

BLACK FINGERS OF EVERLIGHT

where slumdogs save the day and help a mighty champion to atone

Pathfinder RPG adventure for 1st level characters.

Materials needed: Pathfinder RPG Core Rulebook, Bestiary and Advanced Players Guide.

Adventure Background

In hopeless slums of metropolitan Sothis, the capital of desert country Osirion, a cult of Norgorber starts operating in a disguise of the sun goddess Sarenrae. Unbeknown to its subjects, the Mercy House of Reputable Dawnflower sends beggars and other unfortunate people to their doom, to be sold as slaves or to be used as test subjects for new poisons. Outside, the Mercy keeps up a facade of the Healing Goddess, doing minor healing work and distributing fresh drinking water. Word of the Mercy spreads fast in the slums, and their activities become widely accepted.

There is a strange character wandering in slums, a mighty champion of Sarenrae called Hamadi Sandwalker, doing his atonement for a misdeed from past. Without his divine powers, the ashamed warrior has been hiding in the slums for months. When hearing about the Mercy, he is interested, but does not feel worthy approaching them, until an encounter with a desert monster, fought alongside the the PCs, encourages Hamadi to take control of his life again.

Adventure Summary

When a pack of hyenas terrorizes helpless slummers, the PCs arm themselves with makeshift weapons and drive the beasts off. Tumaini, a priest of Sarenrae, witnessed the battle and congratulates the PCs on their valiant act, inviting them to the Mercy. In reality, Tumaini and his activities are a facade for evil Norgorber cult, unknown to all good-believing slum people. At Mercy, the PCs are asked to run some strange errands for Tumaini. After a battle with a desert monster and meeting Hamadi, a true champion of Sarenrae, the PCs should have a good reasons to believe that not everything is as it looks. the PCs run into a trap set up by Tumaini to get rid of his suspicious helpers. When returning to the Mercy, Hamadi steps up and atones with the help of the the PCs. Together they figure out that something is horribly wrong and gather their wits to stop Mercy's Norgorbers!

Player Background

The PCs are denizens of the large slums of Sothis. Some ideas how they ended up there could be misfortune in life, like gambling too

much; hiding from someone or something, where extended stay in slums has had the effect of losing all personal wealth for sustenance; victim of a crime, like being assaulted and stripped of all belongings; being drugged and waking up when the game starts; or just being born as a slumdog. Nevertheless, the PCs don't have starting wealth at all, except for their simple, mundane clothes and half-filled stomachs. Also, they don't have any useful connections to any organization or powerful individuals for now.

Being a smelly, foul and disgusting pile of dirt from the bad districts, any the PCs wandering off from slums are heavily looked down by anyone of the "proper" people. To push the PCs into joining the Mercy, you might want to underline the value of a free dinner Tumaini is offering when they first meet by reminding the PCs about nutritional challenges in slums.

Checklist for wielding improvised weapons:
 - you are considered unarmed, therefore unable to make attack of opportunities
 - attacks suffer -4 to hit
 - range increment is 10 ft
 - damage is similar to unarmed strike, club, or alike
 Reminder: grappling needs no equipment.

ACT 1: Beasts Show Up

Game starts when the the PCs arrive to the scene on dusty corner of slums, drawn there by screams, gnarls and laughter. Two pesh addict hyena slavers have let loose a pack of six hyenas.

Brutes, high on pesh (Perception check DC 8

check to notice their status), are having a good time cheering on a pack of hyenas assaulting slum dwellers. The situation has escalated on a scene where six beasts are closing in on a corner where five helpless kids are trying to hide behind each others' back.

When no one steps up to fight, the PCs have to figure out how to stop the hyenas. The brutes will raise a noisy disagreement if anyone tries to interrupt. The party has to act fast, for the beasts are not waiting!

6 young hyenas, hit points 3,3,4,5,6,7.

2 x Brute Pesh Addict (high on pesh) CR 1/3

Male Human (Garundi) Warrior 1

CN Medium Humanoid (Human)

Init +0; Perception -1

-----DEFENSE-----

AC 10, touch 10, flat-footed 10

hp 7(1d10+0)

Fort +2, **Ref** +0, **Will** -1

-----OFFENSE-----

Spd 30 ft.

Melee shortsword +4 (1d6+3/19-20/x2) and unarmed strike +4 (1d3+3/20/x2) OR spiked chain +4 (2d4+3/20/x2)

-----STATISTICS-----

Str 16, **Dex** 11, **Con** 11, **Int** 10, **Wis** 8, **Cha** 8

Base Atk +1; **CMB** +4; **CMD** 14

Feats Enforcer, Power Attack/Exotic Weapon Proficiency

Skills Acrobatics +1, Handle Animal +3, Intimidate +3

After the battle, or if the PCs have trouble

managing the encounter, Tumaini steps in.

Thanks to the Lady you were here! Those beasts would have surely cause a lot more damage and suffering wouldn't you came to stop them. My name is Master Tumaini. I'm new here, but I don't want to be a stranger. With my friends we have opened Mercy House of the Reputable Dawnflower, right here in this neighborhood. We have humble plans, but the need is deep and we would welcome any assistance from strong and good people like you. Our volunteers don't have to work with empty stomachs! Won't you join me after we have tended these scared kids?

Knowledge Religion DC 5 is enough to realize that this is a priest of Sarenrae, the goddess of sun and healing. Tumaini learns from the kids that they are orphans, and invites them to the Mercy, too.

