

Rogues in Remballo

An Adventure for 5th Edition by Matt Finch
For First Level Characters



Rogues in Remballo is a Fifth Edition adventure for 4–6 first level characters, a city adventure that gets the characters embroiled in strange plots, sinister intrigue, and fierce battles. Is the thieves guild of Manas encroaching on the territory of the Remballo guild? What is hidden in the sanctuary-courtyard known as the Four Corners? How is the powerful banking house of Borgandy involved with all of it? What starts as a straightforward mission actually involves a host of complications — some of which can be deadly if the characters don't play their cards right. *Rogues in Remballo* is set in the Borderland Provinces region of the **Frog God Games** *Lost Lands* setting, but can be played on a stand-alone basis in any city.



FIFTH EDITION
COMPATIBLE

5th Edition Rules,
1st Edition Feel



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Rogues in Remballo

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*5th Edition Rules,
1st Edition Feel*

Introduction

Rogues in Remballo is an adventure for first-level characters, but is not intended as an adventure for a first-time game master or players. The adventure is not difficult to run, but pacing an adventure like this one requires a game master with some experience. There is a large area for information-gathering, which can slow down the adventure if it is not well controlled, and assaults on a location like the Four Corners frequently bog down in excessive planning and discussion. The experienced game master should encounter no difficulties here, but keeping the action moving could prove to be a problem for a first-timer. Frog God Games publishes a number of introductory adventures suitable for learning how to run a game for the first time, and if you have never run an adventure before, one of these would be a better introduction to the art.

The first section of the module introduces basic information about the City of Remballo, in the Kingdom of Suilley. This material is not necessary for the use of the module, but provides context that may be useful if you want to use the entire city in your campaign. Information about the city of Manas and the countries surrounding Remballo is published in *The Lost Lands: Borderland Provinces* published by Frog God Games.

The second part of the module is the complete adventure, as presented in the *Borderland Provinces* book. For ease of reference and to avoid page-flipping, it has its own introduction at the beginning of the section.

Remballo

(rem-BAH-low)

A small trading city dominated by a far-reaching banking house that subtly opposes organized crime

LN small city

Government autocracy

Population 6722 (5,382 humans; 623 halflings; 421 hill dwarves; 180 half-elves; 116 high elves)

Notable NPCs

Mayor Catherine of House Borgandy (N female human **noble**)

High Priest Bruno Fortinbras (LG male human **Clr7** of Thyr)

High Priestess Eliana Arjente (N female human **Clr8** of Sefagreth)

Romero Borgandy, Head of House Borgandy (LN male human **noble**)

Ghristoph Borgandy, Spymaster of House Borgandy (N male human **Rog10**)

Gorvais Borgandy, Vicar of Remballo Cathedral (LN male human **courtier**)

Maximum Clerical Spell Level Good 4, Neutral 4, Evil 2 (hidden)

Purchase Maximum/Month 32,000gp (this is double the normal purchasing power of a normal city of this size due to presence of the House of Borgandy)

Appearance

Milestones along the road count down the distance to the city of Remballo for the last five miles. When the city comes into view, it has the look of a fortification rather than a settlement, with high stone walls and substantial towers. Two flags fly over the gatehouse, one of them a mounted merchant on an orange background, and the other a triangle of three coins on a field of black.

General Information

Remballo is a small city along the South County Road between the capital cities of Olaric and Manas, where a wide cart-road from the kingdom's rural interior joins the high road. The town is filled with merchants, petty traders, carters, caravan guards looking for employment, and others who make their livelihood along major trade roads. Much of the area inside Remballo's walls is given over to warehouses and caravan yards, large inns, and animal corrals, all the requirements of a commercial city.

History

Remballo is not built upon Hyperborean ruins, as many of the cities of the Borderland Provinces are. It was founded in 3027 — at roughly the same time as Bard's Gate — as a small trading post to take advantage of increasing trade from the southern cart road. The southern trail is usually called the Remballo Road, even though it is not paved in any way and winds drunkenly through the countryside, making sharp curves around woodlands and hillsides. To call it a "road" is quite an overstatement of the facts. Nevertheless, the Remballo Road is one of the longest decent trails through this part of the kingdom's interior. A fairly steady stream of farm produce and other rural goods arrive at Remballo from the south, except during the mud season when rural travel

becomes tremendously difficult for carts and wagons.

City of Remballo Map Key

1. County Road Gate
2. Remballo Road Gate
3. Red Jongleur Inn
4. Citadel
5. Counting-House of the Borgandy family
6. Cathedral of Thyr and Sefagreth
7. Corrals and Enclosures for animals
8. Warehousing District
9. Cathedral Square
10. Caravansary (caravans assemble in these fields)
11. University of Remballo
12. Citadel Courtyard (municipal buildings)
13. Public Baths
14. Thieves' Guild
15. Dead Fiddler Square

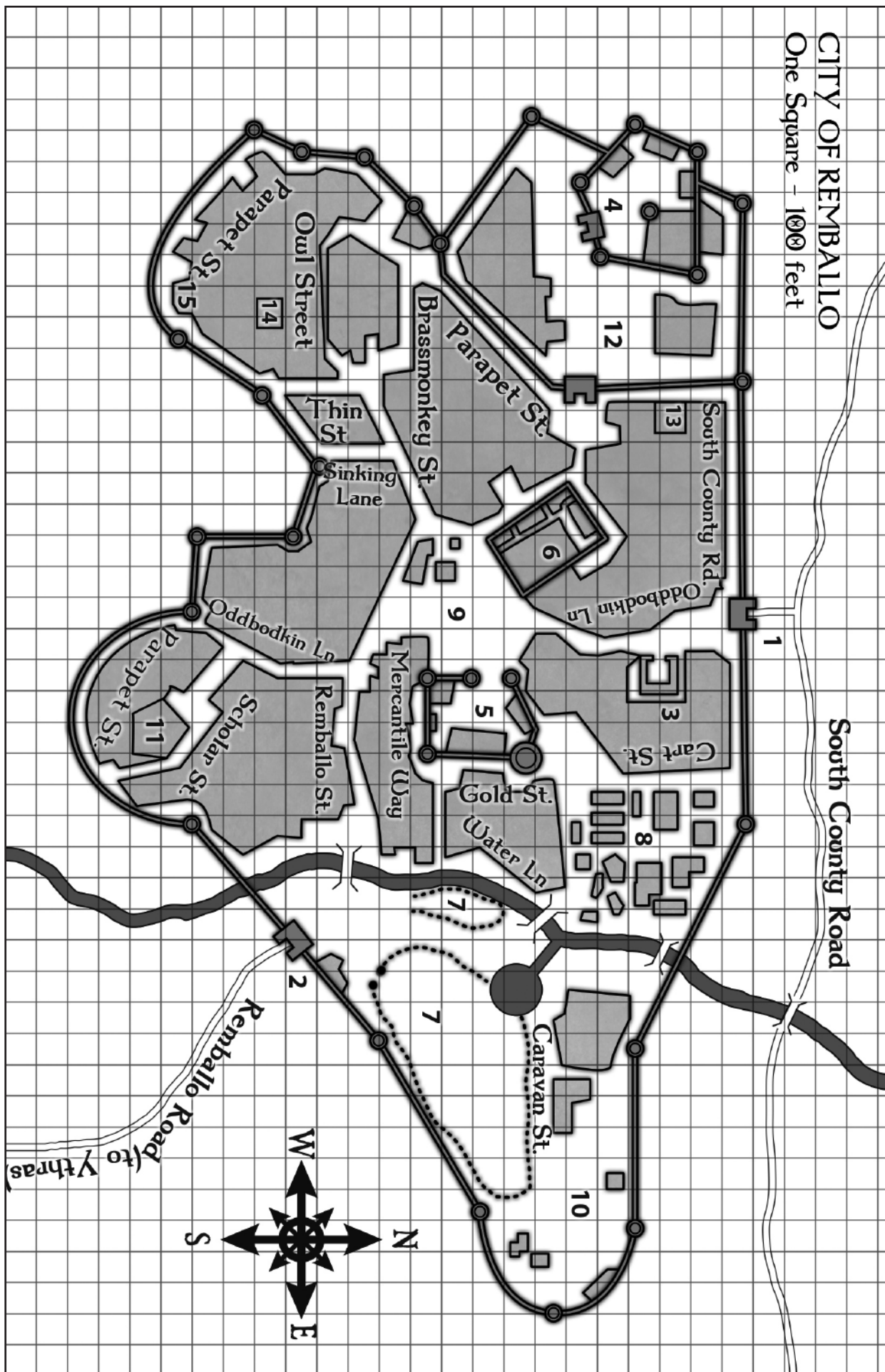
The House of Borgandy

The Borgandy family are a house of investors and bankers headquartered in Remballo. Rather than engaging in trade themselves, they finance caravans, expeditions, and land purchases for others. They do invest in town real estate, not only in Remballo but also in Manas and Olaric, but the only reason they would hold farmland is if they had foreclosed on a noble's estate. The patriarch of the Borgandy Family is Romero Borgandy, and much of the family's business is also managed by his daughter, Isobel Borgandy Razaan (the Razaan family is closely allied with the Borgandys).

The Borgandys provide a few services that might be useful to adventurers. First of these is simply to hold money safe for travelers unwilling to carry huge sums with them on the dangerous roads of the Borderland Provinces. The Borgandys do not pay interest on deposits: ensuring the safety of large sums of money is considered value enough in these uncertain times. Second, the Borgandys issue "letters of credit" that can be redeemed with other moneylenders in distant cities on the strength of the Borgandy family's assets. Such letters of credit are extremely specific, with a description of the holder given in the letter itself, making them useless to thieves (other than shapechangers, perhaps). Moreover, the paper used for the letters bears a very specific magical watermark, difficult to forge even for a high-level spellcaster. The downside of these letters is that they cost 10% of the face value (a 1000gp letter of credit requires a payment of 1100gp), which is how the Borgandys make their profits and pay their distant affiliates for cashing the letters in.

The Counting House is, for obvious reasons, well fortified. A robbery would by no means bankrupt the family since they have extensive real-estate holdings, loans to nobles, and shares of caravan cargos, but there is still a formidable quantity of treasure stored away here.

One might expect the Borgandy family to be motivated purely by self-interest, and there are unquestionably a few of them that fit the mold of a greedy banker. Most of them, however, are dedicated to the proposition that if they foster a more productive world, one that is governed by Law and mercy (commercially reasonable mercy, at least), their own trade will prosper. For a family that lives a thousand miles from any sea, their oddly maritime motto is that "a rising tide lifts all boats." The family has informants and agents in several of the great cities, and in addition to the commercial information they get from this network, they have been piecing together information about larger-scale criminal activity. Unlike the counts and dukes and kings of the Provinces, the Borgandys assemble information that is not cut off by political boundaries, and they have a



much broader picture of the threats facing the Borderland Provinces as a whole. They understand many of the implications of Foere's withdrawal from the region, and have also discerned that the northern-based Friendly Men appear to be a very far-ranging criminal syndicate. They even surmise that the headquarters of the Friendly Men is probably somewhere in Aachen Province.

Although they cannot pay well for purely altruistic missions, the Borgandys might be willing to hire traveling adventurers for a number of different tasks. They often have foreclosures in distant lands, investments that seem to be going bad for no discernable reason, and people they suspect of being dishonest in business dealings. They handle their own problems in Manas and Olaric for the most part, but always have need of trustworthy help in places such as Kingston, Troye, Alembretia, and even the distant city of Endhome. In particular, they are very concerned about the fact that one of the Borgandy cousins, Savario Borgandy, has disappeared (see *Rogues in Remballo*, below).

They do not engage in the opium trade that has started to develop in the area, not for moral reasons but because they want to avoid the violence involved in the opium-related gang wars that are simmering in Manas and elsewhere. "Violence is unprofitable business," as they say.

Although it is not a common occurrence, the House of Borgandy occasionally does business with Loom Ché, a denizen of Leng who resides in the Unclaimed Lands. Loom Ché captains a ship that can sail through the misty seas between dimensions. For a price, he sometimes ships supplies of gold coin to the family's offices in Mirquinoc and Endhome. Loom Ché and his associates are very, very dangerous and unpredictable, not to mention bizarre. Lower-level characters would be at great risk to even board the ship. However, a higher-level group of characters might have a chance to interact with Loom Ché through the Borgandy family. See **Chapter 11: The Unclaimed Lands, *Court of Loom Ché***.

Places of Interest

The Red Jongleur Inn

Wealthier travelers in Remballo are directed in particular to the Inn of the Red Jongleur. The Jongleur offers ordinary accommodations to farmers and pilgrims, but their luxury rooms at the top of a large round tower are spectacular. For a (large) price, the Jongleur produces gourmet foods of a quality that would impress even the King of Suilley. The top rooms have their own common room for small gatherings, and the inn is frequently host to diplomatic gatherings of dignitaries from Olaric and Manas, allowing these nobles and luminaries to meet midway and live in luxury while their discussions are in progress.

