path of the Totem Warrior, depending upon the member's focus. Those barbarians who enter the guild early enough may refine their talents suited for city life, and adopt the Path of the Streets instead.

PATH OF THE STREETS

While barbarians are stereotyped as reclusive nomads or savage brutes, a life in the city breeds a different kind of warrior. Barbarians who follow the Path of the Streets learn that unfettered mayhem quickly earns a stay in dungeon cells or city stockades. These barbarians learn to be less conspicuous, even if their rage still gets the best of them. They're well known as streetfighters and riot-starters, ruffians who've adapted to the city and people around them.

Bare-Knuckle

Starting when you choose this path at 3rd level, your unarmed strike uses a d4 for damage. This increases to a d6 at 10th level. You add your rage damage bonus to damage rolls from your unarmed strikes.

While you are raging, when you use the Attack action to make an unarmed strike, you can make one unarmed strike as a bonus action. If you hit the same creature with at least two of your unarmed strikes during your turn, you can make a third unarmed strike against that creature immediately, as part of the same action.

Improved Unarmored Defense

Beginning at 3rd level, you learn how to best defend yourself when your arms are free of burden. When you are not wearing any armor, using a shield, or holding a weapon, your Armor Class equals 12 + your Dexterity modifier + your Constitution modifier.

Fists Through the Walls

Starting at 6th level, you deal double damage with your unarmed strikes to objects and structures.

Forceful Strike

Starting at 6th level, you can hit a creature with such force that you send it reeling. When you hit a creature with at least three unarmed strikes during your turn, you can force it to make



a Constitution saving throw (save DC = 8 + your proficiency bonus + your Strength modifier). If it fails, the target is incapacitated until the end of your next turn.

You can use this feature twice, and regain expended uses when you finish a short or long rest.

Streetwise

At 10th level, you become accustomed to climbing buildings, and leaping across rooftops. When you are not wearing any armor, using a shield, or holding a weapon, you climb at your full rate of movement instead of half speed. Additionally your long jump distance is increased a number of feet equal to your Strength modifier (minimum 1).

Riot

Beginning at 14th level, you're so familiar with the city that you can use your rage to whip others into a state of unrest and anarchy. While you are raging, you can use an action to incite others to riot with you. This feature affects humanoids within 100 feet of you who understand your language and can see and hear you. You can affect a number of hit dice of creatures equal to your barbarian level, and creatures are affected in a radius from you in ascending order of their hit dice. A creature with more than 1 hit die can make a Wisdom saving throw (save DC = 8 + your proficiency bonus + your Charisma modifier) to resist the effect.

While affected, creatures behave violently and impulsively, and regard your instructions favorably but not infallibly. Thus, you might be able to direct them to tear apart a tavern, tackle guards in the street, or break down a city gate, but you wouldn't be able to convince them to burn down a building with them inside or cause obvious harm to themselves or loved ones.

Your influence over the riot lasts for 1 minutes, but the duration, size, and fallout of the riot continues at the GM's discretion. Once you use this feature, you cannot use it again until you finish a long rest.

Bards

Bards easily incorporate into the guilds' ranks; their gregarious nature makes them natural con artists, and their proclivity for magic only makes them more desirable. What's more, a bard easily blends into city life. Kintalla's streets and taverns teem with minstrels eager to sing their songs to make some spare copper pieces, and those that do so under the guild's employ make fantastic spies. Bards who love "the game" – that is, manipulating people – more than their songs and stories are usually the bards that make the cut into Ebonclad. It's not a matter of the words to speak, but how these words affect others. Bards who understand the depth of this power are a special kind of dangerous, and the right men and women for the guild.

Skills & Class Features

A bard's wide option of choices allows members of the class to fill any role necessary within Ebonclad. Since bards can choose any skill to be proficient in, their selection tends to shape this decision. A bard proficient in Acrobatics, Stealth, and Sleight of Hand may serve the guild as a Shadow, while ones proficient in Deception, Performance, and Persuasion are more inclined to serve as Faces. A bard focused on magic might become a Torch, while those focused on combat would be more suitable as a Thorn.

Bardic Inspiration is an incredible asset for guild missions. When a team is faced with a critical rooftop to jump, lock to pick, or pursuer to hide from, it can make all the difference to the team's success. What's more, bards who have developed the Expertise feature have become verified masters at what they do – these become the veteran guild members chosen to train new recruits in their arts.

Bardic Colleges

The Bardic Colleges bards can choose from will shape the nature of how they serve Ebonclad. Bards who choose to follow the College of Lore expand their skillset in such ways that they are truly capable of any job the guild puts before them. Thus, most of Ebonclad's bards prefer this path. Those who chose to follow the College of Valor are more of a mind for combat, and add the college's benefits to their already impressive repertoire. These bards often accompany teams on missions where another sword may be needed.

Clerics

The guild would be represented by more clerics, if it wasn't for the group's tendency to annoyingly adhere to virtuous deeds. Though clerics are a rare lot in Ebonclad, they're sought out for their skills. The kind of cleric willing to ignore principled actions is generally the kind without principles to begin with, and often worships gods of wealth, deceit, or death. More honorable clerics that find their way into Ebonclad might demonstrate a willingness to turn a blind eye to certain activities or cause for which such action might be warranted. For instance, a cleric worshiping a god of knowledge may best serve the deity by joining Ebonclad to become a spy, or a cleric serving a god of nature may view a role in the guild as an opportunity to protect the natural world beyond the city. These clerics may be more than willing to assist the guild in their capacity, but draw the line at working as assassins or otherwise.

Skills & Class Features

A cleric's role in Ebonclad is usually designed to fit his or her skills and divine domain. They almost exclusively serve as Torches, providing aid through their proficient use of Medicine and Insight, as well as counsel in matters of History or Religion. When the guild sets its eyes on unearthed historical or religious relics, or items of similar association, these clerics are brought in to advise groups on the best courses of action.

Guild clerics tend to eschew heavier armors in favor of lighter leather armor, often preferring discreet holy symbols that can easily be palmed or stowed away quickly. These operatives usually prioritize their prepared spells with ones that can aid or enhance their allies, such as *cure wounds* and *enhance ability*, or spells that will greatly assist a mission, such as *find traps*, *hold person*, *locate object*, and *silence*.

Divine Domains

Undoubtedly, clerics who select the Trickery divine domain are the most common clerics in Ebonclad. Such a cleric may pride him or herself as an accomplished thief, swindler, or disruptor of the status quo. These clerics may earn roles as Shadows in the guild instead of Faces, depending upon how they prefer to employ the benefits granted by the domain. Clerics who select a different divine domain may fill different roles as well. For instance, a cleric with the War domain may serve as a Thorn, becoming an excellent bodyguard or enforcer.

Druids

It's no easy task for Ebonclad to acquire druids in its ranks. They're difficult to find, as Kintalla is precisely the kind of place many druids avoid. Additionally, it can be hard to identify the few druids resident in, or visiting the city. It would require witnessing their druidic magic to distinguish them from any other foreigner, and one who uses such power brazenly is not the type of person ideal for membership. The few Ebonclad does claim are properly vetted before being offered the chance to join. These druids show little concern for the city's laws, and often view membership as a unique opportunity to keep an eye on Kintalla's impact on the world around it.

Skills & Class Features

Though druids have access to certain weapons and armor, guild druids tend to dress appropriately for city life, typically forgoing arms altogether. Many prefer to wear commoner's clothing instead of the attire stereotypical of the class, doing their best blend in with the crowds that roam the streets.

The druid's wide selection of skills also shapes the missions they're assigned. Those proficient in Animal Handling, Nature, or Survival may become escorts or spies outside the city walls, while those proficient in Arcana, Insight, or Medicine may be called upon for more cerebral tasks.

A druid guild member prefers to pick spells to best suit an assigned mission. *Charm person* and *speak with animals* are fantastic choices for getting past city guards or learning information about targets. On the other hand, spells like *jump*, *longstrider* and *pass without trace* allow the druid and his or her companions to reach all vantages throughout the city while leaving no evidence of their presence.

Druid Circles

The majority of guild druids work as spies, thieves, and assassins, aided by their Wild Shape. On more than one occasion, guards have chased a suspicious character down an alley, only to find a cat licking its paws at the far end. This makes the Circle of the Moon an attractive option for Ebonclad's druids. Druids of this circle quickly learn that the most innocuous creatures are the best forms to assume while skulking through Kintalla; everyone will take notice of the brown bear barreling down the street, but no one looks twice at an alley rat or crow perched on the rooftop.

Fighters

Fighters are common among Ebonclad guild members – it's relatively easy to find an unscrupulous sell-sword, greedy veteran, or dismissed guardsman the guild can convince to join the fold when it's in need of capable soldiers. A fighter may accept membership for a variety of reasons. The more avaricious ones may simply enjoy the opportunity to line their pockets with some easy coin, while others may appreciate the chance to test their skills and develop new talents. The guild's fighters usually serve roles as bodyguards, or run distractions to allow the rest of the team to operate without notice. Their talents make them almost exclusively Thorns.

Skills & Class Features

Though fighters are proficient with all kinds of armor, many guild missions would be hampered by loud, clunky gear. A fighter taking part in covert jobs must adapt to using lighter armor, make an effort to dampen the noise produced by the armor, or find a role in the mission where wearing heavy armor isn't a hindrance. Since fighters acquire ability score improvements faster than any other class, they can quickly cover these weaknesses with improved Dexterity scores (or feats, if the game uses the optional rule).

A guild fighter's role may largely be defined by his or her chosen Fighting Style. Archery specialists tend to serve as scouts or lookouts, typically hiding just out of sight to cover the team while they work, and attack from afar or provide a distraction at the first signs of danger. Those specializing in Protection are prized bodyguards, while those who choose Dueling or Two-Weapon Fighting are helpful strikers when things turn to combat. With a fighter's access to useful features like Second Wind and Action Surge, these guild members can be counted on to get a job done quickly and independently if necessary.

Martial Archetypes

Ebonclad fighters who become Battle Masters rise as team leaders – their abilities to direct their comrades around them being a desirable asset. Champions and Eldritch Knights both provide their own talents as well. A Champion might be sent by the guild to intimidate or “send a message” to someone, while the spells accessible to Eldritch Knights add another level of versatility to the fighter while on missions. Those fighters who enter the guild early enough may refine their skills for a subtler approach, and adopt the Scoundrel Martial Archetype instead.

SCOUNDREL

Where many fighters hone their skill through training and focus, those who embrace the Scoundrel archetype defeat their enemies by taking any advantage as it comes. In their hands, any object is a weapon, and they tend to hide small arms about them to catch foes off guard. This earns them a reputation as cheaters or dirty fighters, but such labels are usually the retorts of beaten opponents.

Improvised Weapon Mastery

Beginning when you choose this archetype at 3rd level, you become proficient with improvised weapons. Weapon damage dice used for your improvised weapon attacks cannot be less than 1d6.

At 10th level, weapon damage dice used for your improvised weapon attacks cannot be less than 1d8.

Dirty Fighting

Beginning when you choose this archetype at 3rd level, you mix elements of surprise and improvisation with your attacks to catch opponents off guard and gain an upper-hand in battle. Doing so requires you to be mobile and to be able to grab at your opponent or interact with your environment. To use this feature, you cannot wear heavy armor or use a shield, and you must have at least one hand free.

When you fight dirty, once per round when you hit a creature with a melee attack, you can use a bonus action to perform an improvised attack of your choice, which are detailed under “Improvised Attacks” below.

You can make an improvised attack three times, and you regain expended uses when you finish a short or long rest.

You gain another use of improvised attacks at 7th level and one more at 15th level.

Combat Reflexes

Starting at 7th level, so long as you are not wearing heavy armor and have one hand free, you gain a +3 bonus to your Armor Class against opportunity attacks. Additionally, you can add half your proficiency bonus to any Strength (Athletics) or Dexterity (Acrobatics) check you make while not wearing heavy armor or using a shield.

On the Run

At 10th level, so long as you are not wearing heavy armor and have one hand free, your speed increases by 5 feet. Additionally, your instinct for combat gives you advantage on initiative rolls whenever you are not blinded, deafened, or incapacitated.

Dodge

Starting at 15th level, you can use a bonus action to focus on a target within 60 feet of you. Once, before the start of your next turn, when that target makes a weapon attack against you, you can use your reaction to add your proficiency bonus to your Armor Class against that attack. You can decide to use this feature after the dice have been rolled but before the result is declared.

Hamper

Beginning at 18th level, your attacks are a flurry of distractions and debilitating strikes. Enemy creatures within 5 feet of you suffer disadvantage on Dexterity saving throws.

Improvised Attacks

The improvised attacks are presented in alphabetical order.

Blind. You attempt to temporarily blind your opponent, such as by throwing dirt in its face, sucker punching it in the eye, or otherwise impeding its ability to see. You make a melee or ranged improvised weapon attack against a target within 5 feet of you. The attack roll has advantage. If you hit, the target is blinded until the start of its next turn or until it takes damage. While blinded in this manner, the target cannot use reactions.

Grapple. You attempt to distract a target no more than one size larger than you, and then grab it when it's off guard. You make a check to grapple against a creature within 5 feet of you. Your Strength (Athletics) check to grapple the target has advantage (contested checks to maintain the grapple are made normally).

Improvised or Stowed Weapon. You grab something nearby to use as a weapon, or draw a hidden weapon off your person to surprise your opponent with an attack. The weapon's attack roll has advantage. If the stowed or improvised weapon was thrown, the attack roll does not have disadvantage if a hostile creature is within 5 feet of you. If you hit, in addition to normal damage, you deal damage equal to your fighter level.

Leap Through. You use your momentum to leap past your befuddled opponent. You move up to 10 feet. This movement does not count towards your total movement for your turn, and does not provoke opportunity attacks from any creatures within 5 feet of you when you begin the movement.

Out-Maneuver. You bluff your strike to cause your opponent to throw itself off balance in its defense. You make a melee improvised weapon attack against a target no more than one size larger than you. The attack roll has advantage. If you hit, instead of dealing damage you can choose to switch positions with the target. If you do, the next attack roll against the target by an attacker other than you has advantage if the attack is made before the start of your next turn.

Monks

Though there are relatively few monks in the guild, they're prized for their abilities and independence from the equipment most members require to protect themselves or complete a job. Ebonclad's monks are less reclusive ascetics than they are gifted urbanites. Some may develop their talents from a life spent boxing in the slums, while others are formally trained by martial artists who make Kintalla their home. If a foreign monk does visit the city, it's rare that he or she stays long enough for the guild to vet them for induction. The ones that are, the guild is eager to bring into the fold, and a monk's reasons for accepting membership in Ebonclad are as varied and unique as the individual asked.

Skills & Class Features

A guild monk's obvious advantage is his or her Unarmored Defense and Martial Arts; these operatives are just as dangerous walking through Kintalla's streets unarmed and in plain clothes, as is someone else armed to the teeth. When proficient in Acrobatics and Stealth, monks are some of Ebonclad's most notorious assassins. This role typically primes them to become Shadows, though this can change depending on the monk's Monastic Tradition.



Monastic Traditions

Monks of the Way of Shadow are obvious candidates for Ebonclad, and it's these monks that the guild targets most covetously. Guild missions favor a member with abilities such as Shadow Arts, Shadow Step, and Cloak of Shadows. Monks with these abilities are indispensable team members, helping to complete a job efficiently and without notice.

Paladins

Paladins are a rare breed in Ebonclad, as most paladins shun the business the guild engages in. What's more, their skillset isn't particularly compatible for jobs of stealth or subterfuge, and they tend to rely on conspicuous weapons and armor. Nonetheless, the guild does claim a small selection of paladin members. These are either fallen paladins – oathbreakers who've changed their viewpoints and see Ebonclad as their way of getting their due from the world – or paladins serving gods or ideas more-suited for the guild.

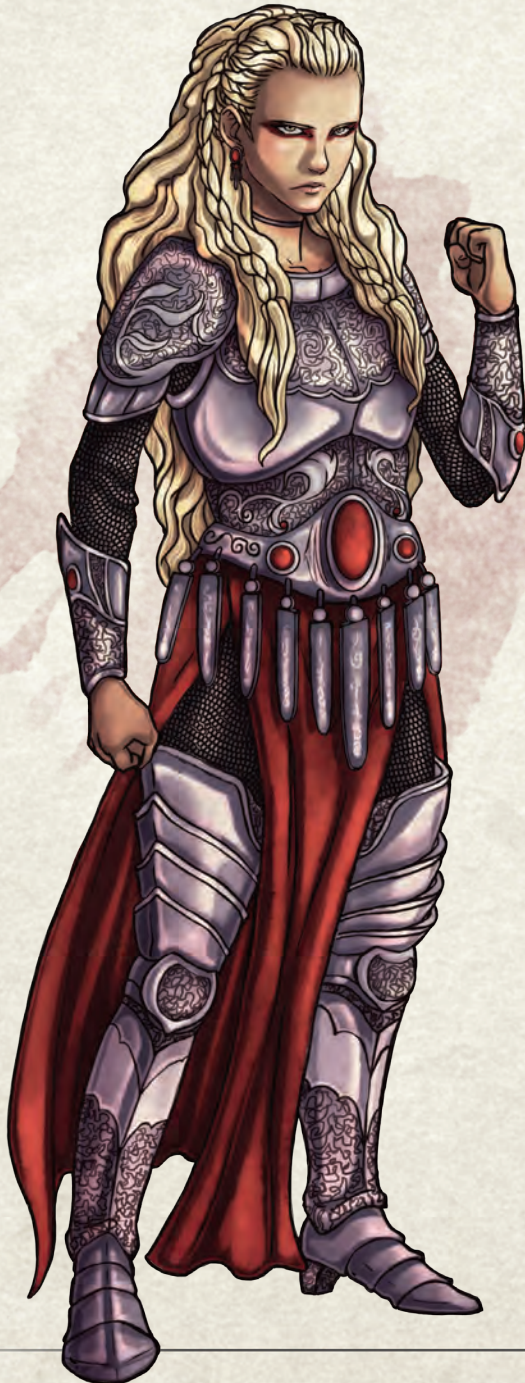
Skills & Class Features

Guild paladins rise to become Thorns or Torches, aiding their companions either through force of arms or magic. Many of these paladins favor Intimidation and Persuasion, and are used by the guild as negotiators with the strength to back up their words. Ebonclad's paladins either invest in the Defense fighting style to better protect themselves, or the Protection fighting style to better protect their comrades.

Paladins don't have as diverse a spell selection as other spellcasting classes, and fewer of their spells are as helpful for completing guild missions. A guild paladin may find a place for *command*, or *zone of truth*, but the majority of their spells will typically be served in combat situations.

Sacred Oaths

A paladin's Sacred Oath selection virtually determines his or her compatibility with Ebonclad – an organization that plainly states it doesn't deal with “oaths” in the first place. For instance, a paladin following the Oath of Devotion wouldn't be able to justify the actions of the guild and, more than likely, would work unceasingly to undo it. Those who follow the Oath of Vengeance, on the other hand, may be quite accepting of the guild's policies, and even see Ebonclad as an opportunity to pursue the oath's tenets. Those paladins who enter the guild early enough may shape their views in accordance with the guild's, and adopt the Oath of Secrets instead.



OATH OF SECRETS

Paladins who favor the Oath of Secrets do not live by a code of morality, but rather by an obsession with information. In a world of swords and spears, no weapon is more dangerous than knowledge, and these paladins understand how to wield it better than any other. Their spells come to them not through the petition of a deity, but wrested from the fabric of magic itself. They become zealous inquisitors, dead-set in their ambition, and relentless in pursuit their goals.

Tenets of Secrets

The tenets of the Oath of Secrets are few and straightforward:

Knowledge is Power. Knowing the secrets of your enemies is the first step to their ruin.

Keep Your Own Secrets. In the same vein, your own secrets must be kept from those who would use them against you.

Leave None the Wiser. However you operate, leave others unaware of knowledges you come across, lest they use that knowledge against you.

Oath Spells

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>disguise self, hush*</i>
5th	<i>detect thoughts, silence</i>
9th	<i>dispel magic, nondetection</i>
13th	<i>arcane eye, freedom of movement</i>
17th	<i>modify memory, seeming</i>

**New spell described in Ebonclad*

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Keep Secrets. You can use your Channel Divinity to warp the minds of people around you, causing them to perceive you as a nondescript, unremarkable individual. You invoke this effect as an action, and for 10 minutes creatures that see or interact with you fail to capture the details of your appearance, voice, or dialogue. For instance, you might use this ability to walk through a crowded street in full plate armor, but onlookers would not be able to recall exactly how you were dressed, or even if you were wearing armor. Or, an innkeeper you question about the whereabouts of a patron, may fail to remember precisely what your conversation was about.

A creature that interacts with you during this time can make a Wisdom saving throw to remember specific details about you, and creatures who see through illusions perceive you normally. Otherwise, effected creatures fill in the gaps of missing information with their own details. Thus, it's possible that two creatures who interact with you while you use this ability will remember you differently, and others might not remember you at all.

Learn Secrets. As an action, you can target one creature within 30 feet of you to magically adapt your personality to better influence it. The creature makes a Charisma saving throw. On a failed save, your words and actions are taken most favorably by the target, and you gain an uncanny insight into understanding how it reacts to you. The effect lasts for 1 minute,

until the target is 100 feet or more away from you, or until your concentration on the effect ends (as if concentrating on a spell). During this time, you have advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Aura of Whispers

Beginning at 7th level, you and friendly creatures within 10 feet of you can communicate with each other telepathically while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

The Vaulted Mind

Starting at 15th level, your mind becomes an impenetrable fortress. You become immune to any effect that would read your thoughts or detect your emotions. Additionally, when you succeed at an Intelligence, Wisdom, or Charisma saving throw against the magic effect of another creature, that creature takes psychic damage equal to half your paladin level.

Supreme Inquisitor

At 20th level, as an action, you can draw secrets out of the minds of your foes at your very whim. For 1 minute, you emanate the effect of a *zone of truth* spell, and you gain the following benefits.

- You become immune to psychic damage and cannot be charmed.
- When you deal damage to a creature, you can choose for the damage to be psychic damage instead of its normal type.
- When a creature in the effect of your *zone of truth* caused by this feature takes psychic damage, the next attack roll against it has advantage. Additionally you can force that creature to make another saving throw against the *zone of truth* effect if it succeeded before, becoming affected by it on a failed save.

Once you use this feature, you can't use it again until you finish a long rest.

Rangers

The roads that stretch from the city traverse the wild, open land, running over great fields and through dense forests, past lakes and through mountains. Though the average Kintallan rarely concerns him or herself with the world beyond the city's walls, Ebonclad has eyes along these roads and the environs they cross. This is where the guild's traditional rangers work best, serving as scouts or spies and keeping notes of who (or what) is heading to and from the city. When guild business requires agents to travel from Kintalla, these rangers also serve as guides to ensure the teams find their way. Other guild rangers learn to apply their talents within the city directly, and serve Ebonclad as trackers and bounty hunters for citizens hiding on the run.

Skills & Class Features

Ebonclad welcomes rangers proficient in Stealth, and most guild rangers are masters of camouflaging themselves, both within and without the city. Those rangers also proficient in Nature and Survival graduate to roles beyond Kintalla's walls, while those focused on Insight and Investigation become the guild's

veritable detectives and watchdogs. Rangers work well in the light armors preferred by the guild, and their proficiency with martial weapons makes them capable of defending themselves while on the guild's business. This mix of talents makes them capable Shadows and Thorns.

Guild rangers tend to choose humanoid subtypes common in the city as their favored enemies – humans, dwarves, gnomes, elves, and half-elves being the most prominent. When the guild has a quarry that needs to be chased down, it calls upon these specialists who have learned the habits of its species best. High level rangers are among the guild's deadliest and most efficient operatives, with creative uses of Hide in Plain Sight and abilities like Vanish to ensure their jobs are done without notice.

Ranger Archetypes

Rangers who adopt the Hunter archetype lean towards assassination missions, or jobs where resistance or danger may be unavoidable. The selection of the archetype's abilities makes these rangers both deadly killers, and harder to kill. Beast Master rangers, on the other hand, train their beast companions to participate in the same larceny and subterfuge as the guild member. They find animals common in the city – cats, dogs, crows, or even rats and snakes – and use these beasts to find vantage points and create distractions the ranger otherwise could not.

Rogues

It goes without saying, but no class is better represented in Ebonclad than rogues. After all, the guild is a collection of thieves and assassins, and no class fulfills these roles better than them. Rogues have a wide selection of skills useful for guild business, proficiency with all the right tools, and come with the right attitude and outlook for the job. Of course, not *all* rogues deem the thieves' guild to be ideal work, and plenty who've been offered membership have surprised Ebonclad with refusal. These are the lone wolf rogues who see more thrill and challenge in working solo or whose ideology gets in the way. The clear majority, however, see the advantage of working with like-minded peers, and the opportunity the guild provides to employ and develop their unique talents.

Skills & Class Features

Most guild rogues serve as Shadows or Faces, depending upon their specializations. They work well in light, inconspicuous armor, are deadly with small weapons that are easy to conceal, and possess the valuable ability to use thieves' tools without any further training. Rogues also benefit from plenty of skills to shape their role in Ebonclad, the obvious standouts being Deception, Persuasion, Sleight of Hand, and Stealth. Like bards, having Expertise in these skills makes a rogue truly a master of the craft.

Rogues have a bevy of useful class features for completing guild missions, Sneak Attack being prominent among them. Since guild operatives must often rely on small weapons they can sneak past others, it's imperative for precision strikes to take out a target as quickly as possible.

Roguish Archetypes

Each Roguish Archetype is incredibly useful to the guild. Rogues following the Thief or Assassin archetype take roles of the same name in the guild. Arcane Trickster rogues are more diverse, and complement teams in need of their magical talents.



Sorcerers

Most guild sorcerers are native to Kintalla. Ebonclad's agents keep eyes and ears on the street in order to find young individuals with sorcerous talent only beginning to manifest. These developing spellcasters are surveyed to see how they respond to the power welling inside them, and the guild reaches out to those who'd view its tenets favorably, and shapes how their innate magic grows. If a foreigner enters the city with such power already established, the guild is wary about sending an invitation his or her way before knowing what spells they're capable of. A sorcerer who only knows how to light things on fire is of limited use to Ebonclad.

Skills & Class Features

The sorcerer's skills and features are compatible with a life in the guild – the class does not depend on loud, heavy armor as other classes may, and the ability to cast spells is highly valued. Guild sorcerers almost certainly are proficient in Deception, and favor Arcana, Intimidation or Persuasion as complementary skills. They typically enter the guild as Torches, but these skills, and their natural charisma also make them capable Faces.

Of course, a sorcerer's spells truly define his or her role and value to Ebonclad. Guild sorcerers prefer to alter their spells with Metamagic options in support of this. Subtle Spell is an obvious favorite, while options such as Extended Spell allow their enhancing spells to last longer, and Distant Spell allows them to strike from concealed places at great distances. The guild's sorcerers are molded like clay to develop spells

commonly useful for missions, such as *charm person*, *darkness*, *disguise self*, and *silent image*.

Sorcerous Origins

Ebonclad keeps a wary eye on its sorcerers – their very nature being one of unpredictability – especially as common sorcerous origins tend to lack the subtlety the guild desires. Sorcerers who owe their magic to a Draconic Bloodline are one thing, but those fueled by Wild Magic are quite another. Fortunately, many sorcerers of the guild attribute their magic to the night, and it's this special connection to the dark that makes Ebonclad so appealing to them. These sorcerers adopt Nightfall Arcana as their sorcerous origin.

NIGHTFALL ARCANA

Your magic is drawn from night, swelling within you whenever you are in areas of darkness. You may owe this gift to some powerful ancestor of darkness personified, or perhaps you were simply born in the right conditions during the black of night, for this mystic power to suffuse your soul. However it befell you, the magic of night is yours to command.

Born of Darkness

At 1st level, you gain the ability to see in darkness, both normal and magical, to a distance of 60 feet. Additionally, while you are in dim light or darkness, you can take the Hide action as a bonus action.

Shadow Magic

Starting at 1st level, you can summon the power of night to weave spells of shadow magic. These spells command darkness to trick the senses, terrify others, and sap the life from the living with a mere touch. Whenever you use your Flexible Casting feature to create spell slots, you can use the newly created slot to cast or begin casting one of the following shadow magic spells before the end of your turn, as if you knew the spell. If you do, the spell is a sorcerer spell for you.

Spell Slot Level	Shadow Magic Spell
1 st	<i>inflict wounds</i>
1 st	<i>silent image</i>
1 st	<i>voices*</i>
2 nd	<i>darkness</i>
2 nd	<i>misty step**</i>
3 rd	<i>fear</i>
3 rd	<i>vampiric touch</i>
4 th	<i>hallucinatory terrain</i>
5 th	<i>mislead</i>

*New spell described in this supplement.

**Cast as part of the same bonus action used to create the spell slot

Fade to Black

Starting at 6th level, when you are in an area of dim light or darkness, you can use your action to become invisible until you move, take an action, take a reaction, or are in an area of bright light.

One with the Night

By 14th level, the power of night within you makes you unnaturally resilient to the attacks of creatures who also harness the darkness. You gain resistance to necrotic damage.

Additionally, you can use your action to enter an area of complete darkness as if it were a magical portal. When you do so, you instantly know the location of all other areas of complete darkness within 500 feet of you, and you can choose to pass into one such area. You appear in a spot of your choice in a location that will accommodate you.

You can use this feature twice, and regain expended uses when you finish a long rest.

Night Falls

Beginning at 18th level, the very dark of night comes to rescue you when you falter. The first time you would drop to 0 hit points and are not killed outright, you can use your reaction and expend 5 sorcery points to instead drop to 1 hit point and transform into an insubstantial mass of darkness. The transformation includes any equipment you are wearing or carrying.

When you assume this form, you fill your space with darkness, but are otherwise intangible. A creature with darkvision can't see through the darkness of your form, and nonmagical light cannot illuminate you. You appear like a bloated shadow in areas of light, but you are invisible in areas of darkness.

While in this form, you are incapacitated and can't speak. You have a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. You have advantage on Strength, Dexterity, and Constitution saving throws, and you are immune to nonmagical damage.

You can stay in this form for 1 minute or until you lose your concentration (as if you were casting a concentration spell). Once you use this feature, you can't use it again until you finish a long rest.

Warlocks

Warlocks may be the least represented class in Ebonclad, if only because there are so few warlocks that find their way to Kintalla to begin with. In fact, throughout its long history, the guild has gone for decades at a time without a warlock in its ranks. Though, those warlocks who are indoctrinated tend to do very well. Any spellcaster is a benefit to the guild, and those people willing to make pacts with devils and other mysterious forces are generally the same people who won't mind the guild's illicit affairs. Of course, warlocks only associate with the guild if they believe it will be a boon to the patron they serve.

Skills & Class Features

Guild warlocks often serve as Torches, supporting Ebonclad and their individual teams through their learnings and magical prowess. These warlocks may choose to specialize in Arcana, History, Nature, or Religion, using their knowledge to the guild's benefit. Particularly charismatic warlocks might rise as a Face, focusing on Deception and Investigation in roles as spies and point men. The Pact Boon of each guild warlock certainly shapes this role; those of the Pact of the Blade make fine assassins, as they can materialize weapons in their hands at whim. This allows them to walk in and out of locations unarmed and without suspicion, carrying out guild business in between.

The Eldritch Invocations gained by warlocks prove incredibly

useful on guild missions. Devil's Sight allows these guild agents to navigate both real and magical darkness – something Ebonclad contends with on a daily basis. Mask of Many Faces and One with Shadows both have obvious applications, while invocations such as Eldritch Sight, Gaze of Two Minds, and Sculptor of Flesh provide these warlocks with new layers of utility.

Otherworldly Patrons

The Otherworldly Patron each warlock serves ultimately determines why he or she is involved in the guild. Those who serve The Fiend find it easy to justify a role in Ebonclad – the guild's hand in corruption and deception play well within such a creature's portfolio. Those who serve The Archfey may see the guild as an opportunity to gather knowledge for their patron that they otherwise could not, or perhaps delight their patron with the disorder so often caused by the guild's actions. The enigmatic warlocks serving The Great Old One keep their reasons for service to themselves, as these inscrutable creatures are playing a long and ancient game no mortal mind should and can discern. For whatever reason, Ebonclad is a valuable piece of it.

Wizards

Ebonclad has been represented by its fair share of wizards, more so than most other spellcasting classes. They are typically discovered putting their magical talents to use the way the guild appreciates, proving their morals are compatible, and offered membership. Many are the castoffs of the Order of Ohl'Abdurr, the shunned hedge wizards or apprentices who could not elevate themselves in the organization, or were disbarred for any number of reasons. The guild is more than eager to scoop up these individuals, as it views wizards as being among its most trusted spellcasters. They're more versatile than warlocks, less conspicuous than sorcerers, with a wider range of spells than any other class. For this reason, Ebonclad invests heavily into making sure guild wizards have spellbooks filled with the most effective spells for its missions.

Skills & Class Features

Wizards are almost exclusively Torches in the guild, as their skills favor knowledge over physical ability. Teams are assigned wizards to ensure that they have the magical support necessary to complete the job they've been given.

The wizard's large repertoire of spells is the class's greatest asset. Depending upon the mission before him or her, a guild wizard might prepare spells like *charm person* and *illusory script*, or *magic missile* and *witch bolt*. Whenever a wizard can be utilized, Ebonclad agents gather as much information on a mission as possible. A properly prepared guild wizard is the hallmark of a job well done.

Arcane Traditions

Ebonclad prefers wizards who take up the Arcane Traditions of the School of Enchantment or Illusion, as these have their obvious applications in the field, but each school of magic has its niche. Those following the School of Conjuration might specialize as frauds or wayfarers, and those who study the School of Evocation are more militant, sent on missions where combat is expected. Guild wizards of the School of Divination can adapt to any mission – these diviners are called upon to lend their counsel and foresight to any job at hand.

Feats

If you're using the optional feats rule, the selection of feats available to characters is expanded with the list below at the Game Master's discretion.

These feats represent skills one might develop from serving the thieves' guild, and all list membership in Ebonclad as a prerequisite. You should ask your GM whether a listed feat is eligible for a game world outside the *Ebonclad* setting.

Con Artist

Prerequisite: Membership in Ebonclad

You developed a knack for deceiving others and passing off forgeries. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- You gain proficiency with the swindler's set. If you are already proficient with the kit, you add double your proficiency bonus to checks you make with it.
- You gain proficiency with the forgery kit. If you are present while you see a creature examining one of your forgeries, you can force the creature to make a check to determine its authenticity with disadvantage. You regain the use of this ability after a short or long rest.

Deadly Strike

Prerequisite: Membership in Ebonclad, Sneak Attack class feature

You've learned how to strike with precision at major arteries or muscles, to leave your opponents with horrid wounds or unable to move. You can choose to spend an action studying one creature you can see, that is not a construct or undead, to identify its weak points. If you do, for the next 1 minute, you can choose to replace the extra damage granted by your Sneak Attack with one of the following effects:

- The creature suffers a bleeding wound. At the start of each of the wounded creature's turns it takes 2 damage for each d6 of damage granted by your Sneak Attack class feature. Each time you wound a creature in this manner, the amount of damage the creature takes at the start of each of its turns increases by 2 until the creature recovers from the wound.
- The creature is wounded in such manner that hampers its movement. Until it recovers from the wound, its speed is reduced by half.
- The creature is wounded in such a manner that it restricts its reflexes. The creature can't use reactions until the end of your next turn or until it recovers from the wound, whichever occurs first.

At the end of each of its turns, an effected creature makes a Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a Wisdom (Medicine) check to end the effect of all such wounds on a success. The DC for the saving throw or check is 10 + 1 for each d6 of damage granted by your Sneak Attack class feature.

Escape Artist

Prerequisite: Membership in Ebonclad, Dexterity 13 or higher

You've spent a fair amount of time wriggling out of rope, picking manacles with your hands behind your back, and squirming away from guards attempting to pin you to the ground. You gain the following benefits:

- You can pick a manacle's lock without thieves' tools by improvising with another implement, such as a hairpin, finger knife, or cufflink. Using the improvised tool comes naturally to you for this purpose, and does not impose disadvantage to the check. You're always considered to have a small item stowed on your body that you can access should such a need arise.
- You gain proficiency on Strength (Athletics) and Dexterity (Acrobatics) checks made to escape bonds or from a creature that is grappling you. If you are already proficient with the check, you instead add double your proficiency bonus.
- When you successfully escape from a creature grappling you, you can use your bonus action to make one melee attack against the grappling creature or move up to 5 feet. This movement does not provoke an opportunity attack from that creature.

Guild Enforcer

Prerequisite: Membership in Ebonclad, proficiency with medium or heavy armor

Service to Ebonclad often requires individuals to forgo heavy armors in favor of lighter ones. Your study of bulkier armor, fighting techniques, and natural grit has led to you to develop the best way of protecting yourself while on guild business. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- While you are wearing light armor or no armor and are not incapacitated, you gain a +1 bonus to your AC if you are proficient with medium armor or a +2 bonus to your AC if you are proficient with heavy armor.
- While you are wearing light armor or no armor and are not incapacitated, you can apply your Strength modifier to your AC instead of your Dexterity modifier.

Poison Specialist

Prerequisite: Membership in Ebonclad

You've learned the intricacies of poisons, mastering their creation and using them to their deadliest effect. You gain the following benefits:

- You gain proficiency with the poisoner's kit and Intelligence (Nature) checks to harvest natural poisons. Additionally, you do not risk poisoning yourself if you fail to extract a poison from an incapacitated or dead creature.
- When you craft poisons during your downtime, you, and those who assist you, make progress in 10-gp increments per contributor each day instead of 5-gp increments. You do not gain this benefit if you do not oversee the poison's production during this time.

- When you subject a creature to the effect of a poison, the DC for the poison's associated saving throw is increased by 1.
- You can apply a poison to a weapon in your possession as a bonus action instead of an action.

Savvy Thief

Prerequisite: Membership in Ebonclad

You know that the most vital tool of your profession is a cool head. You gain the following benefits:

- Increase your Intelligence or Charisma score by 1, to a maximum of 20.
- You gain proficiency with thieves' tools.
- You can choose to gain advantage on a single ability or check of your choice during an act of theft or a guild mission, such as a Dexterity check to disarm a trap protecting a target building you're breaking into, or a Charisma (Deception) check to explain yourself to a nosy guard. You regain the use of this ability after a short or long rest.

Subtle Spellcaster

Prerequisite: Membership in Ebonclad, ability to cast at least one spell

You've learned how to cast your spells discreetly to avoid notice and how to mask their origin with illusions. You gain the following benefits:

- You can cast spells with verbal components at a whisper, making it impossible for other creatures to identify you as the spell's caster based on a verbal component alone. You must still be able to speak, however, and cannot cast spells when gagged or in an area of magical silence.
- When you cast a spell that would require somatic or material components or both, you can make a (Dexterity) Sleight of Hand check to avoid drawing attention to yourself. The DC equals 10 + the level of the spell slot expended. If you're successful, other creatures cannot identify you as the spell's caster based on these components alone. You must still have a hand free to perform somatic components and handle material components.
- When a spell effect would normally specify you as a point of origin, you can "throw" the point of origin to any location within 10 feet of you, the same way a ventriloquist would throw his or her voice. The spell still functions normally with you as the point of origin, but to any onlooker it appears to occur from another source.

Tumbler

Prerequisite: Membership in Ebonclad, Dexterity 13 or higher

You are a gifted tumbler, allowing you to bound across terrain and off obstacles other creatures would be impeded by. You gain the following benefits:

- Increase your Dexterity score by 1, to a maximum of 20.
- When you use the Dash action, you can choose to tumble past enemies who would strike you. If you do, you make a Dexterity (Acrobatics) check with a +5 bonus to the result. If the result is higher than your Armor Class, you



use that as your AC against opportunity attacks triggered by the movement.

- So long as the environment has items for you to bound from – walls, statues, trees, boulders, etc. – you have advantage on Dexterity checks and saving throws you make due to complications from chases.

Guild Equipment

Ebonclad keeps a stock of standard equipment available at its fronts to supply members in need. This includes most adventuring gear and weapons worth under 15 gp, as well as a couple of various suits of light armor and sets of thieves' tools. A guild member can purchase a piece of equipment from the guild at these locations for 70% of the item's listed value.

If a character is looking for more expensive equipment, something beyond the purview of what the guild stocks, or an item the front is out of stock on, he or she will need to obtain it by some other means. Fronts restock their stores routinely, ensuring that they always have gear to equip the guild, but it takes anywhere from a day to a week to smuggle gear into a front discreetly, depending upon the items in question.

Specialized Weapons & Tools

Centuries of existing within the shadows of the city has led Ebonclad to develop and refine ingenious (and insidious) tools of the trade. Because of the nature of the guild's business, the specialized equipment it has made is only available to characters through the guild's means. This special equipment is dispersed to cells and teams as it is created, though some may be requisitioned only for specific jobs, and others must purchase it outright at a guild front. When purchasing this special equipment from the guild, a character must pay the full listed cost.

NEW THIEF GEAR

Item	Cost	Weight
Cane Hook	25 gp	4 lb.
Catstink	100 gp	—
Collapsible Pole	10 gp	12 lb.
Double-sided Clothes	150 gp	5 lb.
False Scabbard	10 gp	2 lb.
Glasscutter	80 gp	10 lb.
Hollowboots	15 gp	3 lb.
Ring Razor	20 gp	—
Rope Jacket	30 gp	7 lb.
Sharkskins	50 gp	1/2 lb.
Softsoles	50 gp	1 lb.
Stepwheel	200 gp	10 lb.
Weaponblack	50 gp	1/4 lb.
Wrist Sheath	15 gp	1 lb.

NEW TOOLS

Item	Cost	Weight
Keymaker's Kit	30 gp	7 lb.
Swindler's Set	25 gp	2 lb.

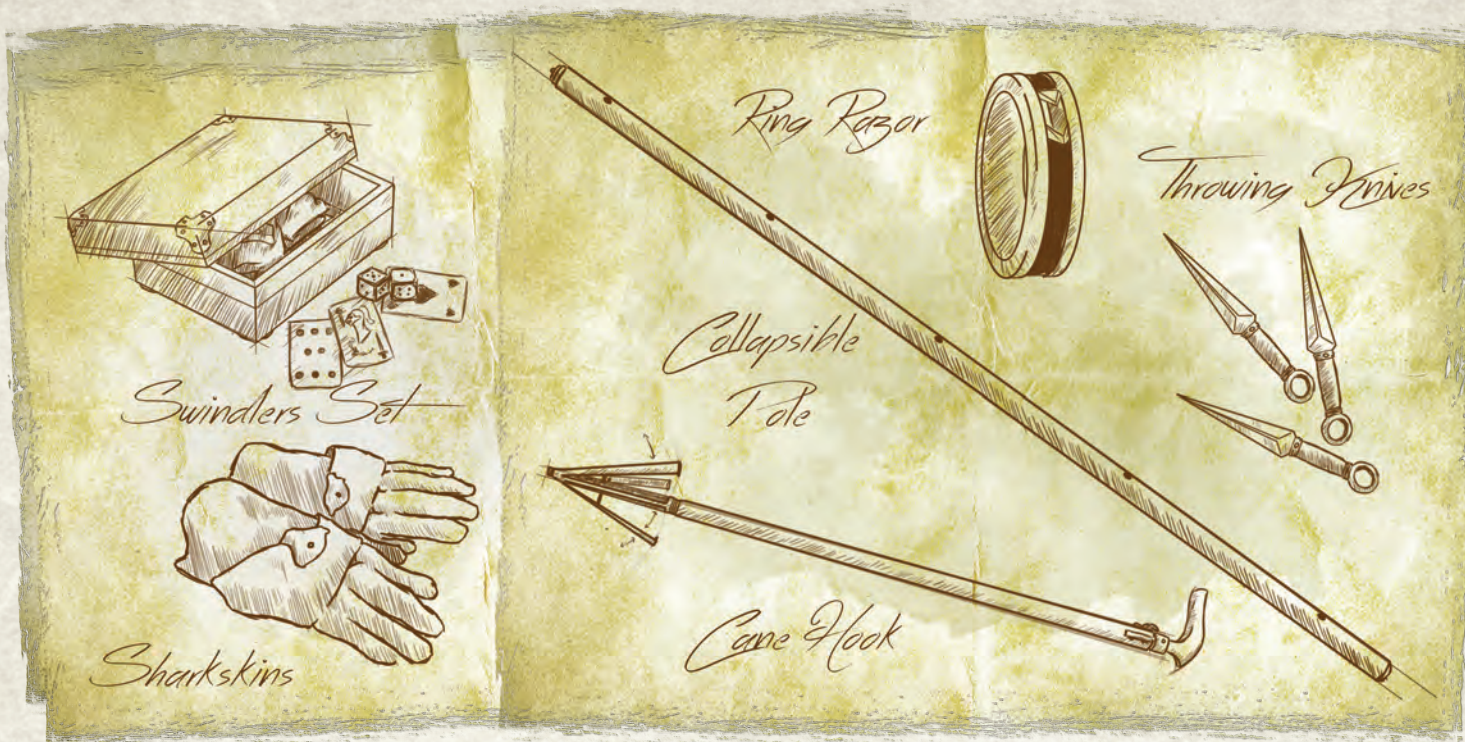
NEW POISONS

Item	Type	Price per Dose
Bloodfire	Injury	800 gp
Greenscale	Inhaled	650 gp
Last Gasp	Ingested	700 gp
Mirth	Inhaled	400 gp
Outhouse	Ingested	300 gp
Poison, Advanced	Injury	500 gp
Poison, Supreme	Injury	1,000 gp
Spider Venom	Injury	300 gp

NEW WEAPONS

Name	Cost	Damage	Weight	Properties
Garrote	5 gp	—	1/2 lb.	Special, two-handed
Sapsleeve	15 gp	1d4 bludgeoning	1 lb.	Light
Sword Cane	50 gp	1d6 bludgeoning or piercing	3 lb.	Finesse, light
Throwing Knife	5 sp	1 piercing	1/4 lb.	Finesse, light, thrown (range 30/60)





New Thief Gear

Cane Hook. This tool is indistinguishable from a cane or walking stick, although it does have a metal grip. Concealed in the grip is a clockwork device that, when triggered, extends prongs from the cane's end that effectively turn it into a grappling hook. It takes a bonus action to extend the grappling prongs, and an action to collapse them back into the cane, which must be done manually. This item is commonly paired with a rope jacket so guild members can smuggle grappling hooks and rope into public or crowded areas without notice.

Catstink. This foul-smelling, ocher liquid is stored in small, finger-sized vials. It's an alchemical compound, carefully created (and named) for its ability to drive small beasts to distraction – specifically dogs. Ebonclad thieves use it to draw guard dogs away from places long enough to sneak by, or to stop pursuing hounds in their tracks.

The liquid reacts with, and evaporates as it is exposed to air. You can choose to remove a stopper from a vial, causing it to evaporate relatively slowly and take effect after 1 minute, or you can forcefully throw a vial to a location up to 50 feet away from you, causing it to shatter and take effect immediately.

Exposed catstink smells bad to humanoids, but has a different effect on other beasts. Any beast within 100 feet of the exposed substance must succeed on a DC 10 Charisma saving throw or be drawn to its location. An affected creature does not leave the location for the next 10 minutes, at which point the smell dissipates. During this time, any loud noises or distractions allow the beast to repeat the saving throw, ending the effect on itself on a success, and any damage taken during this time ends the effect immediately.

Collapsible Pole. This pole is about 6 feet in length and two inches in diameter, making it resemble a broad walking stick. It actually is a clockwork device that conceals a make-shift ladder, allowing you to quickly climb to otherwise hard to reach places. You can spend an action to set the pole and press a hidden button that causes it to extend to 15 feet in length, with small rods

extending from its sides that serve as ladder rungs. The pole is strong enough to support one Medium-sized creature at a time. The rods and pole retract to its original form by pressing the button a second time. The button is expertly disguised, requiring a creature inspecting the pole to succeed on a DC 17 Wisdom (Perception) check to notice it while inspecting the device.

