



# ATONEMENT

A One-Round D&D® LIVING GREYHAWK™  
Core Adventure

Version 1.0

by Theron Martin

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"I have led a wicked life," the man says, "and paid a dear price for it. I have changed my ways and tried to start anew, but the sins of my past now threaten my family. I need your help." A roleplaying-intensive adventure set in the City of Greyhawk for APLs 2 to 8.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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## RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table DM (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

This adventure retires from RPGA-sanctioned play on December 31, 2006.

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## PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

## PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on

running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

## LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportionate to the modified average character level of the PCs participating in the adventure. To determine this modified Average Party Level (APL) follow the steps below:

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

Mundane Animals Effect on APL		# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

**LIVING GREYHAWK** adventures are designed for APL 2 and higher. Four or five 1<sup>st</sup>-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.

Advise characters to buy riding dogs to help protect them, and fight for

them.

### Time Units and Upkeep

This is a standard one-round core adventure set in Greyhawk. All characters pay 2 Time Units for this event. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this scenario.

A character who does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a Survival check (DC 20), the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

## ADVENTURE BACKGROUND

This is a story of two dark souls set onto different but convergent paths *toward* redemption by a single act of violence.

Robann Strother, only son of a successful gem trader in Rel Astra, fell in with the "wrong crowd" during his

youth. During that time he learned the fine art of swindling and made many underworld connections, both of which served him well when he reached his majority and took over the family business. He prospered greatly by using his legitimate business as a cover for all manner of illicit activities, chief among them smuggling exotic goods for noble houses, laundering money for criminal organizations, and providing services for agents of various regional factions, including the Scarlet Brotherhood.

In the wake of the Greyhawk Wars, Robann developed his most profitable venture, a thriving black market operation in Ahlissa. By 591 CY he controlled a piece of nearly every major criminal operation in the far east of the Flanaess. His reputation for being able to get anything for anyone if the price was right (and be discreet about it) earned him the nickname "The Merchant" in underworld circles. Favors owed him by people in the right places and clever use of bribes and personal charm allowed Robann to conduct business without ever attracting too much of the wrong kind of attention.

As Robann reveled in success he met and fell in love with Sira, a woman from a prominent Rel Astran family, and soon married her. Robann had been a dedicated playboy for many years before his marriage, however, so his wandering eye was tamed for only a few months. By the time his first child was born he was again entertaining a regular string of mistresses. This pained his wife deeply, but she remained loyal to him. Robann was blind to the harm and dishonor he was doing to his wife and children, however, until it was too late.

Samile was a woman born into abject poverty in one of the satellite villages of Rel Astra. Great natural beauty, a cunning mind, and a talent for deception allowed her to achieve well beyond her station through manipulation of various wealthy "patrons." Bitter lessons from her early years taught her ruthlessness, and an agent of the Scarlet Brotherhood taught her how to kill without using a weapon. Before the age of 18 she had become a skilled seductress and assassin, and within a few years more her alter ego as the elusive Shadowfist had earned a wide reputation as a mysterious but reliable killer. Parties ranging from governments to noble houses to the Scarlet Brotherhood to the secret Ahlissan organization known as Midnight Darkness employed her services. Often however, she did not know for whom she truly worked. She played no favors nor owed allegiance to anyone, for she considered herself to be on her own.

Not all of Samile's business was assassination, however. She was also quite adept at spying. It was in this capacity that she met Robann. The Scarlet Brotherhood employed her to keep tabs on Robann, whom they suspected was cutting deals that went against their interests, so she posed as an exotic dancer to lure him into making her one of his regular mistresses. Within a few months Samile delivered enough information about Robann's activities to convince the Scarlet Brotherhood that a sanction was warranted. Samile had genuinely fallen for Robann during the same time frame; however,

so she convinced her employers the he was still too valuable to them for him to be killed. Instead she was to send him a strong message about their displeasure, and she opted to do it by killing his wife Sira as she put her children to bed one fateful night in late 591 CY—for she had been jealous of Sira for months anyway and coveted her position as Robann's wife.

The slaying of Sira had consequences that no one expected, however. Until her death, Robann had not understood how much he had been taking his wife for granted or endangering her and his children with his actions. He realized, for the first time, just how precious his family was to him, and committed himself to making sure his family would never be put in harm's way again. After much soul-searching he concluded that only a dramatic change in his lifestyle could insure their safety. That would mean forsaking his playboy lifestyle and disentangling himself from his lucrative illicit businesses, but it was a price he was now willing to pay. Though now 40 years of age, Robann had finally grown up.

Judging that his children would need a loving mother to help them overcome their loss, Robann first chose the one among his mistresses that he thought would be best with his children, promptly married her, and dismissed the rest. He then arranged for it to appear as if he and his entire family had died in a fire set by a discontented business associate, while in fact his family was secretly relocated to Greyhawk City. There he established a new life under the new identity of Rimmelak Barnen, an art and jewelry dealer with a reputation for charity, scrupulous business practices, and being a devoted family man.

Samile gained the position she wanted, for she was able to charm her way into becoming Robann's new wife. Though she claimed to her employers that it would more easily allow her to keep tabs on Robann, she was really doing it for purely selfish reasons. What she did not count on was the effect Robann's children would have on her. Seeing their devastation over the violent loss of their mother awakened maternal instincts in Samile and caused her to question her actions and motives for the first time. When she saw Robann's own efforts to reform himself, it struck a chord deep within her. After much soul-searching of her own she, too, decided to forsake her past ways. Though it meant subsuming herself permanently to the role she played to win Robann's confidence, she agreed to join him in starting over again in Greyhawk. For her, a complete devotion to raising Robann's children and helping them overcome their loss would become an act both of love and of atonement.

Samile was not naïve enough to believe that even such an elaborate deception as Robann had staged would keep them safe, however. She used her *hat of disguise* to occasionally masquerade in another guise, in which form she developed street contacts sufficient to keep her apprised of any rumors that agents who might recognize Robann had come to Greyhawk. On three occasions she discovered and eliminated agents whom she believed might see and recognize Robann. In the autumn of 594,

though, an agent of the Scarlet Brotherhood who had dealings with Robann in years past slipped by her notice, saw Robann, and sent word back to his superiors that The Merchant was still alive.

Word eventually got back to those, including the Scarlet Brotherhood, who had lost money or otherwise been put in a bind by the untimely "death" of The Merchant. The injured parties were furious at the deception, but also realized that they would have to tread carefully. That Shadowfist had never reported back after The Merchant's alleged death had left many assuming that she had been killed in the process of eliminating Robann, but the revelation that he was still alive left some wondering if perhaps she hadn't turned on her former employers as well. If she had, and was still with him, they knew that she would be a formidable obstacle to punishing Robann. Thus her former employers sent scouts ahead to try to covertly call out Shadowfist while arrangements for strikes against Robann were made.

Samile quickly dispatched the scouts, but their presence told her that Robann had been discovered. It was only a matter of time, she knew, until his household was attacked in force. She arranged for authorities to find one of the scouts in such a way that he would come to Robann's attention. Her actions also unintentionally brought the incident to the attention of the Assassins' Guild, whose leaders were outraged that a notorious assassin might be operating in their city without their sanction.

Robann quickly put together the pieces that Samile had surreptitiously laid out for him and knew that it was time to move on. He also knew that he would need time to make proper arrangements, so he sent his loyal henchman Barraster to recruit some adventurer-types for extra security. That is where the PCs come into the picture.

Meanwhile, a strike team from the Scarlet Brotherhood has arrived in Greyhawk and is positioning themselves for an assault. Samile has learned of their presence by the time the PCs arrive and knows they are only biding their time until they can figure out if Shadowfist is around or not. She is not yet aware, though, that the Assassins' Guild has also taken an interest in the matter, or that they have been contracted by some of The Merchant's former business associates to deal with him...

## ADVENTURE SUMMARY

**Introduction:** Barraster Jirral, Robann's loyal henchman, recruits the PCs for guard duty.

**Encounter 1:** The PCs meet with Robann (as Rimmelak) and discuss what needs to be done. They also get to meet Samile (as Emmara) and Robann's children for the first time.

**Encounter 2:** Rimmelak's daughter has a night fright.

**Encounter 3:** The PCs investigate the body of a slain spy.

**Encounter 4:** The PCs investigate the spy's room at the Phoenix Boarding House.

**Encounter 5:** The PCs gather information in the Thieves' Quarter, eventually coming across an information broker who directs them to...

**Encounter 6:** A visit to the Hanged Man Inn, where the PCs might encounter a helpful agent and a Scarlet Brotherhood agent.

**Encounter 7:** An infiltration of the lair of Scarlet Brotherhood agents.

**Encounter 8:** The PCs speak with various household personnel.

**Encounter 9:** The PCs speak with Robann's children.

**Encounter 10:** The PCs speak with Samile and/or confront her about being Shadowfist.

**Encounter 11:** Battle against agents of the Assassins' Guild.

### Questions? Comments?

Contact the writer at [theronm4@comcast.net](mailto:theronm4@comcast.net). If this adventure is being run prior to the end of Year 5, then the writer is particularly interested in hearing how your table(s) resolved the issue with Shadowfist.

## PREPARATIONS FOR PLAY

This is a stand-alone adventure heavily oriented toward roleplaying and investigation. Players should be informed of this up front so that they may choose the most suitable PC.

This is also a nonlinear adventure whose course and resolution depend heavily on the PCs' own actions. It is set up to give them more options than they may actually need or use. Because of this, they do *not* need to complete all encounters to complete the adventure. They do they even necessarily need to figure out that Samile is Shadowfist (although not doing so will cost them some experience points). Therefore do not coax them down any particular path unless they are truly stuck and chewing up lots of real time with minor role-playing encounters, or wasting considerable time pursuing false leads. In these cases use Amura (from Encounter 6) to help get the PCs back on track. How exactly the PCs resolve Samile's status at the end is entirely up to them; there's no set right or wrong solution.

Having the map of the Free City of Greyhawk from *Living Greyhawk Journal* #2 available is not essential but can be very beneficial. Location codes given this adventure correspond to that map. Rimmelak's house is located about 450 feet due south of the Silver Garter (F18), along the river, on that map.

Several NPCs who can potentially appear in multiple different encounters are listed in Appendix 1: Major NPCs. Those NPCs who are particular to a single encounter are listed as normal in Appendix 2: Other NPCs.

One note about Greyhawk itself: its denizens use the names Old City and Thieves' Quarter interchangeably. So does this adventure.

If any Suel PCs are present at the table, find out whether or not they are Scarlet Brotherhood members and have the magical tattoo from COR4-04 *Red Tide*. It is

potentially very relevant in this adventure. Whether or not PCs have the Wrath of the Assassins' Guild from COR3-13 *Traitor's Road* may also be relevant.

Finally, some of the encounters in this adventure involve extensive use of the Tumble and Hide skill, and well as the hide in plain sight ability of the shadowdancer prestige class. If you are not already intimately familiar with these rules, please review them before play.

## INTRODUCTION

If most of the PCs are new characters or have not previously been to the City of Greyhawk before, use Beginning 1. Otherwise use Beginning 2.

(Beginning 1:) *Finally you have made it! You have arrived in the storied Free City of Greyhawk, one of the largest and most exciting cities in all the Flanaess! Surely adventure awaits you on its streets.*

*After a couple of days of exploring the city and hanging around in inns you have fallen into the company of a few other individuals who are seeking adventure and fortune. You have all come to realize that adventure doesn't seek you out even in Greyhawk. Thus you all jumped at a chance one clear, cool winter afternoon to meet a man whom you heard was looking to hire adventurers of "good heart" for some task.*

(Beginning 2:) *The layover from your most recent adventure has once again taken you to the City of Greyhawk. While relaxing and commiserating with your fellow adventurers one clear, cool winter afternoon you hear word of a man who is apparently looking to hire adventurers of "good heart" for some task. Each of you, for your own reasons, decides it might be worth hearing the man out, so you arrange a meeting.*

(Both:) *The square-shouldered, solidly-built Oeridian man, with scarred hands and a full, well-maintained moustache meets you at the Green Dragon Inn in the River Quarter. He buys you all a round of drinks. He introduces himself as Barraster Jirral and then promptly gets down to business.*

Use a Scottish or Irish brogue when voicing Barraster if you can manage it.

*"Ah, me dear lads (and lasses, if appropriate), I am the chief retainer of an art dealer in the Foreign Quarter. My employer, one Rimmelak Barnen, has gotten himself into a sticky situation an' could use the services of a few capable adventurers for a couple of days. Might ye be interested?"*

The PCs likely have questions. Use the following responses as guidelines:

**Q: Why does Rimmelak need protection?**

"All I c'n say here 'n now is that the boss expects trouble from forces of evil within the next couple of days, an' he



wants to make sure his family is protected. More'n that, you'll haveta ask the boss."

**Q: What will the job entail?**

"Tryin' to ferret out the forces of evil after the boss an' his family an' helpin' to secure his family and household against any threats."

**Q: What does it pay?**

"Oh, I ain't authorized to talk money. You'll have to ask the boss 'bout that. He's willin' to pay well, in gold or services, for those that help him."

Barraster does not tell the PCs more than this. If they start to pry further, he tells them his boss has reasons for not wanting the details talked about in public.

When it seems that the PCs are willing to take the job, Barraster escorts them to the home of Rummelak/Robann. (To ease DM confusion, all NPCs will be introduced in this manner first and thereafter presented with only the alias they are currently using.) Go to Encounter 1. If the PCs aren't interested then their adventure is, of course, over.

## ENCOUNTER 1: THE JOB

Consult Appendix 1 for additional details on role-playing and/or making skill checks for various NPCs in this encounter. To keep the PCs off guard, pretend to roll Bluff checks for all NPCs once the PCs start asking for Sense Motive checks.

*Barraster leads you out to the Processional, down through the Low Market and off on Marsh Street toward Marsh Gate before turning down a side street and into the Foreign Quarter. As the sun descends over the city's western walls your escort stops in front of a long, well-maintained two-story house whose rear overlooks the Millstream. A nameplate directly above the front door reads simply, "Barnen."*

*Barraster pulls a cord by the door and waits. The more keen-eared among you hear the muffled sound of a tinkling bell from somewhere beyond the door. A tiny window opens in the door at human eye level, allowing a pair of eyes to peer out. The window closes, and you hear the sound of heavy bolts being pulled back. A moment later the door opens, revealing a Suel woman of median height, somewhat stocky build, and plain features who wears the uniform of a household servant.*

This is Lann, a straightforward, practical woman who always speaks her mind. Her accent should be distinctly different from Barraster's;

*"Barraster!" she says curtly. "About time you got back. I was getting worried." He opens his mouth as if to reply, but she cuts him off as she looks over his shoulder. "Never you mind the explanation; I'll deal with you later. Now, are these the adventurers the master wanted?"*

Lann sizes up the PCs. This would be a good time to have them describe themselves if they haven't already. She then makes some comment about them based on appearance. Obviously low-level PCs (as evident by lesser equipment) earn a comment like, "they look awful green behind the ears." PCs that look particularly rough (low Charismas, live off the wild, and so forth) earn a comment about them being "a scraggly bunch," and so on. In any case she ends with either "well, they'll have to do" or "they should do just fine" and escorts them in.

*The woman leads you through a foyer into a well-appointed sitting room and bids you to wait there until the Master is available. As she and Barraster walk off, you hear her soundly scolding Barraster about something and him making little effort to defend himself.*

*While waiting you glance around the sitting room. Though none of the decorations and furnishings in the room are extravagant, neither are any of them less than masterwork quality. Your eyes are drawn in particular to two portraits on the wall opposite the room's entrance. The larger one depicts a dashing handsome middle-age Oeridian man in formal dress standing behind a seated blond woman who is two decades his junior. Sitting at the feet of this elegant beauty are two children, a smartly dressed Oeridian boy of nine or ten years and a younger Oeridian girl who is easily one of the cutest children you've ever seen. The smaller portrait to the right depicts a demure, very pretty Oeridian woman a few years older than the woman in the other picture. Though a warm smile graces her face, her expression tinges with sadness.*

Any PC who looks more closely at the two pictures notes that the children do not in any way resemble the blond woman, but do resemble both the man and the Oeridian woman in the second picture. If no PC examines the pictures closer, give them a DC 15 Spot check to notice this.

*After a short while the man depicted in the painting enters the room. The picture does not do him justice. He is easily one of the most handsome men you've ever seen; the kind that could make most women's hearts flutter with but a wink and a smile. His eyes briefly scan all of you before he bows formally.*

*"Good evening," he says as he straightens. "I am Rummelak Barnen. I thank you all for coming. I fear I may be in urgent need of your assistance." As he takes a seat for himself, he adds, "Before we get into the details, can you please tell me your names and areas of expertise? These days I must be quite careful about knowing who I am dealing with."*

Allow the PCs to introduce themselves. Rummelak simply nods in response to the introduction of any male PC, but for any female PC he turns on the charm. Compliments range from simple ones for those with lower Charisma scores ("such a lovely lass is always

welcome within these walls”) to laying it on gracefully but really thick for those with higher Charisma scores (“Ah, surely I am visited by a goddess this day, for beauty such as yours can only be of the divine,” he says as he kneels before the PC and kisses her hand delicately.) Keep in mind when acting this out that Rimmelak is a gentleman but also an irrepressible flirt.

Once introductions have been completed, he continues:

***“Very well, then,” Rimmelak says, “let us get to business. I have asked my man Barraster to recruit you because I have reason to believe that dark forces may either already be present in Greyhawk, or soon to arrive in this fair city, who intend to bring harm to me and my family. I am making arrangements for us to be transported away from here in secrecy so that we might avoid this threat, but it is going to take me a couple of days to complete those arrangements. During that time I need the six of you to determine whether or not the threat I fear has already arrived, and if it has, then either deal with it or at least delay it. I also want you to help protect my family until I can get them safely spirited away.”***

After the PCs ask their first question of Rimmelak and before he gives his first answer, read the following. Keep in mind that Samile/Emmara’s voice should be light and airy; she is trying to project the impression that she is a ditz.

***As Rimmelak starts to reply, a woman’s voice interrupts him from the doorway.***

***“Remmy? Before you get started, I thought you and your guests might like some tea.”***

***The voice belongs to a tall, shapely blond-haired woman who can’t be older than her early 20s. She is the woman from the bigger portrait, but again, the picture does not do her justice; she is gorgeous, and the vibrant smile which graces her fair features only accentuates her appeal. She wears a low-cut brocaded gown that grants an ample but not unseemly peek at her figure, while a blue ribbon keeps her lustrous blond hair tied back from her face. Sparkling jewelry graces her neck, ears, wrists and fingers, suggesting that, for her at least, this is anything but a casual affair.***

***“Ah,” Rimmelak says as he beams at her, “yes that would be perfect.” He turns back to the rest of you. “I would like to introduce my lovely wife Emmara. She is one of the people you are being asked to safeguard.”***

***“Pleased to meet you all,” she says as she makes as much of the motion of a curtsy as she can given that she is carrying a tray with a silver teapot and eight china cup-and-saucer sets. She places one set before each of you and offers to pour tea for each of you in turn before placing the tray and teapot on a side table. She then takes a seat in Rimmelak’s lap and contentedly drapes an arm around him, which he doesn’t seem to mind at all.***

***“Lann has been told not to disturb us and the kids are otherwise occupied, love,” she says to him.***

***“Excellent,” Rimmelak replies to her, then looks at each of you, “because the details of this conversation are not for the ears of anyone save those in this room and my man Barraster. Is that understood?”***

Find out which PCs do or do not accept the tea. Those who try it find it to be a pleasant, distinctive herbal blend very different from anything typically found in the lands around the Nyr Dyv. (If asked about it, Emmara replies that it’s a special blend imported by merchants in Rel Astra from islands far to the south.) Any PC with a 14 or greater Charisma who makes a DC 20 Sense Motive check gets the impression that the friendly treatment given toward her by Emmara is forced, as if she is not pleased by the PC’s presence. She also notices Emmara eyeing her suspiciously for the rest of the conversation.

**Note:** Emmara is, in fact, suspicious of all the PCs and trying to “feel them out” during this encounter; if any PC is trying to Bluff on anything, have Emmara roll a Sense Motive against that PC. She tries both to hold back her displeasure at comely female PCs being present (she knows all too well about Rimmelak’s wandering eye) and hide the fact that she is carefully studying all of them. PCs attempting to Sense Motive on her for any reasons other than what is given above are opposed by her Bluff check.

After Emmara’s entrance, Rimmelak returns to the PCs’ questions. Use the following responses as guidelines. Only responses given in bold italics need to be read verbatim. Otherwise customize replies as needed. When the conversation seems to be winding down, insert Encounter 1a.

**Q: Who/what is the threat to your family?**

“Assassins.” His expression darkens. “One in particular that I fear is a ruthless bastard who calls himself Shadowfist. I have, unfortunately, had trouble with that one before.”

**Note:** PCs who are members of a criminal or law enforcement meta-organization in their home region can make a special DC 20 Intelligence check, with their character level as a circumstance bonus, to see if they recognize Shadowfist. If they do, they’ve heard the name mentioned by others in their organization as a legendary assassin from the eastern reaches of the Flanaess who is notorious for killing without using a weapon.

**Q: What kind of trouble did you have with this Shadowfist?**

Rimmelak’s expression tightens. “Three years ago he murdered my first wife in front of my children,” he motions to the smaller portrait.

**Note:** Rimmelak is convinced that Shadowfist is a man, though it never occurs to him to say this outright unless the PCs bring the issue up; he just assumes they see it the same way. Because of this, *be sure to always have Rimmelak refer to Shadowfist as a “he.”* If the PCs point out that Shadowfist could be a woman, Rimmelak has a hard time believing that a woman could be so brutal.

