

The Black Night

A D&D Living Kingdoms of Kalamar[®] Adventure

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The Port of Loona seethes with more danger than usual. In the dark of the night, when the moon is shrouded, someone is leaving object lessons behind, and no one knows why. Can the PCs find the perpetrator?

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Calculating Average Table Level (ATL)

LKoK uses ATL rather than Average Party Level (APL) in an effort to offer challenging adventures without massacring smaller or imbalanced tables. What this means is that, to calculate the ATL for a table, the levels of all the player-characters are added together. That number is divided by six regardless of how many player-characters there actually are. This number constitutes the party's ATL (rounded to the closest integer). If that number is not offered in the adventure, the players may choose if they play up (a higher ATL) or down (a lower ATL). It is against the spirit of the campaign to deny a player an open spot at a table in an effort to maximize the treasure for the other players at the table. Twelve players should play in 2 tables of 6 not 3 tables of four.

Once you calculate the ATL write it down here as you will need it later or setting the DC of certain skill checks.

ADVENTURE NOTES

This module is an official supplement to the Living Kingdoms of Kalamar campaign. It is designed for 4 to 6 characters ranging from 1st to 13th level. It is advised that PCs go through this adventure with a full party, as the challenges presented may overwhelm a small party of adventurers.

You, the Judge (the authority figure of the table and the administrator of the adventure), need a copy of the Dungeons & Dragons® 3rd Edition revised Player's Handbook and Dungeon Master's Guide (v.3.5) for this event. The adventure takes place in the Kingdoms of Kalamar setting in the Principality of Pekal. Therefore, the Judge should also have the Kingdoms of Kalamar® Core Sourcebook and the Kingdoms of Kalamar Player's Guide.

Specific statistics for key Non-Player Characters (NPCs) and other materials are included in the appendix at the back of this adventure as well as throughout the adventure text itself. Certificates that may be photocopied are also included. The Judge should read this adventure entirely no less than once before playing in order to ensure a precise flow of events, as there are many aspects relating to the flavor and culture that are important to the Living™ Kingdoms of Kalamar campaign and to this adventure.

CALENDAR AND CLIMATE

It is mid-Harvest, and the constellation of the Keeper is ever watchful of the Harvester, bringer of both plenty and death. Loona's perpetual onshore westerly is bringing the usual mists and fog, and is dropping in temperature. Days are cool and cloudy, and nights are raw and unpleasant.

MODULE NOTES

This module is structured slightly differently than normal LKoK mods. There are 5 encounters and three events. Encounters 1 through 5 can be done in any order, but after any two are done, Event A happens. After Event A is the third encounter. If there is time, run a 4th encounter here, then Event B. Event B is followed by the fourth (or fifth) encounter, followed by Event C, and then the conclusion. At least 4 of the encounters must be used, but it does not matter which 4.

This module is set in Loona, the port town of the city-state of Geanavue, on the west coast of Reanaaria Bay. Geanavue holds one of Tellene's greatest architectural marvels, Castle Geana, but Loona is a festering sinkhole of smuggling, piracy, poverty, and danger.

Loona also has near-omnipresent fog. All outdoor combats take place in the fog, granting concealment (20% miss chance) to anyone outside 5 feet.

If the GM has the chance, *Loona, Port of Intrigue* is recommended but not required reading for this module. Hopefully, all necessary information has been included.

BACKGROUND

When she was an elven teenager in Loona, Pala Forlan was one of the rioting commoners in the mob that set the fires on what became known as the Night of Terror. After it penetrated the mob consciousness that the entire city would burn if the fires burned unchecked, Pala helped to stop the fire. After the long night of rage, adrenaline, and fear, she tried to find her way home, only to stumble across her father in one of the newly emerging refugee camps. Her father had been badly burned, but her mother had been unable to flee their home at all, and had died in the flames.

A worse fate awaited Pala's father, however. During the fire, a secret alchemical cache had been burned and had leaked into the water supply of the Low Town. After the fires had burned themselves out, Pala's father, like so many others, unknowingly used the water to drink and clean his wounds. He died from the poison, but only after suffering for weeks on end. His screams ring loud in Pala's ears to this day.

Crazed with guilt over her part in the fire and subsequent deaths, Pala ran away from Loona, and came across a tribe of Dejy barbarians. She lived with them for a year, learning their ways, but during a raid upon a fishing village, she stopped just short of murdering a child. Realizing that if she continued down this path there would be no hope for her, she chose to seek a chance at redemption.

Pala returned to Loona, a dual mission in mind. Atonement for her part in the Night of Terror was her motivation, and she recognized the outpouring of emotion that led to the Night of Terror came about as a direct reaction to the casual attitude toward crime in Loona. Pala trained herself over several decades to become a crime fighter, dedicated to helping the helpless, so that they never needed to suffer the loss of family due to fire, negligence, or crime again.

Having recently deemed herself ready, Pala has taken on the name Black Fox and embarked on a crusade to clean up the city. She does not kill her opponents if possible.

However, the Black Fox's campaign against the criminal classes has provoked the Master of Loona, Rasibur Halaagh, who has refused to

come down harder on the crime in the streets, claiming that a little grease makes the wheels of profit run smoothly. Halaagh wants "him" arrested and hung, but is getting less than enthusiastic support from the Fists, the regular patrols sent from Geanavue to support the Master of Loona. The Fists as a group wish to more aggressively punish crime, and so a firm hand is respected, even if it is unofficial.

The Black Fox has focused on Torunemora "Lady Death-by-Night" as her current target. Torunemora is the most infamous assassin in Loona, but Black Fox is really trying to work back from Torunemora to find her employers and so remove the source of the problems. Torunemora, a CE human rogue 9/shadowdancer 6 is, needless to say, not pleased to be Black Fox's target.

ADVENTURE SYNOPSIS

Introduction:

The PCs enter Loona to see three men, tied and hung upside down from a lamp post, gently swaying in the breeze as a Fist patrol tries to cut them down. The Master of Loona is watching and offers the PCs the job of finding who did this. Several options of places to investigate are given. Only 4 of the encounters must be completed, but 5 are available should time permit.

Encounter 1:

The first place the Black Fox was seen was on the roof of Saravel's Castle in the Bowery. The PCs can Gather Information, Search, and attempt to Track the events that happened.

Encounter 2:

The PCs can go speak with the owner of the Wandering Wheels, Gildirar Muspeelar. Muspeelar was held up at knife point by the Black Fox, but nothing was taken. He was simply asked some questions. His assistant saw little, but thought the person was short.

Encounter 3:

The PCs can travel to Imlaad's Mission to speak with two young women who were accosted last night by a group of thugs leaving the Old Cheese Tavern. Out of nowhere came a "man" who assaulted the thugs, leaving them senseless. They never saw "his" face, and scrambled to Imlaad's Mission for safety. The

thugs were found strung upside down from a mast at the Crow's Eye View Salvage, almost a quarter mile away.

Encounter 4:

The Quester of Hunaav (the Traveler), Worlder Raatilaar Felavaar, at the Fallingstar Temple, was approached by a masked woman, asking for healing and detoxification. Felavaar had seen wounds similar to what the woman had before.

Encounter 5:

Esmuuras Hargisaar and his wife Aliciira were accosted and threatened on their way to a party at the Wildlance House, home of the party-happy Hostiraan family. Esmuuras claims that he heard bells when the lone shape accosted them, but his wife thinks he's stupid and misheard the hour bells.

Event A:

After any two Encounters, as the PCs are crossing town, they hear sounds of combat ahead. As they come around a corner, they see someone being dragged up a building in a net, and have the opportunity to try and "save" this person. The Black Fox flees almost immediately.

Event B:

The Black Fox requests a meeting with the PCs, under controlled circumstances. Some of the Black Fox's history comes out, who she is chasing and why, and she encourages the PCs to stop chasing her.

Event C:

The moment of truth: Do the PCs help the Black Fox take down the assassin Torunemora and her employers, or do they turn on the Black Fox?

Conclusion:

A) The PCs attempt to subdue the Black Fox and fail, leaving Loona with empty purses and half healed bruises.

B) The PCs manage to subdue the Black Fox and turn her in to the Master of Loona.

C) The PCs help the Black Fox and have the option to try and clear her name with the Master of Loona.

