



Night of Shadows

Cabal of Shadows Faction Scenario #5

An Adventure for 5th-Level Characters

(Scaled for 4th-8th Levels of Play)

CABAL OF SHADOWS™ Faction SCENARIO 5 for the

XEN'DRIK EXPEDITIONS™ Campaign

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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, Rich Baker, and Peter Adkison.

Sources: Complete Arcane [Richard Baker]; Fiendish Codex II: Tyrants of the Nine Hells [Robin D. Laws and Robert J. Schwalb]; Miniatures Handbook [Michael Donais, Skaff Elias, Rob Heinsoo, Jonathan Tweet]; Player's Handbook II [David Noonan]

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Adventure Background

The Cabal of Shadows has been a new player to the politics of Stormreach, but now that they have arrived, they are a quick study.

The Cabal of Shadows assigns the PCs a task to kill six targets in Stormreach. The PCs are given three days to find their targets and plan an attack to kill all of them in the course of a single night. Other Cabal of Shadows cells have a similar assignment and all the cells must act in concert to minimize Stormreach's response to the attacks.

Adventure Synopsis

Adventure Start: The PCs receive an invitation to a meeting, taking place at dusk in the Ravenhead's Tavern.

Part One: At the meeting the PCs are given the task to kill the six targets.

Part Two: Over the course of three days, the PCs find and investigate their six targets. In addition, the PCs plan their attack on the six targets so that it can be executed over the course of a single day.

Part Three: The PCs execute their plan to kill all six targets in the course of one night.

Ending the Adventure: The adventure ends when the PCs kill all six targets in the course of one night; or when they fail to do so.

Troubleshooting

Adventure Secret: Should any of the PCs use a card or ability to unlock an adventure secret, they discover the location of any one of their victim home, work, and coming locations for relaxation (as appropriate for the ability or card).

Obscura: Some members of the Cabal of Shadows also belong to Obscura, sub-factions within the Cabal. The Obscura often have secret missions for their members, and this time is no different. Ask each player to hand you a note listing his or her Obscura, if any. All players should hand in a note, even if they are not a member of any Obscura in order to keep suspicions evenly spread throughout the party. Return the correct player handout to each player so they understand the details of their secret mission. This should be done immediately when prompted.

Adventure Start

At the start of the adventure, you should find out if any of the PCs are Obscura members. If any PC is an Obscura member, give the player the appropriate section of **Player Handout 1**. After finishing with this, continue with the encounter.

Your message drop contained a small token etched with a raven's head. It simply meant, "Come to the Ravenhead's Tavern at dusk." You find yourself inside the tavern at the appointed time.

The barkeep is an older human man with a balding head and a habit of keeping the tip of his tongue sticking out between his lips. The serving wench is a buxom blonde human woman who was probably vibrant and pretty in her youth but now looks tired and haggard. There are a few other patrons in the tavern besides you.

The PCs are in a small dockside tavern so named for the shingle depicting a raven's head that hangs outside over the front door. Besides the front door, there is a smaller back door that leads out into an alley, where the alley twists and turns before it leads out into a dockside street. The inside of the tavern is dank and dilapidated. A standard tavern is attached in **Appendix Three: Maps**. There are three ramshackle tables with stools for seats. Outside the tavern it is dusk.

At this point each player should describe their character to the other players. After the players are finished giving their character's description, allow their PCs to interact with one another. The PCs may also interact with the barkeep and the serving wench.

The barkeep's name is Landel. He is not the owner of the bar, but he has been hired to run it at night. A prematurely graying haired man approached him and offered a deal to rent the tavern for about an hour. Landel has been paid to keep other patrons out of the tavern during this time and the money was enough to ensure Landel did not ask any questions. Landel can answer or relate the following:

- What is your name? "*Landel.*"

- If the PCs start to introduce themselves, Landel interrupts, *“Don’t need to know your name.”* If the PCs persist in introducing themselves, Landel does his best not to use their name.
- Where are the other patrons tonight? *“Business is just slow tonight.”*
- Do you know whom I am supposed to meet? *“Don’t know nothing about it.”*

The serving wench’s name is Merlissa. Landel had her come into tonight to work for some special customers and told her to keep quiet about it. She can answer or relate the following:

- If she is questioned about the lack of patrons, *“I heard Landel telling one of them to stay away until later tonight.”*
- Do you know who I am supposed to meet? *“Saw Landel talking to a man earlier, about an hour ago. He was about my age (she is in her late twenties) with graying hair. The man paid extra for his drinks. Afterwards, Landel said I was the only one that should stay and told the others to leave. Told me there was special customers.”*

Once the PCs are finished interacting with each other, Landel and Merlissa, continue with **Part One: A Simple Meeting**.

Creatures: Landel and Merlissa both have the initial attitude of Indifferent towards the PCs. Landel has a club under the counter while Merlissa is unarmed. . PCs may make Sense Motive checks on Landel to realize that he is not telling them the truth about the rendezvous or the contact. However, regardless of the PCs Diplomacy or Intimidate checks, he refuses to divulge any information, he seems genuinely more fearful of the contact than the PCs. Merlissa is more forthcoming on the details. Use the details provided above if the PCs try to interact with the staff.

Landel: male human commoner 1: hp 2; Bluff +2, Sense Motive +2.

Merlissa: female human commoner 1: hp 2.

Part One: A Simple Meeting

The door to the tavern swings open revealing a human man in his late twenty’s with prematurely graying hair and rapier at his side. After stepping in, he stops and smiles, his hand drifting down to rest on the pommel of his rapier. His dark brown eyes gaze around the tavern once before he continues walking to the counter. Leaning against the counter, he twists around eyeing you all before saying to the barkeep, “Landel, you and the wench need a breath of fresh air.”

Landel, surprised by the man’s request, spills the mug of ale he was tapping. Landel, looking at the spilled ale and back to the man, “Guess you’re right. Outside with you Merlissa.”

Merlissa begins to protest but stops after Landel roughly takes hold of her arm and escorts her outside, hushing her as he does so. The tavern grows quiet for a moment as the man runs a finger through the spilled ale and says to no one in particular, “Three days, six people and one night.”

Such a comment from the man should elicit a question from the PCs as to what he means. If the comment does not elicit a question from the PCs, the man continues, describing the task to the PCs. The man answers or relates the following:

- What do you mean by that comment? *“Three days from now six people must die. These six people must die between the start of dusk on the third day and before the dawn of the fourth day.”*
- Who are these six people? *“Bannix of the Stormreach guard, Burgundy Clor the fence whom you may have had dealings with already, Delvega an exiled noble, Lorianna the courtesan, Merg the boatman and Treylorn the bookseller.”*
- Can you give us a list of their names? Where do we find these six people and what can you tell us about them? *“There is nothing in writing, but I can tell you this about them.”* At this point give the **Player’s Handout Two** and indicate the man is telling them this information.
- Do you have any advice for us? *The man gives a predatory smile, “Do not fail. Of course I would investigate where they work, where they live and where they play, but that’s just me.”*
- Why do these six people have to die? *“Perhaps they have thwarted the plans and desires of powerful people who do not take kindly to such things. Perhaps they know too much. Perhaps someone hired us to kill them. Perhaps you do not need to know the answer to this question.”*
- Why do these six people have to be killed three days from now, all in the course of one night? *“That is the time decided when they should be killed. If it is done all in one night, then Stormreach and others cannot interfere with the deed. You are not the only group being employed, but these six are for you alone. If you fail, or alert the guard, others will be vexed and will no doubt come looking for you to explain their displeasure.”*
- Who are you and what is your name? *“I am a messenger. You do not need to know my name.”*

Once the PCs are finished asking question or the man decides there is no need to continue talking to the PCs, the man takes his leave of the PCs. Before he leaves, he has a simple request.

The man begins to saunter towards the door to exit the tavern, when he stops and places two gold coins on a wobbly table, "The serving wench Merlissa talks too much. Kill her tonight before she says anything more." He strides to the door and opens it, calling out, "Landel, there is two gold coins on the table here. Make sure my guests get a few drinks on me." The man continues through the door and out into the night.

Landel and Merlissa return inside to serve drinks to the PCs. It is assumed that one or more of the PCs are going to kill Merlissa. Whatever the plan to kill Merlissa is, you should let it succeed unless the plan is grossly incompetent. If the PCs decide to kill Landel also, the same applies. See the Adventure Start for their abbreviated stats.

Once Merlissa is killed and the PCs are ready to continue, proceed to **Part Two: Three Days**.

Part Two: Three Days

This encounter attempts to summarize the legwork that the PCs may attempt to do in order to learn more about their targets. Some of the targets are easier to find than other, and as such, there is more information available on them. The targets are listed individually, including a summary of whom they are and why they are targeted for elimination, followed by ways to investigate them. This encounter, as is the next one, is very freeform and largely left to your imagination. Use the following information to guide you.

The PCs will likely attempt to find out more about their targets by talking to people, including the target themselves. Feel free to role-play these encounters or use the Gather Information skill as you see fit. Those that role-play these encounters may receive any of the following information as the judge sees fit based upon whom they speak with.

For those rolling Gather Information skill checks, assume it costs the PC 3d4 gp in drinks, donations, and bribes. The rolls can be modified by an additional +2 circumstance bonus to their check for every extra 10 gp the PC spends (up to a maximum of +10 circumstance bonus for 50 gp spent). Further modifications can be found under each of the targets.

Each Gather Information attempt takes 1d4+1 hours.

Bannix

Bannix is a Stormreach Guard and holds the rank of sergeant. He was born and raised here in Stormreach, a son of a pair of followers of the Silver Flame. Both his parents were slain by criminals and he was raised by his uncle. Bannix joined the guard when he came of age and has been there ever since. He met and married Delora nine years ago. Their marriage has produced 2 children.

The Cabal of Shadows wants him dead because he has thwarted them too many times. He has been so thorough in his investigations, the Council of the Obscured fears that he may be beginning suspect that an organization like the Cabal exists.

Home

Bannix lives in an upper apartment with his wife and two kids. His wife's name is Delora and she works as a seamstress in a local tailoring shop. Their two children, a boy and girl, are named Akkan and Merris. The children are ages 6 and 8 respectively. The neighborhood he lives in is also home to many other Stormreach Guard members and their families. Strangers who come around and ask questions are likely to be noticed (opposed Sense Motive versus Bluff, if there is no statistic block for the NPC, assume a Sense Motive bonus of +1). Locals are also likely to help someone who is in trouble, especially if the person in need is a member of the Stormreach Guard.

