



EN5ider Presents:

Cauldron-Born

Part Four

A 5E-Compatible Adventure for 7th- to 8th-Level Characters



Act Four: To Battle a Colossus

THE PCs WORK WITH THE RISURI NAVY TO LURE Borne out to sea while King Aodhan enacts a ritual to send the creature to the Dreaming.

Shadow of the Colossus

Until dealt with, the colossus becomes a permanent fixture in the background of the city. It has no particular goal, so it is content for now to look at its surroundings and poke things like a child, curious to see how strong they are. Though each stride is 50 feet long or more, it does not stray far.

It is certain that if left unchecked, the titan will make the city unlivable. The king wants to get it out of populated areas, but trying to get it to move anywhere is likely to stir its anger, and that's when things will get really dangerous. First though, the party will need to make their way back to the Hotel Aurum, where King Aodhan is holding an emergency session to handle the situation.

Regroup Time

Social. Real-Time.

Let's talk to the King about this? Sounds like a good idea!

It takes the party at least an hour to make their way from Cauldron Hill to the Hotel Aurum. As the PCs approach, they can see that the Danoran contingent no longer has guards on post. A quick check with any Risuri guard reveals that Han Jierre and his group vacated the hotel mere minutes after the colossus was first reported. Reports are unclear where they went.

The PCs are admitted to meet with King Aodhan, who has convened on the ground floor lobby, since the ability to evacuate is more important than having good furniture. Present with the king are several military officers, Chief Inspector Stover Delft, and Harkover Lee.

During the quick debrief that follows, Aodhan and Stover Delft bring the PCs up to speed on what's happened in Flint. Parity Lake district is being evacuated, leading to panic and looting in neighboring districts. Reports keep coming in of ships fleeing the harbor, including *Lux Aurumque*, the Danoran capital ship. Worse, the panicked evacuation is making it difficult for the naval fleet that defends Flint to get back into the harbor. There are twenty first-rate ships-of-the-line stuck out at sea, and only a handful of combat-ready vessels in the actual harbor.

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OPEN GAME CONTENT

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King Aodhan and Harkover Lee have begun putting together a basic plan on how to remove the Colossus threat, though it is highly dangerous.

The Ritual Plan.

Using a powerful magical ritual invested in him as part of the Rites of Rulership, King Aodhan intends to banish the colossus into the Dreaming. While the exact ramifications of performing such an act are as of yet unknown to him, King Aodhan believes it is the only option available to them if they are to save Flint.

In order to enact his ritual, the King requires 30 minutes of unimpeded casting time, and he must stay within a thousand feet of the target. The King knows the dangers of this, especially if the golem takes note of him, and he isn't sure it will be possible to keep the titan still for that long. To this end, Aodhan wants to lessen the colossus's advantage by bringing the immense construct out into the harbor, where its slow movement will be further impeded by having it square off against faster seafaring vessels.

The main decision Aodhan has to make is whether to draw the colossus to the harbor, which can be done via Stanfield Canal and causes the least destruction; or to draw it to the waters north of the city, near The Ayres, where more of the fleet could confront it. The second route, though, would wreck at least a mile of the city. The first route only endangers a few blocks – and, unfortunately, would destroy all the bridges along the canal – plus it gives them the ability to deploy the *R.N.S. Coaltongue*.

The king is inclined to go for the harbor, but he can be convinced to try the other route. Once that decision is made, Aodhan asks if anyone has a better plan, and if not he sends orders for every military ship in the harbor to assemble at the Royal Docks.

Other Plans.

Disabling the colossus seems infeasible. People have shot at it with pistols and muskets and it hasn't noticed. Observation by telescope suggests its skin is adamantine, effectively impervious to any mundane weapon, though perhaps enchanted cannons could injure it. Luckily it seems not to have any sort of ranged weapons.

Climbing it and looking for a way inside is an option, because there is some space along its back with hollow components intended for storing witchoil and other fuel. These do feed into its inner forge-heart, which provides magical energy to the colossus's limbs. However, anywhere vulnerable would be so hot as to set fire to flesh and melt most metals other than adamantine. Even if someone could get in, magical wards would dispel the intruder's protections and leave him doomed in the forge's heat.

Its mind is too limited for it to communicate, though it does respond with curiosity to unusual sights and sounds. It has no fear of anything, but it does get angry if it is harmed.

Luring it to Sea.

The local authorities handle this, unless the party volunteers or has their own plan. The plan Delft comes up with is to get all the spare fireworks from the New Year's festival and perform a few quick test launches to see if the colossus responds to them, and if so, whether he goes toward or away from the pretty lights.



It takes an hour to set up, but then teams start setting off their fireworks. The first launch shows that the colossus is attracted to the light – it reaches out a hand and tries to grab at the blossom of fire in the sky – so the authorities begin firing a quickly-planned path that draws the colossus first to Stanfield Canal, and then down the canal toward the harbor.

Another option might be to requisition the Hurricane Violin and use its enchantment to amplify a song that would lure the colossus.

To Your Stations!

King Aodhan intends to board the *R.N.S. Coaltongue*, and he wants the PCs either by his side or on a ship of their own. Harkover Lee explains that no amount of armor or protection will keep them safe from the colossus; in this case, speed is the best defense.

Harkover Lee joins the main fleet attacking Borne and adds his own magical abilities to the battle while Stover Delft remains behind in the city to coordinate evacuations from coastal areas, using the local police and RHC to keep order.

The Battle of Bosum Strand

Social. Montage.

The party and their king rally a makeshift fleet to save Flint from destruction.

Dark clouds form ahead, and it begins to lightly rain during their trip from the Hotel Aurum to the royal docks. When they arrive, they see amassed a dozen Risuri warships – a mix of sail and steam, most of them sixth-rate (110-foot long, 30 cannons) or smaller, but perhaps with a few larger vessels like the *R.N.S. Impossible* or the party's own ship. They await the arrival of their king, flags flying high, their skeleton crews nervous at the deadly mission before them. Also present, surprisingly, is a Danoran warship: the *Freux Rouge*.



A Danoran Always Pays Her Debts.

The loud shouts of a woman with a heavy Danoran accent ring through the nearly abandoned docks. If the PCs met her at the banquet, they recognize the voice of Captain Rosalyn Taylor.