INTRODUCTION

Summary: The PCs enter Loona to see three men, tied and hung upside down from a lamp post, gently swaying in the breeze as a Fist patrol tries to cut them down. The Master of Loona is watching and offers the PCs the job of finding who did this. Several options of places to investigate are given. Only 4 of the encounters must be completed, but 5 are available should time permit.

The city-state of Geanavue, on Reanaaria Bay, boasts one of the architectural marvels of Tellene, Castle Geana. In the dirty little port town before you, however, the only marvel most people experience is getting through a single day both alive and with purse intact. Loona has a reputation that belies its size, and it is almost impossible to believe that the well ruled city of Geanavue has a main port that is such a festering sore on the face of the world.

Fog covers the city, obscuring the sight from innocent eyes. The smell of rotting fish, urine, and alcohol tells its own tale. Upon entering the town you pass a sign demarking the limits of the Merchant District. You can hear raucous voices hawking wares, selling wines, and complaining about ropes. Masters call for caravans, caravan guards look for work. The occasional curse, shout, and chase that denotes a pickpocket at work echoes through the fog.

Suddenly, a different cry breaks the air. "Cut them down! Who did this? I demand answers!"

Ahead, through the mist, it appears that a spider has caught an unusual fly. Three men are tied together and swinging upside down from a lamp post. Five men, wearing the uniforms of Geanavue's Fist patrols, are in the process of cutting them down. A sixth man stands nearby, his ornately carved cane gripped firmly in his right hand, his left toe tapping the ground. Spotting you, he strides across the street.

"Speak up! Did you do it? What did you see?"

Allow the PCs to make their introductions or excuses.

“Fine fine, my apologies. My name is Rasibuur Halaagh, and I am the Master of Loona. That means that the lord of Geanavue has appointed me to administer this city. And I’m running into something of a problem that perhaps could use some outside eyes and hands. We’ve recently had a plethora of events similar to what you see here. Honest citizens, low life scum, even a noble once, hanging upside down from a pole or window or fence. The rumors speak of some malcontent, a man, masked in black, called the Black Fox, but nobody knows who he is. I’m getting less than wholehearted cooperation from the Fists, who seem to actually respect the odious ruffian. Can you help me?”

Allow the PCs to answer. Here are some answers to anticipated questions:

How much are we getting paid?

“Well, this is Loona, and all services demand payment. Say, 200 gold each?”

A single, DC 37 Diplomacy, Bluff, or Intimidate check can get this bumped to 300 gold each. The entire party can attempt to aid.

Where can we find the Black Fox/what do you know/where do we go from here?

“I know very little, but there are witnesses. Since you’re here, you might as well ask my guardsmen why they’re so gushingly eager to help the man. Elsewhere, there are rumors he was seen on the roof of Saravel’s Castle in the Bowery District. Here in the Merchant’s district, the owner of the Wandering Wheels transportation outfitters was robbed at knifepoint. At Imlaad’s Mission in the Common District you can find two women who were harried by the vile man just last night, according to the Fists. Uhm, what else? Oh, yes, both the priest at the Fallingstar Temple, in the Common District, and the noble Esmuuras Hargisaar have had minor problems of some such. I try to ignore both priests and whining nobles.”

Almost any other question to the Master of Loona gains the following answer:

“I don’t know. That’s why I want to hire you to find out.” He mutters the word, “Idiot…” under his breath.

If the PCs ask any of the five guards what they know:

“We don’t know much, but the Master’s wrong about summat. Black Fox hain’t attacked nobody innocent. E’ery man we’ve done cut down be a criminal, greater or lesser. We don’ wanna catch’im because we think crooks need a harsher hand than the Master do. But dat’s all we knows.”

ENCOUNTER 1 **Saravel’s Castle**

Summary: The first place the Black Fox was seen was on the roof of Saravel’s Castle in the Bowery. The PCs can Gather Information, Search, and attempt to Track the events that happened.

Of all the taverns in the Bowery, Saravel’s Castle alone is known as a place of refinement and culture. Actually, it sticks out like a Fhokki at a halfling clambake. Commoners play at being nobles, listening to high tales from talented bards while surrounded by bar wenches dressed as fine ladies. Saravel himself sits in the tavern this day, wearing a silver coronet, black velvet doublet, and ermine cape. Rings on his right hand glitter as he beckons you inside.

“Welcome, welcome, my fellow nobles! Welcome to my magnificent abode. Surely you are tired, and, to all appearances, in need of a bath. Come, let us fete you. There are baths and changing rooms off to the right, and for a modest fee we can deck you in such finery as is not seen outside blessed Geanavue itself.”

Saravel speaks in flowery, overwrought sentences as long as he thinks he might get a sale out of it. The DM is encouraged to role play all of the following information, in an extremely welcoming but equally false French or Spanish accent (think the “Be Our Guest” song from Disney’s *Beauty and the Beast*). If the PCs do not express any interest in his services and immediately ask about the Black Fox, his manner shifts from welcoming to unpleasant, and he drops his affected speech for plain words. This gives the PCs a -15 penalty to any Diplomacy, Bluff, Gather Information, or Intimidate checks.

If the PCs do buy any of his services in the process of inquiring about the Black Fox, his attitude stays cordial, or returns to it, removing the penalty.

Services include:

- What? A meal? Of course! Be our guest! We have a chef par excellence, who will create for you the most amazing repast for only 5 gp: including *miavadoor*, or appetizers. Appetizers include *keaftao* (meatballs), *dolmaadaa* (vine leaves stuffed with minced meat and served with an egg sauce), *meliazanoo* (eggplant dip), *tilatabi* (curdled cream dip with garlic and cucumber). The main course is *giouvsiari* (baked macaroni with minced meat and a butter and milk sauce), *peesaso* (veal or lamb with pastry), or *koorazix* (layers of eggplant, minced meat, and potatoes topped with cheese sauce and baked). Drinks include watered ouzo and watered wine. It is considered polite to drink alcohol watered, and to not entirely empty your glass.
- To conclude your repast, may we offer an excellent dessert, 2 gp: *kaataifis* (barley or rye cakes soaked in honey), *loukou* (fritters with honey or syrup), *paasesti* (very sweet cakes with cream)
- Orluian brandy (5gp/mug), Fort save DC 13, Initial damage 1 Wis, secondary 1d3 Wis.
- Orluian mead (18 gp/mug), Fort save DC 11, Initial damage 1 Wis, secondary 1 Dex.
- Bajdar Wine (white) (40 gp/bottle), Fort save DC 11, Initial damage 1 Wis, secondary 1 Dex
- Dopromond Dry Wine (dry, fruity) (11 gp/bottle) Fort save DC 11, Initial damage none, secondary damage 1 Wis+1 Dex
- Malvasia Wine (fine, strong, sweet elven white) (18 gp/bottle) Fort save DC 13, Initial none, secondary damage 1d3 Int +1 Dex
- Noerataal Wine (fine, rough, sweet red Reanaarian) (12 gp/bottle) Fort save DC 12, Initial 1 Dex, secondary 1 Wis + 1 Dex
- Sir, you would look most excellent in a royal purple surcoat. May I suggest

clothing rental: Noble's outfit, 15 gp/night.

- And to relax after your repast, may I recommend our famous massage, including pedicure and bath, 1 gold 9 copper, not including tip.

Gather Information checks DC 15+ATL convince Saravel to part with the following information. The PCs may have a -15 penalty if they did not express interest in having a night on the town.

- The scoundrel known as the Black Fox was first seen in the city here, on my very roof, six weeks ago (true).
- The Black Fox seemed to have no fear of falling, and he made no attempt to hide himself from the people entering the tavern (true).
- He was intently staring across the street at Eliiak's Tavern (true).
- When he left, he disappeared. He did not drop to the ground, jump to another building, or fly away (true).
- Gather Information DC 25+ATL has Saravel mention that early the following morning, a man was found dead in Eliiak's Tavern. He had been stabbed with a poisoned rapier. Nobody can remember what weapon the Black Fox was carrying (true, they were all too drunk to notice)
- If the PCs have done Encounter 2, Saravel gets scared at the name Torunemora, and whispers that she's the deadliest assassin in Loona.

A Diplomacy check DC 20 convinces Saravel to allow the PCs to Search his roof and grounds.

A Note about the roof - The only way that the PCs even have a chance to find any type of tracks is because the tiles on the roof have a fine grit of colored sand glued to them. This makes the roof self cleaning to some extent. Fortunately for the PCs, other than a light misting, there has not been enough rain to remove tracks, or trace.