Work

Bannix reports daily to a local guard station about an hour after sunrise. He and the people reporting to him go over the recent crimes in the area and determine if any action needs to be taken. Around mid-morning, Bannix and his partner walk their patrol, talking to the locals and enforcing the law. About an hour before sunset, Bannix and his partner return to the guard station. From there, Bannix returns home to his wife and kids.

Play

Bannix occasionally goes to a local tavern called the "Billy Club". The tavern is frequented by off duty city guardsmen. One of the unspoken rules for off duty city watchmen are no one is to wear their badge or uniform in the tavern. The tavern is run by an ex-guardsmen named Dankin.

Gather Information

- **DC 5:** Bannix is a Stormreach guard and holds the rank of sergeant.

- **DC 10:** It is said he is honest, diligent and hardworking watchman. More like him would make Stormreach a safer and better place.
- **DC 15:** He lives in an upper apartment with his wife and two kids. Delora is his wife. Akkan and Merris are his kids, a boy and girl respectively. Merris is an excellent singer. [The PCs receive directions to his home.]
- **DC 20:** Bannix often heads to the Billy Club tavern, a common watering hole for off duty guardsmen.

Burgundy Clor

Burgundy Clor hosts gladiator games and amusements in the Red Ring arena in southern Stormreach. He is also a black market fence. A number of would be fences have ended up as involuntary gladiators in the Red Ring after crossing Clor.

The Cabal of Shadows wants him dead because his manipulations have interfered with Cabal plans in the past. Several PCs may have a personal score to settle with him, after having been forced into the ring by Clor.

PC's that undertook the Cabal of Shadows mission '*The Sahuagin Stone*' may recall meeting Burgundy Clor and his betrayal. If the PCs have trouble recalling the events of that event, a successful INT check recalls the following:

INT Check

- **DC 5:** You recall the name from somewhere and it leaves a sour taste in your mouth.
- **DC 10:** You can clearly remember the birth-marked face of the fence that threw you into the Red Ring gladiator pits.

Home

Burgundy Clor has recently acquired a partially constructed home called the Ruby Tower, a twenty-foot tower close to the Red Ring. The tower requires some work though it is mostly intact. The Ruby Tower is so named after its previous owner 'Ruby' Durkan.

Burgundy has two guards, Red 'Fingers' Halivat, and Alvun that reside with him in the tower when not at the Red Ring. During the afternoons several artisans and their laborers work on the tower, overseen by 'Fingers'. At night both of the guards share the residence with Burgundy.

'Fingers' can be single minded in his tasks and under no circumstances will he allow anyone to enter the tower whilst his master is away.

Work

Burgundy 'works' from rooms beneath the Red Ring from early afternoon until after midnight. Here he oversees the gladiator arena and games, and conducts his fencing business. Alvun follows Burgundy everywhere, and numerous other guards and thugs are scattered about the rooms.

Gaining access to Burgundy is possible by subterfuge. PC's may capture some 'gladiators' they wish to sell to Burgundy Clor or attempt to fence some valuable items (possibly their own). In either scenario, Burgundy will be extremely suspicious of these new players in the business and instantly recognize any PC's he encountered previously (in *The Sahaugin Stone* adventure).

Play

Burgundy enjoys scheming and making money. He finds all of his enjoyment in his work. He is always encountered at the Red Ring or his new residence, or traveling between. A suspicious and wary individual he always conducts business and meetings on his own turf.

Gather Information

- **DC 5:** Burgundy Clor runs entertainment at the Red Ring arena.
- **DC 10:** Burgundy has a birthmark down one side of his face. He is never seen without his half-orc guard.
- **DC 15:** Burgundy just acquired the run down Ruby Tower and is making it his new residence. He has good-eyes that watch out for unwelcome visitors.
- **DC 20:** The previous owner of the Ruby Tower disappeared after he sold the tower to Burgundy.
- **DC 25:** It is rumored that Burgundy will buy slaves and exotic animals for his gladiator ring.
- **DC 30:** If you have something to sell under the table, Burgundy can move it.

Delvega

Delvega is the bastard son of a noble. His mother died in childbirth and the noble took him in, raising him as an aristocrat. However, his questionable parentage has been detrimental to his advancement in the noble's

family. During the Last War, Delvega attended a prestigious military school and graduated as an officer. Though he was able to use his charm and influence to gain highly visible assignments, his role in the Last War was lackluster at best.

After the war, rather than go back to his father and the rest of the family in disgrace, he joined an expedition going to Xen'drik. While exploring a ruin, the expedition was trapped and all but Delvega slain by a fiend. Delvega, using his considerable charm and powers of persuasion, convinced the fiend to let him go free in exchange for his soul. The bargain was struck and in return for his soul, Delvega gained the powers of a warlock. Delvega remained in Xen'drik, enriching himself and gathering power.

The Cabal of Shadows wants him dead because his dealings in Stormreach's political arena and underworld pose a threat to the Cabal's plans for Stormreach.

Home

Delvega lives in a small manor house in a well-patrolled and protected area of Stormreach. The house is a two-story building with a courtyard. The courtyard is paved with cobblestones and surrounded by a stone wall topped with bronze spikes. A sturdy iron gate, wide enough for a horse to pass through, guards the entrance to the courtyard. A brass bell with a clapper is next to the gate and visitors announce themselves by ringing the bell. A well-appointed wood door serves as the main entrance into the house while a smaller unobtrusive door serves as the servant's entrance. A map of the manor house is located in **Appendix Three: Maps**.

A pair of servants, a butler and maid, maintain the house for him. The butler's name is Ranmarn and the maid's name is Lakvissa (both expert 1). Delvega has a bodyguard named Calern who follows him everywhere he goes. The bodyguard also lives in the house and is a Stormreach Guard agent (see stat blocks in **Part 3: One Night**).

Work

Delvega maintains an office near the marketplace bazaar. Delvega buys and sells goods that flow through Stormreach, making a profit for his efforts. Delvega employs a bookkeeper named Salez (expert 1) to track purchases and sales whom can be found in Delvega's workplace. Delvega spends part of his day by the docks, dealing with the merchant ships that are coming and going. He also likes working lunches and after lunch, he takes a nap before returning to work. Some days he stays late at the office catching up on paperwork.

Play

Delvega occasionally stops by the better drinking and eating establishments, always with his bodyguard in tow. Delvega likes to play high-stakes games, especially ones that involve deception or bluffing. Delvega also attends the local events in what passes for Stormreach's high society.

Gather Information

- **DC 5:** Delvega is an exiled noble from Cyre who buys and sells goods.
- **DC 10:** He has an office near the marketplace bazaar. He is a shrewd bargainer and a master of the spoken word.
- **DC 15:** He lives in a small manor house with a few servants and he is almost never seen without his bodyguard.
- **DC 20:** He is a charming, good-looking man who you want to be around, but if he ever gets angry, watch out. He can make the bravest person back down.
- **DC 25:** His deals of late have been extremely profitable, but he does not seem to have any money to show for it.
- **DC 30:** He is getting ready to join the political arena and has been making deals to garner the necessary support to do so.

Lorianna

Lorianna is a courtesan and is the favorite of one of the Storm Lords of Stormreach. She is relatively new to being a courtesan and still has an air of child-like innocence surrounding her. This air of child-like innocence plus her youthful good looks first attracted the Storm Lord to her.

Lorianna was recruited by a brothel madam that first saw her in the streets of Stormreach before reaching the age of majority. The madam hired her to do odd jobs for her and the other women at the brothel. Eventually the madam convinced her she could have better life as a courtesan. The madam schemed to place Lorianna in a finer establishment named the Blue Sea Club, where the wealthy and powerful could meet her. Of course, the madam profited from this scheme. This finer establishment is also where the Storm Lord met Lorianna and became attracted to her.

The Cabal of Shadows wants her dead so Storm Lord can console himself with a new favorite who is a Cabal of Shadows secret agent. If the PCs attack her, proceed to **Part Three: One Night** and run her part of the encounter.

Home

Lorianna is living in a small, richly appointed apartment given to her by the Storm Lord. Lorianna is attended to by a maidservant named Taomi. Taomi is also a spy for the Storm Lord, keeping track of what Lorianna does and with whom she speaks. If the PCs call on Lorianna or speak with Taomi, Taomi reports this to the Storm Lord. If Lorianna ends up killed, the PCs receive the Story Object: *Stormreach's Notice*.

If the PCs visit Lorianna's apartment, see **Part Three: One Night** for the description. Taomi greets them at the door and only allows the PCs into speak with Lorianna if they convince her (change her initial attitude from Indifferent to Friendly). Lorianna answers any reasonable question honestly, but if asked about her benefactor she refuses to divulge his identity unless the PCs convince her (change her initial attitude from Indifferent to Helpful). Even then, she only hints that it is one of the Storm Lords and will not give his name. Indeed, she does not even know his true name, but simply calls him "Izzy."

Work

Lorianna does not work any longer at the Blue Moon Club where she met the Storm Lord; however the other women who still work there recall Lorianna. If the PCs speak with them, the PCs can find out the information in the Gather Information section below without requiring any further skill checks.

Play

Lorianna is at the beck and call of the Storm Lord. The Storm Lord usually visits her at her apartment, sometimes staying overnight. Other times he calls upon her and together they go to a romantic spot.

Gather Information

- **DC 5:** Lorianna is a courtesan.
- **DC 10:** She used to work at one of the finer establishments here in Stormreach, but she met someone while working there who took a real liking to her. Her benefactor took her away from that, but to where, I am not sure.
- **DC 15:** Her benefactor has placed her in a fine apartment and given her a maidservant to attend to her needs. [The PCs receive directions to her apartment if they did not already have them.]
- **DC 20:** It is rumored that her benefactor is one of the Storm Lords. It is said she is his favorite mistress. He comes to see her at the fine apartment and on occasion takes her to a romantic spot.
- **DC 25:** She was hired, well more like sold, to one of the finer establishments by a madam of a brothel. Lorianna worked at a brothel in her youth doing odd jobs and never "worked" at the brothel. She was instead convinced by the brothel's madam to become a courtesan.
- **DC 30:** Last time she visited me in the morning, she became ill. If I did not know better, I would think she is pregnant.

Merg

Merg is a boatman who plies his trade around Stormreach's harbor. He transports people and small amounts of cargo wherever they need to go; he also fishes for crabs. For the right price, he is willing to do much more. This includes smuggling and the disposing of bodies.

The Cabal of Shadows wants him dead because he knows where too many bodies are buried and they feel they can no longer trust his loyalty. Merg knows both of the ship and warehouse that the Cabal used as headquarters for a short time. Though no longer used to house the Council of the Obscured, both are still valuable to the Cabal.

