



ENsider Presents:

The ZEITGEIST Adventure Path Player's Guide Part 2

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OUR HUMBLE AND SPECIAL THANKS TO to the hundreds of gamers who backed the original release of Zeitgeist on Kickstarter, and to the over one thousand generous patrons of EN World ENSider whose support has made this Fifth Edition update possible.

Equipment

THE NEW TECHNOLOGICAL REVOLUTION HAS produced new weapons, and some items are unique to the ZEITGEIST adventure path. More importantly to society at large, today is a civilized time, and fashion is important to showing one's class.

CIVILIZED GEAR

Item	Price	Weight
Fey pepper, week's supply	10 gp	—
Gentleman's outfit	30 gp	6 lb.
Goggles	5 gp	1 lb.
Lady's outfit	30 gp	12 lb.
Leaf of Nicodemus, week's supply	1 gp	—
Pocket watch	25 gp	—
Surgeon's kit	50 gp	2 lb.
bone saw, debriding curette, ether, forceps, morphium, probes, retractors, scalpels, scissors, sutures, syringe		

Fey Pepper. This rare plant only grows near paths to the Dreaming, and since the fall of the Elfaivar Empire five hundred years ago it has been a black market item in most of Lanjyr. When chewed or smoked, the pepper makes the user giddy and upbeat. With a sufficient dosage, the user begins to hallucinate, though many claim these visions are actually glimpses into the Dreaming.

Gentleman's Outfit. This fine outfit includes coat, vest, cane, top hat, and more. Gentlemen do not wear goggles.

Goggles. Designed for working in factories or laboratories with searing chemicals or embers, these goggles are atrocious for peripheral vision. While wearing them, you gain advantage on saving throws to resist effects that would blind you, but have disadvantage on Wisdom (Perception) checks.

Lady's Outfit. This ornate dress has an excess of weight composed of frills, whalebone corseting, multiple layers of fabric, and possibly a small hat with a lace veil. Still no goggles. Definitely no cogs either.

Leaf of Nicodemus. Monks cultivate this herb, which grows best on the islands of the Yerasol Archipelago. When crumbled, rolled, and smoked as a cigarette, the monk's leaf soothes nerves and sharpens perception slightly. It can be addictive if used extensively, but has no social stigma, unlike fey pepper.

Pocket Watch. In addition to telling time, a pocket watch deters the attention of minor fey. Watches will occasionally stop, skip, or run backward in the presence of powerful fey creatures.

Surgeon's Kit. Whenever you treat an injured ally during a short or long rest, you may make a DC 10 Wisdom (Medicine) check. If you succeed, the first hit die that ally spends restores an additional 5 hit points. If you fail by 5 or more, that first hit die is wasted and restores no hit points. At the GM's discretion, this item might also aid the treatment of long-term afflictions.

Explosive Alchemicals

Early firearms used smoky gunpowder as propellant for its ammunition, but recent alchemical advances have produced firedust. This powdered variant of alchemist's fire produces practically no smoke when used in firearms, has a lower risk of fouling or corroding the weapon's internals, and is hydrophobic, allowing it to burn even after immersion in water.

Many other firearm accelerants exist, including magmite (a granular black substance rendered in alchemical furnaces) and phlogistite (translucent red vapor slime that floats in globules if exposed to open air), but firedust is by far the most widely used. Steam engines use a variant, firegems, which burn slower but longer.

While it is the source of a firearm's deadly power, firedust is relatively harmless as a weapon in its own right, since it burns too fast to cause serious wounds like traditional alchemist fire. If someone ignites a cask full of firedust, though, the resulting explosion could seriously hurt those nearby. The dwarves of Drakr field grenadiers who use hand-held explosives, but constables and even criminals find little use for such indiscriminate destruction in an urban environment.

Example Explosion.

A twenty pound cask of firedust, roughly a foot across, explodes in a 10-foot radius. Creatures caught in the radius make a DC 12 Dexterity saving throw, taking 7d6 fire damage on a failure or half as much damage on a success. A one-ton pallet explodes in a 30-foot radius (again dealing 7d6 fire damage and requiring a DC 12 Dexterity save for half), but those within 10 feet of the explosion instead take an additional 7d6 bludgeoning damage from the expanding gases and flying debris. Any attack that deals at least 5 fire damage to a space containing the cask or pallet is sufficient to cause an explosion, though simply shooting firedust with a bullet won't cause it to explode.

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Firearms

Firearms use explosive alchemicals to fire metal ammunition. Risur produces pistols, carbines, shotguns, and muskets from a variety of factories in Flint and elsewhere. Drakr possesses somewhat superior firearm technology, and it is possible to import (or custom-make) grenades and rifled versions of normal firearms. Additional innovations such as metal cartridge ammunition are known to exist, but they are the domain of specialized gunsmiths, and as yet cannot be mass-produced.

Compatibility with the Core Rules.