Unlike the *Lux Aurumque*, which fled at the first sign of trouble, Taylor and her crew actually sailed to the Royal Docks, intending to offer aid. A contingent of Flint marines prevents the captain from disembarking, but she shouts to get the attention of the party.

If approached, Taylor asks the PCs to let her know what's going on and how she can help. Unless the party made a terrible impression, she goes on to say that the Sovereign is safely away, and that she will obey the last directions he gave her: to protect peace with Risuri. In that regard, she will gladly lend her vessel to the Risuri fleet. A first-class ship-of-the-line, the *Freux Rouge* is probably the second strongest vessel in the harbor after the *Coaltongue*.

Luckily, the PCs have King Aodhan at their side, and the king will give orders based on whatever the PCs decide to do with Captain Taylor's ship. If the PCs approve, Taylor proves true to her word, and the Danoran vessel joins the Risuri fleet in their distraction attack on Borne.

Dockers United.

Closer to the docked *Impossible* several transport vessels remain moored in the harbor, with hundreds of people shouting and surging, nervously stranded after their ships fled the harbor without them. These people, most simple sailors or dockworkers, are close to panic, but from atop a warehouse Thames Grimsley tries to get the crowd's attention and calm them down.

The PCs should know that the naval vessels currently in the harbor are understaffed, since most of the ships were in dock for maintenance and repairs while the ship-shape ones were out guarding the open sea to the north. The dockers could be used to assist the vessels, by coming aboard and helping to man the rigging and give extra muscle in arming weapons and steering ships.

Getting their aid requires some manner of inspirational speech and a successful DC 22 Charisma (Persuasion) check. The character who makes the check gets a bonus equal to twice the party's Flint prestige, and advantage if they're on good terms with Thames Grimsley or are themselves a Docker. Bringing the king certainly can't hurt.

If the attempt fails, the crowd devolves into a riot, another disaster that threatens to bring the great city down. If rallied though the dockers start pouring onto transports that take them to the makeshift fleet.

The Impossible Mission.

Another setback reveals itself: upon seeing the colossus, the aged captain of the *R.N.S. Coaltongue* suffered a heart attack. His first officer can take command, but this gives you a chance to keep the party close to the king, and perhaps provide a player who doesn't normally get to be captain a chance to control a vessel of his own.

As the crew makes ready the tiefling engineer Geoff Masarde appears and explains to any spellcasters who will be aboard how to make use of the ship's capacitor to empower their spells.

Each PC gets a quick tutorial on using the turrets, which allows

them to make ranged attacks with the canons using their normal ranged attack bonuses. Harkover Lee says he'll devote his power to creating a defensive shield around the ship.

King Aodhan reminds everyone that he needs 30 minutes to complete the ritual that will banish the Colossus into the Dreaming and he needs to stay within a thousand feet. He also relates that he'll be particularly vulnerable during this period so the PCs will need to protect him if anything tries to board the ship or harm him.

Let's Get Its Attention.

By the time the fleet is ready, the colossus is dangerously close to the end of the canal. The king gives the order to launch.

As the *Coaltongue* comes out to into the bay, it is greeted by a resounding salvo of cannon fire. Landing harmlessly in the waters in front of the Bosum Strand docks, the salvo lets out a resounding 'BOOM' sound that can be heard from most corners of the city. Borne immediately reacts to this by turning towards the distant fleet and standing to his full height.

From here, the fleet begins launching another barrage along with an impressive pyrotechnical display of magic. The result looks like brilliant fireworks crackling up in the sky during the ongoing downpour of rain. This display is enough to fully captivate Borne and the colossus begins slowly walking towards the assembled fleet, stepping into water first as deep as its knees, then its waist.

The Battle Begins

Action. Tactical. Level 9.

The party engages the colossus in a naval combat that they cannot hope to win, only endure.

To quickly handle the naval combat, the captain has a +8 bonus on Dexterity (vehicle [water]) checks. The colossus uses Strength (Athletics) to contest these checks and has a +12 bonus.

R.N.S. Coaltongue. Dozens of cannons fire to either broadside of this gargantuan vehicle but the ship's greatest weapons are its capacitor, which magnifies the spells of mages who cast from the main deck, and its brand, which can launch a blast of arcane flame from the prow.

Crew Rolls.

A character that is not acting as captain can be **bosun**, relaying orders to the crew. This adds their Charisma modifier to checks made by the engineer or gunner attack rolls.

Or they can be **engineer**, making DC 8 Intelligence checks, granting a +1 bonus on the captain's checks each round, plus 1 for every 5 points they succeed by.

Or they can be **gunner**, perhaps ordering the crew to fire cannons, aiming the ship's brand, or casting spells through its capacitor. They roll the ship's attack and adds their Intelligence or Dexterity modifier.

Or they can be **navigator**. Once per round after the captain makes a Dexterity (vehicle [water]) check, they can make a Dexterity, Intelligence, or Wisdom check and choose to use their result in place of the captain's roll.

Naval Rounds.

Each naval round is 5 minutes. Actions occur simultaneously. Terrain is roughly divided into stages 500 feet across. Each round contains three phases: Location, Bearing, and Attack.

- **Location.** Make opposed checks and reroll ties. The winner can decide to block the opponent (the colossus) from moving, or move to an adjacent stage. If they succeed by 5 or more they can also approach within close-combat range, or drive an enemy into an adjacent stage and follow it.
- **Bearing.** Make opposed checks. If the *Coaltongue* wins, it gets to the colossus's side, and so the titan takes a -2 penalty to its attack roll this round. If the *Coaltongue* succeeds by 5 or more, the colossus also has disadvantage. On a success by 10 or more, the *Coaltongue* can stay directly behind the colossus, preventing it from counter-attacking.

If the colossus wins, each side can attack as normal, since the *Coaltongue*'s capacitor lets it fire in any arc.

- **Attack.** Each side makes an attack roll, 1d20 (+8 for the *Coaltongue*'s attack rolls, +15 for the colossus') vs. the target's AC (the *Coaltongue* has an AC of 20, the colossus has an AC of 22). When at close-combat range (within 500 feet) attacks are made with advantage, and one combatant cannot attack another target if the target is in an adjacent stage. A hit inflicts a single strike, plus an additional strike for every 5 points the attack succeeds by. The Hull Integrity of the *Coaltongue* (4) allows it to take 4 strikes before sinking.