Cathedral of Thyr and Sefagreth

The cathedral of Thyr and Sefagreth is a splendid, graceful stone building with the left side dedicated to Sefagreth and the right side to Thyr. It was originally just a small temple to Thyr, financed by the city fathers at the time of the city's founding. When the first members of the Borgandy family arrived a hundred or so years ago, they began financing the temple and later arranged for the sanctuary to maintain a shrine to Sefagreth as well. The Borgandys take both of these gods as their patrons, without preference between the two. Since the cathedral has a dual nature, it is not maintained by the priests of either of the two deities venerated in its halls. Rather, it is managed by a Vicar neutral to both gods who is appointed by the Borgandy family. The current Vicar is Gorvais (gor VAY iss) Borgandy, a family member who showed more talent for managing real estate than money. In addition to supervising the cathedral grounds and building, Gorvais manages several of the warehouses and caravan-yards in Remballo on the family's behalf.

The priests of Thyr and Sefagreth are generally content with the role of tenants, even though it is a bit unorthodox. The Borgandys do not interfere with religious practices, and handle the sort of administrative tasks that the priests view as a distraction anyway.

Adventure

Ghristoph Borgandy is always willing to pay for information, and he occasionally handles the family's dirty work, some of which is kept secret from the other members of the family. Ghristoph could send a party of adventurers on all kinds of missions, from recovering lost collateral to gaining information about mercantile and political operations in Manas or Olaric, to tracking down rumors about the Friendly Men or the Wheelwrights.

Important Tradition

It is customary, at the beginning of this adventure, to say a toast. The toast is a pun on the name of our layout artist, Chuck Wright, but it seems to have brought good luck to many adventuring parties in the past. Raise your glass and say, "May your dice chuck right!" Then it's game on.

Rogues in Remballo

Rogues in Remballo takes place in the neighborhood of Dead Fiddler Square. It is a starting adventure for 1st-level characters, designed to get them a few experience points and establish relationships (good or bad) with some possible patrons who can point them to more adventures in the future. By the end of the adventure, the characters will most likely have contacts with the Borgandy family, the Thieves' Guild of Remballo, and the City Watch.

Like most cities, Remballo has a tangled mess of strange laws and land rights. Case in point, a small courtyard in the Dead Fiddler Square neighborhood called the Four Corners is not subject to search or seizure by city authorities. It has become a place where stolen goods and renegade people can be hidden from the law, and the courtyard's tenants are known to be a criminal fraternity of some kind. The situation has become more a matter of concern not only to the neighbors but also to the city watch and the Thieves' Guild.

Ordinarily, this is exactly the sort of situation the Thieves' Guild would handle for the city; the reason the guild is allowed to exist is because it helps control and regulate crime. However, in this case, the Thieves' Guild believes (a) it has a traitor in its midst, and (b) the operation going on in the Four Corners is being run by the Thieves' Guild of Manas. If the Manas Thieves' Guild is involved, it creates a serious problem. First, there is a strict policy of nonviolence between the guilds, formalized in an actual treaty. Second, the Manas Thieves' Guild is much more violent and numerous than the one in Remballo, which makes keeping to the treaty a matter of self-preservation as well as honor. However, if the Manas thieves are fencing goods or operating in Remballo, the Remballo thieves would very much like to put a stop to it, preferably involving the death of the Manas thieves who are invading their territory.

What is Happening in the Four Corners?

The Thieves' Guild of Manas is not officially running a secret operation in Remballo as feared by the Remballo Thieves' Guild. However, thieves from the Manas Guild are involved here, without the knowledge of their own guild. They are acting as renegades, an activity that can get them executed by either one of the guilds involved. The Remballo Guild is working from reliable information — that there is a Manas connection to the Four Corners — they just reached an incorrect conclusion that it was the Manas *guild* behind it rather than renegade *members* of the guild. This could become important in the events following the adventure.

There are actually two criminal activities based in the Four Corners, and they are not related except for their location and the fact that they know about each other. The first is the fencing and smuggling operation run by the renegade Manas guildmembers. The second is a kidnapping plot by the actual owner of the Four Corners: a man by the name of Doctor Remora, once a professor at the University of Remballo. Remora is a magic-user of small talent, but with a flair for audacious crime. He has kidnapped a member of the Borgandy family, and with the coerced assistance of the banker is producing fake letters of credit.

Getting Involved

The characters might get involved with the Four Corners in a number of ways: the Thieves' Guild, the City Watch, and the Borgandy Family. The Borgandys are quietly searching for their kidnapped relative, Savario, aware that he could be fashioning letters of credit; they do not know if he has been kidnapped, or if he has turned to a life of crime. The City Watch knows nothing of the possible involvement of the Manas Thieves' Guild or of the missing Borgandy relative. These are secrets the thieves and the

A Tale of Two Thieves Guilds

The Thieves' Guild of Remballo is virtually an extension of the city government. Thieves are forbidden to act with violence, pickpockets and thieves all pay dues to the guild, and a cut is paid into the city coffers as a tax. Authorized burglaries are limited to a certain number, and the number of thieves allowed in the guild is also limited. Guild thieves are tried in the city courts (with a guild attorney), but if convicted they are sentenced not by the city but by the guild, which assesses monetary damages rather than hangings, brandings, and mutilation. On the other hand, the Thieves' Guild actively hunts down freelance thieves, handing them over to the city or trying them in the Court of Thieves (which invariably hangs the freelancers they convict). As such, the Remballo Thieves' Guild not only reduces crime in the city but ensures that it is nonviolent, and helps the city to police all other thefts.

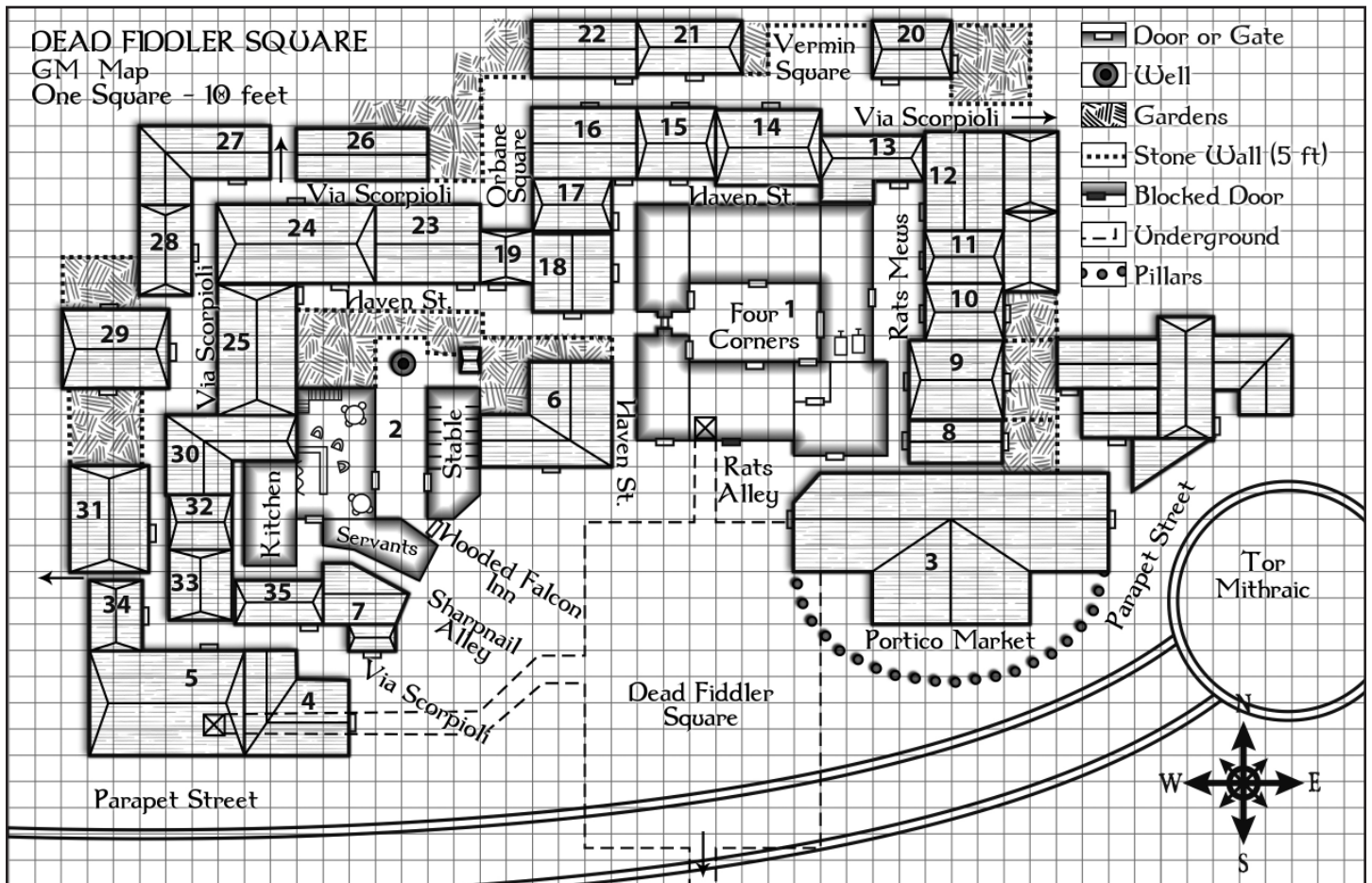
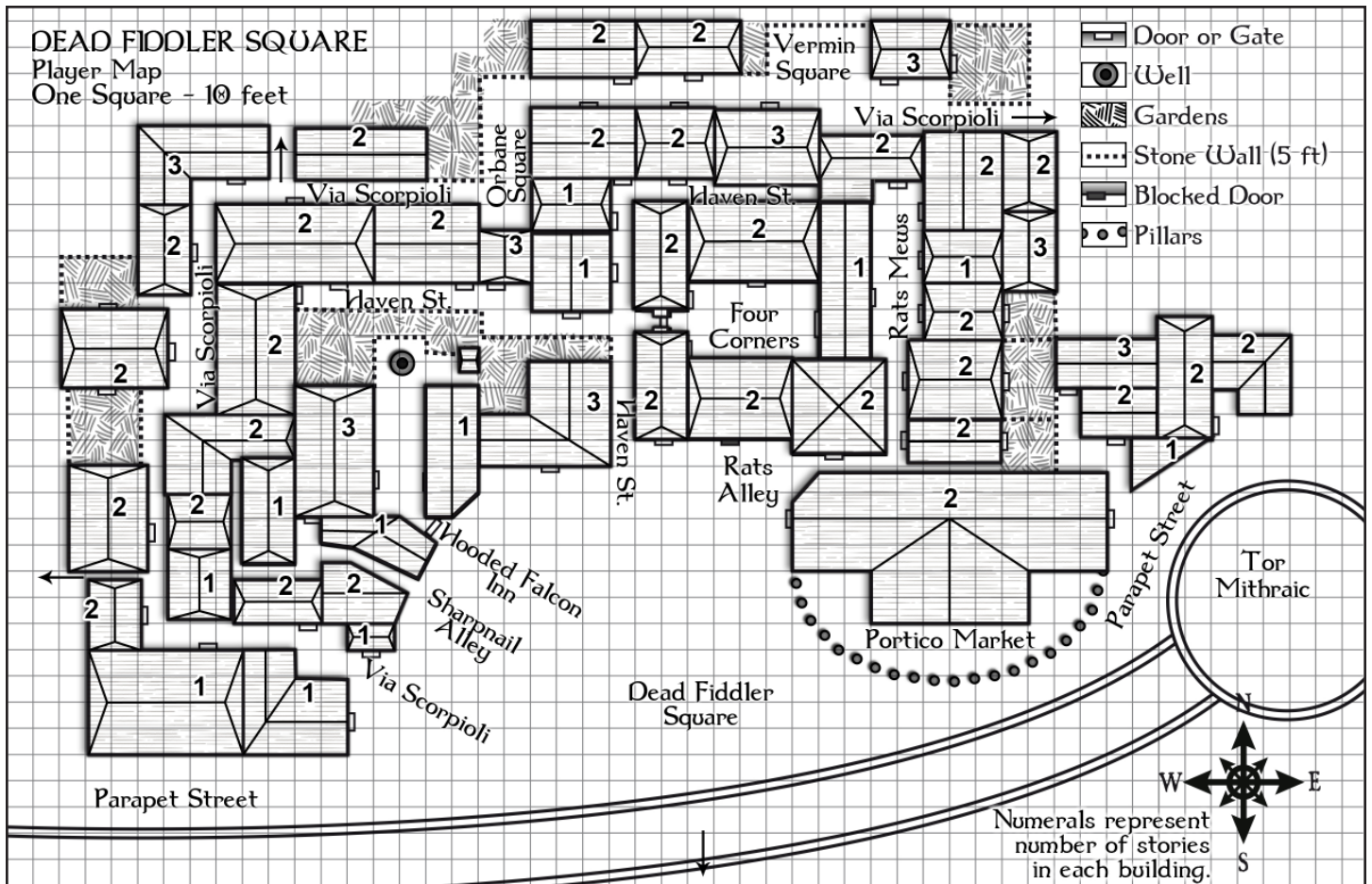
The Thieves' Guild of Manas is an altogether different animal. The City of Manas allows their Thieves' Guild to remain in operation not because of a friendly relation but because any attempts to close it down result in an all-out crime wave, not only of theft but of murder and arson as well. The guild makes it very clear that war means war. Just as with the Remballo guild, the Manas guild hunts down freelance thieves in its territory and limits its numbers. Unlike the Remballo guild, the thieves of Manas are not barred from violence, and rather than paying the city's government, they pay bribes to selected government officials. The city of Manas and its Thieves' Guild have a much more adversarial relationship than the peaceful situation in Remballo, and the Manas guild has a correspondingly more-violent approach. Since they are already a technically illegal operation, the Manas guild dabbles in crimes other than thieving and fencing, getting into extortion, kidnapping, and even assassination, while the traditionalist Remballo guild absolutely forbids such expansions.