**Q: Anything distinctive about this Shadowfist?**

"No one knows what he looks like or who he really is, but he has a reputation for killing with his bare hands. That and his elusiveness are where he gets his trade name from."

**Why would assassins be after you?**

*Rommelak sighs. "I lead a proper life now; I am an upstanding family man and respected businessman. I even sponsor groups who help the orphans and indigent of this city. But it wasn't always so."*

*"Until a bit more than three years ago I lived in Rel Astra, where I operated my family's gem trading business under my birth name, Robann Strother. But that was just a front for my real business. I was also known to underworld folk as The Merchant because I could get anything for anyone with no questions asked as long as the price was right. My specialty was black marketeering and smuggling, but I also did a lot of business with criminal organizations—laundering money, arranging forged papers and safe houses, things of that sort. If it turned a good profit margin, I was probably doing it, regardless of issues of ethics or legality. I prospered greatly, and was untouchable because of the bribes I had laid and people I knew. Or so I thought."*

*Rommelak looks at the smaller portrait and sighs. "But eventually I overextended myself. One of the organizations I was working for turned out to be just a cover for the Scarlet Brotherhood, and they didn't take kindly to me also doing business with groups that opposed them. To this day I'm not sure how they found out because I was very careful to cover my tracks and keep my dealings separate. What I do know is that they weren't pleased and sent me a message to that effect. The messenger was Shadowfist."*

If Rommelak has not already explained about Shadowfist and the "message" she delivered, he does so now in response to PC requests for clarification. He also insists, if prodded, that he really didn't know he was working for the Brotherhood. This statement is not entirely true; he had suspicions but just didn't care. If PCs insist on pursuing this line of questioning, he tries to play it up as if stepping away from any association with the Brotherhood was one of his first steps toward redemption.

When any above issues have been cleared up, segue into the following:

*Rommelak again looks to the smaller portrait. "Though I married Sira for love, I had never been a one-woman man. Emmy here," he affectionately squeezes the woman in his lap, and she smiles, "was just my favorite of several mistresses I had during my marriage to Sira. Not until I lost Sira did I realize how much I still loved her and how much I had been dishonoring and endangering her and my children through my actions. After a lot of soul-*

*searching I decided to start over and this time do things right by my family."*

*"I knew my children would need a mother, so I picked Emmy here to be my new wife. To prove that I was off on a new foot, I dismissed my other mistresses and vowed to remain faithful this time." Rommelak winces. "That hasn't been easy, but I'm proud to say I've kept that promise so far."*

*"Much trickier was getting disentangled from all my underworld business, because I didn't want to put my family in that kind of danger again. It soon became apparent that my only way to be free of groups like the Brotherhood was to fake the deaths of myself and family and start over again far away."*

*"Remmy was quite clever," Emmara says, beaming with pride. "He made the fire that burned out our old house look like it had been set by an angry business associate. He even supplied bodies of the right sizes so it would look like we got burnt up and arranged some special magic so that even seers would think the bodies were us."*

*"And then we and my man Barraster moved here in secrecy and restarted our lives under new names," Rommelak adds. He looks at all of you somberly. "I have done some bad things in the past, but I am now trying very hard to live right and make up for the wrongs I have done. I hope you can appreciate that."*

If asked about the bodies he used in the cover-up, Rommelak insists that they were just anonymous victims of disease or foul play that were found on the streets.

**Q: Who knew about your business practices?**

"My man Barraster knew because he often served as a go-between. No one else knew, though, not even my wife."

**Note:** This is actually not true, as he regularly let details about his business slip in the presence of his mistresses. Emmara has, over time, convinced Rommelak that this is true, however.

**Q: Does anyone here in Greyhawk know who you really are?**

"I don't think so. I've been careful to distance myself from any contacts The Merchant had here and have operated through middle men as much as possible."

**Q: Does anyone back in Rel Astra know that you're still alive?**

"Only Sira's parents know. They also know that the safety of their grandchildren depends on them keeping that secret so they won't tell anyone."

**Q: Why do you think a threat is now imminent?**

"I have an understanding with some of the City Watch officers—under false pretenses, of course. They forward to me any information they come across about The Merchant or Shadowfist in exchange for certain financial considerations." Rommelak smiles. "I may not be a crook anymore, but that doesn't mean I don't occasionally make use of those skills."



"Anyway, I got word from one of them just this morning that a man turned up dead at a boarding house in the Old City. That's not so unusual, but what attracted the officer's attention was that one of the man's boots had a partly dislodged false bottom which contained a note." He reaches into a pocket of his waistcoat and produces a small, wrinkled piece of paper. Emmara takes the paper, delivers it to (the PC with the highest Charisma), and settles back into Rummelak's lap.

Give the appropriate player Player's Handout 1, which was actually written by Emmara. Once the players have had a chance to read it:

***"You can see now why I'm concerned," Rummelak says. "We were able to stay hidden for three years, but somehow someone from my past saw and recognized me."***

**Q: We want to investigate the body.**

"Of course. Contact Sergeant Selak at the Old City Watch Station, tell him I sent you to look into the matter further.

"Don't let anyone else know you're working for me, though. That might attract attention."

**Q: What do you suggest?**

Rummelak shrugs. "With all the comings and goings in the city, no one's likely to notice much if you ask around, as long as you're not name-dropping."

(If the PCs seem stuck for what to do) "Try asking around to see if anyone else has been looking for The Merchant or if there's any rumor about Shadowfist being about."

**Q: Who all lives/works here?**

"Besides myself, Emmara, and my two children, there's Barraster and Lann. There's also a boy named Lenard who doesn't live here but does help out."

**Q: Tell us about them.**

"Barraster's my bodyguard and right-hand man with my business dealings. He's been with me for several years.

"Lann takes care of all aspects of the household except for the kids. They're exclusively within Emmy's domain. She's a Hardby native who came with excellent references.

"Lenard is a friend of my son's; he lives just a few doors down. His family's fallen on hard times, though, so I pay him a stipend to run errands for Emmy and me."

**Q: We'd like to talk to them.**

"Of course. Barraster already knows the situation, and I'll tell the other two that you're visiting friends from back east."

**Q: We'd also like to talk to your children.**

Rummelak frowns and exchanges glances with Emmara. "Oh, that should be okay," Emmara says lightly, "as long

as you remember that they're just children and don't really know anything about what's really going on."

**Q: What is your current business?**

"I am a dealer in art and jewelry. I'm sure I can arrange something you'd like if you are interested in either."

**Q: What are we getting paid for this?**

"I can offer a reasonable fee for this task, say (100 gp at APL 2, 125 gp at APL 4, 150 gp at APL 6, 175 gp at APL 8) for each of you. In addition, I have many business connections and could certainly help you obtain some special items that you might seek."

It is entirely possible that the PCs could ask other questions. Keep in mind that Rummelak is very forthcoming about the events leading up to this situation, except as noted above, and he tries to downplay his past Scarlet Brotherhood association. He can tell the PCs any other details from the "Introduction" that he personally knows about. Emmara lets him do most of the talking, occasionally interjecting comments. If the PCs start to question her directly about anything, have Encounter 1a intercede at that point.

If the PCs are using *detect magic* during the conversation, they may note that several items of Emmara's apparel have magical auras (her dress is really her armor with *glamer* active). If asked about this, she explains that the jewelry are protective devices and the dress, gloves, and ribbon (her *hat of disguise*) have been enchanted so that she can change the appearance of them at will—and she'll do so for the PCs to prove the point. She insists that they were wedding gifts "from Remmy." (They really weren't, but over time she has convinced Rummelak that such is the truth.)

By the time the PCs finish this conversation it is well past dusk. Rummelak invites them to join the family for dinner, or they're free to start their investigation right away if they wish. He can also have Lann prepare rooms for them here in the house if they wish.

If the PCs decide to investigate the house, refer to Appendix 4: Rummelak's House.

If the PCs wait until morning to act, go to Encounter 2.

If the PCs go to see Sergeant Selak, go to Encounter 3.

If the PCs decide to gather information, go to Encounter 5.

If the PCs want to talk to anyone in the household after dinner, go to Encounters 8-10, as appropriate.

## ENCOUNTER 1A: THE CHILDREN

Insert this sub-encounter into Encounter 1 at some point after the "imminent threat" question is answered:

***The flow of the conversation is interrupted when a girl of no more than eight years suddenly bolts into the***

*room. Although her dark curly hair is somewhat disheveled, she is irrepressibly cute in her yellow and white dress with matching ribbons. She stops almost in mid-step in the middle of the room and gapes, a mixture of surprise and worry on her face as she looks around at all of you.*

*"Uh-oh," she says. She looks over at Rimmelak, "I'm sorry, daddy, but Renny was chasing me again!" she pouts.*

*Rimmelak sighs and shakes his head while Emmara tries to suppress a smile. "(Ladies and) gentleman," he says as he motions to the girl, "meet my daughter Rinara."*

Rinara is the same girl as in the picture.

As long as none of the PCs are hiding in shadows and pop out, have a shadowy visual effect about them, or generate a shadowy visual effect while in Rinara's presence, things go fine. If any of the PCs do any of the above, however, then Rinara becomes terrified at the sight of that PC. She screams and cowers in Emmara's arms while bawling in fear and crying "Mommy! Mommy!" Only a DC 25 Diplomacy check by a PC other than the offending one, or by the combined efforts of Rimmelak and Emmara, can calm her down, but she'll still keep her distance from that PC for the rest of the adventure and refuse to talk or listen to her. If not calmed down, Emmara removes her from the room. If Rimmelak is asked about her behavior, he tells the PCs that Rinara has been terrified of shadows ever since her real mother died and believes "shadow demons" are out to get her.

If Rinara doesn't immediately make a fuss then she makes an awkward curtsy to the PCs, which receives claps of approval from Emmara. If a PC plays her up, she vigorously shakes that PC's hand and declares that the PC should call her "Rin."

A moment after Rin arrives:

*A boy of about ten years of age hurries into the room. That he is Rimmelak's son is without doubt, as he certainly inherited his father's good looks. He looks around at all of you, then back at Rimmelak and Emmara.*

*"I uh, guess you're not finished yet," he says sheepishly.*

*Rimmelak sighs again. "Well, since you're here, introduce yourself. These people will be with us the next couple of days and may want to talk to you."*

*The boy turns to all of you and executes a fair approximation of a formal bow. "I bid you welcome, (ladies and) gentleman. I am Reynard Barnen, at your service."*

If the PCs are not done with their conversation with Rimmelak then Emmara escorts the children out while scolding them about interrupting their father during business. As she does so, have Rimmelak look after them and remark about how good Emmara is with the kids and how they seem to have really taken to her even though

she's not their real mother. Return to Encounter 1 at this point.

If the PCs are done talking to Rimmelak then Reynard offers to escort a female PC (if present) to dinner in as formal a manner as he can muster. Rinara, not to be outdone, offers to do the same for a male PC, though she doesn't get it quite right.

## ENCOUNTER 2: NIGHT FRIGHT

Dinner with Rimmelak and his family passes uneventfully unless you or the PCs wish to play it up as an additional roleplaying encounter. If this does happen, keep in mind that the adults do not discuss further the circumstances mentioned in Encounter 1 in front of the children. The children, especially Rinara, pester the PCs with questions about what they've seen and done. If the PCs question them, refer to Encounter 9.

Rimmelak agrees with any reasonable security provisions the PCs might suggest except for harmful traps, which he doesn't want used while the children are around. He already has all exterior doors and windows locked and barred at night.

The real action happens after everyone has retired for the evening. Around midnight Emmara slips out of the house to meet a contact. She uses her Shadow Jump ability to move up to the roof, climbs down the wall, slinks away, and returns the same way an hour later. While doing so she uses the *glamered* ability on her armor and gloves to clad herself from head to toe in black and her *hat of disguise* to change her build enough that no viewer would recognize her by that alone. PCs on watch (if any) only have a chance to spot her if they are specifically keeping watch on the roof; those watching the streets or courtyard do not see her, as she climbs down another wall. PCs may have a chance to hear her if they're in the right position, though. If Emmara gets wind that her movements have been detected by PCs, she promptly aborts her mission and slips back into the house and Rimmelak's bed.

Emmara has also ordered Mert, her shadow companion, to covertly keep an eye on the children during the night. He alternates between Rinara's room and Reynard's room, always hiding in shadows. There is a 50% chance on any random check into their rooms during the night that Mert is present, in which case an astute PC might note his presence. The DC for this Spot check is 20+APL, since it is assumed that Mert is being more cautious in the presence of more powerful PCs. Any PC that does spot Mert won't be able to identify anything more than movement in the shadows, however. If detected by a PC, Mert promptly retreats. Unfortunately for Mert, Rinara wakes at one point during the night and spots him.

PCs patrolling the house after hours also note that Rinara's room has a light equivalent to a *continual flame* on in it all night. If any of the other family members are asked about this, they tell the PCs that "Rin" has been

terrified of the dark, especially shadows, ever since witnessing Shadowfist kill her birth mother.

The incident described below happens during second watch (or at the equivalent time if the PCs aren't keeping watch). PCs awake at that time need to make only a DC 5 Listen check to hear it; sleeping PCs need succeed at a DC 15 Listen check.

***The peace of the night is suddenly broken by the shrill screaming of a girl. It sounds like it's coming from somewhere within the house!***

PCs who track down the screaming can easily identify it as coming from Rinara's room. Barraster, Rimmalak, and/or Emmara arrive at the same time as the PCs if they make their Listen checks. Barraster, if present, is armed with a sword, while Rimmalak has a rapier in hand. If neither Emmara nor Rimmalak makes their Listen checks then they arrive two rounds later, after Mert has alerted her to what happened. Any NPCs present enter immediately if the PCs don't.

***Upon bursting into the room, you find Rinara sitting bolt upright in her bed, her eyes widened and panicked as she screams at the top of her lungs and points toward a shadowy corner.***

Emmara, if present, immediately scoops Rinara into her arms and tries to console her, but the DC 25 Diplomacy check required to calm her down is not automatic even for her. Rimmalak assists at this, and the PCs are welcome to do so as well. A DC 25 Perform check on a soothing musical number can also do the trick. Either way, Rinara won't communicate with anything more than sobs until she is calmed down. At that point, if asked what frightened her, she says that she saw the "shadow demon" again.

If other NPCs are asked about this, they say, with a sigh, that Rinara used to see this "shadow demon" all the time at night, but until tonight she hasn't done this for months so they thought she had finally outgrown it. If pressed for further clarification, the NPCs tell the PCs that Rinara thinks that the "shadow demon" killed her mother and now is after her.

If the PCs look for any sign of an intruder, they find none; the window is still bolted from the inside and hasn't been disturbed, nor are there any unusual tracks, marks, or scents. Someone who scans with *detect undead* briefly registers Mert's presence downstairs before he passes out of range.

After this incident, Rinara sleeps in her parents' bed the rest of the night.

### ENCOUNTER 3: SERGEANT SELAK

Sergeant Selak is one of the shift commanders for the City Watch in the Thieves' Quarter. He owes Rimmalak mightily for helping him out of a financial bind when his

wife fell ill last year, so he wasted no time in reporting to Rimmalak when he discovered a note mentioning The Merchant on a slain man (as per a standing request from Rimmalak). He further felt obligated to hold onto the body of the man for a while at Rimmalak's request, though he is now both suspicious and curious about Rimmalak's motives.

If the PCs go to the Old City Watch Station (T3) in the evening, they find that Sergeant-At-Arms Selak is gone for the day and no one present knows anything about Selak's business with Rimmalak. The sergeant-at-arms on duty tells the PCs to come back in the morning.

If the PCs come in the morning and ask for Sergeant-At-Arms Selak:

***A burly Oeridian man dressed in studded leather armor comes out to meet you.***

***"My name's Selak," he says in a gravelly voice as he crosses his beefy, tattooed arms. "I understand you got business with me?"***

When the PCs explain that they are working for Rimmalak:

***The sergeant-at-arms grunts. "Been wondering when he was gonna send someone. Follow me."***

***The sergeant leads you into the back of the city watch station where a number of holding cells are located; some are empty, while a few are occupied by lone individuals. He leads you to the very back cell and unlocks it. Lying within is a body wrapped tightly in some kind of canvas.***

***"We normally promptly turn the bodies of murder victims over to the Union of Embalmers and Gravediggers," Selak explains as he unwraps the body. "I'm only holding this one for Rimmalak because I owe him one, but he gets shipped out as soon as you're done with him. Don't want to stink the place up."***

***The body that Selak reveals is that of a Suloise man in his early 20s who wears patched, nondescript clothing. His nose has been mashed back into a face stained with dried blood, but there is no other obvious sign of injury.***

A careful DC 15 Search check of his body reveals no other injury beyond a bruise on his temple (which he suffered when he fell against a bedpost after Emmara struck him). Anyone examining his nose succeeding at a DC 15 Heal check determines that he was probably killed by having his nose driven back into his skull at precisely the right angle. Any PC who has the Improved Unarmed Strike feat, has fighter levels and makes a DC 10 Wisdom check, or who makes a DC 20 Heal check recognizes that making such a blow be fatal would require skill in making lethal unarmed attacks and a degree of precision beyond anyone but an expert killer. If none of the PCs can come to this conclusion, Selak (who hangs around while the PCs do whatever they are doing) suggests it himself.

If asked where the body was found, Selak tells the PCs that it turned up in the Phoenix Boarding House, right over by the “city hall” (he says the latter with a snicker). He gives the PCs directions if needed. The PCs are welcome to check the place out, he tells them, but it’s already been looked over pretty thoroughly. He does tell the PCs that no one’s sure how the killer got in, since there was no sign of forced entry and the door was still bolted. The manager only knew he had died because she had gone around collecting rent that morning and found him dead in the room when he didn’t answer the door.

If Selak is asked if there have been any other murders of this type lately:

*The sergeant-at-arms scratches his head and thinks for a moment. “Murders aren’t that unusual on this side of town, mind you, so individual cases don’t stick out much. I’m pretty sure there’s been at least two or three other killings in the past couple of years where the victim was struck down by a single unarmed blow, though. If memory serves me, those cases were never solved.”*

If the PCs wish to do a *Speak with Dead* on the body, Selak does not object. If they don’t have the means to cast the spell themselves, Selak recommends a priest of Olidamarra named Sachs who will do it for a standard fee (150 gp, per the *Living Greyhawk Campaign Sourcebook*). In the latter case, the priest can be summoned within a half-hour and can cast the spell at sufficient level to gain the PCs three questions.

Depending on what questions the PCs ask the body, they can get the following information:

- His name is Zofar.
- He works for the Scarlet Brotherhood (but is not actually a “brother”).
- His main task was to find out if a killer named Shadowfist was present in the city or not and contact him.
- No, he wasn’t successful at contacting Shadowfist—or maybe he was, and his death was Shadowfist’s answer.
- He did not see or hear who killed him; it was dark in his room when he was attacked.
- He remembers being struck in the face as he stood up to investigate a sound right outside his door.
- He doesn’t know anything about the note in his boot. The paper with his instructions was kept under a loose floorboard in his room. (Sergeant Selak raises an eyebrow at this and comments that the investigators didn’t think to check for such a thing.)
- He doesn’t know where the strike team might be located; that’s need-to-know information.

#### All APLs

☛ **Sergeant Selak:** Male human (Oeridian) F3.

☛ **Sachs:** Male human (Oeridian) C5.

## ENCOUNTER 4: BOARDING HOUSE

*The Phoenix Boarding House (T22) is a three-story stone-and-timber building distinguished from all others in this part of town by a roof whose shingles are painted bright yellow. Its entryway opens up onto a small common room, off which halls and stairs head in all directions. Set into the wall to the left is a barred window separating the common room from some kind of office, behind which sits an older, heavy-set human woman. Above the window is a sign that simply reads, “Manager.” On a placard by the window is a sign that says, “No pets or room parties allowed. Extra charge for overnight guests.”*

Marota, a woman of mixed Flan and Oeridian heritage, is manning the office throughout the day. Although she has a friendly enough manner and addresses everyone as “darlin’” or “sugah” (think a country accent here), she is very opportunistic. If she sees an opening to get cash off the PCs, she’ll take it.

Any PC who tries to bring an animal inside—even if it is a familiar—is kindly but firmly asked by Marota to leave it outside. If the PCs approach the office, she assumes they are looking for rooms and asks how many the PCs will need and for how long.

If the PCs ask about checking out the room of the murdered man, Marota eyes them suspiciously unless they explain that they were sent over by the City Watch or are investigating the murder for a private party. In the former case, Marota harrumphs and tosses the PCs a key to room 308 (“third floor, down the back hall”) but does not let them go without telling them to remind the sergeant-at-arms that she’s running a business and would like this matter cleared up as soon as possible so she can rent the room out again.

If the PCs pass themselves off as investigators, Marota asks to see their investigator’s licenses. Suspicious PCs who make a DC 15 Knowledge (local—Core) check know that Greyhawk doesn’t have such a thing, or a DC 20 Sense Motive check allows PCs to deduce that Marota’s trying to scam them (but only give this check if the PC asks for it). If called on this, she grumbles and gives the PCs the key with an admonition not to mess anything up. PCs who don’t see through the ruse have to use a bribe of at least 3\*APL gp or a DC 15+½APL Diplomacy check to get Marota to “look the other way” while they check out the room.

If Marota is questioned herself and bribed or sweet-talked with Diplomacy as described above, she can tell the PCs any of the following depending on what they ask:

- Zofar (the murdered man) has been staying here on and off for the last few months.

- He claimed he was an assistant to a merchant, but she always suspected he was really a thief or spy because of the irregular hours he kept. But the same could be said of a lot of her boarders. (She says the latter with a chuckle.)
- Zofar was usually very prompt about paying his rent, which is why she looked into his room when he didn't answer or come down to pay that morning, like he was supposed to.
- Zofar occasionally entertained women, but he didn't have any visitors the day or night he died that she can recall. However, there was a woman here asking about him just yesterday, though he wasn't around at the time.
- The woman asking about Zofar was a human woman in her mid 20s' of medium height with dark red hair, green eyes, and a scar on her right cheek. She didn't give a name but Marota's pretty sure she's a local because she's seen her in the area on occasion over the last few years. She didn't say what her business was with Zofar.