Double-sided Clothes. This set of common clothes is specially tailored to look distinctly different when turned inside out. They're ideally used by guild members when it's useful to assume a cover quickly or change appearances. You can spend 1 minute to remove the clothes, turn them inside out, and don the new outfit, allowing you to escape the attention of any who might be looking for an individual based on the description of your clothing.

False Scabbard. This scabbard is specially designed so that it's physically longer than the sword placed within it. The excess space at the end of the scabbard has a hidden latch that swings open to reveal a hollow compartment. This compartment is ideal for Ebonclad agents needing to smuggle small pieces of contraband into (or out of) places where weapons are acceptable – such as vials of poison or small gemstones. The compartment's interior is 2 cubic inches, and the latch can be discovered by a creature inspecting the scabbard with a successful DC 20 Wisdom (Perception) check.

Glasscutter. These instruments are bulky and expensive for the guild to manufacture; they're usually only given to teams assigned to missions where glass is a barrier (and shattering it would draw too much attention). The device resembles a metal hoop, about 1 foot in diameter. A specially-made blade is inserted into the hoop, which can be used to cut circles out of glass panes no more than 2 inches in depth. It takes 1 minute to position a glasscutter correctly, and another 1 minute to extract a circle of glass without risking it shattering. The hole created is wide enough for a Small creature to pass through, or allow big creatures to reach window latches or door handles or secure other means of entry.

Hollowboots. The soles of these specially-tailored boots are slightly thicker than normal, concealing a hidden compartment accessibly by swiveling the heel to the side. The nature of the boots is indistinguishable from any other set of footwear upon inspection, but a creature able to physically handle the boots can discover the compartment with a successful DC 15 Intelligence (Investigation) check. The compartment is 1 inch in depth, and up to 3 inches in width and 10 or more inches in length (depending upon the boot's size). It's useful for storing contraband, such as folded pieces of paper, gems, or even small weapons.

Ring Razor. This ring is actually made of two separate rings, though they're fashioned so closely together that this is impossible to distinguish by anyone looking at them casually, and requires a successful DC 20 Wisdom (Perception) check to notice when examined closely. You can spend an action to twist the rings in a manner so that each turns away from the other, revealing a V-shaped gap in the ring, and another action to close the ring. The gap contains a sharp blade ideal for soft materials. When you use it, you gain a +2 bonus to your Dexterity (Sleight of Hand) checks related to cutting purse strings or similar items. If you shake someone's hand while the razor is exposed, there's a 50% chance you cut the person. This doesn't deal damage, but does cause a bleeding cut and reveals the ring's nature.

Rope Jacket. This jacket looks like it belongs with a set of fine clothing, and they're often tailored to mimic the latest fashion styles popular in Kintalla. The jacket is sewn in such a way that its material conceals 50 feet of silk rope in its interior, coiled along the arms and back. The rope cannot be detected by simply looking at the jacket, and even upon physical inspection it requires a successful DC 20 (Wisdom) Perception check to reveal the jacket's true nature. You can spend an action to cut a cuff off the jacket, which allows the rope inside to spool out naturally. Once the jacket is cut and the rope removed, it can be mended to its former state by a character proficient with weaver's tools and 1 hour of time. Guild agents typically wear these jackets in tandem with cane hooks.

Sharkskins. The palms of these specially made gloves are made of a mesh of fine hooks, resembling shark scales. The hooks all point in one direction, so the gloves feel like regular fabric when stroked one way, but grab and tear if stroked the opposite. Guild agents prefer to use these to climb long, broad surfaces, as the hooked mesh aids in keeping them secure. You gain a +2 bonus to Strength (Athletics) checks you make to climb while wearing a pair of sharkskins. The benefit provided by the gloves pales in comparison to magic, and you gain no additional bonus from them while affected by magic that affects your Strength (Athletics) checks such as the *enhance ability* spell.

Softsoles. These special cloth pads are affixed to the soles of a thief's shoes to muffle the sound of the wearer's steps. It takes you 1 minute to apply a pair of softsoles to boots or shoes, but they can be kicked off at any time as a bonus action thereafter. While adorned, you gain a +2 bonus to Dexterity (Stealth) checks you make related to moving silently. The pads impede your movement and traction, and you have a -2 penalty to Strength (Athletics) checks you make to climb or jump and you cannot use the Dash action while wearing them. The benefit provided by softsoles pales in comparison to magic, and you gain no additional bonus from them while affected by magic that affects your Dexterity (Stealth) checks such as *boots of elvenkind* or the *pass without trace* spell.

Stepwheel. A signature invention of Gizmo, this device looks like broad disk set with flat pads around its perimeter. It utilizes a clockwork wind-up device that, when wound, the stepwheel spins and moves of its own accord along the ground. As the pads on the stepwheel make contact with the ground in succession, the device creates a sound similar to footsteps.

You must spend 1 to 5 minutes to wind a stepwheel before you place it on the ground to use it. The stepwheel then moves up to 30 feet in a straight line for each minute you wound it, moving half as much through difficult terrain. It stops if it contacts an obstruction or if the ground underneath it is no longer flat or stable. The stepwheel creates the sound of footsteps in its path as if generated by a Medium creature walking normally.

While stepwheels are primarily used to distract or misdirect guards and other creatures, they can also be useful in discovering traps. A stepwheel isn't heavy enough to set off traps triggered by pressure plates meant for humanoids, but it will strike low-set trip wires and can possibly set off magical traps at the GM's discretion.

Weaponblack. This black jelly is used to darken a steel weapon to render it almost completely matte black. It was developed after years of trouble concealing such weapons, as the glint of steel in moonlight or torchlight was a dead giveaway of an operative's location. One application of weaponblack is stored in a small jar, and can coat one weapon that does not have the heavy or two-handed weapon property, or up to three pieces of ammunition. When you make an attack from a dark location against an opponent unaware of your presence, using a weapon coated with weaponblack, you do not reveal your hiding place if your attack misses and you have not moved away from whatever is concealing you. The target, however, may still be aware the attack was made, depending upon the nature of the attack and the type of weapon used. For instance, the target may hear an arrow whiz by and strike a nearby wall, feel the swish of air from a missed sword swing, or hear a throwing dagger clatter on the cobblestone street.

Wrist Sheath. These sheathes, worn strapped to your forearm, are designed to conceal a dagger underneath your sleeves. While worn thusly, a hidden dagger on you cannot be distinguished unless you're physically inspected. The sheath uses a coiled spring and pin mechanism that allows the dagger to jettison out into your open hand at a moment's notice. While you wear it, you can trigger the sheath to arm yourself with the dagger as a bonus action so long as your hand is free. You have advantage on the first attack you make with the dagger during the same turn if your target was unaware you had the dagger on your person.

New Tools

Keymaker's Kit. This kit includes a number of molds, files, small blades, metal-working instruments and the like. It utilizes a small oil-burning apparatus to soften and mold metal, so use of it typically takes place in a secure location. The kit can be used to duplicate one key in your possession. It takes anywhere from 2 to 5 hours to duplicate a key, depending upon the key's size and intricacy. Proficiency with this kit lets you add your proficiency bonus to any checks you make to duplicate a key, and to pass off a duplicate as an original.

Swindler's Set. This set contains the hallmarks of con-artists: marked cards, cooked dice, false coins, and the like.

The items contained therein appear like any other of their kind to the untrained eye, and require a successful DC 15 Wisdom (Perception) check from someone inspecting them closely to discover their bias. Proficiency with the set allows you to add your proficiency bonus to any checks you make when you attempt to cheat at games of chance, or con others.

New Weapons

Garrote. A garrote is a length of strong wire used by operatives to strangle targets – a preferred method of elimination to ensure the target stays quiet through the kill. You can use a garrote to make a melee attack against a Large or smaller surprised creature. If your attack hits, the target is grappled and begins to suffocate at the start of its turn (*PHB* pg. 183). The target continues to suffocate each round thereafter that you maintain the grapple, and while it is grappled it cannot speak or cast spells with a verbal component. If the target frees itself from the grapple, it resumes breathing normally.

Since holding a target with a garrote is different than grappling one under normal circumstances, it's easier for your grapple to be broken. Another creature within 5 feet of you can use the Help action to move you off your target. Alternatively, dealing 3 slashing damage to the cord (AC 14) frees the creature and destroys the garrote, but this damage is also dealt to the target.

The GM may rule that some creatures are immune to the effect of a garrote, and some creatures' anatomies may allow them to breathe differently, or not require breathing at all. For instance, a fighter whose neck is protected by plate armor can't be strangled so easily, and undead creatures and constructs aren't penalized for a lack of air.

Sapsleeve. This weapon consists of a heavy ring sewn into the cuff of a jacket sleeve or similar garment, allowing it to go unnoticed while you wear it. While wearing the jacket, you can make melee attacks with the weapon as if you were armed. If the damage from this weapon reduces a creature to 0 hit points, the creature becomes unconscious, but remains stable.

Sword Cane. These canes or walking sticks come in different finishes, from ornate to mundane. The handle of the cane detaches from the shaft, allowing you to draw a concealed rapier. The cane is expertly disguised to be indistinguishable from normal canes, requiring a successful DC 17 Wisdom (Perception) check from a creature examining it closely, to discover its true nature.

Throwing Knife. These knives are light weight, small enough to conceal easily, and can be thrown farther than ordinary daggers. Due to their design, however, they're difficult to use for melee attacks. They're intended to strike targets by surprise, or deliver poisons from a distance like a blowgun.

Poisons

Poisons may have a reputation of a coward's weapon, but they're favored by even the boldest assassins in times when a target must be dealt with discreetly. The guild has invested in stores of poison, rationing these out to qualified members for specific use.

Acquiring Poison

The guild's supply of poison is hidden at, and distributed through, its fronts. Indeed, some fronts exist for the sole purpose of the clandestine manufacture of poison at all times.



Given that a single dose of poison may take months to create, it's necessary for several batches to always be "brewing," as it were.

Keepers are given small stores of poisons to distribute to their teams at their discretion. These poisons are relatively inexpensive, typically nothing that exceeds a 500 gp price per dose, and Keepers are rarely given more than a half dozen doses at a time. If a Keeper runs out of his or her supply, he or she must buy more from another guild mate or wait for an official restock from Ebonclad.

The guild's policy is not to sell its poisons to clients; such practice is considered to be a conflict of interest. Of course, a black market for poison and other illicit substances exists in Kintalla beyond Ebonclad's control. If a guild member is in dire need of a poison, he or she can attempt to shake down an alchemist or do business with a slum brute who might just have a dose.

Creating Poison

Guild members trained in the production of poison are typically stationed together at guild fronts to do so. A member proficient with the poisoner's kit can access such a front, creating poison during downtime. At these fronts, the member is assisted by 1d6 + 1 guild members each day (or 4 members per day on average, weekly) contributing to the poison's production. See the rules for crafting in *Downtime Activities* for more information (*PHB* pg. 187).

New Poisons

Ebonclad has created several new poisons throughout its existence. These poisons are considered guild specialties, and the formulae for their creation is zealously guarded, the same one might protect a secret family recipe. Only the most prodigious guild members with a talent for poison-making are taught how to produce them.

Bloodfire (Injury). This oily, yellow liquid can be touched or ingested harmlessly, but bursts into flames if applied to a creature's blood. A creature subjected to this poison must succeed on a DC 14 Dexterity saving throw, or take 17 (5d6) fire damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the creature takes 7 (2d6) fire damage. After three successful saves, the effect ends. Because the fire sparks from the blood of the creature's wound, it cannot be patted out, but it can be suppressed if the creature immerses itself in water or some other substance. Healing the wound also ends the poison's effect.

Greenscale (Inhaled). This green powder is usually stored in leather pouches or paper packets. The powder can be touched without any adverse effects to the handler, and is applied by blowing it into a creature's face, causing it to expand into a cloud of poisonous gas, like a green dragon's breath weapon. A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Last Gasp (Ingested). This liquid is clear, tasteless, and odorless, and only a few drops are necessary to kill its victim. It is often applied to a creature's drink, as its effect simulates choking. A creature subjected to this poison must make a DC 15 Constitution saving throw, or begin choking and gasping for air. An affected creature carries on like this for 1 minute, at which point it begins suffocating (*PHB* pg. 183). If the poison is neutralized before the creature suffocates, it resumes breathing normally.

Mirth (Inhaled). A creature subjected to this poison must succeed on a DC 13 Constitution saving throw, or become poisoned for 1 minute. While poisoned, the creature laughs uncontrollably, falling prone and is incapacitated for the poison's duration. The effect ends immediately if the target takes damage.

Outhouse (Ingested). This poison is amusingly named for its effect on its targets. An hour after a creature ingests this poison it must make a DC 10 Constitution saving throw, or be poisoned for 1 hour. While poisoned, the creature is nauseated and anxious to answer the call of nature. If the creature cannot relieve itself within 5 minutes of the effect's onset, it spends its action retching and reeling (and otherwise) wherever it is. For the remainder of the poison's duration, the affected creature gains one level of exhaustion.

Poison, Advanced (Injury). Ebonclad has worked to increase the potency beyond that of the basic poison used to coat weapons. You can use one dose of the poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature hit by the poisoned weapon must make a DC 13 Constitution saving throw, or take 2d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Poison, Supreme (Injury). You can use one dose of the poison to coat one slashing or piercing weapon or up to three pieces of ammunition. Applying the poison takes an action. A creature



hit by the poisoned weapon must make a DC 15 Constitution saving throw, or take 3d4 poison damage. Once applied, the poison retains potency for 1 minute before drying.

Spider Venom (Injury). This poison isn't crafted by the guild, but rather, is a specialty collected from the giant spiders that live in Kintalla's nearby forests. A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed saving or half as much on a successful one. If this damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

New Spells

Ebonclad's magic users have developed unique spells, refined throughout the years, for use on guild business. They're taught to promising spellcasters who join the guild. These spells expand the selections of spells available to arcane tricksters, bards, eldritch knights, warlocks, wizards, and sorcerers.

Deep Pocket

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pocket or pouch on a piece of clothing you're wearing)

Duration: 8 hours

Your touch transforms one of your pockets to act as a portal to an extra-dimensional space. For the spell's duration, the inside of the pocket can hold up to 25 pounds, not exceeding 1 cubic feet in volume. Despite whatever contents you place in the pocket, the pocket remains weightless. Retrieving an item from the pocket requires an action.

Regardless of the size of the extra dimensional space, you're still limited by the size of the pocket's opening as to what you can place inside it. Thus, you might be able to slip a quiver of arrows or handfuls of coins into the pocket, but you couldn't use it to hide a crossbow or helmet.

Any items inside the pocket at the time you cast the spell are immediately transported to the extra-dimensional space. The spell ends if the pocket takes any piercing or slashing damage, or is otherwise destroyed. When the spell expires, the pocket's contents spill out harmlessly on the ground at your feet.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you increase the extra-dimensional space accessed by the pocket by 25 pounds and 1 cubic foot for each slot level above 1st.

Hush

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of wool)

Duration: 1 hour

You touch a willing creature, causing the sound it makes to cling to it for the spell's duration. While affected by the spell, the target produces no audible sound. The effect is double-edged: the spell also silences the creature's spoken words, and a target effected by the spell cannot cast spells requiring verbal components. Thus, *hush* will allow a paladin in full plate armor to walk through a creaky corridor without making a sound, but also prevents her from communicating with allies or casting spells to protect herself at the same time.

When this spell ends, all the sound the creature would have created during the spell's duration emanates from it in a jumbled cacophony, audible from as far as 100 feet away.

Insatiable Hunger or Thirst

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a spoon or small cup)

Duration: Concentration, up to 1 minute

You cause a creature you can see to become insatiably hungry or thirsty (your choice). The target makes a Wisdom saving throw against your spell save DC. On a failure, it spends the spell's duration attempting to eat ravenously or drink deeply, consuming whatever it can without regard for what the food or drink is, or who it belongs to.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 30 feet of each other when you target them.

Kill Switch

1st-level abjuration

Casting Time: 1 reaction, which you take when a trap within 60 feet of you activates

Range: 60 feet

Components: V, S, M (a metal cog)

Duration: 1 minute

This spell interferes with a mechanical trap, freezing it a split second before it can do harm to you or your companions. The effect is only temporary; once the spell expires, the trap's mechanism completes its action as intended. This usually buys enough time for you and your allies to escape the trap's reach, or disable it.

Pester

2nd-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a pinch of pepper and an eyelash)

Duration: Concentration, up to 1 minute

You cause a creature in range that you can see to be pestered by a seemingly innocuous, though annoying, distraction; a nagging itch it can't reach, a tickle in its throat, an eyelash falling into its eye, or a fit of sneezes are all examples of how the spell may affect it. The target makes a Charisma saving throw against your spell save DC. On a failure, it spends the spell's duration attempting to relieve itself from its annoyance. The creature suffers disadvantage on its attack rolls and Wisdom (Perception) checks it makes while under the spell's effect.

At the end of each of its turns, and each time it takes damage, the target can make another Charisma saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the spell ends.



The insatiable thirst spell is an effective way to deliver poison

Sap

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a cord of leather)

Duration: Instantaneous

You direct an invisible, blunt force to strike at a creature in range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 bludgeoning damage. If damage from this spell reduces a creature to 0 hit points, the creature falls unconscious but remains stable.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Spy's Bauble

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bauble used in the spell)

Duration: Concentration, up to 1 hour

Your touch turns a small bauble – a button, gem, coin, piece of jewelry, or the like – into a scrying sensor. You can see and hear through the bauble as if you were in its location. The spell ends if the bauble is moved more than 100 miles from your location, enters another plane of existence, or is destroyed.

Voices

1st-level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

For the spell's duration, you can change the sound of your voice to sound wholly unlike you. For example, you can change your voice to belong to a different gender, have a racial or regional accent, be deeper or higher in pitch, or simply sound completely different from your own, but still like someone of your gender and species. You choose what your voice sounds like when the spell is cast, and you can change your voice each turn as a bonus action.

Additionally, you can use the spell to mimic any voice you have heard before. A creature that hears your voice must succeed on a Wisdom (Insight) check against your spell save DC to know it is an imitation. The spell does nothing to affect your physical appearance.



Spy's bauble makes for a handy scrying sensor

Fast and Empty

The elf called Swifthollow tied her white hair into a knot, then pulled the hood of her cloak over her head as she stepped out of the tavern and into the cold city night. Now was an hour for business.

It wasn't her given name, of course.

"Swifthollow" was the result of a man mispronouncing her Elvish name in the barbaric tongue humans had spread throughout the world like a disease. A more duteous elf would have corrected him. "It's pronounced *Svaeft'Allo*, my good sir," she would have said, "and a proper translation in this language would be 'Daughter of Rain.'" She would have said it all in perfect Common, too, wearing the same smug look her mother used to wear when she dealt with foreigners.

But that was a different time, a different elf. She hadn't been *Svaeft'Allo* in as many years as most humans lived an entire lifetime. And besides, "Swifthollow" was a more suitable name. It described her perfectly. *Fast and empty*.

Fast were her hands and feet. Empty was her heart. Empty, that is, until she was working.

She could sense it starting again. She could sense herself starting to feel. She relished it, though she knew it would be over too soon. It was a long walk and a cold night, but Swifthollow took her time, enjoying each step. The weight of a dagger, sheathed discreetly by her hip, kept her company. A long walk tonight would make its steel cold, no doubt. It would be warm with use soon enough; there was no rush.

That was her job: ending the lives of others. And she was damned good at it. One of the best in the guild. It was the only thing she lived for, now. Each job meant *hating* herself, over and over again. But hating herself meant feeling *something*, and compared to a lifetime of emptiness, these fleeting moments of sensation were worth it. She was addicted to them. It was a macabre irony that she should have to kill someone to feel alive.

Swifthollow walked through the streets, past shops and taverns and over a Promenade bridge to a residential block. She knew Kintalla so well she could have walked the route blindfolded. It wasn't much further now, and the elf could feel her heart beating faster. Her face betrayed no emotion, but her mind raced with exhilaration.

It was a humble house, a single story wooden cottage with a tiled roof and painted frame. Nothing the elite caste of Kintalla would associate themselves with, for sure, but certainly something a common laborer would be proud of. It was the kind of house that screamed she was doing a job beneath her station. Her targets were typically people with connections – diplomats, noblemen, artisans, and such. The kind who could afford body guards and lived in homes

as good as fortresses. Tonight she was doing a job any Scrap worth their salt could do.

She didn't care.

Her chest heaved a little more noticeably as she stepped to the door. She didn't bother with the windows – she had done this job long enough to know that the best disguise was confidence and the sweet darkness of night. Besides, there wasn't a soul in sight, the only thing around her were cottages very much the same as the one as the one she was about to break into.

In a moment the door was open; if anyone had been spying on her, they would have assumed she had a key. Swifthollow walked into the room that greeted her, instinctively heading towards a hallway beyond it. Her eyes darted back and forth, unimpeded by the darkness, noting exits and tripping hazards. Her heart was a full crescendo, but her movement was as silent as starlight.

There was nothing remarkable about the home. It wasn't tidy, but Swifthollow had seen worse. It looked, for lack of a better term, like a run-of-the-mill residence any one of Kintalla's thousands might live in. For whatever reason, someone had paid good coin to have its homemaker murdered, the kind of coin a person staying in a place like this could live the rest of their lives on. And the guild had sent their best assassin... which meant it was a job that couldn't risk the slightest error.

In the room down the hallway the elf found her, the person she was sent to kill. She was human, not twenty years old, with brown hair cropped above her shoulders, and freckles that ran over her nose from cheek to cheek. She was nestled in bed, asleep on her back. Moonlight drifted in through the window pane to illuminate her features with soft blues and grays. The blanket atop her bulged at her belly.

And that was Swifthollow's answer.

There was no sign of anyone else here. No tell-tale clothing or curios that would surely belong to the man of the house. This girl was here alone. A pretty thing. A girl whose life was afforded to her by some unknown benefactor, no doubt. Now, inside her she bore the seed of someone past the point of secrecy, and the wrong person had learned of it.

The elf sat on the ground, sitting with her legs crossed. She pulled her dagger out of its sheath and rested it on her lap, closing her eyes as her fingers caressed the side of its blade.

It might be a nobleman. That made sense; the aristocrats who presumed to have Kintalla in their pockets wouldn't fare well in their social circles having to explain common-born bastards. It could also be a jilted benefactor. Someone paying for the girl to live here might be upset to find she's known another man.

The elf would have to make her decision soon. She stood, holding the dagger in front of her, reflecting the moonlight with it as she weighed her options. Swifthollow's finger glided across the edge of the blade, and a crimson trickle meandered down her palm.

She felt nothing.

CHAPTER 5: MISSIONS

When teams of Ebonclad agents are tasked with accomplishing a goal, it's referred to as a "mission" or "job." These missions are like conventional adventures; they require characters to utilize their distinct talents, make decisions, and work together to succeed.

This chapter explains how you can create missions for the *Ebonclad* setting, as well as provides sample missions you can run for characters newly introduced to the thieves' guild. The themes discussed here, and the missions provided, are far from the only possibilities available, of course. Guild business may send characters to investigate a dungeon far from Kintalla, or to foreign cities and towns.

Creating Missions

When you're creating adventures for the *Ebonclad* setting, consider the following:

Mission Goals

For each mission, there should be clear objectives provided to the characters. The objectives may change through the course of a mission, and the players might have to make decisions on what's best for the guild. A mission's objectives can be delivered to a party of Scraps either by their Keeper, or from other ranking members in the guild.

Each mission's goal should benefit Ebonclad in some way. For instance, if a mission requires the party to steal an item or assassinate an NPC, there's a need or reason for it. The guild doesn't necessarily have to provide these details to the characters, however. The following are all ideal goals you can shape a mission around:

- Steal money or items from citizens in Kintalla
- Find a specific person or person's whereabouts
- Spy on someone and deliver information to a rival
- Steal a specific item from a business or powerful faction
- Assassinate a target
- Deliver an illegal item to someone in the city
- Intimidate someone into a course of action
- Engineer a dispute between factions or noble houses
- Frame someone for a crime

Obstacles & Complications

What challenges are the characters presented with in order to fulfill a mission's objectives? A complication might come from NPCs that can challenge the party in combat, such as guardsmen or thugs, or other creatures that would not hesitate to attack, like guard dogs.

The party might have to overcome physical obstacles, like climbing a building wall to break in through a window on a second story, and then walk about the place quietly enough to avoid disturbing its residents. Or, a challenge may require the party to handle things in other ways, such as talking their way into a nobleman's house and poisoning his wine supply unnoticed.

Unseen complications can arise while the characters complete

a mission as well. What happens if an NPC witnesses a party member rob a citizen or assault someone in a dark alley? What if a guard dog sniffs out a hiding thief, and barks to alert everyone to her presence? What happens if the item the party was supposed to steal, turns out to be a counterfeit, or the target of an assassination attempt is one of their close friends?

While you can present challenges, and adjudicate complications in a mission, it's up to the players to determine how their characters overcome them. You can have ideas in mind for solutions, but allow the players to work through their own. The result may lead to new adventures down the road, and forever change the party's relationship with NPCs!

Combat

On any mission, the danger of combat looms. In general, Ebonclad prefers that such messy affairs remain discreet and unnoticed by the public. Inevitably, the party may be forced into a battle with a gang of slum thugs or a unit of the Kintallan Guard, among other antagonists.

You can design combat encounters for parties in the *Ebonclad* setting as normal, but consider the characters' approach to combat. Some parties may flee from battle to ensure no loose ends are left in the form of corpses, or to avoid calling unnecessary attention to themselves. Other parties may prefer to simply kill anything or anyone who stands against them, leaving no witnesses, and completing objectives as efficiently as possible. Most parties will prefer a mix of each, acting according to the situation; in the end, how the party approaches combat (or doesn't) will be a product of the players.

Rewards

The characters should have an incentive for completing any mission, even if it just means a few more coins in their pockets. A reward for a job well done motivates the players to continue their service to the guild. A reward may be a cut of the loot stolen on missions of larceny, or a portion of the fee charged to provide a service to a client. Rewards can take forms other than monetary pay as well. Ebonclad may choose to outfit its most promising talents with new equipment, such as poisons or magical items, or promote party members who've proven capable time and time again.

Sample Missions

The following are sample missions that you can use to introduce new players to the *Ebonclad* setting, or to supplement your own campaign. The missions are designed using the themes described above, offering a mix of adventure types and styles of play.

Instead of a linear description of the course of events, many of these adventures leave options open for the characters to resolve in the best way the players see fit. Suggestions are given on how each objective can be completed, but be prepared to improvise and build off the direction that the players take the scenario; it may lead to unexpected (and awesome) results!

Monster and NPC statistics

A creature whose name is in **bold** has game statistics you can reference in *Ebonclad* or a core rulebook. If its statistics are altered, the changes are listed with it.

Encounter Maps

The missions provided here utilize the sample maps provided in Appendix C. If a combat encounter or important event occurs, for which one such map may be useful, it is noted in the mission's description.

Quick Reference Icons

For these missions, quick reference icons have been added to refer to elements or encounters that occur. A quick reference icon marks the general location of a hostile creature, plot element, trap, puzzle, NPC, or treasure that the characters can interact with. Each icon is given a full description in the mission's text.



Read-Aloud Text

Text that appears in red italics like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location, converse with an NPC, or complete an objective, as described in the text.

Missions by Character Level

The missions below are designed for parties consisting of 4 – 5 characters of levels 1 – 4. You can modify the missions by changing creature statistics, the DCs of checks required, or the number of hostile creatures appearing to suit smaller or larger parties, or parties of higher or lower level characters.

The intended character level for each sample mission is listed below. Note that you can run missions of the same level in any order you like. Rather than keeping track of experience points for each mission, completing objectives awards progress towards a milestone to gaining a new level. You can alter how this works as you like, keeping track of experience points traditionally or substituting milestones in place of the ones listed in each mission.

Mission	Level
<i>Getting Your Feet Wet</i>	1
<i>Precious Cargo</i>	2
<i>A Squeaky Wheel to Kick</i>	2
<i>Gravefillers</i>	3
<i>Wedding Bells</i>	3
<i>A Mess to Clean</i>	3
<i>Under Our Noses</i>	4



Reese Kincaid plays a major role as the party's Keeper in the sample missions

When to Use Missions

You can decide the pace at which the sample missions provided occur, choosing to use or not use them at your leisure. There may be a great deal of downtime between each, allowing the players to thieve from the populace and finish other adventures.

Going Further

The missions provided have enough content to take characters into 4th level, but many more possibilities await. It's up to you to create adventures beyond the ones listed here, ones where the stakes are higher, and the targets more vital to Ebonclad's prosperity. Missions at this point might plunge the party into the Skullhold to rescue a guildmate, send them to Castle Muranir for a high-profile assassination, or see the party off to another city for a completely different adventure.

As the party continues to complete missions, players are rewarded for their success and service. At some point, Ebonclad will recognize the value of such guild members, and will assess the player characters as suitable to become Veils and take on new responsibilities. Similar to *Reese Kincaid* in sample adventures, each party member might be outfitted with his or her own team of recruits to assign jobs to, as the party now takes on missions more appropriate for their skills.

As play continues in the *Ebonclad* setting, you can develop the relationships between the players and the guild's NPCs to shape the direction of future missions. This is a great opportunity to begin spinning the Great Wheel. As the party gains prominence, the Unseen take larger roles in their lives – and where the Unseen work, great things follow.

MISSION: GETTING YOUR FEET WET

You can use this introductory mission when beginning a new campaign with a party of 1st-level characters in the *Ebonclad* setting. The mission assumes that the party members are a newly made team of recent inductees to the guild, each party member being a Scrap without a specialized title. The mission is designed for such new recruits; it tests their ability to work as a team on a relatively simple task, produces income for the guild, and gives players a look into the guild hierarchy and an idea of how guild missions are run.

Additionally, the mission lets the guild assess each character's skills to give them proper titles at its conclusion. *Getting Your Feet Wet* purposefully leaves a lot of room for the characters to explore Kintalla and use their specialties to complete the mission successfully. As the adventure progresses, keep note of how the characters act, what roles they take, and what skills they use. This will help you assign a special title to each character once the mission is finished.

Background

Guild Ebonclad has welcomed its newest team to the fold, assigned to the Keeper *Reese Kincaid* for instruction. The recruits are green, but capable. Their Keeper has devised a job for them to assess their talents. If his new team is successful, he gets some insight as to how his new Scraps operate, in addition to scratching something off his to-do list. If they die trying, well, then Reese has one fewer thing to worry about.

Days ago, a slum **thug** (*MM* pg. 350) named *Dale E'ssio* made the score of his life when he robbed a traveler foolishly coming to Kintalla through its south gate. Since then, Dale has been a ghost. He knows a grab like the one he took will have people looking for him. What he doesn't know, is that the traveler he robbed was marked for a guild job – Dale simply beat Ebonclad operatives to the punch. The operatives saw him making off with the score, but couldn't catch him in time to reclaim it. Now, in his effort to avoid the Kintallan Guard, Dale's vanished from the guild's watchful eye as well.

In the grand scheme of things, Dale's theft isn't more than a nuisance to Ebonclad's operation, but the guild isn't wont to let such scores go unsettled. Now that a new team is assembled, tracking down the slum thief, and righting past wrongs seems like a good test of their talents.

Where's Dale?

After mugging the traveler and making off with more money than he could dream of, Dale retreated to a small, dilapidated house in the slums. The building is in such disrepair that the only entrance is crumbled; most onlookers would assume it to be abandoned. However, Dale found a disused sewer grate on the building's foundation before its entrance became unusable, and he's retreated there to lie low.

From within the ruined house Dale lives like a king. He has a few associates sneaking in and out of his base to spend his ill-gotten spoils for him, returning with food, wine, and other luxuries. The crew enters and exits by night, using the shortest routes through the sewers.

~ Mission Briefing ~

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 1st-level characters.
- **Mission Goals.** The party must track down the slum thief Dale E'ssio, and reclaim valuables marked for the guild. Should anything unfortunate happen to Dale, there must be no evidence tracing things back to Ebonclad.
- **Locations.** The mission will require the party to enter Kintalla's sewers to ultimately confront Dale E'ssio in a ruined slum house. Characters may have to explore the city while trying to get a lead on him.

Dale's plan is take his spoils and exit the city. He's too paranoid that the Kintallan Guard is looking for him to leave just yet, though. To play it safe, he's going to live comfortably in the dilapidated house until things blow over. In the meantime, he's sending his friends as errand boys, spending his spoils on comforts for now and later.

Dale's Associates

Dale E'ssio has three associates running errands for him.

Big Kelvin

Kelvin is an oaf of a man Dale keeps as hired muscle. Standing nearly 7 feet tall and weighing over 300 pounds, he's quite imposing and efficient at his job. He's too dimwitted to entrust any complicated instructions to, however.

Big Kelvin is a **bandit** (*MM* pg. 343) with the following statistic changes:

- His Strength score is 16 and his Intelligence score is 6.
- Instead of a scimitar, he wields a mace (+5 to hit, 1d6 + 3 bludgeoning damage).
- His Challenge Rating is 1/4 (50 XP)

"Fingers"

Fingers is a pudgy gnome, and thief known throughout the city. He's arrogant and sarcastic, and thinks Dale's score is his ticket to the high life.

Fingers is a **bandit** (*MM* pg. 343) with the following statistic changes:

- His size is Small.
- His speed is 25 feet.
- He has darkvision at a range of 60 feet.
- He speaks Common and Gnomish.
- He has advantage on Intelligence, Wisdom, and Charisma saving throws against spells and magical effects.

Telora Grace

Telora is a cunning young lady who's madly in love with Dale. She has ragged, black hair, which she keeps pulled back under a black bandana. Telora wants Dale to take her with him on his exit from the city, but he's only ever returned mixed signals of his affection for her.

Use the game statistics of a **bandit** (MM pg. 343) for Telora.

Beginning the Mission

Campaign Introduction

If you're beginning a new campaign in the *Ebonclad* setting, you can read the following establishing text aloud to the players.

Only fools think life is complicated, and Kintalla is a city of fools.

Sure, you may have been fools yourselves, once, trying to make an honest living in the Silver City one way or another. But you learned that, somewhere along the way, it's easier to take what you want than to wait for it. It's less complicated that way. It's natural. This realization led you down a path of, shall we say, "negotiable" morality.

You're not bad people. No, you're simply people who've finally figured life out. You're people who do what it takes to get by, without holding yourselves to silly, preconceived notions about what is "right" or what is "wrong." That might mean you've told some lies, cut some purses, or stuck a knife in a few backs, but these things all seem to muddle in the greyness of morality after a while.

And so, here you sit, a team of rascals, miscreants, and scoundrels, gathered around a tavern table, united by your lives less complicated. You're here because, eventually, the right people found you. People who share your philosophy; people who've made themselves lives of luxury living by it. People who, as far as you can tell, run Kintalla as much as The Crown.

They are Ebonclad and, as of recently, so are you. A guild of thieves they call it, though you know without asking, its members are much more than slum pickpockets or small-time burglars. That's what you used to be. Your talents attracted the guild's collective eyes and, within time, you proved you were worth bringing into the fold. In fact, you've been working for Ebonclad for some time on small jobs without knowing it. Like all new recruits, you were tested to make sure your talents – and compatibility – were up to task.

Now you speak with new words and see the city with new eyes. There are thousands living in Kintalla, but just enough are the important pieces in the game. Like Reese Kincaid, a short man with a brown beard and thinning hair. He's outgoing and gregarious and – if anyone asked – he's also a skilled carpenter. But he's really one of them, one of the disguised players in the game, hiding in plain sight. He's your Keeper – a ranking member of Guild Ebonclad – the man you'll report to should you want to keep your life free of complication.

The tavern belongs to Ebonclad. For all the mugs of ale you drank here, you would never know this place to be a front for a complex criminal syndicate. But, like clockwork, the last of its patrons leaves, and the innkeeper locks the door for the evening. He turns the lantern lights down low, then gives Reese a knowing nod before retiring to a bedroom. The floor is yours alone now, and Reese gives you a look that says your night is only just beginning.

Mission Introduction

You can read the following text aloud to introduce the mission. The text assumes the party is assigned the mission by Reese Kincaid, the team's Keeper, while assembled in a tavern on the edge of night.

"Friends," Reese says slyly, "it's been some time that we've awaited persons of your considerable talents to come together under one roof and one mind. Don't let those words go to your heads, though, you're still just the Scraps until I say otherwise."

Reese produces a folded piece of parchment from the breast of his jacket. He opens it to reveal a detailed charcoal sketch of a human with disheveled hair, a stubble beard, and a wry smile.

"A week ago, Ebonclad channels maneuvered a target to our fair city, who was carrying a coin purse our operatives were to kindly relieve him of. The trouble is, this man, one Dale E'ssio, beat us to the job. Dale's a small-time thug, a slum-made crook. Not unskilled, but too sloppy to cut it in the big leagues. Now, he's gone ghost with his new spoils, and we'd like you to find him.

We suspect he's still in the city – our spies beyond the walls haven't seen anyone fitting his description leaving recently. This will be an interesting test of your skills. Find Dale E'ssio and bring back that coin purse – or what's left of it. That'll be the black share, anything else you lift during the job is yours to keep, and I'll see you're rewarded for a job done right. Of course, should anything unfortunate befall Dale, nothing's to be traced back to you or the guild."

And, with that, Reese leaves the night in your hands.

Finding Leads

Reese leaves the party to find their own leads to Dale E'ssio's whereabouts. He doesn't explicitly state that Ebonclad spies will be watching them work, but the players are free to infer that. If asked, he only says that the team will be judged on how it operates.

The Mugged Traveler: Fabian Three Suns

The party might want to start by finding the traveler Dale mugged. If asked, Reese will tell them the following:

"Him? A foreign pewterer seeking the Gilded Ring. I'm sure he's there now. His name is Fabian Three Suns. You can recognize him by his braided blonde hair. The Ring isn't having a formal meeting tonight, but enough of them are likely to be in the hall drinking their cares away."

If the party enters the Hall of the Gilded Ring looking for Fabian, you can read the following aloud to the players.

The hall is huge, filled with the rising shouts of men and women several cups of ale into the evening. Large tapestries, each displaying a symbol of a hand clenching a plaited loop, hangs from the walls. The people here are all members of the Gilded Ring, Kintalla's club of artisans and merchants. Some of the most powerful men and women in the city sit before you.

Seated at one of the tables is a foreign man in tan drab. His skin is pale and his blonde hair hangs from all sides of his head in braids. You can see he's gone taken pains to hang several braids over a black eye.

If the party questions Fabian Three Suns about the attack on Dale, he assumes they're with the Kintallan Guard. Most of his livelihood was in that coin purse and he's desperate to get it back.

"Are you with the Guard? It's been a week now without news of the rascalion who assaulted me."

"Fraid I didn't get much of a good look at him. I had just made it to the city, and I was hurrying through the flea streets when he came up on me. He gave me a mean left hook and had my purse in his hands as soon as I hit the ground. If I knew where he got off to, I'd give him a visit myself. I did spot a lass runnin' off with him though, and I heard him call her by name: Telora. The Guard doesn't know a Telora anymore than I do, which means she's another slum lowlife probably halfway across the world by now livin' off my savings."

Fabian describes Telora Grace to the party. If they investigate the slums after contacting him, they may run into her (see *Spotting Dale's Associates*).

Eyes in an Alehouse: Murdoc Porell

If the party investigates any of the local watering holes looking for Dale, or someone who may have recognized him, they have the good luck of running into Murdoc Porell, a human **Ebonclad Shadow (Appendix A)**. Murdoc knows the party to be the guild's new recruits, but they're not aware of him. Murdoc has noticed Dale's associate, Fingers making several trips to the alehouse he's spying on, and he's glad to report the suspicious activity to help the recruits.

"Pardon me, but I couldn't help overhearing your predicament, friend. Asking drunks in taphouses for information is a lot like searching a brothel for Zesere players. You'll find them, but it's hard to trust the quality of the goods, you know? Fortunately for you, I'm a seasoned player."

(Murdoc is speaking in Eboncant, introducing himself as a friendly guild member.)

"I don't know where your quarry is, but he has had a known associate in and out of here every night for five moons past. Buying up small barrels of wine, mead, ale, you name it, putting it on a cart then kickin' his heels off slumward. He's a gnat of a gnome the folk around here only call 'Fingers.' Find him, and you find your friend as well."

Murdoc can't leave the tavern he's stationed in, as he's spying on it for other guild business. However, he describes Fingers to the party, and states that the gnome hasn't arrived for his nightly pickup yet. If they wait around a while, they may run into him (see *Spotting Dale's Associates*).

Checking the Filth: The Slums Dwellers

The party might decide the slums are good place to look for Dale, given that they're his stomping grounds. If this is the party's first trip to Kintalla's slums, you can read the following aloud to the players.



Kintalla's slums are a dangerous place

The south part of the city is filled with dirty streets and lined with shoddy houses. The slums seem to have grown over many years, a testament to the Turn of Coin. Here are Kintalla's have-nots, the city's impoverished, hungry, desperate, and dangerous. They crowd the streets, each pair of eyes shifting your way as you approach.

The party can question random citizens in the slums about Dale, or his goons if they're aware of them. Several citizens here are aware of Dale's disappearance, but most aren't willing to talk to the party unless they think they can profit from their knowledge.

A character can attempt a DC 20 Charisma (Persuasion) check to glean information from the slum's citizens. A character can forgo the check and succeed automatically by giving a slum citizen coins amounting to at least 1 gold piece. If a character attempts to intimidate an NPC in the slums, the NPC offers up the information without a fight.

An NPC in the slums reveals the following information:

"Dale's been gone 'while now, long 'nough to think he ain't got a mind of returnin'. But he keeps his pet oaf on a short leash and we seen him troddin' about covered in sewer muck the last couple days. His name's 'Big Kelvin' and it be proper for him, the man's bigger than half-orcs. I'm sure you'll find him round the way, if you're lookin'."



Random Encounter

The slums are a dangerous place. For every hour the party spends in the slums, roll 1d20. On a result of 1 or 2, the party is assaulted by 1d4 + 2 **slum gang members (Appendix B)** of random gang affiliation. The slum gang just wants to rough the party up and rob them. (Note, you can ignore this random encounter if a party member has the Slum Dweller background).

If the party is assaulted, and defeats a gang, one of the gang members pleads for his or her life. If questioned about Dale, you can read the following dialogue aloud to the players as necessary:

"Yeah, I know the guy you want. You're not gonna find Dale, at least, no one 'round here has seen in him close to a week now. But I saw Big Kelvin lumberin' into a sewer grate two blocks away just last night. That guy don't do nothin' without Dale E'ssio's say."

If the party interrogates a slum gang member or another NPC in the slums, they learn about Big Kelvin moving in and out of the sewers. If they investigate a nearby sewer grate afterwards, they may run into him (see *Spotting Dale's Associates*).

Other Contacts

If the party members seek out, or have other contacts (such as a contact gained from the Criminal background), they may be able to get the following information from an NPC, at your discretion.

"Dale E'ssio is a two-bit criminal who has enough sense to keep his racket to the slums. Word is, the Slum Snakes were thinking about recruiting him, but Dale got it in his head to start his own gang. Now he's got a handful of flunkies that work for him. I haven't seen or heard of Dale in several days, but his posse has been spotted on occasion throughout the city – sometimes carrying boxes or barrels to and fro, like they're gearing up for a trip somewhere."

The contact is unable to name any of Dale's associates, but can describe their appearances. The contact doesn't know where these associates stay, but knows they're mostly active at night, buzzing in and out of the slums. If the party surveys the slum's borders, they may run into anyone one of Dale's three cronies at random.

Finding Dale's Cronies

The party can spot one or more of Dale's associates after getting a lead on them.

Spotting Big Kelvin

Big Kelvin is near a sewer grate, waiting for Fingers to return with the night's take of food and alcohol. He doubles as a lookout, and is the only one among the three of Dale's associates who can reliably lift the grate leading to the sewer. He can never remember the path through the sewers to Dale's hideout, however, so he always waits for his comrades' return nearby the grate. If the party spots Big Kelvin, you can read the following aloud:

Standing atop a sewer grate is an enormous, fat man. He must be nearly 7 feet tall, wearing stretched leather armor and wielding a mace that looks more the size of a spoon in his hands. His boots and pants are stained with water and filth, and he reeks of the sewers beneath him.

Spotting Fingers

Fingers makes his way to a tavern or alehouse to secure alcohol and food for the night. He has a cart with him, and tells patrons and innkeepers he's "stocking up" for an event

at the Gravedigger's League, a lie most people believe, or are indifferent to. He spends 15 gp on decent food and strong booze, then returns to the slums. If the party spots Fingers, you can read the following aloud:

You see a pudgy gnome pushing a hand cart small enough for him to use without issue. He has a bushy mustache and is wearing boots likely a size too big for him. He whistles as he walks, like a man content with his place in life.

Spotting Telora Grace

Telora goes to various places throughout the city, tidying up some of Dale's loose ends before returning to the sewers. Lately, she's been checking off E'ssio's shopping list, commissioning new weapons, armor and traveling gear. She's arranged a horse and cart for him, as well as dry rations and camping equipment. If the party spots Telora Grace, you can read the following aloud:

You see someone fitting the description of your lead, a young woman sporting a black bandana and a scimitar tucked by her right hip. She moves with purpose through the streets, like a lady on a mission.

Encountering an Associate

Dale E'ssio's associates are under strict orders not to speak to anyone unfamiliar to them. The cronies are aware that people are looking for Dale, and know they may be guilty by association. If the party approaches an associate to talk, he or she will ignore or dismiss them. If the party becomes hostile, the associate will use his or her first action to run away.

If an associate flees...

The party can chase after him or her. Refer to the rules for new *Urban Chase Complications* appropriate for Kintalla in Chapter 3. An associate caught during the chase is subdued (see below).

If an associate is subdued...

If the party overpowers an associate, they can interrogate him or her for information. Big Kelvin and Fingers quickly fess up, hoping a confession will buy their lives. You can use the following dialogue for either one:

"The boss is in a secret house, and the only way in is through the sewer! I can show you a way in... if you let me go."

Telora is unwilling to sell Dale out, but they can convince her another way. A party member who searches her, finds a crumpled note containing her shopping list. A character succeeding on a DC 10 Wisdom (Insight) check deduces that the equipment she's been putting together for him indicates that, if he's leaving, he's not planning on bringing her, or anyone else with him. If Telora is told this, she breaks down.

"I... I know. I think I always knew. I kept holding out that maybe he'd... no. He never would. Listen, I'll show you the fastest route into the sewers if you promise to let me go. I'm getting out of Kintalla, going somewhere far from here."

If an associate is killed...

If the party kills Fingers or Telora, they lose the opportunity to gain information from them. They can find the shopping list on Telora. If Big Kelvin is slain, the party can search him to find the simple map of the sewer route Dale gave to him (see below).

Big Kelvin's Map of the Sewers

Big Kelvin keeps a folded piece of parchment, with a simple map inked on it, in his pocket. The map indicates the path from the sewer grate Big Kelvin guards, to Dale's base. Dale gave it to him in the hope that he'd use it to navigate the sewers, but Big Kelvin was too confused by it for it to ever be useful. If the party recovers this note, you can show them **Handout A - Big Kelvin's Map of the Sewers**.