TUMAINI, MERCY OF EVERLIGHT (KAPHIRI POISONBLADE) CR 4

Male Human (Garundi) Cleric 5

NE Medium Humanoid (Human)

Init -1; Perception +2

-----DEFENSE-----

AC 12, touch 9, flat-footed 12 (+3 armor,-1 Dex)

hp 31 (5d8+5)

Fort +6, **Ref** +1, **Will** +7

-----OFFENSE-----

Spd 30 ft.

Melee +1 *shortsword* +6(1d6+3/19-20), unarmed strike +5 (1d3+2/x2)

Spell-Like Abilities Copy Cat (Su)(5/day),

Dazing Touch (5/day)

Cleric Spells Known (CL 5)

3 (1/day) Suggestion (DC 15), Create Food and Water

2 (3/day) Invisibility, Silence (DC 14) x2,

Undetectable Alignment (DC 14)

1 (4/day) Cure Light Wounds (DC 13) x3,

Deathwatch, Disguise Self

0 (at will) Create Water, Detect Poison, Spark (DC 12), Stabilize

-----STATISTICS-----

Str 14, **Dex** 8, **Con** 12, **Int** 10, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 14

Feats Careful Speaker, Combat Casting,

Deceitful, Extend Spell

Skills Bluff +13, Diplomacy +9, Disguise +10,

Heal +6, Knowledge (religion) +5, Sense Motive

+6, Spellcraft +5, Stealth +6

Languages Common, Osiriani

SQ Aura(Ex), Channel Negative Energy 3d6

(6/day) (DC 15) (Su),

Cleric Domains: Charm, Trickery, Dust of

Emulation, Spontaneous Casting: Inflict

Combat Gear +1 Shortsword, Masterwork

Dagger,+1 Leather; **Other Gear** Cloak of

Resistance+1, Dust of Emulation, Hat of Disguise,

Potions of Cure Light Wounds (x3), Darkvision,

Delay Poison

ACT 2:Welcome to Mercy House

The Mercy House of Reputable Dawnflower is little more than a shack, but compared to the surrounding tents, undefined piles of rocks, pieces of concrete and sticks and just plain pits in the hard ground, all of which people of the slum are calling their homes, the Mercy is a solid building. It's a stone-walled room without a roof, acting as a chapel, a sleeping room, a dining room and a place for sick and wounded. On top of the walls, in one corner, there is a board acting as a small balcony, where one can sit and watch over slums. The chapel has no real altar (*"it's the*

sun shining on us through the open roof"), but one wall has a weapon bolted on the stone which looks like a masterwork scimitar in a detailed scabbard.

Scimitar is a relic from hundreds of years ago, when this building really was a shrine of Sarenrae. Now no one remembers how the weapon got there, but it suites Tumainis purposes just well. Scimitar is fixed in a scabbard with magic; scabbard is similarly fixed on the wall. Items can be parted with stone-shaping magic or Strength check DC 28.

Mercy House of Reputable Dawnflower

A: open tent for protection against sun and rain

B: gathering tent

C: storage tent, hidden trap door

D: chapel with stone walls, no roof

Chapel has no windows and its sole corridor has no door. Outside the opening there is a chain of three modest tents, which are acting as a class room, a resting place and a storage. Two of the tents have an exit, while the third is only accessible from another tent and used for storage of (unvaluable) chapel equipment: chairs, candles and low quality idols, some tools the Mercy can lend to slummers in need (two saw blades, 50 ft of rope, ladders, buckets made of bone and leather) and some clothes and mattresses.

In C, there is a wooden trapdoor under a pile of carpets leading to a secret dungeon below the temple, Perception DC 18 to notice, or if searched with force, automatically revealed. If asked, Tumaini explains about underground

storage hole, currently not in use.

Tumaini introduces the PCs to another priest, a slim middle-aged man called Tet-Herit. Tet-Herit greets the the PCs and the kids, taking children happily in his custody.

Brother Tet-Herit, these champions just saved lifes of these kids. Would you prepare a finest meal for them, they truly deserve it. And forget not to feed the kids, too!

Tumaini turns to the the PCs:

Your timing truly is blessed, for we are in need of hands and legs for our modest activities. Tomorrow, would the Everlight Lady so bless us, is the night of the Dancing Daggers. It is an old tradition of our church and we have plans to make it real for these unfortunate people. While supper is being prepared, would you run an errand for me? To properly celebrate the night of Dancing Daggers, we would need daggers for as many participants as possible. Of course these daggers should be mainly ceremonial, no need to get real weapons here! Could you figure out how to get 20-30 pieces of those? I have talked with many people around, who have been happy to help our cause by making one or two of clay daggers, but going around and collecting all those is a task which I feel I can't spare time right now.

Knowledge Religion DC 8 confirms that Dancing Daggers really is a well-known religious party in this corner of the world. If asked for further information, he explains being busy in arranging everything else,

but are you a bit excited about these news? A little patience, and you will get it all,

he says with a hearty laugh.

Tumaini offers one *Cure Light Wounds* spell to the party if needed. Note that he is unable to use positive energy channeling or to spontaneously cast Cure spells, and Tet-Herit is not a real cleric in the first place. Other wounded characters have

to wait, because

there are so many people to help, it is a struggle for me every day to spread evenly my magic on those in need.

If the PCs go around to ask for daggers, they don't find that many people who'd have prepared any, but everyone hearing about the party receive the news happily surprised. It seems a word hasn't really spread out, yet, but starts to move when the PCs go forward. In three hours they have got two daggers made of wood, one broken bronze dagger (damage 1d4-1) and 18 promises to bring a clay dagger to the Mercy before dark.