- Search DC 10 on the grounds determines that the lawn and road have been heavily trampled in the six weeks since the Black Fox was seen and no tracks remain.
- Search DC 20 on the roof finds a spot where the Black Fox stood for several minutes at least.

- Characters with the Track feat can make a DC 20+ATL Survival check to determine that the Black Fox stood at the spot for between 3 and 4 hours, without moving.
- Characters with the Track feat can make a DC 25+ATL Survival check can find tracks leading back to the opposite side of the building where the Black Fox came up, but no tracks leading away from the spot where "he" watched Eliiak's Tavern.
- Characters with the Track feat can make a DC 27+ATL Survival check to estimate that the Black Fox stands about 5'3" from the length of his stride.
- Search DC 30+ATL finds marks in the roof where a grappling hook dug in.
- Search DC 35+ATL determines that about 115 lbs was put on the grappling hook, by the indents in the roof.

ENCOUNTER 2

The Wandering Wheels

Summary: The PCs can go speak with the owner of the Wandering Wheels, Gildirar Muspeelar. Mulspeelar was held up at knife point by the Black Fox, but nothing was taken. He was simply asked some questions. His assistant saw little, but thought the person was short.

The Wandering Wheels stands right at the edge of town in the Merchant's District, right on Geanavue Road. Wagons move in and out of a large holding area, and there is to be a repair shop inside the main building. Mercenaries looking for work or reporting back in from a job form a line inside a side entrance, where clerks check them in and out. The owner stands outside the main entrance, inviting customers in, greeting old friends, and reminiscing about old journeys.

Seeing you approach, he smiles and reaches to shake your hands. "Welcome to the Wandering Wheels. I'm Gildirar Muspeelar, the owner. If you're here to hire us, this is the right place. If you're looking for guard work, please just step on down to the next door."

Let the PCs introduce themselves, and state their business.

"Oh! You're after the Black Fox, eh? Well, I wish you a degree of luck, because never have I been so scared as that night. I was locking up outside after having done some paperwork. Suddenly, I'm pressed face-first against the door, with a hand in my hair and a blade pricking through my shirt at my kidneys. I could have sworn I'd be robbed and my body left for my assistant to find the next morning. But, funnily enough, he never hurt me. Just asked some questions. My assistant, Teeri, saw him as he ran off."

The master of Loona said you were robbed.

"Robbed? No. Believe me I was surprised, but he didn't take nothin'. Only some information, and that's free!"

What can you tell us about him?

I didn't see him at all, what with my face pressed against the wall. My assistant did, though.

If asked about the questions, Muspeelar recounts the discussion as follows. All Sense Motive checks determine that he is telling the truth.

"He spoke real quiet, in a harsh whisper. He asked me where Torunemora lives. I told him I don't know any Torunemora. He thought I was lying, and said 'I know you hired out a wagon that went downtown carrying a box of gold and several vials of ooraau, and I know that Torunemora's favorite poison is ooraau. So you know at the very least where she got paid. Where is it?' I told him the only wagon I'd sent into town was carrying ale to the Mad Sail Inn, and I knew nothin' about any poison or gold. He said 'I know you don't. You're just a pawn. I'm after the king, by way of the queen. Who hired you to send that ale?' And I told him that I'd only had a note and payment from one of the owners, the one known as Haaperitan. Never saw him face to face. And I ne'er saw the Black Fox, either. Teeri may've. TEERI! Come talk to these folk."

Teeri is an attractive woman in her mid-twenties, red haired, but slightly squint eyed from staring at the Wandering Wheel's books.

Teeri says: "Sure, I saw him. I was walking home after closing, with Mr. Muspeelar right behind me locking up. I was around the

corner when I heard a thump, which must have been when the ruffian pressed Gildirar against the door. When I hurried back, the Black Fox spun his head to face me, and then ran off. He's short for a human, no more than 5'3", and wears a black mask and wide brimmed hat."

If and ONLY if the PCs press for further details, particularly about the Black Fox's weapons, Teeri has a flash of memory.

"Uhm...Oh! I remember being surprised that he wasn't carrying a sword, and I thought I heard clinking as he ran off to the east."

Gather Information checks DC 20 in the area of the Merchant's District:

- Haaperitan represents a silent ring of investors who own the Mad Sail Inn.
- The Mad Sail Inn is frequented primarily by sailors, possibly spying for pirates.
- Ooraau is an injury poison that causes unconsciousness. PCs with Craft (Poisonmaking) or Heal can make a DC 20 check to recognize the name of the poison as well.

Characters with the Track feat can make Survival checks to attempt to find its traces.

- Survival DC 10 says that there are dozens of men and horses through here daily, and no useful tracks can be found.

ENCOUNTER 3 **Imlaad's Mission**

Summary: The PCs can travel to Imlaad's Mission to speak with two young women who were accosted last night by a group of thugs upon leaving the Old Cheese Tavern. Out of nowhere came a "man" who assaulted the thugs, leaving them senseless. They never saw "his" face, and scrambled to Imlaad's Mission for safety. The thugs were found strung upside down from a mast at the Crow's Eye View Salvage, almost a quarter mile away.

If the PCs have done Encounter 4 before Encounter 3 and know that the Black Fox is a woman, neither of the girls believes the PCs, too caught up in their adolescent fantasies.

Imlaad's Mission is a beacon of hope and kindness in this wretched town. A sign over the door shows a welcoming hand, and an

old woman sits on a chair outside, smoking a pipe and waving the fortunate souls inside. "Welcome to Imlaad's Mission? Would ye' care to make a donation? We're the shelter of last resort for those in desperate times, an' the donations of the kindly keep us goin'."

Let the PCs decide if they want to donate or not. When they state their business about the two girls and the Black Fox, give out the following information.

- Maisy and Daneel are the two girls who were accosted.
- The girls are in the back left corner of the building.
- Be a might careful, as they were very scared.

Both of these girls are impressionable, ditzy flirts, and develop instant crushes on any male PCs with a Cha of 13+ or a Str of 15+. If at all possible, they totally ignore any women in the party, and try to encourage any attractive men to sit (but only sit) on their pallets. The girls are flirts, not prostitutes.

The two girls are sitting on a pallet, heads together chatting, as you approach them. Maisy, a blonde of about fourteen years, and Daneel, a redhead of about sixteen, giggle as you near.

Daneel says, "Can we help you, kind sirs?"

Maisy pushes Daneel and says, "Bold adventurers such as these need no help from you or I, Daneel. Why, what could we poor lasses possibly offer such capable, admirable men?"

Let the PCs ask about the Black Fox, then proceed with the following?

Maisy simpers, "Oh, he's so dashing, that Black Fox. He saved our lives, our reputations, our...uhm...good names."

Daneel murmurs, "He could HAVE my good name."

"Oh, you stop that," Maisy squeals, laughing. "We were on our way home from the Old Cheese Tavern. I wash dishes, and Daneel looks after customers. It was late, and some drunken ruffians were hassling us as we left.

I got a few pinches, in some rather tender parts, and one of them pulled Daneel into his lap and tried to kiss her.”

“Ugh, please, don’t remind me. He stank, and his whiskers itched,” Daneel shudders. Looking at you, she says, “I like my men clean-shaven....”

“Heehee. Anyway, as we left, a few of them followed us out. We tried to walk away, but they got in front of us and started to push us down an alley. Then...he came,” Maisy sighs, fanning her face.

Daneel’s eyes go soft and distant as she remembers, “He swooped down behind them, from the east, coming right off the roof. He used some sort of chain thing to grab one and yank him off his feet. Then he said, ‘Don’t touch these fair flowers, you foul miscreants. Such beauty is beyond you.’”

Sense Motive DC 5 lets the PCs realize that Daneel is coloring her recollections a bit.

Maisy tosses an amused glance at her friend. “Ah, yes, I’d forgotten that. Anyway, he tossed a net at one of them, lashed out with his chain at the others, and they were suddenly all on the ground. You could barely see him move!”

“We thanked him profusely, of course. He told us to get along here to the shelter and heal our bruises. This morning, we were interviewed by the Fists, and taken all the way to the Crow’s Eye View Salvage, where all four of the thugs were hanging upside down from a mast. Each was in a net, and the net had been stuck to them with some sort of glue or tar. They didn’t react well when we laughed at them, but then they should have been honorable men like yourselves.”

