



EN5ider Presents:

The ZEITGEIST Adventure Path Player's Guide Part 3

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OUR HUMBLE AND SPECIAL THANKS TO to the hundreds of gamers who backed the original release of ZEITGEIST on Kickstarter, and to the over one thousand generous patrons of EN WORLD EN5IDER whose support has made this Fifth Edition update possible.

The City of Flint

THE CITY OF FLINT IS THE HEART OF RISUR'S industrial revolution, and it is the base of operations for the PCs. You and your fellow players should have at least passing familiarity with this primer, for in the second ZEITGEIST adventure a murder mystery will take the constables from the heights of the city's majestic rainforest mountains to the depths of its criminal underbelly. Also described within is the Royal Homeland Constabulary, the organization the PCs belong to, and techniques used to apprehend and interrogate enemies of Risur.

CITY OF FLINT VITAL STATISTICS

Population: 800,000

Head of Government: Governor Roland Stanfield.

Key Districts: The Ayres, Bosum Strand, Central District, the Cloudwood, the Nettles, North Shore, Parity Lake, Pine Island, Stray River.

Prominent Landmarks: Cauldron Hill, Parity Lake, Stanfield Canal.



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City Districts

Each district has its own mayor who handles local affairs, all of whom are elected except the mayor of The Nettles, whose additional role as guardian of the cursed Cauldron Hill requires he be appointed by the governor and approved by the king.

Districts also elect representatives to the city council, whose authority is balanced against that of the city governor, **Roland Stanfield**. Technically the position of governor is elected, but aside from brief periods after the deaths of various incarnations, Stanfield has held the position for over four centuries.

Bosum Strand

Depending on who you ask, the name Bosum Strand comes either from the boatswains who frequented its taverns, or from the harbor's more traditional name, which translated to bosom of the sea. In either case, the docks along the east shore of Flint Bay are the heart of the city's trade, culture, and crime.

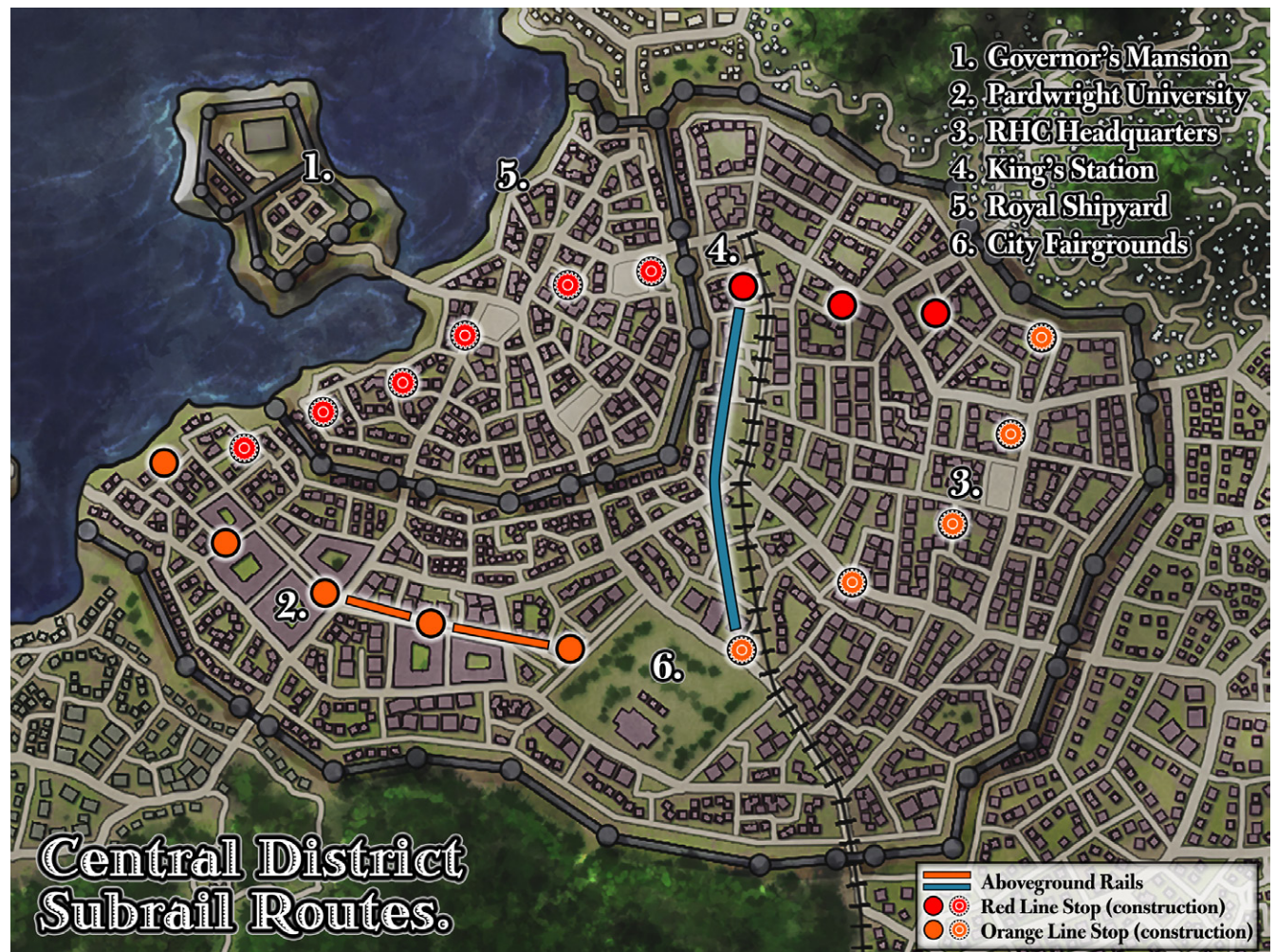
Hundreds of warehouses serve Flint's merchant fleet, and dozens of bars, taverns, gambling houses, and brothels serve its dock workers. Craftsmen, artists, and money changers own shops surrounding several scattered public squares throughout the district, and the district's mayor **Griffin Stowe** has strong-armed property

owners along major streets to ensure that when the wealthy and influential travel the strand they are not forced to see any of the district's uncouth underbelly.