Borgandys are keeping to themselves. However, the City Watch knows that something is going on in the Four Corners, wants to stop it, and has no way to do so — not officially, at least. The Thieves' Guild, believing that the Manas guild is involved, wants to kill everyone in Four Corners without leaving a trail back to themselves. This is made more difficult by the fact that they believe they have a traitor in their midst.

The City Watch: If the characters come into contact with the City Watch, they meet with Captain Gustave Bouchard, who explains that the city cannot enter the Four Corners. But if the characters were to break in and find out what is happening, the City Watch also cannot prosecute the characters if they were to take everything in the place. The guards would prefer that the characters capture any wrongdoers and take them out of the Four Corners for arrest, but they won't lose sleep if there are a few deaths. Because of their legal constraints, they cannot pay for the characters' work, but they have talked to the House of Borgandy about some sort of secret payment from the city's premier family. They just don't want to know about it. Captain Gustave gives them a letter of introduction to speak to Romero Borgandy, head of the family. He also gives them a copy of the player map of the Dead Fiddler Square neighborhood so they don't have to waste time scouting it out.

The House of Borgandy: If the characters come into contact with the House of Borgandy and appear to be reliable, they are brought before the aged Romero Borgandy and his daughter Isobel, who explains that their cousin Savario has disappeared and must be recovered. They believe that he disappeared in the vicinity of Dead Fiddler Square, and willingly give this information, but they do not mention the possibility that he might be forging letters of credit. It is possible that this contact happens because

BORDERLAND PROVINCES: ROGUES IN REMBALLO



the City Watch sends the characters to get the promise of a reward from the family. If this is the case, the Borgandys offer a reward of 1000gp for handling the situation in Four Corners, and 2000gp if they can recover Savario — keep in mind that at this point, no one knows that the two missions are connected. If the characters agree to help, the Borgandys give them a copy of the player map.

The Thieves' Guild: Finally, it is possible that the Thieves' Guild will contact the characters. This will be done in secret by the guild's second in command because the guild does not want to alert a possible traitor in their midst. The agent, Master Thief Leonora Spider (N female human **Rog8**) will of course not mention the possibility of a Thieves' Guild traitor, but will caution the characters not to talk to anyone in the Thieves' Guild other than herself. If the characters are obviously concerned about this, she explains the traitor problem. If the characters agree to undertake the mission for the Thieves' Guild, the guild pays 1000gp for a successful mission, and 500gp toward raising any casualties from the dead at the Cathedral of Thyr and Sefagreth. They give the characters a copy of the player map.

Investigating the Neighborhood

The City Watch and the Thieves' Guild have both been keeping an eye on the Four Corners, and can tell the characters that there is not much passage in and out of the place, even though several people seem to be living there. They prefer that the characters be extremely discreet about asking questions, and definitely don't want to see a door-to-door investigation going on. A quick scout-around is fine, but they want the place cleared out regardless of who is in there, so there isn't much mystery (or so they think). A bit of discreet inquiry of the neighbors could help the characters, but it can also slow the adventure down, so try to move them along if they are playing police detectives.

The only person who seems to go in and out on a regular basis is the owner, a Doctor Remora who once taught at the University of Remballo. Doctor Remora is described as a tall man, bald except for a long, red-dyed braid (a queue) that lies down his back. He usually wears professorial robes, and he talks to himself. No one in the university knew him well, and he was removed from the faculty for accepting bribes from students. If the characters visit the university, they gain a piece of information no one originally told them: Doctor Remora is a magic-user, although not a very good one. No other useful information comes from the university; do not let the characters get bogged down there.

Temporary Surveillance on the Characters

Whether the City Watch or the Thieves' Guild (or both) hire the characters, the patron has someone shadow the characters to make sure they are remaining discreet. Moreover, if the characters were hired only by the City Watch, they almost immediately gain a shadow from the Thieves' Guild and vice versa. Within a day, **spies** will follow them, one from each organization. The spies notice each other, and report to the characters that they are being followed. This can lead to all sorts of complications; if the characters handle it well, they may come into peaceful — or non-lethal, at least — contact with another patron, and get more reward money for the same task. If they kill a thief or a guard, on the other hand, they will be in trouble with a powerful organization in the city. *Under no circumstances will either of the two tails assist the characters in any way within the boundaries of the Four Corners.* Their organizations do not want to be implicated in anything: that's what the characters are for. If both the city watch and the Thieves Guild end up hiring the characters, the two organizations decide that there is no need to keep tailing the characters and withdraw their agents for more useful pursuits.

Spy (2): AC 12; **HP** 27(6d8); **Spd** 30ft; Melee shortsword (+4, 1d6+2 piercing); **Ranged** hand crossbow (+4, 1d6+2 piercing); **SA** cunning action (dash, disengage, or hide as bonus), multiattack (shortsword x2), sneak attack (1/day, extra 2d6 with weapon with tactical advantage or 5ft of an ally); **Str** +0, **Dex** +2, **Con** +0, **Int** +1, **Wis** +2, **Cha** +3; **Skills** Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4; **AL** N; **CR** 1; **XP** 200.

Dead Fiddler Square Map Key

Unless otherwise noted, all of the NPCs encountered in the city are human **commoners**. The player map shows the number of floors in each building.

1. Four Corners Courtyard

See separate map.

2. Hooded Falcon Inn

This is a large inn with the sign of a hooded falcon over the entry gate. The gate leads into a courtyard surrounded by inn's various buildings.

Owned by Jirander and Jauntline Lamarc, the Hooded Falcon offers rooms at a reasonable rate, food included. The common room is generally filled with an ordinary tavern crowd until 10 p.m. (the "tenth hour non," as it is said here). The other buildings in the inn's courtyard are a stable, an outhouse, the kitchen (attached to the common room through a curtained door, and the residence building where the Lamarc live on the top floor, with servants and staff on the ground floor. The inn's gate closes at midnight, but porter Firkin Fortbeard (a dwarf) remains on watch by the gate to let guests in and out — and to keep an eye out for burglars. Asking about the Four Corners here will automatically give characters the information that the Red-haired Doctor Remora is the only inhabitant of the place who is ever seen in the streets.

3. Portico Market

This is a busy market covered by a large wooden roof supported by old stone pillars at the front and a two-story stone warehouse at the back.

The Portico Market is run by a group of merchants who keep their wares in the large building behind the covered area. Several of the street vendors who push carts through the city streets buy their stock at wholesale in the warehouse, but the stalls under the portico itself offer their goods at normal prices to passers-by.

A successful DC 10 Cha (Persuasion) check allows the characters to find a talkative vendor at the portico market who knows Doctor Remora well, although he does not know the name of the robbed man with the long braid. The vendors were all quite interested when the braided man purchased (from three different sellers) a set of window bars, some manacles, and a chamber pot. Doctor Remora failed to realize that the vendors gossip among themselves. In the end, they decided it was none of their business.

4. Curganon's Warehouse

This is a one-story stone building with a slate-shingled roof and a securely locked double door in front. There is no sign to indicate what the building contains, but there is a single window in the front with a window box of yellow geraniums.

This warehouse offers space to a variety of small merchants, and is also the home of Leo and Veldiss Curganon and their 3 children. The window,

which is securely locked at night (DC 15 with thieves' tools to open), opens into the residential portion of the building.

5. Ozzerd's Warehouse

A dark, slate-shingled roof tops this one-story stone building. There is no sign outside, and the wooden double doors are closed.

Space is not available for general rent in this warehouse, which stores the property of the merchant Feodric Ozzerd (See area 18). It is also one of the hidden outlets for the Four Corners, with a hidden tunnel leading to the lair.

6. Aralt's Warehouse

This is a three-story building. The ground floor is built of stone, and the upper two stories are half-timbered. The only windows in the building are on the top floor, looking out over the square. These have stout wooden shutters and are painted in a cheery blue color. A sign over the double wooden doors reads: "General Warehousing."

This warehouse stores general goods for several small merchants. It is also the home of the owners, Timon and Liriel Aralt (who live on the top floor). They don't know anything about the Four Corners, but it happens they have a very useful piece of information linking Remora to the thieves. If asked about a man with a red braid, Liriel Aralt remembers him: he and another man with a very strong Manas-city accent once made fun of the Aralts' blue-painted shutters. She doesn't remember any details about the man from Manas, but she remembers him saying "We should train it to paint; it could be another source of income." (This was Rafael the Cur).

7. Doctor Escalous, Alchemist

This is a two-story building with a one-story extension built onto the main building as a store. A sign over the shop entrance has a painting of a mortar and pestle, and reads: "Doctor Escalous, Alchemist and Apothecary."

Doctor Escalous is an apothecary and a minor alchemist. His house and workshops are in the main part of the building, and his shop is the 10-foot-by-20-foot extension. A successful DC 10 Cha (Persuasion) check gets him to reveal that he has met the man with the long red braid (Doctor Remora, although he does not know the name), and recalls selling him various concoctions that help people sleep. These concoctions cost 5gp each and although they will not knock out a person, they will knock out any of the dogs labeled as a "little dog" in the adventure.

8. Shoemaker Huron Cordonyr

This is a two-story wooden building in poor repair, with a faded red roof of uneven wood shingles. The picture of a shoe is painted over the door.

Cordonyr supplies shoes to various different merchants. This building is his home and workshop. His wife Jocelyn does various odd jobs, mostly working as a seamstress. They don't know anything useful to the characters, but offer to repair their boots for a fair price.

9. Bertran Limner

This is a two-story, half-timbered building. It is newly painted and has a roof of wooden shingles. A paintbrush hangs over the door.

Bertran is a housepainter who works for various contractors. A successful DC 10 Cha (Persuasion) check gets him to reveal he recently painted the inside of the Four Corners courtyard (the exteriors, not the insides of the buildings). He knows where the doors in the courtyard are located, but not much more.

10. Arnault Porter

This is a two-story house, half-timbered but weathered and ill-kept. The roof is shingled in wood, and there is no sign out front.

This is the home of the Porter family, all of whom are day laborers working for builders, warehouses, or caravans. They know nothing useful about the Four Corners, red-haired men with braids, or people with accents from the City of Manas. They also don't like to be bothered by nosy busybodies who obviously don't have gainful employment.

11. Giles Woodmonger

This is a one-story house with a roof made of moldy-looking wooden planks. A less-weathered rectangular patch next to the door must have once been covered by a sign, but it is no longer there.

Giles Woodmonger and his wife Parrille buy firewood and charcoal by the wagonload in the wholesale markets, and sell it door to door. They have delivered to the Four Corners once or twice, but remember nothing useful about it. Someone bought wood. People do that. After the characters talk to them, they inform the city guard that the characters are asking suspicious questions. The guards know what is happening, but will quickly inform the characters that their inquiries are raising suspicions.

12. Everil the Scribe

This is a two-story building made of plaster-covered wood and brick; the roof is shingled with slates. A quill pen is painted over the door.

Everil is a freelance copyist, serving the needs of various businesses in the city that need copies of contracts, letter, etc. A successful DC 10 Charisma (Persuasion) check gets him to reveal that he remembers the man with the red braid, and he knows his name is Doctor Remora because of a curious incident. Doctor Remora came to Everil's little office with a piece of paper. It had writing on it, but the doctor did not show it to him. What Remora wanted was to see if any of Everil's supply of paper matched with the one Remora was carrying. None of Everil's paper seemed right, and Remora went on his way, tipping Everil with a silver piece for his time. If the characters offer him some money to help his recollection, Everil remembers Remora seemed to be checking the heavier-weight paper, like that used for legal documents. He was talking to himself, and kept saying, "Borgandy, Borgandy, Borgandy... where do they get it?"

13. Valry Tailor

This is a two-story building at the end of the alley. The building is plaster-and-wood, with a sharply-pitched roof of wooden shingles. The sign of a needle hangs over the door.

Valry is a tailor who sews garments to order for the city's middle class of small merchants and guild-members.

14. Bordac Gilere

This is a half-timbered building of three stories, with a wood-shingle roof and a balcony ten feet above the street level. While it is by no means a rich residence, it is obviously the home of someone who is well employed. There are recent repairs to the roof, new glass in the windows, and other signs of expensive renovations.

Bordac is a messenger for House Borgandy, one of several employees whose only duty is to locate and give messages to people the Borgandys need to contact during the business day. Bordac helped with the kidnapping of Savario Borgandy, giving him a "message" to meet another family member in the Four Corners. If asked about a man with a red braid he becomes visibly nervous, but still says nothing. Bordac won't say anything

about the event unless actually threatened or if the characters seem to already know what happened, in which case his *story* is that a man with a long red braid paid him a modest tip and asked if Savario Borgandy could be bothered to meet him as a potential new client. In *actuality*, he was paid a very healthy bribe and sent with the message that it was another member of House Borgandy who wanted an urgent meeting — a story that was obviously invented by the robed man (whose name he does not know, but the characters likely do). If threatened further (or charmed), he will tell the whole story and beg for the characters not to tell anyone because he has a starving aunt and feeds beggars regularly (quite obviously not true). If he reveals any information at all to the characters, he goes on the run and leaves the city as soon as the characters depart from his house, barely taking the time to pack a bag.