Home

When the weather is fair, Merg sleeps on his boat and when the weather is foul, he sleeps in a boarding house.

The boat is 5 ft. wide and 15 ft. long. The boat is maneuvered by one person with an oar in deep water or a long pole in shallow water. A canvas tarp can be erected to keep the rain off those in it.

The boarding house where Merg stays occasionally is run by a sniveling, nosy man named Versin, whose main concern is that the rent is paid on time and that no one cooks in their room. One's rent buys them a space to sleep in a large open room and where one can expect little, if any privacy. All rooms at the unnamed boarding house are communal.

Work

Merg can be found throughout the day transporting people and cargo in and around the harbor. During the night, if he is not at a tavern, he may be found smuggling people or cargo.

If the PCs approach Merg looking to hire him for a smuggling job, he is suspicious of them and must be convinced. If he is not convinced (change his initial attitude from Unfriendly to Friendly), Merg agrees to work for the PCs and arranges to meet them later. Of course, Merg does not intend to show up and instead takes his boat upriver to find a place to hide for a few weeks. Note that PCs with a good Sense Motive might see through his deception.

Play

Merg typically frequents two or three taverns a night looking for people who need someone or something smuggled. He does not approach people about body disposal though a few people know this is one of the services he offers.

Gather Information

- **DC 5:** Merg is a boatman, plying his trade around Stormreach's harbor. He transports people and cargo.
- **DC 10:** He sometimes fishes for crabs and sells them at the fish market for more than a fair price.
- **DC 15:** He frequents taverns favored by criminals and is known to have made deals with these criminals.
- **DC 20:** He has been seen in the harbor after it is dark. Sometimes he has people on his boat and other times he has had cargo.
- **DC 25:** He is known to be involved in smuggling activities. As long as the price is right, he smuggles anyone and anything.
- **DC 30:** He is an expert at disposing of bodies. His favored method is tying stone weights to the body and dumping them overboard near a place teeming with crabs. These crabs are the same ones he fishes and sells.

Treylorn

Treylorn is a bookseller, owning and operating a small bookshop in Stormreach. He also lives above the bookshop. He is a thin, cadaverous man with pale skin and ink-stained hands.

The Cabal of Shadows wants him dead because they used him to research some arcane knowledge concerning Suroth Murello (*Fire in the Heart of Madness*) and now he knows too much. If the PCs attack him, proceed to **Part Three: One Night** and run his part of the encounter.

Home

Treylorn lives in a small apartment above his bookshop. A sturdy door guards the entrance to a small foyer is locked (Hardness 5, Hp 30, Open Locks DC 30) during the night. The entrance to the apartment is at the top of a set of creaky stairs. The same foyer grants entrance to Treylorn's small bookshop via another door. At the top of the stairs is the door to Treylorn's apartment. The door to the apartment is locked (Hardness 5, Hp 30, Open Locks DC 30) during the day. Treylorn has the keys to all the door locks.

Treylorn is typically found in his apartment after the sun sets. He stays awake through the night reading ancient texts and deciphering what they mean. He goes to bed in the early hours of the morning not waking until after the sun rises.

If the PCs visit Treylorn's apartment, see Part Three: One Night for the description.

Work

The entrance to the small bookshop (20 ft. by 20 ft.) is through a small foyer. A sturdy door guards the entrance to a small foyer is locked (Hardness 5, Hp 30, Open Locks DC 30) during the night. The same foyer grants access to the stairs that lead to Treylorn's apartment that is located above the bookshop (see above for more details). A door also guards the entrance to the bookshop and is locked (Hardness 5, Hp 30, Open Locks DC 30) during the night.

Treylorn is typically found in his bookshop from mid-morning to sunset. He comes downstairs at mid-morning and unlocks the front door and the bookshop door. He rarely leaves his bookshop during this time. Throughout the day he might have one or two patrons, though some days he has none at all. At sunset he locks both the front door and bookshop door before returning to his apartment upstairs. Though he has few patrons, he charges significant fees to those who do visit him.

If the PCs visit Treylorn's bookshop, see **Part Three: One Night** for the description. If the PCs visit him at his shop, Treylorn answers their questions as best he can. If the PCs try to hire him to perform research or decipher a cryptic message, he gladly does so for standard rates (See the Player's Handbook).

Play

Treylorn rarely leaves his apartment and shop. On the occasion he does go to the market to purchase supplies for his bookshop and for his own personal needs (food, wine, candles, etc.).

Gather Information

- **DC 5:** Treylorn is a bookseller.
- **DC 10:** He owns a small bookshop and lives above it. [The PCs receive directions if they do not already have them.]
- **DC 15:** He rarely leaves his apartment and bookshop.
- **DC 20:** He is a scholar and has accumulated knowledge about Xen'drik. Recently he was investigating someone named Suroth Morellu, some old Stormreach legend I hear.
- **DC 25:** He has people coming to his bookshop in the middle of the night.
- **DC 30:** He discretely hired a carpenter to come into his building and construct something. The carpenter also is a known trapsmith to some.

Part Three: One Night

At the end of the third day, when dusk falls, the PCs should execute their plan to kill all six people in the course of one night. This section is also free form and is left to your imagination.

Each target is divided amongst three difficulty levels (easy, difficult and hard).

These are the easy targets:

- Bannix
- Lorianna
- Merg

These are the difficult targets:

- Delvega
- Treylorn

This is the hard target:

- Burgundy Clor

Attracting Attention

In some cases, the Stormreach Guard has agents watching or protecting these six people. If these agents are alerted to the PCs actions, the agents may try to thwart the PCs or even just follow them. In some cases the agents try to identify the PCs. See the stat blocks below. You can also use these statistics if you need additional guardsmen based on the PC's actions.

Tactics: If Stormreach Guard agent is cornered, he gets both shortwords out as soon as possible so he can full attack with both of them. If the battle is taking place on the roof, he may try to bull rush the opposing PC off the roof.

Development: If Stormreach Guard agent is captured, treat him as Hostile. If Stormreach Guard agent's attitude is changed to Friendly, they reveal who they are and what they are doing. If Stormreach Guard agent escapes the PCs, they report back to their superiors about the PCs and the PCs receive the story object *Stormreach's Notice*. If a Stormreach Guard agent defeats the PCs, the PCs are imprisoned.

Treasure: If the PCs are able to loot a Stormreach Guard agent's body, they discover valuables worth 100 gp.

Stormreach Guard Agent

CR 5

Male human fighter 2/rogue 2/sorcerer 1

N Medium humanoid (human)

Init +6; **Senses** Listen +4, Spot +4

Languages Common

AC 14, touch 12, flat-footed 12

hp 31 (5 HD)

Fort +5, **Ref** +5, **Will** +1; Evasion

Speed 30 ft. (6 squares)

Melee sap +3 (1d6+3) or mw shortsword +6 (1d4+2/19-20) or mw shortsword +4/+4 (1d4+2/19-20 and 1d4+1/19-20)

Base Atk +3; **Grp** +5

Atk Options Sneak attack +1d6, Two-weapon Fighting

Special Actions *blades of fire* +1d8 damage for two melee weapons

Combat Gear *potion of cure light wounds*

Sorcerer Spells Known (CL 1st):

1st (4/day)—*expeditious retreat (swift)*, *blades of fire*

0 (5/day)—*daze (DC 11)*, *detect magic*, *detect poison*, *light*, *message*

Abilities Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 12

SQ Sneak attack +1d6, trapfinding

Feats Improved Initiative, Investigate, Recognize Imposter, Two-weapon Fighting, Urban Tracking

Skills Bluff +10, Diplomacy +10, Gather Information +6, Hide +7, Intimidate +9, Listen +4, Move Silently +7, Sense Motive +4, Search +5, Spellcraft +1, Spot +4

Possessions leather armor, sap, 2 mw shortswords

Description An average height, average looking human who seems to blend in with the crowd. Nothing special about the way they dress or talk.

Hook “*I spotted the suspects and I am following them.*”

New Spells

BLADES OF FIRE

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: *Spell Compendium 31.*

EXPEDITIOUS RETREAT, SWIFT

Transmutation

Level: Bard 1, sorcerer/wizard 1

Components: V

Casting Time: 1 swift action

Duration: 1 round

This spell functions like *expeditious retreat (PH228)*, except as noted above.

Source: *Spell Compendium 85.*

Bannix

There are two likely places the PCs attack Bannix; at his home; or on his way to and from the tavern.

1. Home (EL 1)

Bannix's apartment is located on the upper floor of a two-story building. Built with more enthusiasm than skill, the apartment is a mix of stone and wood construction. A set of stairs on the side of the building leads to a door on the second floor, whilst a small balcony overhangs the street.

If the early evening: *Light and the occasional burst of a child's laughter issue from behind the curtained window.*

If late evening: *The apartment is dark except for a solitary candle light burning in one of the windows.*

The children sleep in a room with the candle; the other bedroom has Bannix and his wife.

2. Street (EL 1)

Out of uniform, Bannix makes his way along the street, occasionally rubbing his neck. The only sign that this is not just another baker or tanner on his way home is the well-kept halberd loosely held in one hand.

Tactics: Bannix uses his halberd to trip opponents. When an opponent on the ground stands up he then tries to disarm them.

Development: If Bannix is captured, treat him as Hostile. If Bannix escapes, the PCs fail the mission.

Treasure: If the PCs are able to loot Bannix's body, they discover valuables worth 100 gp.

Bannix

CR 1

Male human fighter 1/warrior 1

AL LN Medium humanoid (human)

Init +1; **Senses** Listen -1, Spot -1

Languages Common

AC 16, touch 11, flat-footed 15

hp 17 (2 HD)

Fort +6, **Ref** +1, **Will** -1

Speed 20 ft. (4 squares); base 30 ft. (6 squares)

Melee halberd +4 (1d10+2/x3) or sap +4 (1d6+2)

Ranged heavy crossbow +3 (1d10/19-20)

Base Atk +2; **Grp** +4

Atk Options Disarm (+6; +10 with halberd), Trip (+6 Str)

Combat Gear *potion of cure light wounds*

Abilities Str 15, Dex 12, Con 14, Int 13, Wis 8, Cha 10

Feats Combat Expertise, Improved Disarm, Improved Trip

Skills Climb +7, Intimidate +5, Jump +7, Profession (Stormreach Guard) +3

Possessions chainmail, halberd, heavy crossbow and 20 bolts, sap

Description Bannix is a tall broad shouldered man with a square jaw and close-cropped hair.

Hook "Stop in the name of the law!"

Scaling the Encounter

4th-Level Characters: No change.