This is why, of course, the dockers make a point to perform on as many street corners and squares as possible.

The district is currently clearing out tenants and demolishing buildings for a freight rail line. The station is already under construction, and once complete it will speed delivery of raw materials and natural exports. More importantly, it will let Flint share its industrial bounty with the rest of the nation. Unusually, many local druids have been recruited to speak with the spirits of the land and appease them so they will not disrupt the building process.

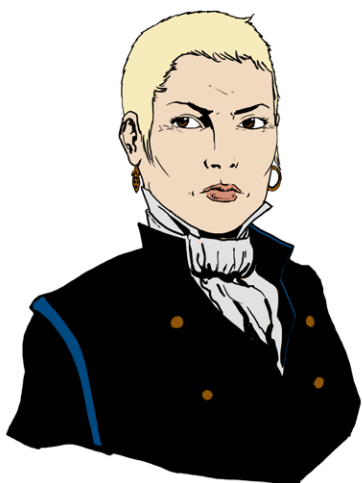
The Night of the Mirror Moon occurs when the High Winter moon is the fourth full moon of the season. From the moment the moon shines on Flint Harbor, anyone who enters the water while holding a mirror will emerge in the Dreaming analogue of Bosum Strand. There, it is said, the docks are replaced by a glorious beach where all the fey from miles around gather for the wildest party one could ever imagine. Sometimes people fail to get back before the moon sets, while others return with magical powers, a gift or bargain from the fey. The last such Mirror Moon happened seventeen years ago, in 483 A.O.V., and the next will be in two years.



Central District Subrail Routes.



CITY GOVERNOR
ROLAND STANFIELD



LADY INSPECTRESS
MARGARET SAXBY



HANA "GALE" SOLIOGN

Central

The oldest and most developed district of Flint is home to its main government structures, including the city council, superior court, police headquarters, and the offices of various civil functionaries like tax collectors. Grand party halls, ornate druidic garden temples, and parks filled with monuments to old wars provide recreation and entertainment for the city's nobility and prospering middle class, while the Orange Street commodities market and the prestigious Pardwight University are the dual hearts of Flint's economic and academic cultures.

The district mayor **Oncala Putnam** recently approved construction of a grand subrail station to serve as the hub of a city-wide transportation network. Currently the Central district is often clogged with traffic from the surface rail station, since the proposed tunnel through Humble Hill in the Nettles, meant to provide an easier route to the factories of Parity Lake, has been dogged by sabotage from elements opposed to the industrialization of Risur.

Just off the coast in Flint Bay, the city governor's mansion occupies what was once an island fortress. For the past 400 years Roland Stanfield has, through various incarnations and with only rare disruption, served as city governor, earning near universal respect for his wisdom and leadership.

Perhaps most importantly for the PCs, Central district is home to the local headquarters of the Royal Homeland Constabulary, headed by **Lady Inspectress Margaret Saxby**. Extensive details of the local branch are presented below, in the Royal Homeland Constabulary section.

Subrail Construction.

A major freight and passenger railroad line enters from the south and stops at King's Station, but local light rail routes are being constructed throughout Central District. Most of this route travels underground, thus earning the moniker subrail. One section parallel to the freight line travels aboveground in the same corridor, and a brief stretch of track near Pardwight University rises to the surface by necessity, due to some magical quirks of geography.

Cloudwood

The eastern outskirts of Flint are dominated by towering mountains, their peaks constantly shrouded in clouds that feed lush rainforests and verdant streams. The steep highlands are sparsely populated, but numerous plantations and small farms fill the flatter terrain near the coast. Few city folk venture out to these lands, believing that here the veil between the real world and the Dreaming is

Navras Opera House

Flint's oldest surviving building is the Navras Opera House in the central district. Navras, an eladrin who fled Elfoivar after the Great Malice, designed the opera house and laid the cornerstone with a brick he had brought from his homeland. He spent nearly two hundred years personally overseeing its construction, and was aided by no less than eight Risuri kings. When he completed the building, incongruously huge for what was at the time just a small river fort city, Navras gave the first performance by singing the dirge of Vekesh. As the audience cheered and wept at his performance, he walked off the stage and disappeared forever.

The acoustic design of the performance hall somehow captures magical power from song, or from the emotional reactions of the audience. Impresarios who coordinate performance almost always hire spellcasting bards to harness this energy and craft a magic item as a memento of the show. In the three hundred years since the Navras Opera House opened, most of these items have found their ways into private collections, but a rare few have become famous, such as the Hurricane Violin, which commemorated the Fable of Seaquen and later banished a sea monster that threatened Flint Harbor in 417 A.O.V.

thin. Local myths include countless tales of farmers, travelers, and juvenile miscreants who wander into the foggy woods and suffer wretched fates at the hands of capricious fey.

