

RHC HEADQUARTERS

Located in Central District, the Flint branch of the RHC has one primary headquarters building, plus three satellite buildings containing libraries, laboratories, and more supplies and offices. The main headquarters has two floors, plus a basement for captured suspects. The jail has only twice reached capacity in the past thirty years.

Most rooms have gas-lit lamps either along the walls or in recesses in the ceiling.

Royal Homeland Constabulary Office

First Floor



Second Floor



One square equals 5ft.

First Floor.

1. **Entrance.** At least two guards are on duty at all times.
2. **Lower Hallway.**
3. **Western Stairwell.**
4. **Eastern Stairwell.**
5. **Interrogation Rooms.**
6. **Quartermaster Office.**
7. **General Supplies.** Door locked. Only quartermaster can access.
8. **Evidence.** Door locked. Requires paperwork to access.
9. **Secretary Pool.**
10. **Guard Room.** Each room typically has another two guards.
11. **Morgue.**

Second Floor.

12. **Inspector's Desks.**
13. **Delft's Office.**
14. **Support Offices.**
15. **Break Room.**
16. **Upper Hallway.**
17. **Saxby's Office.**

Basement (not shown).

18. **Holding Cells.** At least two guards are on duty at all times.
19. **Magic Cells.** Spellcasters are kept here. The cells are enchanted to function like *mage cuffs*; any attempt to use magical powers sounds an alarm and does 2d6 damage to the prisoner. A golden ward also blocks teleportation and summoning. Two columns glow with pale white light, which grants everyone within 30 feet resistance 10 against all energy types.

DRAMATIS PERSONAE

As constables, here are some of the people of interest you are aware of at the campaign's start.

King Aodhan.

During the Third Yerasol War, Aodhan – then just a privateer – captured Danor's first great steamship and piloted it into Flint harbor. For this and other acts of heroism, the king of the time named him as successor, in keeping with Risur's tradition to pass rule by merit, not bloodline. His Majesty has pushed for industrial growth in Risur, hoping that military parity would deter further warfare with Danor.



Duchess Ethelyn of Shale.

The king's younger sister and also a war hero, Duchess Ethelyn is rumored to be Aodhan's choice to succeed him, which would break tradition. The duchess has favor among the fey lords of the Unseen Court, many of whom distrust the current king's fondness for technology.



Principal Minister Harkover Lee.

The king's primary assistant and advisor, this wizard shares little of his history. All you know is that he has a Beran accent, carries a golden orb as focus for his magic, and is rumored never to eat in the presence of others.



Governor Roland Stanfield.

The deva governor of Flint has directed the city's affairs across four centuries and multiple incarnations. Soft-spoken and intellectual, the governor seems content with his position as long as he can bring gradual improvements to Flint's citizens.



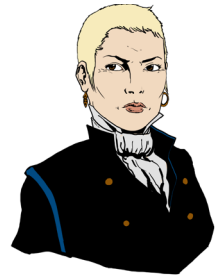
Viscount Inspector Nigel Price-Hill.

Known for being just and incorruptible, Lord Price-Hill directs national affairs of the RHC from its headquarters in Slate.



Lady Inspectress Margaret Saxby.

Highly competent but also fiercely territorial, Lady Saxby directs RHC affairs in Flint. She makes sure her constables have whatever they need, but won't let them upstage her in the press. A good boss, as long as you let her take the credit.



Assistant Chief Inspector Stover Delft.

Your direct supervisor, Delft coordinates the four investigative squads of the RHC's Flint branch, leaving politicking and schmoozing to Lady Saxby. Delft moved to desk work a decade ago after a mimic took a chunk out of his leg, and he's still cautious around unfamiliar inanimate objects.



Lorecan Kell.

The most well-known crime boss among Flint's fractious gangs and syndicates, Kell runs a guild infamous for its abductions and ransoms, and for its brutal punishment of those who threaten their interest. For now the Flint police are content to let Kell keep his profits, and they'll keep their families safe.



Hana "Gale" Soliogn.

An eladrin once owned by a Danoran family, Gale fled to Flint, awakened an innate ability to fly, and briefly became a darling of the media for her criticism of Danor. But when she became equally critical of Flint's Danor-inspired industrial boom, she withdrew into the Cloudwood and gathered allies among the fey. Lately she has been implicated with factory fires and the attempted murder of an industrialist.



RHC VESSELS

Audacious, Excise Cutter

This traditional fore-and-aft rig of a 30-ft. 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 as long as it has no damage.

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.

Audacious, Excise Cutter

Small Vehicle

Level 6 Vehicle

2,800 gp

Hull Integrity 2

Command —

Defense 10

Full Crew 4

Maneuverability 10

Minimum Crew 1

Speed 8

Total Complement 10

Design

Length 30 ft. Beam 15 ft. One mast, 50 ft. high.

Beloved

While the ship is in full repair, crew on board gain a +1 bonus to saving throws.

Armaments

A pair of forward-facing light cannons.

Crew: 1. Attack: +2, forward only.

Total Cost 2,800 gp

Hull (base level 2, sails, improved speed x3, Level 6): 1,800 gp

Armaments (tiny, prow, Level 5): 1,000 gp

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. The first attack roll against the ship in each combat takes a -5 penalty, and 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.

Inevitable, Steam Cutter

Small Vehicle

Level 5 Vehicle

2,680 gp

Hull Integrity 2

Command —

Defense 10

Full Crew 2

Maneuverability 10

Minimum Crew 1

Speed 4

Total Complement 10

Design

Length 30 ft. Beam 15 ft. Steam engine, single screw. Carries fuel for 500 miles.

Daunting

The first attack roll against the ship each combat takes a -5 penalty. Hostile creatures entering the ship's space treat the first square they enter as difficult terrain.

Ramprow

A steel awl can be lowered into the water to pierce enemy hulls beneath the surface.

When your ship rams, prevent the first strike the rammed ship would deal to you.

Armaments

A pair of forward-facing light cannons.

Crew: 1. Attack: +2, forward only.

Total Cost 2,680 gp

Hull (base level 2, engine, improved speed, Level 5): 1,000 gp

Armaments (tiny, prow, Level 5): 1,000 gp

Ramprow (Level 3): 680 gp

Roscommon, Fey-Pact Schooner

The 90-ft. *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 can teleport short distances, 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.

Roscommon, Fey-Pact Schooner

Level 10 Vehicle

Large Vehicle

19,240 gp

Hull Integrity 3

Command —

Defense 15

Full Crew 16

Maneuverability 6

Minimum Crew 4

Speed 8

Total Complement 40

Design

Length 90 ft. Beam 25 ft. Three masts, 70 ft. high. Two decks. Beautiful fey woman figurehead.

Beloved but Petulant * Trait

As long as the ship and figurehead are in full repair, the ship completes its journeys in 10% less time than usual, and the crew gets +1 to saving throws. If either is damaged, the benefit goes away.

Armaments

A small array of light cannons, five to either broadside, enchanted for elven precision. The mounting for each is carved from lightning-struck wood, threaded with white streaks.

Crew: 15. Attack: +9, broadsides only. Option to fire shocking ammunition, which only damages enemy crew, not the vessel.

RHC VESSELS

Dryad Figurehead

The beautiful woman blushes when complimented, and sometimes disappears when mistreated. Occasionally trinkets go missing and are found decorating her wooden locks.

The figurehead functions as a flagbearer, redirecting hostile spells originating beyond 50 feet away to herself. She has 50 hit points, and ignores the first 10 points of damage from any attack.

Jaunter

Once per naval round, the captain standing at the head of the ship can ask the favor of the queen's figurehead. If the captain is in good favor with the fey spirit within the figurehead, the ship teleports a short distance. This can grant a +5 bonus to the ship's Maneuverability for the purpose of avoiding obstacles or for the Bearing phase, but only relative to a hostile ship at short range.

In tactical combat, this requires a standard action and can be done once every five minutes. The Roscommon and everyone aboard teleports 50 ft. (10 squares) to an unoccupied space. It maintains the same heading and speed.

Total Cost 19,240 gp

Hull (base level 6, sails, improved speed x3, Level 10): 5,000 gp
Armaments (medium, broadsides, Level 10): 5,000 gp
Shocking ammunition (Level 8): 3,400 gp
Figurehead flagbearer (Level 4): 840 gp
Jaunter fey step (Level 10): 5,000 gp

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.

Khalundurrin, steamship

Level 10 Vehicle

Large Vehicle

19,440 gp

Hull Integrity 3

Command —

Defense 15

Full Crew 8

Maneuverability 6

Minimum Crew 2

Speed 6

Total Complement 25

Design

Length 85 ft. Beam 25 ft. Steam engine, three decks. Runes etched along the hull.

Bold and Aggressive

When the ship is sailing toward a foe, its speed increases by 2 and its captain gains a +2 bonus to Command checks during the Location stage. The ship gets a +2 bonus to Defense against attacks from ships at short range.

Armaments

A pair of heavy cannons in a turret, inscribed with dwarven battle runes.

Crew: 6. Attack: +6, forward or broadside.

Ramprow

Khalundurrin takes 1 fewer strike when it rams.

Ironclad, Tar and Brimstone Sheathing

The crew has cover against attacks made from outside the ship. Whenever a creature within 30 ft. of the hull attacks the underside of the ship, that creature takes 10 fire damage.

Shield Defense

A diamond embedded in the ramprow charges runes etched across the hull. These generate a protective shield, and any spell that originates more than 50 feet away from the ship deals 20 less damage to creatures aboard *Khalundurrin*.