For the specific period of firearm development of ZEITGEIST, firearms use rules similar—but not identical—to those presented in EN5IDER's "Keep Your Powder Dry" series.* These firearms are prone to occasional misfiring, and few people use them as a primary weapon. You can adjust the level of weapons technology in your ZEITGEIST campaign by using firearms rules from the different eras showcased in the "Keep Your Powder Dry" series.

For the sake of weapon proficiencies, grenades are considered simple weapons. Any character proficient with a hand crossbow is proficient with a pistol. Likewise, a light crossbow is equivalent to a carbine and shotgun, and a heavy crossbow is equivalent to a musket. Effects such as feats that specifically apply to crossbows also apply to firearms. (Note that every class except druids is proficient at least with light crossbows, so everyone but druids are able to use carbines and shotguns.)

Muzzle-Loading Firearms.

Reloading involves drawing and tearing open a paper cartridge, which contains firedust and a bullet. The gunman pours firedust down the barrel, then packs in the bullet with a ramrod. The gunman aims and pulls a trigger, which releases the firing hammer.

The hammer strikes a firegem set at the back of the barrel, which acts as a percussion cap, producing a spark inside the barrel. A typical firegem percussion cap must be replaced every few dozen shots or else there is a risk the gem will crack and misfire, but the cost is negligible.

Muzzle-loading firearms are very different from crossbows, and they have a longer loading times to boot. The intention is that a firearm is a great weapon to open up an engagement with, such as by shooting and then moving into melee, but in the heat of battle you might not always have time to reload it. Even gunsmiths, who tend to carry a pair of pistols, can't normally fire two guns and reload them in the same round.

If the GM wishes to make firearms less cumbersome, consider replacing the Muzzle-Loading property with the Loading property found in the core rules.

Weapon Descriptions.

The following items are or might become available to PCs in the ZEITGEIST Adventure Path. Check with your GM for availability.

Pistol. A muzzle-loaded one-handed firearm with a firegem percussion cap. They fire lead ball ammunition.

Carbine. Like a pistol, but with a stock and barrel, with a total length of three to four feet.

Grenade. This heavy metal hand-thrown explosive resembles a somewhat rounded dodecahedron. Small firegem percussion caps at its vertices ignite the firedust inside when they are struck with sufficient force, which sends shards of metal in all directions. Sometimes these caps do not ignite at first impact, so grenades hold the risk of bouncing and exploding somewhere other than their intended target.

When you throw a grenade, choose a creature or an unoccupied 5-foot space. (If the creature occupies a space greater than 5 feet,

COMMON FIREARMS

These weapons can be easily acquired in Risur.

Weapon	Cost	Damage	Weight	Properties
Pistol	75 gp	1d10 piercing	3 lb.	Ammunition (range 20/60), loud, misfire, muzzle-loading
Carbine	75 gp	1d12 piercing	5 lb.	Ammunition (range 50/150), loud, misfire, muzzle-loading, two-handed
Musket	90 gp	2d8 piercing	10 lb.	Ammunition (range 60/180), loud, misfire, muzzle-loading, two-handed
Shotgun	75 gp	1d10 piercing (see "Scatter")	6 lb.	Ammunition (range 30/90), loud, misfire, muzzle-loading, two-handed, scatter

ADVANCED FIREARMS

These weapons must either be hand-crafted by gunsmiths, or imported from Drakr. Increase the Favor level to requisition one by 1 step. (See "Requisitioning Equipment.") Gunsmiths can craft these items. (See "Gunsmith.")

Weapon	Cost	Damage	Weight	Properties
Grenade	50 gp	special (see "Grenade")	1 lb.	Thrown (range 20/60)
Target Pistol	300 gp	1d10 piercing	3 lb.	Ammunition (range 40/160), loud, muzzle-loading, rifled
Rifled Carbine	300 gp	1d12 piercing	5 lb.	Ammunition (range 80/320), loud, misfire, muzzle-loading, two-handed, rifled
Rifled Musket	315 gp	2d8 piercing	3 lb.	Ammunition (range 100/400), loud, misfire, muzzle-loading, two-handed, rifled

AMMUNITION AND EXPLOSIVES

Item	Cost	Weight
Ammunition, bullets and firedust (20 shots)	1 gp	2 lb.
Firedust, cask	20 gp	20 lb.

* Walt Ciechanowski, "Keep Your Powder Dry! Part 2: Early Modern Firearms," EN WORLD EN5IDER, <https://www.patreon.com/posts/keep-your-power-7985372>



choose one of the squares it occupies.) Make ranged weapon attack against AC 10. If the attack misses, the grenade veers off course, missing by 5 feet in a random direction, or 10 feet if the target area was at long range. Each creature in a 5-foot radius of where the grenade lands must make a DC 12 Dexterity saving throw, taking 3d6 damage on a failure. Half of this damage is bludgeoning, and half piercing.

