

Matters of Stealth

Scroll of Revelation #063

Christ Jobs

Get in, get the goods, and get out.

1. **{Rookies}** A new adventuring party is drunkenly celebrating their first quest and left their loot unattended upstairs.
2. **{Hot Safe}** A prince from the Plane of Fire is visiting the material plane, leaving his treasure vaults short a few guards.
3. **{Tricked}** A "bard" needs help "retrieving" a "stolen" relic from a "corrupt bank." They'll frame this robbery on the party.
4. **{In Transit}** Steal experimental astral potions from a floating castle that is slowly delivering them to an evil wizard.
5. **{Bad Bet}** A queen gambled her soul away at a devil's casino and wants it stolen back.
6. **{Enemy of my Enemy}** While the dragon fights an invading army, the party can sneak in and raid their unattended hoard.



Stealth Jobs

You'll be hiding in plain sight.

1. **{Snitches}** Go undercover as new members of a bandit gang to learn more about their leadership structure for the city guard.
2. **{Sacrificial Lambs}** An occultist wants the party to join a new cult and feed them information about its demonic patron.
3. **{Contracts}** Disguised as manor staff, sneak into a guild leader's home and find proof they're working with a devil.

4. **{Enter the Circle}** The townsfolk demand to know more about the local druids, but they are very untrusting of outsiders.
5. **{Martyrs}** The king wants a knightly order investigated for heresy for he fears they've uncovered his secret treachery.
6. **{Dead Spies}** The party will be killed and raised as zombies to infiltrate and spy on an evil necromancer's growing kingdom.



Sabotage Jobs

It's best to let the enemy destroy themselves.

1. **{Necrobomb}** Sneak into an archlich's sanctuary and disarm the necrobomb before it detonates and claims everyone's souls.
2. **{Scandal}** The idiot prince will become king unless evidence that frames them as a drug lord is planted in their home.
3. **{Step One}** Weaken an armored wagon's lock before it is loaded with treasure in preparation of a highway robbery.
4. **{Failed Launch}** A mad scientist is testing a new weapon soon. Set it to self-destruct.
5. **{Free Fall}** Sneak an anti-magic rune into the heart of an evil mage's flying castle.
6. **{Salvation}** Infiltrate a cult and alter their ritual circle so it summons angels rather than demons.