Big Kelvin's Map

Into the Sewers

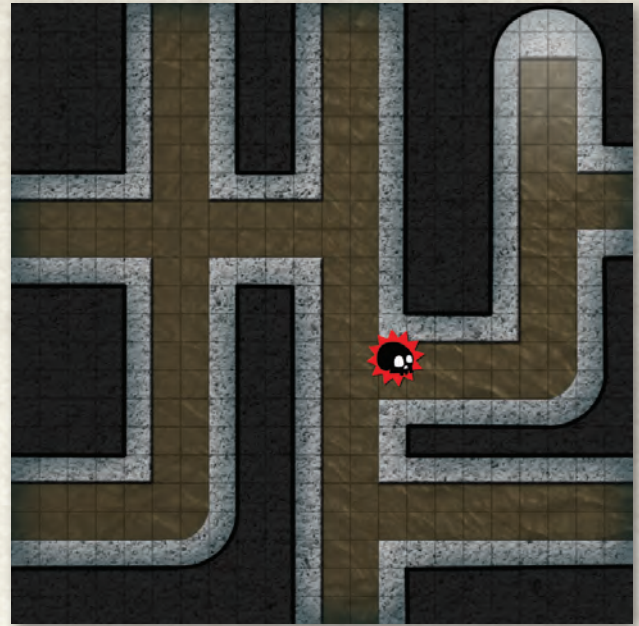
Eventually, the party will learn that Dale is hiding in a dilapidated house in the slums, whose only entrance is through the sewers. They may have found the map provided to Big Kelvin or extracted the information from one of Dale's associates.

The sewer grate Big Kelvin guards is loose enough to pry open temporarily so that creatures can pass through. A character with a Strength of 15 or higher can do so without making a check, otherwise it requires a successful DC 15 Strength check. If Big Kelvin is subdued by the party, he will open the grate for them.

When the party enters the sewers for the first time, you can read the following aloud to the players:

Kintalla's sewers, a foul place beneath the city, filled with the stink of a thousand latrines. People warn their children about the boogymen that live in the sewers, but you know you're more likely to run into vermin and excrement down there. Rungs extend from the brick wall running beneath the grate, creating a ladder for you to step down into the darkness below.

If the party is accompanied by one of Dale's associates, he or she will lead them through a path that exits into his location. Getting there takes about 15 minutes on the fastest route. They're not willing to confront Dale though, as they know selling him out is a death sentence. After showing the party the way in and out, they'll flee Kintalla if able.



A small section of the sewers

Sewer Water

The water in the sewer is dirty and disgusting, occupying a 10-foot wide section in the middle of the sewer tunnel. It rises about 2 feet, and is slightly viscous. Creatures can move through it, though it is difficult terrain. A character whose head is submerged in the sewer water must make a DC 10 Constitution saving throw or be incapacitated for 1 round, spending its turn retching. Characters that fail this saving throw are poisoned for the next 10 minutes.

Getting Lost

If the party is in the sewers alone, without the aid of one of Dale's associates, they run the risk of getting lost. If they've been given honest directions, a successful DC 15 Wisdom (Insight) or (Survival) check (player's choice) allows them to follow the path successfully to Dale's location. If the party has Big Kelvin's map in their possession, they're able to navigate the sewer with a successful DC 10 Wisdom (Insight) check.

Failing the check results in the party getting lost in the labyrinth beneath the city. Fortunately, the sewer has many exits into Kintalla. After 1d6 x 10 minutes, the party finds a viable exit. Refer to the result to see where the party exits.

Result	Exit Location
10 min	South Kintalla, somewhere in the slums
20 min	Southeast Kintalla, near Fort Rynde entrance
30 min	Southwest Kintalla, just south of Watcher's Grove
40 min	Central Kintalla, in the Ohlribe campus
50 min	Central Kintalla, beneath a Promenade bridge
60 min	Western Kintalla, just north of Watcher's Grove



Optional Encounter

The sewers are home to an eclectic variety of creatures, some of them quite dangerous. You may decide to have the party encounter one or more such creatures on their way to Dale's hideout. If you do, you can create an encounter or determine one randomly from the table. Use the map **Sewer Section (Appendix C)** for the encounter's location.

1d4 Creatures Encountered

1	1 – 3 stirges (MM pg. 284)
2	1 swarm of bats (MM pg. 337)
3	1 – 3 diseased giant rats (MM pg. 327)
4	1 gray ooze (MM pg. 243)

The creatures native to the sewers are used to the nauseating conditions, and do not need to make saving throws against the effect of the water. If one or more of Dale's associates are accompanying the party, they defend themselves against the creatures if able.

Dale E'ssio's Hideout

When the party emerges from the sewers into Dale E'ssio's hideout, you can read the following aloud to the players:

You reach the path's terminus, a simple wall with rungs leading to an opening above. There's no grate blocking the exit, and you can tell right away that it leads into a dimly lit building, not the bustle of the open city. Still, it's more inviting than the dank of the sewer; you're anxious to be rid of this place.

Dale is waiting above in the ruined building. He's expecting his associates to return at any time, and isn't surprised to hear sounds echoing up from the sewer tunnel. If the party doesn't try to approach stealthily, he'll call down at them, assuming he's speaking to one of his cronies, if he hears them (passive Perception 10).

As you begin to climb into the open area above, you hear a rough voice call down to you.

"Fingers, is that you? I'm famished up here. Hurry it up, already, would ya?"

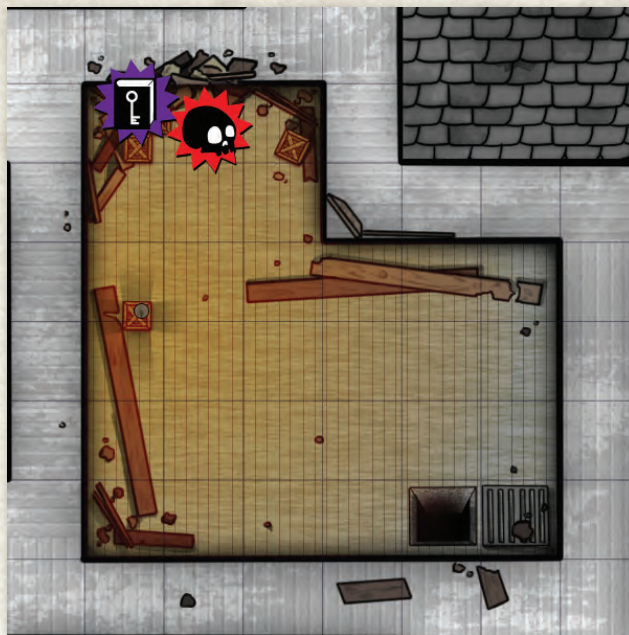
Dale is lounging on a makeshift bed made of feather pillows, admiring his riches. He doesn't get up to see who is approaching. You can use the map **Ruined Building** (Appendix C) for the encounter's location. When the party enters the building for the first time, you can read the following aloud to the players:

The warm glow of dim lantern light washes over the interior of this place. You're clearly in a slum building, one that looks like it's barely able to stand on its foundation. The place is a ruin, with timbers and debris scattered about, and what was once the building's doorway lying in an impassible heap of wreckage.

A man is lounging on an array of pillows, cascading coins and gems between his fingers into a leather pouch propped on his chest. He's wearing leather armor and has a mace leaning against one side, and a crossbow in hand's reach on the other.

If Dale heard the party coming and addressed them, you can add the following.

He sits up expectantly at your arrival, but his face goes white when he sees you.



The ruined slum building serving as Dale's hideout

Dale immediately expects the party to be after him, and rises to defend himself if he spots them. If the party engages him, refer to *Dale's Last Stand*, below.



Dale's Last Stand

Dale is a **thug** (MM pg. 350). If Dale doesn't hear the party approach, the party can surprise him. He is laying prone on pillows when the party arrives, but stands to his feet as soon as he suspects danger.

Dale drops the coin purse and grabs his weapons when he rises. He uses his first action to shoot his heavy crossbow, and then attacks with his mace using *multiattack* thereafter. Dale fights until slain.



The Coin Purse

Remaining in the coin purse Dale E'ssio stole are 227 silver pieces, 136 gold pieces, 7 gemstones worth 10 gp each, 4 gemstones worth 50 gp each, and 1 gemstone worth 100 gp (DMG pg. 134). Once reclaimed, the party has completed the mission and can return the purse to their Keeper (see *Aftermath*).

Aftermath

At the mission's conclusion, the party has the opportunity to reconvene with Reese Kincaid to return the coin purse and gain new titles in the guild.

Dealing with Corpses

Fortunately for the party, Dale E'ssio and his cronies are not well-respected citizens, so the Kintallan Guard spends little time investigating their deaths. If Dale or any of his associates are slain discreetly, the discovery of their corpses is chalked up to slum violence. The party might wish to dispose of their corpses before it becomes an issue though, such as by throwing them in the sewers dumping them in the bay.

Loose Ends

If the party let any of Dale E'ssio's associates survive their encounter, the associates flee the city. If they return to Kintalla in the future, they go out of their way to avoid the party members.

Returning the Coin Purse

Ebonclad operatives had a good idea of the value in the coin purse, but can't account for the amount Dale spent while it was in his possession. The party can return the coin purse to Reese Kincaid with its full contents, or they can filch from it without the guild realistically knowing about it. If the party claims that Dale spent all the money before they could retrieve it, Reese will be highly suspicious of them. Otherwise, when the purse is returned, he lauds them for their effort.

Your Keeper looks at the recovered coin purse with pride. The money inside it is nominal, but it represents a job well done. He hands it back to you, full contents inside.

"Well done," he says, a smile creasing on his lips, "well done indeed. You've certainly earned it. I'm glad to see you're worth the effort. You've shown us you're more than Scrap. Let's give you a proper title."

Reese returns the coin purse with all its treasures to the party to divide between them.

Titles

After completing the mission, Reese gives each player a title within the Scrap tier of the guild, *Face*, *Thorn*, *Torch*, or *Shadow*. Refer to *Guild Hierarchy & Structure* in Chapter 2 for more information on the qualities of each title. You can consider a character's class and personality in addition to the roles they chose on the job. The titles are badges of honor; they don't have direct game mechanics tied to them.

Milestone Award

After completing the adventure, the characters are level 2.

MISSION: PRECIOUS CARGO

You can use this mission for characters recently initiated into the guild, perhaps after completing the introductory mission *Getting Your Feet Wet*. The mission is designed for a party of 2nd-level characters, and assumes the party members already have experience running a guild job.

Instead of one objective, *Precious Cargo* has multiple goals for the party to accomplish before the mission is considered completed. It's designed for a free-form approach, asking the party to come up with its own plan of attack, rather than giving the characters explicit instructions.

Background

The latest ship to dock in Kintalla's harbor is the *Spearhead*, a longship headed by the capricious half-elf captain **Alyse Carl**. Alyse has made a name for herself as a trader, sailing across seas to buy local goods and sell foreign merchandise for profit. Before she was an enterprising captain, however, she was an ambitious merchant in Kintalla. That was when Alyse commissioned a group of local criminals to engineer "unhappy events," which ultimately led to her control of the *Spearhead*.

Unfortunately for Alyse, the group she hired was an Ebonclad team. Alyse double-crossed the Ebonclad operatives who assisted her. She tipped off the Kintallan Guard to the team's illicit activities after she'd fully benefited from the deeds done. Once the *Spearhead* was fully in her power, the half-elf skipped town, leaving a team of guild members in the hands of the authorities, and the job unpaid.

Years later, Alyse has returned home to trade. She believes she's outsmarted the group of thugs, probably still rotting in a dungeon cell somewhere, but Ebonclad never forgets an unsettled debt. Now that the good captain has returned to the city, Ebonclad will come to collect.

Paying What's Due

Alyse's transgression isn't egregious; after all, the guild understands it takes a calculated risk with clients. After all, those willing to hire the guild for its services are often the same individuals who'd skip out on payment. Ebonclad was able to rescue the operatives who were sold-out by the captain, by rigging a trial in their favor. Still, Alyse caused more trouble than her job was worth, and now a debt is owed.

Ordinarily, the guild would send an assassin to collect this toll in blood, but Ebonclad has different plans for Alyse. Rather than simply kill the half-elf, the guild would have her witness everything that she's worked for fall to ruin. To do so, the guild wishes to discredit her as a trader, turn her crew against her, and relieve her of the *Spearhead*.

Alyse Carl

Alyse considers herself a connoisseur of fine things and foreign cultures, touting her trips around the world as her pedigree. She's unscrupulous and glib, qualities that have aided her business. She's in Kintalla for the next six days, hoping to turn a nice profit trading new merchandise to a local.

Mission Briefing

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 2nd-level characters.
- **Mission Goals.** The mission has three major objectives: to discredit the reputation of the trader captain Alyse Carl, to turn the goodwill of her crew against her, and to relieve her of ownership of her longship, the *Spearhead*. The party can use whatever resources it desires to complete the mission, but is under orders not to kill Alyse Carl.
- **Locations.** Since the party decides how it will complete the objectives, the mission may take them anywhere in Kintalla. It will likely take them aboard the *Spearhead*.

ALYSE CARL

Medium humanoid (half-elf), chaotic neutral

Armor Class 15 (studded leather)

Hit Points 50 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +5, Wis +2

Skills Acrobatics +5, Deception +5, Perception +2, Persuasion +5

Senses darkvision 60 ft., passive Perception 12

Languages Common and Elvish

Challenge 2 (450 XP)

Fey Ancestry. Alyse has advantage on saving throws against being charmed, and magic cannot put her to sleep.

Nimble Escape. Alyse can take the Disengage or Hide action as a bonus action on each of her turns.

Actions

Multiattack. Alyse makes two attacks with her rapier.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Riposte. When a creature misses Alyse with a melee attack, she can use her reaction to make a melee weapon attack against the creature. To do so, she must see the attacker and be wielding a melee weapon.

Alyse's Possessions

Alyse wears a suit of fine clothing from a foreign nation. While her dress is practical, she also wears an extravagant captain's hat, worth 20 gp. She keeps several changes of similar outfits aboard her ship, as well as several outfits of common clothes. She wears a silver ring, studded with an opal ringed with sapphires, worth 150 gp, and a simple gold necklace worth 50 gp. She has a coin purse containing 37 sp and 26 gp tucked into her vestments.

In addition to her rapier, she keeps a solid gold dagger worth 200 gp by her hip. The dagger was traded to her, supposedly unearthed from a temple across the world. It has the same statistics of a normal dagger, but Alyse doesn't use it to fight unless she has no other options.

Lastly, Alyse keeps a scroll case fastened to a belt, hidden under her clothes. The scroll case contains a small nautical map and the deed of ownership of the *Spearhead*.

Beginning the Mission

The party receives information regarding Alyse Carl and their mission from their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*). If you're using a different NPC as the party's Keeper, or assigning the job to the party through a different outlet, modify the read aloud text below.

You find your team assembled by the harbor, seated on benches on a blue, sunny day. Here, the sound of street vendors crying for the attention of sailors rises above the constant drone of the city, and the smell of the bay is so strong you can taste it. Walking in your direction with his hands in his pockets is Reese Kincaid, your Keeper. He whistles a jaunty tune as he joins you on the benches.

"A fair day for business," he says after giving you a few nods of acknowledgement. "Don't be unnerved by the daylight. At night, we can hide in shadows. At day, here among the thousands in Kintalla, we are truly invisible."

To his point, people walk past you in all directions without giving you more than a cursory glance. No one comes to this part of the city without purpose, and to them you're just another group of citizens. Reese gives you a moment to soak that in, then points at a carrack at port. On its largest sail is an emblem of a spear's business end.

"That, my friends, is the Spearhead. We did some work for its former captain, or rather, we did some work on its former captain. The guild took on a client named Alyse Carl years ago, and arranged for a few mishaps, so that Ms. Carl would find herself as the new captain of the vessel. To repay us, she sold out our team of operatives, and then took her new toy clear around the world to make herself a living as a renowned trader. As you can imagine, it's left a bad taste in our mouth."

Now that the good captain has returned to port, we'd like to remind her of life without our services. The powers that be would like to see her ruined, and they've specified that she live to witness it. You are to find a way to discredit her as a trader, find a way to sour her relationship with her crew, and most importantly, find a way to relieve her of ownership of the Spearhead. Do what you must, but don't attract any undue attention to yourselves. Alyse is not to be killed. The next time that ship leaves harbor, we want her standing on a pier watching it go."



Captain Alyse Carl

Reese's Information

Reese stays long enough to answer any questions the characters may have for him. The Keeper has the following information available that may be useful to the party:

- When Ebonclad helped Alyse years ago, the guild forged a deed of ownership for the *Spearhead* for her. Then, operatives drugged the *Spearhead's* current captain, one Mumford "Mummy" St. James, and murdered his closest men, disguising their deaths as an accident. Alyse used the drugged captain, destroying his original deed of ownership and telling the world she won his ship in a game of Zesere. Mummy's reputation as a drunk helped to sell the lie, and even he believes it's his signature on the fraudulent deed signing the ship over to her.
- Most of Alyse's crew stays aboard the *Spearhead*, but the captain has been staying in a popular gambling house called The Owl's Wager.
- No one from the city has been permitted aboard the *Spearhead*. Word is, Alyse has precious cargo she's looking to trade, and her stay in Kintalla will be spent looking for an interested buyer.
- Alyse has been overheard stating that she plans to leave Kintalla in six days.

Going Forward

The party is free to act on this information and fulfill their objectives however they wish. Examples are provided below as to leads the party may find, or actions they can take to complete the mission, but the players may wish to institute their own plans. You should encourage the party to take its own initiative, mixing in elements described below, and improvising as needed as the mission plays out.

Since the adventure is open-ended, specific scenarios are provided for investigating the *Spearhead*, making contact with Alyse, or following a lead provided below.

Discrediting Alyse

Alyse is a savvy trader, and is well-known in Kintalla, despite her absence from the city for several years. Her reputation is not invincible, and there are several ways the party can attempt to discredit her.

Alyse's Secret Cargo

Though she parades around town, flaunting the wealth she's acquired, Alyse Carl is, in fact, quite broke. Most of her wealth is in her possessions; her clothes, her jewelry, her gold dagger, and of course the *Spearhead*. The captain hasn't had the coins to pay her crew for several months now, and this is the real reason she's in Kintalla.

The captain's problem stems from her latest cargo. Three months ago, she traded nearly all her coins away for a pair of **basilisk** (*MM* pg. 24) eggs. Alyse figured she could turn a profit on them quickly, but has been unable to find a buyer willing to pay her asking price. Her problems grew when one of the eggs hatched while the *Spearhead* was at sea.

When the young basilisk turned a deckhand to stone, Alyse's crew wanted to kill the thing. The captain forbade her crew from slaughtering the creature, as she's now depending on the sale of it to correct her expenses. This has stressed her relationship with them; on top of not paying them for weeks, now the crew must deal with a basilisk on board. They've given the creature free range of the cargo hold, tossing food down to it on occasion (as no one will risk feeding it any other way).

Alyse wants to sell the basilisk, and remaining basilisk egg, to someone in Kintalla, and at this point she doesn't care who. She's looking for 1,000 gp for the egg and will accept as little as 700 gp for the live creature, but she needs to trade both to make enough coin to pay her crew and turn a profit. Unfortunately for Alyse, this isn't something she can trade as openly as spices, textiles, or other common goods she normally deals in. She'll need to find someone she can trade the basilisk and egg to discreetly, in order to avoid any messy tangles with the law. If the authorities discover she's brought such a creature into the city, they will act.

If the party can expose Alyse's newest cargo to a representative from The Crown, the Kintallan Guard, or the Order of Ohl'Abdurr, the news of it will spread about the city quickly. Alyse will be disgraced, and the Guard will work to slaughter the basilisk aboard the ship and smash the remaining egg. Alyse will also be tried for acts of public disorder, or worse, depending upon whether the basilisk causes any damage to the city or its residents.

The Captain's Reputation

Alyse Carl is known around town as a shrewd woman, and her recent successes have garnered her equal shares of admirers and rivals. Many speculate on just how fortunate she was to come into ownership of the *Spearhead*, and plenty in the trading community are suspicious of the half-elf. Alyse claims she won the ship fairly from its former owner, Mumford "Mummy" St. James, in a game of Zesere and proudly shows the deed of ownership if challenged. Mumford is a drunk, and an awful Zesere player, and grudgingly claims she took advantage of one of his benders. Nonetheless, the *Spearhead* remains under Alyse's control, with traders and captains falling on one side or another as to whether they admire Alyse, or detest her.

The party can use Alyse's detractors against her by spreading lies that spoil her reputation. Alyse doesn't mind rumors about her – she's used to them – and the more outrageous the lie the more likely she is to play it off for its absurdity. However, if the party creates a believable lie to sow throughout Kintalla, especially one that questions the captain's legitimacy as owner of the *Spearhead*, Alyse will become reckless. She'll threaten anyone she hears speaking the rumor, trying to trace it back to its root.

If the party can convince enough traders and seafarers that Captain Alyse Carl is a fraud or a cheat, she'll be discredited among the Kintallan community, and no one will do business with her while she's at port.

Unwise Wagers

Alyse has bought a room in The Owl's Wager for her stay in Kintalla. The inn is a popular gambling house, where citizens with coins to spend can bet them in games of chance, or gamble with dice, cards, and other games against fellow citizens. Given the amount of coins changing hands on any given day here, the place is well guarded and filled with staff to keep an eye on the players.

The Owl's Wager is run by the menacing Bikslo Hardiron, a bald dwarf with a long black and grey beard. Bikslo has a reputation as a no-nonsense innkeeper, and patrons who cannot pay their tab usually find it settled by a "Hardiron Handshake" (one that leaves its recipients with many bruises). Bikslo keeps three **veterans** (*MM* pg. 350) on his payroll to make sure anyone in need of such a handshake receives it.

Alyse enjoys gambling, which is why she's chosen The Owl's Wager to host her for her stay. Though, given her predicament, she won't wager more than a couple of gold pieces, unless she can be goaded into it or bamboozled.

If the party can entice Alyse to gamble away her remaining coins at The Owl's Wager, she'll be confronted by Bikslo Hardiron, roughed up, and tossed out of the inn when it's apparent she cannot pay her tab. Alyse will be exposed and disgraced, and possibly forced to sell her possessions to continue her stay. The affair becomes highly public, and she gains the nickname "Copperless Alyse" for the duration of her stay in Kintalla.

Turning the Crew

Turning Alyse's crew against her may be easier than the party suspects; they're already on edge, all they need is a little instigation. The crews' loyalty has been stressed to the breaking point as of late for two major reasons: Alyse hasn't paid them in nearly six weeks, and they've been dealing with the basilisk that's taken residence in the ship's cargo hold. Still, Alyse has promised them that Kintalla will be the answer for everything – the city is where she'll be able to trade away the basilisk and finally pay them what's owed – but they understand the secrecy required for both to happen.

The crew has been ordered to stay aboard the ship while the captain works in the city. They are resentful of this, but it's imperative that the basilisk isn't discovered by anyone, as their payment depends upon it. If asked, the crew responds that they're needed aboard the ship to perform necessary repairs.

The *Spearhead* has a crew of forty men and women, most of them a collection of deckhands who provide daily maintenance



The city's harbor area

and cleaning, and run errands while at port. Most simply won't do more than exchange pleasantries if approached. Three crewmembers will interact with Kintallans, however:

- The first mate, *Que'san Silvershore* (male elf)
- The boatswain, *Kerjard Enid* (male elf)
- The navigator, *Prinn Habernacky* (female halfling)

If the party approaches the *Spearhead*, they'll meet this trio. These crewmen won't allow anyone on board unless they're won over.

Promises of Payment

If the party discovers that Alyse hasn't paid her crew in over a month, they can attempt to buy the crew's loyalty out from under her. Their cost is steep however. The crew is owed back pay amounting to 563 gp, which pays the captain's skilled crewman and regular deckhands for six weeks.

The crew has grown skeptical that they'll ever be paid, and Kintalla is likely the last bastion of their collective patience. If the party is willing to pay them this amount, the crew will gladly accept, even if it means cutting ties with Alyse. If given this money, the crew will abandon the *Spearhead* and will seek employment in the city, or look for work under a new captain.

If the party can't (or won't) pay the money owed the crew's, they can still turn the crew against Alyse by convincing them that she's unable to pay them at all. Most of the crew already believes this, but is willing to wait out the six days in Kintalla to give her the benefit of the doubt. If the party can discredit her during this time, and make sure the crew is aware of it, the crew will decide to cut its losses and find employment in the city.

Before the party leaves the *Spearhead*, a crewman will inform a party member of the basilisk in the ship's hold, leaving it to the party to decide what to do with it.

The Monster in the Hold

If the party manages to get on board the *Spearhead*, they can discover the basilisk in the cargo hold. You can use the map **Ship's Hold (Appendix C)** for the encounter's location. When the party enters the cargo hold for the first time, you can read the following aloud to the players:

An awful smell assaults your senses as you descend a wooden staircase into the belly of the ship. The cargo hold is a mess



The *Spearhead*'s cargo hold

of splintered crates and debris. A stone statue, bent over and with one arm extended, lies overturned among the clutter. Fish bones and droppings lie scattered about the place, giving the place its stench.

That's when you see it emerge from behind the mast pole: a scaled beast with eight legs and stony protrusions lining its backside from head to tail. Its eyes glow with a fierce blue light, and it rumbles with an angry growl.

The basilisk does not like humanoids, and isn't used to people occupying its hold. If it becomes aware of a creature approaching it, it will attack.



The Basilisk

The basilisk can't be surprised unless the party enters the hold without its notice. Otherwise, it rushes a creature it is aware of as soon as it enters the hold. It uses its *bite* each round against the closest creature. The basilisk fights until subdued or slain.

If the basilisk is subdued, it can be recovered by the party for the guild's use or sold for a profit. If fenced through Ebonclad, the party's share of the goods is 375 gp.



"Stoney" Pete

The statue in the room is of the deckhand "Stoney" Pete. He was the unfortunate crewman petrified by the basilisk when he went to feed it after it hatched. Alyse and her crew lack the resources to cure Pete, but a *greater restoration* spell or similar magic will return him to his former state.

If restored, Stoney Pete can convince any crewmen loyal to Alyse to abandon her as captain, as she was willing to let him rot in the cargo hold. He's incredibly thankful to his savior(s), and offers his assistance in any way he can.



The Basilisk Egg

A reinforced crate in the room contains the remaining basilisk egg, packed in straw. Alyse decided to keep the egg in the hold in case it hatched like the other one did. The egg is about 2 feet in size, and looks like an oblong stone. If the party discovers the crate, read the following aloud to the players:

The crate opens to reveal a large stone packed in straw. Small, sharp, shards stick out from it. It's crude and jagged, but large enough that you'd need both arms to carry it, and noticeably egg-shaped.

A successful DC 20 Intelligence (Arcana) check identifies the egg as a basilisk egg, but the party will likely be able to infer as much if they encountered the basilisk in the hold.

If the egg is recovered, it can be used by the guild or sold for profit. If fenced through Ebonclad, the party's share of the goods is 500 gp.

Losing the crew is an inconvenience and a major slight to Alyse Carl, but ultimately is only a minor setback if she's able to sell the basilisk and remaining egg. If she can recoup her money from the trade, she can afford to hire a new crew, but requires another week in Kintalla to recruit enough able-bodied men and women to do so.

Relieving Control of the Spearhead

The most important part of the team's mission is to relieve Alyse of her most valued possession, the *Spearhead*.

The Deed of Ownership

Ebonclad had already drafted a forged deed of ownership for the *Spearhead* once, and it would be delicious irony for the party to pull the same con on Alyse that she pulled on Captain Mummy St. James years ago.

Before a character can draft a forgery, you can inform the player he or she will need to be familiar with the original document, as well as Alyse Carl's signature. The party can determine the best way of getting this information, but they should be aware that Alyse will likely be wise to any ploys to both sign something, and show her deed at the same time.

A character with this information can attempt to make a forgery, making an Intelligence check after 4 hours' worth of work. The result sets the Wisdom (Insight) or Intelligence (Investigation) DC for anyone examining it to determine its authenticity.

Of course, merely having a forged document won't be enough to rid the captain of her vessel. Alyse will still have *her* deed saying she's the ship's rightful owner, and she'll certainly contest any claims that she willfully signed over the document. If the party members want to sell their own deed as true, they will need to concoct a way of destroying evidence to the contrary in a way that Alyse Carl can't (or won't) dispute.

A forged deed, disputing Alyse's ownership of the *Spearhead*, will only work if enough people are aware of it. If the party tries to use the deed to blackmail the captain, she'll try to destroy it before it can be used against her. The deed will need to be brought to authorities of The Crown or the Kintallan Guard, to

take action against her. If such a display is public, Alyse may be humiliated and discredited.

Mumford "Mummy" St. James

One person in Kintalla who'd also like to see the *Spearhead* under new ownership is its former captain – a human sailor in his forties named Mumford "Mummy" St. James. Mumford was a capable seaman, but was vulnerable to the comforts of ale and women, and spent many nights in port drunk beyond recollection. Alyse took advantage of one such occasion when she destroyed his deed, claiming she won the *Spearhead* in a game of Zesere with the captain, and producing her forged deed as evidence.

The lie was so perfect, even Mummy believes it. He regrets it as the worst day of his life; not only did he stupidly hand his ship to Alyse, but his best friends drowned in the harbor the same night in their own drunken stupor. Mumford was devastated, and he's remained sober since that day.

While he hates Alyse Carl for taking advantage of his drunken state, he is a man of law, and concedes that the ship legally belongs to her. Mummy now has stable employment as a dock worker in Kintalla's harbor, and is aware that his former ship is now in port.

If Mummy becomes aware of Alyse's falsehoods, he'll act against her. If he's told that her deed is a forgery, he was drugged and his friends murdered, Mummy puts the pieces together, and angrily moves against the half-elf. The next several days witness constant clashes between Alyse and Mummy, with the former captain publicly calling her out on her transgressions, followed by her vehement denials. After 5 days, authorities from The Crown come calling to officially inspect Alyse's deed of ownership, where they'll eventually determine it to be a forgery.

The party should be aware, however, that they can only divulge this information to Mummy in a way that doesn't lead back to Ebonclad. Just having knowledge of the situation would make them complicit in Alyse's lie, so such information must be delivered secondhand, or covered by another lie. Mummy will also be curious as to why anyone would help him with such information, and the party will have to be prepared to explain why they're out to ruin Alyse Carl as well.

Aftermath

The mission can end differently depending upon the party's outcome.

Loose Ends

If the party acquired any valuables while on the mission, including the basilisk egg, or subdued the basilisk, Ebonclad can fence the valuables through its channels.

If the party had to kill anyone to accomplish its goals, the Kintallan Guard looks into matters immediately. The fallout of the Guard's investigation largely depends on the actions the party took throughout the mission.

The party members complete all their objectives.

If the party members complete all their objectives within six days, and Alyse is not slain during this time, then the mission is a success, and the guild is pleased with the outcome. The *Spearhead* leaves port under new ownership, and Alyse is forced

to watch it sail away. You can read the following aloud to the players in conclusion of the mission:

An orange and purple sky grows across the city with the setting sun. You've returned to your bench at the harbor in time to see former-captain Alyse Carl standing on a pier, scowling dismally as the sails of the Spearhead merge with the horizon. Sometimes the look on a person's face is all the reward you need. That doesn't mean, of course, you're not going to accept the coins Reese has paid you for your services.

Each party member receives a pouch containing 225 gp from Reese Kincaid.

The party does not relieve Alyse of control of the Spearhead.

If the party manages to complete some of their objectives but fails to relieve Alyse of control of the *Spearhead*, then the mission is a mixed success. The captain leaves Kintalla after six days, if able. If she's unable to leave for some reason, she begrudgingly stays in the city until she's able to, unless she feels threatened or is aware of the guild's actions against her. If this is the case, she stays in a safe location, using her crew as bodyguards, until she's able to leave. You can read the following aloud to the players in conclusion of the mission:

An orange and purple sky grows across the city with the setting sun. You've returned to your bench at the harbor in time to see the sails of the Spearhead merge with the horizon, with Alyse Carl aboard no less. The guild isn't in the habit of paying fully for jobs not fully done, and your pockets are lighter than they could have been as a result.

Each party member receives a pouch containing 50 gp per objective completed, given to them by Reese Kincaid.

Alyse is slain.

If Alyse is slain as part of the mission, then the party has failed, regardless of how many objectives they may have completed. However, Ebonclad considers the half-elf's debt settled, and is less annoyed with the party's failure if they managed to secure some assets for the guild through the process. You can read the following aloud to the players in conclusion of the mission:

Alyse's death during your mission means many things, chief among them being a meeting with your Keeper. Reese Kincaid isn't a man that frazzles easily, but you can tell he's not thrilled with the outcome. Still, he manages to keep things in perspective as he addresses the team.

"Shame she had to die, death is often too soft a comfort. The Unseen would very much have enjoyed the look on her face when she realized everything she had was taken from her." With that, Reese hands you each a small coin purse.

"Still," he says, his voice lifting, "better dead than fled. I'd be lying if I told you we didn't have a few unexpected strings cut during a job. The captain's debt is settled, just not the way we would have hoped."

Reese gives each party member a pouch containing 75 gp.

Milestone Award

After completing the adventure, if the party has also completed the mission *A Squeaky Wheel to Kick* then the characters are level 3.



There's something down there...

MISSION: A SQUEAKY WHEEL TO KICK

You can use this mission for characters who've completed an introductory mission, such as *Getting Your Feet Wet*, and have recently been inducted into the guild. The mission is designed for a party of 2nd-level characters, and assumes the party members already have experience running a guild job.

This mission shows the players how Ebonclad interacts with clients. It will likely force them to do some breaking and entering, specialties of the guild. The mission also presents the players with competing sets of objectives, and lets them decide which course of action is most beneficial to the guild. It'll be up to the party to determine which objectives to complete to finish the mission.

Background

The gnome wainwright **Veshka Vern** is a well-respected artisan and long-standing member of the Gilded Ring. She's made a name for herself, as well as a comfortable living in Kintalla, building and repairing wagons and carts. Her products are prized for their quality, each piece branded with her initials to signify it lives up to her standards.

Recently, Veshka has seen new competition in town from a new wainwright, a tan-skinned human named **Ramses Hill**. The same week Ramses established his shop in the city, Veshka had the bad luck of misplacing her branding iron that displayed her emblematic "VV." The gnome suspects Ramses is behind the missing branding iron, all part of a plot to put her out of business. Sure enough, the gnome's sales have dropped off precipitously; buyers are less inclined to purchase her merchandise without the brand, and Ramses is undercutting her prices extensively.

Veshka implored the Gilded Ring to investigate, but the merchant's union refused to get involved in the dispute with so little evidence. When she plead her case to Kintallan Guard, she was laughed out of the building; the Guard had more important matters than to look for a branding iron. With nowhere else to turn, Veshka Vern sought the help of a "person who knows how to find things," and that's what brought her to Ebonclad.

The Missing Branding Iron

Veshka's guess about her missing branding iron is correct; Ramses paid a pair of goons 20 gold pieces each to steal it from her shop when he knew the gnome would be attending a Gilded Ring meeting. It was the perfect crime. The meeting gave Ramses an alibi as well, and the theft of so simple an object would not garner much attention from authorities, though its absence certainly has affected his competition's business and given him a leg up.

Ramses is keeping the branding iron hidden in his shop. He's been referencing it in designing a "knock-off" brand of his own. When he no longer needs the iron, he plans to toss it in the bay. It will take him another 3 days until he's finished with it, at which point it'll be all but impossible to recover.

While he's done a good job keeping the iron hidden, he did commit an error in covering his tracks; Ramses recorded his "business" with the goons he hired in his ledger, perhaps purely out of financial habit.

~ Mission Briefing ~

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 2nd-level characters.
- **Mission Goals.** The mission's primary objective is to recover a missing branding iron for the wainwright Veshka Vern, who suspects it was stolen by her rival, Ramses Hill. The party may be counteroffered by Ramses to ignore Veshka's request.
- **Locations.** The mission will likely take the party to Ramses' shop, The Squeaky Wheel, or to a popular drinking hall called the Ruby Cask where Ramses' underlings reside.

Ramses Hill

Ramses Hill is tall and muscular, with tan skin and grey eyes. He's bald and has no facial hair, and he speaks with a noticeably foreign accent. Ramses is smart, well-spoken, and derisive. He has a knack for insulting people through doublespeak, often directly to them without their notice. Though a tradesman, he always is seen about town in the robes of his homeland, and carrying a polished walking stick; Ramses only wears the attire of a laborer when he's busy building or repairing something at his shop.

Ramses' Possessions

Ramses' has several outfits of normal clothing, though their design is loose and representative of foreign fashion. He owns a kit of carpenter's tools, painter's supplies, and woodcarver's tools, which he keeps in his shop. He keeps a coin purse that presently has 27 sp in it; most of his wealth is in gemstones, which he keeps secured in a lockbox. He keeps the key to his lockbox in his coin purse as well.

Ramses' Goons

The thugs Ramses hired to rob Veshka are two adult human brothers named **Ollie** and **Oscar Fleckspar**. The brothers are not native to Kintalla; they accompanied Ramses into town as his bodyguard when he moved to the city about a month ago. Since their arrival, they've been staying at the Ruby Cask at Ramses' instruction, and drinking up their pay. The tavern is across the street from Veshka's shop, and it's convenient to have a couple of pairs of eyes there on his behalf.

Despite their lack of discretion, Ramses sees the value in having the brothers stay in town. He figures no one important knows of their relationship to the wainwright, and he's stressed the importance of keeping such information secret, so no one can trace their misdeeds back to him. While Ramses is enjoying the growth of his business, he's kept the brothers on a long leash, allowing them to do as they please, and will call upon them as needed.

RAMSES HILL

Medium humanoid (human), lawful evil

Armor Class 15

Hit Points 55 (10d8+ 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	15 (+2)	11 (+0)	14 (+2)

Saving Throws Wis +2, Cha +4

Skills Deception +4, History +4, Persuasion +5

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Suave Defense. While Ramses is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Actions

Multiattack. Ramses makes two attacks with his walking stick.

Walking Stick. Melee Weapon Attack: +5 to hit, reach 5ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage.

Reactions

Redirect Attack. When a creature Ramses can see targets him with an attack, Ramses chooses an ally within 5 feet of him. Ramses and the ally swap places, and the chosen ally becomes the target instead.

You can use the game statistics for **thugs** (MM pg. 350) for Ollie and Oscar Fleckspar.

Veshka Vern

Veshka is tall for a gnome, just over 4 feet, with long blonde hair and bright blue eyes. She dresses in clothing practical for city life, often wearing a smock when at her shop. She's normally cheerful and perky, but recent affairs have caused her to become quite guarded.

You can use the game statistics for a **Gilded Ring aristocrat** (Appendix B) for Veshka Vern, with the following changes:

- Her size is Small.
- Her speed is 25 feet.
- She has darkvision to a range of 60 ft.
- She has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.
- She speaks Common and Gnomish.

Beginning the Mission

The party meets with Veshka Vern and their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*) in a smoking parlor that is an Ebonclad front. Veshka is, of course, unaware that she's contacting a criminal syndicate to perform a job for her; she thinks the people she's hiring are freelancers or gravediggers.



Ramses Hill

If you're using different NPCs or scenarios to introduce the mission to the party, modify the read aloud text below.

Today, business has brought you to one of Ebonclad's fronts: a dim smoking parlor called the Dragon's Pipe. Its proprietor, a gray-bearded dwarf, and guild operative, named Barwin, has arranged a meeting with your team and a "client." She's a fidgety gnome with blonde hair, named Veshka Vern, and she's wearing what you assume to be her best outfit – as if she were meeting nobility. Still, she's a reputable wainwright in Kintalla, and her money's as good as anyone else's.

The gnome is under the impression that she's meeting what she calls "investigators," regarding something about an industry spat that's got her out of sorts. Your Keeper, Reese Kincaid, has brought you with him to listen to her story, and arrange a deal with her. Barwin has seen to it that The Dragon's Pipe is yours alone while you conduct business.

"Ms. Vern," Reese says as he polishes off a drink and puts the empty glass on an end table, "A pleasure to meet you. My name is Hamilton Tunce, the man our friend Barwin here spoke to you about. These are my associates."

Reese gives each party member the opportunity to introduce him or herself. If they follow his lead, they'll use cover identities. Once they're done introducing themselves, Veshka tells the party of her recent affairs.

The gnome nods her head at your introductions, twiddling nervously until she feels a place to jump in the conversation.

"I could give you my full name, but for now call me Veshka. I've done up any proper cart or wagon in this city for decades now. You might know my work, I always stamp my initials on them when they're done.

Anyway, round about a month ago, the Gilded Ring saw a new member and artisan arrive in town – a tallfolk calling himself Ramses – and just my luck he'd be in my line of work. Not half a week later my branding iron goes missing.

Now listen, I know it's just a piece of metal to you, but I had it made custom to identify my work, and it's one of a kind. Folk

The Squeaky Wheel



won't buy my carts without it, and now on top of everything, that fiend, Ramses is selling his craft at seven coppers to a silver of what I charge. I've been snubbed by the Ring and the Guard, and plenty others who just think I've breathed in bit too much varnish of late. I know that branding iron was stolen. I just can't prove it. And I'd rather spend my coins putting a thief to justice, than to slowly lose the market to him."

Reese rubs his beard with one hand, nodding in understanding. He has a way of comforting people without words, something that's certainly helped him climb the guild's ranks over the years.

"My friend, we'd not be so crass as to turn you away. We'd be happy to recover your dear iron for you, and see to it that whoever committed such an atrocity sees the stockades for its theft. Allow me a moment to confer with my associates. Barwin, would you kindly help Ms. Vern to a drink or a pipe in the meantime?"

Reese pulls the party out of earshot into an adjacent room, addressing them without pretense.

"Well, I don't normally deal with clients, but the gnome's pockets are deeper than her outfit suggests. The Unseen would have our friend's branding iron recovered, if it can be. It's possible she put it on the wrong shelf and forgot about it, but it's just as likely someone did take it out from under her. If it's been stolen, see to it the thief sees justice... in some form or another, I'm not picky. Just make sure whatever happens, happens quietly. We'll see you get a good chunk of the pay after the black share."

Reese doesn't tell the party how much Veshka is paying for the branding iron's return.



Veshka Vern, Gnome Wainwright

The party can talk with Veshka Vern before leaving. For more information, and dialogue you can use for the gnome, refer to the sidebar *Roleplaying Veshka Vern*.

The party has two leads after conferring with Veshka Vern: they can investigate Ramses at his shop in the city's northernmost district, or perhaps stakeout the Ruby Cask, where they can meet the Fleckspar brothers. Additionally, the party may have their own contacts, or may question people about town regarding the newest wainwright in Kintalla.

Use the following information for the various scenarios based on the party's actions. You may need to use a mix of the scenarios below before the party completes the mission.

Roleplaying Veshka Vern

Veshka shares any information she has with the party in the hope that it leads to her branding iron's recovery. She has a high opinion of herself, and wants to see Ramses punished.

You can use the following lines of dialogue for Veshka when interacting with the party.

Regarding Ramses...

"Ramses couldn't have been in Kintalla more than a day before that snake came by my shop to sniff out his competition. 'Course he'd make a move against me like this – he can't very well strong-arm me, a good-standing member of the Gilded Ring. No, he undercuts my prices on wobbly wagons and carts you couldn't trust as far you can throw, and steals my branding iron to boot!"

"Ramses shop is in the northern most district, just by the gate to Northway. I've seen him waltzin' in those fancy robes of his down by the harbor fairly often too, and taking drinks across the way from my own place of business. Keepin' his eye on me, without a doubt. A place called the Ruby Cask."

"You're not... you're not gonna do anything harmful to Ramses, now, right? Frankly, it wouldn't bother me more than a mayfly on a dragon's back if the scoundrel spent a month in the pillory, but I can't be having my name sullied for being responsible if anything... unfortunate were to occur. You'll find what's mine without making this a bigger mess than it already is, right?"

Regarding the branding iron...

"That iron was made special over a century ago by a dwarf smith who's no longer with us, gone to rest in the earth. It's not just a matter of what it does, it's what it represents. There's a power of history that makes my mark compelling."

"I've been making carts and wagons longer than most tallfolk in the city draw breath. I have a reputation to uphold. When Kintallans see 'VV' they see quality. I won't be undone by a foreigner too afraid to compete fairly."

"What do you think will happen to the fool when we expose him as a cheat and thief? You don't think they'd try him for treason for this, would you? Theft, obviously, and perhaps ruinous actions should anything of mine have been damaged. But if the right adjudicator believes my wares to be a treasure of the city it could be argued for treason."

The Ruby Cask

The Ruby Cask, one of Kintalla's most popular watering holes, is a two-tiered building with a rotating staff that serves patrons all hours of the day. The party can follow Veshka's tip about Ramses' visits there. You can use the map **Tavern (Appendix C)** for an encounter on the premises. If the party enters The Ruby Cask during normal business hours, you can read the following aloud to the players:

The Ruby Cask doesn't operate sun-up to sun-down like most businesses in the city – it's just assumed to always be open. It offers lodgings, the same as any other Kintallan inn, but it's known as a place of revelry, where ale and wine flow like water.

Today is no exception. You can hear the tavern before you enter it, the sound of cavorting patrons emanating from it clear across the street. Inside, dozens of patrons fill the place around wooden tables, engaging in conversation, taking meals, or playing dice, and each with a large mug nearby.

"Commodore" Ben Cavanal

The Ruby Cask's proprietor is a human named Ben Cavanal, but everyone in the city calls him "**Commodore**" thanks to his short stint in the city's navy. Ben is a man in his late forties, with thinning black and gray hair and a perpetually stubbly beard. He's tending the bar when the characters arrive, and a small staff of servants are waiting on patrons seated at tables.

If the party asks Ben about Ramses coming to the Ruby Cask, he offers the following reply:

"Look, there are days I see half the city in this place, or at least it feels like it. I got enough to worry about just making sure my staff gets paid and the cutlery doesn't grow legs, I don't remember your friend. Sorry."

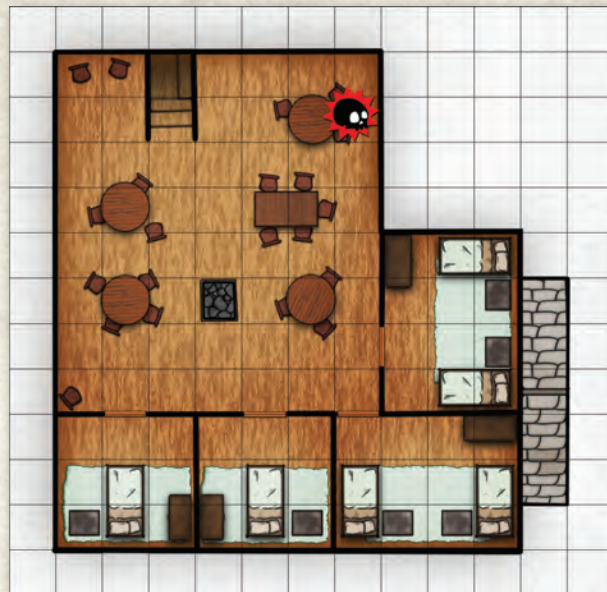
A character who succeeds at a DC 12 Wisdom (Insight) check deduces that Ben's hint about worrying over money is an invitation for a bribe. If Ben is given at least 10 gp, he's forthcoming with his information.

"Hmm, well, now that you mention it, I have seen a funny-looking man here as of late. Bald, robes, grey-brown skin. Couldn't tell you more than that though, but he always takes a table upstairs, and I don't think he's ever bought a drink. Just sits with my new regulars for a bit and then leaves."

Ben's new regulars are Ollie and Oscar Fleckspar. If the party has already interrogated Ramses, and enough time has passed, then the Fleckspar brothers have repositioned themselves to guarding Ramses' shop. If not, they're upstairs enjoying the day with other patrons, and Ben will give the party a description of them.