While most who live in Cloudwood consider it common courtesy to share a bowl of milk or plates of sliced fruit with unseen nightly visitors, the district's new mayor, **Doyle Idylls**, has forbidden district employees from engaging in the old tradition. Mayor Idylls shares his office with the local police branch, and he recently had salt baked into bricks around its base in order to keep away curious fey. Soon after, the building developed a gopher problem.

Though criminals in Flint tend to make the Nettles their first stop when on the run from the law, those who really need to lay low find the wild rainforests of Cloudwood ideal. The most rural areas of the district are practically independent thorps and hamlets, many of which are sympathetic to desperate outsiders. Until recently they reaped rewards from collaborating with at least three gangs which operated out of the forest, but a new player in the area has somehow managed to get the gangs to call off their attacks.



A VIEW FROM CAULDRON HILL.

Somewhere in the high misty mountains hides Hana “Gale” Soliogn, an eladrin who fled to Risur after she escaped the rich Danoran family who had kept her as a trophy for over a century. Upon leaving the dead magic zone of Danor, Soliogn discovered an exceedingly rare talent for innately controlling winds and weather, which earned her the name Gale.

She enjoyed a brief celebrity upon arriving in Flint a year ago, but almost immediately withdrew into the wilderness and began recruiting followers among those opposed to the influx of industry. Law enforcement officials believe she’s trying to punish Danor by proxy, and in the past several months hundreds of acts of sabotage on factories and steamships have been linked to her. In one incident, Gale was caught in the act of trying to assassinate a sleeping industrialist, but she managed to fly away and avoid capture.

The Nettles

A small spur of the mountains of the Cloudwood cuts into the heart of Flint, and for most of the city’s history these hills were home to druidic rituals, or simply let romantics witness wondrous vistas of the beaches from on high. Their traditional name came from an old commander of the Flint fort, who saw them as a thorny barrier against attack from the north.

But then in 346 A.O.V. a coven of witches took residence upon a jagged mountain at the range’s edge, which ever since has been called Cauldron Hill. For decades they terrorized the city, sending goblins and specters to abduct people for sacrificial rites, then hiding in the veil between this world and the Bleak Gate whenever any tried to assault them.

Eventually the witches were defeated when King Lorcan allied with a Crisillyiri godhand and led an assault during a lunar eclipse. Ever since, the peak of Cauldron Hill has been rife with haunting and spirit activity, and one of the key tasks of the district mayor has been to keep daring fools from ascending the mountain and coming down possessed.

The greatest achievement of the previous district mayor was constructing a highway across Humble Hill to make travel across the city easier, but in the past few decades the district, even the base of Cauldron Hill itself, have grown thick with slum housing, as more and more people flock to Flint hoping to find work in the factories. The broad switchbacks of the highway are cluttered with shacks, often with two or three families sharing the same building. Poorly crafted houses cling to the sides of slopes, and they have become a nightmare for local police to patrol, giving a whole new connotation to the name “The Nettles.”



MAYOR REED MACBANNIN



LORCAN KELL



Traversing Flint

Flint is a sprawling city, and often the party's investigations will take them across it and back in the course of a single day. If you use carriages, as the genteel almost always do, it takes roughly half an hour to move from the heart of one district to the heart of an adjacent one. Walking doubles this time.

Crossing Flint's harbor or reaching one of The Ayres is usually an hour-long affair by sailboat, or half an hour if you know a friendly steamboat captain. Moving through the maze of rookeries in the Nettles can take hours, and it's always faster to just go around than go over. Few paved roads lead to the Cloudwood, which makes carriages unsuitable, and one could spend hours or days roaming the mountains to the east or bayous to the west.

The few completed subrail stations in Central District do provide fairly swift transport, on par with a carriage while being cheaper and able to carry more people. Once the full subrail network is completed, it should be possible to move between Central district and either Bosum Strand or Stray River in as few as ten minutes. And if ever the route under the Nettles can overcome sabotage, it could shave nearly an hour off the time it takes to go around the troublesome hills.

Current district mayor **Reed Macbannin** has been unable to halt the new arrivals, and he hasn't been helped by the common prejudice that the factory workers are prone to crime, laziness, and general mayhem. Despite this, he has managed to earn passing respect from the people of his district; few are trusted with the stewardship of Cauldron Hill, and he has leveraged his office to get city tax money for the poorest of the poor.