Total Cost 19,440 gp

Hull (base level 6, engine, improved speed x2, Level 10): 5,000 gp
Armaments (medium, forward turret, Level 10): 5,000 gp
Ramprow (Level 3): 680 gp
Ironclad (defensible, Level 1): 360 gp
Tar and brimstone sheathing (Level 8): 3,400 gp
Shield defense (Level 10): 5,000 gp

Impossible, Extreme Clipper

The 250-ft. *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 at the command of Lady 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 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.

Impossible, extreme clipper

Level 17 Vehicle

Gargantuan Vehicle

234,000 gp

Hull Integrity 4

Command —

Defense 25

Full Crew 64

Maneuverability 4

Minimum Crew 16

Speed 22

Total Complement 120

Design

Length 250 ft. Beam 45 ft. Four masts, 150 ft. high. Three decks.

Armaments

Eleven light cannons on the maindeck to each broadside. Useless against a ship of the same size, but enough to deter small foes.

Crew: 40. Attack: +11 to broadsides, or +8 fore or aft.

Total Cost 110,000 gp

Hull (base level 12, sails, improved speed x8, Level 21): 225,000 gp
Armaments (large, boards and chasers, Level 11): 9,000 gp

The City of Flint.

1. Governor's Mansion
2. Pardwight University
3. RHC Headquarters
4. King's Station
5. Royal Shipyard
6. Cauldron Hill

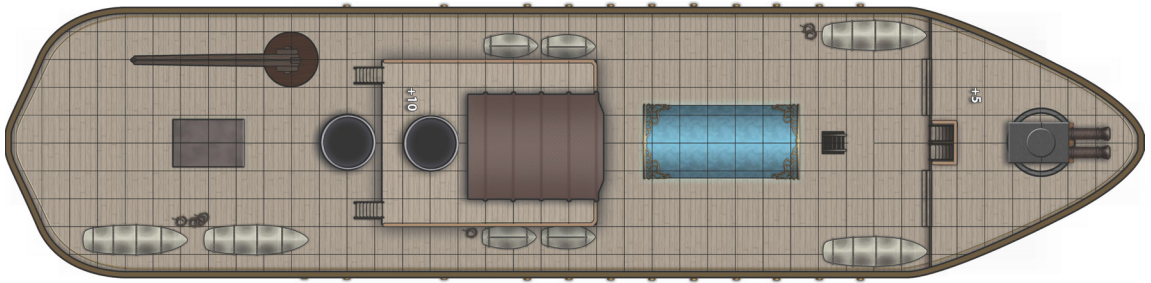


Continent of Lanijyr.

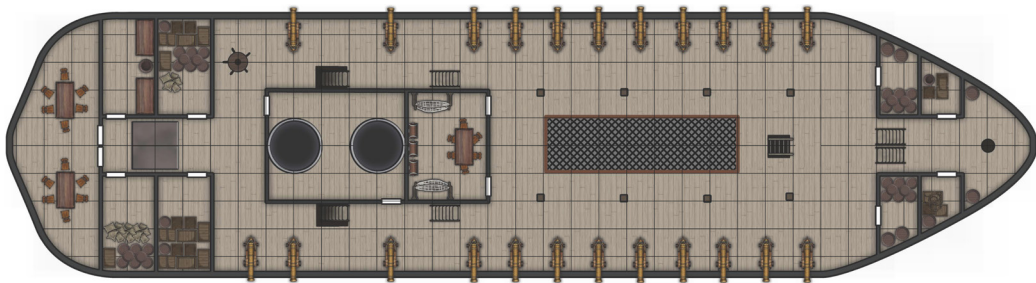


R.N.S. COALTONGUE

MAIN DECK.



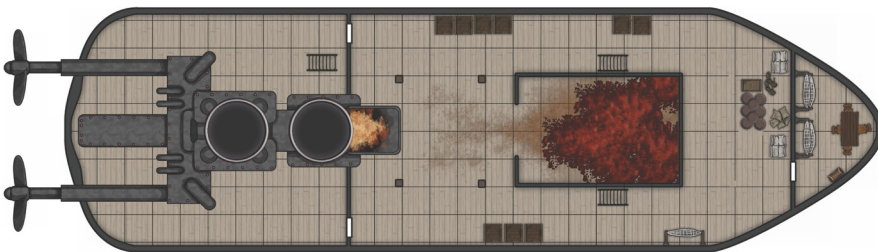
GUN DECK.



BERTH DECK.



ENGINE DECK.



R.N.S. COALTONGUE

Ship Layout.

The R.N.S. *Coaltongue* has a wooden hull sheathed with 5-inch thick iron armor plating, engraved with subtle magical icons of defense and power. Measuring 205 ft. long with a beam of 50 ft. and a draft of 20 ft., the warship has three lower decks and a two-story command bridge amidships the maindeck. The steam engine, powered by heating a boiler with burning firegems, gives the vessel a top speed of 18 knots (roughly 20 miles per hour).

A heavy turret on the main deck fires enchanted shells in a forward arc. Twenty-three cannons line the gundeck, which is capped at the rear by the galley. When being pursued, this room can be converted into a firing platform.

Below that is the berth deck, with the ship's magazine at the bow and quarters for the ship's wizard and guests at the stern. The engine deck contains the engine, fuel bins, and various cargo.

The bridge's main level contains quarters for captain and officers, while the second story command deck has speaking tubes to various sections of the ship, and is where the captain must stand to direct the Brand.

All the lower decks have sections of grated floor panels to help circulate air. Characters easily have line of sight, but not necessarily line of effect, through this grating.

Capacitor and Brand.

On the *Coaltongue*'s maindeck sits an elaborate glass frame, reinforced by magic to be as strong as steel, and shaped in a half-cylinder to resemble the boiler of a train locomotive. While its design is partially aesthetic, intended to evoke the power of Risur's new industry, this innovative structure is Risur's greatest trump card against Danoran warships: a magical capacitor.

Excess energy from the steam engine is stored in thin metallic etchings within the structure. Even while storing its full power, the interior of the capacitor is perfectly safe to walk through, and its expansive windows let it serve as venue for ceremonies and celebrations. But the primary purpose of the capacitor is to power attack spells of the ship's warmages, and to charge the Brand.

The Brand—so named because it burns an image into any surface it strikes—fires a massive blast of pyromantic energy from the ship's figurehead, often enough to outright destroy a smaller vessel and cripple a larger one. Its range is limited to about a hundred feet, and after firing it takes hours to recharge the capacitor, but combined with the *Coaltongue*'s speed and maneuverability, the Brand should deter attacks by Danor's navy.

Golden Ward.

The gunports, windows, and main deck are all ringed by a thin inlay of gold wire. As detailed in the Player's Guide, this decorative work prevents teleportation across any opening so ringed.

RNS Coaltongue	Level 26 Vehicle
Gargantuan Vehicle	1,500,440 gp
Hull Integrity 4	Command +15
Defense 30	Full Crew 32
Maneuverability 8	Minimum Crew 4
Speed 18	Total Complement 200

Design

Length 205 ft. Beam 50 ft. Two level central bridge. Steam engine with two propellers. Five decks.

Armaments

Crew: 100. Attack: +25 in any firing arc. Can use acidic, chain shot, flaming, freezing, and shocking attacks, but no more than one in any given round in a single firing arc.

Eldritch Defenses

The ship gains a +5 bonus to saving throws against the burning condition. Any spells that originate more than 50 feet from the ship deal 52 less damage to targets within that area. Teleportation cannot enter or leave the ship.

Total Cost 1,500,440 gp

Hull (base level 14, engine, improved maneuverability x2, improved speed x7, Level 26): 1,125,000 gp

Armaments (huge, forward turret, Level 22): 325,000 gp

Gunnery components (acidic, Level 8; chain shot, Level 4; flaming, Level 10; freezing, Level 8; shocking, Level 8): 16,040 gp

Eldritch defenses (greater fire charm, Level 12; shield defense; Level 10; tar and brimstone sheathing, Level 8; teleportation ward, Level 12): 34,400 gp



AXIS ISLAND



AXIS FORTRESS

1. Sea Gate
2. Central Keep
3. Passwall
4. Teleportation Circle
5. Makeshift Brig



HOLD THE LIGHTHOUSE (PF)

On the Sea Wall (Blue-Tinted Area).

Cannot be barricaded.

Outside Lighthouse (Yellow-Tinted Area).

Can have up to 20 points of barricades.

Inside Lighthouse (Red-Tinted Area).

Can have up to 10 points of barricades. PCs can't enter or leave the area if there are more than 5 points of barricades.



Conducting the Skill Challenge.

Timeline. Each round is one minute. Allies arrive in round 10, and if the sea gate is open, the PCs win. Each round, first all the PCs act, then all enemies act. Enemies that are destroyed still act and are removed at the end of the round. PCs reduced to 0 HP automatically stabilize.

Tracking Locations. Place PC minis in the appropriate area whenever they move. Use coins or dice to keep track of how many enemies are in each area.

PC Turn. PCs move to an area, then take one action. Suggested actions include:

- ♦ **Assemble Barricade.** Strength DC 13. Create 3 points of barricade inside lighthouse, or 2 points outside lighthouse. On a failed check, create 1 point. Area must have no enemies.
- ♦ **Battle.** No check or attack roll required. Destroy 1 enemy you can reach. Clever tactics or powerful attacks might destroy 2 or 3.
- ♦ **Brace.** Strength or Constitution DC 13. Barricade in your area resists first 2 points of enemy action this turn.
- ♦ **Set Trap or Ward.** Craft (trapmaking), Disable Device, or Spellcraft DC 18. When enemies enter this area, destroy 1 enemy. The trap is expended.
- ♦ **Stall.** Diplomacy or Intimidate DC 18. Enemies don't advance this turn. +2 DC per round.
- ♦ **Other.** PCs can also take non-attack actions without counting as an action, at the GM's discretion. Usually this will be to heal themselves or each other.

