

EPIC HIGH FANTASY

# Shardar



BLACK LANTERN REPORT



# THE RED STORE



# BLACK LANTERN REPORT: THE RED STORE

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## A HUMBLE TRADER

*"I was born under the searing heat of the desert sun; I am Youlin Aradi, the heart of the dunes. I quickly learned to adapt to my surroundings, nomadic as we were. Then when I reached twenty five years of age my life changed. I met the Black Lanterns, they became my allies, and together we drove out agents of the Kal-A-Nar Empire, with their stinking allies from the Malakar Dominion. I am of course writing this because it must be written, the chronicle of my life as an agent, and my information on the mysterious Red Store.*

*I am an enemy of all that would threaten our world, but to do so, I have had to enter the heart of that which I despise. The things we do for the world we love. Shaintar is in great peril; the Raven was correct, and I can only begin to illuminate the terrible deeds that the Store does under the command of the Merchant.*

*I have always been Jazia amin Issan, but I am also the Red Scorpion, a caravan master and assassin for the organization. Through this intelligence report, you will learn the things I have come to know as truth, and if we meet on the wrong side of a knife -- know that I am sorry, but the Greater Good comes before one single life.*

*No matter what that life may be..." ~ Jazia amin Issan, the Red Scorpion.*

## THE RED STORE

*"The Red Store contains my friends, my allies, and my enemies all at once. This is the life I have chosen to lead to keep many more people safe. I have delved deeper than any of us have ever managed and I have been able to learn secrets of the store, how it functions, and the power structure of the Store's travelling caravans, nomadic cells of agents who will procure anything for anyone -- no matter the cost. I have had to kill for my Overseers, and I have had to hurt people I once cared about. I have been careful not to break my cover, and I have orchestrated Black Lantern agents' demise, only to ensure that they awaken days later in the safe care of my most trusted contacts. Hurt, but alive.*

*Mine is the most dangerous game of all, and I used to dread playing it. Now I am so deeply entrenched it has become hard to determine where Jazia amin Issan begins, and the Red Scorpion ends. I will attempt to communicate as much in this report as I can, and I have even left instructions regarding the Red Store's most recent undertakings at the end of this dream. I have also ensured that it will not fall into the hands of the Black Lantern's enemies.*

*So let us begin with what I know of the Store's appearance in Shaintar."*

## THE STORE'S INFLUENCE

I have been researching the Store's influences and plans because I am key to many of the new operations, most trusted by many of the top tier operatives. I cannot stress how important my information is to future operations against this organization, for they have vast-reaching objectives for all of Shaintar.

I am able to trace back the early activity of the Red Store to the year 3021 A.C. and the hundred years that followed. And whilst references to the Merchant have cropped up with frightening regularity I can point to key moments in those hundred years where the Store raised its head.

Within the time of the Hundred Years Peace the Red Store appeared and began to operate openly in the Malakar Dominion. It quickly spread like a plague through that area, and helped by Malakar's many allied criminal organizations it began to branch out into other places in Shaintar.

For a relatively young organization it has made leaps and bounds over the years, and more recently it made power-plays for the underground black markets of Lanthor, which is one of Shaintar's key ports, the largest city, and based in the Freelands. Along with this the Store has attempted, with less success thanks to the Grey Rangers and their efforts, to control "Snakes Den" or Camden as it is otherwise known in the Wildlands. Erimar in the Wildlands was another kingdom strongly associated with the Merchant and the Red Store, but the recent upheaval there has shifted the balance firmly back in the hands of the Rangers, and the allied Southern Kingdoms.



There were attempts made during the last hundred years on key figures, through either coercion, kidnap, or attempted murder. Whilst the nature of these attempts remains a mystery to me for now, I can say with some clarity that I know at least one attempt on the Pirate Queen of Nazatair was orchestrated by a man in the Store known as the Arbitrator. I will reveal more about him in report later.

The Red Store is becoming bolder now in 3121 A.C. and their agents more effective. They have sent one of their top Negotiators into the lands of the Malakar Dominion, with instructions to hire mercenaries by the thousands. I am not sure what the end goal is, but I can theorize that they may well be ready to conduct some military strike. Or they are planning to supplement their income by hiring those mercenaries to other kingdoms, for a cut of the profits.

Many Red Store operatives are now spreading into other places, I know of at least three Influencers (who I will detail later) that now operate. One of them we need to deal with quickly, he resides in the Grey Rangers, operating out of Echer'Naught. It seems he was recruited to Red Store after becoming a Ranger.