If you targeted a creature and the attack roll is a critical hit, the grenade directly strikes that creature (or the creature of your choice, if there are multiple). The creature takes 6d6 damage split between bludgeoning and piercing and cannot attempt a saving throw for half damage. Other creatures in the area make saving throws and take damage as normal.

Musket. The extended barrel of this firearm, bringing it to a total length of over five and a half feet, is an attempt to grant long range accuracy.

Rifled Carbine. Effectively just a carbine which has had the last few inches of the barrel rifled. These weapons use different ammunition - the Latimer bullet, which is more conical. The bullet's hollow flared tail that expands from the force of the ignited fire-gems, forcing the edges of the bullet against the spiral grooves of the inside of the barrel, imparting a spin that stabilizes the bullet and enhances accuracy at range.

Rifled Musket. Effectively just a musket with a rifled barrel.

Shotgun. This smoothbore weapon fires pellets that spread out, striking a roughly 5-foot radius at a range of 90 feet. It is not particularly effective at distance, but can be devastating point-blank.

Target Pistol. Effectively just a pistol with a rifled barrel.

New Weapon Traits.

The weapons listed above may have one or more of the following traits.

Loud. Firearms are noisy and expel a lot of powder when fired. After you make an attack with a firearm, you have disadvantage on Dexterity (Stealth) checks to remain hidden or move silently until the end of your next turn and other creatures have advantage on Wisdom (Perception) checks to discern your location.

Misfire. Occasionally a firearm fails to fire due to fouling or the round getting stuck. If the d20 roll is a 1 when making a ranged attack, then in addition to missing the target the firearm is considered to have misfired. You must clear the barrel using a gun kit as an action before it may be fired again (note that the cleared ammunition may be used again). If the d20 roll is a 1 and you had disadvantage on the roll, then you have cracked the barrel and the firearm is useless until repaired (requiring a day of work with a gun kit or a use of mending).

Magical guns never misfire or break from regular use.

Muzzle-Loading. Because of the extreme time required to reload this weapon, you must spend an action or bonus action to reload before you can shoot again.

Rifled. Rifling extends the range a firearm can accurately hit a target. You can spend an action to aim down the weapon's sight, and choose a creature you can see. Until you stop aiming, quadruple the weapon's short and long ranges for the purpose of attacking that target.

Each turn thereafter you can spend an action or bonus action to continue aiming at the same target or switch to another target you

can see. If you move or take damage, your aim is ruined and must start over again. Adding rifling to a weapon adds 50 gp to its cost.

Scatter. If you have advantage on an attack roll with a shotgun and both rolls hit the target, the weapon deals an additional 1d10 damage. If you have disadvantage, and one attack roll would have hit but the other misses, it still deals 1d4 damage.

Combination Weapons and Bayonets.

Some firearms integrate a bladed weapon into their designs, such as a dagger with a pistol that fires along the crosspiece, or a carbine that fires down the length of a longsword. Such weapons are almost always custom-built. Other firearms have attachments that let the wielder affix a melee weapon to a gun barrel. Typically this is to attach a bayonet to a carbine or musket, allowing the weapon to be used as a spear.

Mechanically, these hybrid weapons function as two distinct weapons, and each would need to be enchanted separately. Their main benefit is to allow a wielder to switch between ranged and melee attacks without having to draw a new weapon.

The GM should use common sense to determine whether a combination is feasible. You might be fine with a rogue using a pistol with a bayonet as if it were a rapier in melee. Likewise, a carbine/axe could theoretically work, but a pistol/spear or flail/musket is ridiculous. (Of course, if ridiculous is your style, then go wild!)

Firearm Enhancements.

Gunsmiths can craft the following items, or they can be requisitioned with a Favor level 2. Alchemical launchers, sniper scopes, and suppressors can be retrofitted onto existing weapons. Ammunition clips and reinforced barrels can only be added when a weapon is crafted, not retrofitted.

Alchemical Launcher. As an action, you can load one grenade or similar item such as alchemist's fire or holy water into this underslung launcher. You can use the item as if it were in your hand. If the item normally requires a ranged attack, it uses your gun's attack bonus and range.

FIREARM ENHANCEMENTS

Item	Price	Weight
Alchemical launcher	1,000 gp	5 lb.
Ammunition clip	1,000 gp	1 lb.
Reinforced barrel	500 gp	1 lb.
Sniper scope	1,000 gp	2 lb.
Suppressor	500 gp	1 lb.

Ammunition Clip. For a pistol, an ammunition clip is revolver cylinder that lets you fire six shots before you need to reload. For a carbine, musket, or shotgun, an ammunition clip is a stripper clip that instead holds five rounds. Replacing a clip requires an action or bonus action.

Reinforced Barrel. You've modified your barrel to fire heavier rounds, such as cover-piercing ammunition. If your GM uses the alternate rules of attacks hitting cover, if you hit cover you deal half the weapon's damage to its target, unless the attack fails to damage the cover.

You can also attack a creature with total cover; you take a -5 penalty to your attack roll (in addition to disadvantage since you likely cannot see the target), and if you hit you deal half damage.