Other Patrons

The party can ask other patrons in the Ruby Cask about Ramses' appearances as of late. At any given time, there's 5 – 30 patrons in the tavern, with more typically in the evening and during mealtimes. Most don't take enough of an interest to remember seeing Ramses, but a few regulars might recall him. If the party questions random patrons, you can use the following lines of dialogue in response:



The second floor of the Ruby Cask

"Don't know the name, but I know the person you speak of. Came in a couple nights back, wearing a bed sheet. I remember, cuz that's what made me glance his way. Took his business upstairs with what you might call the 'tough customers' around this joint."

"Oh yeah, the human who's too fancy to have a drink in a drinking hall? He had a table with Ollie and Oscar, the two brutes with more muscle than minds between them."

The Fleckspar Brothers

If the Fleckspar brothers are present at the Ruby Cask, the party can find them upstairs, drinking and arguing with others. If the party heads to the second floor of the tavern, you can read the following aloud to the players:

The Ruby Cask's second floor is intimidating; it's filled with men and women of different races who look like they've seen their share of fights, most bearing scars and carrying weapons as they carouse the day away. A few eyes shift your way as you come up, as if they're making note of new company.

If the party has a description of the Fleckspar brothers, they see them sitting in a corner.

The people described to you stand out, even among the gruff citizens that have chosen this part of the tavern to do their drinking. They're obviously related, with similar faces and mangled black hair, gap-toothed, and ugly. They're arguing with a few other drinkers about a street performance they saw earlier, and which performer is most "deserving" of their "affections." The word "corset" has come up several times in the brief moments you've found them.

Ollie and Oscar aren't in a mood to talk to the party about Ramses; if asked, they say they worked as bodyguards for Ramses during his trip to Kintalla, and he's returned to the tavern on occasion to get information about the city.

If the party implicates Ollie and Oscar in the theft of Veshka's branding iron, they get hostile.

"Whachu sayin'?" one of the ruffians says to you with a scowl. "Hey Oscar, you thinkin' these guys are callin' us, how-you-call-em, peoples of poor moral fiber?"

"Dey wouldn't be sayin' that, Ollie," the other responds, cracking his neck and his knuckles, "cuz they seem to me like the types of peoples who'd like to leave an establishment with the same number of eyes they came in with."



Optional Encounter: The Tavern Brawl

If the party fights the brothers in the Ruby Cask, the place turns into a brawl around them. Everyone in the tavern becomes engaged after the first round of combat. Treat the entire tavern as difficult terrain, as the place becomes a whirlwind of people throwing stools, punches, and anything that isn't nailed down.

Each round after the first, each member of the party, and each of the Fleckspar brothers, is attacked by a **commoner**, though the attack only deals 1 bludgeoning damage if it hits. A character or brother who drops to 0 hp as a result of such an attack becomes unconscious, but is otherwise stable.

The Fleckspar brothers attack the party for their insults, but will retreat through the chaos of the tavern brawl if either is reduced to fewer than half hp.

Giving Up Ramses

If a brother is subdued in the brawl, or reduced to half or fewer hit points without the means of escaping, he'll give up Ramses in the hope it will save his life.

"Hey! Hey! You want the wagon-maker, right? That creep ain't worth dyin' over none at all. Yeah, he paid us good to take the gnome lady's stick. Don't know what he done with it. Don't care none either. Now how's abouts you kindly steppin' aside so my brother and me can go?"

The Fleckspar brothers don't know what Ramses' intentions with the branding iron are, and they don't care, as they say.

One or more brothers are slain.

If one of the brothers is slain, the other flies into a frenzy and fights until slain as well.

If the party kills anybody in the tavern brawl, the Kintallan Guard will be looking for them. The other patrons in the tavern will describe the party members to the best of their ability. The Guard's patrol units will stop anyone resembling the characters for the next two weeks until the search blows over – at which point the party may wish to seek a guild safe house for protection. If a party member is apprehended, he or she will be tried for murder.

Returning to the Ruby Cask

If the party questions the Fleckspar brothers regarding Ramses or the missing branding iron, they report to the wainwright that evening. Ramses becomes paranoid, and moves the brothers to guard his shop (you can use the scenario for *Returning to the Shop After Questioning Ramses* above). If the twins admitted to stealing the branding iron, and get a chance escape, they leave Kintalla without warning Ramses first.

Interrogating Ramses Hill

Ramses spends most of his time in his shop, newly named "The Squeaky Wheel." You can use the map **Carpenter's Shop** (**Appendix C**) for an encounter on the premises. If the party enters Ramses' shop during normal business hours, you can read the following aloud to the players:

You find a large shop filled with carpentry equipment, piles of lumber, and assorted wooden wheels of differing sizes propped against the wall. The smell of sawdust, and the growl of a large dog rising from the corner greet you before a voice flavored with a foreign accent cuts in.

"Oh, do not mind her, my friends. You see, we're new in town, and Amira takes a while to warm up to strangers." The man speaking emerges from behind a table. His skin is tan, and he's bald and clean shaven. He's carrying an engraved wooden sign reading "The Squeaky Wheel" in flourished script.

"I had called it 'Hill's Carts & Wagons,' but in this city, it seems the locals prefer mirthful names. My name is Ramses Hill, how can I help you?"

Amira has the statistics of a **mastiff** (**MM pg.332**). If the party asks about purchasing any of Ramses' wares, he can provide them with ready-made carts for 12 gp each (he has three available). If the party would like to commission a wagon, or something more elaborate from the wainwright, he charges 80% of its listed cost and informs them it will require some time to complete.

If the party asks about Veshka Vern, he replies with the following:

"Oh of course I know Veshka! She and I are members of the Gilded Ring, and I have the utmost respect for her, a fellow artisan in this grand trade we share. I'm afraid she's not as taken with me as I am with her, but after having such a market to herself for so many years, who could blame her? I'm sure, given the opportunity, she'll find Ramses Hill is a friend, not just a business competitor."

Ramses' Lie

If told about Veshka's missing branding iron, Ramses has a believable lie prepared.

"Yes, her missing iron, this isn't news to me friend. Veshka may be small, but you'd think her a dozen mouths for the words she produces. She's been droning on about this for some time now, and I'm not surprised she'd blame me, the evil foreigner who just stepped in off the road. No, I'm afraid I can help you no more than it seems Veshka will help herself. She's simply misplaced it, or one of the rabble in your slums lifted it off her, I should think."

Characters hearing Ramses' lie can attempt a DC 16 Wisdom (Insight) check, determining that the wainwright isn't being entirely truthful with a success. If challenged, Ramses takes umbrage with the characters, and politely asks them to leave.



The Squeaky Wheel



Optional Encounter: Ramses & Amira

The party can attack Ramses in his shop, though they'd be foolish to do so in broad daylight. Such an assault would immediately attract a lot of unwanted attention. Ramses' dog, Amira, would immediately defend her master, and the Kintallan Guard would arrive on site in minutes.

If the party wishes to investigate the shop without Ramses' attentive eye, they'd be aware that it would make more sense to return under the cover of darkness.

Ramses' Offer

If Ramses ever feels like his life is in danger, he'll offer the party a deal. Refer to *Ramses' Offer*, below.

Returning to the Shop After Questioning Ramses

If the party comes to Ramses' shop and discusses matters of Veshka or the missing branding iron, Ramses contacts the Fleckspars brothers and positions them as guards in his shop henceforth. If asked, he tells people they're working as new apprentices, despite their weapons and armor. While the brothers work from the customer facing portion of the shop, Ramses and Amira have moved to the building's private quarters.

If the party returns to the shop after questioning Ramses, you can read the following aloud to the players:

A pair of ruffians have taken residence in the Squeaky Wheel, wearing carpenter's aprons over leather armor and half-mindfully sweeping the floor as they exchange ribald jokes with each other. They each sport a couple of weapons, mangled hair, scars, and missing teeth.

"Hey yous," one says in a gruff voice through a smile that unnerves you, "yous lookin' for a wagon, or somethin'?"

The Fleckspars brothers are rude and uncouth, and they won't answer any questions regarding Veshka Vern or her missing branding iron. If the party implicates them in any crimes, or insinuates Ramses Hill is responsible for the missing iron, then

the brothers warn them once to leave. If pushed, the brothers attack the party in what they claim to be "self-defense."



Optional Encounter: The Fleckspars Bros

With the Fleckspars brothers guarding Ramses' shop, open combat against them is dangerous. They'll call for the Kintallan Guard for assistance, and Ramses and Amira quickly emerge to help. Ramses and the brothers only wish to drive the party away – they won't try to kill anyone. A character subdued in combat regains consciousness outside the Ruby Cask, propped up against the wall and covered with litter.

Finding the Branding Iron and Evidence Against Ramses

If the party investigates Ramses' shop while interrogating the wainwright, they might come across the branding iron's hiding place. Refer to *The Loose Floorboard* under *Breaking & Entering: Ramses' Shop*.

However, if the characters start to snoop in the shop, Ramses will order Amira to attack the party and will call the Kintallan Guard.

Ramses' Shop: Breaking and Entering

As Ramses would prevent the party from snooping around his shop in broad daylight, it's much more likely that the party will attempt to break into the shop to do so under the cover of darkness. Breaking in at night risks waking the wainwright and his underlings, so the party must do so as subtly as possible. They may arrange for Ramses to be absent from the building when they break in, or perhaps they find a way to poison him or otherwise distract him from their presence.

Under normal circumstances, Ramses sleeps in the building's private quarters while his guard dog, Amira, sleeps in the shop. If Ramses summoned the Fleckspars brothers, because he was warned or is suspicious of the party, they sleep in makeshift beds in the shop as well. If the party wakes any of them, they'll be sure to investigate or attack. You can use the map **Carpenter's Shop** (*Appendix C*) for an encounter on the premises.

Gaining Entry

There are two doors leading into the building: one to his private quarters, and one to the customer facing shop. Both are locked when Ramses retires for the evening. A character with thieves' tools can attempt a DC 20 Dexterity check to pick the lock. Failing has no penalty, but each attempt takes 5 minutes. Ramses keeps a single key, which unlocks both doors, on a table in his room.

The party might also try breaking in through the windows on the customer facing portion of the shop.

Waking Residents

While Ramses (or the Fleckspars brothers, if they're there) are sleeping, they're unaware of the party's presence, unless significant noise is made to rouse them. This can be determined at your discretion.

Amira's senses, however, are much sharper than the humans' sleeping in the building. Even if Amira is sleeping, characters moving throughout the building need to make Dexterity (Stealth) checks against the dog's passive Perception (13) to avoid rousing her. If Amira awakes, she'll attack any intruders she finds, and

barks to wake up Ramses (and the brothers, if possible).



Scurry in the Shop

If Amira or any of the sleeping residents in the building awaken and find intruders, they attack them. If present, the Fleckspar brothers do not have their armor on (AC 10). Roused human combatants grab nearby weapons or improvise weapons during their first turn in combat.

Shut doors and windows will keep the sound of combat contained to Ramses' shop, though if Ramses or one of his underlings escapes to the streets, the Kintallan Guard can be summoned quickly.

At nighttime, Ramses won't hesitate to kill any party members. If anyone dies in the house, Ramses will claim he acted in self-defense, which gets him leniency in any ensuing investigations.

Ramses' Offer

If Ramses ever feels like his life is in danger, he'll offer the party a deal. Refer to *Ramses' Offer*, below.



The Loose Floorboard

Ramses keeps the missing branding iron hidden beneath a loose floorboard by the counter in his shop. He's rigged it so that it blends in seamlessly with the rest of the flooring, but a character searching the area near the counter can make a DC 15 Intelligence (Investigation) check to find it. It isn't difficult to move the loose floorboard out of place, but it does require 1 minute to do so.

A recess in the floor, revealed by the loose floorboard, contains the missing branding iron, wrapped in linens. It also contains a steel lockbox, and a ledger.

The ledger contains notes of Ramses' financial dealings over the past several weeks. It's worn and many of its earliest entries are very faded. Most entries deal with paying for materials, tools, or laborers, as well as income received from sales. If the characters look for entries around the date Veshka's branding iron went missing, they find a note that reads "Fleckspar job – 40 gold coins." It stands out as both unique and one of the most expensive outgoing entries.



Ramses' Lockbox

Ramses keeps his valuables in a lockbox hidden in the recess revealed by the loose floorboard. The lockbox's key can be found in Ramses' coin purse. A character with thieves' tools can pick the lock with a successful DC 20 Dexterity check, though the lock is intricate and each check requires 10 minutes' worth of work. Alternatively, the lockbox can be smashed open with a DC 25 Strength check, or by dealing 25 points of bludgeoning damage to it.

Inside the lockbox is a silk pouch containing several 10 to 50 gp gemstones amounting to a value of 1,000 gp in total. Also inside are several pages of paper. The papers contain "knock off" branding images containing the initials "RH," remarkably similar to the brand Veshka Vern uses. Characters inspecting the pages will immediately understand the wainwright is imitating her brand.

Ramses' Offer

At any point in which the party is dealing with Ramses Hill and the wainwright fears for his life, he'll appeal to the party's love of gold over their sense of virtue. You can read the following aloud to the players:

The wainwright recoils, stammering to get words out.

"W-wait! No one has to die over a piece of iron. The gnome put you up to this, didn't she? I'm not saying I did anything wrong, but, as a man of business, I'd prefer if I met the gods at a much later date. What is Veshka paying you? Walk away and tell her you couldn't find what you were looking for, and I'll double it. And, of course, that also means all this stays out of the ears of the Guard, as we'd hate to bother them with such trivial affairs..."

The party doesn't know how much Veshka is paying, but Ramses is prepared to offer the party the 1,000 gp in gemstones he keeps in his lockbox if they comply (refer to *Ramses' Lockbox* under *Breaking & Entering: Ramses' Shop*). He'll explain that the payment will be delivered in 3 days' time. If the party demands a larger payment, he'll negotiate as best he can.

It's up to the party to decide what to do if offered the money. They might decide to extort Ramses, betray Veshka, or play both sides if they can engineer a possibility. If they accept Ramses' offer, they'll be expected to pay the black share to Ebonclad.

Aftermath

The mission can end differently depending upon which course of action the party takes.

Loose Ends.

If the party acquired any valuables while on the mission, such as the bag of gemstones in Ramses' lockbox, Ebonclad can fence the valuables through its channels. The guild collects 25% as the black share on money stolen during the job.

If the party had to kill anyone to accomplish their goals, the Kintallan Guard looks into matters immediately. The fallout of the Guard's investigation largely depends on the actions the party took throughout the mission.

The branding iron is returned.

If the party recovers the branding iron, the team can return it to Veshka at the Dragon's Pipe, with Reese and Barwin in company. You can read the following aloud to the players at the conclusion of the mission:

You can feel Veshka's relief as a smile grows across the gnome's face. She cradles her branding iron in her bosom like a newborn child.

"I knew that snake had it, mark my words, I'll see the Ring never admits him as a member, if we don't run him out of town first. I hope it wasn't too much trouble. I've paid Mr. Hamilton the promised fee, and I've donated something else as well, per his request. Just need a minute to give it a proper stamp."

Reese nods at you in satisfaction, with the slightest of smiles hinting from the edges of his lips.

Reese Kincaid gives each party member a pouch containing 100 gp, and the party is given a carriage for their use as well. The guild can provide a pair of **draft horses** to pull the carriage; the horses are stabled in Kintalla when not in use.

The party accepts Ramses' offer.

If the party accepts Ramses' offer, Veshka is distressed and disappointed, and her business slowly declines over the next several months. Ramses makes good on his offer to pay up to 1,000 gp, delivered in gemstones of various worth. He's able to make it back in sales over the next couple months, becoming Kintalla's most prominent wainwright.

The party will need to inform Reese Kincaid of their decision to accept Ramses' offer, as their Keeper would not be keen on them abandoning the mission otherwise. Reese will approve of any payment of 600 gp or more, and will inform the party the black share will amount to 25% of the total in this case. Assuming the party complies, you can read the following aloud to the players in conclusion of the mission.

Reese smiles as he collects the black share, the cut of Ramses' offer given up to Ebonclad.

"I can see you have a knack for the way we like to do business," he says, pocketing the money, "shame we had to let the gnome down, but there's room enough in Kintalla for a second wainwright. Probably."

The branding iron is not recovered within 3 days.

If some event prevents the party recovering the branding iron, such as having to flee a combat encounter with Ramses or the Fleckspar brothers and being forced to lay low, Ramses finishes with it in 3 days, and discretely tosses it into the Bay of Erryn. Veshka is distressed and disappointed, and her business slowly declines over the next several months. You can read the following aloud to the players in conclusion of the mission:

It's difficult to know whether Veshka's anger has given way to grief, but there's a palpable feeling that her branding iron isn't going to be found at this point. Reese seems less shaken; this was always just a matter of coins to him and, in the long run, Ebonclad isn't going to suffer because a wainwright is missing a piece of metal. It's also the reason why the guild collects a down payment when dealing with clients.

Reese Kincaid gives each party member a pouch containing 30 gp for his or her service, despite the mission's failure.

Ramses is slain.

If Ramses Hill is slain the party's investigation, then the Kintallan Guard is on full alert in the area over the next several weeks. A **standing unit of the Kintallan Guard** (see Chapter 3) is placed at Ramses' shop to investigate for a week, and if they recover the branding iron they'll return it to Veshka. If the Guard finds anything that implicates the characters or other Ebonclad members with Ramses' death, the characters will need to lay low at a guild safe house until things blow over. If the party does kill Ramses, they might consider finding a way to pin the crime on a patsy, such as the Fleckspar brothers.

Ramses escapes a combat encounter with the party.

If the party attacked (or was attacked by) Ramses Hill and the wainwright escaped, he leaves Kintalla immediately. If able, he brings his dog, Amira, and the Fleckspar brothers with as many of his possessions as he can, including Veshka's branding iron. You can decide if Ramses returns to the city as an antagonist in the future.

Milestone Award

After completing the adventure, if the party has also completed the mission *Precious Cargo* then the characters are level 3.



MISSION: GRAVEFILLERS

You can use this mission for characters established in Ebonclad, such as those who've completed the missions *Precious Cargo* and *A Squeaky Wheel to Kick*. The mission is designed for a party of 3rd-level characters, and assumes the party members already have experience running a guild job.

Gravefillers gives the party a look into how the guild recruits others, as well as offering an opportunity to evaluate a potential new member. The mission's conclusion takes the party on a "traditional" dungeon dive in search of a missing guild member, however, how they get there will depend on the work they do in the city. Finally, the mission gives you, the GM, multiple scenarios to choose from that will affect its outcome.

Background

The tiefling *Osme Sunshadow*, Ebonclad Seeker, is missing. Osme had been assigned to investigate a possible target for guild recruitment, a young human rogue named *Korina Ren*. The job saw Osme assimilate into the Gravedigger's League, posing as an adventurer to evaluate Korina, but the tiefling hasn't reported back to Ebonclad in over a week now. It's not uncommon for the city's adventurers to be absent for long periods of time, but Osme's never missed a report in the past. What's more, Korina and her band of gravediggers haven't been seen in city limits for several days now either.

Given the guild's vested interest in the Seeker, it's assigned a team that's proven it can get a job done, to the case. It's of the utmost importance that they find out Osme Sunshadow's whereabouts, as the tiefling knows many of Ebonclad's secrets. Korina Ren may still be a desirable asset, but Osme is the priority.

What Happened to Osme?

The Seeker's job was to evaluate Korina Ren's ability as a thief, and to test her compatibility with guild tenets. This meant following her, watching her keenly, and occasionally bumping into her in trusted settings for "casual conversation" when warranted. Korina had joined an adventuring party while Osme spied on her, so these few chats usually happened at the Gravedigger's League, where the tiefling had established herself as an adventurer as well.

Osme's attentive eye did not go unnoticed by Korina – perhaps a credit to the young rogue's perceptiveness, or a sign that the Seeker's skills were slipping. Either way, Osme covered herself well. When Korina confronted the tiefling about shadowing her, Osme claimed she was working up the courage to ask the rogue to join her adventuring party.

With that, the tiefling had unwittingly signed up to become a bona fide gravedigger. Korina's adventuring party – a motley band of characters calling themselves the "Purple Wyrms" – accepted Osme readily, as they were eying a trip to the *Crypt of a Thousand Lords* (see Chapter 1). Before Osme could excuse herself, she was hustled away to the dungeon with the company.

~ Mission Briefing ~

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 3rd-level characters.
- **Mission Goals.** The party must find the missing Ebonclad Seeker, Osme Sunshadow, as well as investigate the prospective thief Korina Ren.
- **Locations.** Finding leads on Osme will take the party to the Gravedigger's League. Following up on those leads will lead the party to a portion of the dungeon, the Crypt of a Thousand Lords.

Dungeon Disaster

The Purple Wyrms reached the Crypt of a Thousand Lords four days ago, and ambitiously set to exploring it for plunder. Osme may have been able to easily convince the band of gravediggers she was an adventurer, but once she set foot in the dungeon she was in over her head.

The Seeker did what she did best, she waited for a proper diversion, then escaped from the party of gravediggers. When a trap in the dungeon engulfed the Purple Wyrms in a cloud of dust, she used the confusion to scurry away, intending to return to Kintalla to give her report, and disappear from the Gravedigger's League. However, in her attempt remove herself from Korina and her companions, Osme ended up lost deeper in the Crypt.

The Purple Wyrms were baffled at the tiefling's disappearance, eventually deciding to return to the city, despite Korina's protests to look for her. As Ebonclad is assigning its mission to find Osme, the gravediggers are returning home.

Osme's Fate

Prior to running *Gravefillers*, you should decide what fate has befallen Osme Sunshadow. Your decision will affect how the party interacts with potential Ebonclad initiate, Korina Ren, as well as affecting the conclusion of the adventure.

Osme Lives

In this scenario, the tiefling has managed to survive her stay in the Crypt of a Thousand Lords, though she's been knocked unconscious and will perish if not rescued. If the party rescues Osme, she can make her final appraisal of Korina Ren, and the tiefling will become a major ally of the party in the future.

Osme is Dead

In this scenario, Osme has perished in the dungeon before the party can rescue her. When the party discovers the Seeker's fate, it'll be up to them to recover her notes regarding Korina, and ultimately to make a decision on whether the rogue is fit or not to join Ebonclad. If initiated, Korina may become a helpful NPC in the future.

Korina Ren & the Purple Wyrms

Korina Ren is a young human, just 17 years old, with short auburn hair and heavy eyelashes. She embodies all the skills Ebonclad looks for in its members: she's sneaky, persuasive, and a skilled thief. You can use the game statistics of a **spy** (*MM* pg. 349) for Korina Ren, except that she wears studded leather armor (AC 14).

Korina is joined by the remnant of the Purple Wyrms, her adventuring party. The Purple Wyrms consist of:

Burter Baskblade

Burter is a dwarf with reddish brown skin, and copper hair and beard. He is a **veteran** (*MM* pg. 350) with the following statistic changes:

- He has 45 hit points (7d8 + 14).
- He speaks Common and Dwarfish.
- His speed is 25 feet.
- He has darkvision to a range of 60 feet.
- He has advantage on saving throws against poison and has resistance against poison damage.

Nevell Swinn

Nevell is a middle-aged human cleric, serving as the group's healer. He has short gray hair and a black goatee, and is the group's tallest member at nearly 6 feet in height. You can use the game statistics of a **priest** (*MM* pg. 348) for Nevell Swinn.

Yaeli Scobblethorn

Yaeli is a whimsical halfling with long, blonde hair. Her clothes and skin are stained with dirt, and she decorates her hair and outfit with acorns. She is a **druid** (*MM* pg. 346) with the following statistic changes:

- Her size is Small.
- She speaks Common and Halfling.
- Her speed is 25 feet.
- She has advantage on saving throws against being frightened.

Beginning the Mission

The party meets with their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*) in an Ebonclad front or safe house. The party knows Reese to usually be in high spirits, but today he's clearly bothered. If you're using different NPCs or scenarios to introduce the mission to the party, modify the read aloud text below.

You know your Keeper, Reese Kincaid, to be the type of man who could spot a ray of sunshine from an abyss, which is why its disconcerting to see him with such a dour expression this evening. He's called you to meet privately in one of the guild's fronts, and for the first time you hear him speak with a tint of anxiety in his voice.

"Are we all here? Good. I'm afraid today's business is precisely the kind of mission I prefer the least." Reese pours himself a stein of mead from a tankard sitting on the wooden table you're assembled around, looking at you as if to ask if you'd like some.

Korina Ren



If any party members are interested, Reese pauses to pour them a drink before continuing.

"It would seem a Seeker in our cell has gone missing. A tiefling named Osme Sunshadow, or at least that's what we call her. She's worn the night as long as I have, both of us brought into the fold the same evening... you might call us something like classmates." Reese takes a deep drink from his cup, wiping his mouth with his shirt sleeve before continuing.

"Osme was assigned to recruiting a young thief we discovered with promising talent, a human girl named Korina Ren. I can't speak much for what caused Osme's disappearance, but we do know, while she was studying Korina she spent a lot of time at the Gravedigger's League. I wish I had a better lead for you than that. There's nothing worse in Kintalla than a bunch of gravefillers licking their chops over getting killed on some damned adventure. There's such a more... sensible way to make a coin or two." Reese stands from his chair, rubbing the back of his neck with both hands.

"The Unseen wouldn't trust a job like this to just anyone, so take it as a commendation that they're trusting the job to you. Find Osme as soon as possible, even if it means you need to leave the city. We're giving you a blank check on this one, and we haven't forgotten about Ms. Ren either. Ebonclad still wants her in our ranks, but Osme is the priority. Obviously, however you go about this, it should be handled discreetly, and any money you make on the job is yours to keep."

Reese answers any questions he can before dismissing the party, though he doesn't know much more than what he's already said. He believes Osme to be an excellent spy, and a better judge of talent, and it's clear that this matter is more personal to the Keeper than the other missions the party has completed.

At the Gravedigger's League

The one lead the party is given points them at the Gravedigger's League, a hall where the city's adventurers gather. If the party heads here in search of information, you can read the following aloud to the players:

The Gravedigger's League



The enormous building known as the Gravedigger's League welcomes anyone bold enough to call him or herself an "adventurer," regardless of race, wealth, or citizenry. In its main hall are dozens of tables. Seated at each are parties of the eponymous "gravediggers," pouring over maps, discussing plans, gambling, eating, or drinking. The Gravedigger's League is haven to their kind, offering road-weary travelers a bed and a meal in exchange for information. Here, the hunt for the unknown knows no rest.

The party can ask patrons in the League hall about Osme or Korina. Given the nature of the hall, nearly everyone here has very little information to share. Anyone the party questions will give hazy, guessing replies as to the whereabouts of Osme or Korina, and most simply won't know. There is one person here who does know a little bit however, an albino half-orc berserker named Raz. When you're ready to introduce Raz, refer to Raz, Albino Half-Orc, below.

Party Affiliations

Gravediggers are known to their peers more often by their party names than by individual names. The characters will be asked by NPCs in the hall who they "work" with, meaning they want to know the name of their party.

Every gravedigger has a party affiliation, or is looking to form a party with a new identity. If the party members ask a gravedigger his or her affiliation, you can reply with one of the following party names or create one of your own making.

Gravedigger Party Name

Arena Hounds
Ashes of the Fire Bird
Assembly of the Jade Frog
Band of Blades
Children of Woe
Circle of Swords
Company of Lost Souls
Filthy Ike and the Boys
Grey Dawn
Kintallan Reds
Mistgold Saviors
Order of the Enthand
Wanderers



Raz, Albino Half-Orc

Upon exploring the Gravedigger's League, the party is met by a precocious albino half-orc called Raz. Raz either mocks the

party for their appearance, or hopes to draw some information out of them, as she believes them to be new adventurers in the city. Raz is the only NPC in the hall that has useful information regarding Osme or Korina.

If the party members look like normal civilians, not wearing any armor or carrying weapons, or perhaps in disguise, you can introduce Raz thusly:

One of the patrons at a table looks up at you, sneering. She's an albino half-orc wearing a black breastplate that's covered with spikes. A serrated greataxe is propped up against the bench she's sitting on.

"Ey, now, look who's lost," she says in a deep voice, as her companions erupt in a chorus of laughter. "You rabbits must be lookin' for a dif'rent hole to dig in, dis 'ere a nest for vipers."

Raz won't start a fight with the party, she just wants to irk them. The League hall isn't a place for combat, but it's seen its share of brawls like any other tavern in the city. She will defend herself if the party becomes hostile, however, and if she's attacked, 1d6 + 1 **guards** who work in the hall, attempt to break up the fight immediately, with the instigating party being kicked out thereafter. If the party parleys with Raz, she'll accept them as one of her own, and will invite them to share a drink with her.

If the party members look the part of adventurers, the gravediggers here assume them to be an adventuring party. If this is the case, you can introduce Raz thusly:

One of the patrons at a table looks up at you. She's an albino half-orc wearing a black breastplate that's covered with spikes. A serrated greataxe is propped up against the bench she's sitting on.

"More snakes in the nest tonight," she says in a deep voice, lifting her cup to toast you, and then drinking deeply from it. "Raz ain't never seen you in 'ere before. You come in off de roads? Maybe you know where Raz and her gravediggers' find some, fun, 'eh? Come, sit. Whatchu be callin' yourselves now?"

Raz works with a party of gravediggers who call themselves the Misers. Her comrades are not present, each is off about the city, doing something and Raz is bored waiting for them.

Raz knows a little about Korina, Osme, and everyone else in the hall. She's willing to gossip with the party, but she expects information in return. For more information about the half-orc, and dialogue you can use for her, refer to the sidebar *Roleplaying Raz*.

Raz is a **berserker** (MM pg. 344) with the following statistic changes:

- She has 45 hit points (6d8 + 18)
- Her Armor Class is 15 (breastplate).
- She has darkvision at a range of 60 feet.
- She speaks Common and Orc.
- Once per long rest when Raz is reduced to 0 hit points but not killed outright, she can choose to drop to 1 hit point instead.
- When Raz scores a critical hit with a melee weapon attack, she can roll one of the weapon's damage dice an additional time and add it to the extra damage of the critical hit.

Roleplaying Raz

If Raz shares a drink with the party, she'll share what information she knows with the expectation that she'll receive information in return. She'd really like to hear about leads for adventures, but she's willing to take what she can get. Raz won't agree to help the party any further than just sharing the information she has, as she's waiting for her own adventuring group to assemble.

You can use the following lines of dialogue for Raz when interacting with the party.

Regarding Raz...

"Ahh yah, Raz work with de Misers, but dem boys are out turnin' up dust in de city now. We don' a good job now, just a few days gon' by, Raz put 'er axe in dem spiders in de woods."

Regarding Osme...

"Raz know the one you talkin' 'bout now. Always make a point to keep eyes on any gravediggers with horns or tails walkin' round here,, and your friend has both. A quiet thing da tiefling is, not a word to ole Raz while she here. But she been gon' now for days, left off with dem Wyrms to strike it rich or get dead at de Crypt."

Regarding Korina...

"Raz know dis girl, she beat Raz in game of Zesere. Works with de Wyrms, but dis all I know. Why you askin' bout her?"

Regarding the Purple Wyrms...

"The group 'o gravediggers, yah? De Wyrms are no diff'rent den most. Dey ain't as good as de Misers, we been 'round and don' more den dem."

Regarding the Gravedigger's League...

"De gravediggers are som' de best people in Kintalla, now. We know da life of sweat in our eye and blood in our mouth. Ain't no better feelin' den findin' somethin' bigger 'an you, makin' it dead, an' taken its gold."

Regarding the Crypt of a Thousand Lords...

"You ain't knowin' 'bout de Crypt? Raz think e'ryone in da city knowin' 'bout it! Not far from 'ere, de Crypt of de thou'sand lords. Biggest dungeon in de world, de say. Many gravediggers gone dere to find riches, but only so many come back."

Reporting to Reese

If the party checks in with Reese before leaving, he acknowledges their need to leave the city to find Osme and gives them his blessing. You can read the following aloud to the players:

Reese scratches his beard for a moment in thought.

She went off to the Crypt? What madness would drive her there? Very well. There's an entrance two days ride northwest of here, by a ravine split by Erryn's Arm. But the Crypt itself is enormous... and dangerous. If you go to that place, there's a good chance you won't be coming back either. Use your heads before you go, and leave the dying to the gravefillers."

Reese can supply each party member with a **draft horse** (or **mastiff**, for Small characters) and 5 days' rations. If the party received the carriage from completing *A Squeaky Wheel to Kick*, they might consider using that as well for travel to the Crypt. He describes a well-known entrance into the Crypt, located in the ravine he mentions; he's never been there himself, but the route there has been clearly marked by gravediggers over the past hundred years or so.

Hitting the Road

As the party leaves the city, you can read the following aloud to the players:

So this is what it's like to be an adventurer. The city gates at your back, heading into the wilds with only a vague notion of where you're going, and no idea of what to expect when you get there. You can see why people might make a living of doing this but, frankly, the pay really couldn't be worth the hassle, you'd imagine.

The trip will take the party two days by mount to reach the ravine, heading through the woods north of the city. During the first day of travel, they'll come across the Purple Wyrms returning to Kintalla (see *The Wyrms Come Crawling Back*). The trip to the dungeon carries the risk of random encounters (see *Random Encounters*).

Random Encounters

The route to the Crypt of a Thousand Lords is fraught with danger. There's no road kept safe by city guards here, and any trip through the woods is dangerous. The woods are known for the spiders that lurk there, not to mention any other dangerous beasts or criminals that make the forest their home.

You can check for random encounters every 4 hours by rolling 1d20. On the result of a 17 – 20, an encounter occurs. You can determine the encounter from the table below.

d6	Encounter
1	1 phase spider
2	1d6 + 2 bandits
3	2 ettercaps
4	1d4 + 2 wolves
5	1d3 + 1 giant spiders
6	1 owlbear

The Wyrms Come Crawling Back

At some point during the first day of travel, the party runs into the Purple Wyrms heading back to the city.

Heading to the Crypt

Once the party knows Osme left to accompany Korina and her adventuring group, they may leave Kintalla in search of the tiefling.

The directions you have are easy to follow; the past several hours have seen you follow the river northwest from its fork, taking you into the vast woods that lie north of Kintalla. There's no road to keep true to, but the way is well marked by the telltale sign of adventurers, and easy enough to make sense of.

Sure enough, as you're traveling, shapes on the horizon reveal themselves to be a party of adventurers, traveling on foot back in the direction of the city. They consist of a russet-skinned dwarf, a middle-aged man with a black goatee, a halfling with acorns decorating her hair... and a young human girl who precisely matches the description of Korina Ren. They seem to spy you at about the same time, and the dwarf starts waving his hand to you.

The Purple Wyrms will stop to exchange pleasantries, believing the party to be another group of adventurers. The Wyrms state that they'd only explored a little bit of the Crypt before they set off a trap, and thought it best to return home before they press their luck too far. They wish the party luck in succeeding where they failed.

It's clear the Wyrms want to get back to the city as soon as possible, and they do not bring up Osme's absence unless the party addresses it. You can note the following observations to the party as it converses with the gravediggers.

The Purple Wyrms consist of four individuals. The company leader is a dwarf named Burter, their cleric, the man with the goatee, is Nevell, a druid who goes by Yaeli, and of course Korina, the rogue Osme was assigned to evaluate for Ebonclad.

Yaeli is by far the most gregarious of the group. She's talkative with you, despite the reaction from her party. It would seem clear the rest of the Wyrms are in a hurry to make it back to the city.

Korina doesn't have much to say to you. She stands at the back of their party with her arms crossed, darting her head back the way she came, and sighing from time to time while the rest of you converse.

If a party member brings up Osme, or mentions they heard she was traveling with the Purple Wyrms, Korina reacts.

"You... you knew her? She said she was in Kintalla alone, looking for a company to explore with. She spent half a week peering over me in the League hall. I thought she might have a thing for me... Said she wanted to be a gravedigger, and we were itchin' to get out here, so we wrangled her up to see what she was made of.

We were only in the place two beats of a fly's wings before someone stepped where they shouldn't have, and before we knew it we were standing in the center of a cloud of dust, coughing like no one's business. By the time we could breathe again she was gone. No doubt stumbled away in the chaos, but that's not exactly the kind of place you want to get separated. I didn't want to leave her, there's much worse than dust in the Crypt, but the group voted to head back to Kintalla."

Korina stops for a moment, looks at her comrades, and then back to you. "That was yesterday. I had just put it in my mind that she's dead in all likelihood. But if the lot of you is going there, I'm going with you. I took that girl in, I won't have it said I left her to die if she still draws breath."

If the party is accommodating, Korina joins them on the trip to the Crypt of a Thousand Lords. She knows the way into its entrance at the ravine. The rest of the Purple Wyrms argue against her decision at first, but ultimately yield.

Korina has no idea of Ebonclad's existence, or the real reasons why Osme was so interested in her; if it's revealed to her, she'll react accordingly. Korina offers to scout for the party as needed. While she is with the party, she assists in combat and converses amicably, boasting of time she's outwitted or outmaneuvered rivals in Kintalla, and her exploits in battle. She never admits to being a thief outright, however. If confronted with that fact, Korina only smiles, and changes the subject.

The party can infer from what Korina tells them what happened to Osme; she pretended to be a gravedigger and got swept up in the Purple Wyrms' adventure before getting a chance to make her move, one way or another.

Inside the Dungeon

After two days of travel from the city, the party finds the entrance to the Crypt of a Thousand Lords. You can read the following aloud to the players:

After a couple of days slogging it through the woods, you're saddle-sore and missing the comforts of civilized life. Fortunately, you've found what you're looking for: a ravine cleft by a stream branching off from the river, with a dark, gaping hole in its face. Piles of stones have been stacked high on either side of it, no doubt by past parties of gravediggers over the years to mark the location.

The entrance won't accommodate the party's horses, they'll have to leave them outside while they work inside. The inside of the dungeon is dark; the party will need a light source for characters without darkvision.

Entering the Crypt

The first several locations of the Crypt are safe for travel; Korina Ren explains that, with gravediggers entering this way from Kintalla every so often, most creatures avoid these areas, and any traps that once lied in wait have long been disabled.

Plunging into the darkness feels a little bit like site-seeing. The Crypt of a Thousand Lords is a much-discussed place in Kintalla, and though this portion of dungeon is relatively safe, a great unknown awaits in the rooms beyond it. The Crypt is constructed of dark blue stone, arched hallways, with crumbling statues dotting the place throughout. Korina guides you seamlessly through room and corridor, explaining that any treasure that was once here has been picked clean by former adventurers, but they've also done you the favor of disabling deadly traps as well.

Korina escorts the party to the location where Osme was lost. Going forward, refer to the map **Crypt of a Thousand Lords (Appendix C)** for encounters in the dungeon. Two versions of the map exist: one that obscures the hidden path leading away from Area C, and one that reveals it. Locations marked on the map are detailed below.

Regarding the Crypt

The Crypt of a Thousand Lords is vast, with many entrances and exits, and filled with traps, puzzles, monsters, and treasure. The encounters described in *Gravefillers* only cover an incredibly miniscule portion of the dungeon. If the party wants to explore more of the Crypt, you'll either have to improvise encounters or prepare expanded locations of it beyond what is detailed here.

A. Where We Lost Her

Korina leads the party to the room where the Wyrms lost Osme Sunshadow. When the party arrives, you can read the following aloud to the players:

Korina leads you into a square chamber. The path continues through the southern wall, and another corridor extends past an alcove to the east. The stone floor is covered in a layer of dust, muddled with boot prints. A statue of a manticore, standing on its hind legs with its wings spread, adorns the room's center.

The girl stops when you enter. "This is the place," she begins, crossing her arms. "This is where we lost her. We gave a few cautious shouts and gave a look this way and that, but as you've seen, this place is a big maze. They didn't want to risk anyone else getting lost."

Magic Detection

A player who casts *detect magic* in this location detects several small magical auras emanating from beneath the floor, in the location marked by the treasure icon on the area map.



The Manticore's Teeth

The manticore statue in the center of the room is colored with age, its craftsman someone from a long-gone era. It's made of stone and impossibly heavy to move. A film of dust from the trap that was set off in this location covers it. A character that inspects the statue can make a DC 15 Wisdom (Perception) check. On a success, the character sees 10 distinct symbols, one engraved on each of the manticore's bared teeth.

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The symbols are hints to the location of secret treasure in the room (see *Symbols on the Stone Floor*).



Symbols on the Stone Floor

The stone tiles that make up this room's floor are each engraved with a distinct symbol. The Purple Wyrms didn't notice them when they first entered and triggered the cloud of dust trap which has concealed the symbols since. A party member who examines the floor, and wipes away the dust that's settled, notices them immediately.

If the party clears away all of the dust in the room, they can discover all the symbols on the floor here. The effort to remove the dust takes at least 1 hour, unless the party has brooms or something effective at sweeping it away (such as a clever use of *gust of wind* or similar magic). Removing all of the dust reveals that most of the tiles bear the same symbols found on the manticore statue's teeth, save one.

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The third symbol (§) is the key. It is unique from the symbols present on the manticore statue's teeth, and it is only inscribed on a single tile in the room. If the party removes all of the dust on the floor here, a character notices the distinction with a successful DC 15 Wisdom (Insight) check.

A character investigating the tile with the unique symbol on it discovers that it is loose, and can be pried off the floor with a successful DC 17 Strength check. Each attempt to remove the tile from the floor takes 5 minutes. If the tile is removed, it reveals a small access in the floor, containing a bit of treasure (see *Hidden Treasure*).



Hidden Treasure

If the party finds the treasure hidden in this location, you can read the following aloud to the players:

The tile pulls away from the floor to reveal a small, earthen gap beneath it. Light glints off of a small, metal box in the recess.

The box is made out of silver, and is worth 100 gp itself. Inside the box are 6 jade gemstones worth 100 gp each, and 3 *feather tokens* (determine each randomly).

B. Fountain Room

East of the room where Osme was lost is a corridor that leads north and south. The north route is impassable, it's collapsed as the result of a trap sprung long ago. The southern path ends in a small room with an empty fountain in it. If the party explores this area, you can read the following aloud to the players:

The path ends in a small room, at its center is an empty fountain. It may once have been intricately shaped and adorned with ornamentation, but time has caused it to crumble away, leaving chipped stone scattered around it on the floor and inside its basin. Its spigot is fashioned in the likeness of a coiled serpent. You can see a hole in its mouth where water may once have poured from.

"We popped our heads in here looking for your friend, before we left," she says, clearly feeling guilty.

The party might think the fountain is suspicious, but it's nothing more than décor in the Crypt.

C. Altar

The way south of the area where Osme was lost leads to a room occupied by an altar. The altar consists of a dais elevated a foot

above the floor, and four stone statues upon it near the corners of the room. The room appears to be a dead end, but the heads of the statues can be turned to operate a secret door on the east wall, though turning a head so that it faces the wrong direction triggers a trap.

The passage ends in room containing a stone dais, elevated a foot from the floor. Five statues stand upon it, each vaguely humanoid in appearance with the exception of their heads: the head of each statue has four faces on it, displaying emotions of happiness, anger, sadness, and one is expressionless. Other than the altar constructed here and the statues, there's nothing else in the room.

Korina cautiously offers her advice as you enter the room. "We came in here to try and find the tiefling," she says "but only found these statues. You must be careful in here. Yaeli nudged one of 'em and the whole lot ended up spitting fire at us. That's when we decided not to press our luck any further, and left."

Korina reveals the magical trap on the statues, but doesn't know that the statues operate the secret door in this room.

Magic Detection

A player who casts *detect magic* in this location detects an aura of evocation magic emanating from each statue in the room.

\$ False Wall

A 10-ft square section of this wall is actually a secret door, built so that it can pivot around a central axis to allow passage to the corridor beyond it. A character inspecting the wall, who succeeds on a DC 20 Wisdom (Perception) check, notices the seam in the wall and can identify the secret door, although it does not reveal the method for operating it (see *Turning the Other Cheek*).

Osme came this way when she tried to escape the Purple Wyrms. At that time, the path was open. She unwittingly closed it behind her as she passed (see *Hidden Pressure Plate*), however, and she's been trapped since.



Turning the Other Cheek

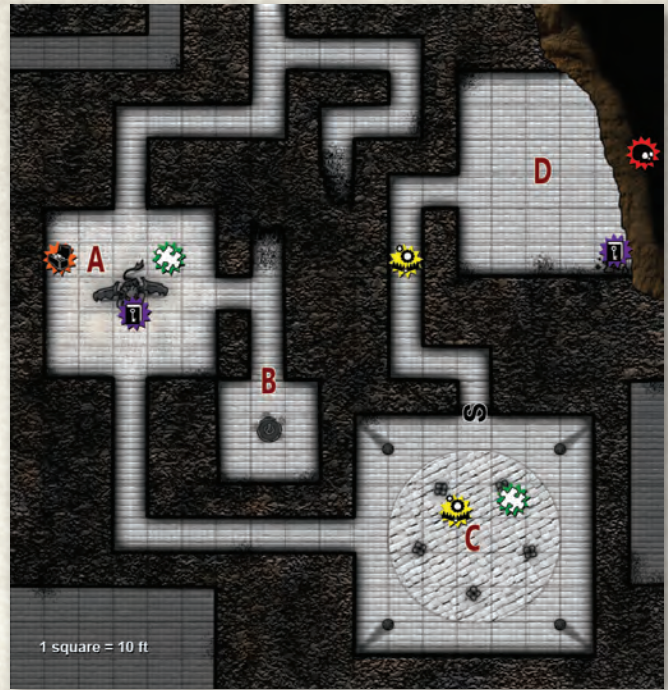
The party can inspect the statues in the room, and use them to discover a concealed passage. The four statues on the dais each have heads showing four different faces:

- Happy
- Sad
- Angry
- Emotionless

A successful DC 12 (Intelligence) Investigation check reveals that a statue's head can be rotated 90 degrees to a different position. Furthermore, a character examining each of the four statues notices each statue's inward facing face is emotionless.

Rotating each of the statues' "happy" faces to face inward, causes the secret door on the east wall to rotate open so that the party can access the area beyond it. Rotating a single one out of position will cause it to close.

Rotating any of the statues' "angry" faces to face inward sets off a magical trap (see *Flame Jets*).



The Crypt of a Thousand Lords

Rotating any other combination of faces to face inward has no effect.



Flame Jets

If the party rotates any of the statues' "angry" faces to face inward, every statue on the dais magically expels a gout of flame from the mouth of each face. Once this occurs, the face that triggered the trap rotates so its "emotionless" face faces inward.

A creature within 15 feet of any statue when the trap is sprung must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save and half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

D. Hidden Route

If the party figures out how to operate the false wall in the room with the altar, they're free to access the hidden route beyond it.



Hidden Pressure Plate

A pressure plate in this path triggers the false wall in Area C to open or close, depending upon its current position. When a creature enters this area, there is a 10% chance the switch is triggered, plus an additional, cumulative 10% for each additional creature entering the area. Its activation is barely perceptible, requiring a DC 20 Wisdom (Perception) check to notice the shift in the pressure plate from a creature stepping on it. The opening and closing of the false wall is quiet enough that it cannot be heard from this location.

If the party performs a thorough search of the area, the pressure plate can be discovered with a successful DC 15 Wisdom (Perception) check. A player proficient with thieves' tools, who succeeds on a DC 15 Dexterity check can rig the

plate so it cannot be triggered.

Once the party understands how the pressure plate operates, they can use it to open and close the false wall at their leisure.

Hook Horror's Lair

The route leads to a section of the Crypt of a Thousand Lords exposed to a natural cavern, and what has become a **hook horror's** lair. The hook horror ambushed Osme when she came through here.

When the party enters this area for the first time, you can read the following aloud to the players:

Past the secret wall is a corridor leading to a small room exposed to a natural cavern on its east side. The air is dank and chilly, and the sound of ominous clacking beats from an indeterminable point in the abyss. In the room, lying face down under a heap of rock and earth, is the tiefling you're looking for.