The other two operate in Camon and Galea respectively.

## GOALS OF THE RED STORE

I have been researching this since I met with several top-tier members of the Red Store, and I can finally reveal a summarized list of the Store's goals regarding their many operations in Shaintar. I have left a whole section of the report to cover their war with the Grey Rangers, which is part of their larger goal, but as thorough as I am, I wish to convey more information than a simple list can provide on that subject, whilst not losing the importance of the other operations.

- To provide support to the Malakar Dominion, the Kal-A-Nar Empire, and Shaya'Nor. I am led to believe that the Store's goal in this regard is to ensure they have a willing supply of heads to roll when their operations are discovered. People love to blame the easiest common enemy, whilst the Red Store slips away with their Builder allies, to rise again elsewhere.

- To sow chaos to create a smokescreen for the true goal of the Merchant. I cannot say yet what the Merchant plans, but I fear it is something terrible and impactful for Shaintar as a whole. I have not yet been fortunate to meet the man, and know no one who has. He's an elusive man. I only hope that I have the strength to remain committed to whatever plan the Merchant has, and what he may ask of me, whilst still serving the Black Lanterns.
- To buy, sell, and traffic in goods that others are too frightened or moralistic to trade in. Trade is the lifeblood of the Red Store, and with its many criminal elements, gangs, and contacts -- being squeamish regarding trading illegal and illicit goods is a foolish course of action for the movers and shakers of this organization. Yesterday I traded with a man who sold me a dozen elf children, I did not ask why, I just did the deal. I found out later that they required blood for a ritual item.
- To recruit like-minded individuals to the Red Store. They actively seek out those despicable enough to engage in the kind of deals that the Store prefers. They also require examples of said dealings, usually they will impose a very heart-rending task upon the recruit -- if they succeed and impress the leaders of the Store then they are allowed to join. If they fail then a terrible fate usually befalls them.
- To seek out forbidden knowledge, artifacts, power, and other relics that may be of interest to the Merchant. The Store sends out Acquirers for this task, and I have been on one such mission myself in the last year where I found a book which belonged to a servant of Flame.
- To undermine and topple governments. The Store engages in these activities and enjoys changing the power structure to benefit the Merchant. After all if the Store controls a government in a region, it is easier to engage in illegal activity and reduce the scrutiny of the constabulary.
- To oppose the Southern Kingdoms, their allies, and the Grey Rangers at every step of the way. The Store has a standing mandate to disrupt allied operations in Shaintar, and especially targets the Grey Rangers -- what the Merchant's reason for this is, I cannot say.



- To collect information that can change the tide of a war or alter the nature of an alliance. The Store knows that knowledge is power, so they make certain to collect as much intelligence on every region as possible. Collators handle this, and they are often powerful Adepts, or renegade mages.
- To subdue and control other criminal organizations, by guile, force, or trickery if possible. As they did with Lanthor's underground black market, and attempted with Camden, the Red Store is quick to move against those criminals who may be a threat to their dominant trade strategy.
- To obey the Merchant's will in all things, to support the Merchant's Gambit. I do not yet know what the Gambit is, but this is the first time I have heard it used in association with the Red Store -- this was told to me by one of the leaders, perhaps I am being prepared for induction into the bigger plot that I am sure takes place under our noses. Only time will tell what the Store's plans for me are, but I am not yet dead.
- To support the Builders in their operations. I have not yet been able to meet these strange creatures, but I have heard they are tied to the Merchant.

## COMMON POWER STRUCTURE

I have been able to record the common power structure of the Red Store in general, I cannot say for certain that this structure does not have hidden levels of power, or strata I do not know of, but I can say that this is how the Caravan operates which I am part of. The Red Store calls their cells Caravans, for in conversation it is easy to talk about their plans openly that way. They have developed a complex written language to communicate their operations in plain view. It is called, the Cipher. I have left a section on it in the report.

I also note here that the power structure runs to the typical trade caravans as well that the Store uses to move goods around. They are always led by a Caravan Master, who will have been placed in charge by one called a Proprietor, and have numerous Caravan Guards, Collators, Enforcers and other tiers in close association. It can get somewhat confusing when talking about a trade caravan or a Caravan as a Cell in the organization.