Enemy Turn. Enemies move as far as they can toward the lighthouse interior. They stop when they reach a location with a PC, trap, or ward. If there are any barricades in an area, they stop *before* entering that area.

Then for each enemy, act in the following order:

- ♦ Remove 1 point of barricade from an adjacent area until there are no adjacent barricades.
- ♦ Deal 6 damage to one PC that shares the area with the enemy. PCs can choose which among them takes the damage.
- ♦ Deal 3 damage to a PC in another area.

HOLD THE LIGHTHOUSE (4E)

On the Sea Wall (Blue-Tinted Area).

Cannot be barricaded.

Outside Lighthouse (Yellow-Tinted Area).

Can have up to 20 points of barricades.

Inside Lighthouse (Red-Tinted Area).

Can have up to 10 points of barricades. PCs can't enter or leave the area if there are more than 5 points of barricades.



Conducting the Skill Challenge.

Timeline. Each round is one minute. Allies arrive in round 10, and if the sea gate is open, the PCs win. Each round, first all the PCs act, then all enemies act. Enemies that are destroyed still act and are removed at the end of the round. PCs reduced to 0 HP automatically stabilize and do not make death saving throws.

Tracking Locations. Place PC minis in the appropriate area whenever they move. Use coins or dice to keep track of how many enemies are in each area.

PC Turn. PCs move to an area, then take one action. Suggested actions include:

- ♦ **Assemble Barricade.** Athletics DC 18. Create 3 points of barricade inside lighthouse, or 2 points outside lighthouse. On a failed check, create 1 point. Area must have no enemies.
- ♦ **Battle.** No check or attack roll required. Destroy 1 enemy you can reach. Spend encounter power to destroy 2, daily for 3.
- ♦ **Brace.** Endurance DC 18. Barricade in your area resists first 2 points of enemy action this turn.
- ♦ **Set Trap or Ward.** Arcana or Thievery DC 18. When enemies enter this area, destroy 1 enemy. The trap is expended.
- ♦ **Stall.** Diplomacy or Intimidate DC 18. Enemies don't advance this turn. +2 DC per round.
- ♦ **Other.** PCs can also use non-attack powers without counting as an action, at the DM's discretion. Usually this will be to heal themselves or each other. *Remember that you have second winds.*

Enemy Turn. Enemies move as far as they can toward the lighthouse interior. They stop when they reach a location with a PC, trap, or ward. If there are any barricades in an area, they stop *before* entering that area.

Then for each enemy, act in the following order:

- ♦ Remove 1 point of barricade from an adjacent area until there are no adjacent barricades.
- ♦ Deal 6 damage to one PC that shares the area with the enemy. PCs can choose which among them takes the damage.
- ♦ Deal 3 damage to a PC in another area.

VEKESHI MYSTICS

People of Note

Though vekeshi mystics typically wear masks at their gatherings, you have managed to learn the identities of three mystics among the few dozen active in Flint. You also know various people friendly to the cause, but contacting them outside of vekeshi gatherings is dangerous. Secrecy is paramount, and the revelation of involvement with the mystics could cause these people to be arrested or worse.

Mystics

The tacit leader of the mystics in Flint is known as the **Old Stag**, both for the antlered mask he wears and his proclivity for showing up to gatherings with at least one beautiful fey woman on his arm. As one of the few mystics in Flint who knows your identity and position, he has occasionally suggested targets of surveillance. He always keeps his face hidden, but numerous ornate rings adorn his gnarled old fingers. One time he must have made a mistake and wore a ring identifying him as a graduate of the Shale Naval Academy in 447 A.O.V., or perhaps that was merely a trophy, or a ruse. People say the Old Stag is who you go to when your cover is at risk of being blown; he can be contacted by placing an antler in the hollow of a particular tree near the northwestern peaks of Bosum Strand.

Valentina Yorke, an elvish druid who works in Central District to allay nature spirits that might be disturbed by construction and digging, came to the city several years ago. Rumor is she was responsible for a disaster in Slate involving a propose subrail route, which helped keep the railroad from going to that city. She wears jewelry with broken gears resembling crescent moons, and a mask that resembles two sleeping faces in profile.

Liam Flynn, a burly and swift-footed thief, managed to get close to the cruel Lorcan Kell, but the grizzled crime boss survived the assassination attempt and cut out one of Liam's eyes, then left him to drown in a shit-filled ditch. Liam warns to avoid Kell, who hires

diviners to warn him of potential vekeshi infiltrators. He wears a wooden mask carved with a skull across half the face and a green-man icon across the other.

Kaea, an eladrin wizard who serves in Unit B of the Flint RHC, has never managed to make friends among the other mystics. The Old Stag fears that she might simply be part of the mystics because, as an orphan ward rescued from Danor, she felt she had no other place. Or she might be a spy. If she knows your identity, she has not let on, though you've crossed paths enough for her to easily recognize your voice. Her mask is expressionless, with stripes of glowing blue resembling the markings of a deva.

Allies

Not all who follow the teachings of Vekesh are fit to join the mystics, or have the desire to devote their lives to protecting the weak. That does not mean that the mystics lack for allies, especially among the fey and druids.

The Alderman, a gnome beadle who lives in an alder tree in Pine Island, has a network of informants he can tap.

The pixie **Mugwort** easily sneaks and spies throughout the city, often sleeping in rafters for weeks at a time without being noticed. He serves some fomorian lord in the Dreaming, but was banished to this world for unspecified affronts.

The Trash Heap, a filthy haglike entity who lives beneath the city's dump northeast of the Nettles, has a penchant for giving out strange cast-off objects with prophetic usefulness.

Alice Mountainer, a socialite in North Shore, collects Elfaivaran art and relics. She has contacts among the wealthy elite of Flint, but seems to act with careful political calculations. Out of her earshot, other mystics say she has just cultivated her association with the vekeshi so she might some day arrange for a rival to be assassinated.



VEKESHI SECRETS

You have undertaken the Trial of Srasama.

You traveled at night into the Dreaming, and after walking through the dark forest and being tested in your knowledge of Vekesh's song, you stepped through a flaming arch onto a day-lit battlefield five hundred years past. You looked past an eladrin army to the enchanted walls of Alais Primos, bastion of the Clergy. This had once been land of Elfaivar, and was stolen by the humans, but now was the eladrin's time to reclaim it.



A shadow fell across you, and then heat baked your back and the glow of fire above you drove away all darkness. You looked up past three pairs of crossed, flaming swords to the face of a towering woman, a warrior, a queen. Srasama, high goddess of the eladrin, strode past you, drawing forth ecstatic cheers of victory from the armies who could not believe a god had come to answer their prayers and fight beside them.

She cut through the walls of the city, and the Clergy's army surged out to meet her. Every spear, every arrow, every silvery spell that would have felled an eladrin warrior was turned upon the goddess,

but she battled with an implacable might. At times four of her six swords floated beside her and continue to cleave through the human army while her other hands would cast forth explosive vegetation that choked the city, or spread healing rains upon the injured eladrin.

But the human army did not yield. Even as Srasama stepped through the walls of Alais Primos, no man, woman, or child of that city would do aught but attack her. No attention at all was paid to the thousands of eladrin. With religious fervor the humans bent all their might upon Srasama. They were prepared, as if they knew to expect her when even her worshippers did not. Finally her immaculate skin was pierced, and a single spray of divine blood rained upon the battlefield.

In that moment, you saw doubt ripple across the armies of Elfaivar, fear that their god was imperfect. The faith that had carried them for five decades faltered. And what was this god but faith made manifest? In their doubt, her divinity failed.

Spears pierced Srasama's legs, and she stumbled. Summoned specters swept across her back, stealing her strength, and her blades fell to the earth. A thousand cuts dragged her down, and men climbed upon her and drove their blades deep into her flesh. An inferno burned forth from her wounds, instantly killing hundreds and searing the souls of all who witnessed it.

The goddess screamed, and every woman in the eladrin army screamed with her.

The world shook, and the scene shattered like glass and fell around you, returning you to the night. Even a glimpse of the goddess's death had nearly stopped your heart. For a moment the memories of faces drifted past you – every woman you had ever known, child, mother, crone, lover – all of them dead in an instant.

This is why the eladrin race nearly perished five centuries past. War is not your purpose. War caused the death of millions of innocents. You are pledged to stop those who would harm innocents, and especially those whose ambition would lead the world to another holocaust.



Person of Interest Information Request

Request No.: 3217

Customer: Royal Homeland Constabulary

Name: Nilasa Hume

Birthdate: 26 Spring, 471

Criminal ID #: 24680

Jurisdiction: Flint Division of Peace and Order

Race: Mularbora (human/elf)

Sex: Female

Height: 68 inches

Accent: Flinter

Hair: Black

Eyes: Green

Spellcaster: No

Known Aliases: None

Present Place of Residence: 47 Magazine Street, Parity Lake, Flint. Sechim's Alkahest & Etchings. Factory--workplace and home.

Past Places of Residence: (1) (Alleged) 3.6 miles east on Batata Road. 0.4 miles south on Flogging Lagoon trail. Cloudwood. Greater Flint County. Flogging Lagoon musician commune--transient lodging (departed Spring 499).
(2) 82K Fogwall Street. Parity Lake. Flint. Shared building--mother's home (demolished Winter 495).

Arrest Record: Juvenile Records. Juvenile records forgiven in accordance with Stanfield's Matriculation Act of 328. Juvenile record notes "various petty thefts, confidence capers"; details lost during Parity Lake central office relocation. Supporting Criminal Activities. (Misdemeanor.) Case No. 8176. (85 Spring, 500.) Released on bail, sponsored by Heward Sechim, 47 Magazine Street, Parity Lake. Court date set for 4 Summer, 500. Suspect apprehended in raid on known den of criminals, loc 12 Oxen Street, Parity Lake. Suspect in presence of two men whom the arresting officer recognized as former accomplices Ford Sorghum and Travis Starter. Lack of official records detailing affiliation prevented holding suspect. Alleged accomplices plead guilty to various warrants and were remanded to Goodson's Estuarial Reformatory.