When party returns to the Mercy, there is a crowd around the house crying for help. Tet-Herit is there, alone, looking worried. With the PCs on sight, he shows a sign of relief and turns to them:

*Thanks to the Everlight Lady you came back!
There is a terrible situation in just few quarters from here. A beast from desert has come to terrorize us and no one can stop it!*

Tumaini is missing, preparing coming ceremonies. Tet-Herit can give the PCs his dagger, but that is all help he can spare. Other than dagger, he is unarmed, and there isn't any combat gear in the Mercy, save the scimitar fixed on the wall in the chapel. Tet-Herit won't leave the Mercy, for he must protect their grounds against dishonest people, and also now he has the kids saved from hyenas with him.

Tet-Herit's dagger is in fact his bonded object, but he feels the need to bluff is greater than guarding his valuables, trusting that he will get the dagger back soon, one way or another. The dagger looks ordinary, but when examined closely, turns out to

be of masterwork quality. The blade has elaborate carvings, detailing a hiding man with patterns of a scorpion tail criss-crossing all over. Knowledge Religion DC 15 recognizes the symbols belonging to the cult of Norgorber, god of deception. This is a hint that Tet-Herit is a member of Norgorber's cult, but if asked he wouldn't know anything about it (Bluff +4), claiming to have found the dagger six months ago from a burned house.

The crowd's cry turn on the PCs when they learn that they are the acting heroes this time. Any ceremonial daggers they found can be dispatched to Tet-Herit's possession, after which a few braver men from the crowd take the job to escort the PCs to the scene, using force if needed to get them quickly moving.

TET-HERIT CR 1

Male Human (Garundi) Wizard (enchanter) 2
NE Medium Humanoid (Human)

Init +2; Perception +3

-----DEFENSE-----

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 11(2d6+2)

Fort +1, **Ref** +2, **Will** +4

-----OFFENSE-----

Spd 30 ft.

Melee masterwork dagger +1 (1d4-1/19-20/x2),
unarmed strike +0(1d3-1/20/x2)

Spell-Like Abilities dazing touch 6/day, touch
attack dazes 1 round

Wizard Spells Known (CL2)

1 (3/day) Hypnotism (DC 14), Charm Person (DC 14), Daze, Heightened (DC 14), Memory Lapse (DC 14)

0 (at will) Touch of Fatigue (DC 13), Mage Hand, Prestidigitation (DC 13), Ghost Sound(DC 13)

-----STATISTICS-----

Str 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 12

Feats Eschew Materials, Heighten Spell, Scribe Scroll

Skills Appraise +7, Bluff +4, Craft Alchemy +7, Diplomacy +3, Heal +2, Intimidate +2, Knowledge (arcana) +7, Knowledge (religion) +7, Perception +3, Spellcraft +8, Stealth +4

Languages Common, Gnoll, Kelish, Osiriani, Ancient Osiriani

SQ Bonded Object: Masterwork Dagger(1/day) (Sp), Opposed schools (conjuration, evocation), Dazing Touch, Enchanting Smile +2 (Su), Favoured school (Enchantment)

Combat Gear Masterwork Dagger; **Other**

Gear Sustaining Spoon

ACT 3: Valiant hero

The crowd guides the party deeper into the slums, telling that the monster has already killed two adult men and apparently poisoned two others, who are lying and shaking on ground on their way forward. The PCs may stop to examine the victims, but their condition is so bad that they won't communicate without some help. Intimidate or Heal check DC 15 can make them speak. They tell about a huge scorpion with enormous claws and a lightning-fast tail.

When arriving to the scene, their escort signs towards a trench, and runs off. The area is clear from any living being, save a single figure grasping a heavy stick with two hands. He looks like having just retreated from the trench. His skin

is badly sunburned all over, and he has fresh wounds, which are bleeding badly.

With Perception check DC 14, a PC sees a holy symbol of Sarenrae (no Knowledge Religion check needed to recognize) under his torn shirt, hanging from a thread bound around his neck. After the battle, Hamadi takes care not to show his holy symbol to anyone, being ashamed for his current status.

When he sees you, he shouts:

The scorpion is inside this trench! It's already wounded, we can beat the monster if we join forces and attack from all sides while it's still down there!

You think you just saw a glimpse of a brownish-black monster of a vermin, big as a pony, retreating deeper in the corridor.

Trenches are an old sewer system which has collapsed years ago. The small labyrinth is easy to stay on top of, allowing observation of the corridors from above. There aren't any other structures nearby. Moving on top of the walls needs Acrobatics or Climb DC 10 check every round, where successful check allows half movement, failed check allows no movement and a check failed for -5 means falling down.

Trenches are 4-6 ft deep, covered with debris. Walls can be climbed up with Climb DC 15. Half of the trenches are 10 ft wide, half are 5 ft, requiring the giant scorpion to squeeze its way through. There are three exits in the complex.

The monster, gotten enough from city life for a day, will stay on the bottom of the trenches, possibly squeezing through the narrow corridors to find a way deeper underground. It will leave

the complex only through the exits, and avoids climbing up the walls at any cost.