## PROPRIETORS

From what I've been able to piece together, Proprietors are the leaders of the various enterprises of the Red Store. They run the operation, make tactical and economic decisions, and are ultimately responsible for whether or not an enterprise is profitable, or successful, if profit isn't the main goal. It has taken much careful listening during feigned sleep to garner even that much about this level. I can't honestly say I've ever met one.

## CARAVAN MASTERS

The unquestioned leader of the Caravan and the Cell is the Caravan Master. I have met several of them, and they are all dangerous individuals with a great deal of power. The leader of our Caravan is a black furred brinchie called Umbra. She is a hard task mistress, but rewards those who do well with great things.

## NEGOTIATORS

When the Red Store requires a favor, or needs to engineer some social change to their benefit. They begin by sending out a Negotiator. These individuals are capable of great feats of charm, guile, and cunning -- they are extremely skilled at getting what they want with little cost to the Store itself. I have formed a good friendship with the man called Adam Blackwing, he operates in the Malakar Dominion on behalf of our Caravan most of the time.

## ACQUIRERS

The Red Store has many Acquirers amongst its ranks, for they are the ones the Store relies upon to bring back the items they need. They are often disguised as high ranking merchants, or other respected members of society. They engage in all sorts of back-room deals, and broker all sorts of trades. They can bring in slaves required by other kingdoms, and find that which is considered rare. We have a couple of them in our Caravan; I am particularly fond of a smart-mouthed young alakar boy called Wisp.

## INFLUENCERS

If the Red Store needs to make a vast sweeping change to a government, but does not wish to engage in assassination, or other methods, they bring in



the Influencers. They are high-ranked men and women in many positions of power, usually single, and prepared to do whatever they need to in order to further the Store's goals of the moment. They can marry into nobility or even royalty, change the dynamic of the family, and soon they can make a massive change to the region. They are all skilled in courtly life, and have a variety of other skills at their disposal. I have only managed to speak to Isabella Rafetter, a woman who has so far engineered the fall of many individuals, male and female alike.

### TRADERS

Traders are plentiful and operate usually without suspicion, this is part of my cover in the Store, and I have become very skilled at being a Trader, an Assassin, and a Black Lantern all at once. I am able to move to many places, meet many people, and do my duty without raising suspicions. I have placed some of my observations in the later section of the document, under the Intelligence Reports. I have a fondness for Halla amin Adir, one of my fellows and the only other Youlin-Aradi in my Caravan.

### COLLATORS

With such a vast flow of information coming in and out of the Store, our leaders turn to the Collators. They are operators who do not leave the Caravan hideout; they remain within the safety of the Store's chosen location at the time. They are always brilliant, with a head for numbers, collating information, and storing it in the most effective manner. The Collator dwarf called Abrek Brightmind is a wonder to behold.

### CARAVAN GUARDS

Caravan Guards are an important role in the Caravan, those who protect the weaker members of the Store. They are trained to kill without mercy, and to keep the important members of the Red Store safe, they are also ordered to protect the cargo. Our biggest Caravan Guard is an Ogre called Shardek Brek and he is a mountain of meat with more scars than I have seen before in my lifetime.

### ENFORCERS

When the Red Store must send a message that requires some guile and subtlety they employ the likes of the Enforcers. People like Arrik Krudel, a



soft spoken man who can communicate his intention with a single little whisper in someone's ear. He likes to resolve things in a non-violent manner, but just in case, often travels with at least one Kneebreaker.

### KNEEBREAKERS

These are thugs, pure and simple, often armed with clubs, hammers, or flails. Kneebreakers are the bodyguards of the Enforcers. When guile fails, broken bones often achieve the same goal. I have not really spoken to any of them in our Caravan; they are far too thick-headed and often completely focused on other things rather than talking.

### CUTTHROATS

The Red Store often employs outside help, providing them with ample means to cause trouble. Cutthroats excel at this, and they are used by the Store to destroy property and harass merchants who fail to comply with the Store's demands. Cutthroats prefer blades to anything else, and knives are their favorite weapon of choice, so they can do their work "up close and personal like," as one of them explained.



Anna d'Misel of Nazatair is a perfect example of a cutthroat with just enough brains to communicate without banging two rocks together. She seems to be attached to me, but I find no companionship there at all with her.