Attached Continuation Sheets: -0-

MEANWHILE IN THE NEWS

(Adventure Two)

MURDER!

The Ragman has grown more active, and is believed responsible for four deaths over the course of two weeks. Flint police investigate, and an impoverished Yerasol Veteran claims he saw the same pattern of wounds on fellow soldiers in the last war.

MUSIC!

Randall Pell, a renowned composer from Slate, will be conducting the Navras Opera House and plans to hold auditions for performers. This has led to a boom in sales of "respectable" attire for amateur Docker musicians, who want to make a good impression.

MAYHEM!

A rash of eighteen small fires in Parity Lake is believed to be arson. So far the burns have killed over forty, but fire responders have managed to keep them from spreading. The fires seem to target properties of by factory owners, even the occasional factory out-building, and so are believed to be the work of Gale.

MONSTERS!

Citizens are warned to avoid the western bayous around the Battalion school in Pine Island. The martial university has imported exotic wild beasts from a Risuri colony in Elfaivar, and will be conducting exercises in beast tracking and monster slaying.

MARRIAGE!

Wealthy industrialist and renowned son of Flint Guy Goodson is getting married to a Crisillyyiri noblewoman: Faith Unitas. The ceremony will be closed to the public, but reporters are eagerly sharing every detail of the arrangements. The intense interest has journalists excited about all the papers they'll sell when King Aodhan has his marriage early next year.

KAYBEAU ARMS FAIR

Two miles southwest of the RHC Headquarters, in the largest public park in Flint, the expo resembles a small tent city. Dozens of small booths, a score of modest tents, and a trio of huge pavilions house the various vendors.

Pavilions.

In the center of the park, these semi-permanent structures are near the recently completed and lavishly appointed Kaybeau Subrail Station.

Military Tent.

Here the Risuri military demonstrates its technological grandeur. Officers guide guests through models of famous battles with progressing levels of technology. A small museum showcases weapons and armor, trying to win propaganda points by presenting firearms as a natural development, while offering only brief mentions of magic in combat.

One massive installation displays the cross-section of a scaled-down R.N.S. *Coaltongue*. For a gold piece, a visitor can fire a cannon into the outer hull. A small field is littered with flattened cannonballs.

Rail Tent.

The conglomerate of businesses who coordinate with the Royal Rail Ministry give visitors here only one path through their exhibit. First, models show the mechanics behind steam engines. Then a somewhat ominous hallway has a relief map of the Avery Coast, with a model train constantly running the length (powered by magic). Flags mechanically rise and fall as the train passes through foreign nations, and a guide helpfully points out that the rail line, funded mostly by Danorans, is almost ten times as long as Risur's own railroad.

But the exhibit climaxes with a huge room thrumming with the sounds of trains. Here a scale model of Risur shows five majestic rail lines criss-crossing the country, while guides tout how much the nation will prosper from the faster travel.

Industry Tent.

Completely ignoring the civil unrest over the past half year, this pavilion highlights how much industry and the factories of Parity Lake have improved life in Flint, and presents a vision of the city of the future. A steamboat adorned with gorgeous women cruises around an indoor lake (subtle fans in the ceiling clear out the soot and steam). A model of the city is enchanted with an illusion showing "heroic" smokestacks sticking up from the Cloudwood, and steel towers rising everywhere.

Major Tents.

In a ring around the main pavilions, twenty large tents anchor the swaths of smaller booths of individual vendors. These tents belong mostly to local factories, with a few national and international arms manufacturers.

Apex Tower Construction.

A local construction firm has no tent, just an open patch of ground, and throughout the expo they build a tower. Starting on the first day they dig a bit to lay a foundation of stones and steel. Using techniques fairly advanced for Risuri society—including primitive welding—they will manage to reach 50 ft. high by the end of the month.

Colleen Fuel Prospectus.

Funded in part by Risur's military, this company has been experimenting on using different fuels for mechanical engines.

Gonzel's Cannery.

A half-orc culinary entrepreneur is showing off his canned foods. People can buy a can full of food, which his cooks will prepare. Then, in a rough mockery of the Apex tower, he begins stacking empty cans on a table. By the end of the month, he'll have to stop because his tent isn't high enough.

Liontamer Mechanical Orchestra.

The tall, wise-cracking owner of this tent builds crank-powered musical instruments that play themselves, from simple music boxes to his showpiece "orchestra," which has a piano, four violins (each playing just one string), a small drum set, and bellows that pump air through bassoons and oboes.

Pemberton Industries.

The wealthy Benedict Pemberton hosts exclusive parties here for aristocrats and high-ranking members of government and military. Wary guards keep away the uninvited, but you can catch a glimpse of Pemberton, who was one of the guests aboard the *Coaltongue* the day of the sabotage.

Sechim's Alkahest and Alchemicals.

Heward Sechim is riding a wave of popularity and selling intricately etched glass and weapons to fairgoers. He also lets people play a game of "Taste the Acid," except the acid is just really strong liquor. He offers RHC constables all the free drinks they want.

The Trinket Stand.

This tent is a cooperative venture by several trinket sellers. They offer various knickknacks that seem out of place at a technology fair, but do brisk business because people are already here with money to spend.

Stage Area—Gun Alley.

On the northern edge of the park, a stage hosts daily performances of local orchestras, international celebrities, and the occasional military reenactment.

Area 1. Gun Alley Stage.

Backed by a wooded hill, the stage is shaded by a large canopy. A broad field in front of it is often full of audiences.

Area 2. Rock Rackus's Tent.

Famed explorer and musician **Rock Rackus** is scheduled to perform on the stage in the afternoon, followed by a lecture about his journey to the moon, then a book signing.

Area 3. Shooting Range.

Using a reinforced hill as a safety backdrop, **Timothy Lammers**, an enterprising war veteran missing half his lower jaw, lets people test fire weapons sold by nearby vendors. In exchange, the vendors give him a tiny share of the profits.

Area 4. Al's Ammo.

A Drakran dwarf named **Alfonse Irongut** sells a variety of magical ammunition at this huge tent-booth.

Area 5. Badger Gun.

A pair of gnome twins named **Fildi** and **Dilfi** decided to combine their two favorite things: badgers and guns. They do not understand why not everybody is as excited as they are about their *badger gun*.

Area 6. Nock's Gun.

Nock, a half-giant from Ber, had a brilliant idea. If a gun that shoots one bullet is good, one that shoots seven bullets is better! Unfortunately current gun barrels aren't strong enough to survive the shot without magical girding, so the weapon's prohibitively expensive. And the gun has some recoil issues for people shorter than 7'5". But that doesn't stop him from selling the weapon.

Area 7. Steam Powered Armor.

A group of human and tiefling engineers from Danor, led by a straw-chewing halfling named **Alloquicious**, have constructed a prototype of a new kind of armor, one that uses steam power to enhance the wearer's strength, speed, and resilience. Unfortunately it's experiencing technical difficulties, but Alloquicious is itching to test out the arm-mounted flame-spewer.

Miscellaneous Tents and Booths.

Several other vendors sell more mundane arms, or offer gun-themed accessories like holsters, bandoliers, paintings, and ten-penny novels about gunslingers.

MEANWHILE IN THE NEWS

(Adventure Three)

WAR AND PEACE!

The Kaybeau Armament and Technology Exposition dominates the main festival grounds of Flint this month, but the city is already preparing for a summit between Risur and Danor. Scheduled for early next Spring, the summit will see the rulers of the two nations meet and discuss a long-lasting peace. The famed minotaur arbiter from Ber, Brakken of Heffanita, will moderate negotiations. Security is expected to be high.

WICKET GATES COMING!

Enthusiasm in the city is mixed concerning the burgeoning subrail tunnel system. While the well-to-do are willing to put up with the hassles of large construction projects, poorer Flinters worry that they won't be able to afford this new travel system. Proposed fees at the toll booths—called wicket gates—will just be 3 pennies per juncture.

WORSENING CORRUPTION?

In the wake of Reed Macbannin's downfall, more people are claiming politicians, nobles, and even police officers are part of a culture of corruption. Flint City Governor Roland Stanfield commented, "Corruption is a constant in any large city. What has changed is the growing voice of the people who support our great modern nation. We must listen to those voices, because opportunities to truly improve society are rare."

WEIRD ILLNESS!

Goodson's Estuarial Reformatory has become home to a growing population of demented people, now nearly thirty. All of them suffer from a condition doctors are calling Distant Madness. Suspected to be a magical affliction, perhaps fallout from the events on Cauldron Hill in the summer, the condition causes victims to feel physically displaced and unable to tell how far away things are. The madmen and women hail mostly from Parity Lake. A few cases were reported in North Shore, but the wealthier victims have the resources to afford magical alleviation.

WHAT HORROR!

Police are investigating a new bizarre serial killer in Central District, who first struck in the middle of summer. The authorities are unsure of a connection between the five victims, save that all of them had their brains removed through the palates of their mouths.

WUNDERBAHN!

A bill in Parliament is being considered to levy a salary tax on the entire nation to fund construction of a wider railroad network. The city governor of Shale, Catherine Romana, has proposed a counter bill to fund what she calls the Dream Road, "a roadway more in keeping with Risur's traditions." The Dream Road would involve hundreds of magical portals connecting every village, town, and city, but the magical reagents required to activate the portal cost over 100 gold shields to transport just a handful of people. Romana's opponents in Parliament call the idea preposterous.