Osme is either alive or dead, at your discretion. If she lives, the hook horror that ambushed her is waiting to eat her. If she's dead, the creature has already partially devoured her.

Cavern Cliff

The east side of this area is exposed to a jagged cliff descending into darkness below. It's 130 feet to the bottom, and a fall from this height will likely kill any of the characters. What lies at the bottom of the cavern and beyond is for you to determine.



The Hook Horror's Ambush

A hook horror clings to the exposed cliff 20 feet below the room, though it's obscured by an outcropping, and can't be seen with only a cursory glance. It's what causing the ominous clacking sounds echoing from the cavern. The hook horror is aware of the party's intrusion due to its blindsight. If the party disturbs Osme's body, it quickly climbs the cliff into the area and ambushes them. In this event, you can read the following aloud to the players:

The clacking sound echoing throughout the cavern picks up in rhythm, and in a shared moment of apprehension you realize something large is scraping its way up the cliff side. It hurdles over the ledge into the room to reveal itself: a massive creature with a vulture's head and beetle-like body. Its forearms are naught but bare bone, curved into sharp hooks and covered with pointed protuberances.

The hook horror surprises the party and makes an attack at the closest creature to it. It fights until slain.



Recovering Osme

The party can rescue Osme or learn her fate, depending upon whether Osme is alive or dead. If Osme is living, she's unconscious and won't come around for hours. Either way, the party will need to carry her body out of the Crypt of a Thousand Lords if they want to leave immediately.

Osme's Notes

In one of the Seeker's pockets is a pack of folded papers regarding her thoughts on Korina Ren. The messages are coded in Eboncant. Anyone reading them interprets it to be a poorly written work of fiction regarding a daring fisherman, but a Ebonclad member understands it to be a high appraisal of Korina, and a recommendation to invite her into the thieves' guild.

Aftermath

The mission can end differently depending upon whether Osme was recovered alive or dead.

Loose Ends

Any riches the party acquired throughout the mission, such as the hidden treasure found in the Crypt of a Thousand Lords, are the players' to keep. The guild did not require a black share for this mission.

Osme Survives

If Osme survives the mission, Reese is relieved and grateful. He gathers the party together to reward them for their efforts.

Reese Kincaid's face says it all, the Keeper is beaming with relief. He's gathered you at a guild front, together with Osme Sunshadow, now on the mend.

"I can't thank you enough, and The Unseen are very appreciative of your efforts," he says to you, hoisting a stein of ale in the air in toast.

Osme stands amid his toast and hands a folded cloak to you. "My heroes," she says, "let's hope I never need saving again. I regret I have but this to offer you in thanks, but I think one amongst you will find it most useful. May it see you through tough times."

Reese rewards each party member with 150 gp. The cloak Osme gives them is a *cloak of elvenkind*.

Osme is Slain

If Osme was slain, then Reese is decidedly glum, but thankful she was discovered. Her body is buried, if able, and Reese pays the party for their work for the guild.

It's not comfortable seeing Reese Kincaid as off as he's been since he received news of Osme Sunshadow's death, but at least now he's working past it. He's assembled you all in a guild front to pay you for your work.

"A sad day, friends. Let's hope this girl Osme followed into a dungeon is worth it. In addition to the coins I've given you, I want you to have this. It used to belong to Osme... I feel she would have wanted you to have it."

Reese rewards each party member with 150 gp and a *cloak of elvenkind*.

Recruiting Korina Ren

If Osme survived her foray into the Crypt of a Thousand Lords, she'll recruit Korina Ren at an appropriate time in the future. If she died, or if the party acts on the note they recover from her unconscious body, the players can attempt to recruit her instead.

If one of the characters offers guild membership to Korina, you can read the following aloud to the players:

Korina blinks a couple times as she absorbs your invitation. For a moment, you remember your first reaction to the invitation into Ebonclad.

"A... guild? I mean, I knew there were slum rats that worked together... Yes. Yes! I think something like that might be just what I was looking for when I started gravedigging. I'm flattered you'd have me!"

Regardless of how Korina is inducted, when she joins Ebonclad she's contacted by an appropriate Keeper for training. She may become a helpful NPC to the party in the future.

Milestone Award

After completing the adventure, if the party has also completed the missions *Wedding Bells* and *A Mess to Clean* then the characters are level 4.

MISSION: WEDDING BELLS

You can use this mission for characters established in Ebonclad, after having completed missions such as *Precious Cargo* and *A Squeaky Wheel to Kick*. The mission is designed for a party of 3rd-level characters, and assumes the party members already have experiencing running a guild job.

The mission is open-ended, giving the players full reign to decide how they will work towards a successful outcome. It lets you work to guide player decisions based on the information presented here, or improvise results based on the players' actions. It also presents an opportunity to introduce another guild member, Resnark the half-orc, if you wish.

Background

It's not uncommon for bureaucrats in Kintalla to arrange marriages for political purposes, unifying their house with that of other politicians in the city, or establishing alliances with prominent foreigners. Affluent sons and daughters of these politicians are shipped to and from the city, married off, and the union exploited by their parents for power or resources. In this manner, those with wealth and influence in the city ensure they keep both for generations.

Unsurprisingly, these weddings are an attractive target for Ebonclad agents. The ceremonies are often extravagant events, gathering much of the city's upper-class to a single location. A thief among the crowd could walk away with a lifetime's worth of gold in jewelry alone, or make off with expensive gifts intended for bride and groom.

Of course, the affairs are *always* under the attentive eye of armed guards, as the men and women who can afford such niceties do not suffer thieves lightly. A thief caught filching from guests at these weddings is sure to lose a hand, or gain a noose around the neck. For this reason, Ebonclad has always practiced discretion, and resisting targeting political weddings as part of guild business... unless it has no other choice.

A Wedding in Watcher's Grove

Recently, the city has started preparing for a wedding taking place in Watcher's Grove. The ceremony will wed *Camilla Swain* to *Le'Nal Beshiin*. Beshiin is a diplomat from Pa'Ya, a nation on poor terms with Kintalla – it's mostly his job to end hostilities between the two. Camilla is the youngest daughter of *Mercender Swain*, a prominent merchant-turned-nobleman. Mercender made his fortune in the arms trade. He personally has a handful

Pa'Ya & Other Foreign Cities

Wedding Bells refers to Pa'Ya as Le'Nal Beshiin's home nation, but you can easily substitute an existing location from your game world for Pa'Ya. If you decide it makes more sense for Beshiin to be from a different location, simply substitute the kingdom of your choice for Pa'Ya in the read aloud text.

Mission Briefing

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 3rd-level characters.
- **Mission Goals.** The mission's goal is to disrupt the upcoming wedding of Camilla Swain and Le'Nal Beshiin, to ensure Ebonclad keeps a revenue stream open that their marriage would surely close. The caveat is, neither the bride nor the groom are to be harmed. This will mean the party will have to come up with a method to disrupt the wedding as it's happening, while avoiding suspicion. As a bonus, the party members can rob wealthy guests or steal wedding presents.
- **Locations.** Since the adventure is open-ended, party members may travel all throughout Kintalla (or beyond) to manipulate NPCs. The wedding ceremony itself takes place in Watcher's Grove.

of ships cycling in and out of the harbor, carrying finely-crafted steel weapons for trade.

The implications of the wedding are obvious. Beshiin secures a wealthy bride to raise his station, and curry favor with The Crown. Mercender gains a son-in-law, through whom he can extend his trade to a new kingdom. The union between the two cements a bond between Pa'Ya and Kintalla through both marriage and business. Camilla, on the other hand, gains only a husband she neither asked for nor desires.

News of the wedding has spread through Kintalla quickly, and despite Camilla's complaints, Mercender Swain has arranged for his daughter to be wed to Beshiin in three days' time. Rather than hold the wedding at his estate, he's arranged Watcher's Grove as the venue, per the request of his future son-in-law. Beshiin claims a wedding in Watcher's Grove is an homage to his new city's heritage, and a sign of his acceptance of Kintalla. However, he secretly and shrewdly wants the wedding to be as public and as talked-about as possible, in order to grow his own reputation.

Controlling the Trade

With regard to their implications, Ebonclad has weathered political weddings in the past, but *this* wedding threatens to disturb guild business. The guild has been running an underground arms trade with Pa'Ya for years, benefiting from the kingdom's poor relationship with Kintalla and need for steel. If Mercender opens up trade with the nation through the wedding, it will lead to Ebonclad losing a major source of revenue.

The only option is to prevent the wedding from happening. The Unseen would like to see the affair disrupted and the couple never wed. Such a job may be risky, and its outcome could very well start a war if done poorly or without subtlety. That's why a team of promising agents has been assigned to handle it.

The Bride & Groom

Neither Camilla nor Beshiin are difficult opponents compared to the party members; should the party wish to eliminate either to prevent the wedding from happening, they could do so with relative ease. Of course, this would likely cause more problems than simply disrupting the wedding would. Thus, the challenge to the party is to find a solution that leaves both the bride and groom alive, unwed, and unsuspecting of any foul play.

Camilla Swain

Camilla is just sixteen years old, dainty and reserved. She dresses in simple gowns and modest jewelry that belie her family's wealth. Camilla's heart is far from Kintalla, and has been for two years, ever since her mother died. She dreams of going on an expedition far away, meeting a gallant hero, falling in love, and making a home in the countryside. The last thing she wants is to be tied down to the bustle of city life, married to a foreigner who cares more for his titles and money than he does for her. While she has a rebellious soul, she's too timid to defy her father outright. She's voiced her opposition to the wedding, but her protests have fallen on deaf ears.

You can use the game statistics of a **commoner** (MM pg. 345) for Camilla Swain.

Mercender Swain

Camilla's father, Mercender, thinks life to be a game you can only win by making money, and he likes to believe himself always a few steps ahead of his opponents. Mercender is a little man with an average build, balding, and has a crescent smile that never shows his teeth. Unlike his daughter, he usually dresses in extravagant outfits to show his wealth, though still preferring practical clothes to conduct business in. Mercender became a widower two years ago, and it's been just him and Camilla since. He sees his daughter's arranged marriage as a huge relief; Le'Nal Beshiin is a fitting husband, who will be a boon to Mercender's arms trade in Pa'Ya. He's impassive to Camilla's obvious resentment of the affair, treating her objections with the same attitude an impatient parent may have while weathering a toddler's temper tantrum.

You can use the game statistics of a **noble** (MM pg. 348) for Mercender Swain.

Le'Nal Beshiin

Le'Nal Beshiin is an emissary from Pa'Ya, living as a diplomat in Castle Muranir for the past several years. He's adopted the fashion and customs of Kintalla – less in actual acceptance of them than in making the appearance of such – and wears fine clothes befitting an ambassador. He's in his mid-thirties, portly, with dark hair that he wears brushed back. He speaks with a noticeable accent, though it does not impede him from being understood.

You can use the game statistics of a **Gilded Ring aristocrat** (Appendix B) for Le'Nal Beshiin.

Beginning the Mission

The party receives information regarding the wedding and their mission from their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*). If you're using a different NPC as the party's Keeper, or assigning the job to the party through a different outlet, modify the read aloud text below:

It's chilly in the city today, and you find yourself craving a warm drink while your team assembles in western Kintalla. You're seated around one of several wooden tables situated on a patio outside a tavern, just a stone's throw from Watcher's Grove. The park has a certain smell about it. Or, perhaps, maybe the smell of the city is less noticeable here.

Civilians casually walk to and from the park, and others have joined you on the patio, seated at other tables, to eat or play games of Zesere. They're out of earshot, which is fortunate. Today you're here on business. Reese Kincaid has joined you with a Zesere board of his own, casually setting up the game tokens for a match.

"Anyone in the mood for a round? I'll warn you, I'm rather good," he says.

Reese waits for one of the party members to take him up on the offer. If a party member accepts, read the following paragraph.

Reese smiles warmly as he rubs his hands together, taking the first turn by moving a piece away from his ship. Without his eyes leaving the board, he begins to go over the business that's brought you here today.

If no one in the party wants to play, you can continue below.

"No? Very well. Kintalla has a heartbeat to it. You live in the city long enough, you figure out the rhythm. You can feel it now... a bunch of busybodies in Watcher's Grove going back and forth with laurels and flowers and a whole lot of trouble for us. The talk around town is there's to be a wedding before the week lets out.

A pretty little number named Camilla Swain is supposed to give her hand to one Le'Nal Beshiin. Beshiin is in the city as an ambassador from Pa'Ya, of all places. No doubt he's wetting his trousers in joy from the arrangement. Camilla's daddy owns himself a couple of ships, and made a fortune buying weapons and trading them overseas. This is a wedding where everyone wins. Beshiin gets a rich bride and helps to shore up relations between Kintalla and Pa'Ya, and daddy gets a brand-new kingdom to sell his wares to. Everyone wins, but us, that is.

You see, Pa'Ya's less-than-fantastic relationship with Kintalla is profitable for us. We've been running an underground arms trade for years now with the Pa'Yanese, the right kind of people – desperate for steel, but too stubborn to make good with our kingdom to get it. If Beshiin and Camilla live happily ever after, that river runs dry quickly. The Unseen have decided that can't happen... that's where you come in.

The wedding is slated to happen in three days, right here in Watcher's Grove. We'd like you to see to it that it, well, doesn't. But here's the rub: we don't want to start any wars here. That time may come, but for now, we'd prefer to keep things the way they are. That means Beshiin and his bride-to-be aren't

to be harmed, and as always, whatever hand you have in this needs to be invisible. Use your best discretion and, uh, don't be afraid to get creative.

Ideally, you'll think of something to disrupt the ceremony as it's happening, but before Camilla and Beshiin are legally wed. Weddings like these attract high profile guests, the kind who like to bring expensive gifts. If you make the right moves, you can stop Beshiin and Camilla from getting married, and make a profit from their ceremony, if you catch my drift. I mean, someone should. Otherwise it'd just be rude."

If a party member accepted Reese's challenge to a game of Zesere before he briefed the party on the mission, you can have the character and Reese make a contested Intelligence checks to determine the game's outcome. Reese receives a +6 bonus to the roll. Remember, a character proficient with the gaming set adds his or her proficiency bonus to the roll. The higher roll wins the match (reroll in the event of a tie).

Reese wins the match.

Your Keeper smiles as he finishes speaking. Your mind is half occupied absorbing the details he's given you, with the other half keeping track of your Zesere match. Perhaps that's why it's a surprise to you when he moves one of his pieces over your ship to win the game.

"I told you I was rather good," he says, standing up. "Remember, the wedding is in three days. Good luck."

The player wins the match.

Reese finishes covering the mission with you as he confidently puts one of his game pieces in position to win the game, smiles and leans back in his seat. You, however, win the game on your turn, moving a token he overlooked, over his ship.

"Damn," he spits out, his expression deflating, "perhaps I'm not as good as I thought as was. Remember, the wedding is in three days. Good luck."

Reese's Information

Reese sticks around long enough to answer any questions he can for the party, though he's given them all the information he has regarding the wedding. If asked, he'll make the following observations or guesses:

- The wedding ceremony itself is sure to be both heavily guarded and by invitation only. If the party wants to "attend" the wedding posing as guests or workers, they'll need forged invitations, disguises, or both.
- The Swains live in the wealthy part of Kintalla near Castle Muranir. Le'Nal Beshiin, on the other hand, lives in the castle itself. Reese is unsure of how much contact Beshiin has had with his bride-to-be since he struck the deal with Mercender to marry her.
- The wedding officiant is a foreign dwarf; he's expected to arrive in Kintalla within a day or so from his home in the north. His name is *Surssek Earthmantle*.

Ways to Disrupt the Wedding

Wedding Bells provides several scenarios in which the party can successfully upset the wedding. Each scenario allows for



the ceremony to occur (thus allowing the characters a chance to steal some of the wedding gifts or pickpocket the guests), while assuming the party's actions will disrupt the event so that Camilla and Beshiin remain unmarried.

However, keep in mind that the players will want to devise their own course action. The elements described here are leads they can follow (and you can guide them towards), but you should encourage them to follow through on their own plans. In such cases, mix elements described below and improvise as needed as the mission plays out.

The party can disrupt the wedding in any of the following ways:

The wedding officiant does not receive his deity's blessing for the marriage.

The closing part of the wedding ceremony requires the officiating priest, Surssek Earthmantle, to ask his god to bless the marriage. An omen occurring at this time could be interpreted as meaning that the union is *not* approved by the deity. There are several ways the party can manipulate this, such as using magic and illusions to create a false omen. The party could also intercept the priest's arrival in Kintalla to take him out, allowing one of the party members to impersonate Surssek for the ceremony and fake such an omen then. The omen must be something everyone in the audience witnesses; anything less will cause both Mercender and Beshiin to become suspicious.

The Crown interrupts the affair to make an arrest.

The party might choose to frame Beshiin for a crime, timing it so that a prominent member of The Crown crashes the wedding with a unit of guardsmen to arrest the diplomat. Such an event would not only ruin Beshiin's chances at the prestige he so desperately seeks, but also prevent him from marrying Camilla. The party can use the poor relationship between Pa'Ya and Kintalla to their advantage; if The Crown believes Le'Nal Beshiin is engaging in espionage or some other underhanded deed, they'll be sure to act.

It's also possible that the party may arrange an event that would cause The Crown to arrest Mercender or his daughter. However, authorities will be slower to act to arrest Camilla unless there was evidence of an egregious crime, and an arrest of Mercender won't necessarily prevent his daughter from getting married to Beshiin. If the party tries to arrange for something to happen to either of the Swains, they'll have to plan for either of these contingencies.

There's an objection to Camilla and Beshiin's union.

By law, anyone in attendance at the wedding voicing an objection to the union, is given an opportunity to present his or

her case. Of course, doing so is considered incredibly gauche, and in the case of high-profile weddings, possibly grounds to be thrown in the pillory if done so maliciously. Nonetheless, a party member may voice an objection while disguised as an attendee, or manipulate someone else to protest the union, such as Clement Alein (see *Interactions*).

Just *having* an objection isn't enough to prevent the couple from being married, however. Once someone objecting states the reasons why the couple should not wed, either the officiant, bride, or groom must accept these reasons, in order to stop the ceremony from continuing. Outlandish or unbelievable reasons won't be accepted without proof. Beshiin will only choose to end the wedding if presented with information that threatens his career, or with a better arrangement than the opportunity given by marrying Camilla. Camilla, on the other hand, would be grateful for an objection, and is willing to risk ending the wedding on all but the most outlandish of protests.

Either Beshiin or Camilla drink a *philter of love*, and fall in love with someone else during the ceremony.

During the course of the adventure, the party may be presented with a *philter of love*. If the party is able to have either the bride or groom imbibe the potion during the ceremony, he or she will fall madly in love with the first person seen after taking it. The ceremony requires drinking wine, so the party can certainly engineer spiking the drink with the *philter*, perhaps by impersonating wedding attendants or the officiant.

Wedding Gossip

If the party members seek out information about the wedding, they can get gossip from NPCs in Kintalla. The arrangements for the wedding have already caused a stir among the populace, and citizens are happy to circulate news, perpetuate rumors, and add their own speculation. You can use the following as read aloud text for any citizen or contact a party member receives gossip from in the city.

Gossip About Mercender Swain

"I don't know Mercender Swain, but gold must come out of the man's mouth when he speaks, instead of words. If you've seen Watcher's Grove the past couple days, you know what I mean. All sorts of fancy décor is going up, and all in a hurry too."

"I 'ad a meal with Mr. Swain once... might 'ave been the scariest meal I've 'ad in my life – I won't forget it, that's for sure. 'E's the type 'o man who's always talkin', but ne'er 'appy with what you got to say. I can't remember getting' a word in edgewise, and at a certain point I just stopped tryin'. Somethin' bout that smile 'o 'is, too, just sends a shiver down your back."

"Mercender makes a killing making killings... literally. The man's a well-connected arms dealer, and he's overseen the trade of weapons cross the sea and back. People have said half the swords in the world are stamped with his mark. Imagine how many people might be alive today if he'd chosen a different life?"

Gossip About Camilla Swain

"Oh, she's a thing to see. A pretty flower growing in the shade of a sticker bush. Shame about her mother, I remember she used to come to market and buy all the folk an apple to take home. A caring thing, she was, nothing like the wart of a man she married. Camilla takes more after her, from what I make of it, gods be blessed."

"I know the girl. That's to say, we exchanged pleasantries once when we bumped into each other during Turtle Day. She's not the typical sort, spoiled by money, like her father, from what I can tell."

"She's marryin' who? When I heard she was getting' hitched, I assumed it was to the appleman's boy, what's-his-name... Clement. The two of 'em always seemed friendly. I guess he's not the type to get a girl like her though... too weak in the coin purse, I suppose?"

Gossip About Le'Nal Beshiin

"'Fraid I can't say much about the man, other than I only just heard 'o him when all this weddin' nonsense came about. From Pa'Ya, no less, likely living at the castle, beggin' The Crown to send his homeland a favor."

"Beshiin has lived in Kintalla for a while, but no one could really tell you much. He's an emissary from Pa'Ya, so it's not a total surprise to see he's marrying a rich girl with a father who's made a name for himself."

Gossip About the Wedding

"They're making the park all sorts of fancy, lately. Flower boughs, and streamers, and all. Oh and they're bringing in fancy benches and whatnot, too! It ain't common for the upper crust of Kintalla to have a wedding in the park, but when they want to make a spectacle they certainly know how to!"

"Oh yes, it's said to be in a couple days. I hope you don't mind my curtness, but I'd sooner have the whole thing over and done with. For all its exclusivity, it's sure to be a loud and obnoxious ordeal. I even heard they're shipping in a dwarf from up north to do the rites. If they're in such a hurry to spend money on things, I could give them a few suggestions."

Interactions

The party might want to interact with one or more NPCs connected to the wedding in order to disrupt it. You can refer to the following for meeting specific NPCs and how the party may manipulate them. Interactions with the officiant, Surssek Earthmantle are described in a different section, as the dwarf is not currently in the city when the party is assigned the mission (see *Surssek Earthmantle*).

Interacting with Camilla Swain

Camilla spends most of her time at home, a wealthy manor near Castle Muranir. She's had little contact with her betrothed, outside of a few customary dinners in the past several weeks.

Now that she's engaged to Le'Nal Beshiin, Camilla has become despondent. She keeps to herself in her bedroom, rarely leaving. The only way the party could interact with her is if they find a way inside her home, or engineer a reason for her to come out into the city.

Meeting Camilla

Camilla Swain is a small thing, dainty and young. Her eyes are weary with the tell-tale sign of late nights spent crying into pillowcases. If she's at all happy about her upcoming wedding, she sure doesn't fit the part of the anxious bride-to-be.

Manipulating Camilla

Camilla feels defeated by the marriage; she absolutely does not wish to be wed to Beshiin, but she knows her father is past the point of reason. She can't be outright manipulated into stopping the wedding, but she can help the party in other ways.

- If asked and given good reason to, Camilla can see to it a party member receives an invitation to the wedding. In order to do this, said member will need to show her a kindness, or have a convincing lie.
- If told about Clement Alein's (see below) feelings for her, Camilla will consider her own affection for the apple vendor's son. This isn't enough for her to defy her father's will, but it might help in securing Clement an invitation, or ensure that she'll accept Clement's confession of love for her if he objects to her union with Beshiin.
- Camilla has some clout with her father regarding the wedding decorations and attendants, and Mercender is willing to give her some control over these aspects, if it means she'll stop complaining about the affair. If the party claims to offer a good or service for her wedding she finds appealing, she can arrange for the party to have permission to be present for the ceremony in this role.
- Camilla won't do anything that obviously threatens the safety of herself, her father, or her fiancé. If she suspects the party members to be violent or dangerous, she'll excuse herself from them, calling for guards if necessary.

Interacting with Le'Nal Beshiin

In the time leading up to the wedding, Le'Nal Beshiin spends his days at his quarters in Castle Muranir. The party won't be able to interact with the Pa'Yanese ambassador unless they enter the castle on false pretenses, break in, or create a reason for Beshiin to leave.

Meeting Beshiin

You see the man who is to wed Camilla Swain. He's somewhere between "heavy" and "fat," to put it kindly, with a sheen to his skin and hair that's off-putting. He might wear fancy garb, but he's repugnant in the same way that dragon droppings aren't improved by covering them with wildflowers.

Manipulating Beshiin

Beshiin's primary concern is making his wedding to Camilla the talk of the town. He loves that citizens are already circulating his name around Kintalla, and he'll agree to anything that feeds his prominence... so long as his father-in-law covers the bill.

- Beshiin doesn't particularly care about Camilla or Mercender. If the party concocts a better wife-to-be, or a reason why his marriage to Camilla might threaten his political career, he will reconsider the wedding.
- Beshiin isn't handling the wedding invitations, since he knows so few people in the city, but he can certainly get the party invited if they claim to be wealthy or connected guests.
- If the party presents themselves as offering a good or service that adds to the wedding's spectacle, Beshiin will arrange for them to be on the premises during the wedding ceremony in that role.

Interacting with Mercender Swain

Given how soon the wedding is to take place, Mercender is quite a busy man. He's taken a break from his business to ensure the wedding goes off without incident. He spends most of his time in his estate near Castle Muranir, though he leaves for short trips to arrange details of the affair. He is always in the company of several handlers to assist him and inform him of events, and his personal bodyguard, *Raldo* is always nearby. Raldo is the strong, silent type; he has nothing to say to the characters and is more than happy to "remove" them from his employer's way if asked.

Meeting Mercender

One look at Mercender Swain tells you what you need to know about him. He's not a big man, but he wears a fancy breastplate and keeps an ornate rapier by his side like he's the general of an army. He's moving quickly, and speaking even faster, his mind always preoccupied with business. He's flanked by several people who work for him, and every now and then he barks an order at one of them and they go off running. Within arm's reach of him is a tall, silent fellow wearing studded leather armor. A bodyguard, no doubt, with an intimidating spear in one hand, and a round steel shield strapped to the other.



Mercender Swain

Manipulating Mercender

Mercender fancies himself to be an excellent judge of character, but organizing a wedding has him out of his element. The party can take advantage of Mercender Swain in their attempt to disrupt the wedding.

- Mercender has dealt with everyone from florists to caterers to representatives of The Crown over the past several days, and he's confused most of the names and faces of those putting this wedding together. If the party claims to be representatives of someone servicing the event, he'll accept it as true. The party can gain admission to the venue during the day of the wedding in this role (of course, true representatives will also turn up as well).
- Mercender can hire the party to perform a service or arrange goods at the wedding, but the party will need to think of something that Mercender hasn't thought of already. He's already covered food, decorations, seating, and entertainment, as well as hired the officiant. He will pay up to 200 gp for what the party offers, only negotiating more if something strikes his interest.
- Mercender can issue invitations to party members, though he's hesitant to do so. The wedding is already costing him more than he'd like, and more guests means more mouths to feed. He's also connected with the city's upper-class, he won't give the party invitations unless he thinks they're absolutely worth it.

If Mercender is attacked, or senses trouble, he's not afraid to sic his bodyguard, Raldo at the perpetrator. You can use the game statistics of a **gladiator** (*MM* pg. 346) for Raldo if necessary. If Raldo is killed in front of Mercender, the merchant will double the guards at his wedding, and seek to have the characters arrested and thrown into a dungeon.

Clement Alein

Clement Alein is the son of Clarence Alein, an apple vendor who tends an orchard several miles north of the city. Clarence and Clement have been coming into Kintalla to sell the family's produce for eight years now, and they're well known around the harbor and northern sections of the city. Clement is Camilla's age, of average height but lanky, with tussled brown hair and a toothy smile.

Clement is deeply in love with Camilla, first meeting her during her and her mother's visits to purchase apples. Over time, the two became friends, but both were too shy, and too swept up in the will of their respective families, to act on their feelings. Clement is now old enough to sell apples by himself, and can be encountered walking around the northern half of the city.

Meeting Clement

You see a teenaged boy carrying a basket of apples, calling halfheartedly to crowds of people walking past to buy from him. He's going through the motions with each customer, but you can tell from the look on his face, his mind is on matters elsewhere.

Manipulating Clement

Clement is heartbroken to hear the news that Camilla's engaged,

and can be a pliable resource to the party. He'd object to Camilla and Beshiin's marriage, at which point he'd confess to Camilla he's fallen in love with her. If she accepts his admission of love for her, Camilla can call off the wedding ceremony as it occurs by law. In order for this to occur:

- Clement would need an invitation to the wedding. The party would have to forge one, or secure one from an actual guest.
- Clement needs to look the role of a guest; he can only afford common clothes and finery. The party would need to secure fine clothes, and show him how to fit in with the upper class. Otherwise, Mercender will spot him for an imposter and toss him out of the ceremony before he's given a chance to object.
- Clement will be suspicious about why the party will want to help him, but he's also desperate for such help. The party may need to think of a lie for why they want to help him.

You can use the game statistics of a **commoner** (*MM* pg. 345) for Clement Alein if necessary.

Resnark & the Philter of Love

At your option, you can run an encounter between the guild operative *Resnark* and one or more party members. Resnark has procured a *philter of love*, and sees the wedding as the right venue for it to cause some chaos. Resnark isn't assigned to the mission, but is happy to be introduced to the party (if he hasn't already been) and to offer them the magic potion.

Meeting Resnark

You feel a tap on your shoulder, spinning around to find a well-dressed half-orc, with properly combed hair and manicured nails. His appearance leaves you speechless for a moment, and it's even more of a surprise when speaks to you in Eboncant.

"Pardon me, you wouldn't happen to be in charge of the floral arrangements for the wedding in Watcher's Grove, are you? I was given your description, but your name escaped me – anyway, I was to deliver this medicine to you in case bride or groom should catch a sneeze from the decorations. From what I've seen, the décor is lovely. So, with this on hand they are sure to love them as well, without any worry on your part. Just make sure their eyes don't wander back to each other while they drink the medicine, the flowers may get jealous!"

At that point, Resnark gives the party member the *philter of love* and leaves. If imbibed by either Beshiin or Camilla, he or she will fall in love with the first person they lay eyes on.

The challenge is in delivering the potion to the intended party in such a way that ensures he or she falls in love with someone other than the person he or she would be expected to. Since the magic of the potion only lasts an hour, it will need to be delivered during the ceremony itself. During this time, the charmed bride or groom will call off the ceremony, confessing their love for another. By the time the *philter's* effect wears off, the ceremony will have ended.

The party should be aware of a risk of the *philter of love*,

however. If Camilla drinks it and sees Beshiin, or vice versa, one will fall madly in love with another, and thus have no reason to prevent the marriage.

Surssek Earthmantle

The only element tied to the wedding not presently in the city, is dwarf priest Surssek Earthmantle. Surssek was chosen to be the wedding's officiant, offering a neutral party not tied to either Kintalla or Pa'Ya, to perform the rites. He, along with the few acolytes who tend to him, is on his way to Kintalla and will arrive the day after the party receives their mission.

The party can get information about Surssek from Reese Kincaid or from gossip around the city. Because the dwarf is relatively unknown in the city, and he controls the wedding ceremony and its ultimate outcome, the party may see him as a target to eliminate or influence. Since Surssek is currently not within Kintalla, the party has the freedom to find him on the road and handle business away from the city's watchful eyes.

The following describes an encounter with the dwarf on the road to Kintalla. You can use the map **Roadside Camp** (**Appendix C**) for the encounter.

Finding Surssek

A little bit of investigating reveals that Surssek is arriving by the Bay Road, and should be in town shortly. If the party waits more than a day after receiving the mission, the dwarf will already be in town, taking lodgings at a suitable inn until the wedding is finished.

If the party travels up the Bay Road before Surssek arrives in Kintalla, they can find him and his attendants camped. In this case, read the following aloud to the players:

Parked on one side of the road is small wagon, pulled by a pair of ponies. Smoke rises from a campfire beside it, and several dwarves are tending to the camp, cooking meat, pouring ale, and sharing stories. A holy symbol is painted on the wagon's front, and the same symbol dangles from one of the dwarves' necks, a sure sign this is the priest you're looking for.



Dwarf Priest Surssek Earthmantle

Surssek is bald, with a gray beard and heavy gray eyebrows. He wears the religious vestments of his deity usually, but along the road he dresses in a chain shirt and carries a mace. He keeps the company of four assistants, all of whom are also dwarves. Surssek doesn't personally know either of the people he's supposed to marry, but he is kind and caring, and intends to do the good job he's being paid for.

If approached on the road, Surssek will assume the party to be travelers. He's willing to discuss his business with them, even going so far as to say he's off to marry two humans in Kintalla (though he does not reveal their names, out of respect). If the party is cordial, the dwarf will invite them to share meat and ale with him and his companions for an hour or so. After which, Surssek intends to leave to make his way to the city.

Manipulating Surssek

The party might try to manipulate Surssek, perhaps by bribing him or lying to him, but they'll find the dwarf unable to be swayed.



Surssek Earthmantle's camp

Surssek is lawful to a fault, and will go to Kintalla regardless of what the party tells him. If the party tries to bribe him to disrupt the wedding of his own accord, he sends them away, and warns authorities when he arrives in the city. If Mercender is informed that someone attempted to bribe Surssek to ruin the ceremony, he doubles the number of guards at the wedding.



The Priest's Stand

If Surssek is attacked outright, he and his men defend themselves, attacking the party with their weapons and spells as needed.

Surssek Earthmantle is a **priest** (**MM pg. 348**). Two of his followers are **guards** (**MM pg. 347**) and two are **acolytes** (**MM pg. 342**). Surssek, and each of his followers also have the following statistic changes:

- Their speed is 25 feet.
- They have darkvision to a range of 60 feet.
- They have advantage on saving throws against poison, and resistance to poison damage.
- They speak Common and Dwarvish.

Any combat startles the ponies fastened to the priest's wagon, causing them to neigh and buck wildly until calmed. If Surssek and his companions are slain or incapacitated, the party has free access to the trunk in his wagon (see *Surssek's Trunk*).



Surssek's Trunk

Surssek and his companions are traveling with a wagon as they make their way to the city. The wagon isn't big enough to seat all of the dwarves, but it is useful for carrying their belongings, and they've been taking turns riding it to give tired travelers time off their feet.

Inside the wagon is a brown trunk that contains many of Surssek's personal belongings. The trunk is locked; Surssek

keeps the key in his coin purse. A character with thieves' tools can pick the lock with a successful DC 20 Dexterity check. There's no penalty for failure, but each attempt takes 5 minutes to complete, and the dwarves will be suspicious if they see a character near their cart without invitation.

Inside the trunk are a few changes of common clothes, and religious vestments appropriate for a wedding ceremony. There's also an inscribed gold medallion that is Surssek's holy symbol, worth 300 gp.

Additionally, the trunk contains a small, leather-bound book that contains the rites and prayers, which the dwarf has selected for the wedding. A character who reads the notes in the book understands the rites involved in the wedding (described in *Rites of the Ceremony*).

Folded inside the book is a letter, penned by Mercender Swain, inviting the dwarf to officiate at a prestigious wedding for his daughter. According to the note, the pay of 100 gold coins for his service will be delivered after the ceremony is completed.

Impersonating the Priest

A party member might decide to impersonate Surssek Earthmantle in the plot to disrupt the wedding. Surssek isn't known by his face in Kintalla, so if the dwarf is slain en route to Kintalla, one of the party members can certainly take his place with citizens being none the wiser.

Most of this depends on a convincing disguise. Ideally the party member posing as Surssek is also a male dwarf, but failing that, the party can rely on magic (such as with the *alter self* spell) or use a disguise kit. Having the priest's religious vestments and holy symbol add credence to the disguise, and a check to make a disguise with such has advantage.

If a party member impersonating the dwarf returns to Kintalla in the disguise, he or she is met by one of Mercender's handlers, stating that accommodations have been arranged for the dwarf at one of the city's inns. The handler is unaware of any companions supposedly traveling with the priest and, if Surssek asks about them, these companions are to find their own lodging.

Otherwise, Surssek isn't bothered until the actual ceremony. If a party member has the leather-bound book found in Surssek's trunk, he or she can run a convincing wedding by following its instruction.

The Wedding Ceremony

Unless the party does something to prevent the wedding ceremony from taking place, it proceeds as scheduled three days after the party receives their mission. Scenarios for whether or not the ceremony will occur, as well as an overview of the ceremony itself, are described below.

The Wedding Cannot Take Place

If something has happened that would prevent the wedding, such as either the bride or groom being found dead or gone inexplicably missing, the wedding ceremony does not occur. Mercender, or proper authorities cancel the affair, and alert the guests. The party is successful in preventing the wedding, but loses the chance to make money for the guild pickpocketing guests or stealing wedding gifts.

There may be additional repercussions, depending upon the

nature of the event that causes the wedding to be cancelled. For instance, if Le'Nal Beshiin or Camilla Swain are found dead, the Kintallan Guard will launch a full investigation, and the already tense relationship with Pa'Ya worsens.

It should be noted that Mercender desperately wants the wedding to occur, and will only cancel the affair if he has no other choice. If he doesn't suspect foul play or fear for the safety of his life or his daughter's, he'll continue as planned and improvise if needed.

Mercender is Forced to Improvise

Should the party's meddling in the wedding impact it, but not outright prevent it from occurring as planned, Mercender Swain will improvise. He'd rather the wedding be botched than not occur, and he has the resources to quickly patch holes if necessary.

Physical items in the ceremony are not a concern to Mercender. He can pay to replace decorations, ceremonial props, food, and outfits quickly. In a pinch, he'll forgo anything that isn't absolutely essential. He's even capable of finding a priest in the city at the very last minute to be an officiant, should Surssek Earthmantle go missing. He's only concerned about the wedding's legal ramifications. Were it entirely his call, he'd have the ceremony performed with only a few guests in the privacy of his estate.

Le'Nal Beshiin, on the other hand, cares *very much* about the aesthetics of the ordeal. He'll fight to make sure the wedding is not only a public affair, but that the ceremony is the talk of Kintalla for weeks to come. Half of the pay-off of the wedding for Beshiin is making a name for himself, and a quiet wedding, away from the eyes of the public, does little for him.

Depending upon the nature of the set-back, Mercender may be highly on-guard during the ceremony. If he suspects foul-play, he'll see to it that double the guards oversee the wedding, and may go so far as to greet each of the guests arriving, personally to scan for potential frauds.

No Setbacks Occur

If the party's actions don't directly affect the wedding ceremony, or if they do so without any noticeable impact, then the ceremony goes off as planned, without changes or improvisations.

On the Wedding Day

You can reference this section for an outline of how events proceed on the wedding day, including read aloud descriptions. Keep in mind, this outline only describes events if the wedding operates without interruptions or setbacks; you may need to improvise, depending upon the party's actions to this point.

The ceremony is organized in front of the memorial for Isalla Bly. A small dais, decorated with flowers and banners, has been erected for bride and groom and officiant. Seating has been arranged for the hundreds of people expected to be in attendance, with areas along the perimeter set with tables of food and wine for the guests after the ceremony ends. In addition to guests, the wedding is attended by caterers, servants, musicians, and guardsmen.

Getting Into the Wedding

On the day of the wedding, the park is closed to the public. Anyone entering the park through its eastern entrance is



Watcher's Grove

met by guardsmen and wedding attendants who'll only allow invited guests to pass. Anyone attempting to enter here without a wedding invitation will be turned away, servants and caterers being an exception. If the party is entering with forged invitations or with disguises, they'll need to be convincing enough to allow to them to pass.

If Mercender became suspicious of the party's actions leading up to the wedding, he'll join these guards and attendants to greet guests personally. Mercender has advantage on checks to identify forged invitations.

If the party is entering the park on the wedding day, you can read the following aloud to the players.

The reserved atmosphere typical of Watcher's Grove has been replaced with the delicious clamor of the wealthy. Flowers, bows, and elegant decorations clearly mark that a wedding is happening, and only people of a certain status are invited within to watch it. The dulcet tones of stringed instruments rises from beyond the trees, as men and women, dressed in extravagant outfits and carrying wrapped parcels, enter the park. They're met by several guards and men carrying lists, before they're allowed to pass.

Weapons & Armor

Those vetting guests entering the park, will not allow anyone visibly wearing armor or carrying weapons to pass, without exception. Characters can hide light armor and chain shirts under jackets and clothing, but other types of armors cannot be hidden. Small weapons, like daggers or throwing knives, can be concealed easily, but larger weapons will require special efforts to hide from guards. The only people allowed to have weapons at the ceremony are Mercender, who carries a rapier, and the guards protecting the wedding.

Entering Through the Trees

It hasn't escaped Mercender's notice that someone might try to sneak into the wedding uninvited, by travelling through the trees in Watcher's Grove. A dozen guards have been hired to patrol the perimeter of the trees facing the city, keeping out any potential wedding crashers. These guards are spread out so that they can keep the majority of the perimeter watched at all times. If one sees someone attempting to enter, he or she will shout at the perpetrator to alert others and attempt to stop the intruder.

Guests & Gifts

There are over two hundred guests in attendance at the wedding, each of whom makes at least a modest living beyond the common Kintallan. The party may want to pickpocket one or more guests during the ceremony, or at a safe juncture. To randomly select a guest in attendance, use the rules described in Chapter 3, although guests here are citizens of *modest* wealth (1 – 15 on a d20) or are *wealthy* (16 – 20).

If a guest is aware of having been robbed during the ceremony, he or she will report the incident to the guards. If Mercender is aware a thief is in the midst of the wedding crowd, he will instruct one of his servants to bring another dozen guards into the venue to watch over the crowd. All of this will be done discreetly if the ceremony is taking place.

Gifts brought by guests for the bride and groom are placed on one of many tables intended for such situated around the venue's perimeter. The gifts are wrapped in paper or placed in boxes or bags. To determine a gift's contents, you can use the tables for *Visible Possessions of Value*, or *Residential Items of Value* described in Chapter 3. In this case assume such an item is from a citizen of *modest* wealth (1 – 15 on a d20), or a *wealthy* citizen (16 – 20).

Guards are stationed near the gifts to make sure none go missing, though they don't have a record of what's been brought. If a gift goes missing during the ceremony, the guards won't know unless its absence is obvious.

Guards at the Affair

In addition to the dozen guards securing the border of Watcher's Grove, another dozen guards are in attendance of the ceremony to make sure everything goes smoothly. If Mercender suspected something was amiss due to the party's actions, he doubles both these numbers, hiring two dozen guards to patrol the outside of the venue and another two dozen to protect the inside. These guards are private soldiers or mercenaries, without connection to the Kintallan Guard (though the Kintallan Guard will certainly step in, if something happens to attract its attention).

Guards at the affair are standard **guards** (*MM* pg. 347).

Rites of the Ceremony

The following is a description of the wedding ceremony rites in the order they occur. They're described under the assumption that the wedding is being performed as normal. Obviously, actions the party takes to disrupt the wedding may interfere with a rite, and once the wedding is disrupted it's unlikely the rites will continue.

A character who passes a DC 13 Intelligence (Religion) check has a general of idea of what rites are included in the ceremony and the order in which they occur. A character in possession of Surssek Earthmantle's leather-bound book also understands the rites involved.

Opening Rites

The first part of the ceremony is the opening rites, in which the officiant asks the gods to bless all in attendance with a prayer, allowing for a short homily or sermon before going through standard doctrine.

Sign of Unity

After speaking, the officiant will ask servants to bring a pair of goblets to the couple, each filled with a small portion of wine. The couple will stand back to back, and drink the wine at the officiant's instruction, then turn around to embrace each other. The act is a sign of unity, a symbol of drinking to the end of days of solitude.

Exchanging Vows

After the sign of unity, the officiant will ask the bride and groom to exchange vows with each other. Couples may come up with their own vows, or repeat the words led by the officiant. Once the couples have exchanged vows the officiant reads a short prayer.

Petitioning Witnesses

When the couples are finished exchanging vows, the officiant then asks witnesses to make a vow as well. Those in the audience are asked to vow to help the new couple should they ever need it. They are also asked that, should anyone have reason to object to the couple's union, to speak.

If an objection is given, bride, groom, or officiant must judge it to be worthy of ending the wedding.

Divine Blessing

After all the vows have been spoken, the officiant will ask the gods to bless the wedding. Often this is met with silence or no noticeable reaction from the gods, at which point the officiant will move to the ceremony's closing rites.

An omen occurring at this moment can be interpreted as good or bad. For instance, clouds parting for sunlight to break through at this point may be interpreted as a very good sign, whereas a bird falling dead out of the air can be interpreted as a very bad one. If a dark omen occurs at this point, the officiant may immediately stop the wedding if he believes it has not received a divine blessing.

Closing Rites

The last part of the ceremony is the closing rites, a short prayer and the invitation for the attendees to celebrate the union. Only at this point is the couple officially wed.

Aftermath

How the mission ends depends upon the party's level of success disrupting the wedding.

Loose Ends

Any loot stolen from the ceremony will need to be fenced through guild channels, and in this instance Ebonclad takes a black share of 50% of the profits. This is because the items have been taken from a high-profile event, some trinkets may be personalized or well-known to other citizens throughout town, or so costly or unique that there's no other reason a character would have it. It takes twice as long to fence this loot as normal.

If the party has any corpses to deal with, such as wedding attendants or Surssek Earthmantle and his companions, they'll need to make sure they won't be discovered. If the wedding is disrupted and Mercender Swain finds evidence of foul play, he may very well try to marry the couple again.

The wedding is disrupted and Camilla and Beshiin remain unwed.

In this ideal scenario, the party is able to make a debacle of the wedding, preventing the bride and groom from marrying, and hopefully making it away from the wedding with some stolen goods. Reese rewards the party for their efforts.

"You've done well," Reese Kincaid says, smiling the kind of smile that says more than those three words. "The Unseen will be happy to know the Pa'Yanese will continue to be reliable customers. Beshiin wanted a wedding Kintalla's high society would never forget and, well, I suppose he got it. I've seen to it you've all been paid for your work, and we just came across a helpful trinket that can make your lives easier, too. I thought of you when they were given to me, hopefully you can make good use of them."

Reese provides each party member with a small pouch containing 250 gp. He also provides the party with a pair of *sending stones*.

The wedding is disrupted but Camilla and Beshiin still wed.

In this scenario, the party botched the attempt at disrupting the wedding. They may have been chased out of the venue by guards, or their machinations never panned out to prevent the union.

Reese is obviously bothered with the outcome, but he's too polite to say as much. He meets with you sometime later to go over things.

"Well, it didn't go as planned, but life rarely does," he says, his tone slightly muted. "It's nothing we can't fix in the future, just would have been better to nip this one in the bud. Anyway, we'll get you paid as best we can and, I think I have something to help you out. Should make getting the job done easier the next time around."

Reese provides each party member with a small pouch containing 100 gp. He also provides the party with a pair of *sending stones*.

Milestone Award

After completing the adventure, if the party has also completed the missions *Gravefillers* and *A Mess to Clean* then the characters are level 4.

MISSION: A MESS TO CLEAN

You can use this mission for characters established in Ebonclad, after having completed missions such as *Precious Cargo* and *A Squeaky Wheel to Kick*. The mission is designed for a party of 3rd-level characters, and assumes the party members already have experience running a guild job.

A *Mess to Clean* introduces the party to playing the role of investigators. It primarily deals with investigating a botched job on the Ohlrise campus, though it culminates in searching for a thief who defected from the guild. The characters are confronted by the rogue agent, forcing them to react to the situation as it unfolds.

Background

Recently, guild Veil **Silas Scrisbane** (*Appendix A*) gave a mission to his team to retrieve a tablet secured in one of the Ohlrise's ancillary buildings. The tablet is made of hard coral and bears an old inscription upon it, possibly pre-dating Kintalla by hundreds, if not thousands, of years. It was dredged up in a fisherman's net earlier in the week, sparking interest in both the Order of Ohl'Abdurr and the thieves' guild. The Order got it hands on it first.