If questioned further, the girls have the following information:

- Yes, they’re sure he used a large chain as a weapon, but it didn’t seem to cause bloody injuries. (true)
- The Black Fox spoke in a light voiced whisper.(true)
- He must be at least 6 feet tall. (false, these girls are coloring the mental image)

- The net seemed to stick to the man it hit. (true)
- The Black Fox wore a chain shirt of some dark or painted metal.(true)
- If the PCs have done Encounter 2, they know nothing about Torunemora. (true)

ENCOUNTER 4 **Fallingstar Temple**

Summary: The Quester of Hunaav (the Traveler), Worlder Raatilaar Felavaar, at the Fallingstar Temple, was approached by a masked woman, asking for healing and detoxification. Felavaar had seen wounds similar to what the woman had before.

The Fallingstar Temple is a small building with uncountable windows near the docks. The grounds are studded with both cleats and hitching posts to tie up worshippers’ boats or horses, while the inside has several paintings of roads in foreign lands between panes of stained glass. The paintings are nice, but inexpensive. This is Loona, after all.

As you enter, a man in the robes is kneeling at the altar. Upon hearing you, he turns, smiles, and rises. “May the wind that brought you here take you wherever you wish. Welcome to the Fallingstar Temple to Hunaav. I am Worlder Raatilaar Felavaar. Are you looking for rest from the road, or can I help you in some way?”

Allow the PCs to respond.

“The Black Fox? Well, I may have seen her. There was an elf woman in a mask in here two nights back, full of holes.”

Wait a gosh darn minute! HER?
“Yes, HER.”

Wait a gosh darn minute! Elf?
“Yes, Elf.”

Are you sure?

“Pardon me, my child, but yes. There are certain differences between men and women, you know, and when you are up close and healing someone, you can see them. And then there’s the pointy ears.”

She was injured?

“Yes, quite badly. She’d been stabbed repeatedly with a rapier, had at least one arrow in her, and she’d been poisoned as well. I’ve seen wounds like these before, but only on corpses. It looks like Lady-Death-By-Night’s work.”

Who is Lady-Death-By-Night?

“I’ve heard her real name is Torunemora. Rumor has it that she’s the most accomplished assassin in town. Her name has always been associated with the bodies people have brought me for last rites.”

What else do you know about Lady-Death-by-Night?

“Nothing else. I make it a point to NOT go looking for trouble. The road is long, my children, and I want to see as much of it as possible.

What kind of poison was the Black Fox poisoned with?

“Ooraau. It causes unconsciousness. When she got here she was barely on her feet.”

Other information that Worlder Felavaar may have:

- The Black Fox staggered in at about 2:00 in the morning, two nights ago.
- When she was healed, she thanked him politely, and left the building through a skylight. She climbed up to it, but unusually quickly.
- The following morning a saddlebag was delivered to the Temple that contained several hundred gold pieces in Geanavue’s coinage, with a simple note saying, “Thanks.”
- Worlder Felavaar never saw the Black Fox’s face, it was always behind the mask.

ENCOUNTER 5 **The Noble’s District**

Summary: Esmuuras Hargisaar and his wife Aliciira were accosted and threatened on their way to a party at the Wildlance House, home of the party-happy Hostiraan family. Esumuuras claims that he heard bells when the lone shape accosted them, but his wife thinks he’s stupid and misheard the hour bells.

Esmuuras Hargisaar and his wife live in liathington House, in the Master’s District, on the corner of North Terrace and Highbridge Street. Upon knocking, the butler opens the door and peers down his nose at you. In an insultingly superior tone, he asks, “May I help you?”

Let the PCs ask for the Hargisaars.

The butler leads you into the foyer and bids you wait while he sees if his masters are available. Ten, twenty, thirty minutes later, a well dressed couple descends a staircase. The lady has long blonde hair spilling down her back, and she twirls a lock around her finger, drawing attention to her low cut bodice. The gentleman, a step behind her, looks at her with barely concealed contempt.

Condescension dripping from his words, the lord of the house says, “I am Esmuuras Hargisaar, and this is my wife. Why are you here?”

His wife gushes, “Dear, be polite. My name is Aliciira. May we know what your errand with us is?”

Let the PCs respond and ask questions. Esmuuras, the husband, always acts condescendingly to them, while Aliciira always appears slightly flighty and considers her husband stuffy and not too bright. The PCs can gain the following information through appropriate role play or a DC 22 Diplomacy check:

- The Black Fox stopped them on their way to a party by very pointedly wrapping a spiked chain around Esmuuras’s feet and NOT tripping him.
- The Black Fox threatened them with exposure: Aliciira’s gambling winnings are due to the fact that she’s a very good cheat at cards, and Esmuuras’s shipping holdings have a standing agreement with at least four pirate captains.
- Esmuuras was quite certain that the Black Fox was a woman. He’s rather gifted in getting women to do what he wants, so his instincts told him right away that this was a woman. Aliciira agrees, but gives her husband a dirty look for his philandering.

- The Black Fox asked questions about who would hire Torunemora in town. Esmuuras replied that he hadn't hired her, but that some of his shipping people had wound up dead, so he assumes a rival shipping company has hired her. Sense Motive DC 20 says this is true.
- When she left, the Black Fox dropped some sort of smoke powder on the ground and disappeared. Esmuuras could have sworn he saw a flash of blue and heard bells. Aliciira says he's absolutely making it up. Sense Motive DC 30 says that both are telling what they believe to be the truth.

EVENT A **Danger?**

Summary: After any two Encounters, as the PCs are crossing town, they hear sounds of combat ahead. As they come around a corner, they see someone being dragged up a building in a net, and have the opportunity to try and "save" this person. The Black Fox flees almost immediately.

Crossing town through the thick fog, it's almost possible to forget how ugly and dirty the town is. The smells, however, continue to penetrate your senses, carrying a delectable odor of rotting fish, vomit, and spilled...

"HEEELP!!!!" rings through the fog.

DC 12 Listen checks determine the direction that the cry came from.

The voice continues to cry, "What do you want? Let me go!"

Let the PCs run further and make a DC 10 Listen check, then allow those who pass to hear the following.

Two blocks further you run, and you hear a man screaming, "I'm just a delivery boy! I brought gold to a caravan at the edge of town and left it in a wagon! Haaperitan told me to! Nobody crosses him! Please!"

Assuming the PCs continue on toward the noise, they encounter the following:

As you round a corner, you see a young man in a net being dragged up the side of a large grain silo. A figure, short for a human, is standing on the roof and is barely visible through the fog. The apparition is easily pulling the net up, and is shaking the net to ensure it bounces against the wall frequently.

It should be made clear to the players that should they attack the Black Fox, (the one pulling up the net), he/she will drop the net and the person in it. The person in the net is 60 feet up the side of a building that is 80 feet tall.

The PCs have 2 likely goals.

- 1) Save the person in the net from falling or being taken away.
- 2) Stopping the Black Fox from escaping.

Goal 1 is possible. Goal 2 should be impossible no matter how creative the PCs are. The Black Fox has the advantages of concealment, range, *freedom of movement*, *expeditious retreat*, and, as soon as she is back from the edge of the roof, casts *dimension door* from her ring of spell storing. It should not be possible to catch her.

As soon as the PCs intervene, or approach within 100 feet of the Black Fox, read the following,

Through the fog you hear a voice calling from the roof. "This doesn't concern you, newcomers, and what you do aids both the assassin and her employers. Another time, perhaps." And with that, the figure tosses the line over and disappears into the fog as the man begins to fall, screaming in terror. Through chance, divine intervention, or extraordinary skill, the line of the net catches on a gutter, stopping the man's fall. But you can hear the gutter creak as it starts to give way.

Have the PCs roll initiative. This is something of a freeform encounter: There are a number of ways to save the man, but it must be done inside of 3 rounds or the gutter breaks. Any number of spells, including mixed uses of *animate rope*, *featherfall*, *telekinesis*, *fly*, etc..., can be used. Any that require touch must make a ranged (or melee) touch attack against AC 10.

For those characters that climb the building, climbing a building while slippery from fog is a

DC 10+ATL (the *Player's Handbook* says DC 15, which would be hard at low ATLS and easier at higher ATLS). The net is flapping about 40 feet in the air (it dropped 20 feet from its earlier position, and the building is 80 feet tall). Climbing there should take an unarmored human 2 rounds, using a full move action. Catching hold of a falling person is a melee touch attack, AC 10, followed immediately by a Climb check DC 10+ATL to catch them. If the PC fails by 4 or less, they don't grab the man but don't fall themselves. If they fail by 5 or more, they also fall.

