

people enter the area. At the same time, they ensure that nothing terrible escapes from the fissure into the city.

The leader of the trio is Captain Mergen Truff (NG female elf **veteran**), a laconic figure who would rather be doing “real work” than standing here warning off vagrants too foolish to avoid falling into a massive hole in the ground. Her companions are Orvis Torval (N male firbolg **guard**) and Rosko Bosh (N male halfling **guard**). Orvis and Rosko are new constables, not the sharpest swords in the armory, and as lazy as wizards who’ve used all their spell slots. Local thieves pay them to look the other way when ordered to do so, which becomes important later in the episode.

When the characters approach, Captain Truff steps forward, tells them that the area is off-limits, and orders them to move along. When the characters get across the purpose of their presence (most easily by stating that Omin Dran sent them), Truff is clearly relieved, though still not entirely friendly.

The captain sighs. “Took you long enough,” she says. “So let’s get this done so we can get on with our lives.”

She pulls a scroll from a leather pack and squints at its barely legible writing. “So which one of you is Ozgood the Ugly? I need you to sign before you go in. Nothing but paperwork and signatures since the newest Masked Lords got seated on the council, but what can you do?”

MERGEN TRUFF,  
ORVIS TORVAL,  
AND ROSKO BOSH



**What Was Your Name Again?** Captain Truff’s scroll contains the names of the members of the adventuring party that Omin Dran thought he hired to do this job. The number of names conveniently matches the number of characters, and can include any of the following:

- Ozgood the Ugly
- Carlot “Squeaky” Wickel
- “Great Maul” McTickleton
- Lord Pompy Fuggelstruck
- Squinty Pip
- Mad Haddey Flagon
- Fippance Gibberjaw

To gain access to the warehouse and the sinkhole fissure, the characters must pretend to be the named adventurers. Assume that the City Watch members know the names and reputations of some of the adventurers on the list, but have never met them in person. If a character pretends to be Lord Pompy Fuggelstruck and speaks to the guards, Captain Truff might think it odd that they aren’t speaking with Fuggelstruck’s well-known lisp, or predilection for using rhyming couplets, or what have you. You can let roleplaying determine the outcome, or call for DC 10 Charisma (Deception) checks for the characters to pass off any outright lies.

Captain Truff is eager to get someone—anyone—to investigate the fissure as soon as possible, allowing her to go back to her normal duties. Even if she becomes suspicious that the characters aren’t the adventurers named on the scroll, as long as someone signs as Ozgood, she’s content to allow them to investigate.

**Useful Information.** Once the characters’ identities are “confirmed,” they might have some questions for the guards. Use the following points to steer the conversation—and make sure to work in the first three points as a warning from the guards, even if the players fail to seek more information:

- The fissure opened beneath the warehouse during the earthquake two days ago. The partially collapsed building has been deemed structurally sound, so it shouldn’t fall into the fissure unless someone inside does something foolish, such as knock down a support beam or bang against the remaining walls.
- The fissure has exposed access to a number of mysterious tunnels beneath the warehouse. It’s not known how long the tunnels have been there, who created them, or what might be lurking within.
- The contract the characters sign is fulfilled only if they investigate and clear every tunnel the fissure exposed. After they finish, a city surveyor will be assigned to map the area, and an engineer needs to assess the integrity of the tunnels to ensure that no further collapses are imminent. If either professional is injured or killed because of negligence on the part of the adventurers, the party and Acquisitions Incorporated can be held liable.
- Two members of the City Watch—Sergeant Ava Teeshe and Constable Yander Boot—descended into the fissure a day earlier to make sure it held nothing dangerous. From the bottom of the sinkhole, they followed an underground passage north. They haven’t been seen or heard from since.