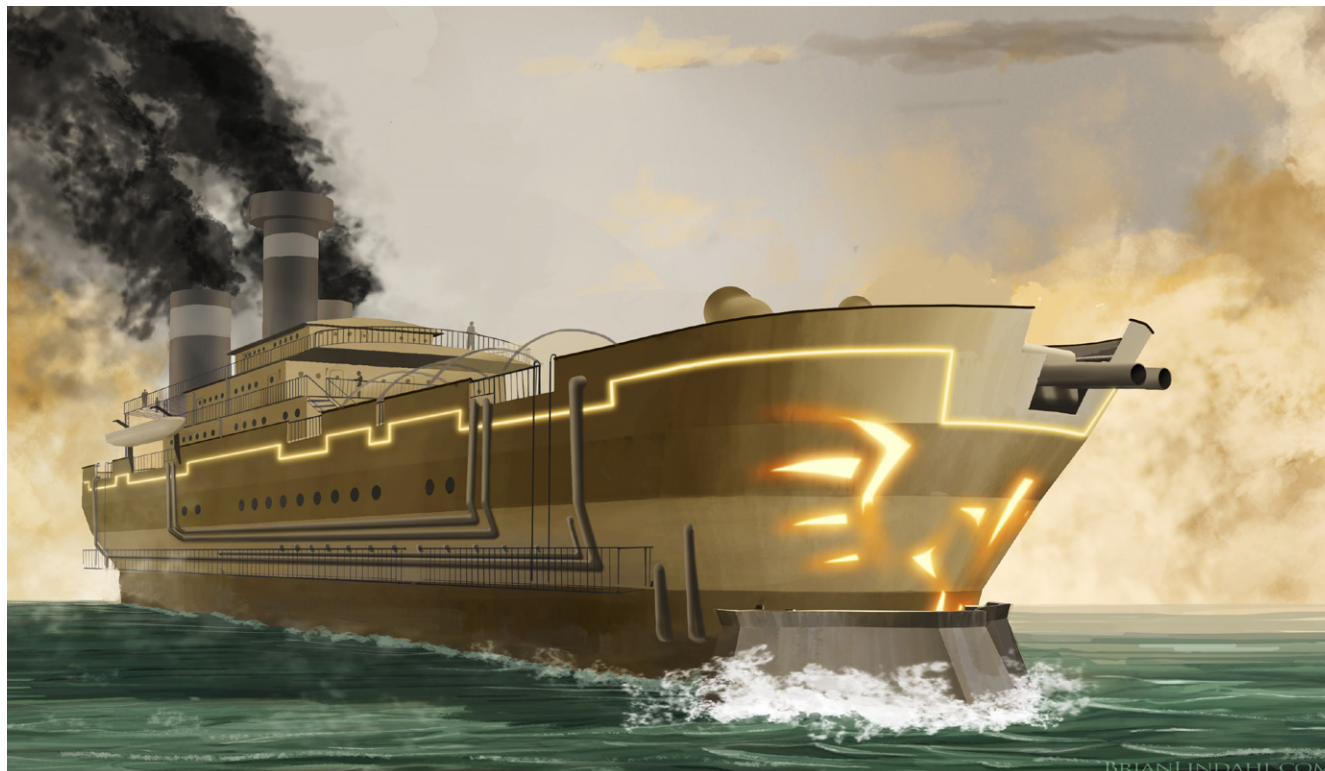
North Shore

The sun rises through the mists of Cloudwood, banishing the night with pale purple clouds dashed by the golden gleam of dawn. Fresh sea breezes sweep the gloomy haze of soot away from pristine beaches, letting clear daylight fall upon gently crashing waves. The day wanes, and the sky explodes with crimson and vermilion as the sun sets behind the twin peaks of Great Horned Mountain. Night drapes a starry curtain across the world, and still the waves gently lap upon the North Shore.

Home to the most beautiful urban beaches in all of Lanjyr, Flint's North Shore district prides itself on its appearance, despite being so close to the polluted Parity Lake. Demand for beachside property has pushed out all but the wealthiest land-owners, those who can afford to hire druids to pray for favorable winds to keep the smoke at bay, and armies of cleaning crews to scrub their walls and streets when the druids fail.

Of course with wealth comes corruption and temptation. Young girls end up dead in alleys. Criminals stage daring robberies of villas protected by curses. Destitute nobles, dragged down from their towers by the machinations of rivals, stumble from nighttime streets into strangely-scented shops they'd never seen before and find offers they cannot refuse.

The district mayor, **Aaron Choir**, unabashedly serves the interests of the wealthy, and he is currently petitioning to build a wall between North Shore and Parity Lake to keep out "undesirables." Likewise, police violently deter the occasional protest that crops up outside the Danoran consulate, which sits a few blocks inland from the shore. Mayor Choir is careful, of course, not to appear too friendly with the unpopular Danorans, no matter how much they pay him in kick-backs.



THE R.N.S. COALTONGUE UNDER STEAM.



Parity Lake

When Flint first began building factories, this inland lake, fed by run-off from the Nettles, was chosen by Governor Stanfield. A massive construction project widened and deepened a natural river that ran from the lake to the Bosum Strand harbor, providing easy transit of manufactured goods out of – and coal or heating oil into – the district. Homes of fishermen on the lake were demolished, while new flophouses and stacked tenements were erected for the waves of people who came from around the country seeking work in the new factories. Wealth poured into the city's coffers, and into the pockets of those canny enough to lease their land here, rather than sell it.

During the Fourth Yerasol War seven years ago, factories in Parity Lake mass-produced firearms, cannons, and other weapons, and a lumber mill transformed logs from the Cloudwood into components for shipyards in Bosum Strand. New factories sprang up to create armor for men and ships, and soon even steam engines were being churned out to retrofit Risur's fleet.

The war effort transformed Parity Lake from a booming collective of new businesses to a crowded, foul-smelling, soot-choked warren, over-crowded with the children of now second-generation factory workers, surrounding a pool that every day more resembles sludge than water. The police manage to keep crime down through heavy-handed measures; the district's mayor Rosa Gohins has publicly stated that the safety and stability of the factories are more important than the moral of the factory workers.

In the past few months a spate of fires have struck around the district, which authorities suspect to be arson, possibly tied to the fey terrorist known as Gale (see The Cloudwood, above). The fires have precisely targeted individual homes and businesses related to local industrialists, but despite their minimal collateral damage, people in the district fear an inferno if one goes out of control.

More dreaded, however, is a killer known as the **Ragman**, who is said to stalk dark alleys near the canals and drag young men into the sewers. He has been tied to at least six disappearances in the past year, but so far law enforcement have taken few steps to catch him. Strange occult symbols scrawled on the undersides of bridges that cross the canal have provoked suspicions that the Ragman might be retribution from the long dead witches of Cauldron Hill.