[Rope: 1 in. thick; hardness 0; 2 hp; AC 15; Break DC 23]

The net can also be cut, but the man is stuck in it with *sovereign glue*.

If the PCs are directly beneath the net, they can also make a Reflex save DC 19 to catch the man at the end of Round 3 as he falls, or if their actions cause him to fall. If any of them make their saves, they and the person all take 4d6 nonlethal damage, but no one dies. If they all fail, the man falls to his death.

If the PCs save the man's life, read the following.

The terrified young man clutches compulsively at your clothing, trying to get free of the net. "PLEASE! My name is Taran! Take me to the Fists! Put me in jail! I'm a criminal! I did it! I've picked pockets, burgled houses, and I beat up an old man on a dare! Just don't let the Fox get me again! PLEASE!"

- Search DC 15 finds that the net was coated with sovereign glue, making it much harder to escape.
- If the PCs go to the roof to follow the Black Fox, characters with the Track feat can make a DC 25 check to see that someone waited on the roof for several minutes, took a few steps back from the edge, then disappeared.
- Detect Magic reveals a dim aura of Conjuration (Teleportation) magic.
- Diplomacy or Intimidate DC 25 determines that the young man is a criminal, and is telling the truth about his crimes.

- Sense Motive 25 determines that he is not telling the whole truth about his crimes.
- If, and only if, the PCs made the Sense Motive DC 25, they can make an Intimidate or Bluff check (not Diplomacy) DC 30+ATL to get him to admit that he is a low ranking member of an organized crime group. The group is headed by Haaperitan, and specializes in smuggling, piracy, and slavery.
- If they make the Intimidate or Bluff checks, he also mentions that he has delivered payments and poison to an assassin whose name he does not know.

Let the PCs deal with the young in any way they see fit. Be aware that their choices can affect their alignment, and feel free to warn the players that this is a possibility.

EVENT B **Discussion**

Summary: After three or four Encounters, the Black Fox requests a meeting with the PCs, under controlled circumstances. Some of the Black Fox's history comes out, who she is chasing and why, and she encourages the PCs to stop chasing her.

The grime of the streets sticks to your boots and makes slogging through the fog an exhausting experience. Could the world possibly cut you a break in this investigation?

In fact, good fortune decides to smile upon you. As you cross an alley, a dog gives a muffled bark. Trotting over to you, he drops a heavily slobbered scroll at your feet.

Pass out Player Handout 1. Allow the players to decide what they're going to do. If they go to the meeting place, proceed with Event B. If they do not, go to Encounter 4 or 5.

Find out what actions the players are taking, including Hiding, turning invisible, disarming, and laying down any magic items and spell components.

If any of the players take pains to stay hidden (however they do so), read the following,

adjusting for how many characters are in the party.

"There were six of you. Why don't the rest come out now?" a voice seems to whisper from the air.

This is sent by a message spell, and has a faint aura of transmutation. The Black Fox has used a *clairvoyance* spell to see the characters. They can make a DC20 Intelligence check to notice that someone is scrying on them.

Once all the characters are visible and disarmed, read the following.

"Welcome to Loona," a voice comes from the top of The Rathole Tavern. A figure in a black cape rises from behind a gutter, calmly swinging a spiked chain.

"I am the Black Fox. I serve as an arbiter of justice in this crime ridden town. I kill none, apprehend more scum in a night than the Fists manage in a week, and leave them for lawful authority. Why do you chase me?"

Allow the PCs to respond. Some possible questions are below.

Who are you?

"My name I keep to myself for now. I grew up here, and on the Night of Terror, many years ago, I blackened my soul and, unintentionally, destroyed my family. I work now to redeem myself in my own eyes."

Are you a man or a woman?

The Black Fox chuckles. "Ah, so I've been THAT elusive? How droll. I could keep you in suspense, but I will admit that I am a woman."

Are you a psion/mind magic user?

"What? No. I know a few magic tricks and have some skills, but no witchcraft."

Who are you chasing?

"I currently hunt Lady-Death-By-Night, Torunemora. She's the most dangerous assassin for 200 miles in any direction, and she's been freelancing for Haaperitan and his crime syndicate. She's killed over sixty people this year, including business rivals, police spies, and random witnesses. If I can capture Torunemora, I can link her to

Haaperitan, and the Master can provide fair trials."

Why did you call us here?

"There is no need to chase me. I mean no harm to this town or any of her innocent people, however small a number that may be. I was one of this city's victims, and villains, many years ago. My search for redemption is no mission of vengeance, only justice and civil order."

What was the Night of Terror?

"Roughly sixty years ago, the poor of this town rioted. They'd had too little to eat, too much to drink, and too many years of being the targets of criminal gangs. One man triggered it, after finding his mother murdered on her way home from work. I was young, and angry. We lynched every grafter, every thug, every pirate, every two bit criminal we could find. As well as almost forty people nobody recognized, who may have been innocent. And then someone threw a torch. When we finally stopped the blaze, most of the Common District and all of Low Town had burned. A supply of alchemical concoctions was destroyed, and poisoned the wells. My mother died in the fire, and my father cleaned his wounds with the poisoned water. Days later he finally died, hoarse from screaming in pain. I seek redemption for my part, and to bring about justice before the lynch mob."

What are your abilities?

"Now now, that would be telling. Suffice to say I have some skill in investigation and the martial prowess to back it up."

Why don't you work with the law?

"Because the law is slow, and if not corrupt, at the very least selectively applied. The law cannot do what I do, but the criminals I catch all confess, and all survive. At least to the gallows."

How can we trust you?

"Don't bother, yet. All I ask is that you leave me alone for now. Check on my story some more, and you'll find that despite the Master's opinions, I have hurt none of the innocent."

Do you need any help/can we help you?

"Perhaps in the future. I will find you if I need you."

What evidence do you have?

"Torunemora uses a rapier coated in ooraau, and I can match her blade against the wounds in several bodies. As to Haaperitan, I've recovered stolen shipping manifests to link him to pirates, and have been tracking his payments to Torunemora, so I can show complicity to murder. Particularly if I can capture Torunemora and get her to confess."

You'd better come with us.

"I think not."

No matter what happens, the Black Fox leaves, either with the hope of having the PCs as friends or as avowed enemies. Read the following when the PCs are done.

"Check up on my story if you wish. Farewell for now."

EVENT C **Decision**

Summary: After 4 or 5 Encounters, proceed with Event C. The moment of truth: Do the PCs help the Black Fox take down the assassin Torunemora and her employers, or do they turn on the Black Fox?

A short figure coalesces in the nighttime fog. The Black Fox approaches you, with no conditions, no prearranged meeting.

"We meet again. And I find myself in need of assistance. The Fists will not help me, for they will not violate the Master's word. But you may possess the strength of character to help right the wrongs of this town."

"I intercepted, and then passed on, a note to Torunemora, instructing her to meet Haaperitan tonight. If I can catch them together, I can cage the assassin, fetter the pirates, and secure the release of a shipment of slaves being delivered tonight. But I need your help, for they will be too many for me. Will you help me?"

PCs answer no:

"Then may all the gods of justice and law turn from you, cowards." And with that, the Black Fox turns away.

Should the PCs attempt to capture the Black Fox, she fights. She is NOT a tiered NPC, and the single stat block for her is correct and includes all her current bonuses. She only deals nonlethal damage, with her +3 *merciful spiked chain*. Because it's nonlethal, do not feel bad about taking out the entire party—she *cannot* kill them with a *merciful* weapon. While the dice may be fickle, she has been designed as enough higher in level than any single player that she should have a good chance of at least escaping, if not beating her opponents handily. She has a *ring of counterspelling* that has had *dispel magic* cast into it.

If the PCs fail to defeat her, go to Conclusion A.

If the PCs capture her, go to Conclusion B.

If the PCs agree to help her, continue with Event C, below.

Feel free to use whatever docks, ships, and buildings you would like on the battlemap. Remember that it is dark, and foggy, so every character more than 5 feet away has 20% miss chance from concealment.

ATLs 1-9

The Black Fox leads through many alleyways, down to the docks district. Hushing you, she peers around the edge of a building.