A strike against the colossus doesn't actually cause notable damage but does draw its anger. It will always try to attack whichever vessel last injured it, which keeps it from destroying the rest of the fleet (see below). For a strike against the *Coaltongue*, roll 1d6:

Result	Location	Effect
1-2	Hull Integrity	Kills 1d6 crew. At 0 Hull Integrity, the ship starts sinking.
3-4	Propulsion	1 strike—checks to control the <i>Coaltongue</i> or fire its weapons are made with a -5 penalty. Kills 2d6 crew. 2 strikes—ship is immobilized. Kills 6d6 crew.
5-6	Armaments	Each strike disables either brand (forward arc) or capacitor (others), kills 2d6 crew.

Additionally, whenever the colossus hits a ship, the witchoil fueling it leaves a residue which manifests as monsters known as witchoil horrors.

If the *Coaltongue* (crew of 200) falls beneath 132 crew, it takes a -5 penalty to either vehicle (water) checks or attack rolls. If it falls beneath 104 crew, it takes either a -10 penalty to one, or a -5 penalty to both.

Engaging Combat.

When the colossus first enters the harbor, it reaches out and grabs a Risuri warship, the *Avalanche*. Simple curiosity causes it to lift the

Someone Will Suggest It.

If the party rams the colossus, it doesn't hurt the thing. If they blow up the *Coaltongue* right next to it, they manage to injure the titan's knee so it limps for a bit, but it magically repairs itself over the course of a day.

100-foot long ship halfway out of the water, which snaps the wooden vessel in half in a stunning display of tossed bodies, exploding ammunition stores, and splintered wood.

The king curses and yells to keep the thing's attention then begins his ritual. A verdant green swoosh of magic energy reaches out from the monarch to Borne and with the connection established the colossus takes note of the *Coaltongue*, yet that alone is not enough to keep it from destroying its other toys. At first it just wants to be left alone, but as it gets attacked more and it begins to sense the king's spell upon it growing dangerously strong, it starts roaring with anger and aggressively attacking.

The other ships try to avoid the colossus, and whenever it starts to go for one of the lesser vessels, the rest of the fleet fires to try to draw its attention away. After each naval round in which the colossus doesn't suffer a strike, it tries to destroy another ship.

To see if the rest of the fleet's shots manage to distract the colossus, have a PC roll 1d20 vs. DC 35, with a +2 bonus per surviving ship in the fleet other than the *Coaltongue*. The fleet starts with 12 ships (or 13 if the *Freux Rouge* is present.) On a success, the fleet avoids harm. Otherwise, one of the ships is destroyed.

Horrors that Hitched a Ride.

Whenever Borne strikes the *Coaltongue*, it leaves behind a witchoil residue that transforms into 1d3 **witchoil horrors** (see above).

If it gets into close combat, Borne creates violent waves that crash alongside the side of the vessel. Everyone onboard must make a DC 13 Dexterity saving throw or be knocked prone. Along with the wave, two **witchoil monstrosities** (see above) wash onto the deck.

Witchoil Horror

Medium ooze, unaligned

Armor Class 15 (natural armor)

Hit Points 26 (4d8+8)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	—	1 (-5)	10 (+0)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 5

Languages —

Challenge 3 (700 XP)

Aura of Decay. At the beginning of its turn, all creatures within a 30-foot radius of the witchoil horror take 1 necrotic damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 3 (1d6) necrotic damage.



Witchoil Monstrosity

Large ooze, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10+24)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	—	1 (-5)	10 (+0)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire

Damage Immunities necrotic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 5

Languages —

Challenge 6 (2,300 XP)

Aura of Decay. At the beginning of its turn, all creatures within a 30-foot radius of the witchoil monstrosity take 3 necrotic damage.

Magic Resistance. The witchoil monstrosity has advantage on saving throws against spells and other magical effects.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage plus the target's Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Either type of monster forces the party to enter normal tactical combat, which is concurrent with the naval combat. If left unchecked, each round a horror kills 1 crewman and does 3 damage to King Aodhan; a monstrosity also kills 1 crew, but does 6 damage to the king. The king effectively has 200 hit points and can be healed, but if reduced to 0 hit points, he must end the ritual and cannot restart it.

If Borne has destroyed any other ships, scatter difficult terrain and debris around the deck of the *Coaltongue* as the wreckage falls from the titan's hands and washes aboard.

Potential Saves.

As the combat progresses, the party might find themselves overwhelmed by the witchoil creatures or the attacks of Borne. Use your best judgment to keep the tension high, and if the players are more interested in the naval battle than facing the oozes, perhaps simply just require them to kill one group, determine how much time it takes, and guesstimate appropriate penalties for the party to take to their checks when more monsters show up.

If the party is in trouble, the GM can use one of the following saves.

- Harkover Lee conjures a powerful evocation, centered on the deck of the *Coaltongue*, that burns away all the present witchoil creatures, but leaves him weakened and unable to keep casting spells.
- Captain Taylor's ship the *Freux Rouge* launches an all-out attack against the colossus, scoring a strike that takes the attention off the *Coaltongue*, but the colossus easily destroys the ship on its next turn.

- A ship under the direction of Thames Grimsley swoops in and picks up the king and other survivors if the *Coaltongue* does start to go down.

Ritual Complete

During the half-hour of desperate maneuvering to avoid the colossus's wrath, the rain overhead intensifies into a thunderstorm, and as King Aodhan's spell reaches its crescendo a green light swirls around the colossus like a century of vines wrapping around an abandoned vehicle. The colossus surges toward the king and party and raises its fists, but then the light flashes and the colossus is simply gone. The sea heaves at the sudden vacuum, but the storm abates, and air is filled with the fresh scent of spring.

Failure?

If the party fails to protect the king, or if they are defeated, the colossus continues its rampage. The events of the next three adventures remain similar, since neither side is able to seize control of the colossus, even if it is on this plane. But it causes greater devastation, spending a day tromping around Flint before the rising sun draws it east toward Crisillyir.

Aftermath

The king charges the party to ensure no disaster like this ever befalls their nation.

The city will be rebuilt, and the dead mourned. But first, the king seeks the party's counsel. As the damaged fleet returns to harbor, he sags onto a seat and tells them that the colossus has been banished. It's now in the Dreaming, where he hopes it's beyond the reach of the Obscurati.

He intends to send messengers to the Unseen Court to ask for their aid in keeping the machine from falling back into enemy hands, though he worries the fey might view the sudden arrival of the colossus as an act of war. Still, that's an easier mission than the one he has for the party.

