

Act One

We want Capital to feel real, so the Chain needs to meet and deal with more people from the City. Some of these encounters serve no purpose other than to give the heroes face-time with various NPCs and sell the idea of Capital as a real place.

Prologue

The Cold Open, in which we hear two different characters talking about the Chain's recent activities. If done properly, the players will draw the wrong conclusion about who is talking.

First Speaker: The Chain of Acheron

Second Speaker: The Helltroopers, dread sovereign

First: Mmm...once formidable.

Second: Now reduced to a rabble.

First: Regardless, be they ten or ten thousand...they have stolen something of ours.

Second: A grievous insult, it must not go unanswered.

First: I'm glad we agree. Go then, and retrieve what is rightfully ours.

Second: I will teach them the meaning of pain.

First: So long as you return what was stolen, we care not.

Many Meetings

Gront Apologizes

Voz, the dwarf, slams a mug of dwarven ale on the table in front of Boots.

ON THE HOUSE, Helltrooper. Lo though such charity pains me, I deem this may smooth the way between us.

Gront is slow to anger but when the inn is threatened he is like a towering demon! Like a drunken man relieving himself in an ally, he cares not who is splashed.

You did not have to volunteer to serve as guard here, Helltrooper. You could have kept your teeth together and Gronts anger would have passed. But you did a worthy thing, and have earned the favor of the Stonebreakers.

Oh we were mighty in our day. We shook the pillars of the WORLD! But all things end. Some of us died, some fell to marriage. The difference is lost on me. But for Gront and I, this Inn was reward enough. Many hours spent here scheming mad schemes, then back when plots were hatched to count our booty.

We stopped the **Creeping Death** that plagued the city in the 43rd year of the dead prince's reign. A cult of Jubilex, that one.

We killed the **Last Changing Man** and stopped a plot to take over the city. Very treacherous, the Changing Men.

We recovered a **Dragon Orb**, but I think we sold it.

The Office of Exchange Integrity

Demelza Mendano presents herself to the Chain at the Pharaoh's Dream. Demelza is a 40-something, pregnant Riojan, basically if Olivia Colman was Italian. She's the Associate Director of Domestic Affairs. She's a mid-level official, seems like a bureaucrat.

"This place is nice, innit? Fancy me eatin' here. You folks are doing well for yourselves! Well I was just hoping we could have a chat about all the goings on at the Citadel."

Basically, she wants to know if she can get the Chain to kick the Shooting Star out of the Citadel. Because they're working for the Church of St. Pellario the Aspirant, and they're aware the Church is going to try and use occupation of the Citadel as a means for House Navarr to get a military foothold in the Stays.

"How many soldiers can you field? I mean, should the need arise?"

Intel: it would also mean fighting the Black Gloves

An Invitation to Speak

The Herald, **Ruggieri de Sestini** announces the arrival in the Pharaoh's Dream of the Marquis Demasco.

Demasco dismisses the herald's announcement mid-sentence. He's a military man, looks like young Patrick Steward from Dune. He's business, not into frippery.

"Did a little research on you folks since we met. Quite an extraordinary career you've had. Wonder if you might be interested in being a guest lecturer at the Academy one of these days. The Chronicle alone is a remarkable piece of military history, but just your own experience commanding soldiers in battles across the timescape would be invaluable. You'd be free to pick the topic; talk about anything you think might fill a turn or two, then a question and answer afterward.

You sir, as an senior officer of the Chain and a Gith, I imagine your experience on the Sea of Stars would make a remarkable lecture. I know the cadets would love to hear your story."

He's not up to anything that isn't obvious, he probably really does think it would be quite the coup to have the Commander of the Chain deliver a guest lecture at the Academy. But he's also

"I wonder if you couldn't make use of a couple of tickets to the opera. A friend of mine in the Ivy gave me these tickets but I can't be bothered with any of that. Women who've eaten too much singing 'til they drop dead while women who haven't eaten enough twirl around in the background and 60 year old men pretending to be lovestruck teenagers. But, you haven't been to Capital until you've been to the Opera."

Intel: the Ivy is House Alvaro's district. This may be an attempt on the part of House Alvaro to make contact.

Angel's report on the Royal Heraldic Society

Someone comes to talk to Boots, a woman. Orlandria de Gietti. "Your guardian angel sent me."