Memorandum for Finona Duvall,

I was impressed by the flawless professionalism of your clean-up at the High Bayou excavation. The previous expedition was staffed with cavalier fools, but you emerged unscathed from peril, which highlights your intellect and acumen. I think you have the potential to benefit my associates greatly, and if your work continues to be of this masterful caliber, I shall recommend you be brought in more fully.

To wit, I trust you will handle this your fourth dig site with the same skill. However, for your new Drakran bodyguards, this will be their first time opening a seal. I am confident neither is so loutish and disruptive as Master Rackus was at the ziggurat of Jiese. Nevertheless, it is imperative that we avoid a disaster like what occurred at the bayou ziggurat.

The magic and defenses at these ruins are complex and secretive, so while I thoroughly trust your familiarity with the dangers, we need take no unnecessary risks.

Firstly, each of the golden seals were crafted by the Ancients specifically to close a portal to another world. Examination of the relief images on each suggests hostile creatures had been entering our world through these portals, and that the Ancients used the seals to slow an invasion. The creatures were not of any known modern race. Be certain your allies are forewarned, and keep close eye on their mental stability. At least once disaster has struck because someone panicked at the revelation that the world was much larger than their current conception.

Second, the peculiar nature of the seal magic appears to have trapped a small mote of the other world on the far side of the portal. I suspect that this somehow redirected the existing portals to this pocket dimension, and that perhaps simply closing the portal was beyond the skill of the Ancients. Though ages have passed, and we can only assume the invasion forces were stopped somehow, each time we have opened one of these seals, creatures have survived within. Make sure everyone is armed at all times and ready for battle.

Third, the hostile creatures appear to have belonged to different factions, as the seals of Jiese, Nem, and Apet depict distinct sorts of creatures. The Ancients clearly dealt with threats from worlds beyond those known to us today, since the beings that emerged from the ziggurat of Apet do not match any of the current lore of that world. Indeed, the strange beasts were not even the same sort as portrayed on the seals. Do not presume that simply because you are opening a portal to the plane of water that any creatures beyond must share the same elemental affiliation. Use multiple warding circles in your initial explorations; we can afford the expense.

Fourth, either time or magic has had the effect of concentrating the inherent planar energy within the mote beyond the seals. When the Mavisha seal is finally opened, expect intense energy to pour out. This will probably just be elemental water energy, but as always, precautions rule the day. Make sure first to know the nature of the energy, and set up appropriate wards. If possible, do not be nearby when the seal opens.

Finally, while we have endeavored to maintain a certain discretion in our activities, we have attracted the unfortunate attentions of an RHC squad, and I fear we might be being watched by agents of the Unseen Court. Be prepared for attack from without as well as within when you're at the dig. Afterward, maintain the greatest discretion in transporting the golden seal. If necessary, abandon it so you can make sure to reach me with your research. While a ton of gold is valuable in its own right, we're fairly certain any gold suffices for these seals, so your examinations of the abjurations are more valuable than the physical artifact.

Please try to enjoy your journey. Seobriga in Autumn is lovely, and I trust the more rustic charms of the land around the ziggurat of Mavisha will provide a pleasant respite from the stress of avoiding ancient curses and otherworldly carnivores. I await your return with an admitted enthusiasm, and I insist you recount your journey with the utmost detail while enjoying the finest wines from my family's vineyards.

Do be safe, Finona.

Your benefactor and cohort,
Caius Bergeron

P.S., If complications arise, do try to wrap up before Winter. It would be a treasure if you could accompany me by train from Beaumont on the 11th. I have a meeting to attend on the 20th in Vendricce, after which I plan to stay in Crisillyir for a few months. I would love the company of a vivacious young woman, since my host is somewhat too aged and philosophical for my tastes.

PLANAR REFRESHER

Planets and Planes.

Common lore in Risur claim the heavens are a massive distant dome, and that the planets of the night sky move in reaction to the unseen hand of fate. According to the skyseers, each star is a source of magic, and the planets in particular are the source of key elemental powers.

Each planet and star is conceived of as an empty garden that only comes alive when an outsider enters, and which has no permanent existence. Skyseer myths say ancient men once traveled freely to these worlds, where they could tap directly into powerful magic, but that the stars grew distant. Even today, though, wise men can look skyward and see clues to the course of fate.

The Clergy, by contrast, believe that the heavens are a black sea, and that every star and planet is a physical world, each with its own people and gods. Danoran astronomers, usually loathe to agree with the Clergy, claim that they have seen the surfaces of the planets through their finely-crafted telescopes, though they cannot confirm any civilizations.

Meanwhile, the modern celebrity **Rock Rackus** tells wild tales of using magic to visit these worlds, meet the strange locals, and return with treasure as proof. Skyseers dismiss his claims as a fool being tricked by fey, but Rackus's shows sell out as audiences delight at his bawdy and bold adventures.



ROCK
RACKUS.

Below we list the most prominent objects in the sky, along with the myths and theories associated with each. These myths aren't necessarily consistent with each other.

- ♦ **Vona.** The sun, source of pure arcane force and magical radiance, but too bright to observe the surface. It influences revelations and discoveries.
- ♦ **Av.** This ancient name for the moon comes from a legend about a sleeping queen of the fey, cursed to slumber after her soul was captured in her reflection on a bottomless pool. Influences nothing, but reflects subtle clues of people's desires.
- ♦ **Jiese.** The plane of fire, home to serpent men whose skin glow like coal. Ancient myths claimed this was a dragon, which chased Avilona. Influences war and strife, as well as notable births.
- ♦ **Avilona.** The plane of air, where desolate islands of rock float amid the clouds, covered in long-abandoned ruins. Ancient myths claimed this world was a titanic eagle, constantly fleeing the ravenous Jiese. Influences weather, notable deaths, and animals.
- ♦ **Mavisha.** The plane of water, home to krakens lurking beneath the waters and leviathans swimming rippling liquid columns that writhe above the sea like the tentacles of a living world. Legend states that a drowned bride long ago cursed sailors to join her in the lightless depths of this endless ocean. Influences the seas, great movements of people, and conflicts within families.
- ♦ **Urim.** The plane of earth, or rather a scattered, shattered belt of relatively tiny shards of metal, which sometimes fall from the sky bearing precious ores and accursed worms. Influences the earth, the rise and fall of fortunes, and random meetings of strangers.
- ♦ **Apet.** The distant plane, said to be a permanent storm of sand and dust on a featureless plane, with the only point of reference being an arc of silver an unknowable distance above. Influences subtle nuances of distance and time, as well as the grand cycle of ages.
- ♦ **Nem.** The plane of ruin, this planet is a myth among the skyseers, who say it sheds no light, and can only be seen as it glides silently through the heavens, devouring stars and leaving nothing but a hole in the night. Influences secrets and the dead.



THE Avery Coast RAILROAD

FEATURING
First Class Accommodations.
Fine Dining.
Scenic Views.



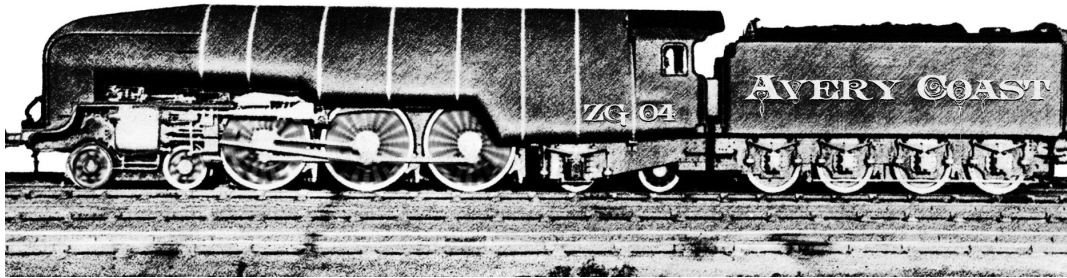
3,000 Mile Route Servicing

BEAUMONT • CHERAGE • ORITHEIA

TREKHOM • NALAAM

SID MINOS • VENDRICCE

in only six days.



Trains Departing Every Day from Every Station.

Our trains' nightly
Stop-Overs are in
safe, populated
Enclaves attended by
Experienced Security
Professionals.

Our Courteous, Helpful,
Experienced Staff always
accords Special Attention
to traveling Families.



TRAVEL THE COAST AT HIGH SPEED
IN COMFORT AND SAFETY.

*A view from the Avery Coast R.R.
as the train nears Sid Minos*

MEANWHILE IN THE NEWS

(Adventure Four)

FIRE!

Scholars throughout Flint weep as the Miller Memorial Library burns down. The library, which was built over 400 years ago during the first term of Governor Roland Stanfield, contained original copies of some of Risur's oldest literature, poetry, and religious epistles. Police authorities blame poor construction of the building's gaslight lanterns, but some found it suspicious that no adjacent buildings caught fire. The lawyer for a pair of half-dragon brothers serving a life sentence in prison for arson delivered a statement on their behalf. Though they did not explicitly claim responsibility, they warned that Risur should release them, or else more buildings will burn.

FIREBAND!

Benedict Pemberton, owner of experimental arms manufacturer Pemberton Industries, is on a tour of the nation, speaking with members of parliament and rich power-brokers to promote his new book, *Behold! Science!* In it, he argues that the Risur-Danor peace conference scheduled for early Spring 501 could kill the nation's progress in technological innovation, since without the threat of war there will be no motivation for research. Critics charge he's making a veiled push for war with Ber, about which he makes derogatory claims throughout the book.

FIRED!

As protests continue in Parity Lake over factory conditions and worker abuses, several owners discharged their entire workforce without notice and brought in police to arrest as trespassers any workers who showed up. The same day, several hundred Beran immigrants arrived at Bosum Strand and were ushered directly to the factories.

