

The Errand: A Fine Hill To Die On

"A mask, alabaster. Inlaid with gilt and abalone. Orphan notches, left and right. Knack's mark, right cheek. The burnt imprint of the Dread Emperor's hand, left cheek."

—OF PIERO CORVETTO'S MASK, RECORDS OF THE HOUSE CORVETTO (SEALED)

The Hall of Faces is an expected sight in a manor as rich in history as the House of Corvetto. Lit from behind by votive candles, the masks of our honored ancestors watch our maneuverings with pride. Scions of the House walk the hall, hands clasped as if in prayer, entreating impassive faces for their wisdom in times of strife and turmoil. Under the eyes of those who have held the reins of this city long before us, we strain our ears for whispers of approval or admonition.

Sometimes, we hear them.

THE BIND

◆ **A CULT OF THE DEATHLESS.** Piero's mask has been stolen by a cult hellbent on summoning the last surviving remnant of the Dread Emperor.

What does the barrow of the Deathless look like? What special requirement does the summoning entail?

◆ **A GAUCHE RITUAL.** A rogue Knack needs the mask of Piero to enact a ritual to siphon off the nascent power of the mask to fuel a grand work of magic.

What does the Knack intend to do? What sign or portent appears in Ilrien as the power is drawn?

◆ **BEST LEFT BURIED.** The mask of Piero is the key to a charm-bound vault hiding a powerful creature of the ancient world, a perfect assassin.

Who means to release the creature? What old fairy stories tell of the creature's weakness?

A FAMILIAR FACE

PIERO CORVETTO, our many-times great grandsire, is supposed to hold a place of honor in the Hall of Faces. Supposed to, mind. This morning, our House was rocked by the discovery that Piero's mask had been stolen. This affront will not stand. Find the mask of Piero, and ensure that those who dared meddle with the Corvetto are properly chastened. Do not fail us, Retainer.



HOUSE CORVETTO

THE ANGLE

◆ **CESARE CORVETTO, A HISTORIAN OF THE HOUSE.** Cesare discovered the theft from the Hall of Faces. Against the wishes of the House, he reveals Corvetto's secret shame and Piero's service to the Dread Emperor during the Revolution.

What strange phenomenon surrounds Piero's Mask? Why do the Corvetto strive to keep it secret?

◆ **ALTHEA, HEADMASTER OF THE SCHOLAM NATURALIS.** Althea has sensed the ripples of the Weave. An old evil is stirring beneath the Necropolitan Hill, just as Piero's mask is reported missing.

What keeps Althea from interfering? What power does she offer to ensure your success?

◆ **NEFERA, A MERCY.** Nefera is familiar with the old tales of Piero Corvetto; the power he wielded and the bargains that he struck.

What other mayhem will Nefera be on guard for? What advice does Nefera offer for dealing with Piero's mask?

THE COUP

◆ **A NAME BEST WHISPERED.** The summoning name of a relic of the past.

What power can the true name provide? What is the price of the Summoning?

◆ **A VERY DANGEROUS BOOK.** A grimoire of dangerous and powerful rituals.

Whose voice does the grimoire speak to you with? Who would kill you to possess it?

◆ **THE FREEDOM OF THE NECROPOLITAN HILL.** The Dead Watchers call you Kin.

What mark do you bear that gives you the Freedom of the Necropolitan Hill? What strange power does it grant you?

FOUR-PART CLOCKS

- ◆ The cult begins their ritual.
- ◆ Signs and portents rock the city.
- ◆ The mask is found broken. The barrow is empty.

SIX-PART CLOCKS

- ◆ Pale flames cast living shadows.
- ◆ The Knack loses control, flames and screaming.
- ◆ A panicked messenger from House Corvetto arrives.

EIGHT-PART CLOCKS

- ◆ The barrow yawns wide. The Deathless emerges.
- ◆ Piero's mask fuses with the Knack. No limits.
- ◆ Creature corners the Prince of Corvetto.

Court of Blades

COTERIE NAME

Magic & Intelligence

STRENGTHS Intelligence, Wealth, Transport, Force, or Supply **HEALER Type:** Grace

REPUTATIONS

Ambitious, Brutal, Daring, Honorable, Subtle, Arcane, Loyal, Reliable, Uncouth, Respectable, Dangerous

INFLUENCE



EXPOSURE



SHAME



Favored Contact

SPHERES OF INFLUENCE

the Plaza, the Banks, the Theatre, the Arsenal, the Twist, the Grand Gate, the Docks, the Granary, the Artist's Quarter, the Traitor's Gate, the Arbor, the Necropolitan Hill, the Silk, the Palace, the University, the Market, the Foreign Quarter, the Watch, the Canals, the Temples, the Garden

The Temples

+1D to all Healing Rolls

SPHERE OF INFLUENCE

PERK

Fonte, a Lorekeeper

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

House Corvetto

House Words: "Under Our Wings"

SPECIAL FEATURE

- **OUR REPUTATION PRECEDES US:** When you execute a **Social Engagement**, your contact may always be *Someone Who Fears Us* and you start in a **risky position**. (This replaces your usual engagement roll in this instance.)