Take time to heal, recover, and prepare, he insists. But once their agents find a lead, the party will need to be ready to go anywhere at a moment's notice. Today he's content to just have driven the colossus away, but when they cross paths with it again, he wants this weapon for Risur. He wants to know why the Obscurati were building it, and either how to control it, or how to destroy it.

The question he has for them, then, is what happens now between Risur and Danor. If he tells his people this was an attack by Danor, it will help with the rebuilding, and might be best for the security of the nation. But it's not quite true. He's not sure his people will appreciate the nuance of a multinational conspiracy that happens to be headed by the Sovereign of Danor, even if not all of Danor is part of it.

He gestures to the *Freux Rouge*, or its wreckage. By tomorrow, the crew of that ship will either be heroes who helped Risur defend against a mysterious new foe, or they'll be enemies, doomed for prison and possibly execution. He groans, feeling his age suddenly, and mentions that he probably wouldn't have agreed to be king if

he'd known he'd have to make decisions like this.

Let the party offer their suggestions, and perhaps discuss the course ahead, but soon the ship nears shore.

Victory?

The people of Flint line the shore, cheering and applauding for the heroes that drove away the monster that attacked their city. As the

party sails close enough to be clearly viewed by the citizens, the king stands, draws his sword, and asks the party to kneel. Then, with just a simple proclamation that no one will ever hear but them, he touches his sword to their shoulders and grants them each a knighthood.

The crowd grows quiet at the scene, and then Aodhan tells them to stand, and the applause can be heard across the city. 🗡️

Onward to Act Two.

- In Adventure Six, *Revelations from the Mouth of a Madman*, the party races against Lya Jierre to track down Tinker Oddcog, the gnome Gearbuilder who knows all the secrets of the colossus's design. Tinker is hiding amid the savage tribes of Ber, and has several monstrous defenders, but if the party finds him, the insane gnome has slipped free of his *geas* and can provide a trove of information about the Obscurati.
- In Adventure Seven, *Schism*, a letter from Alexander Grappa, the Mindmaker, invites the party to the capital of Drakr and explains that he has taken up residence in the brain of Leone Qital, the Steelshaper, and they are now struggling for control. The party finds the Steelshaper in a vast railyard, and after defeating him they can help Grappa take full control. The Mindmaker proposes a daring mission: they must strike another Ob cell, take live captives, and then slip their consciousnesses into those bodies so they can infiltrate a grand conclave of the Obscurati.

While undercover, the party learns that the colossus will be used to manipulate the very nature of reality, to reshape the course of the world. But the conspiracy is at odds with itself, split into two camps with differing ideals. When the Ob's leader Nicodemus launches a purge, the party can find allies, information, and fabulous treasure if they're willing to risk getting killed in the crossfire.

- Having returned to their original bodies, in Adventure Eight, *Diaspora*, the party explores the wild jungle of Elfaivar to find Kasvarina. Asrabey has her convinced to help destroy the conspiracy, and she is determined not to repeat the mistakes that led her to such villainy. The party recovers a high elf relic, the *Crown of the Lost Arc*, which can reenact events from history. The

party accompanies Kasvarina on a journey across many nations, retracing the steps of her lost memories and bringing them to life so she can reveal the creation story of the Obscurati.

The colossus follows their path, drawn by a connection to Kasvarina, albeit hidden in the Dreaming. And the Obscurati pursue them both, seeing in Kasvarina a chance to gain control of the titan. The trek finally reaches the dread city of Methia, which lies in a planar sink where no magic works. The colossus simply steps into the real world, and an overwhelming force of the Obscurati sweeps in to capture it and kill the party. But the Crown can bring back the magic that once existed here, fully restoring Kasvarina's memories and giving the party a slim chance to escape.

- Finally in Adventure Nine, *The Last Starry Sky*, the party rushes back to Risur, having learned through Kasvarina that Governor Stanfield is part of the Ob. The aasimar plans a coup and activates a massive version of the *wayfarer's lantern* that will bring the entire nation under the control of the conspiracy. The party likely arrives too late to save the king, but he can pass along the mantle to one of the PCs, bestowing on the party the power they need to confront Stanfield.

Breaking through the defenses at Flint's governor's mansion, the party can try to destroy an eldritch machine manipulating the fabric of reality as the stars themselves fall from the sky in silvery shards. Even if the party manages to thwart Stanfield, though, they learn that the Ob's plot was enacted simultaneously across the entire world. Though they may have saved one nation from becoming slaves of the conspiracy, the rest of civilization now lies in the hands of the Obscurati.

Appendix A: Allies and Back-Up

Allied Police Officer

Medium humanoid (any race), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8+2)

Speed 30 ft.

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

Saving Throws Str +2, Con +3

Skills Athletics +2, Insight +1

Senses passive Perception 9

Languages Common, Primordial

Challenge 1/4 (50 XP)

ACTIONS

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) slashing damage, or 6 (1d10+1) slashing damage if wielded with two hands.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Allied Soldier

Medium humanoid (any race), lawful neutral

Armor Class 14 (breastplate)

Hit Points 39 (6d8+12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +3, Stealth +3

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Soldier Healing Ration (1/long rest). The allied Risur soldier carries a potion of healing.

ACTIONS

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 50/150 ft., one target. *Hit:* 6 (1d10+1) piercing damage

Allied Fey

Medium fey, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 4 (1d8)

Speed 30 ft.

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

Saving Throws Dex +3, Wis +1

Skills Acrobatics +5, Deception +5, Performance +5, Stealth +5

Senses passive Perception xxx

Languages Primordial, Sylvan

Challenge 1/4 (50 XP)

Fey Power. The Allied Fey has one of the following. Roll 1d4 to randomly determine the feature.

Flight: A fly speed of 30 feet.

Gremlin Tricks: Firearms hangfire when aimed at the fey, going off immediately if the attacker stops aiming at the gremlin; otherwise they fire one round after the trigger is pulled. When the fey dies, the nearest mechanical device stops working until repaired.

Innate Spellcasting (spell save DC 11; spell attack +3): The fey can innately cast one of the following once per hour—*charm person*, *disguise self*, *entangle*, *silent image*, *sleep*.

Wild Might: The fey gains a +2 bonus to melee attack and damage rolls, and the damage dice of its weapon increases by one step.