Silas' team left last night to retrieve the coral tablet and never returned, and all attempts to contact any of the team members has failed. One of the team members was **Rikus Nickol**, a guild Thorn of a little more than two years now. Rikus had become the closest thing Ebonclad has ever had to a disgruntled employee, growing resentful of what he perceived as improprieties and slights against him. Rikus had decided the mission to retrieve the coral tablet would be his last guild job.

A Thief Gone Rogue

Rikus' team split up to break into the building containing the tablet, and once inside he took advantage of their separation. Physically stronger than his teammates, Rikus found each one and murdered them, along with a small handful of Order guards on the premises. He left the place filled with corpses, taking the coral tablet and any other riches he could pocket for himself.

Ebonclad isn't one to leave messes, and this mess is bad. Not only did members of the Order of Ohl'Abdurr find one of their buildings burgled and their men killed overnight, but they found three corpses among the slain that most certainly didn't belong there. The incident leaves the guild in a vulnerable position, and now a cleaning crew is necessary to find the rogue agent and cover the guild's tracks. Retrieval of the tablet also remains a priority, as the Unseen haven't waived in their desire for it.

The party will have the onerous task of investigating the scene of the crime to figure out that Rikus was the culprit, figure out where the Thorn went, track him down, kill him, and retrieve the tablet he was sent for.

The Codex of Tsll-Y'gal

The coral tablet in question is actually the *Codex of Tsll-Y'gal*, created by the aboleth of the same name. The codex is a magical relic used by the aboleth to transform humanoid slaves into

~ Mission Briefing ~

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 3rd-level characters.
- **Mission Goals.** The party has to track down and eliminate Rikus Nickol, a guild defector. Rikus violated the honor among thieves when he murdered his teammates and made off with an enigmatic coral tablet that they were sent to steal from a building on the Ohlrise campus. The party is encouraged to retrieve this tablet as well, though eliminating Rikus is the most important goal.
- **Locations.** The mission will take the party to a building on the Ohlrise campus (though not the Ohlrise itself). They may explore more of Kintalla in looking for Rikus Nickol. A trail of blood left by Rikus will lead the party to a back alley in a residential area of the city.

submissive *chuuls* – a species of crustacean-like monsters that obediently served the aboleth empire in the distant past. The empire disappeared from the world eons ago, but the magic retained by the *Codex* is as potent today as it was when it was used then.

The inscription upon the *Codex* isn't a language, and no attempt to read it will make sense. Mages of the Order of Ohl'Abdurr had determined as much, revealed when viewed under the effect of *comprehend languages*, but still the tablet's true purpose eluded them. Unfortunately for Rikus, if he'd given the Order another couple of days to decipher it, he may have been able to avoid a terrible fate.

The magic of the *Codex* is triggered in blood, magic Rikus Nickol unwittingly set into motion when he cut his left hand on the rough coral when he stole it. Since then, Rikus has slowly been transforming into a chuul, and it's only a matter of time before his fate is sealed. Once the transformation is complete, it can only be undone with a *remove curse* spell or similar magic.

Where's Rikus?

The transformation has left Rikus deformed and scrambling for a cure. He knows he needs to leave Kintalla as soon as possible, as Ebonclad will be hunting him down as soon as his betrayal comes to light. He also knows that, at the rate he's transforming, he can't afford to be putting distance between himself and the largest repository of magic in the land. He's decided to do the unthinkable; he will return to the scene of the crime to look for a possible cure. By his logic, if the Order had been studying the *Codex*, it's possible they've discovered the magic that's affecting him, and kept a cure nearby.

Rikus is waiting for nightfall to break back into the building to see what he can find. He knows the risk involved; the building

will be secured by Order members and the Kintallan Guard. What's more, he's sure Ebonclad will be investigating matters there, so he's done what he can to surveil the place during the day to spot guild activity.

Rikus Nickol

Rikus is currently midway through his transformation, leaving him a hideous half-human, half-chuul abomination. His skin has become covered with chitinous scales, with small ancillary limbs budding from his abdomen, forcing him to forgo his armor. His tongue has split into several writhing tentacles that squirm out of his mouth if he doesn't clench his jaw, leaving him incapable of speaking. His left hand has changed into a massive, crab-like claw. He can pass for human only if he keeps his body hidden by the large, heavy clothing he's scrounged together.

Rikus' Possessions

Rikus wears a tattered set of normal clothing and heavy jacket, both torn and stretched to accommodate his transforming body. He carries a magic +1 *shortsword*, but he's had to abandon his armor. He has a burlap sack that contains several days' rations, a set of thieves' tools, a set of six ivory statuettes shaped like dragons (worth 100 gp each), and the *Codex of Tsl-Y'gal* wrapped in a bloodstained cloth. He also has a small pouch that contains 247 gp, a gold ring with a ruby gemstone in the shape of a skull set upon it (worth 500 gp), and two *potions of healing*. The money and valuables Rikus possesses were stolen from the Ohlrise building or from his slain teammates.

Beginning the Mission

The party learns about the mission to retrieve the coral tablet and the deaths of the team from their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*) and Silas Scrisbane. If you're using a different NPC as the party's Keeper, or assigning the job to the party through a different outlet, modify the read aloud text below. It's important to note, neither Silas nor Reese know Rikus betrayed the guild at this point, nor do they know he made off with the coral tablet.

You've been contacted by Reese Kincaid, to meet with some urgency at a guild safe house along the city's Promenade. It's here, in the privacy of a small, musty residence, that you've assembled. Your Keeper has met you, standing, arms crossed, in the shadow of an alcove, beside a humble wooden table with enough seats pulled out to accommodate your team. A balding man leans on the table, petting a black cat that's lying atop it. The cat bounds to its feet when it sees you, and gives an unfriendly hiss.

"Easy, Lysander," the old man says, standing straight to greet you. "You'll have to forgive him, the cat doesn't take kindly to... anyone, honestly."

"Cats aside, I'm afraid today's business is rather pressing" Reese says as he takes a step forward, his face cut by the shadow of the alcove. "This here is Silas Scrisbane, something of what you might call a veteran in the guild. He'll be going over the details."

Silas walks to a window, holding his hands behind his back

RIKUS NICKOL

Medium aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	13 (+1)	11 (+0)	9 (-1)

Saving Throws Str +6, Wis +2
Skills Athletics +6, Perception +4, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages understands Common but can't speak
Challenge 4 (1,100 XP)

Chuul Transformation. Rikus is slowly transforming into a chuul via the magic of the *Codex of Tsl-Y'gal*. While affected by the curse, Rikus uses this statistics block. After two days, Rikus has the statistics block of a **chuul**. The transformation can be reversed by a *remove curse* spell, at which point Rikus has the statistics block of an **Ebonclad Thorn**.

Amphibious. Rikus can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when Rikus hits with it (included in the attack).

Startling Appearance. The first time Rikus' appearance is revealed in an encounter, each creature that can see him must make a DC 13 Wisdom saving throw or be surprised during the first round of combat. Creatures that are immune to fear or have legendary resistance are immune to this effect.

Actions

Multiattack. Rikus makes two attacks, one with his pincer and one with his shortsword. If Rikus is grappling a creature, Rikus can also use his tentacles once.

Pincer. Melee Weapon Attack: +6 to hit, reach 5ft., one target. **Hit:** 11 (2d6 + 4) bludgeoning damage. The target is grappled (escape DC 14) if it is a Medium or smaller creature and Rikus doesn't have another creature grappled.

+1 Shortsword. Melee Weapon Attack: +7 to hit, reach 5ft., one target. **Hit:** 12 (2d6 + 5) piercing damage. Damage from this weapon is magical.

Tentacles. One creature grappled by Rikus must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

like a monarch surveying his kingdom. His gaze goes to the Ohlrise, the old wizard's tower that's become the central office of the Order of Ohl'Abdurr, and perhaps the most notable building in Kintalla. He stares for a moment, then speaks.

"Several days ago, a fisherman pulled up a chunk of sea coral the size of a dinner plate, covered with strange symbols. After a little research, we decided this might be a valuable gain for

us. The trouble is, the Order moved first. They bought the coral tablet off the fisherman and stowed it in one of their buildings – not the Ohlrise proper, now, but another on the campus. I sent my team in last night to relieve them of it.

“Of the four agents I sent, none returned. This morning, every person in that building was found dead, plus three corpses the Order couldn’t account for. Guild corpses. My corpses. So now we have three dead operatives and one is missing.”

Silas turns back towards the window as he finishes speaking, as Reese sits down at the table. *“You can see our predicament,” your Keeper says, curtly. “Something happened inside that building that we can’t account for. We need you to find out who we’ve lost, who is missing, and just what, exactly, happened. If you can, we’d also like you to secure the item that three of our operatives are now dead over.”*

“Time is of the essence,” Silas says before exhaling a deep sigh. “When you know who’s responsible for this, handle the situation with the only recourse we have.”

A pall falls over the room, followed by the shrill cry a mouse being caught in the jaws of a cat. Lysander triumphantly trots over to Silas’ shins, carrying the dead thing in his teeth.

Reese and Silas’ Information

If the party asks, Reese and Silas can provide the following information between them:

- The location in question is the single building on a lot just southwest of the Ohlrise.
- Silas’ team consisted of four members: Shadows Gritta Heartbloom (female gnome) and Nale Swerderen (male human), Thorn Rikus Nikol (male human), and Torch Elger Brimbarker (male dwarf).
- The team broke into the building containing the coral tablet late last night. They should have reported back well before dawn.
- The building likely had half a dozen members of the Order of Ohl’Abdurr guarding it at the time of their break-in.
- Neither Reese nor Silas know who is alive or dead among the guild’s fallen. The place is swarming with Order members and a unit of the Guard.
- Similarly, neither Reese nor Silas know what the coral tablet is for, or its worth. As far as they’re concerned, it’s just a pricey relic the guild could make a decent amount of gold over.
- While the party is investigating the scene, the Veils will be doing what they can to secure the city’s borders. The last thing the guild wants is to let this item slip away from them after the trouble it’s caused.

Getting Inside

Reese and Silas encourage the party to investigate the scene of the crime, getting inside anyway they can. Time is important here; both Veils fear that if the party dawdles too long, the opportunity for guild members to get inside to figure out what happened will slip by.

The building in question is only one story high, but the ceiling is built 20 feet overhead and is large enough so that Rikus could silently take out its guards and his own teammates while they were separated.

Outside the Building

The site of the burglary has become a mess of members of the Order of Ohl’Abdurr. As the party heads to the location, they can see the crowd gathering outside of it. You can read the following aloud to the players:

Even if Silas and your Keeper didn’t tell you which building the crime occurred in, you’d be able to figure it out. Dozens of people form a throng around a solitary building southwest of the great tower, with a few guardsmen sorting through the chaos as best they can. You know immediately they’ve taken measures to cover the building’s entrances. If you’re going to get inside, you’ll have to do so with plenty of eyes on you.

A **standing unit of the Kintallan Guard** is on the scene (see Chapter 3). The guardsmen are spread out, both keeping the crowd at bay, and helping prevent entry into the building.

If the party asks anyone in the crowd what the disturbance is, they receive the following reply from an Order of Ohl’Abdurr member:

“Tragic really, thieves and murderers in our streets, infesting our homes and buildings like rats! A clutch of ‘em must have clawed their way inside last night, is all we know. Rem won’t let anyone in ‘til The Crown’s men take a look.”

This is a reference to *Remilda Mire*, a **mage** (**MM** pg. 347) and present Order of Ohl’Abdurr authority on the scene.



Remilda “Rem” Mire, Order Mage

Rem can be seen guarding the building’s main entrance. She’s a human woman in her late forties, with long, dark hair, and is dressed in the light blue and whites of the Order.

Rem is waiting for the proper authorities to investigate the crime. The party can use her expectation to their advantage, claiming to be official investigators on behalf of The Crown, to get inside.

For more information on Rem, as well as lines of dialogue you can use for her, refer to the sidebar *Roleplaying Remilda Mire*.

Other Ways Inside

The party might try to find an alternative way to sneak inside the building. All of the building’s entrances are watched intently by the Order members and Kintallan Guard in the area, making sneaking in nearly impossible unless aided by magic. For instance, a character under the effect of the *invisibility* spell might be able to slip past people in the area to get inside, as might a druid transformed into a mouse or some other innocuous creature.

Alternatively, the party might wish to make a distraction to gather the crowd’s attention as they slip inside. In this instance, use your discretion on how the event unfolds. The crowd is highly agitated given the crime committed, and on alert for anything out of the ordinary.

Investigating the Scene

Once inside the building, the party is free to investigate the murders to try to figure out what occurred, pick up a trail



Inside the burgled building

of the culprit, and help themselves to a few trinkets Rikus overlooked, should they wish. Refer to the map **Burgled Building Area (Appendix C)** for encounters in this area. When the party gains entry to the building, you can read the following aloud to the players:

The stink of blood wells up inside this place. It's built like a museum, with carefully selected displays roped off and fitted with placards to explain their significance. Many are overturned and debris lies on the floor among the corpses. There are nine total; six wearing the robes of the Order of Ohl'Abdurr, and three wearing black leathers you know to be guildmates. There's no one else in here alive – the Order members still conveniently gathered outside.

Magic Detection

A player casting *detecting magic* does not detect any magical auras in this location, contrary to what the party may be expecting. This location is a repository of historical and cultural finds. Despite the absence of magic items, there are still items of value characters can help themselves to.



Corpses

If the party members are familiar with Silas' team, when examining the corpses, by process of elimination they know the absent team member is Rikus Nickol. There's no money on any of the corpses in the room, though each slain body has a small measure of equipment on it. The Order members killed here carry wooden batons that count as clubs, and the slain Ebonclad members all carry a pair of daggers.

A successful DC 10 Wisdom (Medicine) check reveals the cause of death of any corpse; a deep gouge to the lung or slit neck; both of which are techniques trained by Ebonclad to produce silent kills. Succeeding on the check by 5 or more indicates to the character that the wounds are too wide and deep to be caused by a dagger.

Roleplaying Remilda Mire

Rem's goal is to get the proper officials on the scene, and the situation under control as quickly as possible. The mage is cold and emotionless, more bothered about the disruption in her day than the deaths of her fellow Order members. When she speaks, she pauses to choose her words carefully.

As the present authority, Rem is waiting dutifully until authorities come to investigate the building. A few members of the Kintallan Guard have gotten the crowd under control, but more and more curious people keep arriving to add to it.

You can use the following lines of dialogue for Remilda Mire when the mage interacts with the party:

Introducing herself...

"Hmm... who are you? Forgive my frankness but, I'm afraid I have little time for you. Ignore the rabble and be on your way. I have to keep an eye for the proper authorities."

"My name is Remilda, if you must know. Mage of the Order of Ohl'Abdurr. Be on your way now... or I'll turn you into a frog."

About the crowd...

"There was... trouble last night. And I'm here to see to it that trouble doesn't spill over too much into the day. Not that it concerns you."

If the party claims to be the official investigators Rem is waiting for, they'll need to look credible. Otherwise, she'll be suspicious of them. They can convince Rem they're legitimate by producing a token tying the party to The Crown, such as a signed certification or official insignia.

The party can also talk their way past the mage by succeeding on a DC 17 Charisma (Persuasion) or (Deception) check. She'll dismiss the party on a failure. If a party member attempts to intimidate her, Rem laughs at the attempt and dismisses them immediately. If Remilda dismisses the party, she asks the nearby guards to remove them.

If the party claims to be investigators and does not look credible...

"You? You'll have to forgive me, I was expecting someone a little more... official. Do you have anything to prove your office? I'm not in the business of letting rabble in off the streets... that's what's started this mess."

If the party claims to be investigators and looks credible or convinces Rem to let them pass...

"Ah, very well. Right this way. You'll have to excuse the... unpleasantness. Please, don't hesitate to return should you have any questions."



Bloody Handprint

As the party searches the area for clues, ask each character to make a DC 15 Wisdom (Perception) check. Each check represents 5 minutes of searching, and characters specifically investigating the corpses in the area, or robbing the area of its valuables cannot make the check.

A character that succeeds on the check notices a bloody handprint on the inside of a window frame. Investigating the area outside the windows shows a trail of blood droplets leading out the side of the building and away from the campus.



Valuable Artifacts

Many of the items in the room are valuable treasure. Rikus grabbed a display of obvious value, a collection of ivory dragon statuettes, in addition to the coral tablet. The Order of Ohl'Abdurr is aware that both of these items are missing after cataloging the losses.

If the party wants to steal anything from this building, they can take any of the items below. Each item's value is listed with it. These items obviously belong to the Order and must be fenced through Ebonclad's outlets to sell for coin.

- A battle standard from the War of Broken Blades (200 gp)
- A demon's skull resting on a black stone plinth (400 gp)
- The petrified remains of a hatched dragon egg (300 gp)
- A recovered iron crown of an unnamed small king (100 gp)

There are many other items in the room of cultural or historical significance, but they lack any real market value.

Clues in the Area

Characters that investigate the corpses and treasure in the room, as well as find the bloody hand print and blood trail from the window frame, gain the following clues:

- The people killed in this room were killed by bladed weapons larger than daggers, showing a silent assassination technique.
- By process of elimination, the only Ebonclad survivor was Rikus Nickol, the team's Thorn.
- The item the team was sent for, a coral tablet, is noticeably missing. Additionally, all the corpses have been looted and some of the valuables in the room are missing.
- A trail of blood starts from a window frame, leading down the side of the building

If the players don't piece the clues together to learn what happened, you can have a character attempt a DC 15 Wisdom (Insight) check to infer from the clues. You can read the following aloud to a player upon success:

You're loath to do so, but there's really only one conclusion you can draw from the evidence here. Rikus Nickol betrayed the honor among thieves, murdering his teammates, and making off with the coral tablet they were sent to retrieve. He must have been wounded in the process, and with any luck, the trail of blood he's left might lead you to him.

Back Alley

Burgled Building



Rikus' path

Following the Trail

Once the party pieces together the events that occurred, the next step will be to follow the trail of blood drops from the location to find Rikus. It leads to a back alley near the west gate leading out of Kintalla. This is where Rikus began transforming, and took a few moments to get his bearings and assess the situation.

Little does the Thorn know, his time spent in the back alley was observed by the halfling drunkard *Benbow*, and his bay tortoise *Loeper*. The pair was obscured in a trash heap at the time of Rikus' arrival, and witnessed the beginning of his horrifying transformation into a chuul. The party can follow the trail to find Benbow and get information from him, as well as gather other clues.

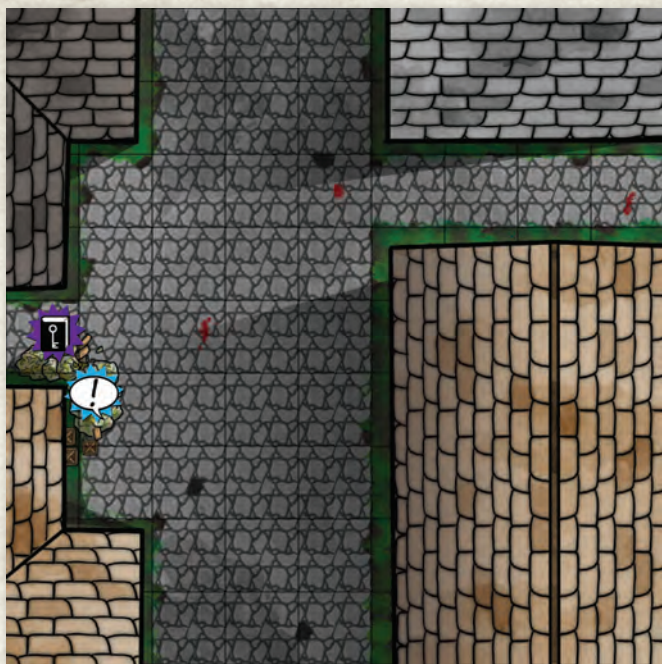
As the party follows the trail of blood you can read the following aloud to the players:

It's easy to track the small splatters of brown and crimson across the city, even among the trash and debris that pervades Kintalla's streets. The trail of dripped blood leads to an seedy back alley, where they stop. There's not much of note here, save a mound of refuse the locals have piled here. Just as you arrive, the garbage heap undulates, giving away something moving inside it.

Benbow and Loeper are in the trash heap; the smell doesn't bother the pair (especially when Benbow is intoxicated). The halfling likes to sleep there to stay warm at night, and his bay tortoise occasionally makes snacks of discarded fruits or vegetables rotting in the pile.

If a player goes to investigate, Benbow and Loeper reveal themselves. You can read the following aloud to the players:

The garbage heap tumbles, and a halfling spills out of it. His hair is frizzled in all directions, with a disheveled beard and flush cheeks. Reeking of ale and the trash he was sleeping in, he stumbles to his feet. Slowly, the mound gives way as another creature emerges: a bay tortoise as tall as the halfling and twice as wide. It's chewing on an orange rind.



The back alley

*"Ughh... my head feels as big as a - *hic* - behemoth's bottom..." the halfling says, rubbing his eyes. "C'mon, Loeper, let's get - *hic* - breakfast."*

You can use the map **Back Alley (Appendix C)** for encounters that happen in this area.



Benbow, Halfling Drunkard

Benbow is recovering from a particularly long night of drinking. His plan is to head to the Promenade to beg for drinks (or coins to buy them) like he usually does each day. He witnessed Rikus coming to the alley last night, but has chalked it up to a booze-addled dream. If the party starts asking questions about it, he'll think it's a good opportunity to leverage what he knows for alcohol.

For more information on what Benbow knows, as well as dialogue you can use for the Halfling while interacting with the party, refer to the sidebar *Roleplaying Benbow*.



Garbage Heap

If the party searches the garbage heap Benbow and Loeper were sleeping in, they find a discarded set of black, studded leather armor – the kind Ebonclad prefers its agents operate in. The armor is obviously distressed and mangled around the midsection, ruined from a new set of limbs budding from Rikus' abdomen.

Upon closer inspection, inside the armor are pieces of chitin, further revealing the hideous transformation Rikus is experiencing. The armor has several handprints caked in dried blood as well, from Rikus handling it before he could bandage his wound.

Roleplaying Benbow

Benbow's goal is to use the information he knows to bargain with the party for alcohol, money, or both. He rations his knowledge out, trying to see just how much he can get. If the party becomes hostile, he's easily intimidated and offers up what he can to escape harm. If Benbow is attacked, Loeper steps in to protect him.

You can use the following lines of dialogue for Benbow when the Halfling interacts with the party:

Introducing himself...

*"Name is Benbow and this here's my p - *hic* - my pal Loeper. Forgive the smell, you wouldn't believe how chilly the street gets and how warm a nice pile o - *hic* - trash can be."*

If asked if he saw anything strange recently...

*"You know, now that you men - *hic* - tion it, yah, I do recall being rudely disturbed last night. My memory's a little fuzzy though, on account of a bit too much ale. Maybe a little hair of the - *hic* - hair of the dog might help me remember..."*

About what he saw...

*"Loe and I were all tucked - *hic* - tucked in when some fool came down this alley, tryin' his best not to scream but doin' a bad job at it. Was his scream that woke m - *hic* - woke me up. He didn't see us, I think, on account of bein' in the bed and all. But I saw him. A big bloke, crawlin' out of his arm - *hic* - armor cursin' every god he could think of. I think he came over to our pile to grab something... wish I could remember what... just so thirsty all of a sud - *hic* - sudden..."*

*"Oh yeah... I know. He grabbed a sheet and cut it up right good with a sword he was totin' along. Wrapped his hand up with it, and then he gave a scream I'm sure woke the folk 'round here. He was grabbin' his chest and howlin' like he just ate something too spicy and time was of the ess - *hic* - essence, if you get my drift? He was carrying something too... what was it? Just need some wine to help me think..."*

*"That's right, he had a - *hic* - had a bag with a bunch of stuff in it. He set it down when he rummaged through the pile here and I distinc - *hic* - tly remember seein' something wrapped in cloth roll out. Dunno what, though. Before he left, he took a hat and jacket that was way - *hic* - too big for him. Shame what some folk toss away. He left the way he came, right as the sun was peeking out."*

If the party becomes hostile with Benbow...

*"Wait, wait, don't hurt me! Listen I'll tell ya what I know, can't blame a man for tryin' now, right? Most folk won't give me more than a glance or two. This might be the longest conversa - *hic* - tion I've had in a month that wasn't with a turtle."*

Clues in the Area

A character who's listened to Benbow's information and examined Rikus' discarded armor gains the following clues:

- Rikus was in some sort of pain when he arrived here, and used a sheet in the trash pile to bandage a wound.
- Something monstrous may have attacked Rikus, his armor was torn seemingly from the inside out, and covered with chitinous scales.
- Rikus took an oversized jacket and hat before he left, which means he may be in disguise when found.
- According to Benbow, Rikus went back the way he came, just as dawn was breaking. He's likely still in the city if that's the case.

If the players don't piece the clues together to learn what happened, you can have a character attempt a DC 15 Wisdom (Insight) check to infer from the clues. You can read the following aloud to a player upon success:

Rikus made it to this place, stopping to dress his wounds, before adopting a makeshift disguise and turning back the way he came. If that was just around dawn, like Benbow claims, he's likely still in the city. It's possible the Thorn intends to return to the Ohlrise, but for what?

Showdown with Rikus

The mission concludes with a showdown between the party and Rikus Nickol. The thief plans to return to the scene of the crime to seek out a possible cure come nightfall. The party might run into him there, or elsewhere in the city. You might want to customize a map from Appendix C to use with the encounter, or use one of your own creation.

You can decide the best way to introduce Rikus as the mission's final encounter. If the party re-enters the building Rikus stole the *Codex* from, he's already found a way in, rummaging through the place in a desperate bid to find a cure for his transformation. If the party abstains from returning to the Ohlrise campus, they'll run into Rikus through a bit of serendipity. Rikus has been laying low as he bides his time, keeping an eye out for anyone who might be looking for him.

Encountering Rikus

When the party encounters Rikus, you can read the following aloud to the players:

Before you is a man, at least, that's what you make of him at first. He's wearing a tattered and patched overcoat and a soiled, wide-brimmed hat, with a shortsword sheathed at his hip and a burlap sack, bulging with its contents, in his free hand.

When Rikus reveals the extent of his transformation, you can read the following aloud to the players:

When you see Rikus in full view, you realize the horror he's become. A pair of budding, insectoid limbs have grown from his abdomen. Chitin covers the left side of his body entirely, replacing his flesh. His left arm has transformed into a monstrous, crab-like claw, and what remains of his human



Rikus Nikol

features show naught but terror and rage.

He opens his mouth, perhaps to address you or perhaps to scream, but what emerges is a nest of writhing tentacles and a wet, slurping sound. He grabs his shortsword and snaps his claw, advancing at you!

Characters that witness this are subject to Rikus' *startling appearance* feature, and at this point the Thorn attacks the party.



Battle with Rikus Nikol

Unless the party encounters Rikus in a situation where they can get the drop on him, or vice versa, both the party and Rikus notice each other at the same time. However, Rikus can still surprise the party members with his *startling appearance* feature, possibly resulting in both sides being surprised when the encounter begins.

Rikus is confident he can take out the party by himself, thanks largely due to the strength of his transforming body. He uses his *multiattack* to grapple opponents hoping to paralyze them as well as damage them with his magic shortsword. He'll strike at a chosen target until it's dead or paralyzed before moving on to the next.

Thanks to his training, Rikus is familiar with the bevy of tactics Ebonclad agents use. He won't allow more than one opponent to close into melee with him, if he can avoid it, in an effort to avoid a foe's *sneak attack*. Additionally, if he sees an opponent cast a spell, he'll prioritize his attacks against him or her.

Rikus Flees

Rikus fights until he has 20 or fewer hit points, at which point he uses his action to Disengage and flee. If so, the party can chase him down (see options for new Urban Chase Complications in Chapter 3). If Rikus flees into the city, the Kintallan Guard will also chase after him if they see him, given his monstrous appearance.

If the party hunts Rikus down publicly, authorities may arrive on the scene to assist them. They may thank or laud the party as heroes for ridding the city of such a threat, but they will also confiscate the *Codex of Tssl-Ygal* and the rest of Rikus' stolen property if discovered.

Recovering the Codex of Tssl-Ygal

If the party recovers the *Codex of Tssl-Ygal*, they can return it to Ebonclad's authorities for whatever uses they design for it. However, they run the same risk of triggering the coral tablet's curse that doomed Rikus.

If a humanoid's blood touches the *Codex* within 1 minute of the blood being drawn, that creature begins transforming into a chuul. A humanoid handling the tablet with bare hands has a 5% chance (a roll of a 1 on a d20) of cutting itself on it accidentally. A creature cursed by the tablet gains the *chuul transformation* feature.

Aftermath

The adventure has two possible outcomes: either the party hunts down and kills Rikus for his betrayal, or Rikus escapes the city (only to inevitably finish his transformation into a chuul).

Loose Ends

If the party acquired any treasure from the Order of Ohl'Abdurr, they'll want to fence it through the guild for coin. Trying to sell such items anywhere in Kintalla is immediate cause for alarm and will reveal the party member as a thief, or at the very least in possession of stolen property. The guild takes a black share of 50% on these, given the nature of the items.

If a party member accidentally (or otherwise) falls under the curse of the *Codex of Tssl-Ygal*, the guild uses its resources to find a spellcaster who can cast *remove curse* upon him or her. Otherwise, he or she transforms into a chuul after 2 days, at which point the character is under the GM's control.

Rikus is slain and the Codex of Tssl-Ygal is recovered.

In this ideal scenario, the party kills Rikus in combat and reclaims the *Codex of Tssl-Ygal*. Reese and Silas reward the party for their effort, and the coral tablet is secreted away for some ominous use in the future.

By the time you're able to reunite with Reese and Silas, it's clear that they're already aware of the news. Both men wear a countenance that speaks to their appreciation of the job accomplished, though Lysander still greets you with an unfriendly hiss.

Silas addresses you. "Let Rikus serve as an example of what happens to those who dishonor their brothers and sisters who wear the night. We are better for his riddance. Of course, his... situation is another concern. We'll have the Torches look into this tablet and just what, exactly, we're dealing with. But you?

Well, I'm not your Keeper, but I'd say you've earned a fatted wallet and a meal fit for a king. On me, of course."

Reese provides each party member with a small pouch containing 200 gp, and Silas treats the party to an extravagant meal at a guild safe house. If the party claimed Rikus' +1 *shortsword* or potions they are free to keep them.

Rikus is slain, but the Codex of Tssl-Ygal is not recovered.

In this situation, the party kills Rikus in combat but cannot claim the *Codex of Tssl-Ygal*, possibly because it was confiscated by Kintallan authorities.

You weren't able to get your hands on the coral tablet, but given the recent turn of events, that might be for the best. Besides, that's hardly the concern. The important thing is Rikus is dead, perhaps too kind a fate for his betrayal. If the guild really wants a disc of coral, it can send more agents after it. For now, Silas has been avenged, and you've been paid for your efforts.

Reese provides each party member with a small pouch containing 150 gp. If the party claimed Rikus' +1 *shortsword* or potions they are free to keep them.

Rikus escapes with the Codex of Tssl-Ygal.

If Rikus makes it away from the party after their encounter, he flees the city immediately despite not finding a cure. After 2 days, his transformation completes and he becomes a chuul. What happens to Rikus at that point is up to you to decide. Ebonclad may send a Seeker or another team after him to hunt him down, or he may disappear into the sea never to return.

Rikus' escape has left a sour note in Silas' mouth, as your next meeting with the Veil has all the warmth of a white dragon's kiss. Fortunately, Reese Kincaid is there to break the tension.

"A betrayal by one of our own will not sit lightly, team," your Keeper says to you. "Rikus must serve as an example of what happens to those who dishonor their brothers and sisters who wear the night. That time will come, if whatever he's done to himself doesn't claim him first. We'll have someone look into that, but you have other matters to tend to."

Reese provides each party member with a small pouch containing 50 gp.

Milestone Award

After completing the adventure, if the party has also completed the missions *Gravefillers* and *Wedding Bells* then the characters are level 4.

MISSION: UNDER OUR NOSES

You can use this mission for characters established in Ebonclad after having completed missions such as *Gravefillers*, *Wedding Bells*, and *A Mess to Clean*. The mission is designed for a party of 4th-level characters, and assumes the party members already have experience running a guild job.

Under Our Noses turns the party into a group of saboteurs, required to sabotage or destroy a construct named Marx before it can be demonstrated to The Crown in less than a day's time.

Background

Ebonclad has its eyes and ears everywhere; very little enters or leaves Kintalla without the thieves' guild knowing about it first. When something intriguing or useful is due to end up in Kintalla, Ebonclad agents are prepared, should it become the target of a mission or guild business. That's why it's so alarming when an item slips into the city without the guild's knowledge.

Such is the case of *Marx*, a construct animated through magic and engineering. Marx stands nearly 10 feet tall, built of steel and wood, vaguely resembling a humanoid with massive forelimbs. Marx is the life's work of *Eva Dalphane*, a middle-aged human woman who lives on a small bay isle in solitude.

Once fully operational, Marx is an ideal guardian or soldier, possessing great strength and without the need to eat, sleep, or breathe. Ebonclad could think of many useful tasks for such a thing. When the guild first learned of Marx, a team was sent to relieve Eva of the construct, but ran into setbacks. For one thing, Marx is too big and too heavy to transport back to Kintalla, especially across the bay. Additionally, only Eva knows how to operate it. Without the artificer, the construct is little more than an enormous, garish paperweight.

The mission wasn't a complete bust, however. While the agents couldn't steal Marx from Eva's workshop, they learned they wouldn't have to. The Crown had taken an interest in Eva's work as it neared completion, asking the artificer for a demonstration. Soon she'd bring Marx to Kintalla, giving the guild another chance at the grab with the construct already conveniently in the city.

The Artificer Arrives

Months had passed as the guild left one eye on Eva, but the hermit only boated into the city on occasion for food or supplies. She'd have to petition for a stronger vessel to carry Marx into Kintalla, as the construct would surely sink the small rowboat she ferried to and from the bay isle.

But no such vessel left to retrieve Eva Dalphane. And now, she's recently arrived in Kintalla, stirring up a big fuss over the "marvel" she's to demonstrate to The Crown. She's somehow managed to get the lumbering construct into the city without the guild's notice. Worse yet, citizens of Kintalla are now very much aware of Marx even if they're not entirely sure *what* Marx is, and all that unwanted attention will make it that much more difficult to steal.

Ebonclad has a move to make in the situation. As embarrassing as it was to miss the arrival of as something as conspicuous as Marx, it is equally alarming. Even if it means

~ Mission Briefing ~

Keep the following in mind while preparing this mission:

- **Challenge.** This mission is designed for a party of 4 to 5 4th-level characters.
- **Mission Goals.** The mission's primary objective is to locate the construct Marx and destroy or sabotage it. If Marx is destroyed outright, the party will need a patsy to pin the crime on. If possible, the party should steal Eva Dalphane's schematics for Marx, as well as investigate how the artificer brought the construct into the city undetected.
- **Locations.** Marx is being quartered at a warehouse by the harbor, but Eva isn't keeping its location a secret now that it's operational. The party may choose to strike at Marx at its location in the warehouse.

Ebonclad won't get its hands on Marx either, it certainly can't let something as powerful as Marx fall into the hands of The Crown. That's why it's assigned a team to sabotage Eva's demonstration or destroy Marx outright, all the while investigating how she snuck her creation into Kintalla.

How She Did It

Somewhere along the line, Ebonclad tipped its hand to Eva, and the artificer figured out she was being watched. Already paranoid about Marx's development, Eva took the precaution of separating the construct into many smaller, manageable parts. She smuggled Marx piece by piece into Kintalla, hiding each part in the wicker basket she used for groceries or supplies during her trips to the city.

Eva bested the guild by playing off its assumptions. Spies assigned to keep an eye on Eva, expected her to come into the city with a 10-ft mechanical man on a boat that can support such a thing. Little did they know she'd been reassembling the construct over the past couple weeks in a dockside warehouse, taking away the guild's opportunity to steal it.

With Marx fully operational within the city, Eva plans to demonstrate its capabilities to *Proconsul Victoria Turndrake* (described in Chapter 1). If pleased, the Proconsul will commission the manufacture of more constructs for The Crown to use as it sees fit, and in the process, make Eva a very wealthy individual.

Eva Dalphane & Marx

Eva is an eccentric woman, whose knack for magic and artifice gave Marx life. She's paranoid, and as a result, overly cautious about her work, though she takes a lot of pride in what she does. Now that Marx is in Kintalla, she's happy to parade it around to show it off to the populace. If she can win over The Crown with Marx, she stands to make quite a bit of money and, better yet, the opportunity to build more constructs.

EVA DALPHANE

Medium humanoid (human), neutral

Armor Class 11 (14 with *mage armor*)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	13 (+1)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Perception +4

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Spellcasting. Eva is a 6th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). Eva has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *mage hand*, *mending*, *ray of frost*

1st level (4 slots): *expeditious retreat*, *feather fall*, *mage armor*, *unseen servant*

2nd level (3 slots): *arcane lock*, *hold person*, *see invisibility*

3rd level (3 slots): *glyph of warding*, *slow*

Tool Expertise. Eva adds double her proficiency bonus (+4) for any ability check she makes that uses alchemist's supplies or tinker's tools.

Actions

Artificer's wrench. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Alchemical Fire. Eva throws a vial of alchemical fire at a target within 30 feet. On impact, the vial detonates in a 5-foot radius. Any creature in that area must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) fire damage.

Smoke Stick. Eva produces a stick that emits a thick plume of smoke. She can choose to hold on to the stick or throw it to a point up to 30 feet away as part of the action used to produce it. The area in a 10-foot radius around the stick is filled with thick smoke that blocks vision, including darkvision. The stick and smoke persist for 1 minute. After using this action, Eva can't do so again for 1 minute.

Marx is a construct, and doesn't require air, food, drink, or sleep. Because of Marx's size and material, it weighs 500 lbs. and cannot swim, despite its strength.

Eva's Possessions

Eva carries a large wrench that she wields like a club should she need to defend herself. She has a coin purse containing 60 gp and two small pouches of gold dust worth 25 gp each which she uses to cast her *arcane lock* spell.

Additionally, she carries a small journal of her notes. Most of her notes are nonsense only Eva can make sense of, but one of the pages in particular reveals the command word for

MARX

Large construct, unaligned

Armor Class 16 (natural armor)

Hit Points 111 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	16 (+3)	5 (-3)	10 (+0)	3 (-4)

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Languages understands Common but can't speak

Challenge 4 (1,800 XP)

Commanded. Marx has a command word given to it at its creation ("*skednek*"). Only Eva knows the command word. Marx is commanded by whatever creature has most recently spoken its command word within 60 feet of it. As long as Marx and its commander are on the same plane of existence, its commander can telepathically instruct Marx, or call Marx to travel to it, and Marx knows the distance and direction to its commander. If Marx is within 60 feet of its commander, half of any damage its commander takes (rounded up) is transferred to Marx.

Magic Resistance. Marx has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. Marx makes two fist attacks.

Fist. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Reactions

Shield. When a creature makes an attack against Marx's commander, the guardian grants its commander a +2 bonus to its AC if Marx is within 5 feet of it.

controlling Marx. If a character acquires Eva's journal, you can give the player **Handout B – Eva's Journal Page**.

Finally, Eva also carries a *bag of holding* that has the following contents inside of it:

- A satchel of nuts, bolts, springs, and other miscellaneous engineering bits.
- Several pieces of wood and metal, wrapped in linen, worth 50 gp total.
- A set of tinker's tools and alchemist's supplies, each in its own box.
- A scroll case containing the schematics to create constructs like Marx. The scroll case is protected by a *glyph of warding*. A creature inspecting the case must succeed on a DC 14 Intelligence (Investigation) check to detect the glyph. If opened, the glyph erupts with the *explosive runes* option (dealing thunder damage).



Marx and Eva

Beginning the Mission

The party receives information regarding Marx and Eva's arrival in Kintalla from their Keeper, Reese Kincaid (introduced in *Getting Your Feet Wet*). If you're using a different NPC as the party's Keeper, or assigning the job to the party through a different outlet, modify the read aloud text below:

It's a blustery early afternoon in Kintalla; your team has taken refuge from the wind in a cozy safe house near the city's western border. Reese Kincaid has called you together, which can only mean there's business to attend to. He's sitting casually at a table, nursing a stein of ale when you arrive. In front of him is an unfolded piece of parchment with the sketch of a humanoid figure upon it. As you take your seats, he slides the parchment in front of you.

"You'll have to forgive the drawing," Reese says, "we don't exactly recruit based on artistic ability. This here is one of the newest residents of Kintalla. A man made of wood and metal."

Reese takes a long swig of ale while giving his words some time to sink in. Looking at the parchment, you understand what he means. Though humanoid, the figure in the sketch is odd. Its limbs are out of proportion and its face is expressionless. Your Keeper places his empty stein in front of him before continuing.

"We've had our eye on it for quite some time now, watching as it developed, and waiting for the right time to make a play. Its name is Marx, or at least, that's what the person who made it calls the thing. She's a hermit who lives on one of the bay isles; a woman named Eva Dalphane. She's been trying to cook up Marx for years now. Looks like she's finally gotten the recipe right.

"When we first got wind of Marx, the Unseen took interest. As you can imagine, there's quite a few uses we could give

to such a thing. We sent a team to relieve Eva of it a couple months ago, but lacked a way to get it back to the city discreetly. The thing is 10 feet tall and must weigh a quarter-ton, and no small craft we have would bring it ashore reliably. The good news was, Eva was planning on doing the heavy lifting for us, and bring Marx into the city once it was finished proper. We decided just to wait her out; we wouldn't miss a 10-foot man of wood and metal coming ashore. At least, we thought we wouldn't.

"The truth is, we slipped up on this one. Eva's been in town for a couple days at least now, and apparently so is Marx. Hells. If she hadn't been parading it around the city recently we would have never known. She managed to get that thing into Kintalla under our noses somehow, and worse still, she's set to have a demonstration of it with The Crown come tomorrow. Who knows what they'll make of it, but it's not the kind of thing we'd like them to have their hands on.

"We can't risk The Crown having Eva make a slew of these things for them. We need you to act quickly. Find Marx and sabotage it somehow. Barring that, destroy the thing outright. We're curious how Eva managed to get it into the city without our notice, so, we'd appreciate it if you can look into that as well."

Reese's Information

Reese has limited intelligence on Eva, and a vague idea of what Marx is capable of (and he infers why The Crown might be interested in it).

- Marx may have been made for utilitarian use, such as repairing buildings, lifting heavy objects, clearing debris, or cleaning trash, but its size and strength make it an ideal soldier. If Ebonclad is interested in using a construct like that in such a role, then The Crown surely would be as well, which is bad news for the guild.
- Eva knows magic, and it's possible she was able to use spells such as *invisibility* to bring Marx into Kintalla.
- Eva has made frequent trips from her isolated bay isle into the city over the past couple months, but never bringing Marx along. She'd come for groceries or supplies and then leave shortly after.
- Eva and Marx were last seen near the docks, and news of the construct is quickly spreading throughout town. Word is, a Proconsul will be inspecting Marx tomorrow to see if it's worth the time and money to create more of them for The Crown.
- The guild has its own artificer, a gnome called *Gizmo* who runs a front in the city called *Izmogeth Clockwork Wonders*. If the party is lacking for ideas, Reese sends them to meet with him for counsel.

Going Forward

The party is free to act on this information and fulfill their objective however they wish. Examples are provided below for encounters with Marx and Eva, as well as other avenues they can take to sabotage the construct, and a scenario for Eva's demonstration with Proconsul Turn Drake. You should encourage the party to come up with its own plan, mixing in elements described below and improvising as needed as the mission plays out.

Sabotaging Marx

The party is encouraged to sabotage Marx, as opposed to simply destroying it outright. Destroying Marx will certainly delay The Crown from investing in Eva's creations, but the timing will be suspect. Nothing prevents Eva from simply creating a new construct, though it will require a lot of time and money, and the artificer will know her paranoia is warranted.



Gizmo

There's a particular member of Ebonclad who can assist the party should they desire: Sprugg "Gizmo" Izzmogeth, a gnome, and artificer in his own right. If the party needs ideas on how to sabotage Marx, they can find the gnome at his shop, Izzmogeth Clockwork Wonders, which is, conveniently, a guild front as well. If the party seeks out Gizmo, read the following aloud:

You've reached a humble building in the city, with a cross-gabled roof complete with sturdy tiles. Puffs of black smoke pipe out from its chimney at the roof's apex. A wooden sign in the shape of a cog hangs over the door, inscribed upon it are the words "Izzmogeth Clockwork Wonders." Many strange markings accompany the words; most are nonsense, but you recognize a guild mark among them, signifying the place to be an Ebonclad front.

Inside the building hangs an array of ramshackle inventions, odd tools and toys cobbled together for some inscrutable purpose. A bald gnome sits upon a stool with his back to you, hunched over a workbench, making music with the sound of his tools clinking against tiny metal parts scattered in front of him.

"Ahhh, customers!" he says aloud, without spinning around to eye you. "Just a moment, be with you in a pinch!"

If the party is familiar with Gizmo, possibly from requisitioning equipment from him previously or working with him in an earlier mission, he recognizes them as guild members. Otherwise, he communicates in Eboncant with them until he knows who they are.

Once informed of the situation with Marx, Gizmo becomes excited to learn more about it. He offers two possible solutions for sabotaging the construct (which he considers would be a great shame). The first is to outfit the construct with a *disruptor node*, a mechanical device that will corrupt orders given to Marx. The second is to simply learn how the construct operates and exploit it that way.

The characters are free to purchase special guild equipment, which Gizmo keeps hidden in a secret room behind his shop.

For more information regarding Gizmo, as well as sample dialogue you can use for the gnome, refer to the sidebar *Roleplaying Gizmo*.

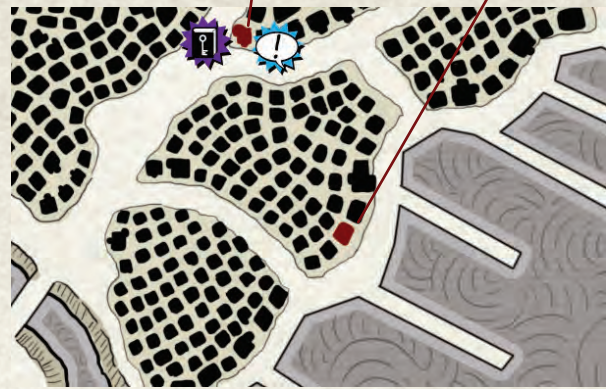


The Disruptor Node

The party might decide to commission Gizmo to create a *disruptor node* to outfit onto Marx, as doing so will corrupt any orders given to the construct. A *disruptor node* is a small clockwork device the size of a coin. It emits a faint aura of transmutation magic when scrutinized by the *detect magic* spell.

Attaching the node to Marx incapacitates the construct for

Izzmogeth Clockwork Wonders



Dockside Warehouse

1 hour and suppresses its Magic Resistance feature. Thereafter, any order given to the construct that is more complex than instructing it to move, causes Marx to act erratically, as if affected by the *confusion* spell until the node is removed.

If the party acquires the node from Gizmo, they can attempt to affix it to Marx when they encounter the construct (see *Dockside Warehouse* for details).

Shadowing Eva

Eva spends her time in Kintalla promoting her creation, building excitement and expectations for tomorrow's demonstration, before retiring for the evening. The party might choose to shadow or question the artificer to try and get information from her, and you may need to improvise, depending upon the course of action they choose. Eva will answer innocent questions regarding Marx, but she gets suspicious if anyone starts asking about how the construct is controlled.

If left to her own devices, Eva follows the agenda outlined below.

Afternoon to Evening: Puffery in the Streets

While the party is receiving information regarding her, she's putting on a small show for civilians in the northeast side of the city. Her intention is to build interest and excitement around Marx before tomorrow's demonstration proper. She needs to do little more than parade her creation around the streets to get attention.