### **INFILTRATORS (ASSASSINS)**

I am considered to be one of this rank. First and foremost we are spies and killers. We do the jobs that are too subtle for the rest of the Store. We do it carefully, cleanly, and most importantly we make sure we are not discovered. We are also asked many times to observe a target, plant information, and evidence that might incriminate them. Sometimes we are placed in plain sight, at a target's right hand, completely trusted and allowed into all of their dirty secrets. After this, the Store makes a choice and decides the fate of our target. My friend, the Olan Assasin Dagmar Alder is one of our most successful Infiltrators.

### **ARTISANS (ARTIFICERS)**

Artisans are a relatively new rank in the Store, one that has only been seen in the last four months of this current year. They are trained by the Builders and have learned to master the Builder arts, as well as the path of Alchemy magic. They make weapons which our agents, including me, employ in service of the Store. I have enclosed a sample of some of the new weapons that Black Lanterns may face, as well as the Grey Rangers. I have spoken to Kannon Brar, our Caravan's chief Artisan on numerous occasions; he is a strange man, obsessed with alchemical reactions.

### **The Red Store and the Merchant**

I have been digging into this as much as I can without raising suspicion, and I cannot say in all certainty what I am about to write is the truth. There are deep ties between the Merchant and the Red Store; some of my closest confidants in the organization have hinted at a connection with beings from "elsewhere," and perhaps many of the higher leaders of the Store are connected to those beings, or may even be such Outsiders themselves. They talk of other worlds, with concepts that make my head spin, and speak of things called Scions. This requires further investigation, of that I am wholly sure!

## **MY INDUCTION INTO THE RED STORE**

You do not join the Store unless they want you to. You must be observed first by an existing agent acting as a recruiter, a scout looking for something that the Store sees in you. In my case I had been observing the man observing me for months, so when he approached me I made sure he witnessed my carefully orchestrated lethal takedown of one of the Red Store's enemies in Lanthor. I was operating there at the time, I killed the man in view of the recruiter and then walked away as bold as brass.

It did not take long for the Store to find me; a note slipped under my door one evening asked me to meet a man called Declan at a tavern known as the Guarded Ogre. Declan was there at the assigned table, wearing the outfit I was told to look for. Of course I knew who he was, he thought he was unobserved and proceeded to sing his own praises -- I let him. We talked for a few hours and then he asked me to follow him; I of course had little choice if I was to join the organization.

I followed him to a back alley where he had arranged an ambush. After his hired thugs lay dead, without a scratch on me, he finally revealed that he worked for the Red Store. He told me they had need of my talents and I was to meet him again at a particular location. He gave me the place.

The following day I met Declan once more. This time he was with a woman. This was Dagmar; the three of us walked and talked. I was asked to put on a hood and led to a coach -- I warned them both that if this was a trap, they would not see death coming for them until it was too late.

Dagmar laughed, but she caught the look in my eye. Her laugh died; she knew the look of an assassin when she saw it.

We journeyed to a place outside Lanthor, and to nearby Sharlor Forest in the Freelands. There I was taken to a hidden sanctuary of the Red Store. Once I was safely inside and they could speak to me without fear of discovery, they told me of their interest and with one final test I was inducted into the Store proper. One of the innkeepers in Lanthor was an informant for the underground gang there and I was asked to kill him. Before they could finish the order -- he died quickly.



I was in. Bear in mind that your induction could be different, the Store is known to vary the method of contact and the way they test you.

## THE WAR AGAINST THE GREY RANGERS

No one truly knows what began the Merchant's interest in the Grey Rangers, and why he directs the Red Store to foil them, kill them, and destroy them at each turn. His power is absolute over the Store and I cannot see any cracks in the organization we can exploit, yet. Of late he has instructed an increase to operations, targeting Grey Ranger strongholds such as Echer'Naught, to strike at the very heart of the Rangers themselves -- there is a large list of targets for assassination, influence, and coercion.

I have, thanks to careful investigation managed to collate this information later on in the Intelligence Reports.

The Red Store seems more than eager to honor the Merchant in this matter, and I have managed to glean some of the reasons why they might be allied with him, and willing to engage in such acts against one of Shaintar's protectors.

After talking to Dagmar at some length there is a rumor that the Merchant's far-reaching plans have been hampered too many times by Grayson's folk, and that he has decided the time has come to remove them before they become too great a threat to his Gambit plan.

## SECRETS OF THE STORE: THE CIPHER

The Cipher is a language developed recently by the Store, which is why this is the first time you've seen it.