"They're here, at that ship. Torunemora is standing with them, off to the left. Let me take her. Haaperitan is standing in the middle. Make sure to capture him. You go after the thugs, and make sure to keep them from the slaves. They may kill them to keep them quiet if it ever came to trial. Are you ready?" With that, the Black Fox dashes out toward Torunemora, moving with almost dizzying speed. The slavers begin to raise a cry of alarm.

Tactics:

Allow the PCs to make Move Silently and Hide Checks versus the NPCs. If the PCs win, they can gain a surprise round as they round the building. The NPCs cannot gain a surprise round.

ATL1: Slaver, Human Rogue 1, hp 8

Slaver guard, Human Warrior 1, hp 10

ATL3: Slaver, Human Rogue 3, hp 20
Slaver guard Human Ftr 2, hp 20

ATL5: Slaver, Human Rogue 5, hp 32
2 Slaver Guards, Human Ftr 4, hp 36

ATL7: 2 Slavers, Human Rogue 5, hp 32
3 Slaver Guards, Human Ftr 4, hp 36

ATL9: 6 Slavers, Human Rogue 5, hp 32
6 Slaver Guards, Human Ftr 4, hp 36

ATLs 11-13

Same as ATL 9 plus Torunemora.

The Black Fox leads through many alleyways, down to the docks district. Hushing you, she peers around the edge of a building.

"They're here, at that ship. Torunemora is standing with them, off to the left. Haaperitan is standing in the middle. Make sure to capture him. Take them all fast, and beware of poison. Make sure to keep them from the slaves. They may kill them to keep them quiet if it ever came to trial. Are you ready?" With your nods, the Black Fox dashes out toward the slavers, moving with almost dizzying speed. The slavers begin to raise a cry of alarm.

CONCLUSION A

The PCs attempt to subdue the Black Fox and fail, leaving Loona with empty purses and half healed bruises.

The bruises on your bodies hurt less than the bruises on your egos. The Black Fox left you like all her prey, upside down in a net. As the Fists cut you down, snickering, the Master of Loona snorts in contempt. "Ah, hrm, let me see, that would be 200 gold a person that the town doesn't owe you, correct? For a job poorly done? Well, I hope you continue to enjoy your stay in Loona. I'd

like to take down your names so that I can be sure to not hire you on future government jobs. Good day."

B) The PCs manage to subdue the Black Fox and turn her in to the Master of Loona.

The Master of Loona smiles at your prisoner. "Ah, my dear, your reign of terror is over. Now the business of this city can get back to normal. And you, outlanders. Thank you. Go to the bursar downstairs, he has your payment waiting. And give him your names. I like working with competent folk.

C) The PCs help the Black Fox and have the option to try and clear her name with the Master of Loona.

After the battle, the Black Fox thanks you. "Torunemora is captured, Haaperitan's slaving and piracy are over, and the slaves have been freed. Your assistance has been greatly appreciated. Here. Farewell, wherever you fare."

Pass out the certs for the mod.

The Master of Loona stares at your prisoners and the freed slaves. "You're telling me the Black Fox did this? All of it? YOU HELPED HER?? That hardly counts as fulfilling your commission."

One of the Fists whispers in his ear. The Master waves him away.

"Yes, yes, fine, fine, slavers are bad, we are properly grateful, and so on and so forth. You didn't capture the Black Fox, but you did capture Torunemora. I shall not have it said that Loona is ungrateful. Go, with my thanks."

Money in your pocket, good deeds in your memories, and an ally to admire. You've had worse days.

Experience and Treasure

Experience is awarded to PCs based on the number of adventures the PCs have played. Tier 1 is awarded to PCs who have played up to 25 adventures. Tier 2 is awarded to PCs who have played between 26 and 74 adventures. Tier 3 is for PCs who have played 75+ adventures.

The Campaign Staff recommends that Discretionary Experience for Role Playing be rewarded in full to all players who engage in appropriate and game enhancing role play over the course of the module.

EXPERIENCE

All characters who participate receive the following:	Tier 1	Tier 2	Tier 3
Encounter 1: Investigating Saravel's Castle	50	100	150
Encounter 2: Investigating Wandering Wheels	50	100	150
Encounter 3: Investigating Imlaad's Mission	50	100	150
Encounter 4: Investigating Fallingstar Temple	50	100	150
Encounter 5: Investigating the Hargisaars	50	100	150
Event A: Saving the teen from falling to the street	75	150	225
Conclusion A: Getting a beating from the Black Fox Or	50	100	150
Conclusion B: Catching the Black Fox Or	100	200	300
Conclusion C: Helping the Black Fox and catching Torunemora	150	300	450
<i>Discretionary Role Playing Experience</i>	25	50	75
Total Possible	500	1000	1500

TREASURE

This is where treasure is listed. Items that have been stripped off bodies will be listed at prices for which they may be sold. Treasure is broken down by Encounter to aid the judge in determining if characters are awarded specific items. The amount may be more or less than what is listed in the PHB as the economy may fluctuate.

Conclusion A: No treasure. The PCs have failed in all of their missions.

Conclusion B: 600 Gp per person. The Master of Loona likes such prompt work and doubles the payment as a bonus.

Conclusion C: 450 Gp per person. The Master of Loona didn't get the result he wanted but respects the PCs hard work.

OTHER AWARDS

Six +1 Simple Weapon Certs.

Appendix I: NPCs and Monsters

Un-tiered Combat Stats

GM, Remember that The Black Fox is not tiered. When ATL 1 parties or ATL 13 parties decided to test their mettle, they are all going to be meeting the same lady.

The Black Fox

Female Loona, Geanavue High Elf
Bbn2/Rogue3/Vigilante 10/Ftr4
AL CG Medium Humanoid

Attack and Movement

Init: +9
Melee: +21 (+3 *Large merciful spiked chain*)
2d6+9 + 1d6
Ranged: +19 (net, coated with sovereign glue)
Full Atk: +21/+16/+11
Base Atk: +15 Grp: +19
SA: rage 1/day, sneak attack +2d6, Smite the Guilty 3/day, spells
Speed: 40

Defense

hp: 143
AC: 25 (+2 *mithral chainmail*, +5 Dex, +3 *ring of protection*), touch 18, flat-footed 20
Fort: +12, Ref: +16, Will: +11
SQ: *detect evil* at will, *dimensional anchor* 1/day, evasion, fast movement, mettle, quick hide, quick search, *speak with dead* 1/day streetwise +4 trapfinding, trap sense+1, uncanny dodge,

Spells

Spells/day : 4/4/3/3, spells known: 1-*detect magic*, *disguise self*, *expeditious retreat*, *featherfall* 2-*blur*, *silence*, *swift fly*, *swift invisibility*, 3- *clairvoyance/clairaudience*, *dispel magic*, *gaseous form*, *see invisibility* 4-*freedom of movement*, *greater invisibility*, *locate creature*, *shadow conjuration*

Traits

Racial: Immune to magic sleep effects, and +2 vs. enchantment. Low-Light Vision. +2 racial bonus on Listen, Search, and Spot.

Abilities: Str 18, Dex 20, Con 14, Int 14, Wis 14, Cha 14

Skills: Balance +15, Climb +18, Disable Device +8, Escape Artist +15, Gather Information +26, Hide +13, Intimidate +16, Jump

+14, Knowledge (local) +14, Listen +8, Move Silently +15, Search +12, Sense Motive +10, Spot +9, Survival +10, Tumble +15

Feats: Alertness, Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (spiked chain) Improved Initiative, Improved Trip, Monkey Grip Weapon Focus (spiked chain), Weapon Specialization (spiked chain)

Languages: Low Elven, Merchant's Tongue, Reanaarian, Low Kalamaran

Deity Worshiped:

Equipment:

amulet of health +2, *gloves of dexterity* +2, +3 *merciful spiked chain*, +3 *mithral chainmail*, *ring of spell storing* (*Dimension Door*, *Shield*), *ring of counterspelling* (*Dispel Magic*), *ring of protection* +3

Description and Errata

Combat Text -

Dimensional Anchor (Sp): The Black Fox can use *dimensional anchor* once per day. Her caster level equals her class level.

Mettle (Ex): The Black Fox's grim determination allows her to shrug off magical effects that would otherwise harm her. If she makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect (such as any spell with a saving throw entry of Will partial or Fortitude half), she instead negates the effect. She does not gain the benefit of mettle while sleeping or unconscious.