These rounds usually only work through less than a foot of wood or dirt, a few inches of stone, or a half-inch of metal.

Cover-piercing ammunition costs twice as much as normal ammunition.

Sniper Scope. This enhancement is only effective on rifled weapons. You can aim down this finely-tuned telescopic sight without needing to spend an action. However, you are considered blind except against creatures in a direct line from you to your target. The blindness lasts until your next turn.

Suppressor. Your shots are relatively quiet, and firearms with a suppressor lose the Loud trait. If you are hidden when you attack, you remain hidden from creatures more than 50 feet from you. A creature struck does, however, know the direction the shot came from.



Ships of the RHC

THE RISURI NAVY, ARMED WITH ENCHANTED cannons and guided by skyseers who can control the winds, are arguably the greatest seafaring military in the world. Though Risur is slowly integrating steam engines into its fleet, most of its vessels are still powered by sail.

Not every threat to Risur happens in the streets of Flint. The Flint branch has five vessels at its disposal, since sometimes the constabulary needs to deal with threats at sea or simply pursue investigations in other cities or countries. Usually, though, these ships stay docked, with only maintenance crews aboard.

Requisitioning a Risuri vessel requires the characters to ask for a favor, and can only be done by characters with a certain level of Prestige (see “Prestige,” below).

***Audacious*, Excise Cutter.**

This traditional fore-and-aft rig of a 30-foot long cutter has a single mast supporting a mainsail and two or more headsails attached to a bowsprit, plus an optional topsail for extra speed. Excise cutters often serve as harbor patrol and law enforcement. Units of constables have used this beloved ship for decades, and this affection manifests by granting all the crew a +1 bonus to saving throws while within sight of the ship if the vessel is undamaged.

Requesting the *Audacious* is a Rank 1 favor using Risur prestige, modified by the time the ship will be needed. It has no standing crew of its own, so constables must pilot it themselves.

***Inevitable*, Steam Cutter.**

Designed to fill the role of sailing excise cutters, steam cutters can more easily travel against the wind, but are louder and must rely on fuel, which somewhat limits their long-distance uses. Inevitable has only been in use by the RHC for five years, and its first crew died in a boiler explosion. The ship was salvaged and repaired, and now some unearthly force daunts those who would threaten the vessel. Hostile creatures stepping aboard treat the first square they enter as difficult terrain.

Requesting the *Inevitable* is a Rank 1 favor using Risur prestige, modified by the time the ship will be needed. It has no standing crew of its own, so constables must pilot it themselves.



***Roscommon*, Fey-Pact Schooner.**

The 90-foot *Roscommon* mounts a three-masted square-topsail rig. Laid down in 417 A.O.V., when it was nearing completion its designer had a druid deliver a replica to a fey circle near the logging town of Roscommon. The model ship delighted the local fey queen Medb, and the next morning when the designer returned to work, the ship's figurehead had been replaced by a beautiful faerie woman carved from living wood. The rigging is somewhat petulant, but the vessel can teleport short distances, as the spell misty step once per day, an incredible power in ship-to-ship combat.

Requesting *Roscommon* and its crew of sixteen is a Rank 3 favor using Risur prestige, modified by the time the ship will be needed.

***Khalundurrin*, Bold Dwarven Steamship.**

Risuri forces captured the *Khalundurrin* from the Drakran navy when the ship strayed too close to an ongoing naval battle during the Fourth Yerasol War. Its captain claimed that he tried to avoid the fight, but his ship had changed course when he wasn't looking, like it wanted to get into combat. Arcanists who examined the ship postulate that some manner of spirit might inhabit its steam engine. Crew who serve on it sleep easily and speak of dreams filled with bold imagery like something out of a dwarven opera.

Requesting *Khalundurrin* and its crew of eight is a Rank 3 favor using Risur prestige, modified by the time the ship will be needed.

***Impossible*, Extreme Clipper.**

The 250-foot *Impossible* is built wholly for speed, and is primarily used for missions of immense urgency. Due to the ship's great expense, it is usually only deployed by the order of Lady Chief Inspectress Margaret Saxby or one of her superiors. Its captain, Rutger Smith, has never seen combat. He sees himself as a philosopher, not a warrior, and while his crew have great morale, they are the target of light mockery from other crews in the RHC and the navy.

Requesting the *Impossible* and its crew of sixty-four is a Rank 4 favor using Risur prestige, modified by the time the ship will be needed.

Prestige

MOST FANTASY ADVENTURERS ARE “FREE agents” with no boss but themselves, usually out on the edge of civilization with few allies they can call on in a pinch. In ZEITGEIST, though, you and your fellow PCs may want to call in favors from the RHC, the local police, or other power groups. The Prestige mechanic provides a quick guideline of how much clout the party has, whether they’re calling in a mage to perform a ritual too high-level for them, or trying to get their hands on a rare battle wand before assaulting a criminal stronghold.

