



AGATA

MINING FOREWOMAN

Miners are arguably the foundation of Selovast as a city; there can be no floating islands without the unending work to excavate them. Still, swinging a pickaxe is not a prestigious career, or even a particularly prosperous one, and the vast network of tunnels harbors a multitude of dangers. Brave guilds of warriors like the dwarves of Kelmor's Sons fight to hold back the troglodytic tide, but they cannot be everywhere at once, if management even chooses to hire them at all.

Agata (AH-gah-tuh) is perhaps exemplary among the forepeople of Selovast's miners. She is tireless in physical labor even though she has the authority to delegate it, and when danger arises she is unflinching in holding the line until her workers have evacuated. Even when the long shift is over, Agata spends her time advocating for the good of her team, arguing with management for better pay or security. She may not be the most eloquent, but her determination and the results produced by her crew have won some precious victories.

In the long run, Agata aspires to a different career. However much good she can do for her workers at the rockface, she wants to take on the dangers of the caves more directly by joining Kelmor's Sons. The guild is the premier in mine security, but it restricts its ranks almost entirely to dwarves, and even then it is highly selective in offering membership. This has frustrated Agata's attempts to join for several years now, and every time she sees another miner fall victim to the creatures of the caves it makes her more certain of her cause. Her advocacy has turned more and more towards pushing the guild into expanding its ranks until the caves have been purged altogether.

STORY SEED: LIQUID GOLD

Nothing will wash the dust from a parched throat better than a cold beer, and the provision of it will earn a great deal of goodwill from a mining crew. A brewery in the Stacks constructed a pipeline directly from their building to the hub of the largest mining operations, keeping it flowing to the work sites in exchange for a reasonable weekly fee from the crews. It has certainly made the brewery popular, but as the mining work has moved on to new locations, the pipeline has fallen in to disrepair.

Agata's crew uncovered a diamond worth 500 gp while working, and have collectively decided to put it towards getting the pipeline running again. Agata will offer it to the party if they will help her clear the **ettercaps** from the abandoned tunnel that the pipeline runs through. The darkness, ettercap webs, and highly flammable fumes from old mining explosives are just as hazardous as the creatures. After pushing deep past the pipeline, Agata spots an opportunity to collapse the tunnel that the ettercaps have been coming from. She asks that the party hold them off for five rounds while she rigs explosives.

AGATA

Medium humanoid (half-orc)

Armor Class 12 (padded armor)

Hit Points 67 (9d8+27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	11 (+0)	9 (-1)	12 (+1)

Saving Throws STR +5, DEX +3, CON +5

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 2 (450 XP)

Bullrush. If Agata moves at least 15 feet, straight toward a target and then hits it with a pickaxe attack on the same turn, the target takes an extra 4 (1d8) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be pushed up to 5 feet away and knocked prone.

Wrestler. When Agata makes a successful grapple attack, she can choose to pin the target. If she does so, both the target and Agata are restrained. Agata has advantage on all attacks against a creature that is grappled by her.

ACTIONS

Multiattack. Agata makes two melee attacks.

Pickaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Unarmed. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.



DEZMAN IRONS

Fist of Selovast Sergeant

Hailing from a family of miners in the Crater, Dezman had a humble upbringing. Growing up, most of the kids around him faced two options: learning a trade from a relative, or joining the criminal underworld. Dezman picked the latter, hoping to break from the cycle of poverty. Unfortunately, he was deemed weak by his new employers, for he could not shake the guilt. They convinced Dezman to take the fall for a drug operation, promising to compensate his family in exchange.

Dezman was sentenced to five years in Bulwark's prison, but did not serve his punishment for long. A month after he was incarcerated, an inmate following orders from the Dust Barons made an attempt on his life. After the incident, Hand Meva—an officer in the city's law enforcement agency, the Fist of Selovast—reopened the case against Dezman. She was able to exonerate him, and inspired him to join the Fist.

The young tiefling quickly realized that Meva's mercy was the exception, rather than the rule. The Fist was filled with prejudice against the Crater. Dezman's attempts to change things were met with cold stares and private scoldings. He faced a difficult choice—do what good he could while his hands were tied, or leave. But then, a third option presented itself.

Dezman was the first to arrive at the aftermath of combat between Dust Baron thugs and agents of the Rising Canary—a secret order of vigilantes bent on exposing corruption. On that day, he cuffed the Baron's thugs, but released the Canary agents. It didn't take long for them to track Dezman down to offer their gratitude, and membership. He accepted and became a double agent, assisting the Canary whenever he can, while also using their intelligence to rack up an arrest record to be proud of.

STORY SEED: DOUBLE STING

Beggar's Plunge is a precarious road that leads into the Crater, notorious for its lawlessness. In the past couple of weeks, however, a masked vigilante has made it safer by ambushing robbers that terrorized the Plunge's travelers. While some argue the vigilante is doing them a favor, the Fist has issued an arrest warrant against them. In fact, there is an entire sting operation planned to lure them in. Dezman wants to help the vigilante, but as an officer involved in this sting, his hands are tied. Dezman asks the characters to prevent the vigilante's capture while avoiding any bloodshed. If the adventurers rescue the vigilante and give him a sealed letter from the Canary, Dezman pays them 300 gp.

Aside from the sealed letter, Dezman gives them a set of bird masks to conceal their identity. There are five officers in the sting: two masquerading as travelers, and three as robbers (they have the same statistics as Dezman). Dezman is one of the travelers, but once combat begins, he intentionally misses with his attacks, and pretends to fall unconscious the first time he is hit.

DEZMAN IRONS

Medium humanoid (tiefling)

Armor Class 17 (half plate)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	14 (+2)	12 (+1)

Skills Acrobatics +4, Athletics +6, Perception +4

Senses passive Perception 14

Languages Common, Dwarvish, Infernal

Challenge 3 (700 XP)

Gravity Reflecting Boots. Dezman is immune to falling damage. Any damage that would be dealt to Dezman as a result of him falling is dealt to the surface, creature, or object he lands on instead.

Martial Advantage. Once per turn, Dezman can deal an extra 10 (3d6) damage to a creature he hits with a weapon attack if that creature is within 5 feet of an ally of Dezman that isn't incapacitated.

ACTIONS

Multiattack. Dezman makes two attacks with his power baton.

Power Baton. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage. On a critical hit, the target must succeed on a DC 13 Constitution saving throw or become stunned until the end of their next turn.

Spit Flame. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.