FIREWORKS!

The year ends on the 91st of Winter, followed by the interim New Year's Day before Spring starts. That evening the people of Flint can expect a dazzling display of fireworks launched from ships in the harbor. Parades are being organized, including the grand March of Kings, a mobile costume ball with dancers and all manner of extravagant entertainment. A few small factories upstream of Stray River are producing high-quality fireworks, while those in Parity Lake are under watch to make sure nothing burns down.

ICE!

Climate researchers at Pardwight University warn that extra soot and smoke in the air from the industrial economy will block sunlight, cooling the planet and causing horrible winters. A spokesman for Eschatologists of Flint United sent a thank you letter to the department, encouraging them to keep spreading evidence of the world's imminent demise.

Avery Coast Railroad



1



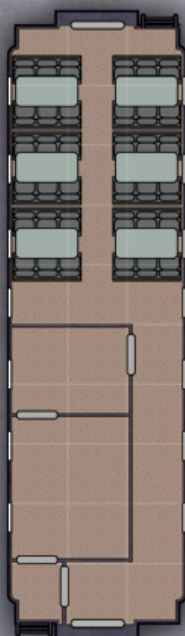
2



3-9



10-12



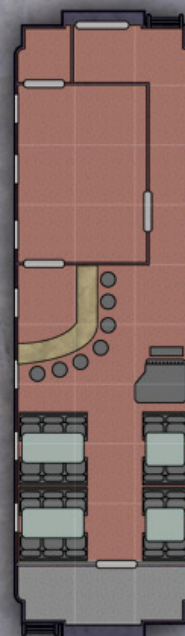
13



14-16



17-18



19

Avery Coast Rail Enclave



1 square = 20 feet

- 1. Rail station.
- 2. Clocktower.
- 3. Common lodgings.
- 4. Premier lodgings.
- 5. Park and green space.
- 6. Government office.
- 7. Police and firehouse.
- 8. Shopping mall.
- 9. Restaurant.
- 10. Drinking establishment.
- 11. Premier theater.
- 12. Common theater.
- 13. Mixed entertainment.
- 14. Museum.
- 15. Mixed-use.
- 16. Carriage house.
- 17. Hospital.

ENTRANCE

Dear Respectable Guests of the Avery Coast Railroad,

I have loved – truly loved! – the time we have spent on this little steel pilgrimage together. Oh the fine dining, the glorious music, the auroras over Orithea, the blood-quicken-
ing passion of watching that great beast in the Malice Lands devour so many. Truly this trip
has been one to remember!

My business will be concluding this evening, and so I will sadly not be traveling on with
you into Crisillyir, but how could I part with so lovely traveling companions as you without
extending what hospitality I can? For Nalaam, city of bottomless mines, cradle of true
laissez-faire wealth and entrepreneurship, a shining beacon of possibility in the mountains, is the
home I've always desired. And with the money I'll be making tonight, I'm going to buy the
finest mansion so I can stay here forever, indulging my every desire.

What desires do I have for you? Why, to come with me to a show, of course!
Heart-pumping entertainment awaits you in the Nalaam Arena, and if you thought the
unscheduled stop we had in the Malice Lands was exciting, you'd be idiots not to come tonight.
Two hours before midnight the full moon shines on fields of snow streaked with blood of man
and beast and, oh, I cannot tell you how fun it is.

Truly, you must come. I'm sure you've been dying to see what I have under this little
veil that's sat next to me since Cherage, and it will not disappoint. Don't make me call the
guards on you. I jest, but they would do it for me. This is my home, after all.

Come two hours before midnight to the Nalaam Arena. Leave whenever you desire, but
perhaps arrange someone to ferry you back by carriage so you don't miss the train, because I do
not skimp on the wine. Red goes best with bloodshed.

Your stunningly beautiful hostess, *Elanor
Yanette*



BAD BOYS BAD BOYS (PF)

Goal.

Dismantle Kell's guild and force him into the open, then take him down. To do this, send the 50 police officers of your task force on missions to acquire leads, take out Kell's support, and eventually attack his strongholds.

Kell's seat of power is the Theater of Scoundrels, in the district Parity Lake. He's known to have three lesser strongholds: a fancy tower called Grand Suites, and a mansion dubbed Casa de Kell, both in Parity Lake; and a gated compound called Machete Hill in The Nettles.

The guild likely has affairs in other districts. The districts of Flint include Bosum Strand, Central, North Shore, Parity Lake, Pine Island, Stray River, The Ayres, and The Nettles.

Mechanics.

Each officer can perform one mission per day, and you have four days, from Spring 9 to Spring 12. You can call in favors for additional aid, and can go on missions yourself, but each mission you join takes 4 hours of your time, and there are other matters that need attending.

For each mission, choose how many men to send and which district to send them to, then roll the officers' skill check (use a default +10 bonus). If you accompany, use your skill modifier instead. This check determines success or failure.

The GM may call for an additional check to avoid a mishap. For instance, the Scout mission requires Perception to see how many thugs are at a location. The GM might ask for a Stealth check to keep the thugs from spotting the surveillance officers and attacking.

Each mission has a Minimum Officer entry and an Optimal Officer entry. Take a -5 penalty to the check for less than optimal, or -10 for less than minimum.

Successful missions can acquire **Task Force Tokens** (TFTs) and **Strikes**. TFTs help on later missions, and Strikes erode the guild's cohesion. Failure wastes time and might cause casualties.

Targets.

- ♦ **Front.** Guild-affiliated business. Low resistance.
- ♦ **Den of Thieves.** Guild hang-out. Medium resistance.
- ♦ **Illicit Transaction.** Major scheduled crime. Medium resistance.
- ♦ **Stronghold.** One of three well-defended compounds within the city. High resistance.
- ♦ **Theater of Scoundrels.** The guild's seat of power in eastern Parity Lake. Very high resistance.

Missions.

You can trade in a Task Force Token before a mission to get +2 to your roll for that mission.

- ♦ **Case a District.** *Diplomacy or Knowledge (local).* Look for fronts, dens, and transactions in one district. Success reveals 1 or more items of interest. Minimum officers 2. Optimal 6.
- ♦ **Scout.** *Perception.* Choose a known location and find out about it, including number of defenders. Minimum officers 1. Optimal 3.
- ♦ **Bust Up a Joint.** *Intimidate.* Go into a Front or a Den of Thieves to look for information. Success earns 1 TFT at a front, or 2 TFTs at a den of thieves. Minimum officers is equal to number of defenders. Optimal is three times that many.
- ♦ **Sting.** *Intimidate.* Swoop in during an Illicit Transaction. Success earns 1 Strike and 1 TFT. As above, you want three times number of defenders, but you cannot scout for a sting, so be careful.
- ♦ **Assault.** Attack a stronghold to earn 1 Strike. Attack the Theater of Scoundrels to earn 3 Strikes.

Task Force Tracking.

Enter numbers or hash marks below to keep track of how many officers you have available, how you deploy them each day, and how successful you are.

		Spring 9	Spring 10	Spring 11	Spring 12	Final
Available	Officers					
	Additional Resources					
	Total Manpower					
Deployed	Case a District					
	Scout					
	Bust Up a Joint					
	Sting					
	Assault					
Results	TFTs Acquired					
	TFTs Expended					
	TFTs Remaining					
	Strikes Acquired					
	Casualties					
	Remaining Officers					
	Strikes Total					

BAD BOYS BAD BOYS (4E)

Goal.

Dismantle Kell's guild and force him into the open, then take him down. To do this, send the 50 police officers of your task force on missions to acquire leads, take out Kell's support, and eventually attack his strongholds.

Kell's seat of power is the Theater of Scoundrels, in the district Parity Lake. He's known to have three lesser strongholds: a fancy tower called Grand Suites, and a mansion dubbed Casa de Kell, both in Parity Lake; and a gated compound called Machete Hill in The Nettles.

The guild likely has affairs in other districts. The districts of Flint include Bosum Strand, Central, North Shore, Parity Lake, Pine Island, Stray River, The Ayres, and The Nettles.

Mechanics.

Each officer can perform one mission per day, and you have four days, from Spring 9 to Spring 12. You can call in favors for additional aid, and can go on missions yourself, but each mission you join takes 4 hours of your time, and there are other matters that need attending.

For each mission, choose how many men to send and which district to send them to, then roll the officers' skill check (use a default +10 bonus). If you accompany, use your skill modifier instead. This check determines success or failure.

The GM may call for an additional check to avoid a mishap. For instance, the Scout mission requires Perception to see how many thugs are at a location. The GM might ask for a Stealth check to keep the thugs from spotting the surveillance officers and attacking.

Each mission has a Minimum Officer entry and an Optimal Officer entry. Take a -5 penalty to the check for less than optimal, or -10 for less than minimum.

Successful missions can acquire **Task Force Tokens** (TFTs) and **Strikes**. TFTs help on later missions, and Strikes erode the guild's cohesion. Failure wastes time and might cause casualties.

Targets.

- ♦ **Front.** Guild-affiliated business. Low resistance.
- ♦ **Den of Thieves.** Guild hang-out. Medium resistance.
- ♦ **Illicit Transaction.** Major scheduled crime. Medium resistance.
- ♦ **Stronghold.** One of three well-defended compounds within the city. High resistance.
- ♦ **Theater of Scoundrels.** The guild's seat of power in eastern Parity Lake. Very high resistance.

Missions.

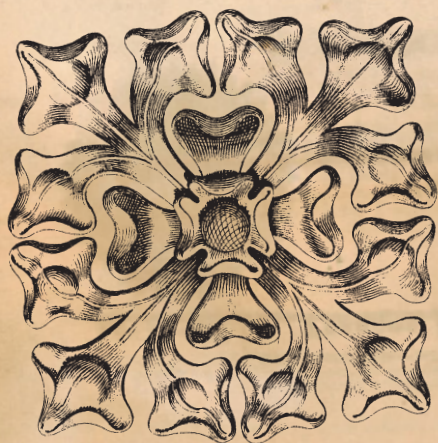
You can trade in a Task Force Token before a mission to get +2 to your roll for that mission.