15. Honore Berrioc

This two-story house is half-timbered with a slate roof, very well-built. There are glass-paned windows in the top floor, and the house's beams are carved with decorative patterns and small gargoyle-faces.

Honore is a freelance accountant who helps businesses total up their books of account. Unbeknownst to Honore, his wife Beatrice is a Non-Substantialist heretic, one who believes that the gods are unable to act directly in the world other than by granting clerical spells. She owns a pamphlet by the scholar Crasmus of Troyes called "The Limitations of the Divine," setting forth his arguments for Non-Substantiation, a book



that carries the death penalty if it is discovered (and if the owner does not recant the heresy).

16. Ardaal Parsine

This is a two-story building, well maintained and neat. It is built of half-timber construction, with a wooden-shingled roof. There is no sign to indicate anything about the building other than the word "Parsine" above the door.

Ardaal Parsine is a journeyman in the Guild of Cheesemakers. He works elsewhere in the city and is not present during the day. His wife Claudette does not work, since Ardaal is a relatively well-off member of the middle class, even though he is not yet a master cheesemaker.

17. Gilbert Toullense

This is a one-story building of half-timber and plaster, with a wood-shingled roof.

Gilbert (N male human fighter 3) is an attendant at the city baths where he acts, essentially, as a bouncer. His wife Nancie is a bookkeeper who works with Honore Berrioc (see area 15) on larger tasks.

18. Residence of Feodric Ozzerd, Merchant

This one-story residence is obviously owned by someone rich. The roof is slate and the building is of stone. The windows are barred and stoutly shuttered.

The Ozzerd family are merchants and own their own warehouse (see area 5). They are complicit in the smuggling operation being carried on in the Four Corners, but do not know about the kidnapping or the fact that the tunnels under Dead Fiddler Square extend beneath the city wall. As far as Ozzerd knows, goods come in through the tunnels, and leave his warehouse by wagon.

19. Isarn Jarn

This three-story house is built of cheap wood and plaster, an obvious fire hazard. There is no sign outside.

Isarn Jarn is a laborer for one of the city's brickmakers, and sublets the rest of the house to other workers.

20. Coribald Nightwatch

This three-story building is half-timbered and has a wood-shingled roof. There are shuttered windows along the top floor, and a walled garden beside the house.

Coribald works as a freelance torchbearer/guard for people making their way through the city streets after dark. He sleeps during the day.

21. Cabinetmaker

This two-story house has a small walled garden to the side, with a neatly lettered sign reading, "keep out." The roof is neatly shingled with wood, and the windows on the top floor have beautifully carved shutters.

Tharthibal Groone is a freelance cabinetmaker, a master member of the Carpenters' Guild, who works to order for households that hire him. He is not wealthy because he dislikes people, does not hire apprentices, and tends to insult his customers. He will also insult the characters.

22. Lobright Gorm, Teamster

This is a two-story house, half-timbered and well-kept. The roof is tiled with slates, and there is a walled yard beside the house.

Lobright and his 2 sons have a wagon (kept in the garden to the side of the house) and hire themselves out to deliver goods throughout the city or even into the countryside for short trips. Mistress Gorm is a phenomenal cook, and occasionally works as a caterer. None of them know anything of value about the Four Corners, but the characters will be offered a jam tart.

23. Warehouse Workers

This is a two-story building, drab and not very well-kept. It is built of plastered brick, and has a wood-shingled roof.

This house is rented out to a group of 5 peasants from the countryside, two of whom work in the adjacent warehouse.

24. Warehouse

This sturdy, two-story building is made of stone, and has a roof of slate tiles. A sign over the door reads, "Warehouse," and there is a second sign beside the door reading, "For sale, contact House Borgandy."

This small warehouse on the Via Scorpioli is partitioned for the use of several small merchants. It is operated by a manager (Ilgor Manat) on behalf of the Borgandy family at the moment, for they foreclosed on an unpaid mortgage three months ago. The place is for sale, if there are any buyers.

25. Sir Vodivaine of Remballo (Landlord)

This two-story building is decorated with carved and painted beams, and the windows of the top floor are paned with glass. The roof is of wooden shingles, painted a rich, red color.

Sir Vodivaine's family has resided in the city for four generations, owning several houses that they rent to tenants. Sir Vodivaine is fat and

not particularly greedy, but he has a hot temper. Dame Rillian Vodivaine is friendly but very aware of her high social status. The Vodivaines own the vacant building at area 27. They know nothing of value to the characters, whom they perceive to be of low social status in any case. "Please go away, we contribute at the temple for the welfare of beggars, we don't give food to them at the front door."

Sir Vodivaine: AC 10 or 20; HP 32 (5d8+10); Spd 30ft; **Melee** longsword (+3, 1d8+1 slashing); **SA** multiattack (longsword x2); **Str** +1, **Dex** +0, **Con** +2; **Int** +0, **Wis** +1, **Cha** +1; **Skills** Perception +3, Intimidation +3; **AL** LN; **CR** 1/2; **XP** 100.
Equipment: plate mail and shield (in house), longsword (worn on belt), dagger, belt pouch containing 2 gems (100gp each), 14gp, and house key.

26. Ulric Plasterer

This is a two story building, half-timbered and well built. The roof is shingled in wood, and there are shuttered windows (not with glass) in the top floor.

Ulrich is a contract plaster-worker with various builders.

27. Vacant Building

This three-story building is half-timbered, and has a roof of slate tiles. The windows are shuttered and locked, and the place looks disused.

Sir Vodivaine (see area 25) owns this building.

28. Bartlet of Ruece

This is an old stone building, probably from early in the city's history, built of fieldstone rather than mortared blocks. It has two stories and the roof is made of unpainted wood shingles. There are shuttered windows in the top floor.

Bartlet is a day laborer from the countryside (a hamlet called Ruece).

29. Rodrion Carpenter

This is a pleasant, well-built house with walled gardens beside it. The construction is half-timber, and the roof is shingled with wood. The building has two stories, and there is a small placard near the door with a picture of a hammer, sign of the Carpenters Guild.

Rodrion is a journeyman carpenter in the Carpenters' Guild, a house-framer. Like Beatrice Berrioc (area 15), Rodrion is a Non-Substantialist heretic, but he does not know Beatrice. He meets with similarly heretical friends from the Carpenters' Guild elsewhere in the city.

30. Opium Den

This two-story building is a rickety construction of wood and plaster, with a wood-shingled roof. The picture of a smoking pipe is crudely drawn over the top of the door.

This building is an opium den where the drug is sold by the pipe to users who then sleep it off on one of the pallets that cover the floor. The building itself is rented, but the operator of the den is a man named Porthos Quaine (CE male human fighter 5), who is a member of the Five Circles opium gang. The Five Circles are not a significant group: two of them travel to Manas to buy the opium, and the other three members of the gang run opium dens in different parts of the city (this being one of them). They are actually quite terrified that one of the Manas opium gangs might start trying to consolidate business here in Remballo, for the Manas gangs are extremely violent. Porthos is the only member of the Five Circles Gang who can swing a sword reliably, and his four partners all distrust him.

Porthos himself is worried because he has recently spotted someone he knows from his occasional visits to purchase opium in Manas: a member of the Manas Thieves' Guild named Gedriz the Legbreaker. Porthos has reached the uncomfortable conclusion that Gedriz might be planning to extort money from opium dens, and Porthos' den is right in the area he assumes Gedriz is scouting. He happens to know one useful thing about Gedriz, which is that the Manas thief is considered one of the rising stars in the Manas guild, although he is known to be reckless and rebellious.

31. Hauvoc the Teamster

This building is well maintained, a two-story structure of plastered brick and timber beams. The roof is made of wooden shingles painted black. A small sign over the door bears the picture of a wagon, and beneath it the word "Haulage" has been neatly lettered in black paint.

Hauvoc owns a wagon (kept in the caravansary on the east side of the city), and hires out for whatever sort of haulage is needed by various contractors. He once hauled a lot of dirt and rubble from the Four Corners, a whole wagonload a day for 5 days.

32. Bolti Ghar, Wine Deliverer

This is a two-story building of whitewashed bricks, turned grey with the weather. The roof is wood shingled and needs repair. Two windows on the top floor are painted blue, but the paint is faded and peeling.

Bolti delivers casks of wine from a wine merchant to various taverns and households in the city. He does not own his own wagon, nor does he deliver to the Four Corners.

33. Luco Fortinbras

This corner building has only one floor, with two shuttered windows that look like they have taken considerable damage from passers-by, including the name "Bertrand" carved into one of them. The building is made of brick covered in plaster, which has been broken away in spots. The roof is of wooden shingles.

Luco is a caravan guard who finds work as a night watchman if he is not traveling between Remballo and Olaric or Manas.

34. Yanno the Pastry Seller

The top floor of this two-story house is built out over the top of the alleyway running beside it, turning the narrow street into a tunnel between the adjacent buildings. The structure is a mix of whitewashed stone and black timber beams, with two windows in the top floor looking out over the Via Scorpioli.

Yanno and his wife Erissa own two handcarts, which they push through the streets selling pastries (bought from bakers in the Portico Market). They also, once per day, make a delivery to the Haven Street Gate of the Four Corners. They are not delivering pastries; they are making a delivery of horse meat purchased from a butcher outside the Dead Fiddler Square neighborhood. If asked about the deliveries, they will be completely forthcoming since they have no suspicions about the Four Corners. The people want horse meat, and Yanno and Erissa sell them horse meat at a nice profit. It does seem to be an awful lot of meat, though, they must admit.

35. Ilander the Potter

This is a two-story building with an open-fronted potter's workshop on the ground floor. The building is half-timbered, and the roof is shingled with wood. There are three windows on the top floor, all wood-shuttered.

Ilander makes pottery and sells it to the merchants of the Portico Market. A successful DC 10 Cha (Persuasion) check gets him to reveal he recalls the man with the red braid because he sold him a chamber pot. He also remembers that other merchants sold him a set of window bars and some manacles the same day.

The Four Corners

Remember the Upper Floors

Before starting the adventure, take note that there are some balconies on the second level that the characters will notice, and also that some of the adjoining buildings are built slightly over the street, making them closer to the buildings of the Four Corners than they are at street level. Also take note of the locations of the windows. There are no windows at ground level, even in the surrounding buildings, for at the time these structures were built, the area was quite dangerous.

Visitors and Deliveries

The characters might stake out the gate on Haven Street or the door in Rat's Mews. If so, they will learn the following information about those who visit the Four Corners. A successful DC 10 Wis (Perception) check allows the characters to notice the first important point is that none of the thieves, or Doctor Remora, apparently ever leave the place. If the stakeout lasts more than a day, this becomes quite suspicious. The second visitor is Widow Tarcy, who prepares lots of cooked food. She delivers the pots of stew and such twice per day to the Haven Street gate. Gedriz the Legbreaker opens the gate, pays her a couple of silver pieces, gives her the pots from her last visit, and takes the ones with food. The third visitor to the Haven Street gate is Yanno or Erissa, the pastry sellers, delivering horse meat (see area 34 on the Dead Fiddler Square neighborhood map). The final visitor arrives at night, usually about ten o'clock, preceded by a foul smell. This is Bodo the Night-soil dealer, who picks up the contents

of chamber pots along his route (free!), then takes them to mix with dirt and sell as fertilizer. Naladir the Elf opens the gate for him and hands chamber pots through, which Bodo empties into the large clay pots in his wagon. Bodo himself does not live in the neighborhood. He knows nothing at all about the Four Corners, he just picks up the night-soil and moves on to other houses.

There is one other outside contact with the Four Corners, but it will not be seen in a stakeout of the complex. The Remballo thief Caron Brun, a traitor to the guild working with the Manas thieves, delivers information to them through the tunnel leading from Ozzerd's Warehouse at area 5 on the neighborhood map. The messages are usually just about the times when the Thieves' Guild sends an observer to check on the courtyard, but occasionally he passes on some very sensitive information about the Remballo Guild's activities. Since the Manas thieves burn the letters, none of the seriously incriminating letters currently exist.

Ground Floor

1. Glassware Shop

1A. Ground Floor Shop

This building looks like a shop, with shelves of glassware against the wall. A skinny man with a pockmarked face stands behind a counter near the back of the room, and smiles to see you enter. Stairs on the east wall lead to a second floor, and a back door stands closed in the western corner of the north wall.

This is indeed an ordinary, innocent shop rented to Blaroin Adaloc by the sinister Doctor Remora. Blaroin knows absolutely nothing about anything illegal going on in the courtyard. He has no access to the courtyard itself; the door of his back room is locked from the inside of the courtyard (as are his upstairs balcony door and his upstairs window looking out over the stable).

Other than his inventory of glassware and a wooden box containing 5gp and 39sp, there is nothing of interest in Blaroin's shop. The stairs lead up to area 1B.

1B. Blaroin Adaloc's Bedroom

Blaroin's upstairs chambers are unremarkable and standard for the living quarters of a modest shopkeeper. He keeps a lockbox under his bed (DC 15 with thieves' tools) containing 22gp and 439sp.