The sunburned man is Hamadi Sandwalker, a hero-level cleric of Sarenrae, who has angered his deity and is doing his sorry. Months ago in the city of Ipeq, he was forced to cast desecrate on Sarenraes altar while under compulsion spell. As a sign of Sarenraes disfavour, sunburns appeared and he was cut off from divine power. When he realized what had happened, he was deeply terrified and ashamed, and instead of looking for help from clergy he ran off, gave all his belongings away, wandered in desert, joined a caravan to Sothis and ended up in Sothis slums. He is still confused about the matter and haven't had a heart to activate himself back into the ranks of Sarenrae. However, with the eminent danger in the form of the unstoppable scorpion, he finally is starting to do something.

Hamadi does what the PCs tell him to do, even desperately facing certain death. However, in the concept of this adventure, his journey won't end in this battle. If reduced to -1 hit points or lower, he manages to stabilize himself and the scorpion won't attack him anymore.

Giant scorpion, 35 hit points

Note: Hamadis *abilities in italics* are currently not usable, but will activate after his atonement.

HAMADI SANDWALKER CR 4

Male Human (Garundi) Cleric 5
NG Medium Humanoid (Human)

Init +0; Perception +4

-----DEFENSE-----

AC 10, touch 10, flat-footed 10

hp 46 (5d8+15)

Fort +6, **Ref** +1, **Will** +7

-----OFFENSE-----

Spd 30 ft.

Melee *scimitar*+6 (1d6+3/18-20/x2)

Melee unarmed Strike +6(1d3+3/20/x2)

Special Attacks *Sun's Blessing*

Spell-Like Abilities *ranged touch Fire Bolt*
1d6+2/30ft (6/day)

-----STATISTICS-----

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 16, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 16

Feats Diehard, Endurance, Persuasive, Toughness

Skills Appraise+4, Climb +4, Diplomacy +9, Heal +7, Intimidate +4, Knowledge (history)+4, Knowledge (religion) +5, Linguistics +4, Perception +4, Sense Motive+7, Spellcraft +4, Survival+4

Languages Common, Kelish, Osiriani
SQ *Cleric Domains: Fire, Sun*

After the battle the PCs might tell Hamadi about the Mercy. If not, Hamadi has heard rumours and will ask about it. If the PCs suggest him to come there, his strict answer is

The Lady of The Sun, Most High and Forever Exalted,

drawing a shape of wings on his breast,

is too magnificent for me to even spell out her name, yet to ask for healing magic.

He will shortly tell his story with Diplomacy DC 10. He won't join the PCs, and if pushed to accept any help he will take off and go in hiding somewhere in the slums with the best of his abilities.

ACT 4: Mercy loses kids

Time to return to Mercy. If the PCs are not interested in returning there, an exited crowd drags the the PCs to the Mercy, cheering and praising their courage. A bunch of people are around when the PCs arrive. Tet-Herit is outside, in front of one of the tents, distributing drinking water from a barrel and chatting with some slummers. When seeing the PCs, he turns to say something inside the tent, then turns back and forms a happy smile on his face. Sense Motive may be used against his Bluff bonus of +4 to see that he is stressed about the maybe unexpected return of the PCs.

Tumaini steps out from the tent with a strange looking man, who has burn marks all around his body, looking like acid damage. Tumaini looks terrified when he sees the party.

By desert devils, in what kind of battle you were sent to? I'm grateful to see that you are still alive! Tell me all about it!

When the PCs mention Hamadi, Tumaini looks surprised and makes a strong statement that would they see him again, he must come to talk to Tumaini, as he surely is a valiant hero.

Hapharhathum, the person accompanied by Tumaini, has been observing the PCs with a sly smile. Tumaini introduces him:

"This is Hapharhathum, my long time associate from merchants guild. He has a lot of valuable contacts, thanks to him we have found substitute parents for all but one kid!"

Kids, who were saved from hyenas, are now gone, save a little boy called Aan. Rest of them are sold to slavery, a secret known only by Norgorber cult members present: Tumaini, Tet-

Herit and Hapharhathum. Under no circumstances they will release this information. Instead, Tumaini praises Hapharhathum for arranging all this so fast. If players want to use game mechanics to disbelieve the bluff, Tumaini's Bluff is +13. However, to build up suspicion, this might be better played without rolling, see below.

If asked more about the whereabouts of the kids, Tumaini tells them some addresses which are on Sothis downtown, hoping that the PCs won't go asking around. Would they start to make leaving to find out more, Hapharhathum interrupts them, pointing out that those houses are of respectable citizens, who won't take visitors from this late hour, especially ones looking like slumdogs.

If Tumaini needs to change subjects, he could ask the PCs more details about Hamadi, especially if any of the the PCs saw his holy symbol; ask about any needs of healing any PC would have; ask about the success of their ceremonial dagger hunting trip; or give a description about the dinner Tet-Herit has prepared for them.

Tet-Herit is staying nearby, still distributing water, prepared to step in between if the PCs are keeping up asking about the kids. Referring to the queue of joyful slummers getting fresh water, Tet-Herit denies any further questions and suggest that instead they would lead the people in a thankful chant. If the PCs don't react on that, Tumaini starts to sing and gets everyone else with him, ending all conversation.

Soon Hapharhathum leaves, wishing to meet the PCs again and pardoning himself for not staying

with them over the dinner.

HAPHARHATHUM CR 2

Male Human (Garundi) Alchemist 3

NE Medium Humanoid (Human)

Init +6; Perception+6

-----DEFENSE-----

AC 16, touch 13, flat-footed 13 (+3 armor, +2

Dex, +1 dodge)

hp 20 (3d8+3)

Fort +4, Ref +5, **Will** +1; Resist Poison +2

-----OFFENSE-----

Spd 30 ft.