PCs attempting to ask questions of boarders about Zofar find them of the "I saw/heard nothing, and didn't know him" mentality.

***Room 308 is a 10 by 15 foot room typical of a low-rent boarding house dwelling. It has a bed, a chair, a small table, and a couple of clothing pegs, with a trunk partly sticking out from under the bed. A washbasin, chamber pot, and oil lamp can be spotted, and there is one small window.***

PCs who do a cursory search of the room find nothing unusual beyond a bit of a bloodstain on the floor by the bed. The trunk has unremarkable personal effects, a traveling cloak, a spare set of clothing, and an extra pair of boots—all average quality. Those who specifically check under the mattress or make a DC 25 Search check of the room in general find a masterwork short sword. Those who specifically check for loose floorboards and make a DC 15 Search check find one under a leg of the chair; this otherwise requires a DC 25 Search check to find. Under the loose floorboard is a pouch containing 30 gp in mixed coins, an emblem of the Scarlet Brotherhood, and a carefully folded note written in Ancient Suloise. If a PC can translate this or make a DC 25 Decipher Script check, give out Player's Handout 2. PCs unable to translate it could always go out and buy a *scroll of comprehend languages* (25 gp), hunt down a sage who will translate it (10 gp fee and takes one hour), or take it back to Rimmalak, who can read Ancient Suloise.

PCs that study the note and make a DC 15 Forgery check can determine that the handwriting on this note is not the same as on the one given to them by Rimmalak.

If PCs go asking around about the "old jail," they can find out on a DC 10 Gather Information check or a DC 15

Knowledge (local—Core) check that it probably refers to the Hanging Man Inn in the Thieves' Quarter.

#### **Treasure**

ALL APLs: L 26 gp, C 5 gp.

## **ENCOUNTER 5: GATHER INFORMATION**

If the PCs choose to do general Gather Information checks, ask them if they are doing them in the Foreign Quarter or the Thieves Quarter, as this affects the answers they can get. Each attempt takes two hours and costs 1d6 gp regardless of whether it is successful or not. The possible results from Gather Information checks are listed below by topic.

Feel free to summarize this search for information if the round is moving slowly so far. This portion of the adventure is not intended to take a lot of real time!

#### **Asking About Rimmalak—Foreign Quarter**

**DC 12**—Rimmalak Barnen has earned a reputation for reliability, honesty, and charity in the few years that he's been in town. He doesn't socialize much, though.

**DC 16**—Shady individuals have been asking questions about Rimmalak of late, especially concerning where he came from. No descriptions are available, but the PCs might try asking around in the Thieves' Quarter.

#### **Asking About Rimmalak—Thieves Quarter**

**DC 10**—Barnen? Yeah, I've heard of him. He's one of the sponsors of the orphanage. Even helped a few people out in tight financial spots and only asks favors in return.

**DC 15**—Odd that you should mention that name. There was a Suloise fellow asking about him just the other day. (This was Zofar.)

#### **Asking About The Merchant**

No word about The Merchant can be gained in the Foreign Quarter. If the PCs go asking around in the Thieves Quarter:

**DC 10**—A rumor has been going around the last couple of days about an infamous underworld figure from parts to the east named The Merchant, who has turned up here in Greyhawk.

**DC 12**—The Thieves' Guild is said to be trying to identify who this The Merchant person is.

**DC 15**—A Suloise man named Athar, who hangs out at the Hanging Man Inn, is said to be offering cash for reliable information on The Merchant.

**DC 20**—It is said that a bounty has been placed on the head of The Merchant and a group of agents has come to town to try to collect it. There's rumor that the Assassins' Guild has also taken an interest.

**DC 25**—The group of agents in question is said to be working for the Scarlet Brotherhood.

#### **Asking About Shadowfist**



If the PCs ask around in the Foreign Quarter, a DC 15 Gather Information check garners them rumors from citizens of Ahlissa and the North Kingdom about a near-legendary assassin by that name who was known to have struck several prominent targets in the area of Rel Astra and the former Great Kingdom, though nothing has been heard about the assassin in the last couple of years.

If the PCs are asking around in the Thieves Quarter, a DC 15 Gather Information check refers them to Kerrick, a man who claims to be a runner for the Merchant's Union (he actually is) but is better known in the community as an information broker (and less better-known as a member of the Thieves' Guild). When the PCs hunt him down, they find a wiry, medium-height Oeridian man of perhaps 30 years with delicate, sharply pointed features. He is a greasy, sniveling fellow who refuses to talk to the PCs unless they agree that "time is money." His price is 5\*APL, though he can be bargained down by a third on a DC 15+½APL Diplomacy check if the PCs try. Once coins have been produced, he can tell the PCs the following:

- Shadowfist is a notorious assassin active in the far east who is known for killing without using weapons. His reputation is such that he is known even in Greyhawk.
- Nothing has been heard about Shadowfist in the past three years until just a couple of days ago, though travelers sometimes ask around about him.
- The last few days one local has been making a lot of inquiries about whether or not Shadowfist is currently in Greyhawk. He turned up dead yesterday, in a manner suspiciously like how Shadowfist was known to kill.
- Another person doing some asking was a woman with dark red hair and a scar on her right cheek. Her name's Amura, and she's rumored to be with the Thieves' Guild, so maybe they're taking an interest themselves.
- You know, Shadowfist was rumored to have association with the Scarlet Brotherhood, and Brotherhood-affiliated agents have popped up in greater-than-normal numbers recently. Might be a connection.
- (If asked about the Brotherhood agents) Well, rumor has it that they're looking to kill someone called The Merchant.

If asked about the Merchant, Kerrick charges an additional fee for that information but can tell the PCs anything under the heading "Asking About The Merchant," above.

#### Asking About Zofar

Nothing can be gained about him in the Foreign Quarter. If the PCs ask around in the Thieves' Quarter:

**DC 12**—"Yeah, he was a boarder at the Phoenix. Did odd jobs around the Quarter. Heard he got himself killed yesterday."

**DC 15**—He was known to hang out at the Hanged Man Inn. (The speaker snickers.)

**DC 20**—Rumor has it that he was a spy for some foreign power.

#### All APLs

☛ **Kerrick:** wererat Rog4; hp 22; non-combatant.

## ENCOUNTER 6: HANGED MAN INN

Eventually the PCs should find their way here. If they seem lost or otherwise aren't headed in this direction but do know about Amura, the redheaded woman, have them spot her across a crowd and follow her here. (She was tasked with making sure the PCs eventually end up here, after all.)

If Emmara was not able to slip out during the night in Encounter 2 then Amura does *not* know that she is supposed to help the PCs. Modify her reactions accordingly. If the PCs somehow end up here the night they arrive then neither Athar nor Amura is here, although they can learn that Athar frequents this place on a DC12+½APL Gather Information check.

Athar, the Scarlet Brotherhood agent in charge of the mission to kill The Merchant, hangs out here while waiting for contacts to report. He is not yet aware that Zofar has turned up dead, though he finds out during this encounter. Also present is Amura. Though she is affiliated with both the Thieves' Guild and the Assassins' Guild, she is primarily working for Emmara (under an assumed identity) as her eyes and ears.

*The Hanged Man Inn has a bright, whitewashed exterior trimmed with gold—an appearance that stands out tremendously in an otherwise drab neighborhood. The inside is dimly lit, promoting numerous shadowy corners and booths around the perimeter for those who might wish to remain anonymous. The common room is scattered with numerous lamp-lit tables, while a bar stretches across the far end and exits to kitchen areas and private rooms dot the walls. The clientele currently present is a smattering of types that run the breadth of Greyhawk's population: here are a few finely dressed noble types who seem to be having a fine time "slumming it," there a merchant, and over there are shady individuals who look like they're plotting their next heist. If one could imagine a meeting place where underworld folk come to relax, this would be it.*

If the PCs stand around and look at the patrons, they quickly get many suspicious stares and a snide comment about them "minding their own business." If they take a seat and order drinks, the only patron who gives them a second glance is a red-haired woman with a scar on her cheek sitting in one booth, who might be noticed on a DC 18+APL Spot check (she has been made aware of the

approximate power level of the PCs by Emmara, so she takes more precautions against being spotted when dealing with higher-level PCs). PCs who are specifically looking for Sulioise patrons and make a DC 15 Spot check notice a cloaked Suel man having a conversation with a raggedly dressed half-elf at one of the central tables. This is Athar. PCs can also learn that this is Athar by making a DC 12+½APL Gather Information check here or by just going up and asking him.

PCs who troll for information here can pick up the following rumors after spending 1d6 gp and making a Gather Information check. A DC 10 check garners one rumor, and every 5 points beyond that garners an additional one. None of these are relevant to this scenario:

- “A lotta cases of the Red Ache have popped up lately in the lands to the south of here and on toward the Wild Coast. Been almost a regular epidemic in places.”
- “They say some parts of the Welkwood have become haunted of late. It’s so bad that entire villages have been abandoned. Some dark power might be on the move.”
- “Crazy story out of Veluna about some weird creature spotted with the body of a man but a giant eye for a head.”
- “Word has it that two of the evil elemental princes have been freed. Doesn’t bode well for those who oppose the Evil Eye.”

### Dealing With Athar

Athar is Unfriendly toward non-Suel PCs, who are treated rudely and greeted with racist invective. Such PCs cannot learn anything from him beyond the fact that he is in town on “business” even if they can use Diplomacy to improve his reaction (and such attempts from a non-Suel have a -4 circumstance penalty). If any mention about Zofar or The Merchant is brought up, he acts uninterested and refuses to discuss details. His goal is to get rid of the PCs as quickly as possible.

If a Suel PC approaches Athar, an indifferent reaction is earned instead. He at least talks to such a PC, though not about business matters unless the PC uses Diplomacy to adjust his reaction to friendly (requires a DC 15 effort, with a +2 circumstance bonus if the PC buys him a round of drinks). If a friendly reaction is gained, Athar admits that he is in town on secret business. “Seems someone who double-crossed my associates a few years back has popped up again and needs to be dealt with,” he might say. He acknowledges that it is The Merchant if that name is brought up, and if asked about Zofar he admits to having just heard about his death. “Very untimely and suspicious, since he was our main scout,” he might say.

If a PC identifies herself to Athar as a member of the Brotherhood (a greeting of “Purity, Brother” or something of the like would suffice), he is instead

friendly toward the PC and offers to buy her a drink, though he questions the PC on why she is hanging around with the “lesser races” if he sees her with non-Suel PCs. If such a PC talks him up, he freely admits (in lowered voice) that he and his associates are in town to deal with The Merchant, an underworld figure who double-crossed the Brotherhood a few years back over on the Solnor Coast and apparently faked his death, but who has now popped up again here in Greyhawk. If Zofar is brought up, he acknowledges “the lad was working for us, keeping an eye on the target and looking for one of our stray sheep.” If asked to clarify, he mentions that the “stray sheep” was one of their best assassins, who also disappeared about the same time as The Merchant. If the name Shadowfist is brought up, he admits that’s the person. He believes that Zofar’s death indicates that Shadowfist is in town and unlikely to be cooperative—a thought that sends shivers up his spine. He and his team intend to proceed regardless, however.

A Brotherhood PC who uses Diplomacy to adjust Athar’s reaction to helpful (DC 20) gets an invite to come meet the rest of the team in their safe house. That PC gets led to Encounter 7 if they agree, although other non-Suel PCs are not allowed to accompany.

The PCs might also decide to just observe Athar and follow him. If they do, they notice him get up and leave a few minutes after finishing his conversation with the ragged half-elf, which happens a total of 10 minutes after they enter the inn. The PCs, as long as they are cautious, can follow Athar without him noticing, since his mind is on other things at the moment.

### Dealing With Amura

PCs who spot Amura might be inclined to go over and speak with her. If they do, she greets them warily until/unless the PCs clearly establish that they have no hostile intent. If the PCs don’t go over to speak to her and don’t seem to have noticed Athar, she goes over to talk to them.

Amura speaks with a deep, raspy voice and is very guarded in her words; anything she says has been carefully thought out first, so she should seem slow to respond to anything the PCs say. She has been instructed by Emmara to keep an eye on the PCs and help them root out the Brotherhood agents in town looking for The Merchant. To this end she suggests that the PCs keep an eye on “the Suel guy at the center table” because “he seems to have some connection to the spy that died at the Phoenix Boarding House last night.” She can also tell the PCs that she’s been instructed to keep an eye on them and help them track down these “Brotherhood assassins” if they need it.

To get anything further out of Amura, the PCs are going to have to talk her up (DC15+½APL Diplomacy check), intimidate her (DC 16 Intimidate check), or bribe her. The latter option requires a bribe of 20 gp or 5\*APL gp, whichever is greater. Any PC who has the Wrath of the Assassins’ Guild from *COR3-13 Traitor’s Road* has a -4 penalty on all Charisma-based checks when dealing with

Amura; if such PCs are merely present but not doing the talking, the penalty drops to -2 instead.

Amura can tell the PCs any of the following, depending on what they ask:

- “Let’s just say that I am a professional opportunist.”
- “No, I didn’t have anything to do with Zoraf’s death. But I think my employer might have.”
- “A lady who lives somewhere in the Foreign Quarter keeps me on retainer. For almost three years now she’s paid me a regular fee to keep my ear to the ground for any mention of The Merchant or an assassin named Shadowfist.”
- “No, I don’t know where she lives. I always meet her at a neutral location, and I’ve never successfully been able to follow her back home. She’s a slick one.”
- “She gave me the name Sira, but I’m sure that’s not her real name.”
- “She’s a very pretty, well-mannered Oeridian woman whom I’d guess is in her thirties. That might be a disguise, though.” (If the PCs describe Remmelak’s deceased wife to her she adds:) “Yeah, that sounds about right.”
- “If I have something for my employer, I signal for a meet by hanging a wet towel of a certain color out to dry on a certain windowsill at a certain residence in the Old City. She meets me later that night at an inn or tavern whose location varies according to the day of the week. If she wants to contact me, she has a yellow ribbon left hanging at a certain stall in the Low Market.”
- “I was investigating Zoraf because the little punk was asking around about Shadowfist.”
- “Yes, I knew he was a Brotherhood spy. It was practically an open secret in the underworld community among those in the know. But he’s been harmless before now.”
- “Yes, I reported him to my employer two nights ago, so I wasn’t surprised when he turned up dead yesterday morning.”
- “I wasn’t surprised because it’s happened before. There’s been three other occasions in the past two years where I’ve reported to her that someone has been asking around about Shadowfist or The Merchant. Each time that person disappeared or wound up dead within a couple of days.”
- “I was told last night by my employer to help you track down any leads about a Brotherhood strike team in town aimed at The Merchant. That guy over there (pointing to Athar) is your best bet.”
- “None of your damn business how I got this scar.” (If the main PC speaker is a really handsome human,

elf, or half-elf male and a non-Intimidate approach was taken, she adds coyly, “but I’ve got scars in some other interesting places.”)

- (If asked bluntly whether or not the Thieves’ Guild is getting involved:) “Well, let’s just say that certain powerful organizations in this city are taking an interest. They want to know what’s going on and are concerned about some outside conflict getting dragged into the streets of Greyhawk.”

Amura cannot or will not tell the PCs anything of use beyond this. She does not help the PCs contact her employer or provide more specifics about that, even under pressure. She doesn’t want to scare off her meal ticket.

If pressed for details on how her employer contacts her, Amura mentions the stall of a furniture maker in the Low Market (in the Artisans’ Quarter) and how to get there. PCs who pursue that lead and talk to the stall owner are told that a boy of 11 or 12 came by yesterday and gave him a yellow ribbon as a gift, so he put it up in his stall. The boy does it from time to time, claiming that it’s extra from his mother’s job and would make his stall attract more attention. The description of the boy matches that of Lenard.

**Development:** If the PCs follow or accompany Athar, go to Encounter 7. If they do more information gathering, go back to Encounter 5. If they return to Remmelak’s house to speak to anyone there, go to Encounters 8-10, as appropriate.

#### All APLs

♣ **Athar:** human C1/Mnk4/F4; hp 63; see Appendix 1.

♣ **Amura:** human Rog5; hp 23; see Appendix 2.

## ENCOUNTER 7: STRIKE TEAM HQ

Whether PCs accompany Athar or follow him, his path leads to an apparently abandoned building near the White Dragon Inn (T6). A PC who accompanies Athar is escorted inside and to a hidden trap door in the corner of one empty room; PCs who follow Athar into the building must make a DC 20 Search check to find it.

The trapdoor opens onto a 30-foot vertical shaft with a metal ladder built into the side. This is an old alternate access point to the catacombs under Greyhawk that was boarded over long ago and forgotten about, though Brotherhood agents discovered it years ago and have been using it ever since.

*The vertical shaft bottoms out into a dry, dusty tunnel of rough-hewn stone that is seven feet high and a little over five feet wide. It runs east to west, with a locked, rusted iron gate blocking the passage to the west.*

Refer to DM’s Map 2 at this point. Following the passage to the west eventually leads the PCs into a larger corridor

that feeds directly into the main burial chambers of the catacombs under Greyhawk. After a couple of hours of wandering around lost the PCs eventually come out in the Common Crypt (T15), a large mausoleum. There the PCs have a lot of explaining to do to workers from the Guild of Gravediggers and Embalmers, who are preparing for another interment.

PCs who search for tracks at the bottom of the ladder and make a DC 10 Search or Track check know that their quarry lies to the east, however. Several sets of human-sized tracks lead straight through the gate. A careful search of the gate (DC 18+½APL Search check) reveals that it is rigged with a cord that runs along the ceiling down the corridor on the other side of the gate. A rogue who spots it can tell that it is set to trip something if the door is opened without flipping a hidden lever above the door. This can be disabled on a DC 18 Disable Device check. If it is not, then the individuals in area C are alerted to intruders by the tinkling of a bell in that room and prepare accordingly.

🔪 **Iron Gate (APLs 2/4):** hardness 8 (due to rust); hp 30; AC 5; Break DC 22, Open Locks DC 20.

🔪 **Iron Gate (APLs 6/8):** hardness 10; hp 30; Break DC 24, Open Locks DC 25.

If unlocked, the gate swings open noiselessly, as if well oiled. PCs who bash their way through the gate instead make an awful lot of noise that almost certainly is noticed by the NPCs in area C. (Give them all a DC 10 Listen check.)

Any PC being led by Athar is escorted through the gate (he has a key) and around the traps listed below. PCs following still have to contend with them, though, because Athar locks the gate again after passing through.

#### Location A: Blade Trap

The catacombs of Greyhawk are strewn with traps to discourage interlopers. For APL 2 use the scything blade trap listed below. For APL 4 use the improved scything blade trap. For APLs 6 and 8 use the greater scythe trap. In each case the trap has an automatic reset and is triggered by stepping on a pressure plate directly in front of the trap. Jumping over that 5-foot square does not trigger the trap. The trap can also be disabled for one minute by pushing in a hidden panel (requiring a DC 25 Search check to find) on the left-hand wall on either side of the square. The blade itself comes out of the left-hand wall.

#### APL 2

🔪 **Scything Blade Trap:** CR 1; +8 melee (1d8/x3); Search (DC 18); Disable Device (DC 16).

#### APL 4

🔪 **Improved Scything Blade Trap:** CR 2; +12 melee (1d8+6/x3); Search (DC 20); Disable Device (DC 18).

#### APL 6-8

🔪 **Greater Scythe Trap:** CR 4; +20 melee (2d4+8/x4); Search (DC 21); Disable Device (DC 20).

#### Location B: Door Trap

This stone door is not locked. If the PCs have not tripped alarms prior to this point then they can notice a flicker of light from underneath the door and a PC listening at the door hears voices beyond on a DC 15 Listen check. If the NPCs have been alerted to the PCs' presence then their lights have been put out and they are waiting quietly.

The mantle above the door is marked with a spell trap which triggers when any non-Suel opens the door or passes through the doorway without first speaking "Praise to the Stern Lady." For APLs 2 and 4 use the *flame trap* below. For APL 6 use the Sonic Trap. For APL 8 use the *blasting glyph* trap. Note that tripping any of these traps alerts the NPCs in "Location C" to the presence of the PCs if they didn't know already.

#### APL 2-4

🔪 **Flame Trap:** CR 2; spell effect (*burning hands*, 2<sup>nd</sup>-level wizard, 2d4 fire, DC 11 Reflex save for half damage); Search (DC 26); Disable Device (DC 26).

#### APL 6

🔪 **Sonic Trap:** CR 3; spell effect (*sound burst* centered on offender, 3<sup>rd</sup> level cleric, 1d8 sonic + DC 13 Fort save or stunned for 1 round); Search (DC 27); Disable Device (DC 27).

#### APL 8

🔪 **Blasting Glyph Trap:** CR 4; spell effect (*glyph of warding* blast effect, 7<sup>th</sup> level caster, 3d8 acid, DC 13 Reflex save for half damage); Search (DC 28); Disable Device (DC 28).

#### Location C: Brotherhood HQ

The Brotherhood agents who have used this room as a base over the past several months have cleared out the remains from this former crypt and given it a livable feel. Lighting is provided by two *everburning lanterns* (see the special items list at the end of the "Treasure Summary"). The burial niches which line the walls are used for storing supplies, while the main floor of this room is used as a gathering and training area as well as sleeping quarters for male agents.

Use the Description 1 below if the occupants of the room are not aware of the PCs before they enter or if one is accompanying Athar. Use Description 2 if the occupants are aware of the PCs and have had time to prepare. In the latter case two of the rogues attempt to hide in shadows to either side of the door, so only include them in the description if the lead PC makes his Spot check.