- ♦ **Case a District.** *Diplomacy or Streetwise.* Look for fronts, dens, and transactions in one district. Success reveals 1 or more items of interest. Minimum officers 2. Optimal 6.
- ♦ **Scout.** *Perception.* Choose a known location and find out about it, including number of defenders. Minimum officers 1. Optimal 3.
- ♦ **Bust Up a Joint.** *Intimidate.* Go into a Front or a Den of Thieves to look for information. Success earns 1 TFT at a front, or 2 TFTs at a den of thieves. Minimum officers is equal to number of defenders. Optimal is three times that many.
- ♦ **Sting.** *Intimidate.* Swoop in during an Illicit Transaction. Success earns 1 Strike and 1 TFT. As above, you want three times number of defenders, but you cannot scout for a sting, so be careful.
- ♦ **Assault.** Attack a stronghold to earn 1 Strike. Attack the Theater of Scoundrels to earn 3 Strikes.

Task Force Tracking.

Enter numbers or hash marks below to keep track of how many officers you have available, how you deploy them each day, and how successful you are.

		Spring 9	Spring 10	Spring 11	Spring 12	Final
Available	Officers					
	Additional Resources					
	Total Manpower					
Deployed	Case a District					
	Scout					
	Bust Up a Joint					
	Sting					
	Assault					
Results	TFTs Acquired					
	TFTs Expended					
	TFTs Remaining					
	Strikes Acquired					
	Casualties					
	Remaining Officers					
	Strikes Total					



This dossier is official correspondence of His Majesty King Aodhan's Royal Homeland Constabulary. By the powers of his office, the king has sealed this document, and any unauthorized individuals opening it shall come to the attention of the RHC.

Unapproved opening of this document is an offense against the crown. Let those who transgress be struck down, as established in the Rites of Rulership.

PEACE SUMMIT OF 501 AOV

Spring 8. Mediator Brakken of Heffanita arrives from Ber. Drakran observer Steffan Eberhardt is already in town.

Spring 9. Danoran vessel Freux Rouge arrives, carrying Captain Rosalyn Taylor and Minister of Magic Pierre Riquier. For the Risur delegation, Geoff Massarde and Kian Doherty arrive from Slate.

Spring 13. At 6pm, Danoran vessel Lux Profectusque arrives, carrying Sovereign Han Jierre, Minister of Outsiders Lya Jierre, and Minister of War Eloise Duffet. That evening a banquet involving all dignitaries and begins the Peace Summit.

Spring 14. King Aodhan and Sovereign Han Jierre hold private talks.

Spring 20. The talks are scheduled to end with a formal declaration of betrothal between the King and Lya Jierre.

Spring 22. The Sovereign and most of the delegation will depart, while Lya Jierre will begin a nationwide political tour. Life in Flint can return to normal.

In the Risur delegation.

- ♦ King Aodhan.
- ♦ Principal Minister Harkover Lee.
- ♦ Royal Engineer Geoff Massarde.
- ♦ Minister of Agriculture Kian Doherty.
- ♦ City Governor Roland Stanfield.

And for the Danorans.

- ♦ Sovereign Han Jierre.
- ♦ Minister of Outsiders Lya Jierre.
- ♦ Minister of War Eloise Duffet.
- ♦ Minister of Magic Pierre Riquier.
- ♦ Naval Representative Rosalyn Taylor.

And finally.

- ♦ Mediator Brakken of Heffanita.
- ♦ Drakran Observer Steffan Eberhardt.



PERSONS OF NOTE

Hereafter labeled as PN#.

- ♦ **PN1. DANORAN MINISTER OF OUTSIDERS LYA JIERRE.** Niece of Sovereign Han Jierre. Witnessed at gathering of Obscurati in Vendricce. Involvement unknown.
- ♦ **PN2. NATHAN JIERRE.** Cousin of Lya. Researcher at Axis Island, accomplice of Duchess Ethelyn of Shale. Involved in extraplanar observation.
- ♦ **PN3. LUC JIERRE.** Brother of Lya. Arcanoscientist, inventor of artifact identified as "Wayfarer Lantern." Delivered lantern to Lya Jierre and PN5 in Vendricce.
- ♦ **PN4. SOVEREIGN HAN JIERRE.** Ruler of Danor. Involvement unknown.
- ♦ **PN5. "NICODEMUS."** Unnamed individual smoking cigarettes (leaf of Nicodemus) at gathering in Vendricce. Appeared to have a leadership role.
- ♦ **PN6. DUCHESS ETHELYN OF SHALE.** Sister of King Aodhan. Claimed skyseer vision warned of threat to Risur. Attempted assassination of king. Attacked Axis Island. See attachment PN6a.
- ♦ **PN7. REED MACBANNIN.** (deceased) Mayor of Flint district of The Nettles. Operated facility on Cauldron Hill refining substance identified as "Witchoil." Committed suicide in prison cell.
- ♦ **PN8. CILLIAN CREED.** (deceased) Butler of Macbannin. Infused with Bleak Gate magic, granting shadowy physical form. Performed murder, organized smuggling operation, attempted cover-up, and likely other criminal activities on behalf of Macbannin.
- ♦ **PN9. HER MAJESTY PRINCESS FAIRY DUST, HANA "GALE" SOLIOGN.** Eladrin refugee from Danor. Hostile to Danoran industrial activity in Flint. Unconfirmed role in murder and arson of industrialists. Sent PN10 Nilasa on spy mission in Danoran consulate in Flint.
- ♦ **PN10. NILASA HUME.** (deceased) Stole financial documents from consulate, linking Macbannin to various criminal enterprises. Murdered by PN8 Cillian Creed.
- ♦ **PN11. HIS GRACE THE DUKE OF SLAUGHTER. LORCAN KELL.** Crime lord in Flint district Parity Lake, with base of operations in location identified as "Theater of Scoundrels." Renowned for violence and cruelty.

Examination of stolen financial documents reveal many factories in Parity Lake changed ownership—we suspect by intimidation—and were registered in the names of known members of Kell's guild. Strong certainty that Kell aided Macbannin in smuggling various industrial goods to destination unknown.

After Macbannin's arrest, Kell's guild apparently accompanied agents of the Obscurati during the attack on the RHC headquarters.

- ♦ **PN12. "STEELSHAPER."** Unnamed individual who aided PN8 Creed to recover documents at an abandoned church in The Nettles. Demonstrated ability to move and shape metal without obvious spellcasting. Had a Crisillyyiri accent.
- ♦ **PN13. LADY INSPECTRESS MARGARET SAXBY.** Former head of the RHC in Flint. Apparently worked to help Macbannin maintain secrecy, believing it was part of an official Risuri military project. Appears to have no direct affiliation with the Obscurati.
- ♦ **PN14. KAJA STEWART.** (Status Classified) Arcanoscientist in Macbannin's laboratory who stole items identified as "Ancient Artifacts" after Macbannin was captured. Worked with PN11 Kell to fence these items.
- ♦ **PN15. CAIUS BERGERON.** Alleged patron of archaeology. According to PN14 Kaja, Bergeron brought Ancient Artifacts to Macbannin for examination, to determine their powers and risk. Funded multiple expeditions to Ancient ruins. Killed via exneuralation by Sijhen. Arranged bodyguards for PN3 Luc on Avery Coast Railroad, apparently with intent to accompany to Vendricce.
- ♦ **PN16. SIJHEN.** Mysterious being, identified as a "Gidim." See attachment PN16a for details of Gidim. Entity sought to return to its own plane. Believed dead or banished when its portal collapsed. No apparent affiliation with conspiracy.
- ♦ **PN17. XAMBRIA MEREDITH.** Archaeologist who excavated location identified as "Ancient High Bayou Ziggurat." Recovered Ancient Artifacts, which were delivered to PN15 Bergeron. Possessed by PN16 Sijhen, and shared memories. Provided the name "Obscurati" to identify hostile conspiracy; we suspect the name was gleaned from consumed brain of PN15.

ATTACHMENT PN6A: ETHELYN'S PROPHECY

Duchess Ethelyn of Shale allegedly received this prophecy. It, along with numerous other factors, motivated her treason against the crown.

A globe spins on its axis, and a steel ship sets off to war on a sail of shadows. The world passes into night, and blackness grips all of Risur as the stars fall from the sky. The king's eyes turn a soulless white, and he moves as a puppet, his strings pulled by a man who has already died a thousand times.

Though we are wary of putting excessive stock in prophecy--if for no other reason than the desire to avoid hubristically bringing its predictions to pass in the course of trying to prevent them--we can see some obvious parallels to current situations.

The "axis" likely motivated Ethelyn to target Axis Island. Likewise the "steel ship" suggests the R.N.S. Coal tongue, a prominent Risuri steel warship. The "sail of shadows" could simply be the smoke from its engine, or might be related to the Obscurati's penchant for hiding, particularly in the shadowy Bleak Gate. However, the ship has not set off to war, and indeed the current peace plans will hopefully avoid any imminent war.

We see no obvious correlations in the rest of the prophecy. If it is true, that suggests the events have not yet occurred. Stars falling from the sky could relate to any number of meteor showers, or perhaps the incursion from Gidim, a previously unknown world (see Attachment PN16a), but this is only speculation.

— Royal Skyseer Cliff Swanland

OBSCURATI INTELLIGENCE

Herein an overview of knowledge about the organization identified as "Obscurati" by Person of Note 17 (Xambria Meredith).