Melee +1 *light mace* +4 (1d6+2)

Special Attacks Ranged: Bomb 2d6+3 (6/day)
(DC 14)

Alchemist Spells Known (CL 3)

1 (4/day) Cure Light Wounds (DC 14), Cure Light
Wounds (DC 14), Disguise Self, Keen Senses

-----STATISTICS-----

Str 13, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 16

Feats Brew Potion, Dodge, Improved Initiative,
Point Blank Shot, Throw Anything

Skills Acrobatics +4, Appraise +7, Bluff +2,
Disable Device +5, Escape Artist +4, Heal +4,
Perception +6, Sleight of Hand +5, Spellcraft +9,
Stealth +4, Survival +4, Use Magic Device +3,
Alchemy +3

Languages Common, Gnoll, Ignan, Kelish,
Osiriani

SQ Concentrate Poison (Su), Fast Poisoning
(Move Action) (Ex), Mutagen (DC 14) (Su), Poison
Use, Swift Alchemy (Ex)

Combat Gear masterwork dagger, +1 *light*
mace, studded leather armor

-----SPECIAL ABILITIES-----

Mutagen (DC14): Mutagen adds +4 to a
Physical attribute, -2 to a mental attribute, +2
natural armor for 10 minutes/level.

Tet-Herit has given out most of the water and
calls the party in the chapel. Dinner is set. Aan,
the sole kid left, and the party is guided to sit
down on a carpet, while Tet-Herit serves them a
surprisingly fine meal.

At this point, if the PCs are still in possession of
Tet-Herit's dagger, he politely asks to get it back.
If the PCs refuse, he explains that he needs it to
get through the ceremony of serving food. This is
another hint that the priest has strange needs,
especially if they later realize he is casting arcane
spells while touching the dagger.

Herbal tea is served first from one big mug, which
goes around. While the tea mug circulates, food
is served: one big clay bowl, covered with a fine
cloth, is set at the middle, from where Tet-Herit
gives one person a small portion of food in a clay
plate. Others are watching when one finishes her
plate, after which Tet-Herit takes the plate back,
fills it from under the cloth, gives again thanks to
Everlight Lady with some gestures (Spellcraft DC
10 to identify Prestidigitation) and hands the plate
over to next person. Food looks and tastes like
best quality rice just perfectly boiled, with a
generous amount of raisins, figs and a lot of the
best and most expensive spices, like cumin,
cinnamon bars, cardamom and curry. In reality,
Tumaini made basic porridge with Create Food
and Water spell and Tet-Herit enchants it with
Prestidigitation spell, Will DC 12 to disbelieve the

figment. Tet-Herit will happily taste the food before serving it if asked, otherwise he will eat after everyone else.

After the meal, the PCs and Aan are offered to sleep here. Tet-Herit shakes sand off from the carpet they just had dinner on and lays it back on ground and brings a few extra carpets from storage tent. Aan is tired and already asleep. If PC are going to arrange guard duties, Tet-Herit tells it's an unneeded task, but points out the balcony as an ideal watch post.

During the night, Tumaini casts silent Silence spell and carries Aan downstairs, where him and Tet-Herit use him as a test subject for a new poison. Poison blinds the kid permanently, but leaves no other marks. Any PC in guard duty may make Perception DC 22 to notice the unexpected absence of sound. Tumaini is extremely careful and will abort the mission immediately if he suspects any possibility of getting caught, trying again when another PC takes the guard.

ACT 5: Rainbow is rising

In the morning, Aan wakes up screaming, for he is blind and has no memories from last night. Tet-Herit is nowhere, but Tumaini quickly comes to check what is wrong. "Learning" about the blindness, he shakes his head and explains that this is a sign from Dawnflower: blindness shows disfavour. He calls Aan the most lucky one, for it is only a matter of redemption and then he will be the closest subject to the Everlight Lady. His words comfort Aan and Tumaini promises that

the Mercy will take care of him, until Dawnflower shows her face to him again. A successful Sense Motive test against Tumaini's Bluff +13 will show that he is lying. He explains that

this is the most logical conclusion, while of course these are matters of faith and no one can be absolutely sure about the wills of the gods.

During the morning, Tet-Herit is sleeping underground ("*he is busy*", Tumaini explains, "*for preparations on tonight*"). Absence of Tet-Herit means for breakfast there is only water. Master Tumaini is sorry about this, but suggests fasting, looking forward to the party tonight.

"Speaking of which," he continues, "how did your dagger hunting go?"

Yesterdays stash is easily found. If the PCs had it with them all along, Tumaini asks to see it.

"Is this really all? Well, it will do. Tet-Herit arranged a back-up, could I ask you to pick it up? Old iron smith workshop at southern district has a tile-burning business of my friends. Go there and ask for Cardinal Rainbow, he should have some clay daggers ready for us and some oil to set the daggers afire."

Tumaini is leading the PCs to their deaths, for he has arranged thugs at the workshop, taking down anyone talking about Cardinal Rainbow.

Tumaini is eager to tell about tonights plan. There will be a procession leading from the Mercy to festive hall. Procession is formed from local kids dancing with flaming daggers, with adults following close after. Festivals will be held in a secret location, yet to be revealed, where Tet-Herit is currently setting the place up. Interested are asked to carry their offerings following the procession.

By now Mercy is surrounded by slum folks, who

are asking about tonight's festivals. Tumaini repeats what he already told. Many people promise to bring food and drinks and crowd is cheerful.