In ZEITGEIST, the GM will need to track the party’s Prestige with five groups:

- ♦ **Flint.** The citizens of the city of Flint.
- ♦ **Risur.** The RHC, the police, and the greater Risuri government and military.
- ♦ **The Unseen Court.** The lords of the fey who rule in the Dreaming
- ♦ **Criminal.** A criminal group, the identity of which is secret at the start of the campaign.
- ♦ **Philosophical.** An ideological group, the identity of which is secret at the start of the campaign.

As with any rules for social interaction, these are just guidelines, and the GM judgment is appropriate when adjudicating them.

Using Prestige.

In addition to acting as a handy track of your notoriety, your Prestige lets you call in favors, usually to acquire special gear or to get help from allies. The higher your Prestige, the easier and faster you can get what you want.

Use the following guidelines to determine the Favor level of what you want. Then compare that rating to your Prestige to see how fast you can get what you want. You can make a Charisma (Persuasion) check (DC 8 + 2 per level of the favor) to increase the speed of your favor one step, from a week to a day for instance.

Calling in a favor represents the party expending its resources and good will to find people who are both able and willing to help, so there are limits to how often the party can take advantage of the Prestige system.

Prestige Rating

The Prestige rating represents how prominent the party is, either as an ally or enemy. If the party thwarts several criminal plots but anger Flint politicians in the process, the criminals might view them as a significant threat (Prestige 3), even though they’re pariahs to the Risuri establishment (Prestige 0).

Your level of Prestige influences how easy it is for you to call in favors from your allies, and how much effort your enemies will put into defeating you.

- ♦ **Rating 0:** Viewed with disdain, as buffoons or pariahs. The group will not take the party seriously.
- ♦ **Rating 1:** The party is relatively unknown to the group.
- ♦ **Rating 2:** The party has done a few noteworthy things, but most in the group don’t know them or assume they won’t do anything else interesting.
- ♦ **Rating 3:** The party has distinguished itself, and most members of the group know about their actions and talents.
- ♦ **Rating 4:** The group pays close attention to the party, either viewing them as a powerful ally or a dangerous enemy.
- ♦ **Rating 5:** The party is one of the top priorities of the group. A lot of resources are devoted to either helping them out or taking them down.
- ♦ **Rating 6:** The party has the ear of the leader of the group (or actually is in charge), or they’re viewed as the face of the enemy.

FAVOR WAIT TIMES.

If the Favor level is...	Then your favor gets fulfilled in...
Less Than your Prestige	As little time as humanly possible.
Equal to your Prestige	A few hours.
Your Prestige +1	A day.
Your Prestige +2	A week.
Your Prestige +3	A month.
Your Prestige +4	Never.

The party as a whole can call in one favor per day from a given allied group. For example, a party with Risur Prestige 2 might call on a soldier for back-up (Favor 1) and get someone to show up in a few minutes. The next day they might call for a 3rd-level druid to cast some healing spells for them (Favor 2), and he’d show up in a few hours. If the next day they wanted a 5th-level wizard capable of casting remove curse (Favor 3), he would arrive the next morning unless the party pulled some strings or yelled a lot (e.g., a successful Persuasion check).

If the party needs to call in more favors, one PC needs to make a Charisma (Persuasion) check (DC 8 + 2 per level of the favor + 2 per each previous favor beyond the limit in the same day). For instance, if on day two the party above also needed a squad of four



police to stake out a wharf for a night (Rating 3), they would need to make a check (DC 14) to even get the favor, plus also another check (DC 14) to round up the squad in time for that evening.

If they failed the first check they'd have to wait until the next day to call in that favor. If they failed the second check, the squad might be willing, but wouldn't be able to get their schedules together until the next day.

All the above favors would be based on the party's Prestige with Risur, and wouldn't count against the limit if the party wanted to call on favors from the people of Flint. If they wanted some street urchins to tail a suspect for a week (Level 3), and needed a group of technologists to spend a few hours testing the air in various districts for traces of a particular chemical (Level 4), it wouldn't make the police any less likely to help the party out.

The Favor Ratings below are just guidelines. The GM can impose modifiers at their discretion, or state that certain favors are impossible. For instance, if you call in back-up to a crime scene, and all the officers are killed because you screw up, the police force will be less inclined to send you back-up next time. If you just saved the police chief's life and need a dozen men to track down the assassin, you'll have an easier time of that.

Time and Money.

As a default, favors can get people to help you for up to half an hour. If you want someone to help you for a few hours, increase the level by 1. If the favor requires working for a day or more, increase the level by 2; and if a week or more, by 3. Particularly with large groups, you'll usually need to factor at least a 1-level increase to give the group time to gather and travel to wherever the party needs them. Even the king needs a few weeks to march an army to war.

Inconsequential Requests.

The party can request any number of favors that are of a level less than their Prestige without counting toward their daily limit. For

example, a party with Unseen Court Prestige 2 is respected enough by the fey that they could easily have sprites delivering messages around the city, as long as it doesn't put any of the fey into danger. Likewise, PCs with Risur Prestige 2 or more can pretty much always get a local police officer to provide backup or go look into something for them.