SPECIAL ABILITIES

- **MYSTERIOUS WAYS:** Each PC adds +1 **action dot** to **Sway** or **Channel**.
- **OUR TIME:** Take +1d to **engagement rolls** between the hours of tryst and whist. (midnight-4am)
- **SILENT FOOTFALLS:** All PCs within the coterie gain +1 **effect** when trailing a target.
- **SUPERSTITIOUS:** Each PC takes +1d to all **Spirit resist** rolls.
- **BY THE THROAT:** Gain additional **xp trigger**: *Did we teach someone a lesson?* Take 1 less **exposure** when moving against a faction with which you are at war.
- **OURS BY RIGHT:** Pay 1 **Influence** to add a contact from a **sphere of influence** that you do not own to your list of contacts for the current errand. Pay +1 **Influence** for any of the following: *They are happy to hear from you - You have met them before - They have not spoken to another House first.*
- **WHO DO YOU WORK FOR?:** When you have broken a rival you may add them to your contacts.

XP TRIGGERS

At the end of each session, for each item below, mark 1 xp (on your house sheet), for a maximum of 4 xp.

- ◆ You overcame an obstacle with **Coercion** or **Majesty**.
- ◆ You contended with challenges above your current station.
- ◆ You bolstered your coterie's reputation or developed a new one.
- ◆ You expressed the goals, drives, inner conflict, or essential nature of the Coterie.
- *Additional XP Trigger:*

RETINUES AND COLLEAGUES

Colleague of the Fox (Scout, Infiltrator or Thief) School.

Who is this?

COTERIE XP



UNIQUE UPGRADES

- **MASTER KEYS:** The Lower wards of the city are as open to you as empty streets. They cannot keep you out.
- **GOOD HELP:** When you hire a **colleague** that belongs to the *Fox* school of expertise they function as 1 **tier** higher.
- **THE DAUNTING PARLOR:** The coterie gains access to the house's private negotiation rooms. When you negotiate terms in these rooms, do so with +1d.
- **CLEVER TAILORS:** You gain +2 free **load** for armor or disguises.

UNIVERSAL UPGRADES

Quality:

- Documents
- Gear
- Tools
- Implements
- Supplies
- Weapons

Training:

- **Mind**
- **Body**
- **Spirit**

- **Retinues and Colleagues-** The coterie hires a **retinue** or **colleague**. *Retinues are groups of trained professionals that work in unison. Colleagues are experts with a specific area of mastery.*



- **Private Apartments**
- **Hidden Exit**
- **Workspace**
- **Ritual Space**
- **Private Library**
- **Arcane Wards**
- **Dedicated Transportation**



The Factions of

TIER	Houses Major	STATUS
VI	THE GRAND COUNCIL FAVOR	
V	HOUSE BATTALIA FAVOR	
IV	HOUSE ELANDA FAVOR	
IV	HOUSE LOVELL FAVOR	
III	HOUSE AL-MARI FAVOR	
III	HOUSE BASTIEN FAVOR	
II	HOUSE CORVETTO FAVOR	

TIER		Houses Minor		STATUS	
		FAVOR	◆◆◆◆		
V	THE BANK OF BRASS AND BONE				
IV	THE FORTUNATO TRADE FEDERATION				
IV	THE FIRST COURT				
III	THE SCHOLAM NATURALIS				
III	THE GRACES				+1
III	THE GONDOLIERS				+1
III	THE SIGNORA				
III	THE CITY WATCH				
III	THE DOCKERS				
II	THE BAKERS GUILD				
II	THE ARBORIST GUILD				
II	THE BROADSHEETS				
II	THE IRONMONGERS				

<div style="display: flex; justify-content: space-between;"> T I E R <i>The Outsiders</i> S T A T U S </div>	
	FAVOR    
IV	THE SEVENFOLD VEILS -1
III	THE MERCIES +1
II	THE DEAD WATCHERS -1
II	THE COLLEGE OF SATIRE
II	THE BUSKIN
I	THE TRAMPS
I	SORAYA

T I E R	<i>The Uncouth</i>	S T A T U S
	FAVOR ◆◆◆◆◆	
IV	THE PRINCE OF TATTERS	
IV	THE BRIZOLATTO FAMILY	+1
III	RIGNOLLE'S ROVERS	
III	THE TEN HAMMER REGULARS	
III	THE FOUNDER	
II	THE UNBURNT	
II	THE BLUE DEVILS	-1
II	THE TWISTJACKS	
I	THE MOTLEY	

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STATUS KEY

+3: Allies. This faction will help you even if it is not in their best interest to do so. They expect you to do the same for them.

+2: Friendly. This faction will help you if it does not create serious problems for them. They expect you to do the same.

+1: Helpful. This faction will help you if it causes no problems or significant cost for them. They expect the same from you.

0: Neutral

-1: Interfering. This faction will look for opportunities to cause trouble for you (or profit from your misfortune) so long as it causes no problems or significant cost for them. They expect the same from you.

-2: Hostile. This faction will look for opportunities to hurt you so long as it does not create serious problems for them. They expect you to do the same and take precautions against you.

-3: War. This faction will go out of its way to hurt you even if it's not in their best interest to do so. They expect you to do the same and take precautions against you. When you are at war with any number of factions, your crew suffers +1 exposure from errands, and PCs get only one downtime action rather than two. You can end a war by eliminating your enemy or by negotiating a mutual agreement to establish a new status rating.