Orlandria is a grifter, a card sharp, talented but low-level, never gotten into any serious trouble, but she would if she kept at it.

"Oh, I was cooling my heels in the Dozens¹, they set bail at some ridiculous amount and he paid it. Wasn't even there when I got out, just left a note saying if I was curious, to come to the Shadow. I was curious. Time for a career change anyway, I thought. Anyway, you wanted to know about the Royal Whatever Society."

An organization has a level, like a PC, which is capped out at 8. Right now, because of the cash infusion King gave Angel, the Chain's spy network is second level, so +2 to the roll and an additional +2 because they *have* a spy network. It's an investigation check, but **not** using Boot's stats, using the Network's stats.

The level is added to their espionage roll. Spying on the "Royal Heraldic Society" is easy, DC5

Failure (i.e. you learn what anyone could learn even without a spy network): The Society work for the Fulcrum. They're not one of the major heraldic societies in Capital. They make their money inventing a noble lineages for high-ranking guildmembers so they can get invited to nicer parties. This is a long tradition here, it's not unique to this society.

They know you want knighthoods and they'll offer them to you because it means you're working for Shirome. Though they'll probably wait until you're depending on your new rank to get around the city before someone threatens to take them away. It won't be the Society that threatens that, by the way, it'll be the OEI.

¹ The big jail in the Stays is called Baker House named for an old police commissioner, folks call it the Dozens, i.e. Baker's Dozen.

Minor Success: Well of course you will be fighting many undead, that is almost certainly how this courier of theirs died. Oh, well because the library is built on a mausoleum. Dating to before the Caelian Empire, I believe. Each new administration locks the place up, declaring it sealed until they realize they have no room to store the moldering documents that pile high in the library, or they need to retrieve some even more moldering document a previous administration stored in the floors below, and they break the seals and open the place up again just to have someplace to stick their old scrolls.

Major Success: The Pellet, you have not been there? It is an island city. Smaller than this one, but still quite big. It was administered by the Prince of course. Half the city was. The Argean Library is a library yes, but also a hall of records, it has property deeds and records of noble titles going back over 1,000 years. It is not the only one in the city, but it is an important one.

The deed, the record they are asking you to retrieve? The noble charter of Sir Felice Brunadetti? They claim they are seeking this for his descendants. He has no descendants. His line died out a century and a half ago. They have already concocted papers, perfectly legitimate and also entirely fake, demonstrating that one of Shirome's high-ranking and very loyal employees is a great grand-cousin of Lord Brunadetti and therefore entitled to his house and lands.

House Brunadetti held the Princes' charter to administer the Pellet. What they are asking you to do...is recover the documents that will prove that the Fulcrum has right and title to the Pellet.

It's interesting you know. In this light, at the right angle, you have a passing resemblance to Lord Brunadetti, What a remarkable coincidence.

Did They Learn You Were Spying On Them? This is an opposed roll. The OEI are the Fulcrum's spy network, and they are like a level 5. If you succeed, they don't know you were digging. If you fail by less than 5, they found out you were digging and you know it. If you fail by **more** than 5, they learned you were spying on them AND you don't know it.

The Argean Library

Getting to the Pellet is easy; there's a ferry, they can take their squidship. If they take the ferry, they'll just get patted down by guards looking for weapons before they get onboard. If they take their ship, they'll have to go through gates, show their papers, and get patted down.

The Pellet

The Pellet is also known as the Isle of Melios is a sea of Riojan suburbs with many old Commonwealth landmarks. Here, more than anywhere in Capital, you can see that this was the capital city of the Caelian Empire.