Those with more level heads tend to see the Ragman story as a cover for the murders committed by the local guild of thieves, led by strongman **Lorcan Kell**. Kell's guild is best known for high-profile abductions and ransoms, while their more mundane crimes often go unreported since three journalists were found decapitated and holding their heads on the bridges over the Stanfield Canal. Many locals allege that the police know perfectly well where to find Kell himself, but are either too corrupt or too scared to go after him.

Pine Island

Though the ground of most of Flint's coast is rocky and hilly, the western coast of the bay has a strange sprawling bayou surrounding dozens of short granite hill-islands. Pine Island takes its name from the aquatic pine trees that anchor the bits of dry land throughout the bayou, though the hills are mostly grassy rangeland. Not as well known or developed as the bustling east coast, this district nevertheless plays a significant role in the city's business.

While Bosum Strand handles industrial and textile trade, Pine Island services hundreds of plantations in its soggy lowlands and small ranches in its western hills. The main docks on Flint Bay are practically a floating city of wooden bridges and stone anchors, which has slowly grown away from the silt of the bayou to better serve deep-water merchant ships. Further inland, complicated streets, connected by ferries and bridges, weave between islands ranging from the size of a single house to a small neighborhood.

Criminals ply the waters of the bayous in shallow boats, often parking ships of smuggled drugs, magic, or women just off shore, then taking circuitous routes through the flooded forests in order to bypass dock authorities. While most dock-side businesses are legitimate, deeper in the bayou you can find gambling houses, brothels, and fey pepper dens. Pacts with local fey who are angry with the spinning gears on the other side of the bay help these criminal establishments hide from law enforcement, all for the low price of just a few newborns a year.

Farther west, where there are no longer even occasional hills, the Battalion academy trains elite soldiers and martial scientists in the ways of war, with an emphasis on wilderness survival and the best techniques of intimidation against an occupying force. The district's mayor, **Roger Pepper**, is a graduate. Many of the Battalion's teachers served in the Yerasol Wars and various skirmishes, and the common fishermen of Pine Island say some of them brought back strange spirits from those distant islands. Recent folk tales tell of pale fish-scaled men who steal fowl and livestock each month during the neap tide.

Stray River

The cluster of businesses and homes where Stray River empties into the bay is the closest thing to a typical Risuri city one can find in Flint. The Stray River district has well-tended streets, quaint two-story brick houses, and enjoys easy prosperity as the place most visitors to the city stay. The district is also home of some of the oldest mills in Risur, powered by small canals that loop off the main river to avoid disrupting water traffic.

One strange attraction of the district is the Penny Pyre. Originally it was a small blackened pit, where a mage's accident caused copper to burn as easily as wood, but last far longer. When the effect persisted, it became a fixture of the district's festivals. Various copper sculptures are designed by the districts artisans and placed atop the pit to burn over the course of hours or days. On normal occasions, people will occasionally toss a spare copper coin into the pyre for good luck. The royal mint has tried to end the practice, but the district's mayor, **Christine Robinson**, defends the tradition, saying more coins are simply lost in the dirt than tossed in the pyre.

The Ayres

North of the city lie a clear island chain and several satellite islands. Many of these are merely rocky sandbars with a few trees, but a few larger islands serve as remote villas for the city's wealthiest. Nobles hold many family estates here, though one island is owned by a man new to his money: **Guy Goodson**, who swindled his initial wealth from a dozen naïve villages, and invested early in Flint's



industrial boom. Today he owns dozens of factories in Parity Lake, and regularly dines with his noble neighbors, who delight in the small steamboat he uses to visit them.

Since technically The Ayres is considered part of North Shore, it does not have its own district mayor. In practice, law and government officials never bothers the nobles on their islands unless an equally wealthy or powerful individual lodges a complaint.

The Military

The Battalion school of war in the bayous of Pine Island trains hundreds of future officers every year, and works in connection with various district forts throughout the city, as well as naval bases on an island near the mouth of Flint Harbor. Flint still remembers

a few naval skirmishes that threatened shipping eight years ago, and so the military maintains a constant watch for possible threats. Normally, though, they will not respond unless a district mayor or the city governor himself calls on them.

While few individual soldiers have magical training, the military has acquired over the years a wide variety of enchanted weapons and defenses. Perhaps foremost among these, every soldier stationed in The Nettles district fort is given an amulet to ward them against supernatural influence, should they be called upon to face a reawakening of the eldritch horrors that reigned over Cauldron Hill during the time of the witches.

The local commander of Flint land forces is **Colonel Greg Masterson**, while the naval defenses are overseen by **Rear Admiral Morris Dawkins**.



A RISURI STEAMSHIP CONFRONTS A DANORAN FRIGATE DURING THE FOURTH YERASOL WAR.

Royal Homeland Constabulary

THE ZEITGEIST ADVENTURE PATH ASSUMES THE PCs will begin as agents of the Royal Homeland Constabulary. RHC constables are law enforcement officers tasked with protecting Risur from serious threats, usually in the form of foreign plots, magically-equipped criminals, and various supernatural foes everyday police are not capable of handling.

The directorate in Flint generally keeps busy thwarting arms smuggling, industrial espionage, and the sorts of magical and monstrous threats once handled by plucky self-motivated “adventurers.”