Flint Favors.

Here are some sample favors, provided by Flint's citizens.

- ♦ **Level 0.** Urchins to watch a street for you. A secretary to look through documents or handle your paperwork. A carriage-driver to provide you discreet passage around a district.
- ♦ **Level 1.** A ferry-man to give you discreet passage around the city. A craftsman to make a custom non-magic item for you (the PCs pay the normal price). A minor bureaucrat to bend the rules for your sake. A journalist to run a story.
- ♦ **Level 2.** A docker to create a distraction that will probably get them beaten up or arrested. A journalist to run a false story that could have serious consequences. A major public figure agreeing to talk with you for a few minutes.
- ♦ **Level 3.** A gang of thugs to commit some violent crimes for you. A small group of concerned citizens to rally and protest somewhere. A journalist to print an exposé on a powerful political figure.
- ♦ **Level 4.** A large crowd of protesters to block off a whole building or street. A class of university students to come out and use their skills for the common people. A ship captain to smuggle in something for you.
- ♦ **Level 5.** A politician to take a stand for something that might cost them their office. A city-wide search for a missing person. A local celebrity to put on a private show.
- ♦ **Level 6.** A city-wide protest. A call for all citizens to take arms against a threat.

Risur Favors.

And here are some examples of help provided by the RHC, the police, or the military.

- ◆ **Level 1.** An officer to provide back-up or investigate a lead for you. One soldier to fight alongside you (see “Allied Stats,” below).
- ◆ **Level 2.** Four officers or soldiers. A spell cast by a 3rd-level spellcaster (the PCs pay for any expensive spell components).
- ◆ **Level 3.** A squad of twelve officers, or a unit of twelve soldiers. A spell cast by a 5th-level spellcaster.
- ◆ **Level 4.** A precinct-wide alert for all officers to assist. Four 12-soldier units. A spell cast by a 7th-level spellcaster.
- ◆ **Level 5.** A city-wide alert for all officers to assist. A company of one hundred soldiers. A spell cast by a 9th-level spellcaster.
- ◆ **Level 6.** Four companies of soldiers. A spell cast by Principal Minister Harkover Lee, the king’s court wizard.

Unseen Court Favors.

It’s always dangerous to ask for help from the fey. Any favor must be repaid in kind, a bargain which can be magically compelled at any moment.

- ◆ **Level 1.** A tiny fey to deliver an item to a specific house without being seen. A dryad to hide someone on the run from the law.
- ◆ **Level 2.** A pixie to kill a person’s pet and eat everything but its head. A nymph to lure someone off into the Cloudwood.
- ◆ **Level 3.** A hag to provide an uncommon illegal magic item (the PCs pay for the cost). A young treant to sneak into the city and observe a target.
- ◆ **Level 4.** A vekeshi mystic to abduct a factory owner and threaten him.
- ◆ **Level 5.** A fey lord (though not one of the Unseen Court) to meet and provide information.
- ◆ **Level 6.** A member of the Great Hunt to chase down and kill a target in the wilderness.

Tools of the Mission.

In addition to a constable’s salary, which supports a comfortable lifestyle, the RHC provides its agents three types of resources for their missions.

First, the RHC quartermaster might provide constables with technological devices or magic items from the royal coffers. Government technologists need a testbed for their inventions. Meanwhile, the fey of the Unseen Court would often trade enchanted items for favors, with the requirement that those items be used every so often or else returned.

Second, before each mission the constables will be granted a stipend for purchasing mundane weapons and tools, paying off contacts, travel expenses, and the like.

Third, each unit of constables can requisition equipment from the royal magic item vaults, though their Risur Prestige will determine how many items the government is willing to trust them with. These items should be returned when no longer needed (not counting things like potions that are consumed upon use). Losing items means the RHC might not provide any more.

Requisitioning Equipment.

The party’s Risur Prestige determines how many enchanted items the RHC will trust them with. If there’s a few weeks’ downtime between missions, the constables can generally call upon the following sorts of items.

- ◆ **Party Risur Prestige 0.** No magic items granted.
- ◆ **Party Risur Prestige 1.** One Common item per constable.
- ◆ **Party Risur Prestige 2.** Two Common items per constable. Two Uncommon items for the unit.
- ◆ **Party Risur Prestige 3.** Three Common items and one Uncommon per constable. Two Rare items for the unit.
- ◆ **Party Risur Prestige 4.** Four Common items, one Uncommon, and one Rare item per constable. One Very Rare item for the unit.
- ◆ **Party Risur Prestige 5.** Five Common items, one Uncommon, one Rare, and one Very Rare item per constable.
- ◆ **Party Risur Prestige 6.** Six Common and two Uncommon items, one Rare, and one Very Rare item per constable. One Legendary item for the unit.