ACTIONS

Melee (Varies). *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) damage (varies by weapon).

Asrabey Varal

Medium humanoid (elf), chaotic neutral

Armor Class 26 (*glamered +3 platemail, lion shield*)**Hit Points** 150 (20d8+60)**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	16 (+3)	12 (+1)	12 (+1)	8 (-1)

Saving Throws Str +10, Con +8**Skills** Acrobatics +9, Athletics +10, Insight +6, Intimidation +4, Nature +6, Perception +6**Senses** darkvision 60 ft., passive Perception 16**Languages** Common, Elven**Challenge** 15 (13,000 XP)

Cloak of Smoke. At the beginning of his turn, Asrabey can dismiss or invoke a constant roil of smoke that fills his square, granting him half cover (+2 bonus to AC and Dexterity saving throws). He can see through the smoke without trouble.

Indomitable (2/long rest). Asrabey can reroll a saving throw that he fails. He must use the new roll.

Fey Ancestry. Asrabey has advantage on saving throws against being charmed, and magic can't put him to sleep.

Lion Shield. Asrabey can use a bonus action to toss this magic shield into the air and speak the command word. The shield begins to hover and attacks one creature of his choice within 5 feet of him. While the shield hovers, it shares Asrabey's space and travels wherever he moves, and it continues attacking the same target as long as it remains within 5 feet of him. Asrabey can use a bonus action to command the shield to attack a new target within 5 feet of him. The shield does not provoke opportunity attacks from movement. After the hovering shield attacks for the fourth time, it tries to return to Asrabey's hand. If you has no hands free, it falls to the ground at Asrabey's feet. The shield ceases to hover if he grasps it or is moved more than 10 feet away from it.

Power Attack. When Asrabey makes his first melee weapon attack in a turn, he can choose to take a -5 penalty to his melee weapon attack rolls in exchange for a +10 bonus to melee weapon damage. In addition, he can use a bonus action to make one melee weapon attack after he scores a critical hit or reduces a creature to 0 hp with a melee weapon. Asrabey can only use this feature on his turn.

Quick. Asrabey has advantage on initiative rolls.

Slippers of Spider Climbing. Asrabey can move up, down, and across vertical surfaces and upside down along ceilings, while leaving his hands free.

Vekeshi Blade. On his turn, Asrabey can transform his longsword into a whip-like form that has 15 foot reach or back. While in whip-form the weapon still deals damage as a longsword.

ACTIONS

Multiattack. Asrabey attacks four times.

Vekeshi Blade. *Melee Weapon Attack:* +13 to hit, reach 5 ft. or 15 ft., one target. *Hit:* 12 (1d8+8) magical slashing damage plus 3 (1d6) fire damage if wielded in one hand or 13 (1d10+8) magical slashing damage plus 3 (1d6) fire damage if wielded in two hands.

Lion Shield. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) magical piercing damage plus the target is grappled (escape DC 16).

High-Level Equipment.

Below are the listed rules for all equipment wielded by the Dreadnought Asrabey Varal. Take note that the equipment presented here is meant for GM reference only, and PCs should not be expected to acquire this gear under any circumstance. Should Asrabey fall, the Unseen Court demand his gear be returned to them.

Cloak of Smoke

An ornate garment from the lands of the Unseen Court, this cloak fills your square with a constant roil of smoke that grants half cover (+2 bonus to AC and Dexterity saving throws). You can see through the smoke without trouble, and you can dismiss or invoke the smoke at the beginning of your turn without any actions required.

Lion Shield

This specially crafted +3 *shield* can also be loosed to attack on its own. You can use a bonus action to toss this magic shield into the air and speak the command word. When you do so, the shield begins to hover and attacks one creature of your choice within 5 feet of you. The shield deals 2d6 magical piercing damage plus the target is grappled (escape DC 11 + your proficiency bonus), and it uses your attack roll and ability score modifier to damage rolls. While it is attacking, you gain no bonus to armor class from the shield.

While the shield hovers, it shares your space and travels wherever you move, and it continues attacking the same target as long as it remains within 5 feet of you. You can use a bonus action to command the shield to attack a new target within 5 feet of you. The shield does not provoke opportunity attacks from movement.

After the hovering shield attacks for the fourth time, it tries to return to your hand. If you have no hand free, it falls to the ground at your feet. The shield ceases to hover if you grasp it or are moved more than 10 feet away from it.

Vekeshi Blade

Normally a +3 *longsword* that deals an extra 1d6 fire damage, the Vekeshi Blade wielded by Asrabey Varal is a potent artifact of the Unseen Court. When wielding the Vekeshi Blade, you can transform the weapon into a whip-like form that has 15 foot reach but still deals damage as a longsword. On your turn, you can shift and revert the blade with no actions required.

Appendix C: Kell-Guild Stats

Named NPCs

Lorcan Kell

Medium humanoid (human), neutral fighter (brutal) 11

Armor Class 20 (+1 breastplate, ring of protection, defensive fighting style, two-weapon fighting)

Hit Points 82 (11d10+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +10, Dex +3, Con +7, Int +2, Wis +3, Cha +3

Skills Insight +6, Intimidation +6, Sleight of Hand +6, Stealth +6

Senses passive Perception 16

Languages Bad Common, Common, Primordial

Challenge 11 (7,200 XP)

Brutal Toughness. Lorcan gains a +1d6 bonus to saving throws and death saves (treating final results of 20 or higher on a death save as a natural 20).

Feat: Grappler. Lorcan has advantage on attack rolls against a creature he is grappling and he can use an action to try to pin a creature he's grappled. To do so, Lorcan makes another grapple check. If he succeeds, Lorcan and the creature are both restrained until the grapple ends.

Feat: Two-Weapon Fighting. Lorcan is able to draw two one-handed weapons simultaneously and he's able to use two-weapon fighting with weapons that are not light.

Fighting Style: Two-Weapon Fighting. When Lorcan engages in two-weapon fighting, he can add his ability modifier to the damage of the second attack.

USE THESE STATS TO ASSEMBLE ENCOUNTERS IF the party picks a fight with the guild.

Gatecrasher Charm. This one-use token can be crushed as an action to transport Lorcan most of the way into the Bleak Gate. He has 5 minutes to be pulled through fully by the magic of an Obscurati wand, or else he returns to the real world. This travel is dangerous. When activated (and again if he's pulled back to the real world), Lorcan takes 17 (5d6) necrotic damage.