Now, Tumaini asks the PCs again to go to see Cardinal Rainbow, or if they won't do that, he will manipulate some slum folks with his Bluff and Diplomacy to beg the PCs to help Tumaini in arrangements. If asked why the PCs have to again do this errand, Tumaini explains he can't leave the Mercy on its own, and that he can trust the the PCs instead of these unknown slummers, and that anyway he couldn't carry all those equipment alone from Cardinal Rainbows place.

Soon after the party leaves from the Mercy, they'll run into Hapharhathum. He is on his way to hide in the festival building, where the procession of kids is going to meet it's unexpected faith. Sense Motive against his Bluff +2 reveals that he is looking for an excuse, but he is only telling that he runs matters for his customer and can't tell more about it. If Dancing Daggers is mentioned, Hapharhathum generates a sly smile and offers his dagger for the PCs to borrow.

Hapharhathums dagger, with scabbard, is identical to the one of Tet-Herits. If asked about the dagger, he just claims it to be family heritage. If asked about Cardinal Rainbow, Hapharhathum has a strange face for a moment, recognizing it for a code word for kill, but won't say anything. He knows about the iron works, but can't connect Cardinal Rainbow on it, unless the PCs wording reveals it to him that Tumaini has set up a trap. After a hasted chat, Hapharhathum wishes them

a successful night and makes for a quick leave, having no more of his customers time to waste.

The Cardinal's workshop is easy to found. Two men are arranging tiles in front of half-open smiths shed. When the PCs ask for Cardinal Rainbow, they are instructed to walk through the workshop.

Cardinal is currently in office at the back.

Smiths room has two other men, who are pushing mud in a frame, but cease to work when the PCs are passing by. They won't talk, just point the corridor leading to another room. Men from outside are gone by now, dressing up in armours around the corner.

Back room has a big shelf of molds at center, so anyone scanning the whole room must step in and go around the shelf. Room is empty. As soon as all the PCs are in, one of the men outside steps in with a loaded crossbow pointing to closest PC.

Step back, for Cardinal Rainbow is coming and he is a very careful man. I want to see you all, should you not carry weapons of any kind.

If the PCs don't obey him, he asks again, but won't wait till third time, shooting his weapon and calling the men to attack. If the PCs obey, the Cardinal's men take their time to arrange themselves in front of the PCs, all carrying swords, and then assaulting them in concert.

4 x WARRIOR CR 1/3

Male Human (Garundi) Warrior 1

LE Medium Humanoid (Human)

Init +1; Perception -1

-----DEFENSE-----

AC 11, touch 11, flat-footed 10 (+1 Dex) or **AC** 15, touch 11, flat-footed 14 (+4 armoured coat,+1 Dex) or **AC** 14, touch 11, flat-footed 13 (+3 studded leather, +1 Dex)

hp 7, 8, 9, 9

Fort +2, **Ref** +1, **Will** -1

-----OFFENSE-----

Spd 30 ft.

Melee longsword +3 (1d8+2/19-20), unarmed strike +3 (1d3+2)

Ranged light crossbow +0 (1d8/19-20)

-----STATISTICS-----

Str 14, **Dex** 13, **Con** 11, **Int** 10, **Wis** 9, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Cleave, Power Attack-1/+2

Combat Gear longsword, light crossbow, armored coat, studded leather armor

After the battle, Perception check DC 12 founds 4 gold pieces in a green leather pouch, 45 copper pieces in a yellow cloth pouch, two potions of cure light wounds, a potion of neutralize poison and a potion of rage.

the PCs might be able question these men. Cardinal is a local crime lord, who occasionally does business with Kaphiri aka Master Tumaini. Cardinal Rainbow is a code word, which means anyone asking for it should disappear as soon as possible. None of these men are Cardinal, this place is just another drop point used in their dealings. Everyone of them know how Cardinal looks, and they know the truth about the Mercy, but they don't really have anything to do with them. They don't know about Dancing Dagger festivals, or where Tumaini could held the party.

ACT 6: Dancing Daggers

Returning from the Cardinal's workshop, the PCs are interrupted by Hamadi, who might still be badly wounded from yesterday's battle, but is with full energy.

Hamadi is excited, for after yesterday's encounter with the monster and meeting with the PCs, he has found a reason to live again. After the battle, he came to check out the Mercy in disguise, immediately founding out that it is a hoax. Using his skills to find information and persuade people he got a huge favour from a real temple of Sarenrae in city proper, who lend him a scroll of *Consecrate*.

His plan is to infiltrate the Mercy and cast *Consecrate* in the chapel, in hopes to purify the place in the name of his Goddess. To do that, he needs to find out on which side the PCs are standing. If they are openly in favour of Tumaini and Tet-Herit, Hamadi keeps his plan secret and goes on his own way. If their stand is unclear, he tries to persuade them to believe his cause. If the PCs express their own doubts openly, Hamadi supports them and gladly joins the party.

At Mercy, neither Tumaini or Tet-Herit are present. Some people hanging around can tell that the procession has already left twenty minutes ago. Tumaini led the children's procession to north, while Tet-Herit stayed behind with the adults, and they all left a moment after. There were 30 kids in total, with some of them swinging burning daggers around. Many of the adults walking behind had food or drink with them, and all were very happy!

A decision must be made between supporting Hamadis cause and tracking down the procession. Hamadi is very worried about the fate of the kids, but holds his plan in greater value.