2. Back Room

This is the back room of Blaroin's shop, where he stores extra glassware. The door in the north wall is securely locked (DC 20 with thieves' tools to open) from the outside.

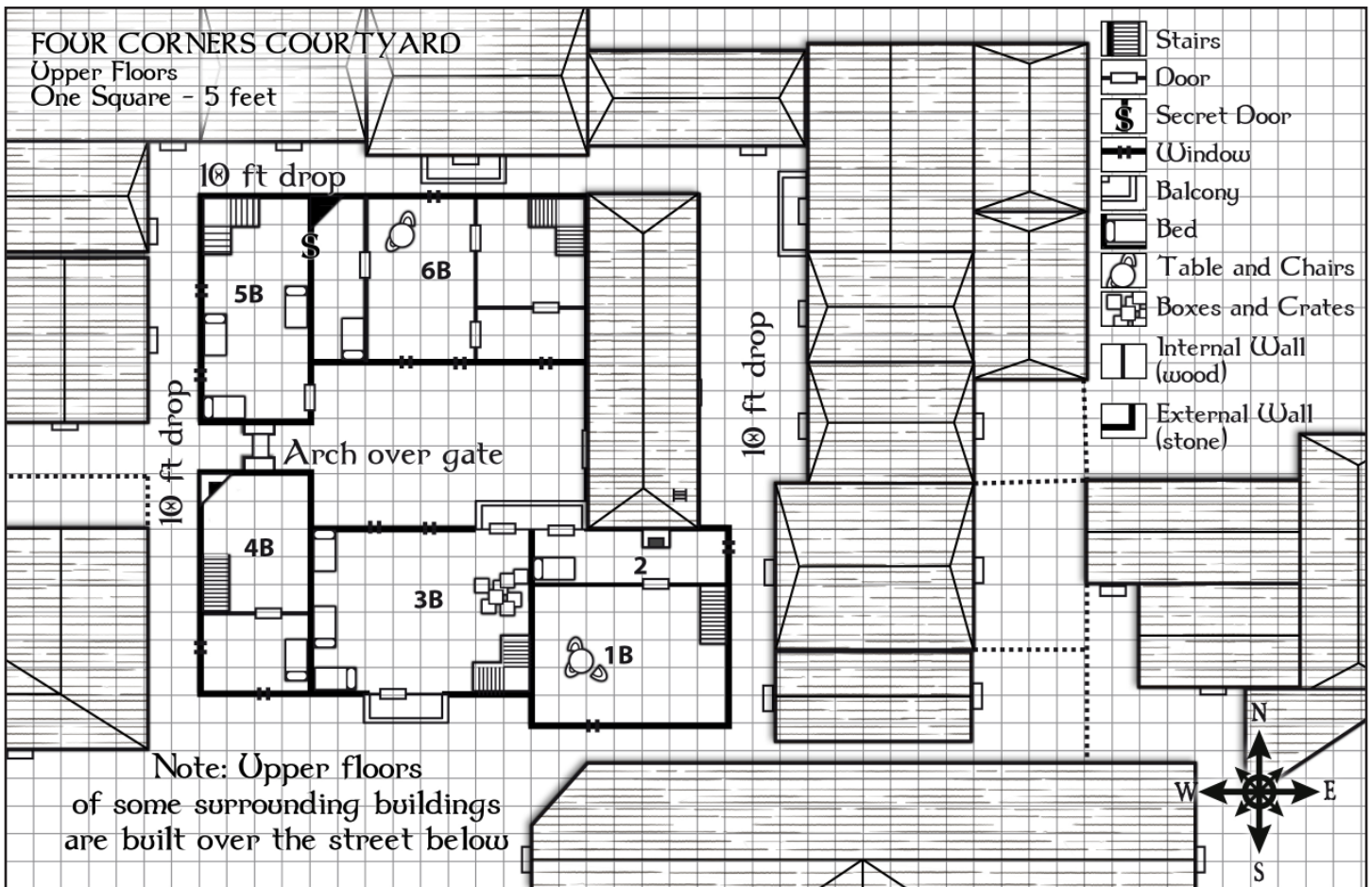
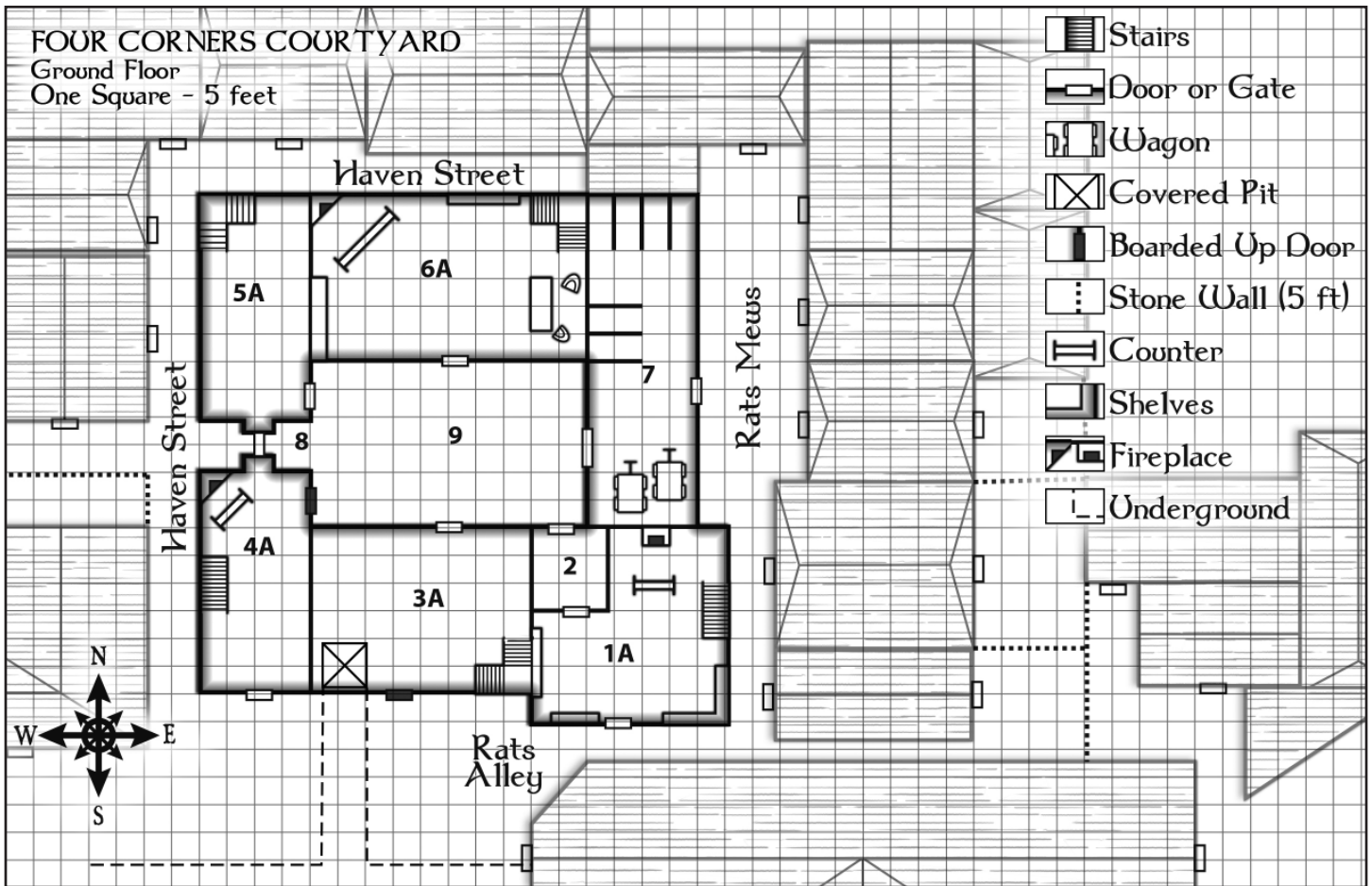
3. Tunnel Building

3A. Ground Floor and Tunnel

Note: The door into this building is a wooden double door large enough to accommodate a wagon. The door is of recent construction, and broken masonry around the edges indicates that it replaced a much smaller door.

The interior of the building is a single room with a rickety wooden staircase leading up to the second floor in the southeast corner. Large wooden crates and bales of wool and hay fill most of the room, but a pathway between the stored

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items is open to the southwest corner. The interior of the building is quite dark, since there are no windows.

At night, one of the dogs (**mastiff**) sleeps here, and sounds an alarm if not dealt with quickly.

Mastiff: AC 12; HP 5 (1d8+1); Spd 40ft; **Melee** bite (+3, 1d6+1 piercing plus knock prone, DC 11 Str); **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **Skills** Perception +3; **Senses** keen hearing and smell; **AL** U; **CR** 1/8; **XP** 25.

The open area in the southwest corner is a very important place. It is a very large trapdoor, not hinged, but a removable section of the floor that can be located with a DC 20 Int (Investigation) check requires two people to lift it away from the top of the pit below. The pit descends 20ft underground to a tunnel leading south. Heavy bales of wool block the boarded-up door the characters may have seen from the outside.

The stairs lead up to area **3B**.

3B. Thieves and Storage

The upper floor of this building is single, large room containing three wooden beds and a large pile of boxes and crates. Doors lead through the north and south walls, both of which must lead to balconies. There are two windows in the north wall overlooking the courtyard, both of which are open and un-shuttered (although there are locking shutters that can be closed).

This is the room of three of the Manas thieves, including the ringleader of the operation, Jamais Vue. Jamais is a rising star in the Manas Thieves' Guild, and a potential rival to the guildmaster within a few years. Jamais wants to reduce the number of those years, so he has started this operation to provide himself with funding for an eventual takeover. Now that the smuggling and fencing operation is well under way, he plans to return to Manas from the "vacation" he has been taking, resuming his ordinary role in the Manas guild while money rolls in here in Remballo.

Only one of the thieves (Fandiff Quickfingers) is likely to be present at any given time, since Jamais is usually down in the lair, and one of the two others (assume it's Selardy Doland) is always on guard in area **16** of the Lair.

Fandiff Quickfingers, Male Human Rog3: AC 15; HP 23 (3d8+6); Spd 30ft; **Melee** shortsword (+5, 1d6+3 piercing); **SA** cunning action (bonus to dash, disengage, or hide), sneak attack (+2d6 with tactical advantage or ally within 5ft of target); **Str** +0, **Dex** +3 (+5), **Con** +2, **Int** +2 (+4), **Wis** +1, **Cha** +0; **Skills** Investigation +4, Perception +3, Stealth +5, Sleight of Hand +7; **Traits** expertise (sleight of hand, thieves' tools), fast hands; **AL** NE; **CR** 1/4; **XP** 50.

Equipment: studded leather armor, short sword, necklace (10gp), belt pouch with thieves' tools, key and 12gp.

Treasure: Each of the three beds has a locked chest (DC 20 with thieves' tools to open) underneath, along with a chamber pot.

Fandiff's Chest: This chest contains ordinary clothing plus a small stash of opium (50gp), a bag of 28gp, and a small silver chime (10gp). The chime is not magical, but the dogs have been trained not to bark when they hear it. This has been necessary because, for some reason, dogs absolutely hate Fandiff. He also has a small medallion showing the image of a hand with two fingers removed (this is the medallion of the Manas Thieves' Guild).

Selardy's Chest: This chest contains ordinary clothing, a bag of 45gp, and a turquoise gem worth 100gp). Selardy's chest, like Fandiff's has one of the Manas guild medallions.

Jamais's Chest: Jamais' chest contains clothing and one of the Manas guild medallions, like the others. There is nothing else in here since he stashes his treasure in a box in area **16** in the lair.

4A. Widow Tarcy's House

4A. Ground Floor Living Room

The ground floor of this building appears to be unoccupied, but someone lives here. There are comfortable-looking chairs and a kitchen in the north end of the room, along with a small wooden table. Stairs along the room's west wall lead to an upper floor. There is a door in the northeast wall, which must lead to the courtyard. A large stone fireplace is built into the room's northwest corner, and is surrounded by very large pots and pans, together with a countertop piled high with meat and vegetables.

This building is the home of the Widow Tarcy, a very grumpy old lady who has been living here for more than forty years. She is currently upstairs. The widow knows nothing about any sort of strange doings in the courtyard, and she is quite convinced that nothing could possibly be going on without her knowledge. If pressed, she admits that she does the cooking for the courtyard's inhabitants, delivering food to the gate twice per day, and gets paid for it.

The door in the room's northeast corner is securely barred and boarded up from the outside, preventing access to the courtyard. The stairs lead up to area **4B**.

4B. Widow Tarcy's Rooms

The upper floor is obviously a residence. The walls are decorated with knitted wall-hangings with pictures of cats.

The Widow Tarcy will most likely be encountered in one of the two upper rooms. She will scream for assistance if anyone enters the area, and this will certainly alert the thieves that something is amiss.

5. Kennels and Storage

5A. Ground Floor Dog Kennels

The room is dark, and something snarls.

This room contains **2 small dogs** and a big dog (**mastiff**) that begin barking if they are not immediately handled in some way. They stop and eat meat without barking if any is fed to them. Only one of the dogs is an attack dog; the others are small mongrels. Several food dishes are in the room, and if anyone bothers to count, there are five of them, plus one big water dish.