6th-Level Characters: A Stormreach Guard agent (see above) has been assigned to watch and protect Bannix. If the PCs attack Bannix, the agent responds and tries to thwart the PCs.

7th-Level Characters: 2 Stormreach Guard agents (see above) have been assigned to watch and protect Bannix. If the PCs attack Bannix, the agents respond and try to thwart the PCs.

8th-Level Characters: 3 Stormreach Guard agents (see above) have been assigned to watch and protect Bannix. If the PCs attack Bannix, the agents respond and try to thwart the PCs.

Burgundy Clor

There are three likely places the PCs attack Burgundy Clor; the Red Ring; the Ruby Tower; or going to and from his tower and the Red Ring.

1. Red Ring (EL 11)

Through the twisting streets of Stormreach, past the Locksmith Square, stands the crimson bricks of the coliseum. There are no events scheduled for several days, yet many stand around inspecting animal pens, hawking wares or begging.

Gaining access to Burgundy at the Red Ring is possible from early afternoon until around midnight, by either asking around or subterfuge. If the PCs ask around to see Burgundy, then eventually they will meet one of his hirelings, who will agree to take the PCs to the audience hall. If PCs choose to use this method, then Burgundy will receive warning prior to the PCs entry and he and his guards will be prepared for visitors asking too many questions.

Alternatively, the PCs may attempt to enter via subterfuge. Options include offering to sell some 'gladiators' (other PCs or innocent civilians that have been captured) or attempting to fence some valuable

items (possibly their own). If subterfuge is employed, Burgundy will be suspicious of these new players in the business but will not turn down an opportunity for business.

Either way, if PCs he has encountered before are involved (in *The Sahaugin Stone* adventure), he will instantly recognize them and realize the PCs pose a threat.

The Audience Hall is an ostentatious title for little more than a dungeon under the Red Ring. If the PCs enter the Hall, read or paraphrase the following:

Entering a passage guarded by two ogres, you are lead through several twists and turns, eventually arriving at an underground room, roughly forty by forty feet across. Torches and braziers are scattered about the room, giving light but little warmth. A troll grunts at you, as ogres come and go from several side doors. A half-orc sits upon a lavish, high backed chair at the far side of the room. As he speaks, a large white wolf at his feet raises its head and bars its fangs at you. "Yes? You wanted to see me?"

The half-orc is Burgundy's guard, Alvun. Suspicious of the strangers, Burgundy has cast *invisibility* on himself and stands away from the chair. Alvun has taken his place to ensure the visitors do not mean his master any harm.

Attentive PCs who investigated Burgundy will realize that this isn't he. If confronted with the ruse, Alvun will smile and admit to the deception – for his employers benefit. Alvun will then ask the PC's to be disarmed before the master will speak with them, otherwise they must speak with himself.

If a PC asks where Burgundy is, a successful DC 15 Spot Check, followed by a successful Sense Motive check opposed by Alvun's Bluff check will reveal that whilst Alvun replies "In a side room", he unwittingly cast a glance at the corner as he replied.

If the PCs agree to being disarmed, Burgundy will reveal himself, and talk with the PC's.

The hall has six side entrances that lead to various holding cells, training rooms and passageways under the Red Ring. Burgundy knows the passages intimately, along with a secret escape passage that leads outside.

If combat ensues in the Audience Hall, present are Burgundy, Alvun, a winter wolf (hp 51, *MM* p.256), a troll (hp 62, *MM* p.247), and two ogres (hp 29, 30, *MM* p.199). Another ogre (hp 29, *MM* p.199) and two worgs (hp 30, 28, *MM* p.256) enter after one round. Every five rounds of combat, another ogre (hp 29, *MM* p.199) arrives. It should be apparent to the PC's that this is not the optimal place to attack Burgundy Clor, though they may certainly try.

2. Ruby Tower (EL 10)

The Ruby Tower is a ramshackle, squat twenty-foot tower. The starkness of recently patched mortar and sawdust from newly cut wood are evidence of recent interest in refurbishing the tower.

During the afternoon: *An artisan oversees the work of several laborers whilst a decidedly bored dwarf leans against the open doorway as he incessantly sharpens a short sword. The double doors show signs of warping and have been stacked against the wall.*

In the evening and night: *Two warped doors stand propped up against the doorway, dim light escaping from inside. The light is also visible through cracks in the storm shutters on the arrow slit windows around the tower.*

The tower is twenty feet high and constructed of stone. The floors are covered with new carpets. The ground floor is surrounded by a ten-foot high walkway and mezzanine level. The guards sleep on the ground floor, whilst Burgundy sleep and works on the mezzanine level. Silk curtains provide some privacy to the mezzanine level. A spiral staircase connects the ground, mezzanine and rooftop floors, whilst two internal staircases also connect the ground and mezzanine floors.

Whilst construction is ongoing, the privy is located outside the tower in a small wooden outhouse. The wooden front doors to the tower are currently propped up, new hinges and doors ordered as part of the repairs. The trapdoor on the roof is rotting but still intact, as are the window shutters.

DM's with access to *Dungeon Tiles II: Arcane Corridors* will find the two tower tiles ideally represent the tower (see **Appendix Three: Maps**).

Access to the tower can be gained by the front doors (propped up and not secured), the rotting trapdoor that is bolted shut from inside [Break DC 15; Hardness 4; HP 20], or through magical means, entering through the window arrow-slits (DC 15 Escape Artist), after bypassing the shutters [Disable Device 18; Break DC 12; Hardness 4; HP 25].

'Fingers' sleeps on a bedroll behind the doors, whilst Alvun rests at the other end of the room. There is always dim light in the tower from several stands of candles.

Several street urchins in the area act as 'good-eyes' for Burgundy Clor, hanging out on street corners in the area. 'Good-eyes' are paid to keep an eye out for the Stormreach Guard or anyone suspicious snooping

around the tower. If they see Stormreach Guards or others that pose a threat to Burgundy, they ring a hand bell as warning and then scamper.

From any viewpoint surrounding the tower, a good-eye can see the tower. Identifying and silencing the good-eyes is not difficult if the PCs think to look for them. A DC 5 Spot check notices one child, with an additional child noted for every 5 points the DC is exceeded (to a maximum of three children). At any given time there is three good-eyes.

Note that the *Scrolls of Magus* are located behind a loose rock in the stairwell. A successful DC 20 Search check in that area of the tower locates the scrolls. If the PCs are informed of their location by Burgundy after some interrogation, then they can find them with little effort. Neither 'Fingers' nor Alvun are aware of the hiding spot.

3. Street (EL 9)

Walking through the street, Burgundy keeps his cloak wrapped close, purposely striding to his destination. At his side, a burly half-orc scans the street, the greataxe in his hands encouraging no conversation from passersby.

Tactics: If located in the Red Ring or in the street, he will have pre-cast *mage armor*.

Burgundy is a survivalist. If given a choice between possible death and certain escape, he'll invariably make a hasty retreat. However, if things look to be going in his favor, he will stay around to ensure he gets the cream of the loot.

Usual tactics are to use *invisibility* at the first opportunity and use the rest of his spells as necessary, whilst his minion(s) do the dirty work. If forced to flee, he prefers to be *invisible* and will use the *exploding spike* to hinder or kill would be pursuers.

Burgundy Clor is and his minions are a significant challenge. They are happen to allow the PCs to flee, and if they capture any PCs they are willing to ransom them back to the Cabal for 500 gp.

Development: If Burgundy is captured, he will offer the PC's magic items and monetary rewards for his life. Effectively he will offer them the world. If the combat did not take part in the Red Ring, he will insist that that the rewards are located there and that as long as he is with the PC's they will be escorted safely. Once inside the Red Ring, Burgundy indicates to his guards to attack, and he will try and escape (see Red Ring above).

Burgundy will not willingly reveal any information regarding the *Scrolls of the Magus*. Burgundy's attitude cannot be improved by Diplomacy, however a successful Intimidate check will cause him to promise the scrolls if he is let free. Another successful Intimidate check will cause him to confess to their location, behind a loose brick in his tower stairwell.

Treasure: If the PCs are able to loot Burgundy's body, they discover the items in his stat block, plus 50 gp. Both Alvun and 'Fingers' carry 20 gp on their persons as well.

Burgundy Clor

CR 8

Male human rogue 4/sorcerer 4

AL CE Medium humanoid (human)

Init +6; **Senses** Listen +6, Spot +6

Languages Common, Giant, Gnomish

AC 13, touch 13, flat-footed 11; Dodge, uncanny dodge

hp 38 (8 HD)

Fort +5, **Ref** +9, **Will** +6; evasion

Speed 30 ft. (6 squares)

Melee mw rapier +5 (1d6-1/18-20)

Ranged +1 *light crossbow* +8 (1d8+1/19-20)

Base Atk +5; **Grp** +4

Atk Options Sneak attack +2d6

Combat Gear tanglefoot bag, three *potions of cure moderate wounds*

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*invisibility*

1st (7/day)—*color spray, mage armor, ray of enfeeblement*

0th (6/day)—*acid splash, daze, detect magic, detect poison, prestidigitation, read magic*

Abilities Str 9, Dex 14, Con 12, Int 14, Wis 8, Cha 16

SQ Trapfinding, trap sense +1

Feats Dodge, Improved Initiative, Mobility, Silent Spell

Skills Appraise +9, Bluff +14, Concentration +12, Diplomacy +14, Escape Artist +9, Forgery +9, Gather Information +12, Knowledge (local) +9, Listen +6, Sense Motive +6, Spellcraft +6, Spot +6, Tumble +9
Possessions masterwork rapier, +1 *light crossbow*, 20 bolts, *cloak of resistance* +2, *exploding spike* and *ring of protection* +1.

Description Clor is a short, frail looking human. From his thinning hair to his weak chin, a large red birthmark that makes him look as if some splashed wine upon his face stains the right side of his head.

Hook "I can help you, for a price"

Alvun

CR 6

Male half-orc fighter 4/rogue 2
NE Medium humanoid (half-orc)
Init +5; **Senses** Listen +5, Spot +5, Darkvision 60ft
Languages Common, Orc

AC 17, touch 11, flat-footed 16
hp 48 (6 HD)
Fort +6, **Ref** +5, **Will** +1; Evasion

Speed 30 ft. (6 squares)
Melee +1 *greataxe* +11 (1d12+9/x3) or mw dagger +10 (1d4+4/19-20)
Base Atk +5; **Grp** +9
Atk Options Sneak attack +1d6, Power Attack
Combat Gear *potion of cure moderate wounds*

Abilities Str 19, Dex 12, Con 14, Int 9, Wis 10, Cha 6
SQ Orc blood, Sneak attack +1d6, trapfinding
Feats Blind-Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).
Skills Bluff +2, Jump +11, Listen +5, Spot +5
Possessions +1 *mithril breast plate*, +1 *greataxe*, mw dagger.