Authority and the Law

Constables are invested with the authority of the king, and so are granted great leeway in their pursuit of justice and safety. While normal police must acquire warrants before they can search a building, RHC constables are trusted to not abuse their authority, and so can act as swiftly as needed. However, they are required to fill out proper paperwork and give testimony justifying their actions. A constable who uses his power for personal gain – or to harass anyone of political clout without good reason – will find himself penalized, demoted, and possibly even in prison.

Constables are expected to take suspects alive whenever possible. Do note that the Fifth Edition rules allow characters to choose to subdue an enemy rather than kill it when it’s reduced to 0 hit points, so long as they use a melee weapon and are within 5 feet of the target. Execution is a likely punishment if a trial deems a suspect to be an enduring threat, though some criminals with political value might be kept under special house arrest, as long as they do not actively pursue plots against Risur.

Every constable has access to binding ropes as well as handcuffs (albeit not quite as advanced as the modern variety). Most handcuffs include gold wire or thread, which can be tied off after the cuffs are closed to prevent creatures from teleporting while wearing them. In special cases, *mage-cuffs* can be requisitioned.

Constables can usually hand over arrested suspects to the police, though the RHC headquarters in Flint does have specially prepared cells to handle more dangerous criminals. These cells are all lined with enchantments similar to those of *mage-cuffs*, and are

New Magic Item

Mage-Cuffs

Uncommon Item

Price: 250 gp.

Property: When a person wearing *mage-cuffs* casts a spell or activates a magical power, the cuffs glow, make a warning whistle sound, and deal 10 force damage to the wearer. A creature reduced to 0 hit points this way is knocked unconscious but stabilized.

Mage-cuffs can only be applied to willing or restrained creatures of Small or Medium size.

surrounded by rings of gold and bricks baked with salt and other warding agents. When needed, even more specialized items can be used, such as chains that can hold incorporeal entities or prevent shapechanging, hoods that block gaze attacks, and sigils to nullify innate energy threats like flaming elementals.

When it comes to interrogations, this is not a modern police force. Characters who choose to be enlightened and use less-violent approaches can often get what they need with less hassle, but threats and actual violence are common tools when trying to make suspects talk, and most superiors won’t bat an eye as long as no one is seriously injured or dies.

Loyalty to Risur

The RHC recruits from police, military, universities, and many other sources of talent, occasionally even accepting foreign applicants. In addition to requiring extensive background checks, recruits must undergo a magical inquisition. The king grants each branch’s local director the ability to test the loyalty of all who would apply to join the constabulary.

A candidate who agrees to undertake the test opens their mind so the director may sense their true intentions. If they have any ill will to Risur, its people, or its leaders, it will be revealed. More importantly, the candidate must show a devotion to protecting Risur. Risur need not be the primary concern of the applicant – people are expected, after all, to value their family, friends, even careers – but this precaution has kept the RHC from ever having produced a traitor in the thirty years it has been active.



ASSISTANT CHIEF INSPECTOR
STOVER DELFT



Hierarchy and Teams

Approximately twenty constables are active in the Royal Homeland Constabulary's Flint directorate, supported by almost a hundred researchers, office assistants, laboratory technicians, security guards, carriage drivers, and the like.

Leadership.

The Flint branch is run by **Lady Inspectress Margaret Saxby**, a former superstar investigator who cracked many famous cases, became the darling of the public, and earned herself a knighthood. During the Fourth Yerasol War she married a young nobleman, acquiring clout among aristocratic circles. When the then-director of Flint's branch of the RHC lost favor in a scandal, she easily won the appointment to take his place.

Lady Saxby leads her branch with incisive intelligence and an experienced intuition for determining which of her constables should pursue which threats. On the other hand, some complain that her confidence borders on megalomania. On several occasions underlings who have become a bit too popular for her liking have received transfers to less prestigious postings.

At nearly fifty, Lady Saxby remains quite fit and retains youthful beauty. She demands authority wherever she goes, and uses many subtle reminders to let people know who is boss. For example, there is only one (expensive, comfortable) chair in her office: hers.

Units and Oversight.

Saxby's role as director often has her dealing with bureaucrats and nobles, and while she officially is also the Chief Inspector, she leaves most affairs of investigations to **Assistant Chief Inspector Stover Delft**, who oversees four units of constables and coordinates their activities.

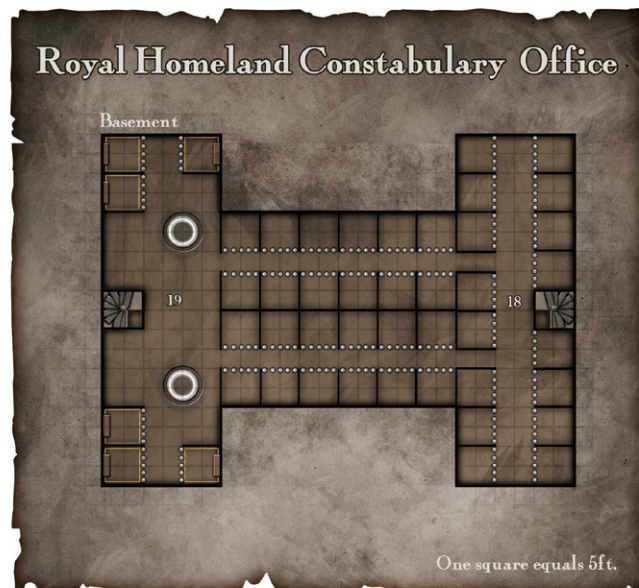
A local Flinter in his early 40s, Delft gets squinty and condescending when his authority is questioned, but he recognizes talent and good work. Since his own days as a constable, Delft has served a vital role handling logistics; in the past few years he's even acquired a modicum of leadership skill. He often expresses pride for three of his old underlings who went on to head spy cells overseas.