The stairs in the room, which can be seen once the dogs are dealt with, lead up to area **5B**.

Mastiff: AC 12; HP 5 (1d8+1); Spd 40ft; **Melee** bite (+3, 1d6+1 piercing plus knock prone, DC 11 Str); **Str** +1, **Dex** +2, **Con** +1, **Int** -4, **Wis** +1, **Cha** -2; **Skills** Perception +3; **Senses** keen hearing and smell; **AL** U; **CR** 1/8; **XP** 25.

Small Dog (2): AC 12; HP 3 (1d6); Spd 30ft; **Melee** bite (+2, 1d4 piercing); **Str** +0, **Dex** +2, **Con** +0, **Int** -4, **Wis** +0, **Cha** -2;

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Skills Perception +2; **Senses** keen hearing and smell; **AL** U; **CR** 0; **XP** 10.

5B. Thieves' Quarters

This floor of the building is a single room with three beds.

One of the beds belongs to Rafael the Cur, one belongs to Gedriz the Legbreaker, and the third belongs to Naladir the Elf. Gedriz and Naladir are the gate guards, so only one of them will be present in this room at a time. Their information is given in area 8. Rafael is here during the night, but he usually goes out into the city during the day, leaving through the exit in Ozzerd's Warehouse. If the characters attack the Four Corners during the day, Rafael might escape the net.

Rafael the Cur, Animal Trainer: **AC** 14; **HP** 11 (2d8+2); **Spd** 30ft; **Melee** longsword (+3, 1d8+1 slashing); **Str** +1, **Dex** +2, **Con** +1, **Int** +0, **Wis** +2, **Cha** +0; **Skills** Animal Handling +4, Perception +4; **AL** NE; **CR** 1/8; **XP** 25

Equipment: studded leather armor, longsword, belt pouch with key, 3gp, 13sp.

If the characters speak to Rafael rather than killing him outright, he tells them that he is being kept prisoner here (not entirely true), and try to bargain for his freedom if they let him out of the courtyard (a rope out the window, or exit through the gate, he doesn't care). In exchange, he tells them that there is a secret tunnel (area 3). He claims not to know anything about what is in the tunnels, and also does not disclose that he is the trainer for the dogs in the courtyard, although if asked, he admits that the dogs do not bark at his presence. He explains the wooden mallet away as a tool used for hammering spikes into the walls for digging.

Treasure: All three beds have locked chests (DC 20 with thieves' tools to open) beneath them (and a chamber pot).

Rafael's Bed: In addition to the chest and chamber pot, there is a large wooden mallet with a five-foot-handle under the bed (used to discipline the bulette, since it would not feel a whip at all). Along with clothes, the chest contains a bag of 32gp and 27sp.

Gedriz's Bed: Gedriz's chest contains ordinary clothing, along with a false mustache and beard. A small bag contains 102gp and an emerald (250gp). Additionally, there is a small medallion showing the image of a hand with two fingers removed (this is the medallion of the Manas Thieves' Guild, which is the last thing Gedriz wants to advertise here in Remballo, since he is a renegade).

Naladir's Bed: The chest under Naladir's bed is locked and contains a needle trap with a poison that causes 1d6 poison damage. The chest contains ordinary clothing, a medallion of the Manas Thieves' Guild identical to the one in Gedriz's chest, a bag of 272gp, and a *cloak of elvenkind*.

6. House of Doctor Remora

6A. Ground Floor Workshop

Note: Door is locked.

The ground floor of this building is a single room, the floor strewn with sand. A counter in the northwest corner holds various bottles and jars of liquid. Shelves on the north and south walls are stacked high with books, bird skeletons, glass jars of dried herbs, measuring scales, and alchemical equipment. A table and chairs are set up in the southeast corner, stacked with dirty dishes. A wooden staircase in the northeast corner leads to the second floor.

This is Doctor Remora's workshop and living room. The doctor is upstairs, but there is a good chance he hears anyone moving around down here.

The shelves contain the sorts of things a magic-user keeps in a workshop, but there is nothing of unusual value. The whole lot could probably be sold for no more than 200gp. The stairs lead to area 6B.

6B. Doctor Remora's Chambers

Stair Room: The entry chamber is empty, with the exception of a cheap, canvas wall hanging painted with floral patterns on the north wall. There are doors on the south and west walls of the room. The west door is normal, and can be locked from the other side (it is). The south door has a recently installed bar across it, allowing it to be securely locked from this side.

Southeast Room: This is the room where Doctor Remora imprisoned Savario Borgandy until the captive started shouting for help through the window. There is a door in the west wall and the north wall, both of which can be barred from the outside. The window in the south wall has recently installed metal prison bars, a single grating that is attached across the outside of the window. There is a chamber pot in the southeast corner but no furniture.

Central Room: The main features of this room are a wooden table, the three doors, and three windows. There is a door in the west wall, and two doors in the east wall. (It is also possible that the characters encounter Doctor Remora in this room.) All of the windows are shuttered and locked from the inside during the night. A stack of paper and writing implements are on the table (see treasure, below).

West Bedroom: The west bedroom is Doctor Remora's. It contains a bed with two wooden chests underneath it, along with a half-full chamber pot.

Doctor Remora, Male Human Wiz4: **AC** 12 (15 with *mage armor*); **HP** 20 (4d6+4); **Spd** 30ft; **Melee** dagger (+4, 1d4+2 slashing); **SA** spells (Int +6, DC 14); **Str** +0, **Dex** +2, **Con** +1, **Int** +4, **Wis** +2, **Cha** +0;

Spells (slots): 0 (at will)—*blade ward, fire bolt, ray of frost, shocking grasp*; 1st (4)—*mage armor, magic missile, sleep, witch bolt*; 2nd (3)—*flaming sphere, invisibility, mirror image, web*.

Equipment: robes, dagger, belt pouch containing 4sp and 18cp.

Treasure: Two interesting treasures are found in Doctor Remora's Chambers. The first is the stack of papers on the table in the central room, and the second is one of the chests in Doctor Remora's bedroom.

The Papers: The papers at the top of the stack are blank, but anyone rifling through them finds that the bottom pages have been written upon. The bottom pages appear to be much sturdier and higher-quality paper than the ones on top. Several of the bottom pages are titled "Letter of Credit by the House of Borgandy," filled out with different small amounts of money: five written for 25gp, two written for 100gp, and three written for 500gp. The lines for "Description of Holder" and for a signature are blank on all of the documents. There is also a ring, apparently a signet ring of some kind, hidden behind the papers. It shows residue of blue sealing wax. Characters could potentially use these to collect money from the House of Borgandy in other cities, but a forged signature is very likely to be detected.

One of the wooden chests under the bed contains ordinary clothing, items of personal hygiene, and two bottles of white powder (sleeping draughts from Doctor Escalous — see area 7 on the map of Dead Fiddler Square). The sleeping draughts only have the effect of creating a slight lassitude; they do not force a person into sleep. The second chest contains 57gp, 1284sp, and 94cp, along with Doctor Remora's spellbook, 2 sapphires worth 300gp each, and three rental contracts. Two of the contracts are for the widow Tarcy and for the glass shop. The third is less of a rental contract and more of a contract to share profits, since it grants "General use of the Four Corners in exchange for 5%." It is not stated what the five percent is actually from. In addition to Doctor Remora's signature, the document also bears the signature of "Casmir Dark, Guildmaster of the Thieves' Guild of Manas." The signature is a bad forgery, which will be detected by anyone familiar with Casmir's handwriting (or by comparing

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it with his original signature). This document is dated two months ago.

Spellbook: Doctor Remora's spellbook is bound in gray leather and stamped with his name and the symbol of a moon and stars. It contains all of the above prepared first level spells plus *charm person*, *detect magic*, *identify*, and *protection from evil and good*. The second level spells in the book are prepared ones listed above.

7. Stables

Note: The door leading into this building from Rats Mews is locked, but not blocked off. The denizens of Four Corners use it from time to time for shoveling horse dung into the alley.

This one-story building is a stable with stalls for six horses, three of which are occupied by large draft horses. Two wagons sit in the southern part of the room. Various bits of tack and harness hang from wooden pegs in the walls.

The three horses are accustomed to people, and do not react to the characters' presence.

8. Gate

This is a wide wooden gate, large enough to accommodate a wagon. The gate is eight feet high, and is topped by a stone archway between the buildings to the north and south. There is a peephole in the gate that can be opened from the inside.

The gate is guarded day and night. During the day, the gatekeeper is Gedriz the Legbreaker, one of the Manas thieves, unless he is away on other business. At night, the gatekeeper is Naladir the Elf. Naladir sleeps very little, if at all, and is usually awake during the day as well.

Gedriz the Legbreaker, Male Human Rog3: AC 15; HP 26 (3d8+9); Spd 30ft; **Melee** shortsword (+5, 1d6+3 piercing); **SA** cunning action (bonus to dash, disengage, or hide), sneak attack (+2d6 with tactical advantage or ally within 5ft of target); **Str** +0, **Dex** +3 (+5), **Con** +3, **Int** +0 (+2), **Wis** +2, **Cha** +0; **Skills** Perception +3, Stealth +7, Sleight of Hand +5, Survival +4; **Traits** expertise (stealth, thieves' tools), fast hands; **AL** NE; **CR** 1/4; **XP** 50.

Equipment: studded leather armor, short sword, bracelet (25gp), belt pouch with thieves' tools, key and 22gp.

Naladir, Male Elf Rog3: AC 16; HP 23 (3d8+6); Spd 30ft; **Melee** shortsword (+6, 1d6+4 piercing); **SA** cunning action (bonus to dash, disengage, or hide), sneak attack (+2d6 with tactical advantage or ally within 5ft of target); **Str** +0, **Dex** +4 (+6), **Con** +2, **Int** +2 (+4), **Wis** +2, **Cha** +0; **Skills** Insight +4, Perception +4, Stealth +6, Sleight of Hand +8; **Senses** darkvision 60ft; **Traits** expertise (sleight of hand, thieves' tools), fast hands, fey ancestry, trance; **AL** NE; **CR** 1/4; **XP** 50.

Equipment: studded leather armor, short sword, belt pouch with thieves' tools, key, 6gp, 15sp.

Naladir has a scrap of folded parchment in his belt pouch with "Burn" written on the outside. He got the note only recently, so he has not yet burned it. The inside simply says, "Thief patrol at 9th hour; leaves 9th hour, 3 glass; free from third glass to midnight, then next check." The handwriting is flowery and fancy, but the note is not signed. If the note is given to the Remballo thieves, they will immediately be able to tell which one of their members has been betraying them, since the handwriting is distinctive.

GM Note: 9th hour, 3 glass is 9:30 p.m. as any resident of the Lost Lands would know.

9. Courtyard of the Four Corners

The courtyard has nothing interesting in it other than some muddy wagon tracks leading from the door of one building (area 3) to the gate (area 8). It is overlooked by several windows and by a wooden-railed balcony, although the thieves seldom go out to sun themselves on the balcony.

The Lair

The lair can be reached only through the tunnel (area 3A) or from Ozzerd's Warehouse (area 5 on the map of Dead Fiddler Square).

10. Entry Door

A large gate blocks the underground corridor, which must be at least twenty feet underground by this point due to the downward slope from north to south. The gate is large enough for a wagon to pass through when it is open. It is currently closed, however.

The gate is not barred from the inside, and it can be pushed open easily. However, the hinges are old and make a loud squealing sound.

11. Main Room

This 30-foot-by-30-foot underground chamber is obviously the central room for some sort of cellar complex, for it has a number of different exits leading to other chambers. In addition to the large door in the north wall, which you now see can be barred from the inside, there are two other large doors, one in the east wall and one in the south wall. A very large open passageway leads southwest from that corner of the room. A lever is in the wall beside the south door, which is currently in the "up" position. The oddest feature of the room, though, is that the walls have been damaged almost everywhere, up to a height of five feet. Deep scratches are gouged into the stone, the entire northwest corner of the room has been tunneled away to quite some distance, and part of the east wall has apparently been repaired with bricks and mortar where something dug through it.

One odd item in the room is a massive, 5ft-long iron bar with 10ft-long chains attached to each side of it. The chains end in large iron hooks.