Description A well muscled half-orc with deeply recessed eyes that constantly move. When excited, drool drips from the corners of his mouth.

Hook "Stop! I don't want to hurt you! Well, actually, yes, I do!"

Red 'Fingers' Halivat

CR 6

Male dwarf rogue 6
NE Medium humanoid (dwarf)
Init +6; **Senses** Listen +9, Spot +14, Darkvision 60ft
Languages Common, Dwarf, Orc

AC 15, touch 12, flat-footed 13
hp 44 (6 HD)
Fort +5, **Ref** +7, **Will** +2; Evasion

Speed 30 ft. (6 squares)
Melee +1 shortsword +7 (1d6+3/19-20) or mw shortsword +6 (1d6+3/19-20)
Base Atk +4; **Grp** +6
Atk Options Sneak attack +3d6
Combat Gear *potion of cure moderate wounds*

Abilities Str 14, Dex 14, Con 16, Int 12, Wis 10, Cha 7
SQ Dwarf traits, Sneak attack +3d6, trapfinding, uncanny dodge
Feats Combat Reflexes, Improved Initiative, Quickdraw
Skills Balance +13, Escape Artist +11, Hide +11, Jump +13, Listen +9, Move Silently +11, Sense Motive +9, Spot +9, Tumble +13.
Possessions +1 shortsword, mw shortsword, *eyes of the eagle*, mw studded leather, whetstone.

Description A dwarf with short cropped hair and an oiled beard. His lips do not quite cover his yellowed teeth.

Hook “Let’s have a look inside that gut of yours”

Typical Good-eye

CR 1

Male human commoner 1
NE Medium humanoid (human)
Init +5; **Senses** Listen +6, Spot +6
Languages Common

AC 11, touch 11, flat-footed 10
hp 4 (1 HD)
Fort +0, **Ref** +1, **Will** +0

Speed 30 ft. (6 squares)
Melee dagger +0 (1d4)
Base Atk +0; **Grp** +0

Abilities Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Feats Alertness, Improved Initiative
Skills Listen +6, Spot +6, Jump +2, Profession (urchin) +2
Possessions dagger, hand-bell

Description A dirty street urchin, hanging out on a street corner.

Hook “I didn’t do nuthin.”

New Equipment

EXPLODING SPIKE

Moderate evocation

This red spike is warm to the touch. The spike does nothing until it is planted firmly in the ground (a standard action). One round later the spike becomes invisible. Thereafter, any creature that comes within 10 feet of the spike causes it to explode in a *fireball* that deals 10d6 points of fire damage to all creatures within 20 feet of the spike (Reflex DC 14 half). This destroys the spike.

Price: 1,500gp.

Scaling the Encounter

4th-Level Characters: Only Alvon, the Troll and the Winter Wolf are present in the Red Ring. Alvon stays at the Red Ring, leaving only ‘Fingers’ with Burgundy at the Tower, and Burgundy walking alone.

6th-Level Characters: A Shield Guardian (hp 112, *MM* p.223) is also present at the Red Ring though it does not leave. The Winter Wolf accompanies Burgundy and Alvon in their walk, and stays at the Tower when Burgundy is there.

7th-Level Characters: Burgundy is accompanied at all times by a Shield Guardian (hp 112, *MM* p.223), as well as Alvon. Two extra trolls (hp 59, 63, *MM* p.247) are present in the Red Ring.

8th-Level Characters: Burgundy is accompanied at all times by two Shield Guardians (hp 110, 112, *MM* p.223), as well as Alvon. Two extra trolls (hp 59, 63, *MM* p.247) are present in the Red Ring.

Delvega

There are three likely places the PCs attack Delvega; his office; his manor; or going to and from his office and manor.

1. Office (EL 5)

The front room of the office is cluttered with ledgers and papers with the writing on them cramped, but neat. A wooden desk with an open ledger sits off to one side with a high stool standing next to it. Through another open door, you see a much less cluttered room. The interior of the room is lush with a large polished wood desk dominating the room. Behind the desk is a large, plush, comfortable chair and before the desk are several small, frail-looking, wood chairs. A well-dressed man with the neatly trimmed beard and dark looks gazes up as you enter the room. To one side of the room, you see another man who seems to blend in with his surroundings, rest his hand on the pommel of his rapier.

#. Manor (EL 5)

The house is a two-story building with a courtyard. The courtyard is paved with cobblestones and surrounded by a stone wall topped with bronze spikes. A sturdy iron gate, wide enough for a horse to pass through, guards the entrance to the courtyard. A brass bell with a clapper is next to the gate and visitors announce themselves by ringing the bell. A well-appointed wood door serves as the main entrance into the house while a smaller unobtrusive door serves as the servant's entrance.

The manor is well appointed and the grounds well kept. A map of the manor is located in **Appendix Three: Maps**.

#. Street (EL 5)

The well-dressed man with the neatly trimmed beard and dark looks walks around a puddle filled with water. Behind him is another man, who seems unobtrusive and harmless, following Delvega. One of the man's hands is inside his cloak, perhaps resting on something at his side.

Tactics: Delvega's tactics are all about fear and intimidation. He uses his intimidating strike, frightful blast and Devil's Aura to cause a foe to become shaken or worse. See the *DMG 294* for more information on fear.

If most of the PCs are grouped close (30 ft. or less), Delvega activates his Devil's Aura as a swift action, causing all the PCs within 30 ft. to make a Will save (DC 15) or become shaken for 1-3 rounds. Delvega can then demoralize a shaken opponent with an Intimidate skill check to cause them to become frightened. Since the fear effects are from two different sources, they stack. Frightened PCs run from the source of their fear (Delvega).

Delvega can take a standard action to attack with a melee touch causing no damage (for example, a simple slap to the face). Alternately, Delvega can make a normal melee attack causing damage. The PC must make a Will save against Delvega's Intimidate skill check (1d20 + 25) or the PC becomes shaken. Delvega follows this up with his Devil's Aura. This is similar to above.

Delvega can also take a standard action to attack with a hideous blow combined with a frightful blast. This too can be a melee touch causing no damage or a normal melee attack causing damage. The PC must make a Will save (DC 15) or become shaken. Delvega activates the Devil's Aura and the PCs must make another Will save (DC 15). This is similar to above.

See the Stormreach Guard agent's tactics above.

Development: If Delvega is captured, treat him as Hostile. If Delvega's attitude is changed to Friendly, he reveals he is entering the political arena. If Delvega's attitude is changed to Helpful, he reveals he made a deal with the fiend Jarnaltrakna (DC 30 Knowledge [planes] confirms this is a fiend) for his mortal soul in exchange for power. If Delvega escapes, the PCs fail the mission. Delvega flees to a Storm Lord for protection, where he is placed into custody.

If the Stormreach Guard agent is captured, treat him as Hostile. If his attitude is changed to Friendly, he reveals who he is and what he is doing. If his attitude is changed to Helpful, he reveals the Storm Lord's suspect Delvega sold his soul to a fiend and he was to uncover the truth regarding this.

Treasure: If the PCs are able to loot Delvega's body, they discover valuables worth 100 gp. If the PC's are able to loot the Stormreach Guard agent's body, they discover valuables worth 100 gp.

Scaling the Encounter

4th-Level Characters: No change.

6th-Level Characters: A Stormreach Guard agent (see above) has been assigned to watch and protect Delvega. If the PCs attack Delvega, the agent responds and tries to thwart the PCs.

7th-Level Characters: 2 Stormreach Guard agents (see above) have been assigned to watch and protect Delvega. If the PCs attack Delvega, the agents respond and try to thwart the PCs.

8th-Level Characters: 3 Stormreach Guard agents (see above) have been assigned to watch and protect Delvega. If the PCs attack Delvega, the agents respond and try to thwart the PCs.

Delvega

CR 5

Male human aristocrat 1/marshal 1/warlock 4

NE Medium humanoid (human)

Init +2; Senses Listen -1, Spot -1

Languages Common

AC 12, touch 12, flat-footed 10; DR 1/cold iron

hp 28 (6 HD)

Fort +4, Ref +3, Will +7

Speed 30 ft. (6 squares)

Melee mw rapier +5 (1d6+1/19-20) or hideous blow (melee touch) +4 (1d6)

Ranged dagger +5 (1d4+1/19-20) or eldritch blast (range touch) +5 (1d6)

Base Atk +3; **Grp** +4

Atk Options Intimidating strike; *frightful blast* combined with *eldritch blast*; *frightful blast* combined with *hideous blow*; *frightful blast* combined with mw rapier

Special Devil's Aura (DC 16 Will; 2/day); Demoralize opponent (PHB76)

Combat Gear *potion of cure light wounds*

Spell-Like Abilities (CL 1st):

At will—*beguiling influence*†, *eldritch blast* 1d6, *frightful blast* (DC 15 Will), *hideous blow*

†Already used

Abilities Str 13, Dex 14, Con 12, Int 10, Wis 8, Cha 16

SQ Beguiling Influence, Motivate Charisma

Feats Devil's Aura, Devil's Aura, Intimidating Strike, Persuasive, Skill Focus (Diplomacy)

Skills Bluff +27, Diplomacy +24, Gather Information +10, Intimidate +25, Perform (act) +7, Sense Motive +4, Use Magic Device +10

Possessions combat gear plus dagger, noble's outfit, jewelry, mw rapier

Description A tall, dark, handsome man with black hair, dark brown eyes and a trimmed beard.

Hook "You apparently do not know with whom you are dealing."

Damage Reduction (Su): Fortified by the supernatural power flowing in his body, a warlock becomes resistant to physical attacks at 3rd level and above, gaining damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves as shown on Table 1-1.

Deceive Item (Ex): At 4th level and higher, a warlock has the ability to easily commandeer magic items made for use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

Detect Magic (Sp): Beginning at 2nd level, a warlock can use *detect magic* as the spell at will. His caster level equals his class level.

Eldritch Blast (Sp): The first ability a warlock learns is eldritch blast. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects. An eldritch blast is a ray with a range of 60 feet. This a ranged touch attack that affects a single target, allowing no saving throw. An eldritch blast deals 1d6 points of damage at 1st level and increases in power as the warlock rises in level. An eldritch blast is the equivalent of a spell whose level is equal to one-half the warlock's class level (round down), with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An eldritch blast is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to eldritch blast. An eldritch blast deals half damage to objects. Metamagic feats cannot improve a warlock's eldritch blast (because it is a spell-like ability, not a spell). However, the feat Ability Focus (eldritch blast) increases the DC for all saving throws (if any) associated with a warlock's eldritch blast by 2. See page 303 of the Monster Manual.