Figurine of Wondrous Power—Mechanical Carriage. When Lorcan uses an action to activate it, this two-inch figurine grows to a full-sized armored carriage. Instead of being drawn by horses it is pulled by mechanical horse legs that churn along at up to 20 miles per hour, but only over fairly even terrain. It fits up to 6 people, plus 2 atop the 'driver's seat,' but the carriage goes where Lorcan directs without actually needing a driver. Lorcan can see whatever is ahead or slightly to the side of the carriage as long as he holds the figurine, allowing him to steer it. Otherwise, the carriage follows general directions but swerves or stops to avoid hazards.

Healing Potions. Lorcan carries 3 *potions of superior healing*.

ACTIONS

Extra Attack. Lorcan attacks three times when he takes the attack action, and he can use his bonus action to make a fourth attack using two-weapon fighting.

Enchanted Longswords (2). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (1d8+1d6+5) magical slashing damage.

Daggers (8). *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (1d4+1d6+4) piercing damage.

Kate Glenn

Medium humanoid (human), chaotic evil cleric 5

Armor Class 17 (breastplate, shield)**Hit Points** 22 (5d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5**Skills** Arcana +4, Deception +5, Intimidation +5, Stealth +4**Senses** passive Perception 13**Languages** Common, Primordial**Challenge** 4 (1,100 XP)

Channel Divinity (1/Short Rest). Kate can channel divine energy directly from her deity, using that energy to fuel one of two magical effects.

Blessed Deception. Kate can use an action to create an illusion of herself. The illusion remains until she concentrates on a spell, loses concentration, or after 1 minute. The illusion appears in an unoccupied space that she can see within 30 feet of her. On her turn she can use her bonus action to move the illusion up to 30 feet to a space she can see, but it must remain within 120 feet of her.

While the illusion lasts, Kate can cast spells as if she were in its space. She still uses her own senses (and is unable to perceive through the illusion itself). In addition, she has advantage on attack rolls against a creature within 5 feet of both her and her illusion.

Turn Undead. As an action, Kate presents her holy symbol and speaks a prayer censuring the undead. Each undead within 30 feet that can see or hear her must make a DC xxx Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. An undead that fails its saving throw is instantly destroyed if its challenge rating is 1/2 or below. A turned creature must spend its turns trying to move as far away from Kate as it can, and it can't willingly move to a space within 30 feet of her. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Equipment. Kate carries a *wand of rope trick* (8 charges) and *wand of invisibility* (6 charges).

Feat: War Magic. Kate has advantage when she is concentrating on a spell and has to make a Constitution saving throw from taking damage. She can wield weapons or a shield in both hands and still make somatic components for spellcasting, and she can use her reaction to cast a spell (maximum casting time: 1 action) at a creature that provokes an opportunity attack from her.

Spellcasting. Kate is an 5th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14; +6 to hit with spell attacks). She has the following spells prepared from the cleric's spell list:

Cantrips (at will): *light, sacred flame, spare the dying, thaumaturgy*

1st level (4 slots): *charm person, cure wounds, detect magic, disguise self, guiding bolt, healing word*

2nd level (3 slots): *hold person, silence, mirror image, pass without trace*

3rd level (2 slots): *blink, dispel magic, magic circle, spirit guardians*

Trickster's Touch. Kate can use her action to give a creature she touches advantage on Dexterity (Stealth) checks for 1 hour. The duration ends early if she uses this feature again before 1 hour is over.

ACTIONS

Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Broken Pistol (10 bullets). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 5 (1d8+1) piercing damage.

Rufus Hammerton

Medium humanoid, chaotic evil

Armor Class 17 (studded leather, shield)**Hit Points** 33 (6d8+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +5, Dex +6**Skills** Acrobatics +9, Animal Handling +2, Athletics +5, Deception +4, Intimidation +4, Perception +2, Stealth +9**Senses** passive Perception 12**Languages** Common, Primordial**Challenge** 4 (1,100 XP)

Grappler. Rufus has advantage on attack rolls against a creature he is grappling and he can use an action to try to pin a creature he's grappled. To do so, Rufus makes another grapple check. If he succeeds, Rufus and the creature are both restrained until the grapple ends.

Leaper. Rufus is always considered to have a running start when jumping and can make a DC 14 Dexterity (Acrobatics) check to reduce falling damage by 7 (2d6).

Sneak Attack (1/turn). Rufus deals an extra 14 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of his that isn't incapacitated and Rufus doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Rufus attacks with his shortsword.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Alchemist's Fire. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* The target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Tanglefoot Bag. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in hardening sap and must succeed a DC 10 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The sap can also be destroyed (AC 13, 6 hp).

**Nick Reder**

Medium humanoid (human), chaotic evil monk 1/fighter (champion) 4

Armor Class 18 (plate mail)**Hit Points** 31 (1d8+4d10+5)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	13 (+1)	10 (+0)	8 (-1)

Saving Throws Str +7, Dex +5**Skills** Acrobatics +5, Deception +2, Perception +3, Stealth +5**Senses** passive Perception xxx**Languages** Common, Primordial**Challenge** 4 (1,100 XP)**Action Surge (1/Short Rest).** Once on his turn, Nick can take an additional action on top of his regular action and a possible bonus action.**Improved Critical.** Nick's weapon attacks score a critical hit on a roll of 19–20.**Martial Arts.** Nick can use Dexterity instead of Strength for the attack and damage rolls of his unarmed strikes and monk weapons. In addition, when Nick uses the Attack action with an unarmed strike or a monk weapon on his turn, he can make one unarmed strike as a bonus action.**Second Wind (1/Short Rest).** On his turn, Nick can use a bonus action to regain 1d10+4 hit points.**ACTIONS****Martial Arts Attack.** Nick can use a bonus action to attack a second time with Martial Arts while he's using unarmed strikes or a monk weapon.**Unarmed.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage.**Musket (20 bullets).** *Ranged Weapon Attack:* +5 to hit, range 60/150 ft., one target. *Hit:* 8 (1d12+2) piercing damage.**Tanglefoot Bag (2).** *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in hardening sap and must succeed a DC 10 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The sap can also be destroyed (AC 13, 6 hp).**Notes** Nick's preferred method of combat is to throw a foe then hold them on the floor while dislocating their shoulders until they submit. Mechanically, this is a trip attack, which if successful lets him ki throw the target to the ground in an adjacent unoccupied space, and then make a grapple attempt as a swift action. Each turn thereafter he makes grapple checks to hold the target and deal unarmed strike damage.**Quentin Augst**