There is no better change to get in to the chapel than this! I'm dead worried for those children, but I'm putting my trust on the Everlight Lady. Come, purging the evil from the building takes only a moment! I can't do this without your help.

If any of the the PCs enter the chapel with Hamadi, no one is going to resist them. If Hamadi has to go there alone, he must fight his way through some good-believing slummers, who think they are defending the Mercy from intruder.

Casting *Consecrate* takes one standard action from Hamadi. After that, Sarenrae returns her favour on Hamadi, removing his sunburns, restoring his connection to his divine powers and healing all his wounds. The scimitar drops from the wall, ready to be armed by any of the faithfuls present. Anyone standing in 20 ft radius of Hamadi are healed by positive energy 2d6 +5 hit points.

By reading the scroll, Hamadi finishes his atonement. Link to his divine powers is now active, so his spell-like and supernatural abilities are working and he can channel positive energy, but he can't cast spells because he hasn't had a change to prepare any. Currently there isn't any real altar in this place, so the effect of *Consecrate* just works as Hamadi's atonement. There is little else to do here. If the PCs explore tents, they'll found the hidden trapdoor.

Underground there is an alchemists lab, which clearly has been in use recently. Hamadi hurries the PCs not to wait too long before getting after

Tumaini.

The course of the procession can be easily followed, as many who saw it are still talking about it on streets. After five minutes of running they close in to a two-story stone house, with a hundred men and women gathered in front of, all talking and singing joyfully. Former desperation of miserable slum life is none to be found. the PCs have little chances to get peoples attention in this noise. Pushing through the crowd they can reach the only door in the stone house. There are windows on the second floor, but observing from outside, there is nothing to see. Climb DC 15 is required to reach a window. A group of men are standing in front of the door, stopping the way in:

Priests told us that adults will have to wait outside for a moment, while the kids are inside finishing the ceremony and being dressed up for feast.

The guards can verify that Master Tumaini and Brother Tet-Herit are inside with the kids, being the only adults in the building. It takes DC 20 Diplomacy or Intimidate check to get past the guards without a fight. Guards will defend themselves, see the stats from pesh addicts, using only fists.

5 commoner guards, hp 3,4,5,5,6

Inside the main door there is a small room with a closed door. Nothing can be heard, save the crowd cheering outside. Behind the second door interior comes visible. It's completely destroyed, for second floor has dropped down. Between piles of debris, a trapdoor leads the way underground.

Perception DC 5 is enough to hear children's

screams from downstairs. Trapdoor is open and ladders can be seen on the floor of the basement, took away to deny kids from escape. Downstairs there is one 30 x 30 ft room with Tumaini, Tet-Herit, Hapharhathum and 30 kids, of which 25 are paralysed by juice offered by Hapharhathum, and 5 remaining have realized the situation and are crying help. Tumaini has wielded his shortsword to take care of the five trouble-makers. Tet-Herit and Hapharhathum are observing at corners of the room.

This adventure ends when Tumaini is defeated. For people waiting outside, the Mercy characters are still the heroes and the PCs might find it difficult to convince them otherwise, or even to escape from the “festival house” in one piece. But that's another story!

MADU CR 1/2

Male Human (Garundi) Fighter 1

NG Medium Humanoid (Human)

Init +2; Senses Perception +0

-----DEFENSE-----

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 13 (1d10+2)

Fort +5, **Ref** +2, **Will** +0

-----OFFENSE-----

Spd 35 ft.

Melee unarmed strike +5 (1d3+4/x2)

-----STATISTICS-----

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 18

Feats Dodge, Fleet, Mobility

Traits Desert Child (desert), Resilient

Skills Climb +8, Handle Animal +4, Intimidate +4

Languages Common, Osiriani

“Well, that was not ideal. Losing my sword, my armour and everything to gambling was very, very unfortunate. I guess my squad has long since took off from Sothis port and is already enjoying Katapesh hospitality services, while I'm back here, stuck in this miserable city. I guess I'm the captain of my soul now.”

TARIK CR 1/2

Male Half-Elf Ranger 1

CG Medium Humanoid (Elf, Human)

Init +5; Low-Light Vision; Perception +8

-----DEFENSE-----

AC 13, touch 13, flat-footed 10 (+3Dex)

hp 11 (1d10+1)

Fort +3, **Ref** +5, **Will** +2

Immune sleep

-----OFFENSE-----

Spd 30 ft.

Melee Unarmed Strike +3(1d3+2/20/x2)

-----STATISTICS-----

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

Base Atk +1; **CMB** +3; **CMD** 16

Feats Point Blank Shot, Skill Focus: Survival (Adaptability)

Traits Vagabond Child (urban), Escape Artist, Warrior of Old

Skills Climb +6, Escape Artist +8, Handle Animal +5, Intimidate +5, Perception +8, Stealth +7, Survival +9

Languages Common, Elven

SQ Elf Blood, Track +1, Wild Empathy +2 (Ex)

“No city is different. I don't feel welcome anywhere. This desert dwelling is no better, no worse, than anything in Garundi. I lost my equipment to a band of robbers who took on me because of my ears were too pointy for their liking. City guard was present, but they didn't care. Or maybe they did, and that's why I'm still alive. I should get rid of this city. But where should I go?”

SANURA CR 1/2

Female Human (Garundi) Rogue 1

NG Medium Humanoid (Human)

Init +8; Perception +5

-----DEFENSE-----

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 8 (1d8)

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

-----OFFENSE-----

Spd 30 ft.