(Description 1:) *Flickering light reveals a room beyond the door that is about 25 feet square, though its ceiling is no higher than the hall. It looks like it might have once been a burial crypt, but it has been cleared out to serve as makeshift living quarters. Four cots are positioned about the room, while niches in the wall hold bags and small boxes. The only other furnishings are a couple of chairs and a makeshift table. A curtain has been hung in the*

*back left corner, while two lanterns hanging from ropes set into the ceiling provide the lighting.*

*The room is occupied by a few Suel (at APL 2 add: and three skeletal figures), who turn from whatever they were doing before and rise to meet you.*

(Description 2:) *The dark, shadowy room beyond the door has a ceiling no higher than the hall. It looks like it might have once been a burial crypt, but it has been cleared out to serve as makeshift living quarters. Cots and supplies are strewn about, while a curtain hangs against the wall in the back left corner.*

*The room is not unoccupied. A few Suel (at APL 2 add: and three skeletal figures) stand ready as if prepared for a fight. One of them is Athar, the man you were following, who stands near the curtain.*

If the occupants in the room have not been caught unaware, they attack immediately. If they have been surprised, the PCs might choose to talk with them, although the Suel come across as unfriendly and very guarded. They admit nothing other than that they are here to kill someone, and that could include the PCs if they get in their way. The Suel attack immediately if the PCs ever make it clear that they work for Rimmalak.

If a PC accompanied Athar here, he is introduced to the others, who engage the PC in friendly conversation (though the PC cannot learn anything pertinent to their assignment that Athar wouldn't have already told him). The PC is invited to join them in their task of killing Rimmalak and/or his family. A refusal is regarded suspiciously, especially if the PC has claimed to be a Brotherhood member himself.

#### APL 2 (CR 4)

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; non-combatant; see Appendix 1.

➤ **Jaguanara:** human Clr2; hp 13; see Appendix 2

➤ **Jascaros and Billar:** human Rog1; hp 6 each; see Appendix 2

➤ **Human warrior skeletons (3):** hp 6 each; see *Monster Manual* p. 226

#### APL 4 (CR 6)

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; non-combatant; see Appendix 1.

➤ **Jonar:** human Mnk3; hp 20; see Appendix 2

➤ **Jaguanara:** human Clr2; hp 13; see Appendix 2

➤ **Jascaros, Billar, and Billana:** human Rog2; hp 11 each; see Appendix 1

#### APL 6 (CR 8)

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; non-combatant; see Appendix 1.

➤ **Jonar:** human Mnk5; hp 33; see Appendix 2

➤ **Jaguanara:** human Clr4; hp 26; see Appendix 2

➤ **Jascaros, Billar, and Billana:** human Rog3; hp 17 each; see Appendix 2

#### APL 8 (CR 11)

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; see Appendix 1.

➤ **Jaguanara:** human Clr7; hp 46; see Appendix 2

➤ **Jascaros, Billar, and Billana:** human Rog3/Ftr2; hp 27 each; see Appendix 2

**Tactics:** If the Brotherhood agents have advance warning about the PCs, the lamps have been shuttered and two of the rogues are hiding on either side of the entrance. Jaguanara has cast *shield of faith* on the monk (if one is present) and/or herself (at APL 2 or 8). If time allows and she has *bull's strength* available, it goes on Jonar (at APL 6) or Athar (at APL 8), while *magic weapon* (if available) goes on her own weapon. If she still has time then she has a readied action to cast *bless* or *recitation* contingent on the PCs entering the room. (Note that all Brotherhood agents present are worshipers of Wee Jas for purposes of the *recitation*.) At APL 8 Athar has cast *mage armor* (off a scroll) on himself.

One or more of the rogues is listening for the PCs' approach if the Brotherhood agents are alerted by the gate, so all above spells are timed so that most of their duration remains when the PCs enter.

At all APLs the rogues have been trained to work as a team (especially Billar and Billana, who are twins). They make a concerted effort to set up flanks for one another, with a common tactic being for one to move into position and ready his attack for when he has a flanking partner. At APLs 6 and 8 their primary tactic is to trip first and follow up with an attack on the now-prone target if successful (as per the Improved Trip feat). These rogues are all trainees (at low APLs) or looking to move up in the Brotherhood ranks (at APL 8), so they fight to the death to impress their superiors (Jaguanara, Jonar, Athar) as long as at least one is still alive.

At lower APLs Athar observes for a round or two then departs via the tunnel in "Location D." If approached by PCs or targeted by spells or missile attacks, he throws up *obscuring mist* to cover his retreat. At APL 8 he engages the PCs, taking full advantage of his Elusive Target, Improved Trip, Dodge, and Defensive Throw feats. He tries to retreat if his life is in serious jeopardy but will not surrender.

At APLs where Jonar is present, his main goal is to protect his lover Jaguanara. (At other APLs he is elsewhere in the city when the PCs arrive.) If she is not in imminent danger then he teams up with one of the rogues. He is a Brotherhood fanatic and so will not surrender to the PCs.

At all APLs Jaguanara leads with *bless* or *recitation* if she has not already cast them. At APL 2 she uses the skeletons as a shield and concentrates on protecting them from PC turning attempts (a readied action to



dispel turning, as per the *Player's Handbook* page 159, would not be unreasonable if she sees an obvious PC cleric). At higher APLs she uses her spells to strike at the PCs and support her fellows as best as possible. She does not enter melee unless she has to, but casts *divine favor* if it seems imminent. She is not as bold as the others though, so she will surrender if the option is offered and it seems prudent. If she is the last one standing then she takes the initiative to surrender.

**Note:** No Suel NPC attacks any Suel PC unless attacked by that PC first or Athar orders it (which he does, if the PCs in question are showing obvious hostile intent). Any Brotherhood PC is also going to suffer the severe consequences of the magical tattoo from *COR4-04 Red Tide* if he attacks any of these NPCs! See the Treasure section for more details.

**Development:** Though quite racist, Jaguanara is also very practical. If captured, she sees cooperating with the PCs as her best chance of getting out of this situation alive. Upon questioning she freely admits that they are here to deal with The Merchant for his "past treachery" and that their goal is to kill him and/or his family. They are also supposed to be looking for a wayward assassin named Shadowfist, who used to work for them regularly (but was not a formal Brotherhood member) but hasn't been heard from in three years. Shadowfist's last order was to keep an eye on The Merchant, so she suspects that Shadowfist was either discovered and killed when The Merchant faked his death (unlikely), went independent (possible), or dropped out of the spying and assassination business for some reason (most likely in her mind). She does not know for certain that Shadowfist is a woman, although she strongly suspects this given the assassin's past activity. She does not reveal this unless specifically asked about Shadowfist's gender, however.

Any rogues that are captured alive refuse to talk unless placed under duress (DC 14+level Intimidate check due to their fanaticism), in which case they know only that they are here to "kill some guy named The Merchant and his family." They also refer to Athar as Shadowfist, though they know he isn't; they are just trying to mislead the PCs.

Jonar, if captured alive, also only talks under duress (DC 15+level Intimidate check due to his fanaticism). He can tell the PCs everything that Jaguanara can except for her suspicions about Shadowfist. Even under duress he only speaks reluctantly, however.

Athar, if captured alive, only willingly admits that he is of the Scarlet Brotherhood and in charge of this strike team. Getting him to say anything else requires a DC 23 Intimidate check. In this case he can tell the PCs what is described in Encounter 6 in the paragraph about him talking to a Brotherhood member.

If the room is searched thoroughly, a few coins and holy symbols of Wee Jas can be found among personal effects, as well as some food items and waterskins.

#### Treasure

APL 2: L 83 gp; C 20 gp; M two *everburning lantern* (12 gp each).

APL 4: L 180 gp; C 20 gp; M two *everburning lantern* (12 gp each), +1 *bracers of armor* (83 gp).

APL 6: L 169 gp; C 20 gp; M two *everburning lantern* (12 gp each), +1 *breastplate* (113 gp), +1 *bracers of armor* (83 gp).

APL 8: L 169gp; C 20 gp; M two *everburning lantern* (12 gp each), +1 *breastplate* (113 gp), +1 *bracers of armor* (83 gp), +1 *amulet of mighty fists* (500 gp).

#### Location D: Side Room

This room, which is lit by an *everburning lantern*, is another cleaned-out crypt that is used by Jaguanara (and Billana if present). It has two cots, two chairs, a small mirror mounted on one wall, and more feminine personal effects. It also has a secret door to an escape tunnel hidden behind a larger banner bearing the emblem of the Scarlet Brotherhood; a DC 20 Search check is required to find it if the banner is moved, a DC 25 if it isn't. (Athar closes this behind him if he flees.) The tunnel is 5 feet high, 3 feet wide, and winds around until it opens up into another part of the catacombs 200 feet later. At that point is another vertical shaft that leads to a hidden exit on the surface in an alley near the Phoenix Boarding House.

**Treasure:** ALL APLs: L 0 gp; C 0 gp; M *everburning lantern* (12 gp).

**Development:** If the PCs decide to turn in the Brotherhood agents or report about them, Sergeant Selak will take the report with great interest. If they decide to investigate further in the Thieves' Quarter, go back to Encounter 5. If they decide to go back and talk to Rimmelak or his family or staff, go to Encounters 8-10 as appropriate.

In any case, though, the PCs are being tailed, because their questions have attracted the attention of the Thieves' Guild and Assassins' Guild. Give the PC with the best Spot score a Spot check opposed by a +13 Hide check to notice the tail; any PC who specifically says she is looking for someone tailing them gets a +5 circumstance bonus on the check. On a success, the PC notices that a young, nondescript half-elf man seems to be following them at a distance of more than 60 feet. He darts away and disappears if PCs try to approach him. (He knows the city much better than the PCs, so they cannot catch him.)

## ENCOUNTER 8: BARNEN HOUSE STAFF

#### Talking With Barraster

If PCs are around then Barraster spends most of his time during the day running half-hour to hour-long errands for Rimmelak. He takes time to talk to the PCs if they want to speak with him, though.

If Barraster is followed on his errands, the PC must make a Hide check against Barraster's Spot check (at a +5 bonus, since he's looking for tails) to remain undetected. Most of his errands are mundane trips to businesses and private residences in the wealthier parts of town. Only two seem remarkable:

- 1) The Wizard's Hat Inn (R4)—At this establishment in the River Quarter Barraster can be seen talking to a Baklunish merchant over a dinner of spiced venison and potatoes. An eavesdropping PC (DC 20 Listen check) who has remained inconspicuous can hear Barraster discussing plans for using a carriage the next day.
- 2) The residence of the wizard Kalinin in the Garden Quarter. PCs who have played *COR 4-17, The Real Hero Blues*, remembers Kalinin as their employer in that scenario. PCs who got the "Favor of Kalinin" from that scenario can approach Kalinin and ask what Barraster was there for. Kalinin tells such PCs that Barraster was arranging "certain spells at a certain time and place" for his employer, but is not be more forthcoming. PCs who do not know Kalinin but make a DC 15 Gather Information check on him find him to be a well-respected wizard who has a reputation for sponsoring adventuring parties toward good causes.

If the PCs talk to Barraster, he can tell them any or all of the following, depending on what they ask:

- His "birth name" was Dom Ferro, but he took the Barraster identity when he moved here.
- He's been with Rimmalak for more than a dozen years now.
- He originally hired on with Rimmalak strictly as a bodyguard, but started helping him with his business when he proved that he had at least some mind for it.
- Before he worked for Rimmalak he served as a soldier in "various different armies."
- He told Rimmalak more than once that he was being careless by trying to "play both ends against the middle" in his dealings with the Brotherhood and rival groups, but Rimmalak wasn't prone to listening to advice back then.
- The change in Rimmalak since those days is remarkable, he thinks; Rimmalak really isn't the same man he was before Sira's death.
- Emmara (who used to be Samile) has had Rimmalak wrapped around her little finger since the moment they first met. There was no chance Rimmalak would pick anyone else as a replacement wife/mother. She does seem to be a "good lass", though, and handles the kids very well for someone who never had kids herself.
- Emmara has to be older than she looks, else she "wasn't barely 16" when Rimmalak first met her—and she looked and acted much too mature at that time to be only 16.
- He and Lann "have a thing for each other." If allowed to do so, he expounds at length about her merits.
- Lenard is "a respectable lad" who has proven reliable at running errands for the household. He's also a good friend to "the kids."

Barraster can't provide any other information of any consequence.

#### Talking With Lann

During the day, Lann is usually busy cleaning or cooking, though she goes out for an hour for groceries at one point during the mid-morning. (Nothing unusual happens with her if she is followed on this errand.) She's happy to talk to the PCs as long as they don't get in the way of her work. As noted before, she is a straightforward, practical woman who doesn't shy from speaking her mind.

Lann, who appears to be in her late 30s', can tell the PCs any of the following, depending on what they ask her:

- She was born and raised in Hardby but came here when her employer at the time moved here "a bit before the Greyhawk Wars."
- She has made a career of working as a maid and nanny because she can't have kids of her own (she won't talk about why) but still wants to be around them.
- She was hired by "Master Rimmalak" when he moved to Greyhawk "nigh on three years ago."
- She had the impression at the time that "the Master" was fleeing troubles in his homeland and looking to start anew here, but since he never brought it up she figured it wasn't her business.
- She wasn't too sure about the Master's wife at first—"seemed like a strumpet to me"—but Emmara's charm and pleasant manner have gradually won her over.
- It was obvious at first that Emmara had no experience with kids, but what she lacked in knowledge she made up for in effort.
- Though she is normally pleasant and charming, "the Mistress" is fiercely protective of those kids; you don't want to ever get between them and her. Most of the time she won't even accept help with them, insisting instead on doing everything for them herself. At times she seems positively driven in her devotion to them.
- The "young ones" seemed very depressed and withdrawn when they first came here, but Emmara's attentions have worked wonders with them. If only the little girl could put these night frights past her. . . (If she is asked about those, refer to the details in Encounter 2.)
- Barraster? "Well, now, he doesn't have half the charm of the Master, and isn't as clever as he think

he is. Just a good-for-nothing man.” But she can’t say anything about him without a faint blush.

- Lenard is a “ragamuffin” whom Lann doesn’t quite trust (“just something about him that makes me think he’s trying to trick people”) though he has generally proved reliable at running errands. She only tolerates him because he’s a good friend to “the children.”

Lann can’t provide any other information of consequence.

### Talking With Lenard

Lenard, a Flan boy of 12 years, first appears at Remmelak’s house around mid-morning and is in and out throughout the day as he runs errands for Remmelak, Emmara, and Lann. (If he is followed, these errands are purely mundane runs for supplies and deliveries of ordinary messages.) He hangs around and plays with Reynard and Rinara when not running errands, referring to them as “Renny” and “Rin.”

Lenard comes across as having a cheery, confident, and accommodating disposition, but he is actually a consummate liar who revels in trying to fool adults. He never tells the complete truth to an adult unless bribed (at least 5 gp), *charmed*, compelled to by a spell, or a comely female human or half-elf adult sweet-talks him (DC 15 Diplomacy check).

If asked about his background or why he runs errands, Lenard tells the PCs that he and his parents are Tenha refugees who settled here in Greyhawk seven years ago. His father is a City Watch man-at-arms here in the Foreign Quarter and his mother is a seamstress, so they had been doing all right until his little sister was “born sickly” a couple of years ago. Ever since he’s been running errands for “Renny and Rin’s parents” to help pay for the medicine his sister needs. [**Truth:** he and his father are Tenha refugees, but he has no baby sister and his mother is long dead. He earns the money to cover his own expenses since his father blows most of what he earns “on drinking and whoring.” (Or just “drinking” if you are running a table with children present.)]

Lenard gives some kind of lie about anything else he’s asked; make them up as needed, though you shouldn’t use anything too outlandish as Lenard prefers to tell credible lies. If convinced to tell the truth, he can tell the PCs the following useful tidbits in response to direct questions about them:

- Rin thinks a “shadow demon” is out to get her because one killed her “real mom.” She’s mentioned seeing “Mr. Shadow” around the house several times since moving here to Greyhawk. Neither he nor Renny has ever seen “Mr. Shadow,” though, so he thinks it’s a “make-believe friend.”
- “Man, Rin and Renny’s mother is hot, isn’t she? I’d do anything for her.”

- “She (Emmara) has me run mostly ordinary errands like picking up things from stores for her, but every so often there’s a weird one.”
- “Well, she has me check on a regular basis to see who on a particular street in the Thieves Quarter is doing their laundry on a particular day.” He spreads his hands. “Must be a girl thing, I guess. She also has me give some ribbon to a furniture dealer in the Low Market from time to time. Something about helping his business out for some special deal he gave her in the past, I think.” He does confirm that it’s yellow ribbon if asked, but doesn’t mention that detail otherwise since he doesn’t see it as important.

### All APLs

☛ **Barraster:** human Ftr4; hp 30; see Appendix 1.

☛ **Lann:** human Com2; hp 5; see Appendix 1.

☛ **Lenard:** human Exp1; see Appendix 2.

## ENCOUNTER 9: REYNARD AND RINARA

Conversation with Remmelak’s children may happen during the dinner described in Encounter 2, after dinner but before the children are put to bed (a time frame of about two hours), or anytime the next day. The timing matters little as to how it plays out, but if it happens during the day then find out if the PCs try to have the conversation when Emmara is around or not. In any case except a conversation at the dinner table, Rin and Reynard are involved in activities in “Location 16” on the Remmelak’s House map during the conversation.

If the PCs do not seek out the children to talk to them, have both of them approach the PCs with curiosity about what they’re doing while they are around the house. *It is important that the PCs talk to Rin and Reynard at some point!*

Rin (“nobody calls me Rinara ‘cept when I’m in trouble”) is an outgoing and energetic girl with a relatively short attention span. Unless it has to do with dolls, stuffed animals, or stories (she really likes stories about princesses and unicorns) or has a colorful visual, her mind wanders off after just a couple of minutes of real time. PCs who play with her while talking to her are able to question her freely, however.

Reynard is much more mature, or at least he likes to think and act like he is. He idolizes his father in all respects but one (see below) and so tries to duplicate his father’s behavior in addressing the PCs, though his bits of flattery are much more simplistic (“my beautiful lady” instead of something more flowery).

Following is a list of typical replies to likely questions the PCs might ask them. They don’t really know anything about their father’s former business and so can’t answer questions about that. They don’t even know about their deaths being faked. All they can really say is that they had to move to get away from some “bad people” and that they understand that they have to use

their “new names” to keep the “bad people” from finding them.

**Q: Tell us about your real mother.**

Rin: “She was a great mommy! Always really kind an’ she told us lots of stories. I loved her lots.”

Reynard: “I remember that she was sad a lot of the time. Father did that to her with the other women he was seeing.”

**Q: Tell us about how she died.**

**Note:** This is still an uncomfortable subject for the kids, so they need some prodding to talk about it.

Reynard: “Well, her and us were all in Rin’s room and she was just getting finished reading us a bedtime story when it happened.”

Rin: “The shadow demon got her!” <sniffles>

Reynard: “Well, I don’t know if it was really a demon or not, but whoever it was stepped right out of the shadows and hit mom in the back of the neck.” (He demonstrates with a mock open-handed blow to the base of Rin’s skull in the back. She rolls her eyes back and pretends to flop forward onto the floor like she was knocked out. This scene looks well-rehearsed to the PCs.) “Mom didn’t ever get back up after that.”

Rin: “An’ then the demon spun around like doing a dance and disappeared right back into the shadows!”

**Q: What did this “shadow demon” look like?**

Rin: “Well, it was all dark and made of shadows.”

Reynard: “Might have been a person dressed all in black, though, even over the face. It didn’t have any weapons that I saw.”

**Q: Who is “Mr. Shadow”?**

Reynard: <rolls eyes> “Oh, talk to her about that.”

Rin: “Mr. Shadow works for the shadow demon. He’s a shadow person, an’ he comes around an’ watches me sometimes, ever since my real mommy went away. I think he’s watching me to see if I’m bad enough for the shadow demon to come get me, too.”

**Q: Tell us about Emmara.**

Rin: “Oh, she’s a great Mommy! Almost as good as my real one. She’s nice, an’ plays with us, and helps us with our lessons, and makes Daddy happy, too.” (Any adult NPCs around chuckle at this, and Reynard blushes a little. Rin’s blank stare makes it evident that she doesn’t understand the implication of what she just said.)

Reynard: “I didn’t like her much at first ‘cause I knew Father was seeing her before, but she has tried her best to replace our real Mom and do right by us. And she’s hard not to like.”

**(If Emmara is not around, add:)**

Reynard (soberly): “Normally she seems real happy to be around us, but sometimes when she thinks we aren’t looking I see her looking at us with a really sad face. And I’ve sometimes seen her talk to herself when she thinks no one else is around.” (If asked what she’s saying at such moments:) “I’ve heard her mention the

name Mert, but I don’t know who that is. Beyond that I haven’t been able to make anything out for sure.”

Rin: “There’s a special song she sings only to us sometimes to show us how much she cares. I think it’s a love song. Do you wanna hear me sing it?”

The song Rin sings is a very solemn ballad about the singer apologizing for past wrongs and swearing to become a better person because of the love felt for the subject of the song.

Neither Rin nor Reynard understands the deeper implications of this song’s lyrics. They both think it’s just an innocent tune. *No one else in the household knows about this song because Emmara has only sung it to the children.*

**Q: Tell us about Lenard.**

Rin: “Lenny’s one of Renny’s friends. He plays with us and runs errands for Mom and Dad.”

Reynard: “I like him and all, but he lies a lot. He likes to try to fool adults.”

**Q: Tell us about Lann/Barraster.**

Reynard: “Well, Barraster’s been with Father for as long as I can remember, and Lann was hired on when we moved here. They’re both Good People.”