Quick Hide (Ex): The Black Fox can use Bluff to create a diversion to hide as a move action, rather than as a standard action. She gains a +4 bonus on Bluff checks made for this purpose.

Quick Search (Ex): The Black Fox can search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side as a move action, rather than as a full-round action.

Smite the Guilty (Su): Three times per day, the Black Fox can attempt to smite someone whom she has personally witnessed committing a crime in Loona. She adds her Charisma Bonus (+2) to her melee attack roll and deals 1 extra point of damage per her vigilante level (10). The smite attack must occur within three days of the crime; otherwise, the benefits of this ability no longer apply. Should the Black Fox mistakenly try to punish someone who is not guilty of the crime witnessed, the benefits do not apply, but

the attempt still counts against the number allowed per day.

Speak with Dead (Sp): The Black Fox can use *speak with dead* once per day. Her caster level equals her class level.

Streetwise (Ex): The Black Fox gains a +2 competence bonus on Gather Information and Knowledge (local) checks.

Monkey Grip (Feat): The Black Fox can use melee weapons one size category larger than she is with a -2 penalty on the attack roll, but the amount of effort it takes her to use the weapon does not change (she is able to use her *Large merciful spiked chain*). This penalty has been included in her stat block.

Torunemora, Lady Death-By-Night

Female Loona, Geanavue Human
Rog9/Shadowdancer 6
AL CE M Humanoid

Attack and Movement

Init: +6

Melee: mw rapier +12 (1d6+1, plus poison(DC 16 or 1d4+1 rounds unconscious))

Ranged: mw Shortbow +13/+13/+8 (1d6, plus poison (DC 16 or 1d4+1 rounds unconscious))

Full Atk: mw rapier +12/+7 (1d6+1, plus poison(DC 16 or 1d4+1 rounds unconscious))

Base Atk: +10 Grp: +11

SA: Shadow Illusions, Sneak Attack +5d6, Summon Shadow

Speed: 30

Defense

hp: 63

AC: 21 (+5 Dex, +3 studded leather armor, *ring of protection* +3), touch 14, flat-footed 13

Fort: +5, Ref: +17, Will: +5

SQ: Darkvision, Defensive Roll, Evasion, Hide in Plain Sight, Improved Uncanny Dodge, Shadow Jump 40ft, Trapfinding, Trapsense +3

Traits

Racial:

Abilities: Str 12, Dex 22, Con 11, Int 13, Wis 10, Cha 14

Skills: Climb +8, Decipher Script +14, Disable Device +11, Hide +19, Listen +16, Move Silently +19, Open Locks +17, Perform (Dance) +11, Search +10, Sense Motive +8, Spot +15, Tumble +10

Feats: Combat Reflexes, Dodge, Mobility, Point Blank Shot, Rapid Shot, Shot on the Run, Spring Attack

Languages: Merchant's Tongue, Reanaarese

Deity Worshiped:

Equipment:

masterwork rapier, masterwork shortbow, studded leather armor, *ring of spell storing (greater invisibility, shield)*, *gloves of dexterity +4*, 10 doses oora (Injury, DC 16 or 1d4+1 rounds unconsciousness), *ring of protection +3*

Description and Errata

Combat Text -

Torunemora will use her *ring of spell storing* to cast *greater invisibility* as soon as possible. She will then sneak to a place where she can shoot poisoned arrows at as many people as possible, beginning with the Black Fox.

Event C – Final Combat

ATL1

Slaver

Medium-size Male Human (Kalamaran)

Rogue1

Hit Dice: (1d6)+2

Hit Points: 8

Initiative: +3

Speed: Walk 30 ft.

AC: 15 (flatfooted 12, touch 13)

Base Attack/Grapple +0/+1

Attacks: Dagger +1; Dagger (Thrown) +3; Dart (Masterwork) +4; Shortspear +1; Shortspear (Thrown) +3; ;

Damage: Dagger 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dagger (Thrown) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dart (Masterwork) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Shortspear 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Shortspear (Thrown) 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con)

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Sneak Attack +1d6, Trapfinding

Saves: Fortitude: +2, Reflex: +5, Will: +1

Abilities: STR 12 (+1), DEX 17 (+3), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 2; Balance 3; Bluff 0; Climb 5; Concentration 2; Craft (Poisonmaking) 6; Craft (Untrained) 2; Diplomacy 0; Disguise 4; Escape Artist 7; Forgery 2; Gather Information 4; Heal 1; Hide 12; Intimidate 0; Jump 1; Listen 5; Move Silently 12; Ride 3; Search 6; Sense Motive 1; Spot 5; Survival 1; Swim 1; Tumble 7;

Feats: Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency
Alignment: Neutral Evil
Possessions :Boots of Elvenkind; Poison (Zeakue);Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Outfit (Traveler's); Shortspear

ATL1_Slaver Guard

Medium-size Male Human (Kalamaran)

Warrior1

Hit Dice: (1d8)+2

Hit Points: 10

Initiative: +2

Speed: Walk 20 ft.

AC: 19 (flatfooted 17, touch 12)

Base Attack/Grapple: +1/+4

Attacks: Javelin +3;Sword, Short +5; Shortbow +3

Full Attacks: Javelin +3; Sword, Short +5, Shortbow +3

Damage: Javelin 1d6+3;Sword, Short 1d6+3; Shortbow 1d6;

Face / Reach: 5 ft. / 5 ft.

Special Qualities:

Saves: Fortitude: +4, Reflex: +2, Will: +1

Abilities: STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 12 (+1), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 1; Balance -2; Bluff 0; Climb 1; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist 4; Forgery 1; Gather Information 0; Heal 1; Hide -4; Intimidate 4; Jump -5; Listen 1; Move Silently -4; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -9;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))

Alignment: Lawful Neutral

Possessions: Breastplate; Shield, Heavy; Javelin; Outfit (Explorer's); Sword, Short;

ATL3

Slaver

Medium-size Male Human (Kalamaran)

Rogue3

Hit Dice: (3d6)+6

Hit Points: 20

Initiative: +3

Speed: Walk 30 ft.

AC: 16 (flatfooted 13, touch 14)

Base Attack/Grapple: +2/+3

Attacks: Dart (Masterwork) +6; Dagger +3;Dagger (Thrown) +5;Shortspear -7;Shortspear (Thrown) +5; ;

Full Attack: Dart +3 primary hand, +3 offhand.

Damage: Dart (Masterwork) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dagger 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dagger (Thrown) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Shortspear 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con) ;Shortspear (Thrown) 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con)

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Evasion (Ex), Sneak Attack +2d6, Trap Sense (Ex) +1, Trapfinding

Saves: Fortitude: +3, Reflex: +6, Will: +2

Abilities: STR 12 (+1), DEX 17 (+3), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 2; Balance 5; Bluff 2; Climb 7; Concentration 2; Craft (Poisonmaking) 8; Craft (Untrained) 2; Diplomacy 0; Disguise 6; Escape Artist 9; Forgery 2; Gather Information 4; Heal 1; Hide 14; Intimidate 0; Jump 3; Listen 7; Move Silently 14; Ride 3; Search 8; Sense Motive 1; Spot 7; Survival 1; Swim 1; Tumble 9;

Feats: Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting

Alignment: Neutral Evil

Possessions: Boots of Elvenkind; Ring of Protection +1; Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Outfit (Traveler's); Poison (Zeakue); Shortspear

ATL3 Slaver Guard

Medium-size Male Human (Kalamaran)

Fighter2

Hit Dice: (2d10)+4

Hit Points: 20

Initiative: +2

Speed: Walk 20 ft.

AC: 19 (flatfooted 17, touch 12)

Base Attack/Grapple: +2/+5

Attacks: Javelin +4;Sword (Short/Masterwork) +7; Shortbow +4

Full Attack: Javelin +4, Sword (Short/Masterwork) +7; Shortbow +4

Damage: Javelin 1d6+3;Sword (Short/Masterwork) 1d6+3; Shortbow 1d6

Face / Reach: 5 ft. / 5 ft.

Special Qualities:

Saves: Fortitude: +5, Reflex: +2, Will: +1

Abilities: STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 12 (+1), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 1; Balance -1; Bluff 0; Climb 3; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist 3; Forgery 1; Gather Information 0; Heal 1; Hide -3; Intimidate 5; Jump -3; Listen 1; Move Silently -3; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -7;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short))

Alignment: Lawful Neutral

Possessions: Breastplate (Masterwork); Javelin; Outfit (Explorer's); Shield, Heavy; Sword (Short/Masterwork);

ATL5

Slaver

Medium-size Male Human (Kalamaran)

Rogue5

Hit Dice: (5d6)+10

Hit Points: 32

Initiative: +5

Speed: Walk 30 ft.