The GM is encouraged to take a moment for each item to use the creator, details, quirks, and minor properties tables in the core rules to demonstrate that the RHC’s items have a diversity of backgrounds, and that sometimes you won’t get exactly what you want.

If the party wants to request a magic item during an adventure, they need to call in a favor using their Risur Prestige. Use the Favor levels listed below as a guideline to determine how long it would take to receive the item.

- ◆ **Level 3.** Requisition a Common magic item.
- ◆ **Level 4.** Requisition an Uncommon magic item.
- ◆ **Level 5.** Requisition a Rare magic item.
- ◆ **Level 6.** Requisition a Very Rare magic item.
- ◆ **Level 7.** Requisition a Legendary magic item.

Regardless of the relative rarity, the RHC will rarely grant a group of constables more than one item apiece beyond the limits described above.

This abstraction represents what would realistically be a complex system involving paperwork and arranging collateral for whatever government agency previously had the item. If the level of the favor is too high, that might mean the party isn’t trusted enough, or simply that such an item doesn’t exist and would need to be crafted. The GM has discretion to be lax or strict with these guidelines. If a PC declines to get a rare item but wants a dozen *potions of healing*, the RHC will probably be fine with that.

Allied Stats

USE THESE STATS FOR ALLIES THE PARTY CAN request with favors via their Risur Prestige. Individual officers are useful for chasing down leads or keeping an eye on a person of interest, and they can fight in a pinch. Soldiers are really only useful if combat is expected. In large numbers, soldiers can operate as units, making use of combined attacks to threaten creatures much stronger than any individual soldiers. By contrast, though, police officers lack the training necessary for large-scale combat.

Allied Police Officer

Medium humanoid (any race), any alignment

Armor Class 13 (studded leather)

HP 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (–1)	10 (+0)	8 (–1)

Skills Intimidation +1, Perception +2

Senses passive Perception 12

Languages Primordial

Challenge 1/8 (25 XP)

Equipment uniform, badge, billy club, pistol, whistle, hand-cuffs

Traits

Linked Ally Some faint royal magic empowers RHC agents, and protects those who follow their orders. Each allied officer is linked to one PC, and acts on that PC's turn.

When an allied officer is reduced to 0 hit points he stabilizes as long as his linked PC is within 100 feet. Once per day as a bonus action, a PC who is adjacent to an allied officer linked to him can spend a hit die to have that officer heal hit points equal to the die roll.

Flint Native Due to familiarity with Flint's landscape, the allied officer can use his reaction when targeted by a ranged or area attack to move 5 feet or to drop prone, which might grant him cover against the attack.

Actions

Billy Club *Melee Weapon Attack:* +3 to hit; reach 5 ft., one target.

Hit: 4 (1d6 + 1) bludgeoning damage.

Pistol *Ranged Weapon Attack:* +3 to hit; range 20/60; one target. *Hit:* 6 (1d10 + 1) piercing damage. *Special:* The weapon misfires on a natural 1. Reloading requires an action or bonus action.



See “Prestige” (above) for the Favor Ratings of requesting these allies. Generally we recommend the GM divide control of allies among the players.

Allied Soldier

Medium humanoid (any race), any alignment

Armor Class 16 (chainmail)

HP 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (–1)	10 (+0)	8 (–1)

Skills Intimidation +1, Perception +2, Survival +2

Senses passive Perception 12

Languages Primordial

Challenge 1/2 (100 XP)

Equipment chainmail, pack, short sword, carbine, one flask of alchemist fire, leaf of Nicodemus

Traits

Linked Ally Some faint royal magic empowers RHC agents, and protects those who follow their orders. Each allied soldier is linked to one PC, and acts on that PC's turn.

When an allied soldier is reduced to 0 hit points he stabilizes as long as his linked PC is within 100 feet. Once per day as a bonus action, a PC who is adjacent to an allied soldier linked to him can spend a hit die to have that soldier heal hit points equal to the die roll.

Druidic Guidance The allied soldier has advantage on the first saving throw it makes each day.

Actions

Multiattack The allied soldier makes two attacks.

Short Sword *Melee Weapon Attack:* +3 to hit; reach 5 ft., one target.

Hit: 4 (1d6 + 1) piercing damage.

Carbine *Ranged Weapon Attack:* +3 to hit; range 50/150; one target.

Hit: 7 (1d12 + 1) piercing damage. *Special:* The weapon misfires on a natural 1. Reloading requires an action or bonus action, limited how often the soldier can fire.

Alchemist Fire *Ranged Weapon Attack:* +3 to hit; range 20/60; one target.

Hit: Target catches on fire, taking 2 (1d4) fire damage at the start of each turn until it spends an action and succeeds on a DC 10 Dexterity check to extinguish the flames. *Special:* The soldier only has one flask.

