

## Dryblade House Start: 10:40 a.m

Check (DC: 15(13)/18(16))	Clue	Special
Craft (alchemy) Heal	Died from heart failure from poison	<b>Beat DC by 10+ / Detect Poison:</b> Dark Reaver Powder laced w/aconite root. Can't be bought. Associated with Poisoner's Guild.
Craft (alchemy) / Perception	Poison residu. Waxy aroma: burning vinegar.	<b>If the triggered the foam:</b> No check.
Craft (alchemy) Knowledge (local)	Smell a common feature of wares from Pemak's Tinctures, an apothecary recently burglarized.	

### Personnel Files DC's: 15(13)/20(18)

Disable Device	<b>File 1:</b> Timinic in a safe house. Passphrase: "Guardians of the Open Roads." <b>File 2:</b> Wanted killer, Cladara; prompted city-wide investigation. <b>File 3:</b> Pemak may be connected to Poisoner Guild.	If Bosk lasted 4 rounds, no check needed.
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### Personnel Files DC's: 15(13)/18(16)

Knowledge (geography) Perception	Sewer excursions begin at Distillery. Suspicious folk in the sewers. Extra security requested.	If PCs failed the DC 25 check to find the potion, they "find it eventually" here.
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## Brandur's Cottage Time Arrived:

Check / Circumstance	Clue
DC 12 Heal	Brandur's been dead for a day
Did not trigger Arcane Amplec	Abnother chance to find same clues as body above
Tried Spell / Magic on VC	Same smell as when VC's mouth foamed
Inspect Uniform	Still warm
DC 18/22 Perception	Single Earring
Look in desk	Directions to safe house

## Dripping Wall Distillery Time Arrived:

Check/Circumstance	Clue	Special
Ramyla Alive	Timinic's excursions into sewers via basement	
Ramyla Alive	suspicious humanoids traveling in the sewers	
Ramyla Alive	Vavue description of savehouse	<b>DC 15/20 Diplo, Know(geography, local):</b> ID house
Ask about assassination or bring a foam sample	Pemack may be part of the Poisoner's Guild; odor a persistent feature of Pemack's shop.	
DC 20 sense motive on Immy	Get a hunch about Immy	
Found single earring + DC 18/22 Perception	Immy is wearing the matching earring	
Confront Immy + DC 22/25 Sense Motive	Know Immy is lying when he tries to send PCs on wild goose chase.	
Ramyla Dead	Looks like same poison, but no foam	
Letter from Timinic	Vague description of safe house	<b>DC 15/20 Diplo, Know(geography, local):</b> ID house

## Safehouse Time Arrived:

Check/Circumstance	Clue	Special
Timinic Alive	Bosk and Brandur argued : "some broken oath."	
Timinic Alive	Sketches of the Daggermark sewer.	
Asked about anyone suspicious	Look into Pemak's Tinctures	
Ask about allies or contacts	Directions to Brandur Clovesh's cottage	
Timinic Alive	Check on Ramyla	
Informing Brandur or Ramyla killed	Qiots Society	<b>DC 20/24 bluff or diplomacy:</b> will stay in society.
"Ramyla" in house, haven't met	Convince PCs to leave	<b>DC 20/26 Sense Motive:</b> Ramyla is lying
Timinic Dead	Looks like same poison, but no foam	
Timinic Dead	Timinic's journal on the bed, contains above info	

## Pemack's Tinctures Time Arrived:

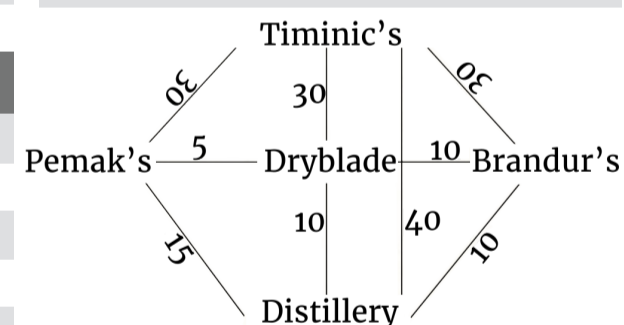
Check/Circumstance	Clue
Understand coded messages (DC 15/20 Sense Motive)	Wants to find and kill those who stole from her
Bring up arcane amplex odor	"Project" produces the smell; original recipe stolen. Tracked thieves to Dripping Wall Distillery.
Ask about Brandur	Gives directions
Tell Pemak Brandur was killed	Brandur was a cousin of Jallor Clovesh, top infantry commander. death will likely raise concern throughout the city, as it must not have been sanctioned by the Assassin's Guild.
Ask about Ramyla	Provide directions to Dripping Wall
Timinic	Knows about safehouse, directs to Brandur first
Confronted Ilchok	Tells backstory (kicked out of guild, lazy shapechanger, rumors about new assassin guild of defectors)
Ilchok in shop	Steps outside attempting to warn PCs. Any who fail Sense Motive (DC 15/20) can't act in surprise round.

## Time Spent

Activity	Attempts	Time
Dryblade House Attempt 1		10
Convince to let in Safehouse DC 20(18)/25(23) Bluff, Diplomacy, Intimidate)		10
Talk to Ramlys	—	10
Talk to Urfus	—	10
Talk to Varney	—	10
Talk to Ilchok	—	10
Talk to Timinic	—	10
Talk to Pemak	—	10
Travel to Brandur's Cottage		
Travel to Timinic's Safehouse		10
Travel to Dripping Wall Distillery		10
Travel to Pemak's Tinctures		

## Timeline

Time	Activity
10:40 AM	Poison kills Bosk. Arrives at Brandur's. Takes form of barfly Immy.
10:50	Departs Brandur's house.
11:00	Arrives Dripping Wall. Eats lunch.
12:00 PM	Poison Ramyla. Leave distillery.
12:10	Ramyla dies.
12:40	Arrives at safehouse. Disguised as Ramyla.
1:40	Poisons Timinic.
1:50	Timinic dies.
2:00	Departs for Pemak's.
2:30	Arrives at Pemak's. Pemak stalls.
3:30	Reverts form. Stabbed by Pemack. Flees to hideout.
4	Reaches hideout. Killed.



## Pemak DC(if applicable) 15(13)/20(18)

Activity	Infl.
Step Influenced w/ dipomacy	+/-1
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ID hidden message (Sense Motive)	+1
Use hidden message (Bluff) Special: If ID'd terms from beginning of scenario, get a +4 bonus	+1
Fail to ID hidden message	-1
Craft (alchemy) or Heal to speak fluently	+1
Acknowledge military off-limits	+1
Pemak learns that Timinic is dead	-1
Confronted Ilchok in area A or B	+1
Prevented the Ilchok from escaping	+1
TOTAL	
<b>Post-secnario</b>	
Timinic died and Pemack not told	-1
TOTAL	