Medium humanoid (human), neutral evil

Armor Class 14 (studded leather)**Hit Points** 36 (8d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+1)	10 (+0)	17 (+3)	13 (+1)	14 (+2)

Saving Throws Wis +3**Skills** Deception +6, History +5, Insight +5, Intimidation +4, Investigation +5, Persuasion +4**Senses** passive Perception 11**Languages** Common, Dwarvish, Giant, Primordial**Challenge** 1 (200 XP)**Eyes of Charming (3 charges).** Augst can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of him, provided that he and the target can see each other. The lenses regain all expended charges daily at dawn.**ACTIONS****Multiattack.** Augst attacks twice.**Dagger.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/40 ft., one target. *Hit:* 4 (1d4+2) piercing damage.**Alchemist's Fire (3).** *Ranged Weapon Attack:* +3 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage, and the target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Lesser Thugs

Kell-Guild Veteran Musketeer

Medium human, chaotic neutral

Armor Class 14 (studded leather)**Hit Points** 22 (4d8+4)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +4, Con +3**Skills** Acrobatics +4, Intimidation +3**Senses** passive Perception 9**Languages** Common, Primordial**Challenge** 1 (200 XP)**ACTIONS****Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.**Musket (20 bullets).** *Ranged Weapon Attack:* +4 to hit, range 60/150 ft., one target. *Hit:* 8 (1d12+2) piercing damage.

Kell-Guild Technologist

Medium human, neutral

Armor Class 15 (studded leather)**Hit Points** 18 (4d8)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	14 (+2)	13 (+1)	12 (+1)

Saving Throws Dex +5, Int +4**Skills** Acrobatics +5, Animal Handling +3, Arcana +4, Perception +5, Stealth +7; thieves' tools +2**Senses** passive Perception 15**Languages** Common, Primordial**Challenge** 3 (700 XP)

Evasion. When the Kell-Guild Technologist is subjected to an effect that allows them to make a Dexterity saving throw to take only half damage, they instead take no damage if they succeed on the saving throw, and only half damage if they fail.

Sneak Attack (1/turn). The Kell-Guild Technologist deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of theirs that isn't incapacitated and the Kell-Guild Technologist doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Musket (20 bullets). *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 9 (1d12+3) piercing damage.

Time Bomb Launcher (2 bombs). *Ranged Weapon Attack:* +5 to hit, one object or surface within 40 feet. *Hit:* A fist-sized projectile with four prongs digs into the target and attaches, its clock arms ticking loudly once per second. After one round it begins ticking twice as fast, and after two rounds it ticks four times per second. At the end of the third round the bomb explodes in a 20-foot radius. Each creature in the area must succeed on a DC 12 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Before it explodes, the explosive can be detached with a DC 14 Strength check, and the countdown can be stopped with a DC 16 Intelligence (thieves' tools) check.

The maximum effective range it can be shot is 40 feet. If it hits flesh the time bomb bounces off and does not arm. The timer can be manually set as an action, and can be set to anywhere from 3 rounds to 10 rounds.

Tranq Drill-Dart Gun (2 darts). *Ranged Weapon Attack:* +5 to hit, range 40/160 ft., one target. *Hit:* 6 (1d6+3) piercing damage and if the target is an object, it is embedded with an arrow-like device. When it hits an object like a door, a spool inside the device activates a drill that bores a narrow hole through surfaces up to 3 inches deep. One round later, the device sprays gas through the hole.

The drill-dart releases enough gas to fill up to a 10-foot cube with tranquilizing gas. Each round a creature is in the gas it must succeed on a DC 12 Constitution saving throw or gain one level of exhaustion. When a creature has 3 levels of exhaustion from this gas it falls asleep for 1d4 hours and is immune to its effects until the creature wakes. Once they are able to breathe normally again, awake creatures exhausted by this gas lose 1 level of exhaustion each round. The gas can be cleared out by opening a window, but that of course is the goal of the gadget: to force targets to remove their cover.

REACTIONS

Uncanny Dodge. When an attacker the Kell-Guild Technologist can see hits them with an attack, the Kell-Guild Technologist can use their reaction to halve the attack's damage against them.

Kell-Guild Pistoleer

Medium humanoid (human), chaotic neutral

Armor Class 14 (studded leather)**Hit Points** 33 (6d8+6)**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +4, Dex +4**Skills** Athletics +6, Acrobatics +4, Deception +3, Perception +3, Stealth +4**Senses** passive Perception 13**Languages** Common, Primordial**Challenge** 1 (200 XP)

Grappler. The Kell-Guild Pistoleer has advantage on attack rolls against a creature they are grappling and they can use an action to try to pin a creature they've grappled. To do so, the Kell-Guild Pistoleer makes another grapple check. If they succeed, the Kell-Guild Pistoleer and the creature are both restrained until the grapple ends.

Strangler. When the Kell-Guild Pistoleer starts their turn grappling a creature, the creature they are grappling takes Sneak Attack.

Sneak Attack (1/turn). The Kell-Guild Pistoleer deals an extra 3 (1d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Kell-Guild Pistoleer that isn't incapacitated and the Kell-Guild Pistoleer doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Broken Pistol (10 bullets). *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 6 (1d8+2) piercing damage.



Kell-Guild Scoundrel

Medium humanoid (human), chaotic neutral

Armor Class 15 (studded leather, dual wielder)

Hit Points 33 (6d8+6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	10 (+0)	8 (-1)	12 (+1)

Saving Throws Str +4, Dex +4

Skills Acrobatics +4, Animal Handling +3, Deception +3, Intimidation +3, Perception +1, Stealth +6

Senses passive Perception 11

Languages Common, Primordial

Challenge 1 (200 XP)

Sneak Attack (1/turn). The Kell-Guild Scoundrel deals an extra 3 (1d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Kell-Guild Scoundrel that isn't incapacitated and the Kell-Guild Scoundrel doesn't have disadvantage on the attack roll.

ACTIONS

Extra Attack. The Kell-Guild Scoundrel attacks twice.