Rin: “And they’re in looove!” <mock swoon>

Neither Reynard nor Rin can tell the PCs anything of consequence beyond this.

## ENCOUNTER 10: EMMARA

What the PCs have or have not learned prior to this encounter determines how it plays out. Covered here are both the possibility that the PCs just wish to generally talk to Emmara and the possibility that they want to confront her about being Shadowfist. In the latter case it is entirely possible that this could be the final encounter instead of Encounter 11. Regardless of how the PCs approach their conversation with Emmara, though, keep these points in mind:

- 1) The Emmara personality is kind, air headed, and cheery. The real Samile is colder, sharp-witted, and very calculated. She is feeling out the PCs while they are feeling out her.
- 2) Samile is a creature of guile and deception. She stays in her Emmara character at all times (except as noted below) and tries to avoid giving a straight answer on anything that might implicate her. She does not outright admit to being Shadowfist unless magically compelled.
- 3) She really does love Rimmelak.
- 4) She will not allow *anything*, including the PCs, to come between her and the children. She sees raising and protecting them as both a solemn duty and her best means to atone for her past evil actions.

If any PCs wish to speak to Emmara privately, she escorts them into her sitting room (area 15). Use the following as a guideline for how she responds to PC questions:

**Q: How did you meet Rummelak?**

"Oh, I was working as an exotic dancer at a brothel in Rel Astra when he came in one night looking for a good time." [Partly true.] She giggles and blushes. "He really rocked my world that night. How couldn't I fall in love with a man who's so handsome and so good in bed?" [True.]

[Alternate if children are at the table: "Oh, I was working as a dancer at a theater in Rel Astra when he came to my show one night. It was love at first sight. Well, for me at least."]

**Q: Did you know about his real business?**

"Oh, he never came to me to talk business. We were busy doing other things." She giggles, and then looks thoughtful. "Hmmm. I think he did say once that he was in some kind of shady business besides the trading company he owned, but I didn't care at the time so I didn't pay much attention to what he said about that." [Not true.]

**Q: What did you think of Rummelak's first wife?**

"Oh, I admit that I was jealous of her, [true] 'cause she had Remmy as a husband and I didn't. I was sorry to hear she got killed, though." [Not true.]

**Q: What about the kids?**

"Oh, I felt so sorry for them. They were such a mess when Remmy took over, so I decided I had to do my best to help them." She sighs. "I know I'm not their real mother, but I feel like they're my kids now. I want to protect them and always be there for them." [All true.]

**Q: What about Rummelak now?**

"Well, he's a better person now than he ever was. I was always a little jealous of him seeing women beside me, so I'm happy he's just with me now." [Mostly true.] She wrings her hands. "This new trouble worries me, though. I hope he knows what he's doing."

**Q: What about Barraster/Lann?**

"They're both good-hearted people. I trust them both. [Not completely true.] And I think they're in love. They'd make such a nice couple!"

**Q: What about Lenard?**

"Oh, he runs errands for me sometimes. He's a cutie, isn't he?"

**Q: What about the deception and relocation?**

"Well, I didn't have any real ties in Rel Astra, so I didn't mind. Remmy thought it was best, so that was good enough for me." [Not entirely true.]

**Q: The kids said you talk to yourself sometimes.**

She looks blankly at the PCs. "Um, huh? I don't know what you're talking about." [Not true.]

**Q: Who's Mert?**

"Mert? Oh, he's just a boy I used to know back in Rel Astra." [Not true.] If the PCs further mention that she was heard mentioning his name while talking to herself: "Well, he was a really smart friend, so I think about him when I have a difficult question and pretend like I'm asking his advice." [Not true.]

**Q: What about the song (that Rinara sang)?**

"It was a song I picked up back in Rel Astra. [True.] It's got a nice tune, don't you think?" (If the PCs press her about what it means:) "Well, let's just say that Remmy isn't the only one who needed to change his ways. I wasn't exactly a model of morality when I met him, either, but the responsibility of having to look after his children helped shape me up." [True, though not the whole truth.]

**Q: What do you mean by "not a model of morality?"**

"I worked as an exotic dancer at a brothel. Do I really need to explain it to you?" She shakes her head. "I did some things then that I'm now not proud of." [True.] She perks up. "But now I'm living a better life, too!" [Alternate: "Well, let's just say that I pretended to like some of the patrons so I could take things from them. I'm not proud of that." She perks up. "But now I'm living a better life, too!"]

**Q: Have you been secretly meeting with a woman named Amura?**

"Who's she?" (If the PCs explain who she is:) "Sorry, don't know her." [Not true.] (If the PCs explain how Amura is linked to her:) "Why, that's preposterous! Why would you think I'd do something like that?" (If the PCs lay out convincing evidence connecting her to Amura:) "Well, I think someone's been lying to you. That's just the most ridiculous thing I ever heard." <seems offended>

**Q: Where did you disappear to during (Encounter 11)?**

"I had to go make sure the children were safe. [True.] I hid there with them during the fight. [Not entirely true]"

**Q: Do you know Shadowfist?**

"I only know what Remmy has told me about him." [Not true, of course.]

**Q: Are you Shadowfist?**

She gets huffy. "Now you're really starting to offend me. Why would you say anything so mean?"

How Emmara responds here depends on how well the PCs lay out their case. If the PCs' case is, in your opinion, rather weak, she just denies it and comments about how the PCs are being silly. If the PCs argue a strong case and make a DC 12+APL Diplomacy check, though (she is more concerned about revealing things to more powerful PCs), or have Emmara pinned under a



zone of truth or dominate person (charm person isn't good enough because she never trusted anyone—not even friends—with her secrets), read the following:

*Emmara stares at you hard for a long moment then starts pacing, her arms clasped around her and head lowered as if in thought. After a couple of trips back and forth across the room she stops behind a sofa and rests her hands on it. Without looking up, she says, “close the doors, please.”*

Once the PCs comply:

*Once the door is closed, Emmara then says, “Mert, make sure no one is eavesdropping.” She seems to be talking to the floor as she says it.*

PCs who make a DC 20+APL Spot check at this point might notice a faint hint of movement in the shadows under the sofa. An active *detect undead* does register Mert's presence as he moves to the shadows outside the door by passing underneath the floor.

*When Emmara looks up at you again, her face has lost the gentle, guileless expression it had before. It has been replaced by a much colder and sterner look.*

*“I have done some very, very bad things,” she says, and now her voice no longer has the familiar lilt, either, “and I have hurt a lot of people in my day. I regret most of that now.” She smiles mirthlessly. “But regret isn't enough for one who is the cause of so much grief and suffering, is it? For that, one needs atonement. That is why I am here and doing what I am doing. Do you understand?”*

If the PCs require an explanation, add:

*“The most important person in the world to those two children was brutally taken from them. They need—and deserve—someone to fill that void in their lives. Their pain spoke to me when Robann brought me into his family, and I listened and knew what I had to do. Now it is my responsibility to raise them since their real mother cannot.”*

**Q: Atonement isn't enough. You should be brought to justice for your crimes.**

“And how would Justice best be served by putting me in some dungeon? These children need a mother and a protector. They need me. This is where I belong, now.”

**Q: How do we know you're not still up to your old tricks?**

“I am no longer that person. I am Emmara now. That's what matters.” (If the PCs still seem unconvinced:) She pulls her *ring of mind shielding* off her finger and angrily throws it to the floor. “There! I've discarded the item that was keeping you from reading my aura. Check me now, see if I am still evil!”

**Q: What about Zoraf and Amura?**

“I am the protector of these children. Anyone who is a potential threat to them or Rimmelak answers to me.”

There are certainly other things the PCs could say or ask, but this should give you an idea of what kind of responses Emmara would make. If the PCs seem uncertain about what to do, Emmara tries to convince them not to tell Rimmelak or the kids the truth, regardless of what they decide. If they decide to tell Rimmelak and/or the kids the truth and she cannot talk them out of it, then Emmara agrees to go with them when they reveal the truth, but still insists that the children not be told.

If the PCs decide that Emmara must be brought to justice or killed, she warns them that she is not to be taken lightly and will not go willingly. If the PCs persist then they have an untiered fight on their hands.

## ALL APLs

➤ **Emmara, A.K.A Samile, A.K.A Shadowfist:** human Rog5/Ass3/Shd4; hp 46; see Appendix 1.

➤ **Mert:** advanced shadow companion; hp 33; see Appendix 1.

**Tactics:** Emmara does not want to fight the PCs and so gives them every opportunity to back down even once a fight has commenced. While fighting the PCs she uses only nonlethal attacks; her goal is only to disable, not kill. She exploits her hide in plain sight ability (there are plenty of shadows in the room, under furniture if nowhere else) to use a strike-and-hide strategy. She never remains visible in between actions nor does she attack those who seem to have a readied action to swing at her (give her a DC 20 Sense Motive check to determine this).

Against APL 6 and 8 tables she also calls on Mert to help her, which he can do either as a flanking partner (move into position, ready an action to descend into the floor once Emmara strikes) or by reaching up blindly through the floor to attempt to drain strength from the strongest-looking PCs.

APL 2 and 4 parties are unlikely to be able to triumph against Emmara. Against such groups she makes an example of one PC and then asks the PCs if they wish to continue. If they do, then she disables three PCs before fleeing. Against stronger tables she continues to fight only as long as it seems she can be effective at disabling PCs without taking great personal risk, then flees. Flight for her is attempting to slip by PCs and out of the house while hidden, or else Shadow Jump outside the house if the former is not a realistic option. Once out on the street she blends into the crowd while using her *hat of disguise* to change her appearance. At this point it is extremely unlikely the PCs can stop her.

**Development:** If the PCs decide just to let things be and not reveal the truth after confronting Emmara, continue as normal.

If a fight results, ask the PCs how they are going to explain things in the aftermath. Regardless of whether she is captured or flees, the children won't believe at first that Emmara is really the “shadow demon” and are

devastated when finally made to accept that fact (whether by PCs or by Rimmelak).

Rimmelak's reaction to news that Emmara is Shadowfist depends on exact circumstances. If she escaped, Rimmelak angrily demands proof of any accusations and kicks the PCs out if they can't provide a strong argument; go to the Epilogue at this point. If the PCs can make a strong argument, he is devastated by the truth but insists that the PCs not tell his children if they haven't already; he will make up some story about why she won't be around anymore, he'll say.

If Emmara was killed or captured, or goes with the PCs when they spill the beans to Rimmelak, he is furious and has her questioned with an independent *zone of truth* or *speak with dead* (as appropriate) as soon as possible to confirm the PCs' claims. He is heartbroken by the truth. If Emmara is able to explain herself then she passionately argues that she, too, has changed her ways and appeals to him to let her continue in her current role so that she may work to balance out the great wrong she did to Rimmelak's family. Rimmelak grudgingly allows this as long as the children don't already know the truth, but he makes it clear that he is only doing it because he believes it's best for the children not to go through another painful separation. He also makes it clear that Emmara has shared his bed for the last time, a condition which she accepts with tears in her eyes. If she cannot explain herself (because she's dead, for instance), then refer to the previous paragraph.

Once this matter has been resolved, go to:

Epilogue, if Encounter 11 has already been resolved.

Encounter 11, if it has not been resolved but Encounter 7 has.

Back to encounters 3-6, as appropriate, if Encounter 7 has not been resolved.

## ENCOUNTER 11: LAST STRIKE

This encounter assumes that Emmara has not yet been uncovered as Shadowfist or, if she has, has been allowed to continue in her current role. If she was imprisoned or killed, she is not present at all for this encounter. If forced to flee, she sneaks in after the assassins and heads directly to protect the children, as described below.

**Note:** If Encounter 7 was, for some reason, never resolved, you could have the NPCs from that encounter make their strike immediately before or after the Assassins' Guild team strikes.

Unless the PCs have been incredibly cautious, the questions they have laid about town have attracted the attention of the Assassins' Guild. They have a contract on The Merchant's life but also want to deal with Shadowfist for operating in their city without their permission. Amura's reported suspicions about her employer, the PCs' gathering of information, them being tailed back to Rimmelak's house, and reports about what happened with the Brotherhood strike force allow the Assassins' Guild to piece together what is going on. Vesparian Lafanel, the guildmaster of the Assassins' Guild, himself

laid down the order for a strike team to invade Rimmelak's house that night.

This encounter takes place the second night, after the PCs are done with their investigations. Rimmelak tells the PCs that he has things arranged for his family to move out the next morning, so all they need to do is keep guard through the night in case there is some other threat beyond just the Brotherhood strike force. Barraster does his part by sleeping in the main hall with his armor on and sword and shield at hand. Emmara also wanders through the main hall for part of first watch, claiming to be restless (she is) before retiring again toward the end of the watch. She does not sleep, however, and is awake and alert when the attack comes. Mert is stationed in the shadows outside the house with orders to keep a lookout for any suspicious individuals.

The attack happens early on second watch. The main attack comes through the exterior doors off the main hall (location 3 on the Rimmelak's House map) unless PCs are patrolling around the outside of the house—in which case they must make Spot and Listen checks against the Hide and Move Silently checks of the strike team as they approach.

Another individual also infiltrates Rimmelak's home at the same time. At APLs 2-6 this individual is Athar; at APL 8 it is Athar if he escaped in Encounter 7, or Jonar if he didn't. If the PCs have not been diligent about securing the first floor windows then he enters through the window near location 9. Otherwise he tries to sneak in after the assassins. In either case his main goal is to go after Rimmelak's children, as described in the Tactics section, below. This individual knows the location of Reynard and Rinara's rooms due to the unwitting help of Lenard, whom he bribed for information after seeing him leave Rimmelak's home.

Unless the PCs are confronting the strike team outside, use the following timeline for this encounter:

**Round 1:** Mert alerts Emmara that several individuals are skulking about outside. Emmara wakes Rimmelak, and then heads out of the bedroom in an apparent nightgown (actually her armor).

**Round 2:** Emmara reaches ground level of main hall, alerts any PCs present that she heard something outside. Rimmelak is throwing on a robe and his ring.

**Round 3:** PCs can react. Emmara wakes Barraster if the PCs don't. The strike team reaches the back door (but they are moving silently).

**Round 4:** Caris or Doranus (depending on APL) from the strike team attempts to pick the lock on the back door. Individuals in the Main Hall will notice this on a DC 15 Listen check. Rimmelak arrives downstairs.

**Round 5:** If the Open Locks was successful (DC 25 Open Lock check), then one of the agents in the strike team attempts to quietly open the door. Otherwise Caris uses a *shatter* spell on the lock. Anyone in the Main Hall hears the lock burst in this case!

**Round 6:** Assuming the door is barred, Caris uses a *knock* spell to remove the bar as an obstacle. If the door is not further secured then one of the agents opens the door. Fight starts.

**Round 7:** If the door was further obstructed then Caris pulls out his *scroll of knock* and uses it, with one agent opening the door. Fight starts. If the fight has already started, then the strike team attempts to rush in to the room.

**Round 8:** Athar or Jonar attempts to break/sneak in, using the battle as cover. He heads upstairs to area 17/18 as soon as possible.

Obviously PC actions could affect this course of events. Also note that one of the agents is listening at the door while they try to break in, so unless the PCs are taking pains to be quiet the strike team is not surprised by PCs laying in wait.

### APL 2 (EL 5)

➤ **Agents (4):** human Rog1/Ftr1; hp 13 each; see Appendix 2.

➤ **Caris:** half-elf Rog1/Wiz3; hp 15; see Appendix 2.

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; see Appendix 1.

### APL 4 (EL 7)

➤ **Agents (5):** half-orc Rog1/Ftr1; hp 13 each; see Appendix 2.

➤ **Caris:** half-elf Rog1/Ev3; hp 15; see Appendix 2.

➤ **Doranus:** halfling Rog4; hp 22; see Appendix 2.

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; see Appendix 1.

### APL 6 (EL 9)

➤ **Agents (4):** half-orc Rog2/F1; hp 19 each; see Appendix 2.

➤ **Caris:** half-elf Rog1/Ev5; hp 33; see Appendix 2.

➤ **Doranus:** halfling Rog4/Ftr1/Ass2/Shd1; hp 44; see Appendix 2.

➤ **Athar:** human Clr1/Mnk4/Ftr4; hp 63; see Appendix 1.

### APL 8 (EL 11)

➤ **Agents (4):** half-orc Rog3/Ftr1; hp 24 each; see Appendix 2.

➤ **Invisible stalker:** hp 52; see *Monster Manual* p. 160.

➤ **Caris:** half-elf (currently troglodyte) Rog1/Ev6; hp 38; see Appendix 2.

➤ **Doranus:** halfling Rog4/Ftr1/Ass2/Shd1; hp 44; see Appendix 2.

➤ **Athar or Jonar:** human Clr1/Mnk4/Ftr4 or human Mnk5/Rog3; hp 63 or 50; see Appendix 1 (Athar) or 2 (Jonar).

**NOTES ON ELs:** Athar (or Jonar) is not figured into the EL for this encounter because he avoids fighting the PCs and Emmara's presence counterbalances him. The EL for all APLs has been reduced (-2 at APL 2, -1 at APLs 4 and 6, -½ at APL 8) to reflect the impact of Barraster and Remmelak's involvement in the fight.

**Special Note:** Any PC who has the Wrath of the Assassins' Guild from *COR 3-13 Traitor's Road* is given "preferential" treatment on attacks and spell targeting in this combat from all except the invisible stalker.

**Tactics—Agents:** They are the muscle. Their task is to deal with any defenders of Remmelak and his family. They flank if possible but otherwise do nothing fancy. At higher APLs they have each drunk a *potion of bull's strength* just before approaching the house.

**Tactics—Invisible Stalker:** It is under orders to attack any in the household who fight back, so it goes after PCs/NPCs who have struck blows against, or cast spells at, strike team members.

**Tactics—Caris:** Caris is in charge of this mission, so he might be seen directing the actions of others. At all APLs he has *mage armor* active, while at APLs 6+ he also has cast *false life* on himself. At APL 8 he has also used *alter self* to turn himself into a troglodyte. (These spells are already figured into his stats.) His top tactical priority is to help clear PCs out of the doorway if they are blocking it. He otherwise leads with *haste* (at APL 6 or 8) and thereafter uses his spells as offensively as possible. He only engages in melee if he runs out of spells or is cornered. If the battle is going badly, he uses his *scroll of expeditious retreat* and attempts to flee. Surrender is not out of the question if this option fails, too.

**Tactics—Doranus:** At APL 4 Doranus has drunk a *potion of longstrider*; at APLs 6 and 8 he used a 3<sup>rd</sup> level *scroll of expeditious retreat* (via UMD, 2 minutes duration left when the combat starts) immediately prior to coming onto the premises. At APL 4 he attempts to sneak attack via flanking, using tumbling to gain position. At APLs 6 and 8 he uses Hide in Plain Sight (there are plenty of shadows present unless a *daylight* spell is cast) and attempts to strike from concealment. His favored tactic at these APLs is to sneak up next to a spellcaster and ready an action to strike in response to an attempted casting. He otherwise attempts to always move back into hiding after striking in a round. He uses his death attack if circumstances allow (although this is unlikely). He does not surrender.

**Tactics—Athar/Jonar:** He attempts to avoid all combatants and sneak up to the second floor rooms of Reynard and Rinara. Shadowfist confronts him there. If she is not around to confront him for whatever reason, then unless stopped by PCs he bursts into the rooms of the children in succession, striking Reynard down with lethal force and using a nonlethal blow on Rinara. He then attempts to carry her out. (She is not heavy enough to slow him down.) He drops her and just flees if attacked by PCs and getting away while carrying her (he can't really tumble) isn't an option.

**Tactics—Barraster:** His primary concern at all APLs is to protect Remmelak and Emmara. He engages any

agents that head their way or moves to assist the PCs if they have the door blocked.

**Tactics—Rommelak:** Though he is handy with a rapier, Remmelak knows he is not formidable in combat and so does not try to handle any opponent on his own. He focuses on setting up flanks and using Aid Another to assist PCs and/or Barraster. He fights defensively if wounded. He also shouts to Emmara to hide on the first round.

**Tactics—Emmara:** On the first round Emmara moves to one of the staircases and assesses the opposition. On the second round she hides in plain sight while moving up the staircase and using her *hat of disguise* to assume the rough appearance of a ninja, effectively becoming Shadowfist. On the third round she moves between the doors to areas 17 and 18, where she lingers, hidden, until opposition approaches the doors she guards. At that time she goes into strike-and-hide mode, using Mert (or a PC if present) as a flanking partner when possible. She shouldn't have much trouble taking out Athar or Jonar, though it might take three or four rounds. After dealing with the invader she Shadow Jumps first into Rinara's room, then picks her up and Shadow Jumps into Reynard's room, where she resumes her Emmara appearance before revealing herself to the children and remaining with them until the fight in the main hall is over.

PCs who witness the fight between Shadowfist and the invading monk should get a clear impression of someone attacking the invader out of the shadows with precision strikes before fading back into them again. Those who glimpse her and try to identify who she is may make a Spot check against Emmara's Disguise check, although her total modifier under the circumstances is +27 (since she only changed the appearance of her clothing, her disguise counts as a "minor details only" change). PCs who try to interact with Shadowfist find her uncommunicative, unless they have already discovered that Emmara is Shadowfist, confronted her with it, and forced her to flee. In this case she speaks to any PC(s) present, telling them:

***"I said I had vowed to protect the children at any cost," the shadowy figure says in a familiar voice before fading into the shadows once again.***

Emmara flees from any PC attacks by twirling into a shadow jump.

**Development:** Any prisoners captured, other than Athar or Jonar, do not reveal who they were working for except under magical coercion, in which case they admit that they were carrying out a contract on Remmelak and his family (though they don't know exactly who put out the contract). Remmelak recommends handing prisoners over to the City Watch.

