

The Errand: Merchants of Menace

"Money is the root of all evil, they say. And we're all trying to dig up some more of it. Funny old world, isn't it?"

—ARAMIS, Captain of The Lady Cambra

House Elanda may be the Fist Around the Heart of Trade in Ilrien, but that does not mean that their road is easy. The markets of the city are in constant flux and shift, and any who say that they can predict the manner in which the winds of commerce may change is either a liar, a fool, or both. There are too many angles to be considered. Too many facets to every treaty and trade deal. There are too many players trying to take their cut. It is politics, but all of the votes are tallied with pieces of silver.

The Elanda make it look easy, of course. They always have many irons in the fire. Some are more troublesome than others.

THE BIND

◇ **WE CAN'T DELIVER.** Despite our best efforts, our monies are tied up and our debtors are not paying. *Who is refusing to honor their debts to Elanda? How can you squeeze them?*

◇ **THEY WON'T BUDGE.** Their terms are egregious and they refuse to renegotiate. Perhaps if you applied some pressure. *What impossible consideration are they asking of the House? What is their weakness?*

◇ **AGGRESSIVE NEGOTIATION.** Negotiations have turned violent. Who drew steel first is irrelevant, but the fact that steel was drawn is not. *We can still salvage this deal. Fix this. Who witnessed the violence? How can you erase the evidence?*

ART OF THE DEAL

THE HOUSE has committed itself to securing a vital trade deal, the sort of deal that could secure our further rise in the city and provide a much needed advantage over the other Houses of the Esultare. There is, of course, only one problem. But that's where you come in, Retainers. Make us proud. And rich.



H O U S E E L A N D A

THE ANGLE

◇ **UMBERTO, AN IRONMONGER.** Umberto is well-thought of amongst the Ironmongers as a visionary inventor. His creations are highly sought after and always command a high price. *What invention does Umberto bring to the bargaining table? Who else would covet this invention?*

◇ **VELCARA, A FORTUNATO PRIVATEER.** Velcara's expeditions, financed by the powerful Fortunato Trade Federation, unearth rich treasures without exception. Their fees reflect this. Their allegiance is a hot commodity; their hold runs over with others, also suitably temperate. *What leverage does Velcara hold over House Elanda? Who else is trying to secure Velcara's cargo?*

◇ **TIGHE, AN ALTORI IMPORTER.** Tighe is an expert in Altori custom and courtesy. While careful and circumspect in negotiation, Tighe boasts a short temper and a stubborn disposition. *How did the last negotiation with Tighe go? What innocuous thing sets Tighe off?*

THE COUP

◇ **A NEW MONOPOLY.** It's rare and valuable. *Who is most affected by your new stranglehold? Who is already planning their counter-move?*

◇ **A CACHE OF JEWEL CITIES RELICS.** Arcane in appearance and use. *What strange power do the relics hold? What price does it command?*

◇ **A COLLEAGUE WITH BIG IDEAS.** Independent and reasonably loyal. *What sort of specialty do they bring to the House? Who has aims to turn their allegiance?*

FOUR-PART CLOCKS

- ◇ The debtor's cash is tied up in a scheme.
- ◇ They seem eager to sell to someone else.
- ◇ The witness goes to ground.

SIX-PART CLOCKS

- ◇ The debtor has another creditor; the Bank of Brass and Bone.
- ◇ They take offense with your scheming.
- ◇ The Watch has questions.

EIGHT-PART CLOCKS

- ◇ The debtor has vanished, leaving bewildered partners behind.
- ◇ They reveal an unwelcome truth about the deal.
- ◇ It's all over the Broadsheets.



Court of Blades

COTERIE NAME

Wealth & Transport

STRENGTHS Intelligence, Magic, Transport, Force, or Supply HEALER Type: Physician

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 Grand Gate +1d to Gather Information on the comings and goings in Ilrien.

SPHERE OF INFLUENCE

PERK

Pura, a Smuggler
CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

SPHERE OF INFLUENCE

PERK

CONTACT

House Elanda

House Words: "Gold Does Not Rust"

SPECIAL FEATURE

- **VOLATILE MARKET:** At the beginning of each **social season** House Elanda may trade its strength in *Wealth* for any other strength.

SPECIAL ABILITIES

- **CIRCUMSPECT:** Each PC may add +1 **action rating** to **Skulk** or **Maneuver**.
- **WIT:** Each PC gains +1d to **Mind resist** rolls.
- **MERCHANT WARRIORS:** Gain additional **xp trigger**: *Did we leverage our power over transport or supply?* You are notified when another House of the Esultare begins a **long-term goal** related to **transportation** or **supply**.
- **COUNTERFEITING:** No one questions the authenticity of your goods. Take +1d to **Sway** or **Consort** for the purpose of negotiating over value.
- **THE WEIRD STUFF:** Take +1 **effect level** to any **Acquire Asset** roll for the purpose of acquiring arcane or obscure ingredients.
- **HIGH SOCIETY:** Take -1 **exposure** during downtime and +1d to **gather information** about the rest of the city's elite.
- **PATRONAGE:** When you must make egregiously large bribes or payments, pay half the amount of **influence** normally required to do so (if the cost is 1 influence, pay 0).

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 Guile or Extortion.
- ◆ 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

COTERIE XP



UNIQUE UPGRADES

- **INDUSTRIOUS:** The coterie gains one extra **downtime activity** to work on any **long-term project** or **intrigue**.
- **SLY CONTRACTS:** When you hire a **colleague** from the *Courtier* school of training they function as 1 **tier** higher.
- **FACTORUM FACTOTEM:** The coterie gains access to the house's Workshops. You may mark +1 segment whenever the coterie researches an invention or +1d whenever you roll to **craft**.
- **THE RIGHT TOOL FOR THE JOB:** Gain +2 free **load** to be spent on tools (burglary gear, tinkering tools, demolition tools, et cetera).

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 CORVETTO FAVOR 	
IV	HOUSE LOVELL FAVOR 	
III	HOUSE AL-MARI FAVOR 	
III	HOUSE BASTIEN FAVOR 	
II	HOUSE ELANDA FAVOR 	

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

T I E R		<i>The Outsiders</i>		S T A T U S	
		FAVOR			
IV	THE SEVENFOLD VEILS				
III	THE MERCIES				
II	THE DEAD WATCHERS				
II	THE COLLEGE OF SATIRE				
II	THE BUSKIN				
I	THE TRAMPS				-1
I	SORAYA				+1

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

[illegible]

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.