Delft chews leaf of Nicodemus, and thinks he looks charming if he grins while sucking the juices. He walks with a cane because a mimic tore a chunk out of his leg fifteen years ago. He has a habit of poking inanimate objects with his cane before he gets too close to them, and spitting on them when he wants to be extra sure.

Other Prominent NPCs.

Some other constables in the Flint branch include.

- ◆ **Carlao**, a human veteran of the Fourth Yerasol War who proudly wears his plate armor even in the city. He's something of a director's pet, and acts as Saxby's trusted aide.
- ◆ **Serena**, a human tinkerer who often crafts gadgets useful for spying and "wet works," but is surprisingly cheery, seeing all female constables as her sisters.
- ◆ **Kaea**, an eladrin evoker widely distrusted by the local fey and druids after she went undercover among the skyseers to expose a vekeshi murderer.
- ◆ **Dima**, a dwarf priest with an unhealthy fondness for filing paperwork.
- ◆ **Josiah**, a human sniper constantly fiddling with his rifle when he's not on mission seducing people of interest.
- ◆ **Gaethan**, a half-elf ranger whose ability to speak with the dead has made him a bit addled and unreliable, having to carry a notebook to remind himself of his daily affairs.





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.

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. 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.

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 deals 10 force damage to the prisoner. A *golden ward* also blocks teleportation and summoning. Two columns glow with pale white light, which grants everyone within 5 squares resistance against all energy types.

Before Adventure Two

The second ZEITGEIST adventure, *The Dying Skyseer*, takes place within Flint, as do parts of other adventures. To help players learn about the city, after the end of Adventure One and before the start of Adventure Two, the GM should ask each player to pick two districts and come up with a contact his or her character has in each district.

This contact could be a friend or family member, a criminal informant, an ex-boyfriend, a merchant whose shop the PC frequents, a minor noble who owes the PC a favor, a religious figure, the PC's fey pepper dealer, or many other options. These NPCs help connect the PCs to the city, and they will come in handy as the heroes investigate a murder mystery and other threats.

Investigation and Interrogation

Two common challenges during the ZEITGEIST adventure path will be following suspects to see where they go, and interrogating suspects. While you and your GM can always handle these situations narratively or with ad hoc dice rolls, those who want more structure can use the following mechanics as a baseline. In these checks, as in ZEITGEIST in general, you can use skill proficiencies with abilities that don't typically represent them, like using a Strength (Intimidation) check instead of a traditional Charisma (Intimidation) check, or Intelligence (Stealth) instead of Dexterity (Stealth).

Tailing a Suspect

Key Skills: *Athletics, Deception, Perception, Stealth*

Sometimes following a suspect is easy, and only one check is required to avoid being spotted. But if a target is trying to avoid being followed, the tailing challenge will include at least three "stages." Each stage represents one attempt by the target to get somewhere or do something without being spotted.

For instance, a target might take a carriage to a merchant district (stage one), shop innocuously for a bit (stage two), then slip into a shop that sells contraband (stage three). Or a particularly cautious target might travel the streets in random routes (stage one), switch clothes (stage two), hop onto a ferry (stage three), wait for everyone else to get off the ferry first before leaving (stage four), then spend an hour in a busy dockside bar (stage five), before heading a few blocks away to an illicit meeting (stage six).

For each stage, the GM narrates what the target is doing, then you must make two checks: one to keep up, and the other to stay hidden. The skill checks required will depend on the circumstances and your ingenuity. Based on the result of your checks and the target's plans, the GM can narrate the next stage of the pursuit.

- ♦ "Keep up" DC = 5 + the target's INT (Deception) or DEX (Stealth) bonus
- ♦ "Stay hidden" DC = 10 + the target's WIS (Insight) or WIS (Perception) bonus

You can choose to hang back (you suffer disadvantage on the "keep up" check to gain advantage on the "stay hidden" check) or press the pursuit (gaining advantage on the "keep up" check but suffering disadvantage on the "stay hidden" check).

If you fail a "keep up" check, the GM should increase the DC of further "keep up" checks by 5, regardless of what skill is used. This represents you falling behind and having trouble seeing where the target is going. A second failed "keep up" check means that you have lost the target.

Likewise, if you fail a "stay hidden" check, the GM should increase the DC of further "stay hidden" checks by 5. The target has become suspicious and is more on guard. A second failed "stay hidden" check means the target has become aware of you. The target's reaction will vary based on situation and personality – flight, confrontation, attack, calling for help – but your target almost certainly won't let you see anything incriminating.

Of course direct observation is not the only tool in your deductive arsenal. In some situations, it can be more prudent to try another way to learn about the target, instead of risking tipping them off.



Keeping Up.

Each stage requires you to make a skill check, typically Perception. If the target runs it might be Athletics. If the target goes through a crowded district, perhaps an Acrobatics check would let the constable weave through crowds, or even follow along on rooftops. If the target is a corrupt police officer and has other officers block anyone from taking the same route as him, Persuasion might allay the guards' suspicions. Feel free to come up with your own solutions to these challenges, and the GM might grant advantage to a check for a clever plan.

Stay Hidden.

Each stage requires you to make a check, typically Stealth. Deception might let you blend in with the patrons at a coffee shop. Perhaps you might even hold your breath and hide underwater with a Constitution check when following a target near the docks.

Multiple PCs.