If the party travels to the northeast side of Kintalla, they will eventually find Eva and Marx. You can read the following aloud to the players:

There's a crowd of people in the street, making it difficult to pass. From the center of the group, a small child is tossed playfully into the air, soaring a couple of feet before she's caught by an enormous thing of wood and metal shaped like a man. The child giggles gleefully as the mechanical man gives her another toss before planting her on her feet.

"That's right good folks" a voice cries from behind it, belonging to a middle-aged woman with her dark hair in a bun and wearing a workman's apron. "This here is the future of our fair city. Twice as tall and strong as a common man, and faithful as a hound."

The crowd consists of 1d20 + 10 **commoners**. While many in the crowd are awe-struck and enamored with Marx, just as many are terrified of it. Eva's asked questions by the curious

~ Roleplaying Gizmo ~

Gizmo is especially interested in Marx, given its description. He hates the idea of having to sabotage or destroy it, since such constructs are complex (and expensive) to make. Nonetheless, the gnome understands guild business takes priority, and he's as helpful to the party as possible.

You can use the following lines of dialogue for Gizmo when the gnome interacts with the party:

Introducing himself...

"Ahh, always great to see a new face. Sprugg Izmogeth, at your service! What brings you in today?"

Learning the party are guild members...

"I think that's enough pleasantries, for now. I can tell you're on business we can both appreciate. Doesn't seem like we're giving the Great Wheel a spin, but whatever it is, old Gizmo's glad to help."

Learning about Eva and Marx...

"Wow. I know our friend Eva Dalphane. Always figured she had a couple nuts rattling around in her skull, what with her living off on the island like some kind of coot. And she made something like that? And it's here, in the city? A damned shame... I would have much liked to have a glimpse."

Suggestions on sabotaging Marx...

"Listen, no one builds a man that could literally snap their own their spine in half, without a failsafe. Eva must have some way of controlling Marx... probably a piece of jewelry, or a magic word that commands it. If you figure that out, you can cause the thing to run amok during its demonstration tomorrow. Heh, imagine the look on their faces..."

"Barring that, you can always interfere with the orders it's receiving. Just so happens I had to make up a little toy a couple years ago for business. I can make one for you, but it'll take a couple of hours, and the materials aren't cheap. If you cover the costs, I can get to work right away, and have it done in about four hours' time."

If the party agrees, Gizmo will create a *disruptor node* for them to use. Gizmo needs 500 gp to cover the cost of his materials to do so. Once paid, he closes his shop and instructs the party to return after four hours to claim it.

Parting words...

"Listen, a real damned shame it had to come to this. I know the guild's had an eye on this thing a while, too. You find anything useful or interesting about it, you'll come back and give old Gizmo a holler, right?"

citizens while those frightened of Marx drift away and are replaced by others. If a party member asks such a citizen about the demonstration, he or she receives the following reply:

"It's a man, not of flesh and blood, but of wood and metal. The woman says there's to be one on every street in the city, keeping it clean and safe for all. Not sure what to make of it... what times do we live in when we trust our safety to such things?"

Early Evening: Trip to the Warehouse

After some time spent showing off Marx to the public, Eva leaves to secure Marx at the warehouse where she's been keeping him stationed. If the party trails Eva to this location, you can read the following aloud to the players:

Eva meanders about the city for a bit with Marx in tow, attracting both curious and anxious stares from the populace as they pass. Eventually, she comes to a warehouse by the harbor; one used to store boating equipment and construction materials. She unlocks the pair of double doors and enters, as Marx follows and shuts both doors behind it.

The doors to the warehouse are actually secured by the *arcane lock* spell, Eva only mimics the motions of unlocking it for show. Only Eva and Marx can open the doors normally. If a character is watching Eva closely when she enters, he or she can make a DC 20 Wisdom (Perception) check. On a success, the character notices Eva never actually uses a key to open the door.

Eva only stays at the warehouse long enough to instruct Marx to stay there, and to attack anyone but her who enters. A character can only learn this information if he or she is present inside the warehouse when she does so.

Eva exits and pantomimes "locking" the door behind her shortly thereafter. If the characters wish to enter or interact with the warehouse, refer to *Dockside Warehouse*, below.

Night: A Hard Drink and a Soft Bed

Once Marx is stored away, Eva returns to the tavern she's been lodging in for the evening's meal and some rest. If the party trails Eva to this location, you can read the following aloud to the players:

As the dark creeps across the sky and the stars twinkle into view, Eva enters a tavern with a sign above its door naming it "The Crescent Moon Inn." When she opens the door, the warm glow from its interior, and the raucous sound of patrons spills out to the dark street.

Eva purchases a modest meal and a cup of ale before retiring, but she's feeling celebratory and can be cajoled into drinking more if given praise for her work on Marx. If the characters draw attention to Eva, the tavern's patrons become interested, and buy the artificer rounds as they ask questions.

You can roleplay the encounter between the party and the patrons of the Crescent Moon Inn as you like. If Eva gets drunk, she might let Marx's command word slip, reveal its location in the dockside warehouse, or both.



Eva Dalphane & Marx

If Eva is attacked or challenged, she prefers to hide and retreat to safety. If Marx is nearby, she'll command it to defend her from her assailants, and if not she'll telepathically instruct it to come to her to do so. She uses her *slow* and *hold person* spells to prevent foes from chasing her, as well as smoke sticks to cover her escape. If forced to attack, she prefers vials of alchemical fire or use of her *ray of frost* spell to keep distance from enemies.

If Marx is attacked, it uses its *multiattack* to pummel an opponent into submission. It only attacks creatures that deal damage to it, and only stops attacking once all threats are eliminated. A creature that knows Marx's command word can speak it aloud to control the construct. If reduced to 0 hit points, the magic animating Marx is severed and it falls to the ground in a jumble of unsalvageable parts.

If Eva is slain or becomes unconscious, Marx becomes inert until its command word is spoken. This is a problem if Marx is in a public place, as it cannot be moved easily. If the characters cannot hide or move the construct within 10 minutes of combat, a **patrol unit of the Kintallan Guard** arrives to investigate the matter.

If Eva survives an attack from the party, she reports the incident immediately to the Kintallan Guard, which sends units into the city to investigate the matter and search for her assailants. If Marx survives the encounter without being destroyed, the demonstration with Proconsul Turndrake is moved from the public area outside Castle Muranir, to a private location within the castle (see *The Demonstration*.)

Eva's Possessions

If Eva is slain, the party can retrieve her possessions (described in her statistics block). In addition to the *bag of holding*, coins, and gems the artificer keeps on her, she also keeps a journal the party can use to decipher Marx's command word. If a character acquires Eva's journal, you can give the player **Handout B – Eva's Journal Page**.

Dockside Warehouse

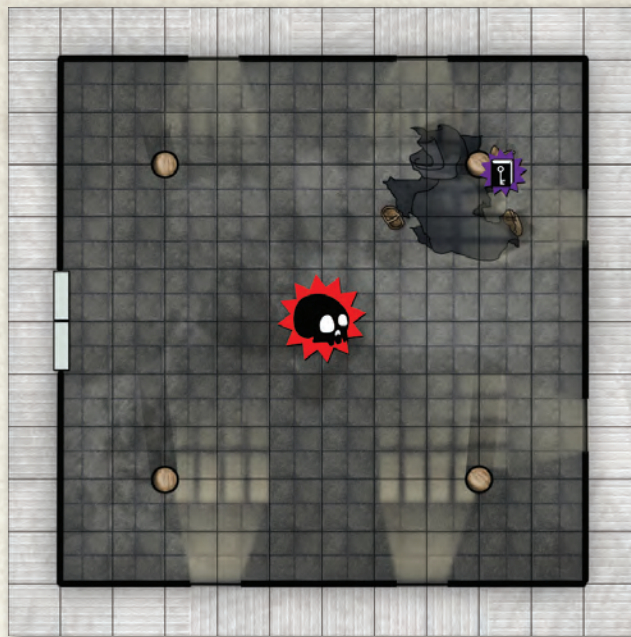
Eva leaves Marx in a warehouse by the city's harbor before she retires for the evening, making this the most likely location the party will attempt to interact with the construct while it's separated from the artificer. Use the map **Dockside Warehouse (Appendix C)** for encounters in this location.

The warehouse is a square building 50 feet long on each side, its ceiling 40 feet overhead. There are windows along the side and back of the building, but they're primarily there to allow sunlight into the warehouse, and are located at a height of 30 feet.

Main Doors

The warehouse has a single set of double doors leading to its interior. Though the doors appear to be mechanically locked, they're actually sealed shut by the use of Eva's *arcane lock* spell, which only Eva and Marx can bypass. If scrutinized by a *detect magic* spell, the doors emanate a faint aura of abjuration magic.

The party can remove the lock via the *dispel magic* spell. The only other alternative is forcing the door open, which requires a DC 25 Strength check while the spell protects it. While there's no penalty for failure, each attempt takes 1



The dockside warehouse

minute and will likely attract the attention of nearby citizens or guardsmen. Even if nearby NPCs aren't alerted, the sound alerts Marx to intruders.

Windows

While Eva has secured the main entrance, she's neglected the windows, assuming that their elevation prevents them from being a point of entry. The warehouse has six windows – two on each side, except for its front, which contains its main doors. Each window is elevated 30 feet from the ground.

A character can climb the outside of the warehouse with a successful DC 13 Strength (Athletics) check, moving half his or her speed with each successful check. The windows are solid panes of glass, built without means to open. A character can break a window by dealing 2 points of bludgeoning damage to it or by succeeding a DC 12 Strength check. Breaking a window will alert Marx if the party does not have means of silencing the noise.

There's no footing around the window from the warehouse's interior either, meaning characters sneaking in through the building's windows must climb back down 30 feet once inside, or risk falling.

A creature that falls inside the building also alerts Marx to its presence, as do creatures that enter without an attempt to be stealthy. Otherwise, creatures can make Dexterity (Stealth) checks against Marx's passive Perception (10) to avoid notice.

Inside

Once a party member enters the warehouse, you can read the following aloud to the player:

Despite the size of this building, it's mostly empty. With the exception of a collection of baskets laying on the ground and a moldy tarp, there's nothing inside this place except Marx, which stands still at the warehouse's center.

If Marx is aware of intruders, it moves to attack them as soon as they are within 30 feet of it. Even if the party enters the building stealthily, it can detect any creature within 10 feet of it thanks to its blindsight.



Marx

Marx is under orders to attack anyone other than Eva, who enters the warehouse, and will do so for any such creature it detects.

Marx uses its *multiattack* to pummel any intruders, and only stops attacking once all threats retreat or are eliminated. Marx will not leave the warehouse, even if such creatures flee. A creature that knows Marx's command word can speak it aloud to control the construct.

If a party member has a *disruptor node* from Gizmo, he or she can use his or her action to attempt to affix it to Marx. If Marx is not incapacitated, successfully attaching the node to the construct requires the character in possession of it to be within 5 feet of Marx, and to succeed on a DC 16 Dexterity (Sleight of Hand) check. Upon a success, you can read the following aloud to the players:

Marx reels back, contorting its limbs violently and shaking. After a tense moment, the construct stops moving entirely, standing only in an eerie stillness.

Marx is incapacitated for 1 hour once the *disruptor node* is attached to it. Thereafter, any command given, that is more complicated than instructing it to move, causes it behave strangely, as if affected by the *confusion* spell. If the party manages to attach the node to Marx, they can leave the premises while the construct is incapacitated in the hope that their work will sabotage its demonstration tomorrow.

If Marx is reduced to 0 hit points, the magic animating it is severed, and it falls to the ground in a jumble of unsalvageable parts.



Sorting Out the Debris

Also present in the warehouse are the clues to explain how Eva snuck Marx into the city without the guild's notice. If a character inspects debris in the warehouse, he or she finds that the tarp covers the area Eva used to reassemble the construct, and miscellaneous bits and pieces of the process still present in the basket. You can read the following aloud to the player:

Scattered beneath the tarp is evidence of a worker's labor – hand tools, chips of wood, fasteners, oil stains, and other debris lies about haphazardly, indicating that a good deal of work has taken place here recently. Additionally, the several wicker baskets in the area all have similar debris in them, mostly small bits lodged into each basket's weave, along with other debris like stale crumbs and torn pieces of fabric.

If the player is unsure of what this evidence amounts to, you can have the character make a DC 15 Wisdom (Insight) check. On a success, the character understands that Marx was brought into the city piecemeal, and assembled in this location.

The Demonstration

Eva's demonstration of Marx's capabilities with Proconsul Victoria Turn Drake is scheduled to take place the morning after the party is assigned its mission. The Crown in considering commissioning Eva to create more constructs, feeding her all the money and resources she needs to outfit the Kintallan Guard with dozens of the things to patrol the streets.

The demonstration is mid-morning, in a public area just outside Castle Muranir. If Eva or Marx was attacked before the demonstration occurs, she implores the Proconsul to move it to a safe location within the castle. Obviously, if Eva is slain or Marx is destroyed, no such demonstration occurs. During the demonstration, a **standing unit of the Kintallan Guard** is present, led by a **guard captain (Appendix B)** (see Chapter 3 for details about units of the Guard).

The following assumes the demonstration takes place, and the party members are there to witness it in some way. You can read the following aloud to the players. If the demonstration was moved inside the castle, skip the first sentence.

A cluster of people have gathered in the public grounds outside the castle's walls to watch the day's promised demonstration. Eva stands confidently beside Marx, talking at length with a gray-haired woman who obviously holds a position of power, judging by her attire. A squad of guardsmen nervously eye the construct, shooting glances at one another that say more than words could. Large barrels, beams of timber, and enormous stones have been piled around Marx, likely for use in the demonstration.

"Very well," the gray-haired woman says to Eva "let's see what it's capable of. If it's everything you say, your king will be quite pleased. Begin."

Eva instructs Marx to carry out a series of tasks. Barring any intervention from the players, Marx shows its ability to lift heavy boulders over its head, stack barrels in an orderly fashion, break apart timber using only its hands, and run at its full speed around the area per Eva's instructions. The whole demonstration takes about 20 minutes, during which Eva answers questions asked by Lady Turn Drake. At the end of the affair, the Proconsul is impressed and will commission Eva to make more of the constructs for The Crown's use. The party fails the mission if this is the outcome.

The Disruptor Node is Attached

If the party has attached the *disruptor node* to Marx and Eva isn't aware of it, the construct behaves erratically once instructed to begin its demonstration, which changes the event's outcome. You can read the following aloud to the players.

Eva instructs Marx to stack the barrels placed in front of it, and the construct hesitates for a moment. Eva gives a nervous laugh before mustering a reassuring look back to the dignitary she's trying to impress.

"It might be confused by the term we're using. An easy complication to overcome. Marx!" she says, pointing her finger at the barrels, "these are the barrels you are commanded to stack! Now!"

Marx picks one of the barrels up with its impressive strength,

and then flings the thing across the area to shatter into flinders against the wall. All the guardsmen draw their arms in concert with screams from onlookers.

Mayhem erupts. Marx kicks one of the large stones in front of it a dozen feet before it connects with another wall. The guard crashes into the construct with steel, and it reacts accordingly. Eva wails desperately to bring the construct to heel, while the gray-haired woman orders the thing to be destroyed.

Marx acts as if affected by the *confusion* spell, fighting until destroyed. Unless the party intervenes, the unit of guards here is able to destroy Marx, though the construct kills 1d4 of them in the process. Victoria Turndrake is appalled by the display, and orders Eva Dalphane to be locked away in the castle's dungeon until she can sort out the mess. The party completes the mission if this is the outcome.

The Party Has Learned Marx's Command Word

If the party was able to learn Marx's command word, they can sabotage the demonstration however they see fit. Causing a seen of mayhem or uncontrollability will have the same outcome as the one described above, and cunning players may think of alternative ways to make Marx seem unappealing to The Crown.

If Eva suspects the construct is working through the orders of someone else, she'll state its command word aloud to reinstate her control over it. If she hears anyone speak the command word, she'll ask the guards to apprehend and remove the violator.

Aftermath

The adventure has different endings, depending upon the party's success.

Loose Ends

If the party has any corpses to deal with, such as Eva Dalphane's, they'll have to make sure these are cleaned up prior to the morning's demonstration. If the party recovered Eva's possessions, they're free to keep them without paying a black share for it; the guild considers this ample compensation for a successful job.

The demonstration of Marx is sabotaged and ends in mayhem.

In this the ideal scenario, the party is able to make a mess out of Marx's demonstration, such as by applying the *disruptor node* or using its command word to undermine Eva's instructions. It may result in the Marx's destruction or possibly Eva's incarceration. Either way, The Crown finds it cannot put its trust into commissioning more of the constructs, which removes a serious threat to Ebonclad.

"Oh, the things I'd do to have seen the look on their faces," Reese says, giving you a firm shoulder pat and a wide smile. "I think we can trust that The Crown won't be putting these things on the street to harass an honest thief any time soon. I've seen to it you're paid. Keep this up, and the right people will have their eyes on you... you'll be going places around here."

Reese Kincaid rewards each party member with a small pouch of ten gemstones, each worth 50 gp.

Marx is destroyed before the demonstration takes place.

If Marx is destroyed before Eva can demonstrate it to Lady Turndrake, she reports the incident to the Proconsul. She's heartbroken, but she possesses the ability to make another construct. This time, she chooses to work in a remote location, and will invite The Crown to visit her, rather than risk bringing her work to the city again. At your discretion, several "Marxs" may join the Kintallan Guard as elite soldiers after a year or more's time, at which point the guild is forced to act again if it could not intervene beforehand.

"It took Eva years to make this thing, so at the very least you've bought us some time. But don't get complacent, all we've done is give her reason to know she's on to something. Keep an eye out for news from the artificer and, next time, let's make sure we get it right. I've seen to it you're paid."

Reese Kincaid rewards each party member with a small pouch of six gemstones, each worth 50 gp.

The party fails to sabotage or destroy Marx.

The party fails its mission if they cannot sabotage or destroy the construct. Within 1d6 months' time, as many "Marxs" join the Kintallan Guard as elite soldiers, at which point the guild is forced to act again if it could not intervene beforehand. Reese might send the party on a follow up mission to try again, or a different mission to end the threat in another manner. Either way, the guild won't pay to compensate the players with so much at stake for their failure.

The party recovers the schematics for Marx from Eva's possessions.

Recovering the schematics for Marx means the chance to bolster Ebonclad's ranks with a similar construct. A character trained in both tinker's tools and alchemist's supplies, can recreate a construct with the same statistics as Marx using the schematics. The process requires 5,000 gp in raw materials, and takes 1 month to complete. Part of the process requires a ritual inscribed into the schematics. Upon completion, the schematics disintegrate into a pile of ash and cannot be reused.

Gizmo can also create the constructs should the party not wish to devote the time to do so. If Gizmo makes the construct, it becomes an NPC in the guild, used for special missions that make use of its abilities. The guild will front the money for materials to any character using the schematics for this purpose.

The schematics are a unique creation, and cannot be reproduced by anyone other than Eva Dalphane.

APPENDIX A: GUILD EBONCLAD NPCs

This appendix contains two sections: the first has statistics for generic members of the Ebonclad thieves' guild, and the second contains statistics for specific NPCs described in Chapter 2. All NPCs (except **Ebonclad Pawns**) listed in this appendix know Eboncant in addition to the languages listed.

Generic Guild NPCs

The following are generic descriptions of NPCs the players may encounter in Ebonclad. You can modify an NPC's statistics further, possibly to reflect its race or class by adding racial features or class abilities, or changing its selection of weapons, armor, or spells, for example. Keep in mind that these modifications may change the NPC's overall Challenge Rating.

Ebonclad Face

The title of **Face** is given to guild recruits who are skilled at influencing others. Faces are generally confident and charismatic, and serve the guild as con artists and imposters. A Face might assume an identity for years, feeding information from that role back to the guild, or he or she may constantly shift from one persona to the next, assuming new identities daily to avoid the law.

Ebonclad Pawn

Pawns are the unwitting servants of Ebonclad, commonly manipulated by veteran thieves into doing dirty jobs, and pinned for the guild's crimes. They're usually common street thugs, brigands, or mercenaries. Pawns that show promise are invited to join the guild's proper ranks.

Ebonclad Shadow

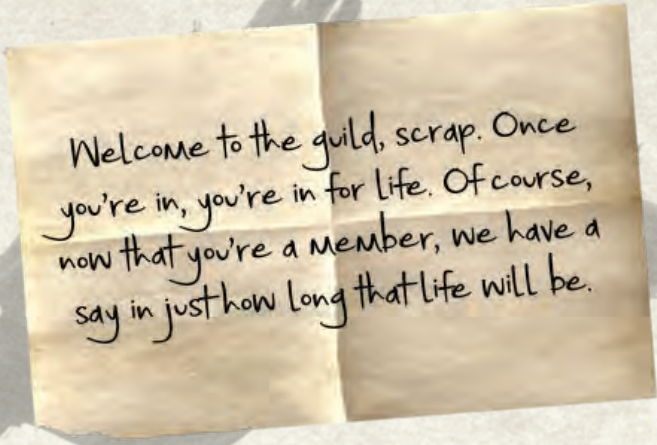
The title of **Shadow** is given to guild recruits who prove to be the most discreet and best at avoiding being caught. Shadows must be as silent as night and as quick as death, serving Ebonclad as the guild's elite thieves and assassins. Shadows usually run point on teams tasked with infiltrating a location, securing an item or items of value, and eliminating targets quickly without notice.

Ebonclad Thorn

The title of **Thorn** is given to guild recruits with martial skill. Thorns are the guild's enforcers, bullies, and body guards, often a lot of ex-soldiers and street ruffians who've proven they can win in a fight. Thorns rarely work alone, often sent to back up teams infiltrating or exploring an unknown location, or one where violence can break out abruptly.

Ebonclad Torch

The title of **Torch** is given to guild recruits with keen medicinal, magical, or mechanical ability. They're the guilds' healers, inventors, and consultants, typically comprised of rogue wizards and clerics who have carved out a life serving Ebonclad. Torches often accompany teams to lend magical aid where necessary, crafting illusions to cover a team's handiwork or healing other members wounded on the job.



EBONCLAD FACE

Medium humanoid (any race), any alignment

Armor Class 12
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	13 (+1)	14 (+2)	17 (+3)

Skills Deception +5, Insight +4, Investigation +5, Perception +6, Performance +5, Persuasion +5, Stealth +4
Senses passive Perception 16
Languages any three languages
Challenge 1/2 (100 XP)

Ambusher. The Face has advantage on attack rolls against any creature it has surprised.

Cunning Action. On each of its turns, the Face can use a bonus action to take the Dash, Disengage, or Hide action.

Master of Intrigue. The Face has proficiency with the disguise kit, forgery kit, and one gaming set. Additionally, it can mimic the speech patterns and accents of a creature it hears speak for at least 1 minute, allowing it to pass itself off as a native speaker of the area, provided it knows the language.

Actions

Multiattack. The Face makes two melee attacks.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

EBONCLAD PAWN

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Deception +3, Intimidation +3, Stealth +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Lightfooted. The Pawn can take the Dash or Disengage action as a bonus action on each of its turns.

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Sling. *Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

EBONCLAD SHADOW

Medium humanoid (any race), any alignment

Armor Class 14 (leather armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Skills Acrobatics +5, Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

Nimble Escape. The Shadow can take the Disengage or Hide action as a bonus action on each of its turns.

Surprise Attack. If the Shadow surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The Shadow makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Throwing Knife. *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. *Hit:* 4 piercing damage.

EBONCLAD THORN

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Acrobatics +5, Perception +3, Sleight of Hand +5, Stealth +5

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 1 (200 XP)

Aggressive. As a bonus action, the Thorn can move up to its speed toward a hostile creature that it can see.

Sneak Attack (1/Turn). The Thorn deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Thorn who isn't incapacitated, and the Thorn doesn't have disadvantage on the attack roll.

Actions

Multiattack. The Thorn makes two melee attacks: one with its shortsword and one with its dagger. Or the Thorn makes two ranged attacks with its daggers.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions

Parry. The Thorn adds 2 to its AC against one melee attack that would hit it. To do so, the Thorn must see the attacker and be wielding a melee weapon.

EBONCLAD TORCH

Medium humanoid (any race), any alignment

Armor Class 11 (14 with *mage armor*)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	11 (+0)	16 (+3)	14 (+2)	13 (+1)

Skills Arcana +5, History +5, Medicine +5, Religion +5, Stealth +3

Senses passive Perception 12

Languages any two languages

Challenge 1 (200 XP)

Master of Tactics. The Torch can use the Help action as a bonus action. If it uses the Help action to aid an ally in attacking a creature, the target of that attack can be within 30 feet of the Torch, rather than 5 feet of it, if the ally can see and hear the Torch.

Spellcasting. The Torch is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *message*, *minor illusion*, *prestidigitation*

1st level (3 slots): *mage armor*, *silent image*, *sleep*

2nd level (2 slots): *darkness*, *suggestion*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Ebonclad Veil

Guild recruits who perform well are promoted from Scraps to **Veils**. Veils may be responsible for recruiting new guild members, planning a heist, pinning a crime on a Pawn, freeing an associate from a dungeon cell, or planning the death of a noble and ensuring the elevation of a successor.

EBONCLAD VEIL

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	14 (+2)	12 (+1)	13 (+1)

Saving Throws Dex +6, Wis +3, Cha +3

Skills Acrobatics +6, Perception +3, Sleight of Hand +6, Stealth +6

Senses passive Perception 13

Languages any one language (usually Common)

Challenge 4 (1,100 XP)

Cunning Action. On each of its turns, the Veil can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If the Veil is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Veil instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Actions

Multiattack. The Veil makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Reactions

Uncanny Dodge. The Veil halves the damage that it takes from an attack that hits it. The Veil must be able to see the attacker.

Specific NPCs

The following NPCs are described in Chapter 2.

CINDERSKARD DROGOSMARCH

Medium humanoid (dragonborn), neutral

Armor Class 16 (studded leather)
Hit Points 98 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	17 (+3)	13 (+1)	11 (+0)	11 (+0)

Saving Throws Dex +7, Con +5, Cha +4
Skills Athletics +6, Deception +4, Stealth +7, Survival +3
Damage Resistances fire
Senses passive Perception 10
Languages Common, Draconic
Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, Cinderskard can use a bonus action to take the Dash, Disengage, or Hide action.

Ignite Weapons. Cinderskard can use a bonus action and expend a use of his Fire Breath to ignite his melee weapons. Once ignited, the weapons shed light as if they were torches and deal an additional 10 (3d6) fire damage. A weapon remains ignited for 1 minute, or until it leaves Cinderskard's possession, or is subject to an effect that would otherwise extinguish it.

Pyromaniac. Whenever Cinderskard deals fire damage, he can reroll the result of a 1 on any fire damage dice, once per die. He must use the second result.

Actions

Multiattack. Cinderskard makes three melee attacks.

Scimitar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage plus 10 (3d6) fire damage if the weapon is ignited.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) fire damage if the weapon is ignited.

Fire Breath (Recharge 5-6). Cinderskard exhales fires in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

GIZMO (SPRUGG IZZMOGETH)

Small humanoid (gnome), lawful neutral

Armor Class 14 (studded leather)
Hit Points 78 (12d6 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +5, Wis +4
Skills Arcana +5, History +5, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Gnomish
Challenge 3 (700 XP)

Gnome Cunning. Gizmo has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. Gizmo is a 6th level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). Gizmo has the following wizard spells prepared:

Cantrips (at will): chill touch, friends, minor illusion, prestidigitation

1st level (4 slots): alarm, color spray, thunderwave, unseen servant

2nd level (3 slots): detect thoughts, mirror image, shatter

3rd level (3 slots): dispel magic, stinking cloud

Tool Expertise. Gizmo adds double his proficiency bonus (+4) for any ability check he makes that uses alchemist's supplies or tinker's tools.

Actions

Mechanical Staff. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

Thunder Cannon. Ranged Weapon Attack: +4 to hit, range 150/500 ft., one target. Hit: 9 (2d6 + 2) piercing damage plus 10 (3d6) thunder damage.

KREM RED-EYE

Medium humanoid (human), neutral

Armor Class 16

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	13 (+1)	17 (+3)	10 (+0)

Saving Throws Con +5, Wis +5, Cha +2

Skills Deception +6, Perception +5, Sleight of Hand +6, Stealth +6

Senses passive Perception 15

Languages Common

Challenge 4 (1,100 XP)

Cunning Action. On each of his turns, Krem can use a bonus action to take the Dash, Disengage, or Hide action.

Drink Like a Demon. Krem has advantage on Constitution saving throws to prevent becoming intoxicated.

Sneak Attack (1/Turn). Krem deals an extra 10 (3d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Krem who isn't incapacitated, and Krem doesn't have disadvantage on the attack roll.

Unarmored Defense. While Krem is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Actions

Multiattack. Krem makes three attacks with his dagger.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 4) piercing damage.

MELSA ADDERAS

Medium humanoid (human), chaotic neutral

Armor Class 13

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	13 (+1)	19 (+4)

Saving Throws Dex +5, Con +3, Cha +6

Skills Arcana +2, Deception +6, Persuasion +6, Sleight of Hand +5

Senses passive Perception 11

Languages Common

Challenge 2 (450 XP)

Spellcasting. Melsa is a 5th level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). Melsa has the following sorcerer spells prepared:

Cantrips (at will): *friends*, *mage hand*, *message*, *shocking grasp*

1st level (4 slots): *disguise self*, *magic missile*

2nd level (3 slots): *invisibility*, *suggestion*

3rd level (2 slots): *blink*, *major image*

Subtle Spell (3/day). When Melsa casts a spell, she can choose to cast it without any somatic or verbal components.

Actions

Multiattack. Melsa makes two melee attacks with her dagger, or two ranged attacks with her dagger and light crossbow.

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Reactions

Uncanny Dodge. Melsa halves the damage that she takes from an attack that hits her. Melsa must be able to see the attacker.

NORTHON

Medium humanoid (human), neutral evil

Armor Class 16 (studded leather)

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	15 (+2)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +7, Int +4, Wis +3

Skills Acrobatics +7, Athletics +4, Deception +5, Perception +3, Sleight of Hand +7, Stealth +7

Senses passive Perception 13

Languages Common

Challenge 7 (2,900 XP)

Cunning Action. On each of his turns, Northon can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Northon is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Northon instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack (1/Turn). Northon deals an extra 21 (6d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Northon who isn't incapacitated, and Northon doesn't have disadvantage on the attack roll.

Actions

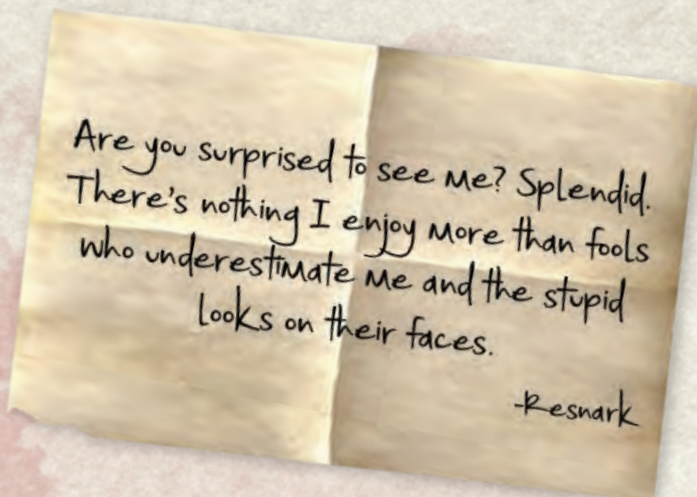
Multiattack. Northon makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Uncanny Dodge. Northon halves the damage that he takes from an attack that hits him. Northon must be able to see the attacker.



RESNARK

Medium humanoid (half-orc), neutral

Armor Class 16

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Int +3, Wis +3

Skills Deception +5, Intimidation +5, Persuasion +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 3 (700 XP)

Relentless Endurance (Recharges after a Short or Long Rest). The first time Resnark is reduced to 0 hit points but not killed outright he drops to 1 hit point instead.

Savage Attacks. When Resnark scores a critical hit with a melee weapon attack, he can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Suave Defense. While Resnark is wearing light or no armor and wielding no shield, his AC includes his Charisma modifier.

Actions

Multiattack. Northon makes two attacks with his sword cane.

Sword Cane. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage (wooden cane) or 7 (1d8 + 3) piercing damage (sword) and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

SILAS SCRIBANE

Medium humanoid (human), neutral

Armor Class 15 (studded leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	11 (+0)	15 (+2)	14 (+2)

Saving Throws Dex +6, Con +5

Skills Acrobatics +6, Athletics +4, Stealth +6, Survival +5

Senses passive Perception 12

Languages Common

Challenge 5 (1,800 XP)

Assassinate. During his first turn, Silas has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Silas scores against a surprised creature is a critical hit.

Fancy Footwork. During his turn, if Silas makes a melee attack against a creature, that creature can't make opportunity attacks against him for the rest of its turn.

Sneak Attack (1/Turn). Silas deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Silas who isn't incapacitated, and Silas doesn't have disadvantage on the attack roll.

Actions

Multiattack. Silas makes three attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

Blowgun. *Ranged Weapon Attack:* +6 to hit, range 25/100 ft., one target. *Hit:* 4 piercing damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or another creature takes an action to shake it awake.

APPENDIX B: KINTALLA CITIZENS NPCs

This appendix contains two sections: the first has statistics for generic citizens one might find in Kintalla, such as street performers, gang members, or special soldiers in the Kintallan Guard. The second section contains information on specific NPCs described in Chapter 1.

Generic Citizens NPCs

The following are generic descriptions of NPC citizens the players may encounter in Kintalla. You can modify an NPC's statistics further, possibly to reflect its race or class by adding racial features or class abilities, or changing its selection of weapons, armor, or spells, for example. Keep in mind that these modifications may change the NPC's overall Challenge Rating.

KINTALLAN GUARD CAPTAIN

Medium humanoid (any race), any alignment

Armor Class 18 (half plate, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)

Saving Throws Str +5, Con +4

Skills Athletics +5, Investigation +3, Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Brave. The captain has advantage on saving throws against being frightened.

Martial Advantage. Once per turn, the captain can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the captain that isn't incapacitated.

Actions

Multiattack. The captain makes two longsword attacks. If wielding a shield, it can also use Shield Bash.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 12 Strength saving throw or be knocked prone.

KINTALLAN GUARD MAGE

Medium humanoid (any race), any alignment

Armor Class 14 (chain shirt)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	15 (+2)	10 (+0)	11 (+0)

Skills Arcana +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1 (200 XP)

Army Arcana. When the mage casts a spell that causes damage, or that forces other creatures to make a saving throw, it can choose itself, and any number of allies, to be immune to the damage caused by the spell, and to succeed on the required saving throw.

Spellcasting. The mage is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *fire bolt*, *mage hand*, *true strike*
1st level (3 slots): *burning hands*, *expeditious retreat*, *thunderwave*

2nd level (2 slots): *cloud of daggers*, *web*

Actions

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage or 5 (1d8 + 1) bludgeoning damage if used with two hands.

Reactions

Duck and Cover. The mage adds 2 to its AC against one ranged attack that would hit it. To do so, the NPC must see the attacker and can't be grappled or restrained.

Kintallan Guard Captain

Guard **captains** are specially trained, highly proficient soldiers who oversee certain units of the Kintallan Guard. They're valued for their skill at arms and their bravery.

Kintallan Guard Mage

Mages who serve the Kintallan Guard are specially trained to cast spells causing as little collateral damage as possible. They primarily serve as artillery, standing behind the ranks of common soldiers while casting spells to subdue or apprehend targets.

Kintallan Guard Houndmasters

The Guard's **houndmasters** spend years training mastiffs to serve alongside them. Each houndmaster is usually accompanied by one or two mastiffs, but seasoned trainers may have a half dozen or more.

KINTALLAN GUARD HOUNDMASTER

Medium humanoid (any race), any alignment

Armor Class 15 (chain shirt)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	12 (+1)	11 (+0)	15 (+2)

Skills Acrobatics +4, Animal Handling +4, Athletics +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 2 (450 XP)

Pack Leader. A **mastiff** trained by the houndmaster has advantage on an attack roll against a creature if the houndmaster is within 10 feet of the creature, and the mastiff isn't incapacitated.

Actions

Multiattack. The houndmaster makes two attacks: two with its longsword or one with its longsword and one with its whip. Then it uses *Sic Em!* if able.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage or 7 (1d10 + 2) slashing damage if used with two hands.

Whip. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Sic Em! One mastiff trained by the houndmaster, within 60 feet of it, makes an attack against a target the houndmaster can see. To do so, the mastiff cannot be incapacitated, must be able to hear the houndmaster and be within 5 feet of the target.

Order Hedge Mage

The Order's novice arcane spellcasters are often deemed "**hedge mages**," though these wizards usually choose different terms for themselves. They are newly introduced or unskilled in the ways of magic.

Gilded Ring Aristocrat

The most successful merchants and artisans of the Gilded Ring have learned to keep bodyguards nearby. They pay their protectors handsomely to deter thieves and other criminals that might target them or their wealth.

Slum Gang Member

Gangs rise and fall in the city's slums, and **slum gang members** are the typical result of the turmoil.

Street Performer

Street performers are showmen who make a living entertaining crowds. They may be jugglers, dancers, singers, or other types of artists.

ORDER HEDGE MAGE

Medium humanoid (any race), any alignment

Armor Class 11

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	15 (+2)	11 (+0)	10 (+0)

Skills Arcana +2, History +4, Medicine +4, Nature +4, Religion +4

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Spellcasting. The hedge mage is a 2nd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *light*, *mage hand*, *ray of frost*

1st level (3 slots): *comprehend languages*, *shield*, *witch bolt*

Actions

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

STREET PERFORMER

Medium humanoid (any race), any alignment

Armor Class 13

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	12 (+1)	11 (+0)	11 (+0)	14 (+2)

Skills Acrobatics +5, Performance +6

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1/4 (50 XP)

Tumble. The performer can take the Disengage action as a bonus action each of its turns.

Actions

Performer's Cane. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Distracting Display. One creature within 30 feet of the performer that can see and hear it, must succeed on a DC 12 Wisdom saving throw. On a failed save the next attack roll against that creature has advantage if the attack is made before the start of the performer's next turn.

GILDED RING ARISTOCRAT

Medium humanoid (any race), any alignment

Armor Class 11 (14 with Guarded)

Hit Points 43 (6d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	13 (+1)	13 (+1)	14 (+2)

Skills History +3, Insight +3, Perception +3, Persuasion +4

Senses passive Perception 11

Languages any one language (usually Common)

Challenge 1 (200 XP)

Guarded. When the aristocrat is within 5 feet of one or more allies, it gains a +3 bonus to AC and has advantage on Dexterity saving throws.

Actions

Multiattack. The aristocrat makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Redirect Attack. When a creature the aristocrat can see targets it with an attack, the aristocrat chooses an ally within 5 feet of it. The aristocrat and its ally swap places, and the chosen ally becomes the target instead.

SLUM GANG MEMBER

Medium humanoid (any race), any alignment

Armor Class 12 (leather armor)

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	11 (+0)	10 (+0)	10 (+0)	11 (+0)

Skills Athletics +3, Intimidation +2, Sleight of Hand +3, Stealth +3

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Specific NPCs

The following NPCs are described in Chapter 1.

ALANNA MEADE, QUEEN OF KINTALLA

Medium humanoid (humanoid), lawful good

Armor Class 12 (15 with Guarded)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	13 (+0)	15 (+2)	18 (+4)

Saving Throws Wis +4
Skills Insight +5, History +3, Persuasion +6
Senses passive Perception 12
Languages Common
Challenge 1 (200 XP)

Guarded. When Queen Alanna is within 5 feet of one or more allies, she gains a +3 bonus to AC and has advantage on Dexterity saving throws.

Sovereignty. Queen Alanna has advantage on Charisma (Intimidation) and (Persuasion) checks.

Actions

Scepter. Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, Queen Alanna can utter a special command or warning whenever a non-hostile creature within 30 feet of her that she can see, makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand her. A creature can benefit from only one Leadership die at a time. The effect ends if Queen Alanna is incapacitated.

BENBOW

Small humanoid (halfling), lawful neutral

Armor Class 12
Hit Points 26 (4d6 + 12)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	10 (+0)	11 (+2)	14 (+2)

Skills Animal Handling +4, Performance +4, Survival +2
Senses passive Perception 10
Languages Common, Halfling
Challenge 1/2 (100 XP)

Brave. Benbow has advantage on saving throws against being frightened.

Halfling Nimbleness. Benbow can move through the space of any creature that is Medium or larger.

Lucky. When Benbow rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

Naturally Stealthy. Benbow can attempt to hide even when he is obscured only by a creature that is Medium or larger.

Actions

Bottle. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 2) bludgeoning damage. After dealing damage with this weapon once, or if Benbow uses a bonus action to do so, the bottle breaks and the weapon deals slashing damage thereafter.

LOEPER (GIANT BAY TORTOISE)

Medium beast, unaligned

Armor Class 13 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	3 (-4)	7 (-2)	5 (-3)

Senses passive Perception 8
Languages -
Challenge 1 (200 XP)

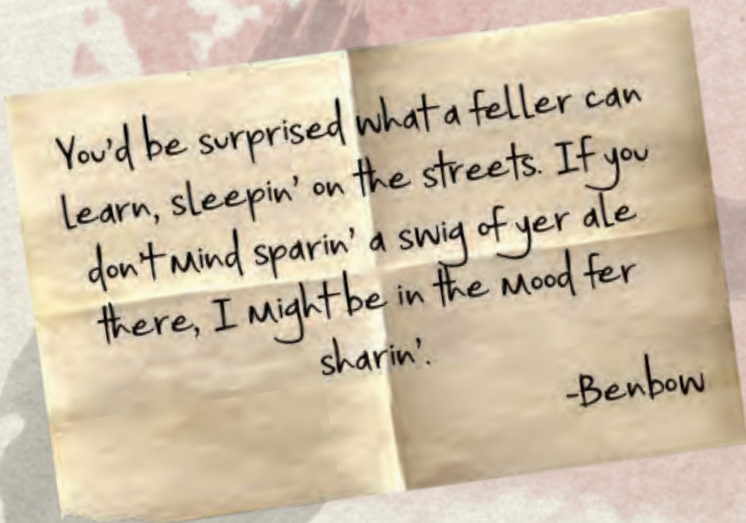
Amphibious. Loeper can breathe air and water.

Actions

Multiattack. Loeper makes two bite attacks.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Withdraw. Until the start of his next turn, Loeper's speed becomes 0 and attacks against him have disadvantage.



JEDDEON ROE, HIGH COMMANDER OF THE GUARD

Medium humanoid (human), lawful neutral

Armor Class 18 (half plate, shield)
Hit Points 156 (24d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	16 (+3)	10 (+0)	11 (+2)	14 (+2)

Saving Throws Str +9, Con +6, Wis +6
Skills Athletics +9, Investigation +6, Perception +6, Survival +6
Senses passive Perception 16
Languages Common
Challenge 9 (5,000 XP)

Indomitable (2/Day). Jeddeon rerolls a failed saving throw.

Martial Advantage. Once per turn, Jeddeon can deal an extra 14 (4d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Jeddeon that isn't incapacitated.

Survivor. Jeddeon regains 10 hit points at the start of his turn if he has at least 1 hit point but fewer hit points than half his hit point maximum.

Actions

Multiattack. Jeddeon makes three weapon attacks and uses Command Ally or Tactical Maneuvering.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage or 10 (1d10 + 5) slashing damage if used with two hands.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Command Ally. Jeddeon targets one ally he can see within 30 feet of him. If the target can see and hear Jeddeon, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Tactical Maneuvering. Jeddeon targets one ally he can see within 30 feet of him. If the target can see and hear Jeddeon, the target can move up to half its speed as a reaction without provoking opportunity attacks.

LEXA BOR'HADERAS

Medium humanoid (tiefling), lawful neutral

Armor Class 13 (16 with mage armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	14 (+2)	18 (+4)	13 (+1)	12 (+1)

Saving Throws Int +7, Wis +4
Damage Resistances fire
Skills Arcana +7, History +7
Senses darkvision 60 ft., passive Perception 11
Languages Abyssal, Common, Elvish, Goblin, Infernal
Challenge 6 (2,300 XP)

Benign Transportation (Recharges after Lexa Casts a Conjunction Spell of 1st Level or Higher). As a bonus action, Lexa teleports up to 30 feet to an unoccupied space that she can see. If she instead chooses a space within range that is occupied by a willing Small or Medium creature, they both teleport, swapping places.

Infernal Legacy. Lexa knows the *thaumaturgy* cantrip. Additionally, she can cast *hellish rebuke* as a 2nd-level spell and *darkness* each once per day.

Spellcasting. Lexa is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *acid splash*, *fire bolt*, *light*, *mage hand*
1st level (4 slots): *mage armor*, *magic missile*, *unseen servant**
2nd level (3 slots): *flaming sphere**, *misty step**,
phantasmal force
3rd level (3 slots): *fear*, *sleet storm**
4th level (3 slots): *conjure minor elementals**, *polymorph*
5th level (2 slots): *cloudkill**, *conjure elemental**
*Conjunction spell of 1st level or higher

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage.

RIVER GLORGLINDLE

Small humanoid (gnome), chaotic good

Armor Class 12 (15 with *mage armor*)

Hit Points 40 (9d6 + 9)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	16 (+3)	11 (+0)	13 (+1)

Saving Throws Int +5, Cha +3

Skills Arcana +5, History +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Gnomish

Challenge 3 (700 XP)

Gnome Cunning. River has advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Spellcasting. River is a 6th level spellcaster. Her spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). River has the following wizard spells prepared:

Cantrips (at will): *dancing lights*, *friends*, *mage hand*, *poison spray*

1st level (4 slots): *color spray*, *mage armor*, *magic missile*, *witch bolt*

2nd level (3 slots): *invisibility*, *mirror image*, *phantasmal force*

3rd level (3 slots): *major image*, *slow*

Tool Expertise. River adds double her proficiency bonus (+4) for any ability check she makes that uses alchemist's supplies or tinker's tools.

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage or 4 (1d8) bludgeoning damage if used with two hands.

STYRINE CEREWYRE

Medium humanoid (elf), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 67 (15d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	19 (+4)	14 (+2)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Common, Draconic, and Elvish but can't speak

Challenge 8 (3,900 XP)

Fey Ancestry. Styrene has advantage on saving throws against being charmed, and magic can't put him to sleep.

Mute Spellcasting Mastery. Unless a spell's only component is verbal, Styrene ignores verbal components for spells he casts.

Portent (Recharges when Styrene Casts a Divination Spell of 1st Level or Higher). When Styrene or a creature he can see makes an attack roll, a saving throw, or an ability check, he can roll a d20 and choose to use this roll in place of the attack roll, saving throw, or ability check.

Spellcasting. Styrene is a 15th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *blade ward*, *light*, *mending*, *ray of frost*

1st level (4 slots): *detect magic**, *mage armor*, *sleep*

2nd level (3 slots): *detect thoughts**, *locate object**,
*see invisibility**

3rd level (3 slots): *clairvoyance**, *fireball*, *haste*

4th level (3 slots): *arcane eye**, *locate creature**, *stoneskin*

5th level (2 slots): *cone of cold*, *legend lore**, *wall of force*

6th level (2 slots): *mass suggestion*, *true seeing**

7th level (2 slots): *delayed blast fireball*, *teleport*

8th level (2 slots): *mind blank*

*Divination spell of 1st level or higher

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

WEVAN MEADE, KING OF KINTALLA

Medium humanoid (human), lawful good

Armor Class 15 (breastplate; 18 with Guarded)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	15 (+2)	11 (+0)	18 (+4)

Saving Throws Str +4, Cha +6

Skills History +4, Perception +2, Religion +4

Senses passive Perception 12

Languages Common

Challenge 4 (1,100 XP)

Guarded. When King Wevan is within 5 feet of one or more allies, he gains a +3 bonus to AC and has advantage on Dexterity saving throws.