If Athar or Jonar was able to get away with Rinara then Remmelak receives a note the next morning telling him that he'll never see her again. She will be taken and raised as a slave to the Brotherhood—a fitting punishment for his actions. PCs who volunteer to rescue

her and have shown skill so far in investigative matters may be assumed to succeed at a rescue mission, though this costs any involved PCs an extra TU. (Not all PCs have to participate, though only those who do get the experience and TU cost for the effort.)

After the battle Emmara, if present, can be found holding and consoling the children in Reynard's room. She expresses gratitude to the PCs for protecting them but gives no indication of her own involvement in events.

If the PCs have not deduced that Emmara is Shadowfist, they may figure it out from this battle. If they wish to confront Emmara about their suspicions either that same night or the next morning, go back to Encounter 10. Otherwise go to the Conclusion.

### Treasure

APL 2: L 132 gp; C 0 gp; M *wand of magic missiles* (1<sup>st</sup> level, 63 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level, 6 gp).

APL 4: L 203 gp; C 0 gp; M *wand of magic missiles* (1<sup>st</sup> level, 63 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level, 6 gp).

APL 6: 201 gp; C 0 gp; M *wand of magic missiles* (3<sup>rd</sup> level—187 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level—6 gp), *mithral chain shirt* (92 gp).

APL 8: L 240 gp; C 0 gp; M *wand of magic missiles* (3<sup>rd</sup> level—187 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level—6 gp), *mithral chain shirt* (92 gp).

## CONCLUSION

There are many different ways this story could come to an end, but all of them basically come down to two options: either they successfully thwarted all assassins attempting to kill/kidnap Remmelak and his family or they didn't. (Immediately healing Reynard back up if he was harmed but not slain counts as a success.) In the former case, read Conclusion 1. In the latter case read Conclusion 2. Modify both as appropriate for circumstances resulting from Encounters 10 and 11.

### Conclusion 1

*Morning comes without further incident. Shortly after dawn Remmelak gathers his family and Barraster into a nondescript carriage that arrived outside his home just moments before. They are traveling light, with no more luggage than might be expected for an overnight trip. Lann presents Emmara with a basket she says contains a nice lunch for the family. Emmara smiles and thanks her, while Remmelak presses a sealed envelope into her hand and tells her to open and read it if they aren't back by tomorrow night. He then turns to all of you.*

*"I am deeply grateful for your help in this matter," Remmelak says with a formal bow. "You will find the payments we agreed upon laid out in the meeting room. It is my sincere hope that this will be the end of my trouble," he glances back at his children, "for their sakes. They deserve a more peaceful life."*

*You then watch as the carriage pulls away. The payment Reynard promised is, indeed, where he said it would be.*

*Two days later a disturbing story reaches your ears: tales of a carriage destroyed by fireballs as it traveled down the road toward Hardby. By all accounts the carriage was being used by a family from Greyhawk and there were no survivors. Perhaps time will tell whether Remmelak really met his fate this time or whether this is just another elaborate deception on his part. Or perhaps Time will remain silent on this issue.*

With this conclusion the PCs get the full payment agreed upon at the beginning and the Favor of Remmelak listed on the AR.

### Conclusion 2

*The household of Remmelak is in a somber mood the next morning in the wake of the tragic events of the nighttime attacks. The night has clearly taken a toll on everyone.*

Remmelak, if still alive, offers the PCs half the agreed-upon fee for their efforts; if he is not alive but Barraster is then he arranges the payment instead. If Rinara was taken then PCs who participate in her rescue get the full amount instead. In either case the PCs do not get the Favor of Remmelak.

In either case Remmelak and Barraster retreat with any surviving household members to a secret location outside of Greyhawk, where they arrange a meeting with

PCs if they have to go recover Rinara. After that survivors leave by carriage. Read the following:

*A few days after your final meeting with Remmelak's surviving family you hear disturbing rumors about a carriage blown up by fireballs while on the road to Hardby. A family was in the carriage at the time, but there were apparently no survivors. Did Remmelak finally meet his fate, or is this but another deception on his part? Perhaps time will tell.*

The End

## EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

### Encounter 7

Interacting with the trap at Location A

- APL 2: 30 XP.
- APL 4: 60 XP.
- APL 6: 90 XP.
- APL 8: 90 XP.

Interacting with the trap at Location B

- APL 2: 60 XP.
- APL 4: 60 XP.
- APL 6: 90 XP.
- APL 8: 120 XP.

Defeating the Brotherhood strike force

- APL 2: 120 XP.
- APL 4: 180 XP.
- APL 6: 240 XP.
- APL 8: 330 XP.

### Encounter 10

Confronting Emmara about being Shadowfist:

- APL 2: 30 XP.
- APL 4: 45 XP.
- APL 6: 60 XP.
- APL 8: 75 XP.

### Encounter 11

Defeating Assassins' Guild strike team

- APL 2: 150 XP.
- APL 4: 210 XP.
- APL 6: 270 XP.
- APL 8: 330 XP.

### Story Award

All of Rimmelak's household survive OR Rinara is kidnapped but rescued

- APL 2: 30 XP.
- APL 4: 60 XP.
- APL 6: 75 XP.
- APL 8: 90 XP.

### Role-Playing Award

PCs made substantial effort to role-play

- APL 2: 30 XP.
- APL 4: 60 XP.
- APL 6: 75 XP.
- APL 8: 90 XP.

### Total Experience:

- APL 2: 450 XP.
- APL 4: 675 XP.
- APL 6: 900 XP.

APL 8: 1,125 XP.

## TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Core scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy; C: Coin, Gems, Jewelry, and other valuables; M: Magic Items (sell value)

### Encounter 4

All APLs: L 26 gp; C 5 gp, M 0 gp.

### Encounter 7

APL 2: L 83 gp; C 20 gp; M *everburning lantern* x3 (12 gp each).

APL 4: L 180 gp; C 20 gp; M *everburning lantern* x3 (29 gp), +1 *bracers of armor* (83 gp).

APL 6: L 169 gp; C 20 gp; M *everburning lantern* x3 (12 gp each), *+1 breastplate* (113 gp), *+1 bracers of armor* (83 gp).

APL 8: L 169gp; C 20 gp; M *everburning lantern* x3 (12 gp each), *+1 breastplate* (113 gp), *+1 bracers of armor* (83 gp), *+1 amulet of mighty fists* (500 gp).

### Encounter 11

APL 2: L 132 gp; C 0 gp; M *wand of magic missiles* (1<sup>st</sup> level, 63 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level, 6 gp).

APL 4: L 203 gp; C 0 gp; M *wand of magic missiles* (1<sup>st</sup> level, 63 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level, 6 gp).

APL 6: 201 gp; C 0 gp; M *wand of magic missiles* (3<sup>rd</sup> level—187 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level—6 gp), *mithral chain shirt* (92 gp).

APL 8: L 240 gp; C 0 gp; M *wand of magic missiles* (3<sup>rd</sup> level—187 gp), *scroll of expeditious retreat* (3<sup>rd</sup> level—6 gp), *mithral chain shirt* (92 gp).

### Conclusion

APL 2; L 0 gp; C 100 gp, M 0 gp.

APL 4; L 0 gp; C 125 gp, M 0 gp.

APL 6; L 0 gp; C 150 gp, M 0 gp.

APL 8; L 0 gp; C 175 gp, M 0 gp.

### Total Possible Treasure

APL 2: L: 241 gp; C: 125 gp; M: 105 gp - Total: 450 gp.

APL 4: L: 409 gp; C: 150 gp; M: 187 gp - Total: 650 gp.

APL 6: L: 396 gp; C: 175 gp; M: 517 gp - Total: 900 gp.

APL 8: L: 435 gp; C: 200 gp; M: 1017 gp - Total: 1300 gp.

### Special

☛ **Favor of Rimmelak:** Rimmelak and Emmara have made arrangements with the wizard Kalinin for the PCs to receive additional rewards for their efforts. This favor gives the PC Any access (instead of Adventure access) to the starred magic items listed below. It may also be redeemed after any Core scenario beginning or ending in Greyhawk for either a *glamered* armor upgrade or the addition of any arcane spell of a level up to ½ the APL into a wizard's spell book. In the latter case the spell may be from the *Player's Handbook* or any Complete book currently available for use. In both cases the PC must pay the normal costs. Indicate on the blanks below when this part of the favor is used.

Favor used AR # \_\_\_\_ for \_\_\_\_.

☛ **Everburning Lantern:** This lantern is lit by a variation of *everburning torch*. It produces light as per a hooded lantern.

Faint Evocation (light); CL 5<sup>th</sup>; Craft Wondrous Item, *continual flame*, Price 150 gp.

☛ **Glamered Gloves of Dexterity:** These variants on standard *gloves of dexterity* can change their appearance at the will of the wearer, as if they had the *glamered* armor upgrade. They can even appear to be a ring or bracelet, though they still occupy the glove slot and function as if gloves are worn.

Moderate Illusion and Transmutation; CL 10<sup>th</sup>; Craft Wondrous Item, *cat's grace*, *disguise self*; Price 6,000 gp (+2), 18,000 gp (+4)

☛ **Attacked the Brotherhood:** This Scarlet Brotherhood member attacked a fellow Brotherhood member without cause. The PC suffers a permanent -6 penalty to Wisdom. This effect may be removed as per a *mark of justice* spell. Such removal also eliminates the PC's Brotherhood tattoo and membership.

### ITEM ACCESS SUMMARY

#### APL 2

*everburning lantern* (Adventure; see above)

*wand of magic missiles* (Adventure; CL 1<sup>st</sup>; DMG)

*scroll of expeditious retreat* (Adventure; CL 3<sup>rd</sup>)

\**hand of the mage* (Adventure; CL 2<sup>nd</sup>; DMG)

#### APL 4 (all of APL 2 plus the following)

\**ring of mind shielding* (Adventure; CL 3<sup>rd</sup>; DMG)

\**+2 glamered gloves of dexterity* (Adventure; see above)

#### APL 6 (all of APL 4 plus the following)

*wand of magic missiles* (Adventure; CL 3<sup>rd</sup>; DMG)

*mithral shirt* (Adventure; DMG)

\**helm of comprehending languages and reading magic* (Adventure; CL 4<sup>th</sup>; DMG)

#### APL 8 (all of APL 6 plus the following)

\**+1 amulet of mighty fists* (Adventure; CL 5<sup>th</sup>; DMG)

\**+4 glamered gloves of dexterity* (Adventure; see above)



## APPENDIX 1: MAJOR NPCs

☛ **Emmara Barnen (A.K.A Samile, A.K.A Shadowfist):** human female Rog5/Ass3/Shd4: Medium humanoid (human); HD 8d6 + 4d8; hp 46; Init +9; Spd 30 ft.; AC 23 (touch 17, flat-footed 23); Base attack +8; Grapple +8; Atk +14 melee (fist\*, 1d2+1) or +15 melee (1d4+2, dagger); Full Atk +14/+9 melee (1d2+1 lethal or nonlethal, fists) or +15/+10 melee (1d4+2/19-20, dagger); SA sneak attack +5d6, stunning fist 3/day (DC 17 Fort save), death attack, *summon illusion*; SQ darkvision 60 ft., shadow companion, cannot accidentally poison self, +1 save vs. poison, trap sense +1, trapfinding, uncanny dodge, improved uncanny dodge, evasion, shadow jump 20 ft, hide in plain sight; AL N; SV Fort +3, Ref +16, Will +4; Str 10, Dex 20, Con 10, Int 14, Wis 12, Cha 16. Height 5 ft. 9 in. Weight 125 lb.

**Skills and Feats:** Bluff +18, Climb +4; Disable Device +15, Diplomacy +15, Disguise +12, Forgery +8, Gather Information +10, Hide +22, Listen +10, Move Silently +22, Open Locks +15, Perform: Dance +8, Search +12, Sense Motive +8, Sleight of Hand +10, Spot +10, Tumble +15; Improved Initiative, Improved Unarmed Strike, Negotiator, Stealthy, Stunning Fist, Weapon Finesse.

**Death Attack:** If Samile has 3 rounds to study a target while undetected or unrecognized by the target and then makes a successful sneak attack, she may either kill the target or paralyze it for 1d6 +3 rounds. Both effects require a DC 14 Fortitude save to negate.

**Evasion (Ex):** Takes no damage on successful Reflex saves instead of half damage.

**Hide in Plain Sight (Su):** Can use the Hide skill even while being observed as long as Samile is within 10 feet of a shadow other than her own.

**Improved Uncanny Dodge (Ex):** Can only be flanked by a 12<sup>th</sup> level or higher rogue.

**Uncanny Dodge (Ex):** Retains Dexterity bonus to AC if flat-footed or attacked by an invisible opponent.

**Shadow Jump (Su):** May pass between shadows, as per *dimension door*, for a total of 20 ft distance per day.

**Summon Illusion (Sp):** Once/day may create visual illusions using shadows, as per *silent image*.

**Trapfinding:** Can find traps with a DC higher than 20, can find and disable magical traps.

**Trap Sense (Ex):** +1 dodge bonus to AC and +1 Reflex save to avoid traps

**Possessions:** +4 *glamered gloves of dexterity*, +2 *glamered mithral chain shirt*, +2 *ring of protection*, *ring of mind shielding*, *hat of disguise*, +1 *amulet of mighty fists*, +2 *dagger* (not normally carried), masterwork lock picks (not normally carried), pearl earrings (500 gp value), platinum wedding band (500 gp value)

**Assassin Spells Known** (3/1; base DC = 12 + spell level): 1<sup>st</sup>-*feather fall*, *jump*, *true strike*, 2<sup>nd</sup>-*alter self*, *spider climb*

**Description:** Samile is a lithe, curvaceous, sexy Suel woman who appears to be in her early 20s' but is actually 30. She currently has blue eyes and straight light blond

hair (her natural shade is much darker) typically pinned up in a stylish hairdo. When playing as Emmara, Samile talks with a high-pitched airy lilt, comes across as a bit ditzy, and walks with a graceful, confident step. Her demeanor is friendly, kind, gentle, and reassuring as Emmara but hard and severe as Samile. She always wears an elegant pair of dress gloves and her armor normally takes the form of a simple or fancy gown that accentuates her figure.

☛ **Mert, advanced shadow companion:** Medium undead (incorporeal); HD 5d12; hp 33; Init +2; Spd Fly 40 ft. (good); AC 13 (touch 13, flat-footed 11) [+2 Dex, +1 deflection]; Base Attack +2; Grapple –; Atk/Full Atk +5 melee (1d6 Strength, incorporeal touch); SA Strength damage; SQ darkvision 60 ft., incorporeal traits, undead traits, cannot be turned, rebuked, or commanded by any third party; AL N; SV Fort +1, Ref +3, Will +5; Str –, Dex 14, Con –, Int 6, Wis 12, Cha 13.

**Skills and Feats:** Hide +10 (+14 in shadows, +6 in sunlight), Listen +7, Search +5, Spot +8; Alertness, Dodge, Weapon Focus: Touch.

**Strength Damage (Su):** A negative energy effect. Creatures reduced to 0 Strength by Mert die.

**Undead Traits:** Immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also affects objects. Not subject to critical hits, nonlethal damage, ability or energy drain, or death from massive damage.

**Incorporeal Traits:** Cannot be harmed by non-magical weapons, a 50% miss chance on all attacks from a corporeal source other than force effects, positive or negative energy attacks, or attacks made with a *ghost touch* weapon, can pass through solid objects, ignore natural armor and armor and shield bonuses that aren't force effects or *ghost touch* when attacking a target. Immune to falling damage, being tripped or grappled. Can move at full speed even when it cannot see.

☛ **Rommelak "Remmy" Barnen (A.K.A Robann Strother):** human male Exp4; Medium humanoid (human); HD 4d8; hp 14; Init +1; Spd 30 ft.; AC 13 (touch 13, flat-footed 12); Base Attack +3; Grapple +3; Atk/Full Atk +4 melee (1d6/18-20, masterwork rapier); AL N; SV Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 12, Wis 9, Cha 19. Height 5 ft. 10 in. Weight 170 lb.

**Skills and Feats:** Appraise +7, Bluff +11, Diplomacy +17, Forgery +8, Gather Information +9, Knowledge: Local +5, Perform: Dance +7, Profession: Merchant +6, Sense Motive +6, Speak Languages (x2); Martial Weapon Proficiency: Rapier, Negotiator. Common, Baklunish, dwarvish, elvish

**Possessions:** masterwork rapier, *ring of protection* +2, *ring of mind shielding*.

*Description:* Though approaching the age of 40, Remmelak is still a strikingly handsome, squarely built Oeridian man with short, wavy brown hair and matching brown eyes. He has the kind of rugged good looks and suave manner that make most women wilt when he turns on the charm; think of an older James Dean.

◆ **Reynard “Renny” Barnen (A.K.A Robanson Strother):** human male Ars1; Medium humanoid (human); HD 1d8+1; hp 3; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Base Attack +0; Grapple -1; Atk/Full Atk none; AL NG; SV Fort +1, Ref +0, Will +1; Str 9, Dex 10, Con 12, Int 12, Wis 12, Cha 15. Height 4 ft. 5 in. Weight 75 lb.

*Skills and Feats:* Diplomacy +4, Profession: Merchant +4, Ride +3, Speak Languages (Baklunish, Flan), Swim +3, other skills unrealized.

*Possessions:* nothing remarkable.

*Description:* Renny is a handsome, lanky Oeridian boy of 10 years. He keeps his wavy brown hair cut short and has matching brown eyes. See Encounters 1a and 9 for role-playing details.

◆ **Rinara “Rin” Barnen (A.K.A Sera Strother), human female Com1:** Small humanoid (human); HD 1d8; hp 2; Init +1; Spd 20 ft.; AC 11 (touch 11, flat-footed 10); Base Attack +0; Grp -7; Atk/Full Atk none; AL NG; SV Fort +0, Ref +1, Will -1; Str 5, Dex 12, Con 10, Int 10, Wis 8, Cha 17. Height 3 ft. 3 in. Weight 36 lb.

*Skills and Feats:* Perform (sing) +5, Tumble +3.

*Possessions:* teddy bear.

*Description:* Rin is a 7-year-old Oeridian girl with wavy brown hair, cut to shoulder length and matching brown eyes. She is almost ridiculously cute. See encounters 1a and 9 for roleplaying details.

◆ **Barraster Jirral (A.K.A Dom Ferro):** human male Ftr4; Medium humanoid (human); HD 4d10+8; hp 30; Init +1; Spd 30 ft.; AC 17 (touch 11, flat-footed 17); Base Atk +4; Grapple +7; Atk/Full Atk +9 melee (1d8+6/19-20 +1 *longsword*) or +5 ranged (dagger, 1d4+3/19-20, dagger); AL N; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 10, Cha 10. Height 6 ft., Weight 200 lb.

*Skills and Feats:* Handle Animals +5, Intimidate +6, Jump +5, Profession: Merchant +1, Ride +8, Spot +2, Swim +5; Dodge, Endurance, Mounted Combat, Power Attack, Weapon Focus (*longsword*), Weapon Specialization (*longsword*).

*Possessions:* +1 *chain shirt*, light steel shield, +1 *longsword*, *ring of mind shielding*, 3 daggers.

*Description:* Barraster is a 35-year-old man of Oeridian-Flan mix. He is square-shouldered and solidly built, with dark hair and eyes and a full moustache. He speaks with a distinct accent compared to the others. Though generally gruff and businesslike, he is quite polite with the ladies and positively melts around kids.

◆ **Lann:** Female human Com2; Medium humanoid (human); HD 2d4; hp 5; Init +0; Spd 30 ft.; AC 10 (touch *COR5-02 Atonement*

10, flat-footed 10); Base Attack +0; Grapple +0; Atk/Full Atk +0 melee (1d6, club); AL NG; SV Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 14, Cha 10. Height 5 ft. 4 in. Weight 150 lb.

*Skills and Feats:* Craft (embroidery) +6, Profession (cook) +7, Profession (maid) +7, Profession (nanny) +7

*Possessions:* none remarkable.

*Description:* Lann is a stocky, matronly woman of Oeridian-Flan mix who is in her late 30s'. See Encounter 8 for role-playing details.

◆ **Athar:** Male human Clr1/Mnk4/Ftr4; Medium humanoid (human); HD 5d8+10 + 4d10+8; hp 63; Init +2; Spd 40 ft.; AC 13 (touch 13, flat-footed 11); Base Attack 7; Grapple +10; Atk +12 melee (1d8+6, unarmed strike); Full Atk +12/+7 or +10/+10/+5 melee (d8+6, unarmed strike); SA trip (+7 on check), flurry of blows, unarmed strikes count as magic weapons; SQ spells, evasion, rebuke/command undead, spontaneous casting (inflict), slow fall, +2 on saves vs. enchantments; AL LE; SV Fort +12, Ref +7, Will +8; Str 16, Dex 14, Con 14, Int 13, Wis 13, Cha 8. Height 5 ft. 10 in.; Weight 170 lb.

*Skills and Feats:* Balance +4, Bluff +1, Climb +9, Diplomacy +3, Hide +10, Jump +9, Listen +7, Move Silently +10, Sense Motive +8, Spellcraft +5, Spot +7, Tumble +13; Combat Expertise, Combat Reflexes, Defensive Throw<sup>CW</sup>, Dodge, Elusive Target<sup>CW</sup>, Improved Grapple, Improved Trip, Improved Unarmed Strike, Mobility, Weapon Focus (unarmed strike), Weapon Specialization (unarmed strike)

**Domains—Magic and Mind:** Can use scrolls, wands, and magic devices as if a 1<sup>st</sup> level wizard; gains a +2 bonus on Bluff, Diplomacy, and Sense Motive checks (included)

**Unarmed Strike:** Unarmed attacks deal 1d8 damage and can be lethal or nonlethal damage.

**Spontaneous Casting:** turn any non-domain divine spell into an *inflict* spell of equivalent level.

**Flurry of Blows (Ex):** When wearing no armor, Athar can take an additional attack at a -2 penalty on all attacks as part of a Full Attack action.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Slow Fall (Ex):** When falling within arm's reach of a wall, treat as if having fallen 20 feet less for purposes of determining falling damage.