Melee unarmed strike +0 (1d3)

Special Attacks sneak attack +1d6

-----STATISTICS-----

Str 10, **Dex** 18, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

Base Atk +0; CMB +0; CMD 15

Feats Dodge, Improved Initiative

Traits Dangerously Curious, Resilient

Skills Acrobatics +8, Bluff +6, Climb +4, Diplomacy +6, Disable Device +7, Escape Artist +8, Intimidate +6, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8

Languages Common, Kelish, Osiriani

SQ Trapfinding +1

You thought to make new friends, but in the end you had got it all wrong. Those guys had something else in mind than just having a fun for a night: last thing you remember from their basement was a scream of your friend when they poured poison in her mouth. You escaped somehow, but soon the drugs went on you as well, and you wandered to the slums. Now a few days after, you wonder to keep it slow still. A vengeance will come but first you have to recover your lost equipment and stay underground. At any case you wouldn't mix any of other friends into this, who would know what could happen if those bastards would learn all about you?

SIFI CR 1/2

Female Human (Vudrani) Wizard 1

LG Medium Humanoid (Human)

Init +2; **Senses** Perception +1

-----DEFENSE-----

AC 12, touch 12, flat-footed 10 (+2Dex)

hp 6 (1d6)

Fort +0, **Ref** +2, **Will** +2

-----OFFENSE-----

Spd 30 ft.

Melee Unarmed Strike +0(1d3/20/x2)

Wizard Spells Known (CL 1):

1 (2/day) Chill Touch (DC 15), Magic Missile, Bounced Ray of Enfeeblement (DC 15), Vanish
0 (at will) Ray of Frost, Touch of Fatigue (DC 14), Mending

-----STATISTICS-----

Str 10, **Dex** 15, **Con** 10, **Int** 18, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** +0; **CMD** 12

Feats Bouncing Spell, Scribe Scroll, Spell Mastery

Traits Courageous, Magical Lineage (Ray of Enfeeblement)

Skills Acrobatics +3, Appraise +8, Diplomacy +2, Knowledge (arcana) +8, Linguistics +8, Perception
+1, Spellcraft +8, Stealth +3

Languages Common, Ignan, Osiriani, Osiriani, Ancient, Varisian, Vudrani

SQ Empathic Link with Familiar (Su), Opposed schools (Enchantment, Divination), Healing Grace (x1)
(Su), Favoured school (Necromancy (Life)), Share Essence (1d6) (7/day) (Sp), Share Spells with
Familiar

-----SPECIAL ABILITIES-----

Spell Mastery You can prepare the spells Chill Touch, Ray of Frost, (Bounced) Ray of
Enfeeblement and Mending without a spellbook.

*Trained by mage institute in far away Vudran, Sifi was obliged to learn a handful of spells in and out so
deeply that she may now prepare those without a spellbook. Business matters brought Sifi's employer
Nigana to Sothis, but the deal was a trap, Nigana was killed and the rest of the company was
assaulted and robbed. Sifi has now been trapped in slums for a few days, unaware of the conditions
of her former master or colleagues, except for Tut, her companion parrot.*

ARCANE FAMILIAR CR 1/6

Parrot

NN Tiny Magical Beast

Init +2; Low-Light Vision; Perception +9

-----DEFENSE-----

AC 15, touch 14, flat-footed 13 (+2 Dex, +2 size, +1 natural)

hp 3(1d10-1)

Fort +1, Ref +4, Will +4

-----OFFENSE-----

Spd 10 ft., Flight (40 feet, Average)

Melee Bite (Parrot) +5 (1d3-4/20/x2)

Unarmed Strike +5 (1-4/20/x2)

Space 2 ft.; Reach 0 ft.

-----STATISTICS-----

STR 2, DEX 15, CON 8, INT 6, WIS 15, CHA 7

Base Atk +1; CMB +1; CMD 7

Feats Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +6, Climb +2, Fly +6, Perception +9, Stealth +14

SQ Improved Evasion

HUVAL CR 1/2

Male Human (Keleshite) Bard 1

CG Medium Humanoid (Human)

Init +2; Perception +5

-----DEFENSE-----

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +4, **Will** +3

-----OFFENSE-----

Spd 30 ft.

Melee Unarmed Strike +1 (1d3+1/20/x2)

Special Attacks Bardic Performance (standard action) (6 rounds/day, Bardic Performance: Countersong, Bardic Performance: Distraction, Bardic Performance: Fascinate (DC 12), Bardic Performance: Inspire Courage +1

Bard Spells Known (CL1):

1 (2/day) Cure Light Wounds (DC 13), Vanish

0 (at will) Mage Hand, Prestidigitation (DC 12), Read Magic, Sift

-----STATISTICS-----

Str 12, **Dex** 14, **Con** 12, **Int** 14, **Wis** 13, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 13

Feats Catch Off-Guard, Stealthy

Traits Ease of Faith, Focused Mind

Skills Acrobatics +6, Bluff +6, Diplomacy +7, Escape Artist +8, Perception +5, Perform (act)+6, Perform (wind instruments) +6, Sense Motive +5, Spellcraft +6, Stealth +8

Languages Common, Halfling, Kelish, Osiriani

SQ Bardic Knowledge +1 (Ex)

“Long travel from North-West Osirion was a bit too much. Joining the caravan as a traveler, not as a driver or guard was a mistake, an expensive one. When we finally reached Sothis, I was penniless. I can't believe I actually sold my precious flute to get some content to my all too thin stomach.”