

Tales of Eldura
Session Zero DMs Notes

Introduction: who we are and what we're doing

Eldura's History:

Opening: *switch to blacksmith music*

Blacksmith Shop (Inner Ring)

Tamara (old, quavery voice)

We start at the blacksmith shop, where an elderly neighbor, Tamara, checks in on Garreth and asks after his son, Patrick. She remarks that she had worried about the young man after Lily passed, but she's glad to hear that he's doing well over in Beacon. It's strange, she'd heard a report that there was some unpleasantness in the city, but she knows that with a brave young man like Patrick there to defend it, she's sure that nothing very amiss could occur.

James (scowl, gruff voice)

A few days later: James, one of the head artisans of the Guild of the Glove comes by and tells Garreth that he's received word that the City Guard will be needing more armor and provisions soon. It seems that there's been an influx of refugees into the city, and they're having trouble keeping the peace along the outer edges. They might even be pulling in new recruits, which should really send the outlaw organizations into a frenzy. He's glad Garreth's business has been doing well enough that he hasn't had to resort to the measures other guildsmen have, but he also knows that the soldiers aren't over-anxious to pay fair wages for the high-quality goods they get from the guild.

Captain Ward (charming at first, threatening after. Brusque)—City Watch

A captain comes into the shop and threatens Garreth, offering below-Guild prices for his wares or, if not, he'll have the shop overtaken and put a blacksmith on the job who's willing to help his city and be a hero.

Maverick (tricksy, bright voice, a little bit slimy)

"Word has it that you may actually have a soft spot for the other city. I'm searching for caring souls. This is an important moment. Don't let it go to waste."

A blue-eyed elf with black hair swings into the shop one day and asks if you'd like to work a special job for above-Guild prices. He's heard a few rumors about what's happened in Beacon, and now is the time for the Brigade to strike. If you'd like to fight back against the tyranny of the upper classes, they'd love to have a talented blacksmith on their side.

“I’m part of a special organization of like-minded individuals who want to stand up to our corrupt leaders and find more innovative strategies on the battlefield, if war cannot be avoided.”

“I know you’re a sensible man. What if your son is among the refugees? Can you imagine what the guards will do, believing that hordes of Alessandra’s spies are pouring into the city to tear it apart from the inside? We all know that they’re the true evil. Come, stand with us.”

Meet us at the **Faery Door Inn** if you’re interested.

Faery Door Inn

Secret meeting of the Brigade.

Maverick—leader

Sebastian

Laura

Carlise (bartendress)

Members of the Guild Protectorate have been spying on the guild, with the aid of Captain Ward (who’s trying to earn a membership in the Guild Protectorate—the pay is much better, and there are fewer regulations). They know they’re responsible for taking money from the upper classes, and they’re here to exact their dues.

Maverick and his people attack.

Post-Session Summary:

Garreth was quite reluctant to follow along with those working outside of the law but was careful to work with Tomas, his assistant, and James, the head of the Guild. He stood up to the City Watch on multiple occasions but was horrified at the violent and risky tactics of the Brigade. His primary motivating factor was finding out what had happened to Beacon and to his son, and he did not want to rest or slow down until he was able to find more information.

Tomas is looking over the shop, with help from James, while Garreth undertakes his reconciliation mission from Nightwatch Captain Millicent Legree to travel to the Elfsong Tavern and find someone named Ryder under pretense of being a member of the Brigade. Ryder has important information that the Nightwatch needs concerning events in the city, but thus far, they have eluded any Watch agents sent to the tavern. Legree is hoping Garreth will help her turn that around.