**Allied Unit**

Large swarm of Medium humanoids (any race), any alignment

Armor Class 16 (chainmail)

HP 96 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (–1)	10 (+0)	8 (–1)

Skills Perception +7

Senses passive Perception 17

Languages Primordial

Challenge 5 (1,800 XP)

Equipment chainmail, pack, short sword, carbine, one flask of alchemist fire each, leaf of Nicodemus; units may also be equipped with pikes if they expect to battle large creatures

Traits

Large Unit The unit consists of eight soldiers working in tandem, filling the space of a Large creature. The unit needs only fill 4 contiguous spaces, and it can move through any opening an individual soldier could move through.

Attacks that affect an area deal double damage to the unit if they includes 2 spaces of the unit, and triple damage if they include all 4 spaces. Non-damaging effects that target only a single creature (e.g., the poisoned effect of ray of sickness) have no effect on the unit.

Non-damaging effects with an area that only includes part of the unit (e.g., an *entangle* spell) might grant the unit advantage on its save. The GM should use their best judgment when adjudicating such effects.

Damage to the unit wounds individual soldiers and weakens unit cohesion. The unit only makes two attacks with its Multiattack action when reduced to half its hit points or fewer. When reduced to 0 hit points, replace the unit with two Allied Soldiers.

These stats represent the unit in combat for ease of play. Outside of combat it is best to treat the unit as individual soldiers.

Linked Ally Some faint royal magic empowers RHC agents, and protects those who follow their orders. Each allied unit is linked to one PC, and acts on that PC's turn.

When an allied unit is reduced to 0 hit points, the soldiers who made it up stabilize as long as their linked PC is within 100 feet. The two surviving Allied Soldiers link to the same PC.

Druidic Guidance The allied unit has advantage on the first saving throw it makes each day.

Actions

Multiattack The allied unit makes four attacks, or two attacks if it has half its hit points or fewer.

Short Sword Swarm The soldiers coordinate, some knocking aside your guard so others can score wounds. *Melee Weapon Attack:* +7 to hit; reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Carbine Fusillade Half the soldiers fire while the others load and ready the carbines. *Ranged Weapon Attack:* +7 to hit; range 50/150; one target. *Hit:* 15 (2d12 + 2) piercing damage.

Alchemist Fire Volley *Ranged Weapon Attack:* +7 to hit; range 20/60; one target. *Hit:* Target catches on fire, taking 5 (2d4) fire damage at the start of each turn until it spends an action and succeeds on a DC 10 Dexterity check to extinguish the flames. *Special:* The unit can only make this attack four times.

Allied Company

Gargantuan swarm of Medium humanoids (any race), any alignment

Armor Class 16 (chainmail)

HP 384 (72d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	9 (–1)	10 (+0)	8 (–1)

Skills Perception +12

Senses passive Perception 22

Languages Primordial

Challenge 17 (18,000 XP)

Traits

Gargantuan Company The company consists of thirty-two soldiers working in tandem, filling the space of a Gargantuan creature. The company needs only fill 16 contiguous spaces, and it can move through any opening an individual soldier could move through.

Attacks that affect an area deal double damage to the unit if they includes 2 spaces of the unit, triple if 4 spaces, and so on, up to octuple for all 16 spaces.

Non-damaging effects that target only a single creature (e.g., the poisoned effect of ray of sickness) have no effect on the unit. Non-damaging effects with an area that only includes part of the unit (e.g., an *entangle* spell) might grant the unit advantage on its save. The GM should use their best judgment when adjudicating such effects.

Damage to the company wounds individual soldiers and weakens unit cohesion. The company only makes four attacks with its Multiattack action reduced to half its hit points or fewer. When reduced to 0 hit points, replace the company with two Allied Units.

Linked Ally Some faint royal magic empowers RHC agents, and protects those who follow their orders. Each allied company is linked to one PC, and acts on that PC's turn.

When an allied company is reduced to 0 hit points, the soldiers who made it up stabilize as long as their linked PC is within 100 feet. The two surviving Allied Units link to the same PC.

Druidic Guidance The allied company has advantage on the first saving throw it makes each day.

Actions

Multiattack The allied company makes eight attacks, but no more than four can originate from the same "side" of the unit, making it impossible to swarm a single target unless the unit spreads out. When the company has half its hit points or fewer, it instead only makes four attacks.

Short Sword Swarm The mass of flashing metal is overwhelming, impossible to defend against. *Melee Weapon Attack:* +10 to hit; reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Carbine Fusillade The retort of the guns is like thunder. *Ranged Weapon Attack:* +10 to hit; range 50/150; one target. *Hit:* 30 (4d12 + 4) piercing damage.

Alchemist Fire Bombardment The company bombards a 5-ft. radius area with alchemist fire. Each creature in the area must make a DC 19 Dexterity saving throw. On a failed save, the target catches on fire, taking 5 (2d4) fire damage at the start of each turn until it spends an action and succeeds on a DC 10 Dexterity check to extinguish the flames. The area becomes awash with flames for one round, and creatures that end their turn in the area take 5 (2d4) fire damage. *Special:* The company can only make this attack four times. 