Warlock Feats and Invocations

BEGUILING INFLUENCE

Least: 2nd

You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for a period of 24 hours.

DEVIL'S AURA [DEVIL-TOUCHED]

Your close association with diabolic powers stains your soul. By focusing your power, you can cause other creatures to become unsettled and nervous in your presence.

Prerequisites: Cha 13, Intimidate 9 ranks, Devil's Favor

Benefit: You can generate an aura of fear for 1 round as a swift action. All living creatures within 10 feet must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or become shaken for 1d3 rounds. Multiple exposures to the same aura have no additional effect. The aura lasts for 1 round.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

DEVIL'S FAVOR [DEVIL-TOUCHED]

You have entered into an infernal pact with a dark power. In return for an indelible stain on your soul, and possibly an eternity of torment in Hell, you gain the ability to call upon the powers of Hell to aid your efforts.

Prerequisites: Pact with devil.

Benefit: When you attempt an attack, save, or check of any sort, you can beseech the dark powers to aid you. You gain a +2 bonus on the attack, save, or check.

You can use this ability a number of times per day equal to the total number of devil-touched feats you have selected, including this one.

FRIGHTFUL BLAST

Least: 2nd, Eldritch Essence

This eldritch essence invocation allows you to change your eldritch blast into a *frightful blast*. Any creatures struck by a *frightful blast* must succeed on a Will save or become shaken for 1 minute. A shaken creature struck by a *frightful blast* is not affected by the shaken aspect of the blast but takes damage normally. Creatures with immunity to mind-affecting spells and abilities or fear effects cannot be shaken by a *frightful blast*.

HIDEOUS BLOW

Least: 1st, Blast Shape

As a standard action, you can make a single melee attack. If you hit, the target is affected as if struck by your *eldritch blast* (including any eldritch essence applied to the blast). This damage is in addition to any weapon damage that you deal with your attack, although you need not deal damage with this attack to trigger the *eldritch blast* effect.

INTIMIDATING STRIKE

You make a display of your combat prowess designed to strike terror in your foe. Your stance, attack method, and demeanor demonstrate to your foe that you are capable of defeating him with little effort. Your intent is clear—if you decide to hit your foe, you could easily slay him.

Prerequisites: Intimidate 4 ranks.

Benefit: As a standard action, you make a single melee attack against your foe. You subtract a number from this attack equal to or less than your base attack bonus. If your attack hits, you can make an intimidate check against the foe you struck, with a bonus equal to the number you subtracted from your attack roll. If this check succeeds, your opponent is shaken for the rest of the encounter. You cannot use this feat to worsen an opponent's fear condition beyond shaken.

Special: A fighter can select intimidating Strike as one of his fighter bonus feats.

Lorianna

The likely place the PCs attack Lorianna is her apartment. The apartment consists of a foyer (5'x5'), a sitting room (10'x10'), a kitchen (10'x10'), a bath (5'x10'), a master bedroom (10'x10'), a closet (5'x5') and a small servant's bedroom (5'x10').

1. Apartment (EL 1)

The gilded door protects a foyer where guests may hang their cloaks and wipe their muddy boots. Another gilded door exits the foyer and on the other side of the door is a sitting room. In the sitting room is a cozy couch for two set before a fireplace and a small wood table with a porcelain vase on it stands next to it. Four wood chairs situated around the room along with several still portraits complete the decor. Attached to this room is a kitchen with a small pantry. Through another door you see the master bedroom complete with a large canopy brass bed, chest of drawers and a large rug lain on the floor. You can see a bath with a porcelain tub is attached to the master bedroom. Through another door is a smaller bedroom with a plain bed and a chest the only decoration.

Tactics: Both Lorianna and Taomi try to escape from their attackers. If cornered they plead for their lives. If attacked they try to defend themselves with their long hairpins (improvised weapon; treat as a dagger).

Development: If Lorianna is captured, treat her as Hostile. If Lorianna's attitude is changed to Friendly, she reveals she is pregnant. If Lorianna's attitude is changed to Helpful, she reveals the father is the Storm Lord's. If Lorianna escapes, the PCs fail the mission. If either Lorianna or Taomi escapes, they go to the Storm Lord's mansion and seek safety.

Treasure: If the PCs are able to loot Lorianna's apartment, they discover valuables worth 100 gp.

Lorianna CR 1/2

Female human expert 1

N Medium humanoid (human)

Init +1; **Senses** Listen -1, Spot -1
Languages Common

AC 11, touch 11, flat-footed 10
hp 3 (1 HD)
Fort +0, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)
Melee hairpin -5 (1d4-1/19-20)
Base Atk +0; **Grp** -1

Abilities Str 9, Dex 12, Con 10, Int 11, Wis 8, Cha 13
Feats Skill Focus (Diplomacy), Skill Focus (Profession [courtesan])
Skills Bluff +5, Diplomacy +8, Gather Information +5, Perform (act) +5, Perform (dance) +5, Profession (courtesan) +7, Sense Motive +3
Possessions courtier's outfit, hairpin, jewelry

Description A tall, slender woman with long flowing blonde hair and flawless fair skin. She has a charming smile and an air of child-like innocence surrounding her.

Hook *"First let me slip into something more comfortable and then we can talk."*

Taomi CR 1/2

Female human expert 1
N Medium humanoid (human)
Init +1; **Senses** Listen +3, Spot +3
Languages Common

AC 11, touch 11, flat-footed 10
hp 3 (1 HD)
Fort +0, **Ref** +1, **Will** +1

Speed 30 ft. (6 squares)
Melee hairpin -4 (1d4/19-20)
Base Atk +0; **Grp** +0

Abilities Str 11, Dex 12, Con 10, Int 9, Wis 8, Cha 13
Feats Skill Focus (Sense Motive), Skill Focus (Profession [maidservant])
Skills Bluff +5, Listen +3, Profession (maidservant) +6, Sense Motive +6, Spot +3
Possessions courtier's outfit, hairpin

Description A short, buxom, pleasant looking woman with brown hair and hazel eyes.

Hook *"I shall do that at once my mistress."*

Scaling the Encounter

4th-Level Characters: No change.

6th-Level Characters: A Stormreach Guard agent (see above) has been assigned to watch and protect Lorianna. If the PCs attack Lorianna, the agent responds and tries to thwart the PCs.

7th-Level Characters: 2 Stormreach Guard agents (see above) have been assigned to watch and protect Lorianna. If the PCs attack Lorianna, the agents respond and try to thwart the PCs.

8th-Level Characters: 3 Stormreach Guard agents (see above) have been assigned to watch and protect Lorianna. If the PCs attack Lorianna, the agents respond and try to thwart the PCs.

Merg

There are three likely places the PCs attack Merg; on his boat, at the docks or going to and from a tavern.

1. Boat (EL 2)

As the leather clad half-orc moves a small barrel onto the dock, the boat moves away from it, pulling the rope tying the boat to the dock taut. The half-orc stands up straight, stretching his back.

If Merg is attacked on his boat, he tries to cast off and head upriver to find a place to hide. If this is not possible, he dives into the water, using the dock and boats as cover to prevent the PCs from directly attacking him. If necessary he dives underwater and tries to swim away, doing his best to escape the PCs. If combat breaks out in the water, see *DMG 92* for more information.

2. Docks (EL 2)

The leather clad half-orc walks down the cluttered docks easily carrying a small barrel on one shoulder with one hand, while his other hand never strays far from the shortsword at his side.

If Merg is attacked on the docks, tries to escape. Likely the PCs give chase. Merg uses whatever he can on the docks to slow the PCs' pursuit. See the rules for Debris below. Some examples of debris include:

- Barrel full of fish guts (or worse)
- Stacked empty crates
- Empty barrels
- Drying fishnets
- Crates filled with live chickens (or other fowl)

Merg runs for his boat; once there he casts off and makes upriver to find a place to hide.

Debris

In a given round during a chase, there's a 10% chance that the terrain contains debris a creature being chased can scatter to slow down his pursuer. In urban environments the chance increases to 30%. The chased character can make a DC 10 Strength check as a free action to tip debris over behind him as he runs. Success on this check scatters debris over a 10-foot-square area in the path of the pursuer making the area the equivalent of dense rubble. Difficult terrain requires a character to spend 2 squares of movement per square to enter. Failure means the chased character not only fails to knock the debris over but spends a move action trying to push the pile over and then recovering.

If you wish, you could provide a chased character with larger piles of debris to spill. For each additional 10-foot-square section the character tries to turn into difficult terrain, the DC of the Strength check increases by 5. The character doesn't need to try to tip over the entire pile of debris, and can choose to knock over as much or little as he likes. Failure on these higher DC checks has the same result.

Some kinds of debris might not need to be toppled over. Perhaps oil or another slippery surface covers an area through which the chase proceeds. Maybe the creature being chased runs into a crowd or through a building. Different situations might call for different adjustments or skill checks. As a general rule, if debris is of the sort that impedes a characters progress. it can be treated as dense rubble. Even a crowd could be treated as rubble if keeping a scene moving is more important than dealing with a crowd's reaction to being pushed around. If debris is of the sort that causes unsure footing use a Balance check.

Source: *Player's Handbook II*

3. Alley (EL 2)

The leather clad half-orc walks down the trash-strewn alley balancing a small barrel on one shoulder. As he reaches an unmarked alleyway door, he hoists the barrel off his shoulder and onto the ground next to it. The half-orc stands up straight, stretching his back.

If Merg is attacked in the alley, he jumps up (DC 10 Jump) and climbs onto the roof (DC 10 Climb). From there he makes his way along the roofs (DC 15 Balance), jumping roof to roof (DC 10 Jump) trying to get back to his boat. See *DMG 101* for more information on rooftops. If the PCs follow Merg, they have to make similar skill checks. If the PCs follow Merg in the alleyway, treat the alleyway as light rubble. Merg also uses whatever he can to slow the PCs down. See the rules above about Debris.

If Merg makes it back to his boat, he escapes upriver and tries to find a place to hide.

Tactics: If Merg is cornered, he gets both shortswords out as soon as possible so he can full attack with both of them. If the battle is taking place on the roof, he may try to bull rush the opposing PC off the roof.