There are benefits and drawbacks to sending multiple constables to follow a target. It's easier to keep up because you have more eyes watching the target, but it's easier for the suspect to notice a group that keeps following him.

If multiple PCs trail the same target, each PC makes the checks. If anyone succeeds the "keep up" check, it counts as a success for the whole team. However, if anyone fails the "stay hidden" check, it counts as a failure for the whole team and increases the DC for future checks of that sort. If the team gets a second failure to stay hidden, only those who failed their checks are spotted by the target.

Other Complications.

This just presents a fairly simple situation of tailing a single target. In practice, the enemies of the RHC often are clever in avoiding detection and pursuit. Avoiding an ambush by the minions of a potential suspect might be more important to the mission's success than simply following blithely, and cracking enough skulls won't necessarily crack the case.

Interrogating a Suspect

Key Skills: Deception, Insight, Intimidation, Persuasion

An interrogation might involve subtly getting a suspect to talk about himself, verbally intimidating or manipulating a prisoner into confessing a secret, or physically punishing a target until he breaks. To get useful information, you must establish and maintain a rapport, and then extract information out of the target.

When running an interrogation as a sequence of skill checks, the GM should first have the players explain or roleplay how the characters attempt to establish rapport and only then make a check.

Torture and the Rule of Law

This is a topic the group should probably discuss before starting this campaign. Maybe everyone is alright with violent interrogations, but not with outright sadism. Perhaps they'd prefer to have a more heroic tone, where all the "good guys" have to do is feign that they'd hurt a prisoner to get him to open up. Or the group might desire a grimmer take, recognizing the fact that throughout most of history and even today, many in law enforcement believe that hurting someone will get them to talk.

Just make sure to go no farther than any player is willing to deal with. It becomes everyone's responsibility to make sure a social and supposedly "fun" game doesn't cause friends to be uncomfortable around each other. Personally, we suggest that King Aodhan won't allow his representatives to subject prisoners to torture, and that prolonged violence has been thoroughly discredited as an interrogation tactic by modern society.

If they succeed, they can explain what information they're trying to extract, and they can then make a check for that (see "Extraction").

Rapport.

Rapport reflects the target's trust of its interrogator, or at least willingness to talk to you. In a casual conversation, a target might think you are just a normal person and have no reason to look for ulterior motives, and after establishing a rapport with you, the target might be willing to share things they wouldn't with a total stranger. During a harsher interrogation, you must make sure that the target's anger or loathing of his captor does not overwhelm whatever other emotion the interrogator is trying to evoke.

To establish rapport, you must make a skill check, typically against DC 10 + the target's Wisdom (Insight) bonus. If you have a genuine connection to the target, they might make a Persuasion check to keep the target happy. Deception works if the target is faking a connection, particularly for seduction. If the target is a mage or scholar, you might even use Arcana, History, Nature, or Religion to make the target think you have common interests. Intimidation also works, but will usually leave the target unfriendly or even openly hostile after the interrogation.

The GM should consider granting advantage or imposing disadvantage depending on the circumstances of the interaction.

If you succeed on this check, rapport is established, and you can move on to "extraction." If you fail this check, the target cannot be convinced to open up. You can try again, but the DC increases by 5. If you fail a second time, the target won't respond to further attempts unless something changes in his or her relation with you (such as if you save the target's life).





Extraction.

Once you have established rapport, you can make a skill check to extract information from the target. This is almost always an Insight check against DC 10 + the target's Charisma (Deception) bonus. On a success, you coax the target to reveal something useful, or discern a key clue from how the target phrases their statements. The target might even tell a total lie, but you are able to see through it and figure out what's really true.

If you fail this check, the target gives up nothing and becomes a little wary. If you fail a second time, you lose your rapport with the target (this counts as one failure on a "rapport" check).

Good Cop, Bad Cop.

When two or more characters coordinate in an interrogation, each PC can make a check to establish rapport. As long as at least one PC succeeds his check, the whole team establishes rapport. Only if everyone fails does the DC for further attempts increase.

Once the team has established rapport, anyone can actually ask the questions, but they just make one Insight check to extract information, using whoever skill modifier is highest.

In the classic "good cop, bad cop" situation, the pair coordinate to get the target to open up, and then the character with a stronger insight asks the questions. A variant is to have one person physically break a target, and then afterward a different interrogator asks the questions. Or the same mechanics could handle five PCs carousing at a bar, getting a suspect drunk and then encouraging him to brag about his secret mission.

First Mission: Launch Party

It is spring of the year 500 A.O.V. (After Our Victory).

Seven years after the end of the Fourth Yerasol War, the shipyards in Flint have completed the first Risuri warship powered solely by steam engine. King Aodhan has come himself to Flint to witness the launch of this mighty vessel. Wooden-hulled but with a heart and skin of iron, the Royal Naval Ship *Coaltongue* will deter future aggression from Risur's enemy across the sea, the nation of Danor.

The Royal Homeland Constabulary has been called upon to provide security, and you have spent the past several weeks working to make sure this event goes off without a hitch: canvassing the docks, performing background checks on the guest list, coordinating with the local police to set up a perimeter around the royal docks, and following various directives of your superiors. Now, as a warm breeze off the sea mingles the scents of elaborate floral decorations with the pervasive coal soot that always hovers over Flint, the king's carriage approaches, and you spy disgruntled faces amid the cheering crowd.

Start your mission in ZEITGEIST Adventure One, *Island at the Axis of the World*, coming soon in EN5IDER!



A DANORAN OFFICIAL ARRIVES IN UPPER FLINT BAY.