Shortswords (2). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Alchemist's Fire (2). *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 2 (1d4) fire damage, and the target takes 2 (1d4) fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Tanglefoot Bag (2). *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* The target becomes covered in hardening sap and must succeed a DC 10 Strength check or gain the grappled condition. At the start of each of its turns, the target receives another check to remove the grappled condition. The sap can also be destroyed (AC 13, 6 hp).

Bull Dog

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 9 (2d6+2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Acrobatics +6, Perception +5, Survival +3

Senses passive Perception 15

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The bulldog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) piercing damage and the target is grappled (escape DC 11).

Players' Handout: Bad Boys, Bad Boys

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 4 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, and then roll the officers' skill check. If you accompany, you can 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 a Wisdom (Perception) check to see how many thugs are at a location. The GM might ask for a Dexterity (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, and disadvantage as well 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. 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. *Intelligence (Investigation) or Charisma (Persuasion).* Look for fronts, dens, and transactions in one district. Success reveals 1 or more items of interest. Minimum officers 2. Optimal 6.

Scout. *Wisdom (Perception).* Choose a known location and find out about it, including number of defenders. Minimum officers 1. Optimal 3.

Bust Up a Joint. *Charisma (Intimidation).* 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. *Charisma (Intimidation).* 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 track how many officers you have available, how you deploy them, 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					
Results	Assault					
	TFTs Acquired					
	TFTs Expended					
	TFTs Remaining					
	Strikes Acquired					
	Casualties					
	Remaining Officers					
Strikes Total						

Players' Handout: Epistle from Heid

I, Vlendam Heid, son of Anisim Heid, son of Modya Bohm, dictate this letter to professional typist Kimsta Vicked, who uses only the finest Zhugo-brand mecha-typographs. It was delivered by Trekhom-based Mori Couriers.

May you have the wisdom and calm to face your coming end.

I send this in hopes it can help you prepare for whatever end may befall you. While I accept not all who are exposed to my writings and speeches shall interpret them as I would desire, it does not surprise me that some radicals claim the name of this movement I inspired and pervert it to ends inimical to my intentions, and to what I believe any good citizen of this world, man or dwarf, would support.

There is, in the frigid north of Drakr, a dwarf woman named Grandis Komanov whom I cannot in good faith call a philosopher. Rather she is, if I may use a pejorative term, a spiritual leader. One of Komanov's adherents came to me this evening and in a most vulgar fashion bragged of what one of his peers would be doing in your city of Flint. I believe he thought I would show him approval, but his intentions — and moreover his enthusiasm for the methods — repulsed me.

Komanov has taken the volumes of writing I have produced, condensed them to a simple aphorism "Prepare for the end," and then encouraged an interpretation that more closely resembles "Make things end." You may not be familiar with my nation's old history of monsters in the frozen wastes, but we are always putting up with zealots who derive worldly power by preying on the beliefs of those seeking spiritual power from these long-perished entities. Komanov continues this tradition, but appears much more invested in the fiction she has produced.

In short, my visitor this night claims a group of Komanov's followers — who alas have several days' head start on this letter — head now to Flint with the intention of disrupting your peace summit and causing a great tide of mayhem and death. They think peace between your two nations will forestall a doomsday they greatly desire.

I feigned interest in my visitor's claims, and elicited two pieces of information you might value. First, the leader of this group is Grundun Zubov who is not known to me. Second, they have hired a crack marksman for reasons I can only guess, one Kvarti Gorbatiy. His name kindled some recognition, and I pored through old correspondence to find a letter he had written me a few months past. Unless his demeanor has greatly changed in the intervening time, I suspect his involvement is mercenary and not philosophically aligned with Komanov's radicalism.

While I assume you will pursue actions to obviate any disaster they intend, I entreat you first to prepare yourself that your best efforts may fail and that you might perish in undertaking your duty. Nevertheless, I wish you success.

GM Reference: Kell-Guild Takedown

LOCATION AND TRANSACTION

Scouted Location	Defenders	Defeated?	Scouted Location	Defenders	Defeated?

TRANSACTION TRACKER

Scouted Transaction	Defenders	Defeated?

DAY TRACKER

	Officers	Moles	TFTs	Strikes
Spring 9				
Spring 10				
Spring 11				
Spring 12				

Maximum three strikes from illicit transactions.

ASSAULT TRACKER

Site	Base Defenders	Trait	Current Defenders	Defeated?
Grand Suites	30	Tunnels—1d6 reinforcements per day		
Casa de Kell	22	Trapped. Dexterity (thieves' tools) check vs DC 15 to avoid 1d8 deaths.		
Machete Hill	21 or 25 w/Rufus	Cannons kill 2d6 attackers if not successfully scouted.		
Theater of Scoundrels	100—(20 per defeated stronghold)			

KELL TRACKER

Strikes							
1	2	3	4	5	6	7	8
		Hide			Feint		Flee

GM Reference: Timeline

IN BETWEEN SCRIPTED THE SCENES THE PARTY WILL LIKELY BE WORKING TO FIND Kell, Ekossigan, or the eschatologists. Scenes that involve the B-Team are marked with an asterisk to help you keep track of when to switch over to them.

Spring 8

- **Afternoon.** The party meets with King Aodhan. Asrabey embroils the party in the search for Ekossigan.
- **Afternoon.*** The B-Team picks up Brakken, and eschatologist snipers strike.

Spring 9

- **Morning.** The party and B-Team examine the broken golem. A letter from Vlendam Heid arrives, as does an invitation from Captain Dale. The party takes command of the task force to capture Kell.

Spring 10

- **Morning.** Asrabey asks the party to take him to Gale.
- **Evening.*** The B-Team escorts Brakken to the club *Sunset Bench*, one of Kell's fronts.
- **Late Night.** An Eschatologist ship full of monsters arrives.

Spring 11

- **Morning.*** Brakken and the B-Team witness a paranoid mob in the Cloudwood.
- **Evening.** An opera gives the party a chance to nab Kell's lawyer.

Spring 12

- **Morning.** Zubov leads the eschatologist attack on the subrail station.
- **Evening.** At sunset paranoia in the Cloudwood leads a mob to murder the mayor.
- **Late Night.** Ekossigan performs his ritual sacrifice just before midnight.

Spring 13

- **Pre-Dawn.** Kell leaves his hide-out, giving the party a chance to take him down.
- **Afternoon.** Han Jierre and his niece Lya arrive.
- **Evening.** Opening dinner of the peace summit.
- **Midnight.** The king will be able to send the party to the Bleak Gate if they have not already found a way.