Section the First: Obscurati Organization

The Ob (for short) appear to have a very strong focus on secrecy and compartmentalization. It is possible they have other cells of their organization that we are unaware of simply because the operatives we've interrogated were not privy to the full scope. Indeed, given the conspiracy's assets and international span, it seems likely they are up to more than just operations in Flint.

It is imperative that we trace the chain of command to its top and then work our way down to lower tiers of other cells.

Section the Second: Operations in Flint

In Flint, we suspect PN12 Steelshaper convinced PN7 Macbannin to work on a fake Risuri military project. Macbannin operated in our world and helped smuggle materials, we suspect into the Bleak Gate, which are likely being used to construct something that requires a great industrial base. Macbannin also refined witchoil,

which likely would be used as fuel for whatever is being created. The Ob want it to remain secret, and have gone to elaborate lengths to keep it so.

The Ob appear to have a base, and likely factory or assembly facilities in the Bleak Gate, and possess means to travel between that world and ours with relative ease.

Section the Third: Wider Operations

The Ob are interested in reaching or manipulating other planes. It is possible PN15 Bergeron's funding of Ancient expeditions is merely tangential to their main activities, but PN3 Luc's invention, the Wayfarer Lantern, has the potential to influence planar magic. Additionally, Axis Island had unusual planar fluctuations, and PN2 Nathan was studying other stars.

Section the Fourth: Goals

Unfortunately, we lack enough information to present anything but baseless speculation.

ATTACHMENT PN16A: GIDIM

Creatures identified as "Gidim Warbeasts" appeared several times, apparently summoned from the planet Apet, also known as The Distant Plane. Apet is source of teleportation and divination magic, and the incomplete silver ring that surrounds it is source of foresight magic. Travel to plane was believed impossible, and no creatures could be summoned from there.

At Ancient High Bayou Ziggurat, a golden plate sealed a portal to a small pocket dimension, which appeared to have originally been part of Apet before being sliced away. Several creatures escaped, including PN16 Sijhen. Based on explanation from PN17 Xambria, the entity was not native to Apet, but rather from the planet/plane/star called Gidim. Alternately, the creature's race might just be called Gidim. We are operating with dubious nomenclature.

Sijhen, like the Gidim Warbeasts, existed primarily as manifested thought, with ability to become solid. Our best guess is that they feed on thought or emotion, either indirectly—like plants requiring intangible sunlight—or physically. After PN16's arrival in Flint, numerous victims were reported having their brains removed through the palates of their mouths. Apparently Sijhen acquired the knowledge of the minds it ate. The warbeasts appear to have been lacking higher intelligence.

Sijhen's possession of PN17 might have been dependent on circumstances, or could be trait of entire species.

Entity attempted to open a portal to its homeworld, though no place called Gidim is known to our skyseers or astronomers, and such travel would normally be impossible. It acquired an ancient artifact known as "Ancient Star Map" which it appeared to use to direct its portal. The possibility of an extraterrestrial race possessed of these powers is greatly concerning, but is beyond the scope of this current investigation. Henceforth, by order of the king, all information about the Gidim is to remain secret, and any previous statements are to be disavowed as a deception perpetrated by unknown fey entities. Until further information is acquired, any additional incursions by the Gidim should be kept hidden from the general public to avoid a mass panic.

Ranyard Muldrate
RHC Slate branch
S.C.P. Division

On behalf of Lord Viscount Inspector Nigel Price-Hill

MEANWHILE IN THE NEWS

(ADVENTURE FIVE)

DOCTOR!

Tales from Ber tell of miraculous healing in the hinterlands. Long averse to the Clergy and their renowned curative magic, the upper class of Ber seem quite abuzz at rumors of a foreign doctor treating the sick using science and surgery, not sorcery. Though Flint has its own medical education programs that produce fine physicians, stories tell of this mystery man repairing severed spines, reattaching lost limbs, and restoring sight to the blind, feats currently beyond the scope of secular medicine.

HUE!

Clothiers across Lanjyr are concerned that the upcoming peace summit might endanger the production of a popular dye, Tardisian Blue, which changes color in the presence of magic. The flower that yields the dye is native to a single island in the Yerasol Archipelago, and that island allegedly lies in a "buffer zone" that has been proposed, where neither side could have settlers. Druids in Risur cheer the announcement, saying it will let the islands return to their original historic beauty.

BAKER!

For months subrail travelers have wondered at the construction outside their windows as they passed beneath the heart of downtown. Wonder no longer. The Sharon M. Baker Station (Red Line, station 4) will be having its ribbon-cutting ceremony on the 12th of Spring. The city subrail authority apologizes that the Red Line will be shut down until noon that day for track maintenance and platform alignment.

TENANT!

The Royal Docks of Upper Flint Bay have a new short-term lodger. Freux Rouge, a second-rate frigate of the Danoran navy, arrives on the 9th bearing dignitaries for this month's peace summit. The Flint garrison promises that Risuri ships will be ready at a moment's notice if the Danorans cause trouble. Indeed, the R.N.S. Brawn—the ship whose berth the Freux Rouge is taking—will be on regular patrol. Gawkers are expected, because the Rouge is one of Danor's few remaining sailing warships.

SMITH!

In Drakr, this spring's Forge Festival will see most every dwarf over the age of 10 working to craft something out of metal over the course of a single day. Trekhom's grand shipyard expects to launch a vessel at sunrise the next day, and has invited all non-dwarves in the city to come and watch the unprecedented construction.

REUNION!

Centuries after it was destroyed in the Second Victory, the Aquilopolis Bridge which once connected the human world with the eladrin world has been reconstructed. Now the massive structure links Crisillyir and Elfaivar at the Strait of Sjögren, and the Avery Coast Railroad is already conveying passengers and freight between the two continents. However, security is tight, and the bridge's completion was delayed due to numerous attacks by jungle tigers.

DWARVEN RADICAL EVIDENCE

COMPONENTS

- 151.416-liter amberglass drum, partitioned into eight chambers, each 18.927 liters. Pour holes to be magically sealed once filled. Tare weight approx 20 kilos.
- Outer casing, de-dimered steel. (Methian scrap is ideal.)
 - Seventy-two curved plates, 17 cm by 17 cm, sufficient curve to surround drum, attached in the lamellar fashion.
 - Top cover.
 - Base, with central divot and four prongs to stabilize drum.
 - Four threaded rods, attaching base to cover.
- 58 meters of steel wire, 13 gauge.
- Fine alkahest pipette set.
- Toban's spirit guide, runic appendix.
- Tauric's codex of alchemy, 3rd edition.
- Reagents below, 20 liters apiece.
- Any way to generate lightning. Common magic trick sparkrod works fine, but keep several on hand.

$$7+6+5+4+3+2+1$$

Chambers will balance their mixtures, 4% per iteration.

$$18 \times 3.13 \times 28 = 1578$$

3.13 seconds per iteration.

Cascade at 12.5% fire humor.

REAGENTS

- Fire Humor. Triggering agent. Common alchemical.
- Aether. Fills vacuum. Each liter will produce approximate 25% cumulative increase in radius of effect. Stores at Parolight will be moved after track detonation. Follow and acquire.
- Phlogiston. Liquid elemental fire. Base explosive radius 1.5 meters. Common alchemical.
- Frayed Chronosomia. Fluid time, extruded in threads. Deters divination and foresight. Shipment already acquired, courtesy the Drakran Division of Spycraft.
- Witchoil. Accelerant. Just get some off of Cauldron Hill. Plenty's lying around.
- Blood Infused with Ambergris. Calming agent, stabilizes transmutation. Ambergris can be bought from perfume shops. Blood should be no problem to acquire. Mix until density is 1.08 g/cm^3 .
- Serpent's Loop. Scales of a snake that has devoured itself, boiled in venom. Makes fire consume any substance, even stone. Already acquired from Ber.

DWARVEN RADICAL EVIDENCE

$$0.04AE^{x(x+p)} = 0.8757_{\pm}$$

18 iterations achieves cascade.

- Frostburn. Transmuted phlogiston that freezes. Really just dash of flavor, so once device activates, all it touches coated in ice. All praise wisdom of Grandis Komanov and her gift of wintry reagent.

Abjurant interferase above 13.2 tachs/hour.

First discussion 32 Summer 500 A.O.V.

6048 hours. Round up to 6200.

RECIPE

KEEP ALL LIGHTNING AND SIMILAR MAGIC AWAY FROM THE DEVICE UNTIL YOU READY TO ACTIVATE IT.

1. With each reagent, perform appropriate purifying ritual from Tauric's codex.
2. Fill amberglass chambers in any order. Seal pour holes. Give it good shake to make sure no leaks.
3. Place atop base. Attach top with threaded rods.
4. Separate wire into 28 segments one meter long, and one 30 meters long. Using alkahest, label 28 short wires each with one of possible pairings of ingredients, using runic names.
5. As each is completed, magically thread through amber to appropriate pair of chambers.
6. Label long wire "Black," and attach from interior of top cover. Weave through other wires so touches every one, then leave free on floor. First and last wire it touches must each include ambergris.
7. Attach lamellar plating, leaving Black wire out at bottom. If wire is touching ground, you're somewhat safe. If is inside the case, you're likely doomed. But you are prepared for the end, brothers.
8. Transport device to desired location. When ready to activate, tuck Black wire back into shell so is not touching any other surface, but leave a length exposed. Use lightning magic on exposed surface -- will activate device.

Why does our cult offer no burly women in afterlife?

If this will be end, should prepare in this life.

380 Byrne Street.

Dead gods! 81840 tachs! Apiece? Will never work.

Target area 500 meters. 2502 pi. But only 240 hours. Will still bankrupt us.

Must suggest bank robbery in addition to doomsday.