**Rebuke/Command Undead:** 2/day, +1 on Charisma check, rebuke/control 2d6 HD.

*Possessions:* +1 *amulet of mighty fists*, +1 *bracers of armor*, scroll of *mage armor*

*Spells Prepared* (3/2+1; base DC = 11 + spell level): 0-*cure minor wounds*, *detect magic*, *purify food and drink*; 1<sup>st</sup>-*comprehend languages*<sup>6</sup>, *cure light wounds*, *obscuring mist*

*Description:* Athar is a Suel man of average looks and athletic build who has seen 40 years but looks younger due to his rigorous training regimen. On his upper right bicep is a magical tattoo that spells out “Purity” in

Ancient Suloise. He is racist in the extreme, as well as ruthless, vindictive, single- minded when pursuing a goal, and unpleasant in general except around fellow Brotherhood members.

\* - any armor check penalty is included

\*\* - domain spell

(CD/CW)—Spell or feat from a Builder Book; see Appendix 3 for details.

## APPENDIX 2: OTHER NPCs

### ALL APLs

#### Encounter 7

➤ **Amura:** Female human Rog5; Medium humanoid (human); HD 5d6+5; hp 23; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 16); Base Atk +3; Grapple +3; Atk/Full Atk +7 melee (1d6/18-20, masterwork rapier); SA sneak attack +3d6; SQ evasion, uncanny dodge, trapfinding, trap sense +1; AL CN; SV Fort +2, Ref +7, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 12.

*Skills and Feats:* Appraise +7, Bluff +8, Disguise +6, Forgery +7, Gather Information +10, Knowledge: Local +8, Hide +11, Listen +11, Move Silently +11, Open Locks +8, Search +4, Sleight of Hand +8, Sense Motive +9, Spot +11; Alertness, Investigator, Weapon Finesse

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Uncanny Dodge (Ex):** Retains Dexterity bonus to AC when caught flat-footed or attacked by an invisible opponent.

**Trapfinding:** Can find traps with a DC higher than 20.

**Trap Sense (Ex):** +1 on AC and saves vs. traps

*Possessions:* masterwork rapier, masterwork leather armor, +1 ring of protection

#### Encounter 8

➤ **Lenard:** Male human Exp1; Medium humanoid (human); HD 1d6+1; hp 5; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Base Atk +0; Grp +0; Atk/Full Atk +0 melee (1d4/19-20, dagger); AL CN; SV Fort +1, Ref +1, Will +2; Str 10, Dex 12, Con 12, Int 12, Wis 10, Cha 13. Height 4 ft. 10 in. Weight 85 lb.

*Skills and Feats:* Appraise +3, Bluff +5, Knowledge: Local +5, Gather Information +5, Sleight of Hand +5, other skills as yet unrealized.

### APL 2

#### Encounter 7

➤ **Jaguanara:** Female human Clr2 of Wee Jas; Medium humanoid (human); HD 2d8+4; hp 13; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grapple +2; Atk/Full Atk +2 melee (1d8+1, heavy mace); SQ turn or rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

*Skills and Feats:* Concentration +7 (+11 when casting defensively), Heal +4, Knowledge: Religion +5, Spellcraft +3; Combat Casting, Spell Focus (Enchantment), Spontaneous Healing<sup>CD</sup>.

**Rebuke/Command Undead:** 4/day, +3 on Charisma check, rebuke/command 2d6+3 HD.

**Spontaneous Casting:** turn any non-domain divine spell into an *inflict* spell of equivalent level.

*Possessions:* masterwork breastplate, heavy steel shield, heavy mace

*Spells Prepared* (4/3+1; base DC = 12 + spell level, 14+ spell level for enchantments): 0—*create water, cure minor wounds, detect magic, purify food and drink*; 1<sup>st</sup>—*bless, command\**, *divine favor, shield of faith*

\*Domain Spell; Domains—Magic and Domination: Can use scrolls, wands, and magic devices as if a 1<sup>st</sup> level wizard; gains Spell Focus (Enchantment) feat.

➤ **Jascaros and Billar:** Male human Rog1; Medium humanoid (human); HD 1d6+2; hp 6 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +0; Grapple +2; Atk/Full Atk +3 melee (1d6+2/18-20; masterwork rapier); SA sneak attack +1d6; SQ trapfinding; AL LE; SV Fort +2, Ref +4, Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

*Skills and Feats:* Climb +6, Disable Device +5, Hide +6, Jump +6, Listen +4, Move Silently +6, Open Locks +6, Search +5, Spot +4, Tumble +6; Combat Expertise, Dodge

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

*Possessions:* leather armor, masterwork rapier

## Encounter 11

➤ **Agents:** Male or female human Rog1/Ftr1; Medium humanoid (human); HD 1d6+2 + 1d10+2; hp 13 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 14); Base Atk +1; Grapple +3; Atk/Full Atk +4 melee (1d8+2/19-20, masterwork longsword); SA sneak attack +1d6; SQ trapfinding; AL NE; SV Fort +4, Ref +4, Will +1; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Climb +6, Disable Device +4, Hide +5, Jump +7, Listen +4, Move Silently +5, Open Locks +6, Search +4, Spot +4, Tumble +8; Dodge, Power Attack, Weapon Focus (longsword)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

*Possessions:* leather armor, masterwork longsword, thieves' tools.

➤ **Caris:** half-elf Rog1/Wiz3; Medium humanoid (elf); HD 1d6+1 + 3d4+3; hp 15; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 13); Base Atk +1; Grp +1; Atk/Full Atk +4 melee (1d6/18-20, rapier) or +4 ranged (1d4, sling); SA sneak attack +1d6; SQ Trapfinding, low-light vision, immune to *sleep* and related effects, +2 on saves vs. enchantments; AL NE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Concentration +6, Craft (Painter) +7, Decipher Script +7, Knowledge: Arcana +7, Knowledge: Local +7, Hide +7, Listen +4, Move Silently +7, Open Locks +9, Spellcraft +7, Spot +4, Tumble +7; Point Blank Shot, Scribe Scroll, Weapon Finesse

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

*Spells Available:* (4/3/2; Base DC = 13 + spell level) 0—*daze, mage hand, open/close, ray of frost*; 1<sup>st</sup>—*mage armor, magic missile, sleep*; 2<sup>nd</sup>—*knock, shatter*

*Possessions:* silver bracelet, rapier, sling and 10 bullets, spell components, masterwork thieves' tools, *wand of magic missiles* (1<sup>st</sup> level), *scroll of expeditious retreat* (3<sup>rd</sup> level)

## APL 4

### Encounter 7

➤ **Jonar:** Male human Mnk3; Medium humanoid (human); HD 3d8+6; hp 20; Init +2; Spd 30 ft.; AC 15 (touch 14, flat-footed 13); Base Atk +2; Grp +4; Atk +5 melee (1d6+2, unarmed strike); Full Atk +5 or +3/+3 melee (1d6+2, unarmed strike); SA flurry of blows, unarmed strike, stunning fist 3/day (DC 13 Fort save); SQ evasion, +2 on saves against Enchantment; AL LE; SV Fort +5, Ref +5, Will +5; Str 15, Dex 14, Con 14, Int 10, Wis 14, Cha 8. Height 5 ft. 8 in.; Weight 160 lb.

*Skills and Feats:* Climb +8, Hide +6, Jump +7, Move Silently +6, Sense Motive +6, Spot +3, Tumble +10;

Dodge, Improved Grapple, Improved Unarmed Strike, Deflect Arrows, Stunning Fist, Weapon Focus (unarmed attack)

**Unarmed Strike:** Unarmed attacks deal 1d6 damage and can be lethal or nonlethal damage.

**Flurry of Blows (Ex):** When wearing no armor, Athar can take an additional attack at a -2 penalty on all attacks as part of a Full Attack action.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

*Possessions:* +1 bracers of armor

➤ **Jaguanara:** Female human Clr2; Medium humanoid (human); HD 2d8+4; hp 13; Init +1; Spd 20 ft.; AC 18 (touch 11, flat-footed 17); Base Atk +1; Grapple +2; Atk/Full Atk +3 melee (1d8+1, heavy mace); SQ turn or rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +5, Ref +1, Will +5; Str 12, Dex 12, Con 14, Int 10, Wis 15, Cha 12.

*Skills and Feats:* Concentration +7 (+11 cast defensively), Heal +4, Knowledge: Religion +5, Spellcraft +3; Combat Casting, Spell Focus (Enchantment), Spontaneous Healing<sup>cb</sup>.

**Rebuke/Command Undead:** 4/day, +3 on Charisma check, rebuke/command 2d6+3 HD.

**Spontaneous Casting:** turn any non-domain divine spell into an *inflict* spell of equivalent level.

*Possessions:* masterwork breastplate, masterwork heavy mace, heavy shield

*Spells Prepared* (4/3+1; base DC = 12 + spell level, 14+ spell level for enchantments): 0—*create water, cure minor wounds, detect magic, purify food and drink*; 1<sup>st</sup>—*bless, command\**, *divine favor, shield of faith*.

*\*Domain Spell;* Domains—Magic and Domination: Can use scrolls, wands, and magic devices as if a 1<sup>st</sup> level wizard; gains Spell Focus (Enchantment) feat.

➤ **Jascaros, Billar, and Billana:** Male or female human Rog2; Medium humanoid (human); HD 2d6+4; hp 11 each; Init +2; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Base Atk +1; Grapple +3; Atk/Full Atk +4 melee (1d6+2/18-20, masterwork rapier); SA sneak attack +1d6; SQ evasion, trapfinding; AL LE; SV Fort +2, Ref +5, Will +0; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

*Skills and Feats:* Climb +7, Disable Device +6, Hide +7, Jump +7, Listen +5, Move Silently +7, Open Locks +7, Search +6, Spot +5, Tumble +9; Combat Expertise, Dodge

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Trapfinding:** Can find traps with a DC higher than 20.

*Possessions:* masterwork studded leather armor, masterwork rapier

## Encounter 11

✚ **Agents:** Male half-orc Rog1/Ftr1; Medium humanoid (orc); HD 1d6+2 + 1d10+2; hp 13 each; Init +2; Spd 30 ft.; AC 14 (touch 12, flat-footed 12); Base Atk +1; Grp +4; Atk/Full Atk +6 melee (1d8+3/19-20, masterwork longsword); SA sneak attack +1d6; SQ Trapfinding, darkvision 60 feet; AL NE; SV Fort +4, Ref +4, Will +1; Str 16, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

**Skills and Feats:** Climb +8, Hide +5, Intimidate +4, Jump +8, Listen +4, Move Silently +5, Search +3, Spot +4, Tumble +8; Dodge, Power Attack, Weapon Focus (longsword)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Possessions:** leather armor, masterwork longsword, thieves' tools

✚ **Caris:** half-elf Rog1/Evk3; Medium humanoid (elf); HD 1d6+1 + 3d4+3; hp 15; Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 13); Base Atk +1; Grapple +1; Atk/Full Atk +4 melee (1d6/18-20, rapier) or +4 ranged (1d4, sling); SA sneak attack +1d6; SQ Trapfinding, low-light vision, immune to *sleep* and related effects, +2 on saves vs. enchantments; AL NE; SV Fort +2, Ref +6, Will +3; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

**Skills and Feats:** Climb +4, Concentration +6, Craft (Painter) +7, Decipher Script +7, Knowledge: Arcana +7, Knowledge: Local +7, Hide +7, Listen +4, Move Silently +7, Open Locks +7, Spellcraft +7, Spot +4, Tumble +7; Point Blank Shot, Scribe Scroll, Weapon Finesse.

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Spells Available:** (4+1/3+1/2+1; Base DC = 13 + spell level) 0-daze, *mage hand*, *open/close*, *ray of frost* (2); 1<sup>st</sup>—~~*mage armor*~~, *magic missile* (2), *sleep*; 2<sup>nd</sup>—*knock*, *shatter*, *scorching ray*

**Possessions:** silver ring (50 gp), rapier, sling and 10 bullets, spell components, *wand of magic missiles* (1<sup>st</sup>), scroll of *expeditious retreat* (3<sup>rd</sup>)

✚ **Doranus:** Male halfling Rog4; Small humanoid (halfling); HD 4d6+8; hp 22; Init +4; Spd 20 ft. (30 ft. with *longstrider* active); AC 18 (touch 15, flat-footed 18); Base Atk +3; Grapple +3; Atk/Full Atk +9 melee (1d4+1, masterwork rapier) or ranged +9 (1d3, sling); SA sneak attack +2d6, +1 on attack rolls with thrown weapons and sling; SQ evasion, uncanny dodge, trapfinding, trap sense +1, +2 morale bonus on saves against fear; AL NE; SV Fort +3, Ref +9, Will +2; Str 12, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

**Skills and Feats:** Climb +8, Disable Device +8, Disguise +4, Hide +14, Jump +8, Listen +3, Move Silently +13, Open Locks +10, Perform (dance) +5, Search +8, Spot +3, Tumble +11; Dodge, Weapon Finesse

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Evasion (Ex):** Takes no damage on successful Reflex saves instead of half damage.

**Uncanny Dodge (Ex):** Retains Dexterity bonus to AC if flat-footed or attacked by an invisible opponent.

**Trap Sense (Ex):** +1 dodge bonus to AC and Reflex save to avoid traps

**Possessions:** masterwork studded leather armor, masterwork rapier, masterwork thieves' tools, ~~*potion of longstrider*~~, sling and 10 bullets, flask of acid

## APL 6

### Encounter 7

✚ **Jonar:** Male human Mnk5; Medium humanoid (human); HD 5d8+10; hp 33; Init +2; Spd 40 ft.; AC 16 (touch 15, flat-footed 14); Base Atk +3; Grp +3/+6; Atk +7 melee (1d8+6, unarmed strike); Full Atk +7 or +5/+5 melee (1d8+6, unarmed strike); SA flurry of blows, unarmed strike, unarmed attacks count as magic weapons, stunning fist 5/day (DC 14 Fort save); SQ evasion, +2 on saves vs. Enchantment, slow fall 20 ft., immune to disease; AL LE; SV Fort +6, Ref +6, Will +6; Str 16, Dex 14, Con 14, Int 10, Wis 14, Cha 8. Height 5 ft. 10 in.; Weight 170 lb.

**Skills and Feats:** Climb +10, Hide +8, Jump +7, Move Silently +8, Sense Motive +7, Spot +4, Tumble +12; Dodge, Improved Grapple, Improved Unarmed Strike, Deflect Arrows, Stunning Fist, Weapon Focus (unarmed attack)

**Unarmed Strike:** Unarmed attacks deal 1d8 damage and can be lethal or nonlethal damage.

**Flurry of Blows (Ex):** When wearing no armor, Jonar can take an additional attack at a -2 penalty on all attacks as part of a Full Attack action.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Slow Fall (Ex):** Takes falling damage as if the fall were 20 feet shorter when within arm's reach of a wall.

**Possessions:** +1 bracers of armor

✚ **Jaguanara:** Female human Clr4 of Wee Jas; Medium humanoid (human); HD 4d8+8; hp 26; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +3; Grp +4; Atk/Full Atk +7 melee (1d8+1, masterwork heavy mace); SQ turn or rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +6, Ref +2, Will +7; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

**Skills and Feats:** Concentration +9 (+13 cast defensively), Diplomacy +3, Heal +5, Knowledge: Religion +5, Spellcraft +5; Combat Casting, Scribe Scroll, Spell Focus (Enchantment), Spontaneous Healing<sup>CD</sup>.

**Rebuke/Command Undead:** 4/day, +3 on Charisma check, rebuke/command 2d6+5 HD.

**Spontaneous Casting:** turn any non-domain divine spell into an *inflict* spell of equivalent level.

**Possessions:** +1 *breastplate*, masterwork heavy mace, heavy wooden shield

**Spells Prepared** (5/4+1/3+1; base DC = 13 + spell level, 15+ spell level for enchantments): 0—*create water*, *cure minor wounds*, *detect magic*, *purify food and drink*, *read magic*; 1<sup>st</sup>—*bless*, *command*<sup>\*</sup>, *cure light wounds*, *divine favor*, *shield of faith*; 2<sup>nd</sup>—*bull's strength*, *cure moderate wounds*, *spiritual weapon*, *identify*<sup>\*</sup>

<sup>\*</sup>**Domain Spell:** Domains—Magic and Domination: Can use scrolls, wands, and magic devices as if a 1<sup>st</sup> level wizard; gains Spell Focus (Enchantment) feat.

➤ **Jascaros, Billar, and Billana:** Male or female human Rog3; Medium humanoid (human); HD 3d6+6; hp 17 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +2; Grp +4; Atk/Full Atk +5 melee (1d6+2/18-20; masterwork rapier); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL LE; SV Fort +3, Ref +6, Will +1; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

**Skills and Feats:** Climb +9, Disable Device +7, Hide +7, Jump +7, Listen +7, Move Silently +7, Open Locks +8, Search +7, Spot +6, Tumble +9; Combat Expertise, Dodge, Improved Trip

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Evasion(Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Trapfinding:** Can find traps with a DC higher than 20.

**Trap Sense (Ex):** +1 on AC and saves vs. traps

**Possessions:** masterwork chain shirt, masterwork rapier

## Encounter 11

➤ **Agents:** Male half-orc Rog2/Ftr1; Medium humanoid (orc); HD 2d6+4 + 1d10+2; hp 19 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +2; Grp +6; Atk/Full Atk +9 melee (1d8+5/19-20, masterwork longsword); SA sneak attack +1d6; SQ Trapfinding, evasion, darkvision 60 feet; AL NE; SV Fort +4, Ref +5, Will +1; Str 16 (20), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

**Skills and Feats:** Climb +8, Hide +4, Intimidate +5, Jump +8, Listen +5, Move Silently +4, Search +5, Spot +5, Tumble +8; Dodge, Power Attack, Weapon Focus (longsword)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Evasion(Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Possessions:** masterwork studded leather armor, light wooden shield, masterwork longsword, *potion of bull's strength*

➤ **Caris:** half-elf human Rog1/Evk5; Medium humanoid (human); HD 1d6+1 + 5d4+5; hp 22 (33); Init +3; Spd 30 ft.; AC 23 (touch 17, flat-footed 13); Base Atk +2; Grp +2; Atk/Full Atk +5 melee (1d6/18-20, rapier) or +6 ranged (ray, as spell); SA sneak attack +1d6; SQ Trapfinding, low-light vision, immune to *sleep* and related effects, +2 on saves vs. enchantments; AL NE; SV Fort +2, Ref +6, Will +4; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

**Skills and Feats:** Climb +4, Concentration +10 (+14), Craft (painter) +8, Decipher Script +8, Knowledge: Arcana +9, Knowledge: Local +7, Hide +7, Listen +4, Move Silently +7, Open Locks +7, Spellcraft +9, Spot +4, Tumble +7; Combat Casting, Point Blank Shot, Scribe Scroll, Weapon Finesse, Weapon Focus (ray)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Spells Available:** (4+1/4+1/3+1/2+1; Base DC = 13 + spell level) 0—*daze*, *mage hand*, *open/close*, *ray of frost* (2); 1<sup>st</sup>—*burning hands*, *expeditious retreat*, ~~*mage armor*~~, *magic missile* (2); 2<sup>nd</sup>—~~*false life*~~, *knock*, *shatter*, *scorching ray*; 3<sup>rd</sup>—*haste*, *fireball*, *hold person*

**Possessions:** rapier, spell components, *wand of magic missiles* (3<sup>rd</sup> level), *scroll of expeditious retreat* (3<sup>rd</sup> level)

➤ **Doranus:** Male halfling Rog4/Ftr1/Ass2/Shd1; Small humanoid (halfling); HD 5d6+10 + 1d10+2 + 1d8+2; hp 44; Init +4; Spd 20 ft. (30 ft. with *longstrider*); AC 18 (touch 15, flat-footed 18); Base Atk +5; Grapple +2; Atk/Full Atk +11 melee (1d4+1/18-20 plus poison, masterwork rapier) or +9 ranged (1d3, sling); SA sneak attack +3d6, +1 on attack rolls with thrown weapons and sling; SQ evasion, uncanny dodge, trapfinding, trap sense +1, +2 morale bonus on saves vs. fear; AL NE; SV Fort +5, Ref +14, Will +4; Str 13, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

**Skills and Feats:** Climb +13, Disable Device +10, Disguise +4, Hide +18, Jump +8, Listen +4, Move Silently +15, Open Locks +10, Perform (dance) +5, Search +10, Spot +3, Tumble +13, Use Magic Device +9; Dodge, Iron Will, Mobility, Weapon Finesse

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +3d6 damage on attacks.

**Death Attack:** If Doranus has 3 rounds to study a target while undetected or unrecognized by the target and then makes a successful sneak attack, she may either kill the target or paralyze it for 1d6+3 rounds. Both effects require a DC 13 Fort save to negate.

**Hide in Plain Sight (Su):** Can use the Hide skill even while being observed as long as Doranus is within 10 feet of a shadow other than his own.