Development: If Merg is captured, treat him as Hostile. If Merg's attitude is changed to Friendly, he reveals he dumps bodies for people who pay him. If Merg's attitude is changed to Helpful, he reveals where the bodies are dumped and he can confirm he dumped the body of Stratenli. If Merg escapes or defeats the PCs, the PCs fail the mission.

Treasure: If the PCs are able to loot Merg's body, they discover valuables worth 100 gp.

Merg

Male half-orc rogue 2
NE Medium humanoid (half-orc)

CR 2

Init +2; **Senses** Listen +4, Spot +4; Darkvision 60 ft
Languages Common, Orc

AC 14, touch 12, flat-footed 12
hp 11 (2 HD)
Fort +1, **Ref** +5, **Will** –1

Speed 30 ft. (6 squares)
Melee sap +4 (1d6+3) or shortsword +4 (1d6+3/19-20)
Base Atk +1; **Grp** +4
Atk Options Sneak attack +1d6, Two-weapon Fighting

Abilities Str 16, Dex 15, Con 13, Int 10, Wis 8, Cha 10
SQ Orc blood, sneak attack +1d6, trapfinding
Feats Two-weapon Fighting
Skills Balance +7, Climb +8, Jump +8, Listen +4, Profession (boatman) +4, Spot +4, Swim +8, Use Rope +7
Possessions leather armor, 2 saps, 2 shortswords, 50 ft of rope

Description A burly half-orc with a jagged scar on his right cheek and a bulbous nose. He has long stringy hair and his skin is pockmarked.

Hook *“Here let me show you how you tie the stone block to the body before ya dump ‘em overboard for da crabs.”*

Scaling the Encounter

4th-Level Characters: No change.

6th-Level Characters: A Stormreach Guard agent has been assigned to watch Merg and bring him in for questioning if necessary. Since the PCs are attacking Merg, the agent decides it is necessary to bring Merg in for questioning and the agent assists Merg in escaping the PCs only to arrest him later.

7th-Level Characters: 2 Stormreach Guard agents have been assigned to watch Merg and bring him in for questioning if necessary. Since the PCs are attacking Merg, the agents decide it is necessary to bring Merg in for questioning and the agent assists Merg in escaping the PCs only to arrest him later.

8th-Level Characters: 3 Stormreach Guard agents have been assigned to watch Merg and bring him in for questioning if necessary. Since the PCs are attacking Merg, the agents decide it is necessary to bring Merg in for questioning and the agent assists Merg in escaping the PCs only to arrest him later.

Treylorn

There are two places the PCs are likely to attack Treylorn; his bookshop or apartment. Both are small one room affairs (15'x15'). The upstairs apartment has a shuttered window overlooking the alley below; the bookshop has none.

1. Bookshop (EL 4)

Inside the bookshop there are three shelves of containing books, stone tablets, crystals and scroll tubes all of which are arranged in a haphazard manner. Hanging from the ceiling are several lamps, none of which are lit. To one side is desk littered with parchments, papers, books, quills and inkwells. Tucked in the far corner is a large closet that can be entered through a door. Behind the desk sits a thin, cadaverous man who looks up from his book to watch you enter.

Treylorn has installed a mechanism that tips the bookshelves over onto anyone standing in front of them, possibly trapping the PC under them. The mechanism is activated by pulling a lever that is concealed behind the desk. Once Treylorn activates the mechanism, he makes for the closet; once inside the closet, he locks the door behind him. Treylorn then opens the secret door that exits into an alleyway behind his shop. The alleyway twists and turns, leading into another street. From there he makes his way to the harbor and purchases passage aboard a ship leaving Stormreach.

Activating the mechanism also starts the timer for the Fire Spewing Trap. At the beginning of the second round, on the trap's initiative, the lamps spew alchemical fire, setting everything in the bookshop ablaze. See the combat statistics below for details on the traps.

Apartment door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Open Locks DC 30.

Closet door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Open Locks DC 30.

Exit secret door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Search DC 25; Open Locks DC 30.

1. Apartment (EL 3)

Inside the apartment there is a desk crammed into one corner of the room and a rumpled unmade bed in another. Hanging from the ceiling are several lamps, none of which are lit. Sitting in front of the desk with his back to the door is a thin, cadaverous man who turns his head to watch you enter. In his hands he holds a thick, heavy-looking book.

Treylorn has installed a secret door (DC 25 Search) under his desk that leads to a small compartment. He scurries under the desk and through the door. Once inside the small compartment, he locks the door behind him. Once he has locked the door, he climbs down a ladder to another secret door that leads to the alleyway behind his shop. Before he exits, he activates a mechanism that causes the lamps hanging from the ceiling to spew alchemical fire, setting everything ablaze. The alleyway twists and turns leading into another street. From there he makes his way to the harbor and purchases passage aboard a ship leaving Stormreach.

Apartment door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Open Locks DC 30.

Compartment secret door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Search DC 25; Open Locks DC 30.

Exit secret door: 3 in. thick; hardness 5; hp 30; AC 5; Break DC 23; Search DC 25; Open Locks DC 30.

Tactics: Treylorn tries to escape. If cornered he defends himself with a heavy book. Treat the heavy book as a club and an improvised weapon.

Development: If Treylorn is captured, treat him as hostile. If Treylorn's attitude is changed to friendly, he reveals he is working for the Crimson Codex and has passed along anything important to them. If Treylorn's attitude is changed to helpful, he reveals he is a member of the Crimson Codex. If Treylorn escapes, the PCs fail the mission.

Treasure: If the PCs are able to loot the shop, they discover valuable books, scrolls and other written materials worth 100 gp.

Treylorn

CR 1

Male human expert 2

N Medium humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Languages Common, Giant

AC 10, touch 10, flat-footed 10

hp 9 (2 HD)

Fort +0, **Ref** +0, **Will** +4

Speed 30 ft. (6 squares)

Melee heavy book -4 (1d6-1)

Base Atk +1; **Grp** +0

Abilities Str 9, Dex 11, Con 10, Int 13, Wis 12, Cha 8

Feats Diligent, Skill Focus (Decipher Script)

Skills Appraise +3, Decipher Script +11, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (local) +9, Knowledge (planes) +6, Profession (bookseller) +4

Possessions artisan's outfit, heavy book (treat as a club and improvised weapon)

Description A thin, cadaverous man with pale skin and ink-stained hands.

Hook "The book is written in a simple cipher, relatively easy for me to decrypt."

Traps

Fire Spewing Lantern Trap

CR 2

Description: Attached to the ceiling are lanterns and the lanterns are attached to a reservoir filled with alchemical fire. When the trap is activated, a steel portcullis drops, blocking the exit to the room and locking into place. The valves on the lanterns open up and gravity pumps continuously feed the alchemical fire into the lanterns. The lanterns spew the alchemical fire into the square directly below where they are located and there is a chance for a PC to be struck by the stream. In addition, the alchemical fire splashes into the adjacent squares. The alchemical fire can ignite any flammable materials in the room. See Heat Dangers in *DMG 303* and Smoke Effects in *DMG 304*.

Search DC 18; **Type** Mechanical

Trigger Timed; **Init** +1

Effect Alchemical fire (Atk +6 ranged touch attack, 2d6 points of fire damage, 2 points splash damage in adjacent squares)

Duration 6 rounds

Destruction AC 13, hp 7; hardness 10 (each lantern); AC 5, hp 30; hardness 10; DC 24 bend iron bars, DC 25 to break down (portcullis)

Disarm Disable Device DC 17 (each lantern)

Toppling Bookshelf Trap

CR 1

Description: A mechanism beneath the floor of the bookshelves causes them to topple onto where the PCs are standing (5'x10' area). There is a chance for the PCs to be trapped under the bookshelves. If a PC is trapped under the bookshelves they can extricate themselves with a successful grapple check or they automatically escape when the duration of the trap ends. If a PC tries to move through the area, the trap tries to grapple them also.

Search DC 16; **Type** Mechanical

Trigger Touch; **Init** +0

Effect Grapple (Atk +1 melee touch, 1d6 points of damage)

Duration 4 rounds

Destruction AC 11, hp 2; hardness 5 (each bookshelf)

Disarm Disable Device DC 16 (each bookshelf)

Scaling the Encounter

4th-Level Characters: Reduce the damage of the Fire Spewing Lantern Trap from 2d6 to 1d6.

6th-Level Characters: Increase the damage of the Fire Spewing Lantern Trap from 2d6 to 4d6.

7th-Level Characters: Increase the damage of the Fire Spewing Lantern Trap from 2d6 to 4d6.

8th-Level Characters: Increase the damage of the Fire Spewing Lantern Trap from 2d6 to 6d6.

Ending the Adventure

Success and Event Treasure

If the PCs are successful in killing all six people over the course of the designated night, they receive this ending:

The messenger returns to you the next night. "You've done well. I knew we could count on you. Now relax and reap your rewards."

The PCs receive 100 gp and an *exploding spike (Miniature's Handbook)* as event treasure.

Failure and Event Treasure

If the PCs are not successful in killing all six people over the course of the designated night, they receive this ending:

The messenger returns to you the next night. "I had my reservations about your lot and it seems I was right. Your failure has cost us several good minions and you will no doubt be called upon to pay the price. Rest lightly friend."

The PCs receive no event treasure for their failure.

Resolving Obscura Secret Missions

Any PC that completes the secret mission given to them by their Obscura at the beginning of the adventure should receive the **Obscura Reward #9** story object.

- **Children of Xoriat:** In order to success in this mission, no other PC can interrogate Burgandy Clor and the *Scrolls of the Magus* must be destroyed or never found.
- **Defiance:** In order to success in this mission, Bannix's family must be killed and his home burned.
- **Instruments of Change:** In order to success in this mission, Bannix's daughter must be brought in alive.
- **Mourners of Yore:** In order to success in this mission, the *Scrolls of the Magus* must be recover from Burgandy Clor's home.

Adventure Questions

1. Did the PCs kill Bannix?
 - a. Yes
 - b. No
2. Did the PCs kill Burgundy Clor?
 - a. Yes
 - b. No
3. Did the PCs kill Delvega?
 - a. Yes
 - b. No
4. Did the PCs kill Lorianna?
 - a. Yes
 - b. No
5. Did the PCs kill Merg?
 - a. Yes
 - b. No
6. Did the PCs kill Treylorn?
 - a. Yes
 - b. No
7. Did anyone identify and report the PCs as the killers of one of the following NPCs?
 - a. No one identified and reported the PCs as the killers
 - b. The PCs were identified as killing Bannix.
 - c. The PCs were identified as killing Lorianna.
 - d. The PCs were identified as killing someone else.
8. Rate the players' role-playing (while keeping in mind limitations of convention time restrictions)?
 - a. Excellent, they should all be on the silver screen.
 - b. Good, you had a fun time.
 - c. Fair, someone used a funny voice.
 - d. Poor, they rolled some dice and ignored chances to role-play.