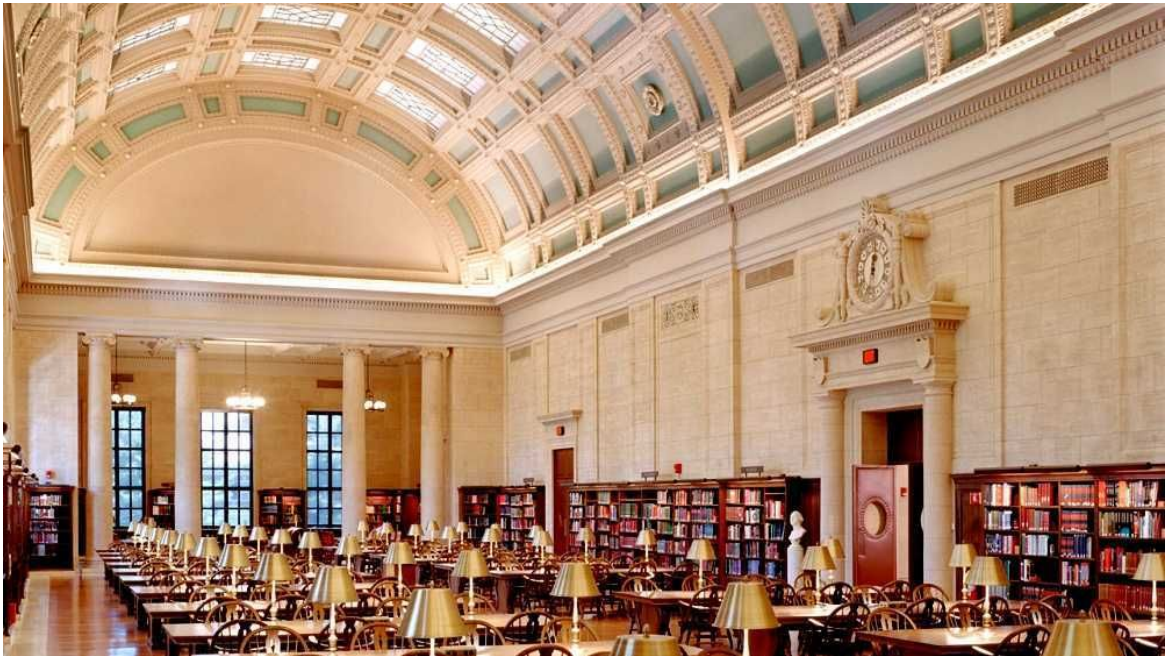
The Pellet is broken into two precincts; Olive Precinct and the Columns.

Olive Precinct is a suburb where middle-class Riojans who work in Capital live. Lots of private homes, restaurants, theaters, pubs. The main thoroughfare is the **Via Oliva**. There's a city wall separating Olive Precinct from the Columns, but it's pretty easy to get through.

The Columns, also known as Pentellic Hill, named for the marble columns everywhere, is a bureaucratic district. There are courts here, a jail, law offices. A jail. And, of course, the library.

The Red Falcons, aka "the Birds." The Prince's military on the Pellet, led by Viscount Teraldo Leneaus.

The Library



The Librarian

Marsilia del Brachi is the librarian and one of the most thoroughly Riojan people the Chain have met. She's Senior Reference Scholar and Legal Notary. She works for the Chief Administrator, but right now she sort of has the run of the place. She wears a rapier on her hip. "Well, I am a librarian." She can only carry it in the library, she's not a knight.

When the Chain arrive, she's standing behind the counter with parchment strewn all over it. She's writing with a quill pen, her fingers inkstained. When she sees the Chain, she hurries to try and organize the papers, and then gives up.

"Oh! Hah. For a moment I thought this was some kind of inspection. But you're obviously not...I don't know what you are actually but I'm keen to learn!"

The papers are the pages of her play. She is, of course, a playwright in her spare time.

Oh it's nothing, just something I dashed off, really not worth bothering about. You wouldn't happen to be an actor would you?

It's about a young woman who works for the guilds and falls in love with the son of a noble house. There's romance and forbidden love and poison, a bit with a dog and a great swordfight and they all live happily ever after! Which is to say, they die tragically in each other arms. Ah, love. It's called The Tragedy of Julia. Not sure what the young man's name is yet, what do you think of Ramon?

Well you're not the most...orthodox couriers I've ever seen, but this will certainly make a good story and that's what counts

"Ah that would be in the basement! Normally off-limits except to senior staff, but we're free to exercise discretion and you seem more like Main Characters to me, I'm sure it's alright."

The Mausoleum

This encounter uses the Warlock's Crypt from the [Book of Lairs from Kobold Press](#).

The Masoleum was the resting place for House Brunadetti back when they ran the Pellet for the Prince, it is hundreds of years old.

Rewards from Sumat Pol

The Creeping Cat's Boots for Boots

Ignore difficult terrain

Cannot be knocked prone

Always land on your feet

Reduce falling distances by 30