Sovereignty. King Wevan has advantage on Charisma (Intimidation) and (Persuasion) checks.

Actions

Multiattack. King Wevan makes three attacks with his longsword and uses Command Ally.

+1 Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 +3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands.

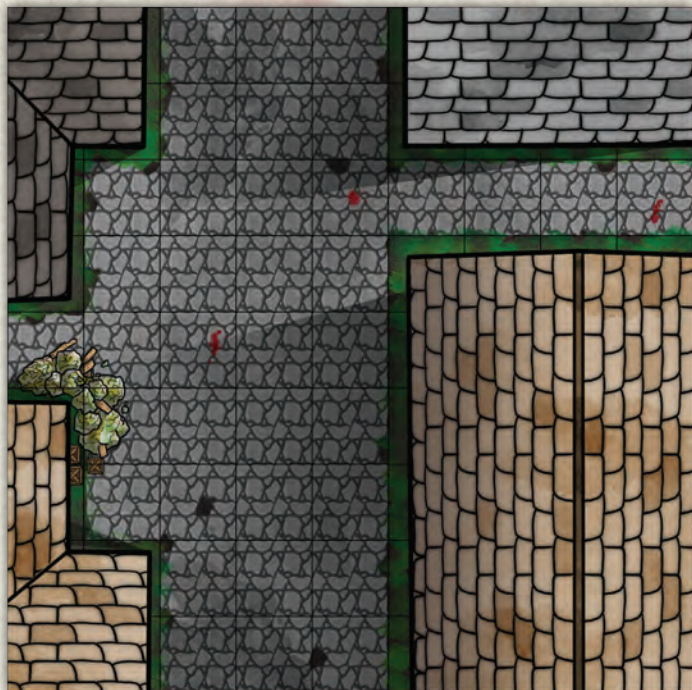
Command Ally. King Wevan targets one ally within 30 feet of him that he can see. If the target can see and hear King Wevan, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Actions

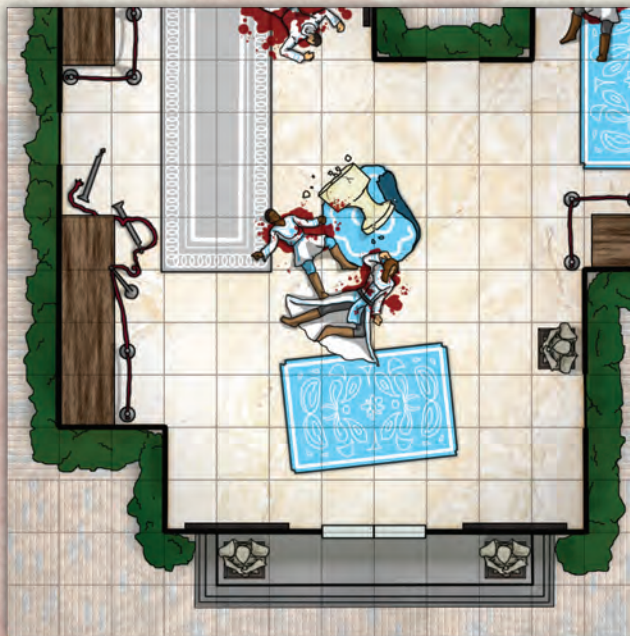
Parry. King Wevan adds 2 to his AC against one melee attack that would hit him. To do so, King Wevan must see the attacker and be wielding a melee weapon.

APPENDIX C: SAMPLE AREA MAPS

Sample area maps are provided in this appendix, many of which are utilized in the missions in Chapter 5. Unless otherwise noted, each square section on the maps is equal to 5 feet.



Back Alley



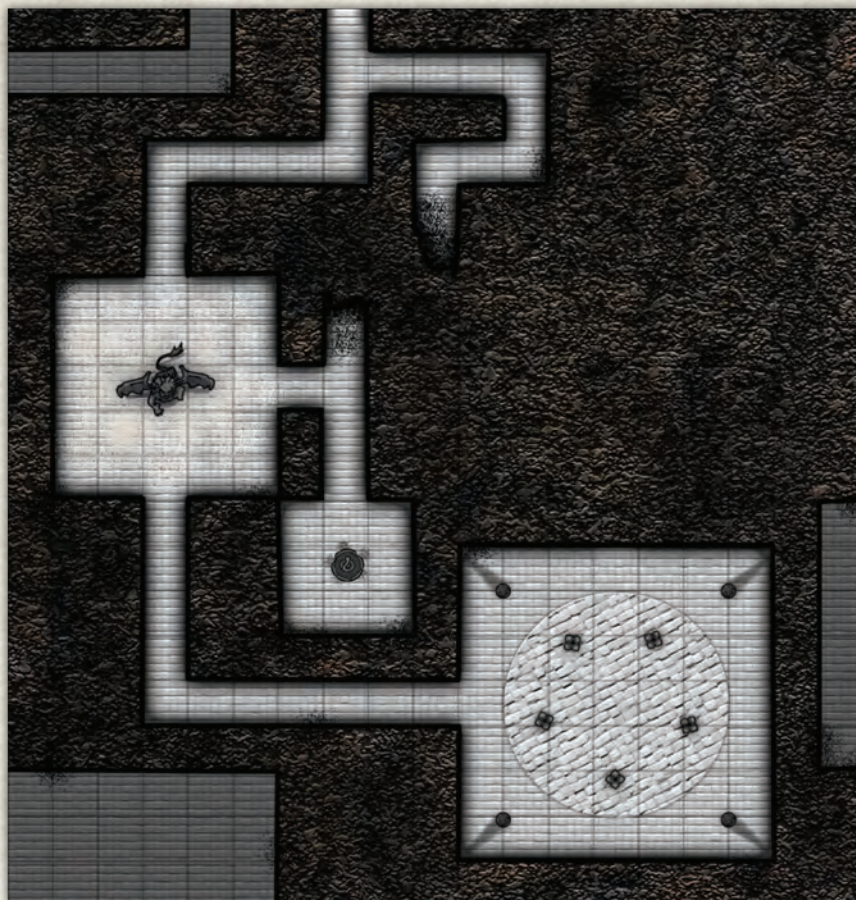
Burgled Building Area



Carpenter's Shop



Commoner's House

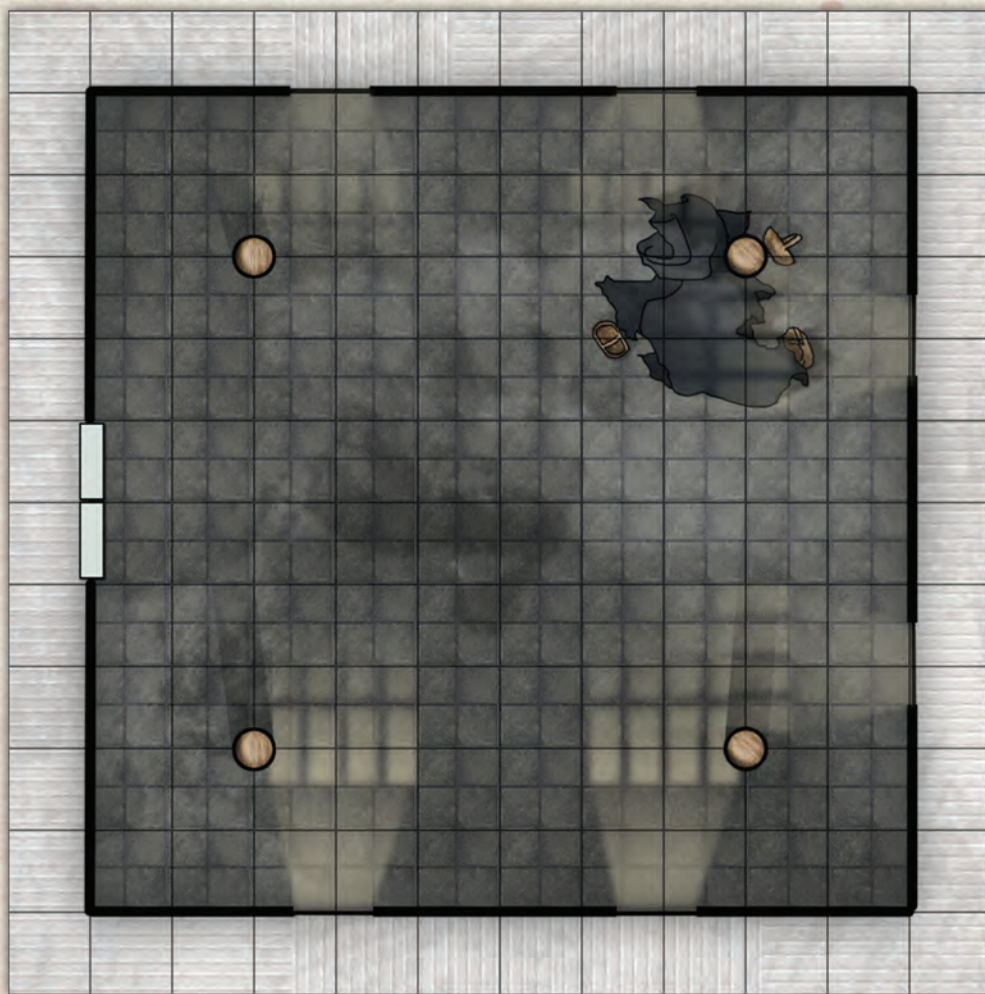


A portion of the Crypt of a
Thousand Lords

1 square = 10 feet

Portion of the Crypt with
the area past a secret door
revealed





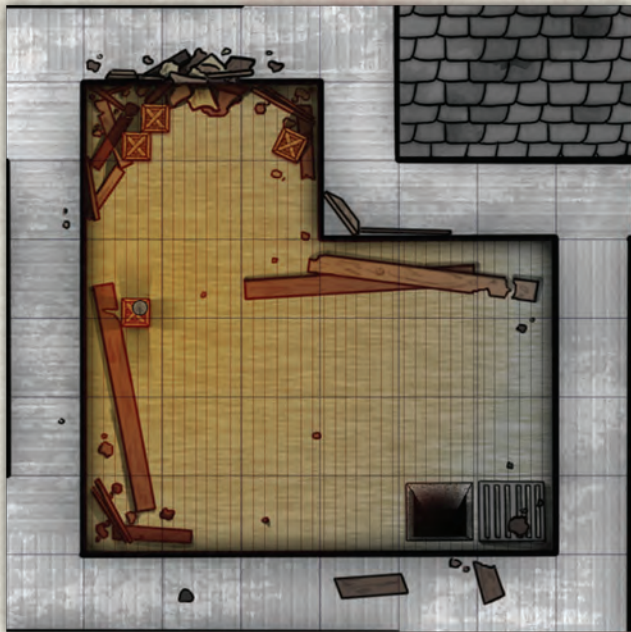
Dockside Warehouse



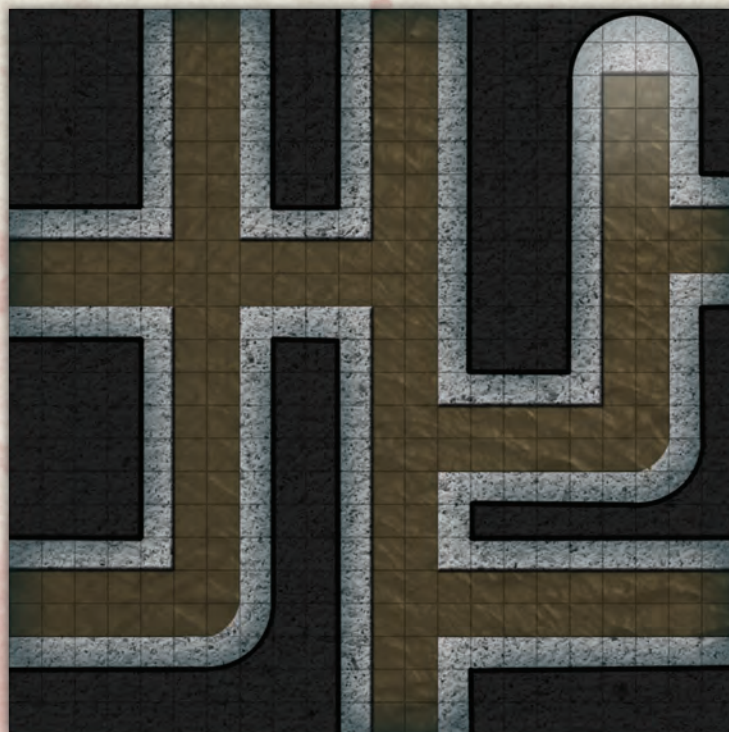
Roadside Camp (Day)



Roadside Camp (Night)



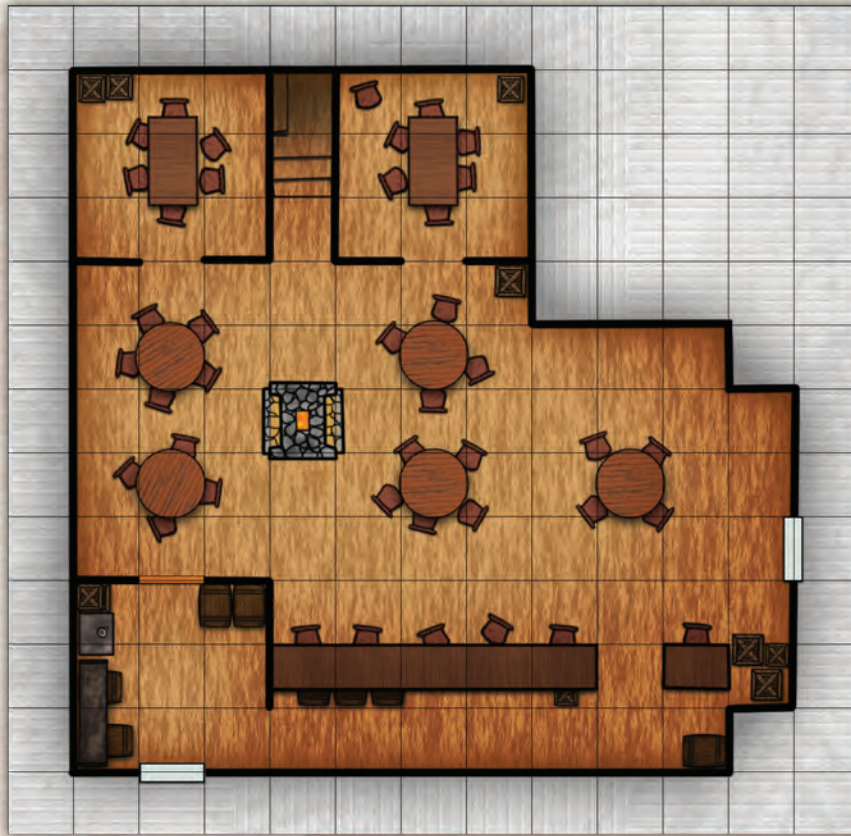
Ruined Building



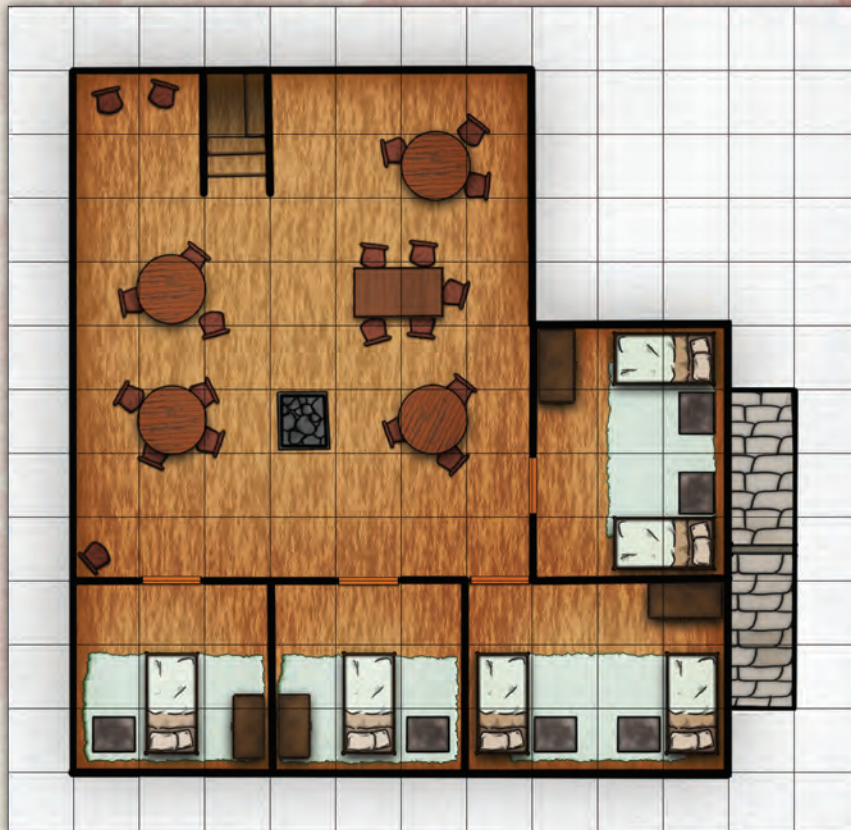
Sewer Section



Ship's Hold



Tavern (First Floor)



Tavern (Second Floor)

APPENDIX D: COLLECTION OF TABLES

Creating Random Citizens

Age, Race, and Gender

d100	Race	d10	Age
01 - 63	Human	1	Child
64 - 71	Half-elf	2-3	Teen
72 - 77	Elf	4-5	Young Adult
78 - 83	Dwarf	6-8	Adult
84 - 88	Gnome	9	Elder
89 - 92	Half-orc	10	Very Old
93 - 95	Halfling		
96 - 97	Dragonborn	d10	Gender
98 - 99	Tiefling	1-5	Male
00	Monstrous Race	6-10	Female

Affluence & Influence

d100	Affluence
01 - 12	Squalid (obvious)
13 - 71	Common (obvious)
72 - 79	Modest Wealth (discreet)
80 - 87	Modest Wealth (obvious)
88 - 91	Wealthy (discreet)
92 - 95	Wealthy (obvious)
96 - 98	Very Wealthy (discreet)
99 - 00	Very Wealthy (obvious)

d100	Influence
01 - 72	No Influence
73 - 80	Minor Influence (discreet)
81 - 86	Minor Influence (obvious)
87 - 90	Fair Influence (discreet)
91 - 96	Fair Influence (obvious)
97	Major Influence (discreet)
98 - 00	Major Influence (obvious)

d10	Faction of Influence
1	The Crown
2 - 3	The Gilded Ring
4 - 5	The Kintallan Guard
6	The Order of Ohl'Abdurr
7 - 8	Gravediggers' League
9	Slum Gang
10	Notable NPC (almost always discreet)

Random Witness Reactions

d100	Witness Reaction Type
01 - 12	Scared
13 - 25	Flees
26 - 35	Hides
36 - 55	Reports Immediately
56 - 65	Confused
66 - 85	Intervenes
86 - 96	Curious
97 - 00	Favorable

Random Loot: Squalid Citizen

Visible Possession of Value

d20	Visible Possession of Value
1	A burlap sack (1 cp)
2	A dirtied hood with liripipe (1 cp)
3	A coif with holes in it (1 cp)
4	A pair of cloth leggings (1 cp)
5	A pair of stained leather gloves (1 cp)
6	A chipped, clay mug (1 cp)
7	A pair of rotting boots (3 cp)
8	A wool blanket covered with grime (3 cp)
9	A tattered shirt (3 cp)
10	A tattered hat (3 cp)
11	A necklace made of wooden beads (4 cp)
12	A leather strap bracelet (4 cp)
13	A patched tunic (5 cp)
14	A stone pendant (5 cp)
15	A bucket (5 cp)
16	A brass or copper ring (1 sp)
17	A length of rope used as a belt (1 cp)
18	A wooden holy symbol emblem (1 sp)
19	A shoddy basket with soiled linens (1 sp)
20	A muddled shoulder bag (2 sp)

Pocket or Purse Contents

d20	Pocket or Purse Contents
1 - 9	Nothing
10	A couple of nut shells
11	A crust of bread wrapped in a dirty cloth
12	A rotted apple core
13	A single leather glove with a torn finger
14	A small bundle of yarn
15	A small field mouse no bigger than a plum
16	A half-used candle (1 cp)
17	A piece of chalk (1 cp)
18	A random wooden Zesere game token (1 cp)
19	1d6 copper pieces
20	2d6 copper pieces

Residential Item of Value

d20	Residential Item of Value
1	A pile of cloth scraps
2	A sack containing tattered clothing
3	A wicker basket filled with beets and onions
4	A rusted bucket half filled with old soup
5	A poorly carved wooden statuette
6	A poorly constructed wooden table
7	A cracked clay pitcher with a bit of water inside
8	A mangled wire cage with a rat inside
9	A tree stump with several nails partially hammered into it
10	A wood and clay drop spindle
11	A dirty box with a few scraps of parchment inside
12	A bundle of sticks
13	A clay vase holding a single, wilted flower
14	A badly worn straw broom
15	An old cloth doll with stitching coming loose
16	A leather pouch with a button and 2d8 marbles inside
17	A stone container filled with wheat and flour (6 cp)
18	A bundle of 2d6 candles (1 cp each)
19	A set of dice (1 sp)
20	A hidden stocking with 3d6 copper pieces

Random Loot: Common Citizen

Visible Possession of Value

d20	Visible Possession of Value
1	A pair of wool stockings (1 sp)
2	A sheepskin hat (1 sp)
3	A pair of sheepskin gloves (1 sp)
4	A pair of leather boots (1 sp)
5	A cloth handkerchief (1 sp)
6	A waterskin filled with wine (2 sp)
7	A woolen tunic (3 sp)
8	A brass or copper brooch (3 sp)
9	A leather belt with copper buckle (3 sp)
10	A metal tankard with silver inlay (3 sp)
11	A bracelet made of glossy beads (6 sp)
12	A silver ring (1 gp)
13	A wolf skin cloak with hood (1 gp)
14	A bundle of fishing block and tackle (1 gp)
15	A carved, polished wood walking stick (1 gp)
16	A bundle of parchment (2 gp)
17	A dagger (2 gp)
18	A polished bronze hair pin (2 gp)
19	A thin, silver necklace (3 gp)
20	A hooded lantern (5 gp)

Pocket or Purse Contents

d20	Pocket or Purse Contents
1 - 4	Nothing
5	A folded list with common items to buy at market
6	An iron key
7	A random stone Zesere game token (2 cp)
8	A handful of livestock feed wrapped in linen (5 cp)
9	A flask of oil (1 sp)
10	A hunk of cheese (1 sp)
11	3d6 copper pieces
12	5d6 copper pieces
13 - 14	1d6 silver pieces
15	A tinderbox (5 sp)
16 - 18	2d6 silver pieces
19	A pair of ivory dice (1 gp)
20	An empty glass bottle (2 gp)

Residential Item of Value

d20	Residential Item of Value
1	A large pitcher of ale or mead
2	A pound of soap (1 sp)
3	A bundle of 1d10 + 6 tallow candles (1 cp each)
4	A set of clay and wooden cups & bowls (3 sp)
5	A container filled with 4 lbs. salt (5 sp)
6	A set of playing cards (5 sp)
7	A decorative lamp (1 gp)
8	A sewing kit with 1d4 spools of thread (1 gp)
9	A metal cage with a sparrow inside (1 gp)
10	A dresser filled with 1d4 + 1 sets of common clothes (5 sp each)
11	A crowbar (2 gp)
12	A dirt-stained shovel (2 gp)
13	A 100-ft coil of hempen rope (2 gp)
14	A large iron pot (2 gp)
15	A locked chest containing 4d10 silver pieces
16	A wood Zesere board with stone tokens (5 sp)
17	A common musical instrument worth 6gp
18	A dusty, dented metal shield with a faded crest (7 gp)
19	A spinning wheel (10 gp)
20	A bottle of ink and 5 sheets of paper (11 gp)

Random Loot: Modest Citizen

Visible Possession of Value

d20	Visible Possession of Value
1	An empty scroll case (1 gp)
2	A wool hat set with an owl feather (2 gp)
3	A satin and lace collar (3 gp)
4	An embroidered fur shawl (3 gp)
5	A pair of embroidered silk gloves (3 gp)
6	A wool jacket with pewter buttons (5 gp)
7	A locket that opens to reveal a mirror (5 gp)
8	A signet ring (5 gp)
9	A leather belt with an ornate gold buckle (8 gp)
10	A shortsword (10 gp)
11	A fine fur cloak with gold clasps (10 gp)
12	A gold ring (10 gp)
13	Electrum earrings shaped like doves (10 gp)
14	A set of electrum cufflinks (10 gp)
15	A polished cane set with a blue quartz (15 gp)
16	A leather satchel containing a bolt of silk (15 gp)
17	A bronze bracelet with intricate emboss (15 gp)
18	A silk handkerchief (15 gp)
19	A silver necklace set with tiger eye gems (30 gp)
20	A suit of studded leather armor (45 gp)

Pocket or Purse Contents

d20	Pocket or Purse Contents
1	Nothing
2	A folded note containing the numbers "03 - 30 - 84"
3	An iron key
4	A random marble Zesere game token (2 sp)
5	5d6 copper pieces
6	A velvet pouch containing juicy grapes (3 sp)
7 - 9	2d6 silver pieces
10	A tab of sealing wax (1 gp)
11	A small bag of colorful glass marbles (1 gp)
12 - 14	4d6 silver pieces
15	1d6 electrum pieces
16	A well-made playing card set (2 gp)
17	2d6 electrum pieces
18	A Kintallan copper coin over 200 years old (5 gp)
19	2d6 gold pieces
20	A vial containing 1 ounce of ink (11 gp)

Residential Item of Value

d20	Residential Item of Value
1	An abacus (2 gp)
2	A collection of 5d4 painted brass bells (1 gp each)
3	A pair of satin pillowcases with decorative lace frill (5 gp each)
4	A dresser filled with 3d4 + 1 sets of common clothes (5 sp each)
5	A merchant's scale (5 gp)
6	A locked chest containing 4d10 gold pieces
7	A bullseye lantern and container of oil (11 gp)
8	A leather cutlery case with steel knives inside (35 gp)
9	A random set of artisan's tools
10	A slate Zesere board with marble tokens (5 gp)
11	A well-made musical instrument worth 25 gp
12	A large, hand-painted regional map (50 gp)
13	A container filled with a pound of ginger (1 gp)
14	A silver decanter with floral motif (25 gp)
15	A collection of 1d6 + 1 hunting traps (5 gp each)
16	A stone container filled with salted meat
17	A brass jar filled with coffee grounds (25 gp)
18	1d8 + 7 coffered ceiling panels with engravings (3 gp each)
19	An ivory comb with a floral pattern engraved upon it (5 gp)
20	A bronze aquamanile shaped like a griffon

Random Loot: Wealthy Citizen

Visible Possession of Value

d20	Visible Possession of Value
1	A pair of fine velvet gloves (5 gp)
2	Gold cufflinks shaped like shields (10 gp)
3	An impressive cloak with silver finery (10 gp)
4	2d4 silver hair rings (10 gp each)
5	An elaborate plumed, silk hat (15 gp)
6	An ornate holy symbol emblem (15 gp)
7	A lacquered walking stick with a head carved like a dragon (20 gp)
8	A history book (25 gp)
9	A leather belt with embossed silver trim (30 gp)
10	A mahogany pipe with a packet of tobacco (30 gp)
11	An iron scepter with gold trim (35 gp)
12	A velvet mantle studded with lapis lazuli (40 gp)
13	A gold badge displaying a family crest (50 gp)
14	A glass monocle with gold frame and chain (50 gp)
15	A delicate platinum bracelet (50 gp)
16	A set of seeing spectacles (75 gp)
17	A silk jacket with gold embroidery (75 gp)
18	A magnifying glass (100 gp)
19	A master-smithed longsword with gemmed pommel (100 gp)
20	An amulet studded with small topazes (100 gp)

Pocket or Purse Contents

d20	Pocket or Purse Contents
1	Nothing
2	An iron key
3	2d6 silver pieces
4	3d6 silver pieces
5	4d6 silver pieces
6	A random silver Zesere game token (2 gp)
7	2d6 electrum pieces
8 - 10	2d6 gold pieces
11	A bottle of perfume labeled "Embrace" (10 gp)
12	A turquoise gemstone (10 gp)
13	3d6 gold pieces
14	4d6 gold pieces
15	An embroidered silk handkerchief (15 gp)
16	An small, silver hourglass (20 gp)
17	A steel box with powdered makeup inside (20 gp)
18	A gold locket with a painted portrait inside (25 gp)
19	An electrum charm with intricate engraving (25 gp)
20	1d6 platinum pieces

Residential Item of Value

d20	Residential Item of Value
1	A tin box containing a pound of cloves (5 gp)
2	A dresser filled with 2d4 + 1 sets of fine clothes (15 gp each)
3	A bookshelf filled with 3d20 books of various topics (25 gp each)
4	An electrum pomander filled with orange slices and cloves (35 gp)
5	A gold-trimmed Zesere board with silver tokens (50 gp)
6	A silver chandelier (50 gp)
7	A blank canvas on an easel accompanied by a set of brushes and paints (60 gp)
8	A mahogany lamp with silver plates, studded with tiny malachite gemstones (70 gp)
9	A cask of alcoholic cider labelled "The Mill's Ghost" (85 gp)
10	A set of real silver cutlery (85 gp)
11	A gilded ship's wheel, mounted and under glass (100 gp)
12	A set of 2d4 black, bone dice with silver and gold pips (20 gp each)
13	A beautiful painting in wooden frame with gold inlay (100 gp)
14	A longsword with electrum filigree on display (100 gp)
15	An ornate silver dish filled with fresh figs and pears (100 gp)
16	A gothic marriage chest with flamboyant tracery and painted scenes (100 gp)
17	A wood and cloth mask with a jade set in the forehead (125 gp)
18	An ivory pen box with copper mounts and studded with jasper gemstones (125 gp)
19	A reinforced steel, locked chest containing 150 gp
20	A music box etched with gold leaf (175 gp)

Random Loot: Very Wealthy Citizen

Visible Possession of Value

d20	Visible Possession of Value
1	A silk hat with silver embroidery and gold trim (75 gp)
2	An exquisite shirt with lace frill and gold trim (100 gp)
3	A pair of fine silk gloves with gold decoration (100 gp)
4	A decorative gold chain set with opals (100 gp)
5	An elaborate gold ring set with obsidian gemstones (150 gp)
6	A silk jacket with gold buttons and stitched design (150 gp)
7	A magnificent pair of snakeskin boots with silver trim (150 gp)
8	A beautiful leather bag with platinum buttons (175 gp)
9	A silk, draping shoulder piece sewn with a diamond-set badge (200 gp)
10	A glass monocle with a gemmed, platinum frame and chain (200 gp)
11	A platinum choker with an embossed motif (200 gp)
12	Gold bracers studded with small rubies (250 gp)
13	A platinum badge of office or heraldic crest (250 gp)
14	A master-smithed longsword with embossed platinum trim (250 gp)
15	A black, wooden scepter set with amethysts (250 gp)
16	A thick, gold collar studded with fire opals (285 gp)
17	A gold bangle set with sapphires and emeralds (300 gp)
18	A breastplate (400 gp)
19	A magnificent cloth-of-gold cloak with ruby clasps (450 gp)
20	A spyglass (1,000 gp)

Pocket or Purse Contents

d20	Pocket or Purse Contents
1	Nothing
2	An iron key
3	2d6 silver pieces
4	3d6 silver pieces
5	4d6 silver pieces
6	2d6 electrum pieces
7	2d6 gold pieces
8	A random ivory, gemmed Zesere game token (10 gp)
9	3d6 gold pieces
10	4d6 gold pieces
11	5d6 gold pieces
12	A steel whistle with cap on a chain (20 gp)
13	1d6 platinum pieces
14	An exquisite pocket flask filled with aged wine (35 gp)
15	A folded cloth-of-gold handkerchief (35 gp)
16	A pouch filled with 1d6 + 1 gemstones (10 gp each)
17	A star rose quartz gemstone (50 gp)
18	A small silver statuette in the shape of a griffon (50 gp)
19	A gem-studded insignia of a family crest (50 gp)
20	2d6 platinum pieces

Residential Item of Value

d20	Residential Item of Value
1	A dresser filled with 3d4 + 1 sets of fine clothes (15 gp each)
2	A glass container filled with a half-pound of saffron (20 gp)
3	A small flower made of colored crystal (100 gp)
4	A bronze candelabra with ornate silver base (150 gp)
5	A beautiful glass bottle with jade stopper (150 gp)
6	An ivory decanter with an intricate design engraved (200 gp)
7	An exquisite set of steel plates, cups, and cutlery secured in an ivory box (200 gp)
8	A red-jasper ewer with gold trim and amethysts (200 gp)
9	A platinum-trimmed Zesere board with ivory, gemmed tokens (250 gp)
10	A marble statue with bronzed pedestal (250 gp)
11	A small harp studded with blue quartz gems (250 gp)
12	A box of turquoise animal figurines (250 gp)
13	A well-made, hanging tapestry with an elaborate motif (250 gp)
14	A gold aquamanile in the form of a dragon with rubies for eyes (250 gp)
15	A masterwork painting in a gold frame (300 gp)
16	A gilt-silver table fountain shaped like a sea-monster (300 gp)
17	A platinum urn studded with rubies containing ashes (300 gp)
18	A reinforced steel, locked chest containing 500 gp
19	An extravagant greatsword with gilded sheath on display (600 gp)
20	An ornamental set of half-plate armor on a display stand (800 gp)

New Urban Chase Complications

d20	Complication
1 - 10	No complication
11	Your path leads to a small wall, fence, or barrier in the city. Make a DC 15 Strength (Athletics) check to climb the barrier while keeping your pace. If you fail the check the barrier counts as 10 feet of difficult terrain. If you fail the check by 10 or more, you fall prone on the other side of the barrier.
12	Your path takes you to an unrecognizable part of the city. Make a DC 10 Wisdom saving throw. On a failed save, you spend a moment getting your bearings, counting as 10 feet of difficult terrain.
13	A piece of debris temporarily flies in your face, such as linens dropped from an overhead clothes line or litter in the street whipped up by the wind. Make a DC 10 Charisma saving throw to keep your cool and remove the debris without it causing you to slow your pace. On a failed save, the debris counts as 10 feet of difficult terrain.
14	A street performer sees you and directs the attention of his or her crowd at you. Make a DC 15 Charisma (Deception), (Performance), or (Persuasion) check to quickly divert their attention. If you fail the check and you are the chase's quarry, you cannot make a check to hide or end the chase this round. If you fail the check and you are a pursuer, you count the crowd as 5 feet of difficult terrain as you push past interested individuals.
15	You're forced to jump to keep on your path, possibly over a split in the road or between rooftops. Make a DC 10 Strength (Athletics) check. On a failed check, you fall prone and take 1d6 bludgeoning damage.
16	A cart containing many small items blocks your path, such as a cart filled with apples, clay bottles, or small wares. Make a DC 10 Dexterity (Acrobatics) check to clear the obstacle. On a failed check, the cart counts as 10 feet of difficult terrain, and its contents spill onto the city street. The next chase participant automatically suffers a complication as it passes through the debris. It makes a DC 10 Dexterity (Acrobatics) check to pass through the debris unimpeded, counting the spill as 10 feet of difficult terrain on a failed check.
17	City officials lighting street braziers block your path. Make a DC 10 Dexterity (Acrobatics) check to avoid them. On a failed check, you collide with a brazier which shakes hot embers on you causing 2d4 fire damage.
18	A nauseating smell permeates the area you've run into, such as the stink rising from a sewer grate, or a cloud of sulfur near an alchemist's shop. Make a DC 10 Constitution saving throw. On a failed save you count the area as 10 feet of difficult terrain, and you are poisoned until the end of your next turn.
19	An authoritative figure, such as an ambassador, a high-ranking member of the Gilded Ring, or a Proconsul serving the king intersects your route. Make a DC 15 Charisma (Deception) or (Persuasion) check (your choice) to pass by without rousing suspicion. On a failed check, the figure sends a guard chasing after you.
20	Your route forks off into several different directions, and you must quickly assess which one is the most efficient. Make a DC 10 Wisdom (Perception) or (Insight) (your choice) to figure out which is best. On a failed check you treat the path as 10 feet of difficult terrain and you automatically suffer a chase complication during your next turn.

Random Street Encounters

d100	Encounter
01 - 03	A beggar asking for food or money
04 - 05	A brawl that's spilled out into the street
06 - 09	A crowd of people hovering over a game of Zesere
10 - 12	A discarded straw doll
13 - 14	A duo of hedge wizards in the midst of an experiment
15 - 18	A family heading for a picnic
19 - 20	A fat halfling in a red coat screaming "I'm late!"
21 - 23	A gang of bandits entering Kintalla incognito
24 - 25	A giant constrictor snake that swam in through the river
26 - 27	A Gilded Ring member berating a commoner
28 - 30	A group of actors putting on a performance
31 - 32	A group of bakers carrying a ridiculous cake
33 - 35	A group of children chasing after a cat
36 - 38	A group of city keepers decorating for an event
39 - 41	A group of gravediggers with a tip about an adventure site
42 - 43	A group of shady characters negotiating a deal
44 - 46	A group of slum thugs
47 - 48	A large, sealed crate shaking with something inside it
49 - 51	A member of the Order looking for spell components
52 - 54	A mercenary looking for a job
55 - 58	A minstrel singing a song about the city
59 - 61	A nest of giant rats
62 - 65	A new traveler to town looking to secure lodgings
66 - 68	A notable NPC
69 - 78	A random street vendor
79 - 80	A ruined section of the street
81 - 82	A swarm of spiders spilling out from a building wall
83 - 84	A team of carpenters surveying a site location
85 - 87	A unit of guards chasing someone through the street
88 - 89	A wererat in human form trying to break into a butcher's shop
90 - 91	A worried man/woman looking for a missing child
92 - 94	An abandoned horse-drawn carriage
95 - 97	An acolyte handing out religious pamphlets
98 - 00	An aristocrat quarreling with a portrait artist

Random Street Vendor's Wares

d20	Ware
1	Fish, clams, and other seafood
2	Cooked chicken or pheasant
3	Baked bread and pastries
4	Leather bags, belts, and pouches
5	Wooden children's toys
6	Cheap jewelry
7	Colorful "magic" charms claimed to do everything from cure the sniffles to bring good luck
8	Boots, shoes, and woolen socks
9	Scarves and handkerchiefs in different patterns and sewn from different materials
10	Books, both authored and blank, as well as an assortment of parchment, ink, and quills
11	Knives, plates, and cutlery
12	Hot tea and cider with local-grown fruit chunks in it
13	Colorful candles of different sizes
14	Cups and canteens made of everything from clay to copper
15	Small burlap pouches of nuts and berries
16	Hand-drawn maps of the city or nearby areas
17	Small baubles each containing a handwritten "fortune" inside
18	An assortment of tools
19	Blankets and shawls woven from different cloth
20	Marbles and decorative glass beads

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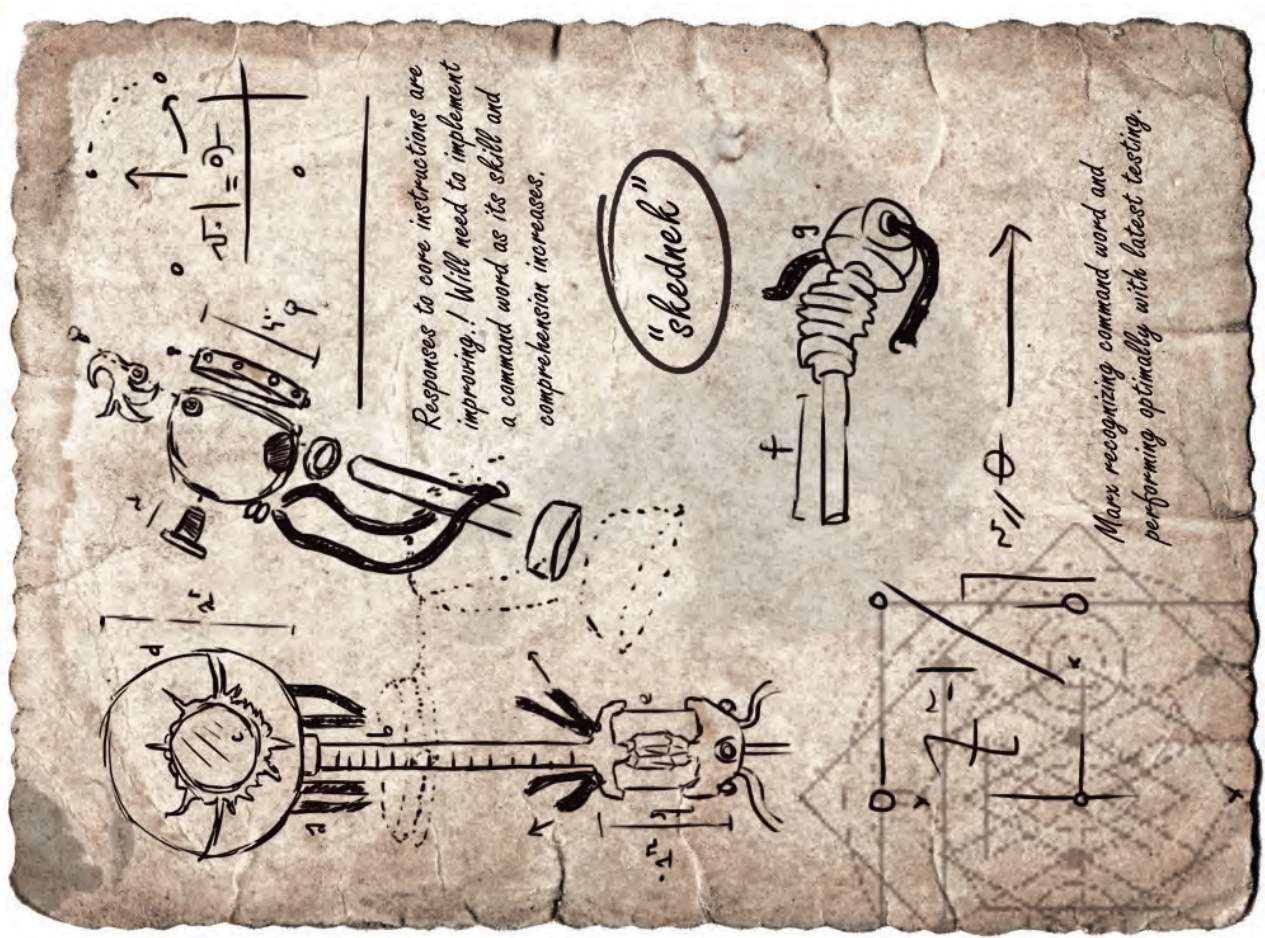
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Handout A: Big Kelvin's Map of the Sewers

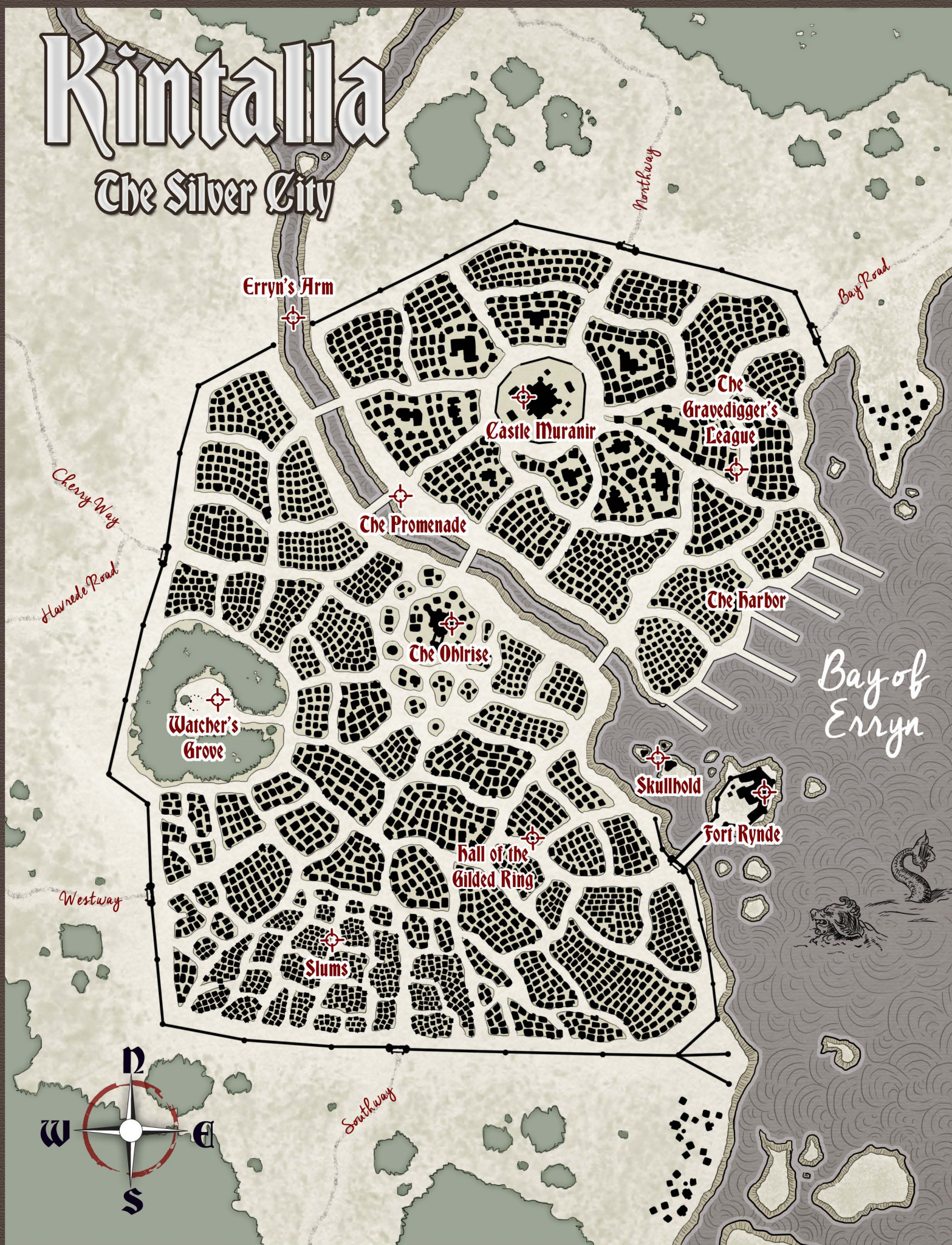


Handout B: Eva's Journal Page



Kintalla

The Silver City





WE ARE THE COGS WHICH MAKE THE GREAT WHEEL SPIN.
WE HOLD THE STRINGS TIED TO THE MARIONETTE.
WHERE PACTS ARE DRAWN, WE ARE THE INK UPON THE PARCHMENT.
WHERE SHIPS SET SAIL, WE ARE THE WIND UPON THEIR MASTS.
WHERE KINGS ARE MADE, OURS ARE THE HANDS HOLDING THE CROWN.
WE SEEK NO GLORY.
WE HOLD NO OATHS.
WE TAKE WHAT IS OURS.
WE ARE THE BLACK AT THE EDGE OF THE DARKNESS.
WE ARE THE SILENCE AT THE BOTTOM OF THE ABYSS.
WE ARE THE GHOSTS WHO TREAD THE STREETS UNSEEN.
THOSE WHO CALL OUR NAMES SHALL FIND ONLY SHADOWS IN RESPONSE.
WE ARE EBONCLAD.
WE WEAR THE NIGHT.

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ON DEMAND