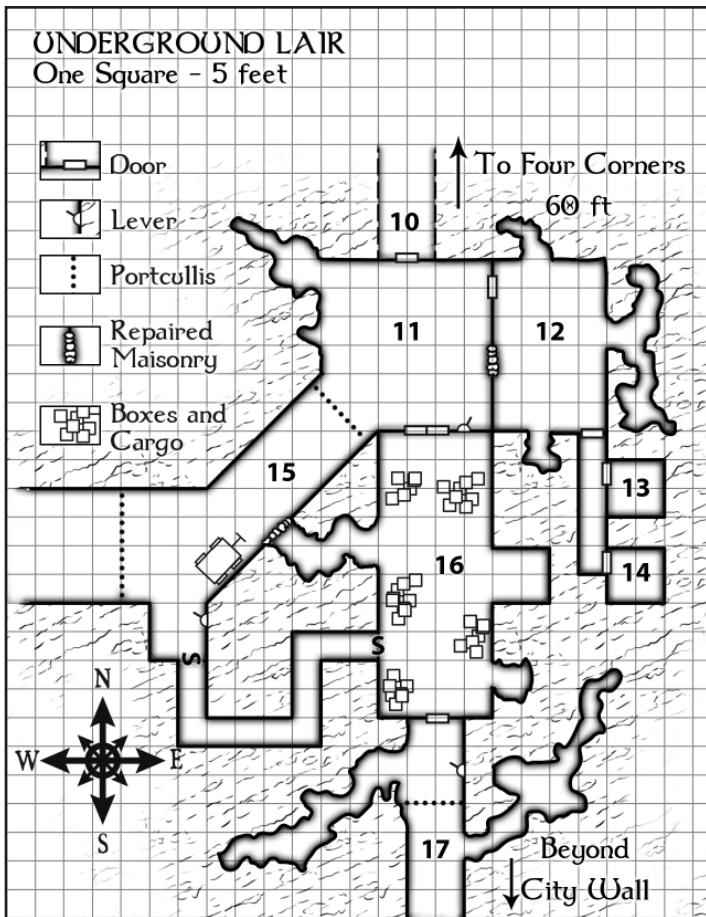
The iron bar and chains are actually a bit and harness for the bulette in area 12, allowing the creature to be attached to a wagon. If the characters inspect it, they discover deep toothmarks in the iron bar.

The wide tunnel to the southwest has a portcullis in the roof, which is spotted only if the characters inspect the tunnel entrance. The lever in the room's south wall raises and lowers the portcullis.

If the characters inspect the south door, they discover a peephole, a little metal cover that slides up and down. If they open it, they get a partial view of area 16, since Selardy has a light. They will be able to see the dog, but not Selardy himself.

Any significant noise in this room (and definitely if there is a fight with the bulette in area 12) alerts Selardy, who checks the peephole to see what is happening, and Jamais Vue in area 15, who sneaks forward to see what

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is happening through the tunnel entrance. Even quiet noises in here have a 50% chance to warn Jamais Vue that there are intruders in the lair. Vue may try to link up with Selardy if the characters look wounded or few in number, or he might try to escape.

12. Bulette Room

Like the room outside, the walls of this room are all deeply gouged and even tunneled away. There are short tunnels in the north and south walls, and a deeper one in the east wall. There is a door in the south wall barred from this side that also seems to have suffered some damage. The source of the damage is right before you in the middle of the room, an armadillo-type creature with long claws and a large, toothy mouth. An armor plate like a dorsal fin rises from the middle of its back. It is quite small, only four feet in length, but its response to your arrival is a ferocious charge.

This creature is a very young **bulette** the renegade Manas thieves purchased when some peasants (who are lucky to be alive) captured it at an even younger age. The beast has been trained (somewhat) by Rafael the animal trainer, and it will not attack any of the denizens of the Four Corners. The bulette is perfectly happy to pull things around underground, unlike horses or mules. It has finally been trained not to dig through the walls, but the damage throughout the cellar complex testifies to how destructive it was in the early stages of training. With anyone other than the Manas thieves and Doctor Remora, the beast is utterly feral. It still regards people in general as nothing more than food.

As with area 11, noise here alerts the Manas thief Selardy, who is on guard in area 16.

Bulette (Young): AC 15; HP 67 (9d8+27); Spd 30ft, burrow 30ft; Melee bite (+4, 4d8+2 piercing); SA deadly leap

(move at least 20ft, land in space, knocked prone, 3d4+2 bludgeoning plus 3d4+2 slashing, DC 13 Str or Dex half not prone pushed 5ft); **Str +2, Dex +0, Con +3, Int -4, Wis +0, Cha -3; Skills** Perception +4; **Senses** darkvision 60ft, tremorsense 60ft; **Traits** standing leap (20ft long, 10ft high); **AL U; CR 2; XP 450.**

13. Empty Cell

The door to this chamber has a barred window in it, showing the inside of the room on the other side.

This room is a featureless, empty prison cell.

14. Savario Borgandy

The door to this chamber has a barred window in it, like the one to the north. However, as you draw near, someone inside begins shouting for help.

The person in the cell is Savario Borgandy (**commoner**). He is dressed in the rags of rich clothing and chained to the wall. He explains to his rescuers that he is a member of the Borgandy family, kidnapped to write false letters of credit on behalf of a man with a red-dyed queue of hair. He knows that he has been forced to write several letters under the influence of mental domination magic, and is frantic to get loose to warn his family about the letters.

If Savario is returned safely to the Borgandys, they pay a substantial reward. If the characters kill him, and the Borgandys somehow learn about it, then the characters will be facing the anger of the city's most powerful merchant family.

15. Tunnel to Ozzerd's Warehouse

This is a broad, diagonal corridor leading to the southwest. Part of the tunnel's south wall appears to have been broken through and repaired. At the southwest end of the tunnel it appears to fork to the west and south. A sturdy iron portcullis blocks the west fork.

The south "fork" in the tunnel is a guard post containing the lever to open and close the portcullis in the tunnel's west fork. The lever is in the down position, and the portcullis is thus closed.

Unless the thieves have been alerted, the operation's ringleader, Jamais Vue, is counting up several boxes of stolen goods in the cart, getting them ready to go to Ozzerd's Warehouse (area 5 on the map of Dead Fiddler Square). Unlike the other thieves, he will be cautious if he hears a potential attack, and he may attempt to escape from the lair without reinforcing his associates. Based on what he hears, he might head for Ozzerd's Warehouse through the west tunnel, or might go through the secret door to area 16, planning to escape through the southern tunnel beyond the city walls (area 17). If he escapes, the party will have made an enemy, although Vue is likely to have much bigger problems than hunting down the characters if his renegade operation is brought to light either in Manas or in Remballo.

Jamais Vue, Ringleader, Male Human Rog4: AC 15; HP 33 (4d8+12); Spd 30ft; Melee +1 shortsword (+7, 1d6+5 piercing); Ranged shortbow (+6, 80ft/320ft, 1d6+4 piercing) SA cunning action (bonus to dash, disengage, or hide), sneak attack (+2d6 with tactical advantage or ally within 5ft of target); Str +0, Dex +4 (+6), Con +3, Int

+2 (+4), **Wis** +2, **Cha** +1; **Skills** Perception +3, Stealth +7, Sleight of Hand +5, Survival +4; **Traits** expertise (stealth, thieves' tools), fast hands; **AL** NE; **CR** 1/2; **XP** 100.

Equipment: studded leather armor, +1 short sword, dagger, shortbow, 20 arrows, *potion of healing*, 25gp gems (x5), key, 47gp.

Contents of Cart: The cart contains several boxes of stolen cloth, bound for resale in the city since it is not easily recognizable. There are 55 bolts of woolen cloth, worth 10gp each.

16. Underground Warehouse

This chamber is stacked high with boxes, crates, bolts of cloth, barrels, and pottery jars. There is a large wooden gate in the south wall, a couple of the roughly gouged tunnels you have already seen elsewhere in the cellars, and a much better constructed tunnel leading to the east.

This is the storage room for the smuggling and fencing operation run by the renegade Manas thieves. The “tunnel” in the west wall is actually a guard post occupied by one of the thieves at all times. For purposes of convenience, assume that it is always Selardy Doland. In addition to the guard, a **small dog** sleeps here and barks at intruders. The sound carries in the lair, but will not be heard all the way back in the Four Corners, although it will alert Jamais Vue in area 15.

Selardy Doland, Male Human Rog3: **AC** 15; **HP** 26 (3d8+9); **Spd** 30ft; **Melee** shortsword (+5, 1d6+3 piercing); **SA** cunning action (bonus to dash, disengage, or hide), sneak attack (+2d6 with tactical advantage or ally within 5ft of target); **Str** +0, **Dex** +3 (+5), **Con** +3, **Int** +0 (+2), **Wis** +2, **Cha** +0; **Skills** Perception +3, Stealth +7, Sleight of Hand +5, Survival +4; **Traits** expertise (stealth, thieves' tools), fast hands; **AL** NE; **CR** 1/4; **XP** 50.

Equipment: studded leather armor, short sword, belt pouch with thieves' tools, key, fake beard, 7gp, 3sp.

Small Dog: **AC** 12; **HP** 3 (1d6); **Spd** 30ft; **Melee** bite (+2, 1d4 piercing); **Str** +0, **Dex** +2, **Con** +0, **Int** -4, **Wis** +0, **Cha** -2; **Skills** Perception +2; **Senses** keen hearing and smell; **AL** U; **CR** 0; **XP** 10.

Selardy Doland hears any substantial noise made in area 11, and most certainly hears it if there is a fight with the bulette in area 12. He checks the peephole into area 11, and if it is not occupied, he dashes out of the storage room, headed for the tunnel back to the Four Corners. If he is allowed to reach the courtyard, he warns all of the inhabitants that there is trouble in the lair.

Treasure: The boxes here contain a large and valuable assortment of merchandise, which totals as high as 7000gp. However, it is all very recognizable stolen merchandise (things with monograms and engraved letters) or massively bulky material like bolts of cloth. It would be possible for the characters to smuggle these goods out themselves, but they immediately recognize that, unlike the personal possessions of the thieves, the cargo here is going to get confiscated if they try to sell it openly in Remballo. As they are picking through the boxes, they find a locked one (DC 25 with thieves' tools to open) that is marked “personal property of Jamais Vue.”

Jamais Vue's chest: This chest contains 427gp, and a short letter reading, “Have a good time on your vacation. We expect you back in three months.” It is signed with the name Casmir Dark (who is the Guildmaster of the Manas Thieves' Guild). The signature is absolutely nothing like the “Casmir Dark” signature Doctor Remora has on his lease.

17. Tunnel Beyond the Walls

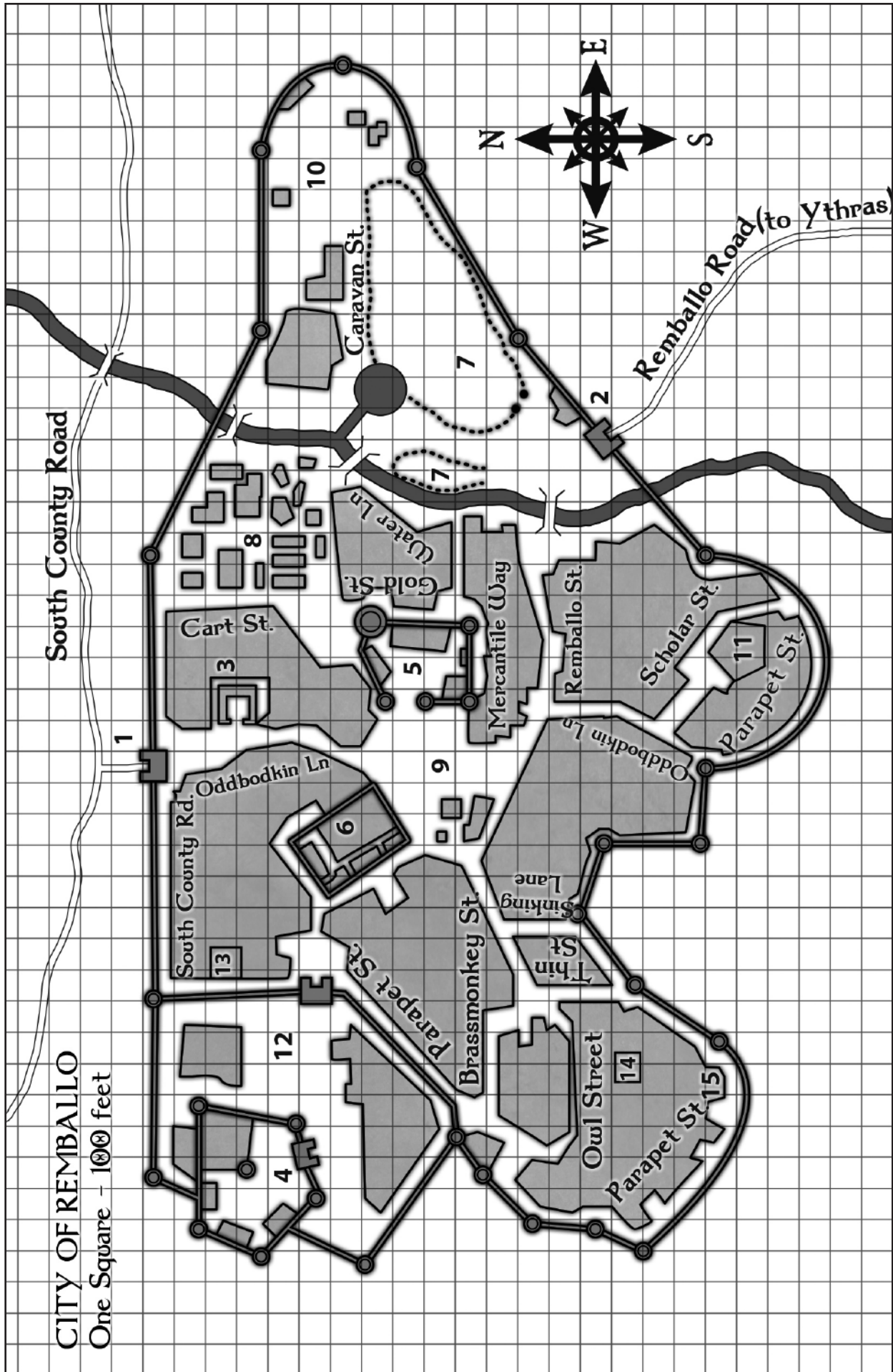
On the far side of the wooden gate is a ten-foot-wide tunnel leading south into the darkness. A lever on the east wall is in the “down” position, which might be related to a massive iron portcullis blocking the tunnel fifteen feet south of the door. As with other places in this cellar complex, the walls are gouged with scratches, and roughly dug tunnels lead away from the main corridor.