**Trapfinding:** Can find traps with a DC higher than 20.

**Evasion (Ex):** Takes no damage on successful Reflex saves instead of half damage.



**Uncanny Dodge (Ex):** Retains Dexterity bonus to AC if flat-footed or attacked by an invisible opponent.

**Trap Sense (Ex):** +1 dodge bonus to AC and Reflex save to avoid traps

**Poison (Ex):** The rapier is coated with poison 1d4/1d4 Str, DC 14 Fort.

*Spells Available* (2; DC = 11+spell level): 1<sup>st</sup>—*disguise self*, *jump*, *true strike*

*Possessions:* *mithral chain shirt*, masterwork rapier, masterwork thieves' tools, ~~*scroll of expeditious retreat*~~ (3<sup>rd</sup> level), flask of acid

## APL 8

### Encounter 7

➤ **Jaguanara:** Female human Clr7 of Wee Jas; Medium humanoid (human); HD 7d8+14; hp 46; Init +1; Spd 20 ft.; AC 19 (touch 11, flat-footed 18); Base Atk +6; Grapple +6; Atk/Full Atk +7 melee (1d8+1, masterwork heavy mace); SQ turn or rebuke undead, spontaneous casting (inflict); AL LE; SV Fort +7, Ref +3, Will +8; Str 12, Dex 12, Con 14, Int 10, Wis 16, Cha 12.

*Skills and Feats:* Concentration +12, Diplomacy +7, Heal +9, Knowledge: Arcana +7, Knowledge: Religion +7, Spellcraft +7; Combat Casting, Extend Spell, Scribe Scroll, Spell Focus: Enchantment, Spontaneous Healing<sup>CD</sup> (can spontaneously convert 3 spells/day to cure spells)

**Domains—Magic and Domination:** Can use scrolls, wands, and magic devices as if a 1<sup>st</sup> level wizard; gains Spell Focus: Enchantment feat.

**Rebuke/Command Undead:** 4/day, +3 on Charisma check, rebuke/control 2d6+8 HD.

**Spontaneous Casting:** turn any non-domain divine spell into an *inflict* spell of equivalent level.

*Possessions:* +1 *breastplate*, masterwork heavy mace, heavy wooden shield

*Spells Prepared* (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level, 15+ spell level for enchantments): 0—*create water*, *cure minor wounds*, *detect magic*, *mending*, *purify food and drink*, *read magic*; 1<sup>st</sup>—*command*\*, *cure light wounds*, *divine favor*, *magic weapon*, *shield of faith* (2); 2<sup>nd</sup>—*bull's strength*, *cure moderate wounds*, *silence*, *spiritual weapon* (dagger), *identify*\*\*; 3<sup>rd</sup>—*blindness*, *invisibility purge*, *searing light*, *dispel magic*\*; 4<sup>th</sup>—*recitation*<sup>CD</sup>, *dominate person*\*

➤ **Jascaros, Billar, and Billana:** Male or female human Rog3/Ftr2; Medium humanoid (human); HD 3d6+3 + 2d10+2; hp 27 each; Init +3; Spd 30 ft.; AC 17 (touch 12, flat-footed 15); Base Atk +4; Grp +7; Atk/Full Atk +9 melee (1d8+3/19-20, masterwork longsword); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1; AL LE; SV Fort +5, Ref +5, Will +1; Str 16, Dex 14, Con 13, Int 13, Wis 10, Cha 10.

*Skills and Feats:* Climb +9\*, Disable Device +9, Hide +8\*, Jump +9\*, Listen +6, Move Silently +8\*, Open Locks +10, Spot +6, Tumble +10\*; Combat Expertise, Dodge, Improved Trip, Power Attack, Weapon Focus (longsword)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Trapfinding:** Can find traps with a DC higher than 20.

**Trap Sense (Ex):** +1 on AC and saves vs. traps

*Possessions:* masterwork chain shirt, masterwork longsword, small wooden shield

### Encounter 11

➤ **Agents:** Male half-orc Rog3/Ftr1; Medium humanoid (orc); HD 3d6+6 + 1d10+2; hp 24 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Base Atk +3; Grapple +8; Atk/Full Atk +10 melee (1d10+7/19-20, masterwork bastard sword); SA sneak attack +2d6; SQ Trapfinding, +1 trap sense, evasion, darkvision 60 feet; AL NE; SV Fort +5, Ref +5, Will +2; Str 17(21), Dex 14, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Climb +9\*, Hide +5\*, Intimidate +6, Jump +8\*, Listen +7, Move Silently +5\*, Search +3, Spot +7, Tumble +10\*; Dodge, Power Attack, Weapon Focus (bastard sword)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

**Trap Sense (Ex):** +1 on AC/saves vs. traps.

**Evasion (Ex):** Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

*Possessions:* masterwork chain shirt, ~~*potion of bull's strength*~~, masterwork bastard sword, thieves' tools

➤ **Caris:** half-elf (currently troglodyte) Rog1/Evk6; Medium humanoid (elf); HD 1d6+1 + 6d4+6; hp 26 (38); Init +3; Spd 30 ft.; AC 17 (touch 17, flat-footed 13); Base Atk +3; Grp +3; Atk +6 melee (1d4, claw) or +7 ranged (ray, as spell); Full Atk +6/+6 melee (1d4, 2 claws) and +4 melee (1d4, bite) or +7 ranged (ray, as spell); SA sneak attack +1d6; SQ Trapfinding, low-light vision, immune to sleep and related effects, +2 on saves vs. enchantments; AL NE; SV Fort +3, Ref +7, Will +5; Str 10, Dex 16, Con 12, Int 16, Wis 10, Cha 10.

*Skills and Feats:* Climb +4, Concentration +11 (+15 cast defensively), Craft (Painter) +9, Decipher Script +8, Knowledge: Arcana +10, Knowledge: Local +8, Hide +7, Listen +4, Move Silently +7, Open Locks +7, Spellcraft +10, Spot +4, Tumble +7; Combat Casting, Point Blank Shot, Scribe Scroll, Weapon Finesse, Weapon Focus (ray)

**Sneak Attack (Ex):** When opponent is flanked or otherwise denied their Dexterity bonus to AC, +1d6 damage on attacks.

**Trapfinding:** Can find traps with a DC higher than 20.

*Spells Prepared* (4+1/4+1/4+1/3+1; Base DC = 13 + spell level): 0—*daze*, *mage hand*, *open/close*, *ray of frost*

(2); 1<sup>st</sup>—*burning hands, expeditious retreat, ~~mage armor~~, magic missile*(2); 2<sup>nd</sup>—*~~alter self~~, false life, knock, shatter, scorching ray*; 3<sup>rd</sup>—*haste, fireball, lightning bolt, hold person*

*Possessions*: spell components, *wand of magic missiles* (3<sup>rd</sup> level), scroll of *expeditious retreat* (3<sup>rd</sup> level)

☛ **Doranus**: Male halfling Rog4/Ftr1/Ass2/Shd1; Small humanoid (halfling); HD 5d6+10 + 1d10+2 + 1d8+2; hp 44; Init +4; Spd 20 ft. (50 ft. with *expeditious retreat*); AC 18 (touch 15, flat-footed 18); Base Atk +5; Grapple +2; Atk/Full Atk +11 melee (1d4+1/18-20 plus poison, masterwork rapier), or +9 ranged (1d3, sling); SA sneak attack +2d6, +1 on attack rolls with thrown weapons and sling; SQ evasion, uncanny dodge, trapfinding, trap sense +1, +2 morale bonus on saves vs. fear; AL NE; SV Fort +5, Ref +14, Will +4; Str 13, Dex 18, Con 14, Int 12, Wis 10, Cha 10.

*Skills and Feats*: Climb +13, Disable Device +10, Disguise +4, Hide +18, Jump +8, Listen +4, Move Silently +15, Open Locks +10, Perform (dance) +5, Search +10, Spot +3, Tumble +13, Use Magic Device +9; Dodge, Iron Will, Mobility, Weapon Finesse

**Sneak Attack (Ex)**: When opponent is flanked or otherwise denied their Dexterity bonus to AC, +3d6 damage on attacks.

**Death Attack**: If Doranus has 3 rounds to study a target while undetected or unrecognized by the target and then makes a successful sneak attack, she may either kill the target or paralyze him for 1d6+3 rounds. Both effects require a DC 13 Fort save to negate.

**Hide in Plain Sight (Su)**: Can use the Hide skill even while being observed as long as Doranus is within 10 feet of a shadow other than his own.

**Trapfinding**: Can find traps with a DC higher than 20.

**Evasion (Ex)**: Takes no damage on successful Reflex saves instead of half damage.

**Uncanny Dodge (Ex)**: Retains Dexterity bonus to AC if flat-footed or attacked by an invisible opponent.

**Trap Sense (Ex)**: +1 dodge bonus to AC and Reflex save to avoid traps

**Poison (Ex)**: The rapier is coated with poison 1d4/1d4 Str, DC 14 Fort.

*Possessions*: *mithral chain shirt*, masterwork rapier, masterwork thieves' tools, ~~scroll of expeditious retreat~~ (3<sup>rd</sup> level), flask of acid

☛ **Jonar**: Male human Mnk5/Rog3; Medium humanoid (human); HD 5d8+10 + 3d6+6; hp 50; Init +2; Spd 40 ft.; AC 16 (touch 15, flat-footed 14); Base Atk +5; Grapple +8; Atk +9 melee (1d8+3, unarmed strike); Full Atk +9 or +7/+7 melee (1d8+6, unarmed strike); SA sneak attack +2d6, flurry of blows, unarmed strike, unarmed attacks count as magic weapons, stunning fist 5/day (DC 16 Fort save); SQ evasion, +2 on saves vs. Enchantment, slow fall 20 ft., immune to disease, trapfinding, trap sense; AL LE; SV Fort +7, Ref +9, Will +7; Str 16, Dex 15, Con 14, Int 10, Wis 14, Cha 8. Height 5 ft. 10 in.; Weight 170 lb.

*Skills and Feats*: Climb +10, Hide +11, Jump +7, Move Silently +11, Open Locks +13, Search +9, Sense Motive +7, Spot +5, Tumble +14; Deflect Arrows, Dodge, Improved Grapple, Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Focus (unarmed attack)

**Evasion (Ex)**: Takes no damage on a successful Reflex save against attacks that normally deal half damage on a successful Reflex save.

**Flurry of Blows (Ex)**: When wearing no armor, Jonar can take an additional attack at a -2 penalty on all attacks as part of a Full Attack action.

**Slow Fall (Ex)**: Takes falling damage as if the fall were 20 feet shorter when within arm's reach of a wall.

**Sneak Attack (Ex)**: When opponent is flanked or otherwise denied their Dexterity bonus to AC, +2d6 damage on attacks.

**Trapfinding**: Can find traps with a DC higher than 20.

**Trap Sense (Ex)**: +1 dodge bonus to AC and Reflex save to avoid traps

**Unarmed Strike**: Unarmed attacks deal 1d8 damage and can be lethal or nonlethal damage.

*Possessions*: +1 bracers of armor

## APPENDIX 3: NEW RULES

### DEFENSIVE THROW [GENERAL]

As presented in *Complete Warrior*

**Prerequisites:** Dex 13, Combat Reflexes, Dodge, Improved Trip, Improved Unarmed Strike

**Benefit:** If the opponent you have chosen to use your Dodge feat against attacks you and misses, you can make an immediate trip attack against that opponent. This attempt counts against your allowed attacks of opportunity in the round.

### ELUSIVE TARGET [TACTICAL]

As presented in *Complete Warrior*

**Prerequisites:** Dodge, Mobility, Base Atk +6.

**Benefit:** This feat enables one of three tactical maneuvers:

*Negate Power Attack:* To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty to attack.

*Diverting Defense:* To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes the roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

*Cause Overreach:* to use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

### SPONTANEOUS HEALER [DIVINE]

As presented in *Complete Divine*

**Prerequisites:** Knowledge (religion) 4 ranks, nonevil alignment, able to cast any *cure wounds* spell

**Benefit:** You can use your spellcasting ability to spontaneously cast *cure* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

### RECITATION

As presented in *Complete Divine*

Conjuration (Creation)

**Level:** Cleric 4, Purification 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** All allies and foes within a 60-ft.-radius burst centered on you

**Duration:** 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

By reciting a sacred passage or declaration, you invoke your deity's blessing upon yourself and your allies while causing confusion and weakness among your enemies. The spell affects all allies and foes within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus on attack rolls and saving throws, or a +3 luck bonus if they worship the same patron deity as you. Enemies suffer a -2 luck penalty on attack rolls and saving throws. After casting the spell, you are free to take further actions during the spell's duration as you see fit.

*Divine Focus:* In addition to your holy symbol, this spell requires a sacred text as a divine focus.

## APPENDIX 4: REMMELAK'S HOUSE

Refer to DM's Map 1: Rimmellak's House. This map may be shown to PCs.

Unless noted otherwise, all rooms are 9 feet high and lit by *continual flame* or (during the day) natural sunlight when in use. Floors are carpeted hardwood unless otherwise noted. The house is made of brick, so all exterior walls have a DC 25 Climb check.

PCs are not expected to spend a lot of time searching Rimmellak's house, so only general descriptions of most rooms are given. Typical furnishings of masterwork quality are assumed.

**Doors:** All doors conform to the following stats:

❖ **Interior Wooden Doors:** hardness 5; hp 15; AC 5; Break DC 18; Average lock (DC 25 Open Locks check).

❖ **Exterior Wooden Doors:** hardness 5; hp 20; AC 5; Break DC 23; Good lock (DC 30 Open Locks check); can be barred (increases break DC to 25).

All adults have a key, which unlocks all doors in the house except Rimmellak's office (for which only he has a key).

**Windows:** All windows have glass panes, latches, and heavy wooden shutters (treat as "interior wooden doors" for purposes of bypassing them when closed and secured). First floor windows are always secured at night, second floor windows usually are not.

### First Floor

1. **Foyer:** The small side room is a cloak closet. A bell hangs above the door that is attached to the rope outside. Walls are decorated with simple tapestries.
2. **Sitting Room:** See Encounter 1.
3. **Main Hall:** This room is furnished with various small tables and stands and numerous comfortable chairs and sofas. It is open to the roof 20 feet above, giving the room a very airy feeling, with a large chandelier hanging in the center. Both staircases are protected by sturdy banisters. Stray toys might be found if the PCs look carefully. Barraster can be found lounging here when not running errands.
4. **Meeting Room:** A large, round, polished hardwood table with several comfortable chairs dominates this room. Maps of the immediate region around Greyhawk and the Flaeness as a whole can be seen on the walls.
5. **Office:** Rimmellak can be found here during most of the day except meal times. It is a tidy and well-organized office whether Rimmellak is present or not. PCs searching here when Rimmellak is not around can find various mundane business contracts, trade reports, and business-related letters. A thorough Search (DC 20) turns up a meticulously maintained

accounting ledger, which dates back three years. The only item of particular interest in it is an entry dated the day of the PCs' arrival, which has a large sum of money, debited to someone named "K." It takes a DC 18 Intelligence or Profession: Bookkeeping check to notice this, however.

This room has a safe concealed in a hidden trap door under a bearskin rug (DC 25 Search check). A DC 30 Open Locks check is required to open it. Inside are several thousand gp in gems (sorted by type), 500 gp in loose coins, and an elaborate diamond ring worth at least 5,000 gp, which belonged to Sira. Also in the safe are three *potions of cure light wounds* and two *potions of cure moderate wounds*. None of this can be lawfully claimed by the PCs, however.

6. **Dining Hall:** The long table in this room can easily seat 16 people.
7. **Kitchen:** A well-equipped and well-stocked kitchen with a large hearth on the back wall. Lann can be found here more often than not during the day.
8. **Pantry:** A well-stocked larder, which is always kept locked (so the kids don't stray into the cellar). The stairs lead down to a 20-foot by 30-foot cellar, which contains wine racks sporting some good vintages. Mert typically lingers down here when he needs to be out of sight. He always retreats into the cobblestone walls if someone other than Emmara descends down here.
9. **Bath:** Includes a large, round tub set into the floor (which can easily accommodate up to six people) and hot-and-cold running water. The floor is ceramic tile spotted with drains.
10. **Laundry:** No further comment necessary!
11. **Storage:** A closet.
12. **Privy:** Clean, spacious, scented by hanging baskets of potpourri.
13. **Servant Quarters:** One room is used by Lann, the other by Barraster, though both are equipped to sleep up to three people. Both are present in their respective rooms during the night. Nothing remarkable can be found in their personal effects beyond some coins (not an extravagant amount) that each has saved back, though Barraster's room has a light shield, assorted extra swords and daggers, and a short bow and quiver of 20 arrows.

### Second Floor

14. **Master Bedroom:** The only room in the house where the furnishings could be considered luxurious rather than just high quality. Rimmellak's rapier and numerous fine outfits for both him and Emmara can be found here, as well as jewelry totaling over 10,000 gp in value in a locked (DC 35 Open Locks) jewelry box hidden under the bed. Hidden under the bed's mattress is Emmara's sheathed *daggar* +2.

15. **Emmara's Sitting Room:** Emmara can often be found here during the day when not tending to the children, typically reading or working on an embroidery project. She leads the PCs into here if they want to speak to her privately. The door to area 16 stands open unless otherwise noted.
- Attached to the under side of a sofa in this room is a carefully concealed pouch (DC 20 Search check to notice even if the under side is checked) containing a set of masterwork thieves' tools, which belong to Emmara.
16. **Play Room:** This is where Rinara and Reynard (and Lenard, when present) most often hang out during the day. It has many toys, dolls, and games.
17. **Rinara's Room:** Furnished as one might expect for a pampered 8-year-old girl, including lots of dolls and plush animals. Generally the most unkempt room in the house. Small pictures of both Sira and Emmara can be found here.
18. **Reynard's Room:** Furnished as one might expect for a 10-year-old boy, including lots of figurines carefully organized on shelves. Small pictures of both Sira and Emmara can be found here.
19. **Class Room:** Where Rinara and Reynard are tutored. The room is furnished simply, with just a table, slate board on wall, and a cabinet containing two smaller slate boards, chalk, and various writing accessories.
20. **Library:** Books line shelves on all walls and freestanding in the center. Various topics are covered, but most books concern history, geography, and storytelling.
21. **Guest Rooms:** The PCs will use two of the rooms nearest Reynard's room.
22. **Open Area:** This area has a large table dominated by a partly assembled jigsaw puzzle. When completed, the picture will depict an underwater scene featuring mermaids.

## PLAYER'S HANDOUT 1

*The Merchant was spotted in the Foreign Quarter. Pinpoint his location. You will be contacted when the strike team arrives.*

– K

## PLAYER'S HANDOUT 2

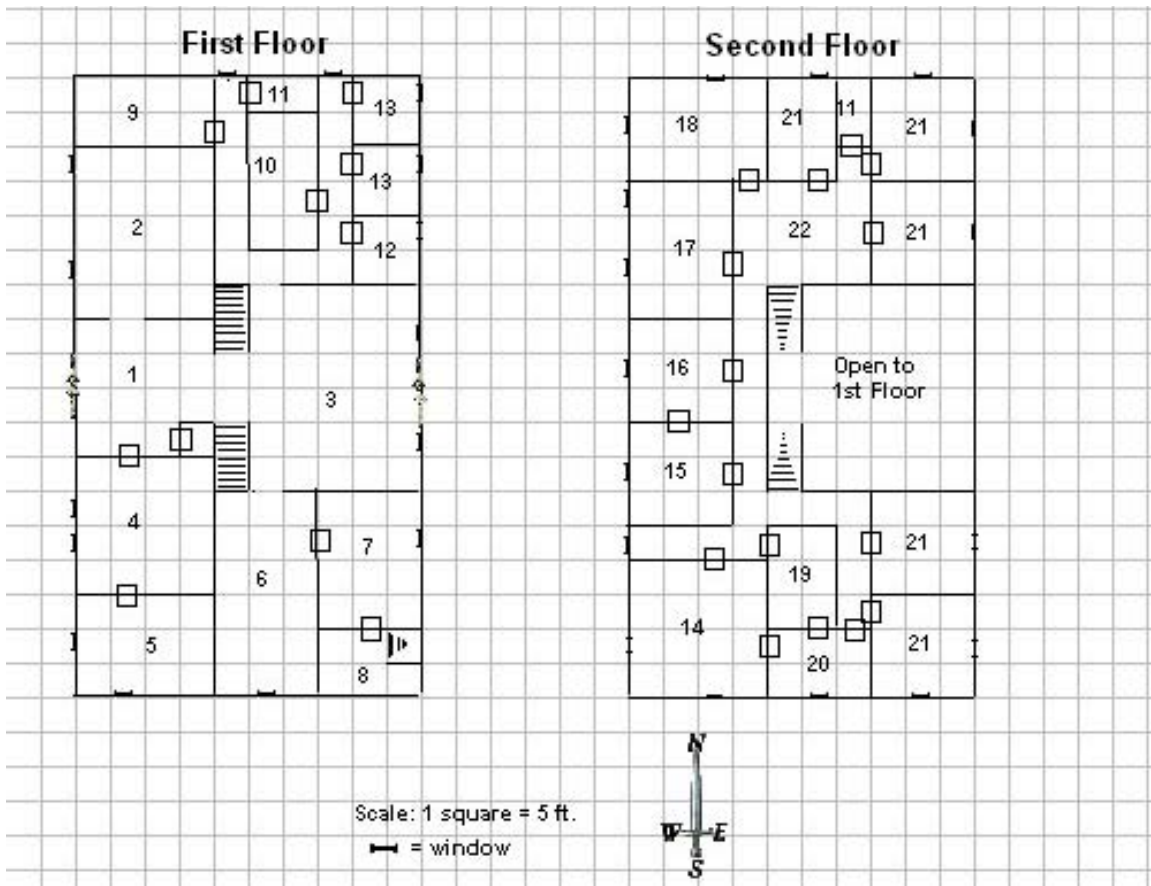
*Zofar,*

*Find out if the assassin known as Shadowfist is in the city. If he is, find out why he has not contacted us lately and whether he will help or hinder when we strike The Merchant. Report anything you learn to Athar at the old jail.*

*Purity,*

D

## DM'S MAP 1: Remmelak's House



## DM'S MAP #2: Encounter 7