Story Objects

Stormreach's Notice

Code: EXCS17

You have been identified and reported as being involved in the Night of Shadows. As such you have come to the attention of the powers of Storm Reach. This has no consequences as of yet but may in future adventures.

Obscura Reward #9

Code: EXCS18

You have succeeded in a secret mission given to you by your Obscura. The benefit you receive depends upon the Obscura to which you belong.

Children of Xoriat: Your Obscura will loan you a set of *eyes of the eagle* for any one adventure. Mark this Story Object as used when you take advantage of this loan.

Defiance: You are given the names of several Cabal sympathizers in the area providing a +2 circumstance bonus on Gather Information checks in Stormreach.

Instruments of Change: Your Obscura sends a master to teach you. You have a +2 circumstance bonus on Perform (percussion) and add a masterwork percussion instrument of your choice to your equipment on every adventure.

Mourners of Yore: Your Obscura teaches you some obscure knowledge gleaned from the *Scrolls of the Magus* giving you a +2 circumstance bonus on Knowledge (Arcana) checks. If Knowledge (Arcana) is not on your skill list, instead you may make one check each adventure untrained, recalling a tidbit taught to you.

Player Handout #1: Obscura Orders

The DM should have each player secretly write down their membership in an Obscura, if any, and then provide them with the appropriate handout. These are SECRET orders and should only be shown to players who PCs are in the listed Obscura.

Children of Xoriat

You are contacted privately by a member of your Obscura prior to the meeting in the Ravenhead's Tavern. Under no circumstances should anyone within the Cabal speak to your mark, Burgundy Clor. He should be killed and disposed of ruthlessly and without discussion. Should documents he has hidden be found, destroy them.

The Defiance

You are contacted privately by a member of your Obscura prior to the meeting in the Ravenhead's Tavern. A message of darkness and fear must cover Stormreach and the Stormreach Guards. Make an example of Bannix. Kill his family and burn his home.

Instruments of Change

You are contacted privately by a member of your Obscura prior to the meeting in the Ravenhead's Tavern. Your mark, Bannix, has a female child. This child has a gift of song that we require. Capture the child alive and bring her to the Ravenhead's Tavern at dawn.

Mourners of Yore

You are contacted privately by a member of your Obscura prior to the meeting in the Ravenhead's Tavern. One of your marks, Burgundy Clor, possesses some documents, called the *Scrolls of the Magus*, which we require. Find them by any means and secure them for us.

Player Handout #2: The Targets

Bannix the Stormreach guard

- He is a tall broad shouldered man with a square jaw and close-cropped hair.
- His residence is an upper apartment that he shares with his wife and children.
- He works most days, patrolling for the Stormreach guard.

Burgundy Clor the fence

- He is a short, frail looking human. From his thinning hair to his weak chin, a large red birthmark that makes him look as if some splashed wine upon his face stains the right side of his head.
- He resides in a small tower.
- Afternoons and evenings, he runs the Red Ring arena.

Delvega the exiled noble

- He is a tall, dark, handsome man with black hair, dark brown eyes and a trimmed beard.
- He has a small manor in a well-patrolled area.
- Has an office in the marketplace.

Lorianna the courtesan

- She is a tall, slender woman with long flowing blonde hair and flawless fair skin.
- She lives in a fine apartment paid by someone else.
- She does not work but somehow she has money to pay for luxury items.

Merg the boatman

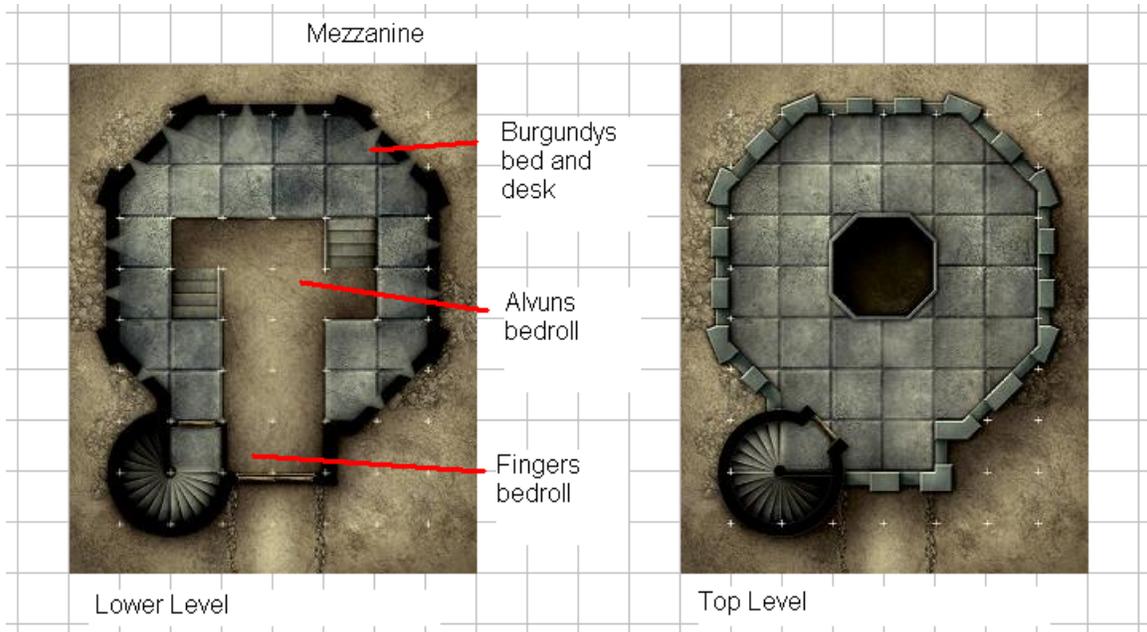
- He is a burly half-orc with a jagged scar on his right cheek and a bulbous nose. He has long stringy hair and his skin is pockmarked.
- He sleeps on his boat when the weather is fair and in a dockside boarding house when the weather is foul.
- He is usually with his boat, making deliveries.

Treylorn the bookseller

- He is a thin, cadaverous man with pale skin and ink-stained hands.
- He lives above his bookshop.
- He owns a bookshop.

Player Handout #3: Maps

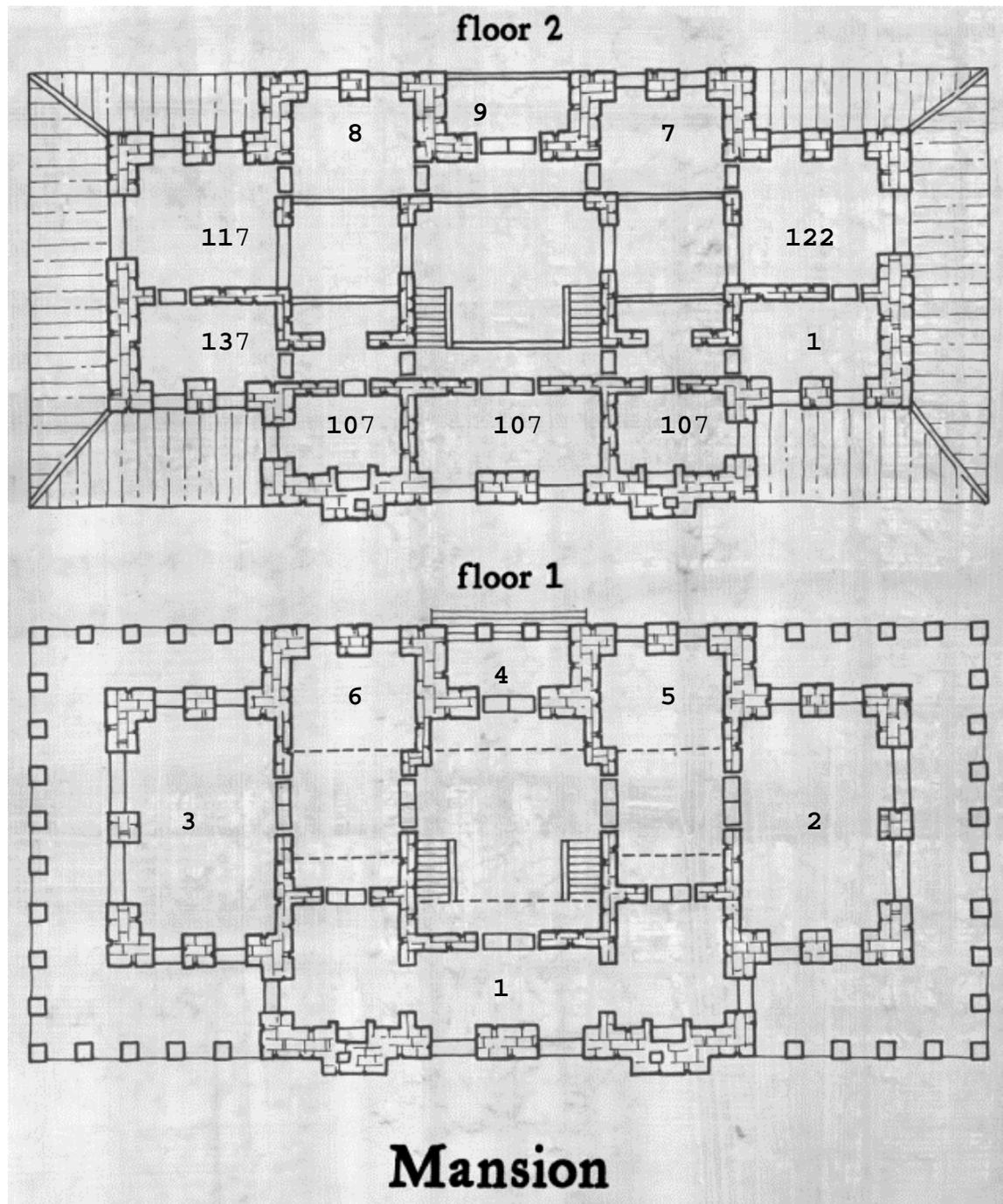
MAP 1: The Ruby Tower



MAP 2: Standard Tavern



MAP 3: The Manor House



1. Foyer
2. Ballroom
3. Dining
4. Rear Foyer
5. Sitting Room (plus servant entrance)
6. Sitting Room

7. Kitchen
8. Butler Quarters
9. Servant Quarters
10. Guest Bedrooms
11. Master Bedroom
12. Library
13. Study

MAP 4: Stormreach (see *Secrets of Xen'Drik*, p.17)