AC: 18 (flatfooted 18, touch 16)

Base Attack/Grapple: +3/+4

Attacks: Dart (Masterwork) +9; Dagger +4; Dagger

(Thrown) +8; Shortspear +4; Shortspear (Thrown) +8; ;

Full Attack: Dart +7 primary hand/+7 offhand

Damage: Dart (Masterwork) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dagger 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Dagger (Thrown) 1d4+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Shortspear 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con); Shortspear (Thrown) 1d6+1 plus poison (DC 12, 1d6 Con, secondary 1d6 Con)

Face / Reach: 5 ft. / 5 ft.

Special Qualities: Evasion (Ex), Sneak Attack +3d6, Trap Sense (Ex) +1, Trapfinding, Uncanny Dodge (Dex bonus to AC)

Saves: Fortitude: +3, Reflex: +9, Will: +2

Abilities: STR 12 (+1), DEX 20 (+5), CON 14 (+2), INT 14 (+2), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 2; Balance 7; Bluff 4; Climb 9; Concentration 2; Craft (Poisonmaking) 10; Craft (Untrained) 2; Diplomacy 0; Disguise 8; Escape Artist 13; Forgery 2; Gather Information 4; Heal 1; Hide 18; Intimidate 0; Jump 3; Listen 9; Move

Silently 18; Ride 5; Search 10; Sense Motive 1; Spot 9; Survival 1; Swim 1; Tumble 13;

Feats: Armor Proficiency (Light), Point Blank Shot, Rapid Shot, Simple Weapon Proficiency, Two-Weapon Fighting

Alignment: Neutral Evil

Possessions: Boots of Elvenkind; Gloves of Dexterity +2; Cloak of Elvenkind; Dagger; Dart (Masterwork) x5; Leather; Traveler's Outfit; Poison (Zeakue); Ring of Protection +1; Shortspear

ATL5

Slaver Guard

Medium-size Male Human (Kalamaran)

Fighter4

Hit Dice: (4d10)+8

Hit Points: 36

Initiative: +2

Speed: Walk 20 ft.

AC: 20 (flatfooted 18, touch 12)

Base Attack/Grapple: +4/+7

Attacks: Javelin (Masterwork) +8; Sword (Short/Masterwork) +9; Shortbow +6

Full Attack: Javelin (Masterwork) +8; Sword (Short/Masterwork) +9; Shortbow +6

Damage: Javelin (Masterwork) 1d6+3; Sword (Short/Masterwork) 1d6+5; Shortbow 1d6

Face / Reach: 5 ft. / 5 ft.

Special Qualities:

Saves: Fortitude: +6, Reflex: +3, Will: +2

Abilities: STR 16 (+3), DEX 14 (+2), CON 14 (+2), INT 13 (+1), WIS 12 (+1), CHA 10 (+0)

Skills: Appraise 1; Balance 1; Bluff 0; Climb 6; Concentration 2; Craft (Untrained) 1; Diplomacy 0; Disguise 0; Escape Artist -2; Forgery 1; Gather Information 0; Heal 1; Hide -2; Intimidate 7; Jump 0; Listen 1; Move Silently -2; Ride 2; Search 1; Sense Motive 1; Spot 1; Survival 1; Swim -5;

Feats: Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Combat Reflexes, Dodge, Martial Weapon Proficiency, Point Blank Shot, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus (Sword (Short), Javelin), Weapon Specialization (Sword (Short))

Alignment: Lawful Neutral

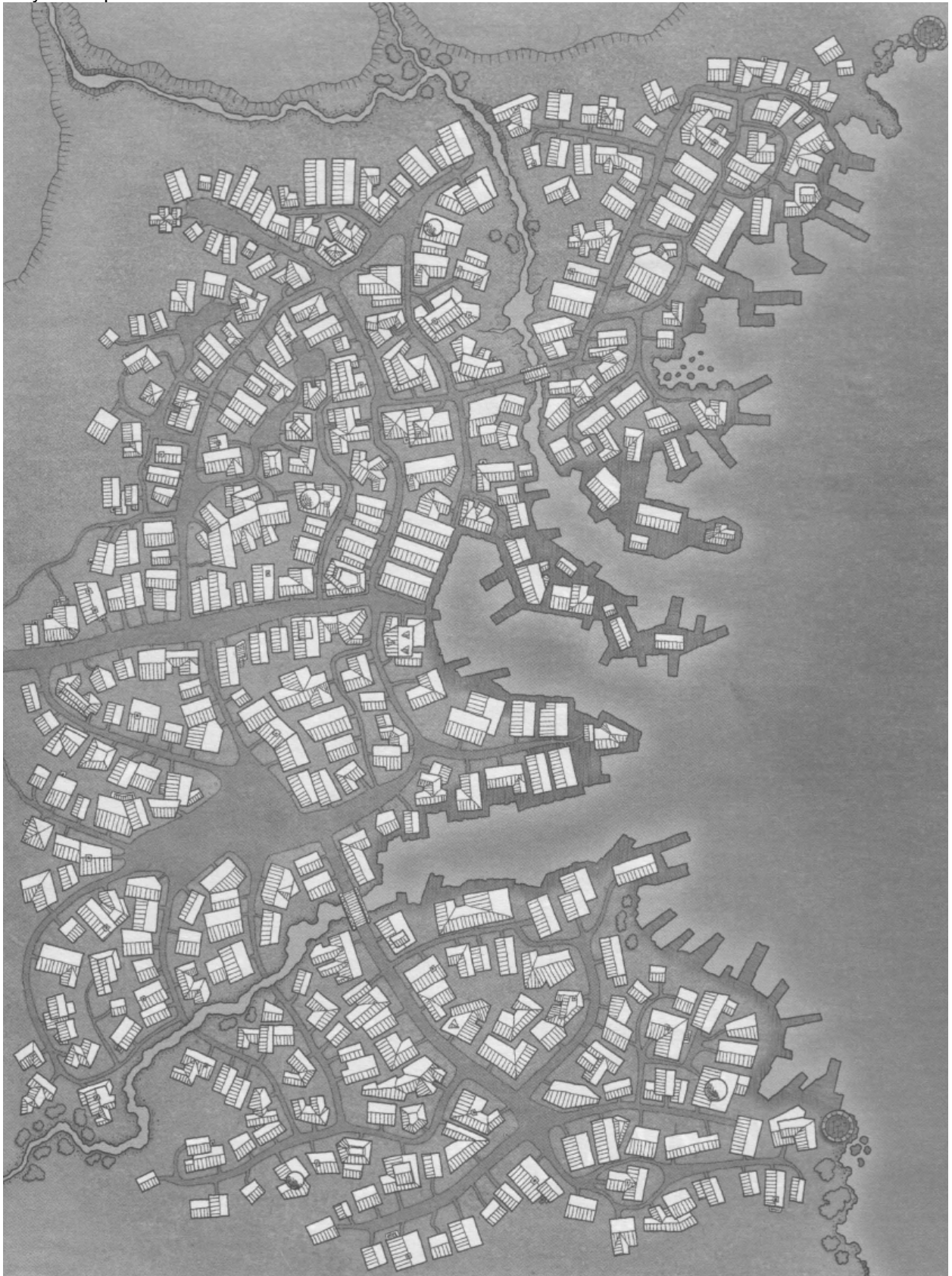
Possessions: Breastplate (Masterwork); Javelin (Masterwork); Outfit (Explorer's); Shield +1 (Heavy/Metal); Sword (Short/Masterwork);

Appendix II: Additional Rules

Loona Map – From Loona, Port of Intrigue



Players Map to Loona



APPENDIX III: Player Handout 1

You hunt well, and begin to show the mark of true investigators. I do not yet trust you, but we do not need to be enemies.

If you wish for further information, come to the corner of Sail Street and Anchor Lane. Lay aside your weapons, offensive magic items, and sundry components, and walk 10 feet away from them, in any direction you choose.

I leave you close enough to allay your worries, but far enough that I can make my escape if you prove yourselves untrustworthy. If I do not see this act of faith on your part, you will never see me.

Black Fox