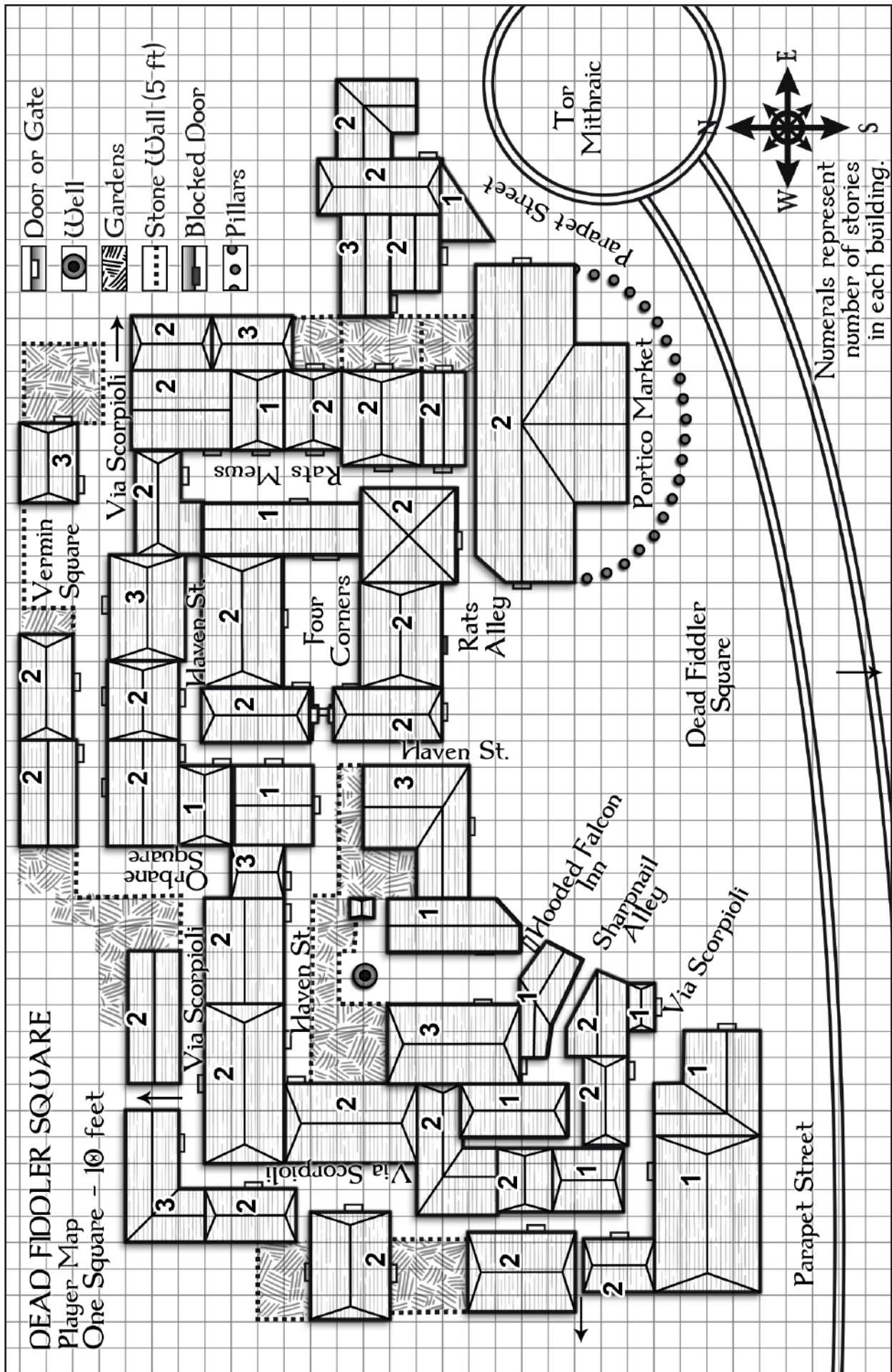
This tunnel leads outside the city walls, continuing for almost a mile before ending at a trapdoor in the ceiling. The trapdoor emerges in a “vacant” peasant cottage purchased by Doctor Remora two months ago. The renegade Manas thieves have been using the tunnel to smuggle goods in and out of the city without paying a gate tax, and — more importantly — not allowing the guards at the city gate to identify the more unique items as being stolen in other cities.

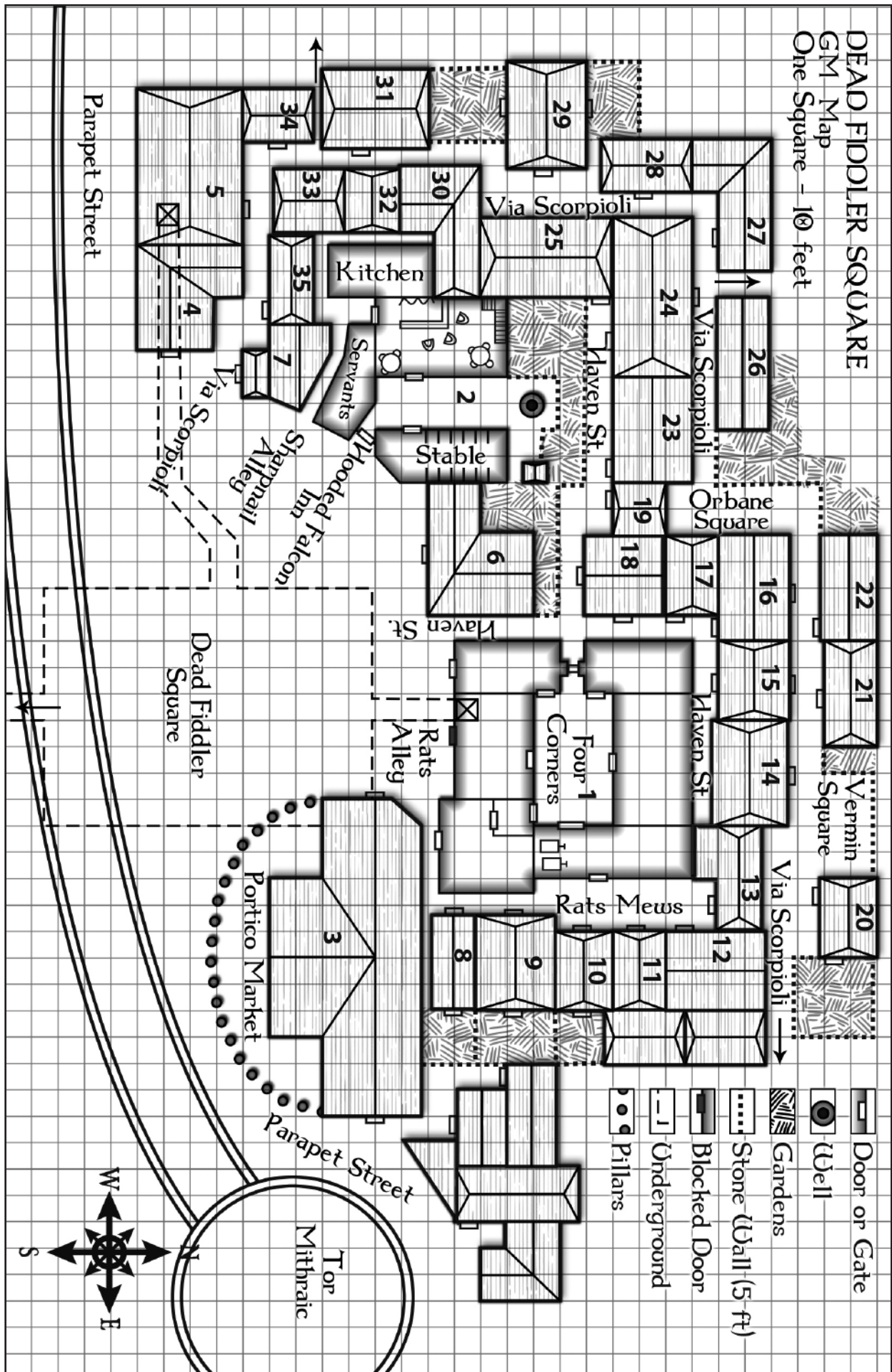
Concluding the Adventure

By the time the adventure finishes, if the characters are still alive, they will have the means to get treasure from both the Thieves' Guild and the Borgandy Family, not to mention the gratitude of the City Watch. Any of these connections can be parlayed into future adventures, for all three of these groups generally have some sort of work, or know someone who does. On the other hand, if the characters try to fence the stolen goods, they end up in very hot water with the City Guard. If they misinform the Thieves' Guild that the Manas Guild is behind this operation, they eventually (although not immediately) end up in hot water with the thieves. If they kill Savario Borgandy, they end up in trouble with the House of Borgandy. Regardless of the outcome, these connections (and possibly problems) can easily move the characters toward further adventures and set a framework for their interaction with the rest of the campaign world.

MAP APPENDIX: CITY OF REMBALLO

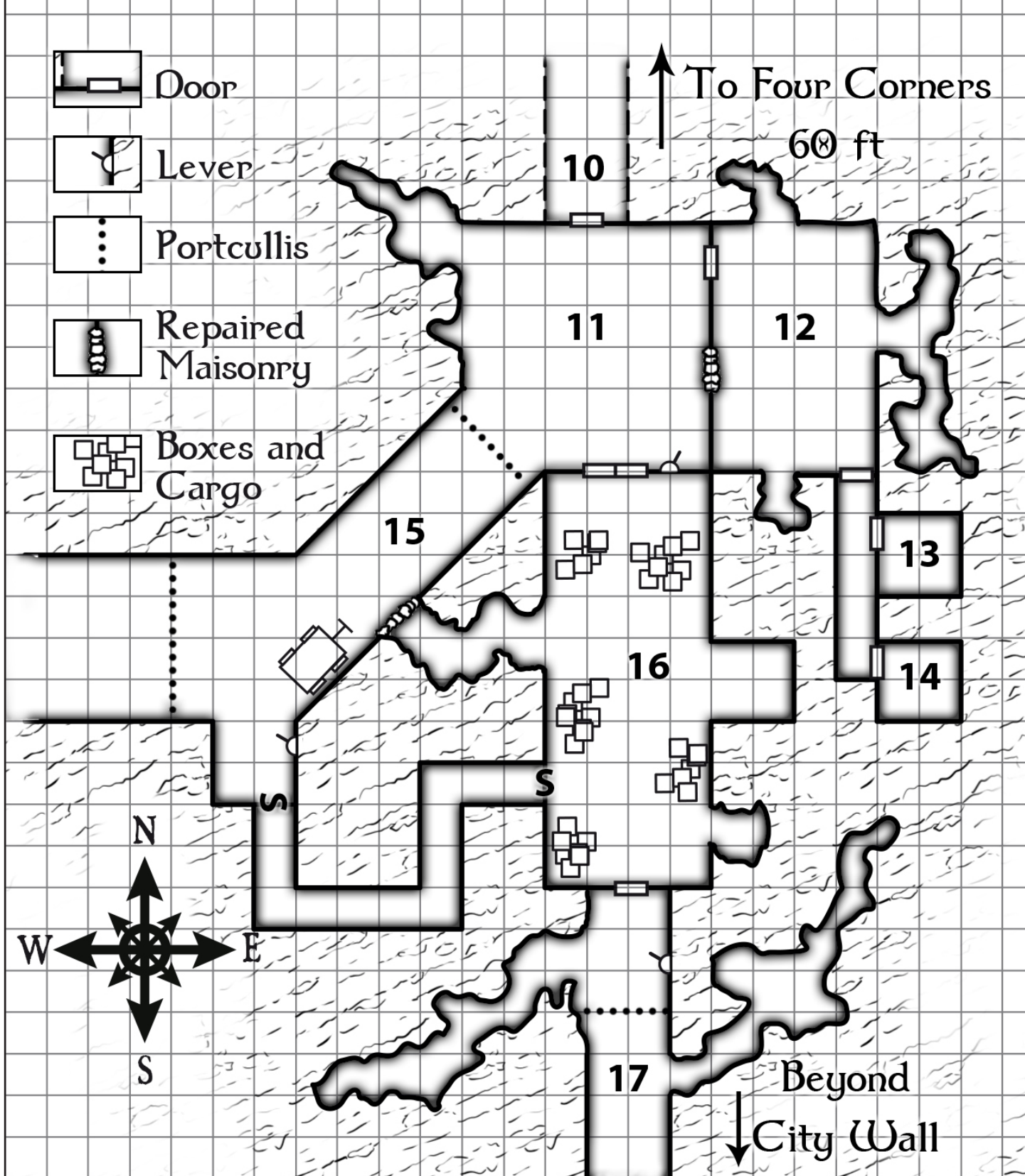






UNDERGROUND LAIR

One Square - 5 feet



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