I have only managed to uncover one great secret of the Red Store, but I believe this is a particular piece of information that can change the course of the Black Lantern's investigations and dealings with Red Store members. It is called the Cipher, and is a coded language that the Store uses to communicate with each other in public, passed on from agent to agent using a ledger or some form of written document. At first glance the document appears to be a normal tally of the day's trade, numbers of goods, and other important information.

But by comparing columns, headers, numbers, positions, and other factors the Cipher can be decoded. Inside the complex pattern is a language which is translated, and then with the aid of the Cipher's Key, a small book, it can be turned into legible and understandable orders. This way the Red Store can move sensitive documentation from place to place and hardly raise an eyebrow in suspicion.

I will attempt to capture a code book and try to get the Lanterns the Cipher's Key as soon as I am able. To do this I am going to have to request expendable or capable assets to lead our small agent cell into a non-lethal trap. I will leave notes at the end of the document in the Intelligence section.

## MOVERS & SHAKERS

I have managed to compile what I know about the key people in my Red Store Caravan, what follows are a list of their commonly known abilities and any powers they might have.

### INFAMOUS PERSONNEL

#### UMBRA (CARAVAN MASTER)

Umbra is a Brinchie, a hard task mistress, and a tough combatant. She is remarkably clever and has the favor of those even higher in the Red Store. Her Caravan is one of the most respected at this time.

**Attributes:** Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d8

**Skills:** Fighting d12, Intimidation d6, Knowledge (Politics) d6, Lockpicking d8, Notice d6, Persuasion d6, Stealth d8, Streetwise d8, Survival d6, Tracking d6

**Cha:** -2 **Pace:** 10 (d10 running die) **Parry:** 11 (2) **Toughness:** 11 (4)

**Edges:** Acrobat, Adroit, Brawny, Call of the Wild, Criminal, Dominion Born, Fireblood, Fleet-Footed, Improved Frenzy, Infamy, Kalinata Expertise, Plains Runner, Red Store, Trader

**Gear:** Enchanted Lo-sksa (Str+d8+1, +2 Fighting), Enchanted Rrka (Str+d6+2, +2 Parry), Enchanted Kal Barbed Whip (Str+d8+1, +1 Fighting, Reach 2), Enchanted Bracers (+2 Parry), Enchanted Partial Brigantine & Mail (+4, -2 Coverage, Ignores 1 AP)



### Special Abilities

- **Fast:** Brinchie begin with a Pace of 8” and “Run” of d10. If they take the Fleet-Footed Edge, this is increased to a Pace of 10” and a “Run” of d12.
- **Hot Blooded:** Brinchie are from warm areas, and hate the cold. They receive a -4 penalty to resist frigid climes.
- **Low Light Vision:** Brinchie have natural “night eyes.” Ignore attack penalties for Dim and Dark lighting.
- **Natural Claws:** Brinchie can do lethal damage with their bare hands (Str+d4). This means they are always considered “armed.”
- **Needs Action:** When things are slow, the GM may require a Spirit check; failure means the brinchie character becomes irritable and unfocused. He temporarily gains the Mean Hindrance, and suffers a -1 distraction penalty on all Trait rolls until they get some kind of action.
- **Outsider:** Brinchie are still seen by many as being tainted by their Norcan Darr origins and the average person is quite put off by their appearance.

### ADAM BLACKWING (NEGOTIATOR)

It is hard not to like the incredibly charming Adam Blackwing; he appears as debonair as he is handsome. He knows what to say, and when to say it. I am told he may well be an ex-pirate from the Pirate Archipelagos.

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Boating d6, Fighting d10, Intimidation d6, Knowledge (Politics) d8, Notice d8, Persuasion d10, Stealth d10, Streetwise d6, Swimming d4, The Way d10, Throwing d8

**Cha:** +4 **Pace:** 6 **Parry:** 10 (2) **Toughness:** 8 (3)

**Edges:** Adept, Attractive, Charismatic, Dream-dancer, Fencer, First Strike, Florentine, Red Store, Sea-Born, Sea Dog

**Gear:** Enchanted sabre (Str+d6+1, +2 Fighting), Dagger (Throwing; range 3/6/12; Str+d4, Lethal poison), Enchanted Nazatiran Spike Bracers (+2

Parry, two must be worn, Str+d4 melee damage, AP 1), Enchanted Full Studded Leather (+3, -4 coverage), Focus Crystal

**Powers:** *illusion, mind reading, puppet, telepathy, speak language*

**Essence:** 15

### WISP (ACQUIRER)

Wisp is a young elf with a smart mouth, a smart mind, and he is incredibly talented at getting what he wants when the Red Store requires it.

**Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d8, Notice d6+2, Climbing d6+2, Lockpicking d8+4, Stealth d10+2, Streetwise d8

**Cha:** +1 **Pace:** 8 (d10 running die) **Parry:** 8 (1) **Toughness:** 7 (2)

**Edges:** Acrobat, Alertness, Criminal, Extraction, Fast Talker, Fleet-Footed, Street Savvy, Thief

**Gear:** Dagger (Str+d4), Bracers (+1 Parry), Shay’Von Leather (+2, -4 coverage), Master Quality Lockpicks (+2 Lockpicking), Grappling Hook (+2 Climbing), Prybar (+2 Strength vs portals)

### Special Abilities

- **Enemy:** All creatures of Darkness and Flame see the alakar as a racial enemy and will attack them first if possible.
- **Fae Beauty:** The fae are inherently beautiful and graceful, and alakar start with a +1 Charisma.
- **Keen Fae Senses:** Alakar begin with a d6 Notice skill, and they also gain +2 with sight-based Notice checks.
- **Low Light Vision:** The blood of the fae gives the alakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
- **Weakness:** All alakar are vulnerable to Black Iron and Blood Steel (they suffer +2 damage from those sources).





ABREK BRIGHTMIND



UMBRA



WISP



ADAM BLACKWING

**ISABELLA RAFETTER (INFLUENCER)**

A dark haired hellion, Isabella comes from Nazatair and has left her old life behind. She is rumored to be the half-sister of one of the island's movers and shakers. She is a very talented woman and has brought kingdoms to their knees in the past, by engineering the fall of their favorite sons and daughters.

**Attributes:** Agility d8, Smarts d10, Spirit d12, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d12, Investigation d6, Knowledge (Politics) d10, Notice d6, Persuasion d12, Stealth d8, Streetwise d8, Taunt d8

**Cha:** +6 **Pace:** 6 **Parry:** 7 (1) **Toughness:** 7 (2)

**Edges:** Attractive, Broker, Charismatic, Connections, Counted, Danger Sense, Dirty Fighter, Education, Fast Talker, Frightening/Impressive, Inside Man, Linguist, Noble, Red-Store, Strong Willed, Tricky Fighter

**Gear:** Enchanted Dantaran Combat Whip (Str+d4, Reach 2, +1 Fighting), Dagger (Str+d4, Lethal Poison), Enchanted Bracers of Deflection (+1 Parry, Deflection [use Spirit]), Enchanted Partial Leather (+2, -2 Coverage), Clothing, High Formal (+2 Charisma in court)

**HALLA AMIN ADIR (TRADER)**

The man called Halla is one of the more pleasant members of the Red Store that I know, he is not quick to anger, and seeks a calm and peaceful solution to his problems. I have begun to feel a great affinity for the man, and not just because he's Youlin-Aradi like me.

**Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

**Skills:** Fighting d6, Intimidation d6, Investigation d6, Knowledge (Navigation) d6, Knowledge (Politics) d6, Notice d8, Persuasion d10, Shooting d6, Stealth d6, Streetwise d10, Survival d6

**Cha:** +2 **Pace:** 6 **Parry:** 5 **Toughness:** 9 (3)

**Edges:** Charismatic, Coin Wise, Connections, Criminal, Danger Sense, Desert-Born, Dirty Fighter, Jack-of-All-Trades, Language of Coin, Linguist, Merchant, Opportunity Strike, Quick, Red Store, Scrounger, The Art of the Deal, Trader

**Gear:** Enchanted Scimitar (Str+d6+1, +1 Fighting), Ironwood club (Str+d6), Handbow (Shooting; range 5/10/20; 1d6+1), Enchanted Partial Scale (+3, -2 Coverage)



### ABREK BRIGHTMIND (COLLATOR)

The dwarf Abrek is a cunning one, a very clever man and one of the people who was key to creating the Cipher language. He has taught me much about it and how to break it when presented with only a small fragment of the Key. Perhaps I can yet learn to break the code without the key at all!

**Attributes:** Agility d6, Smarts d12+2, Spirit d6, Strength d6, Vigor d10

**Pace:** 5 **Parry:** 5 **Toughness:** 7

**Skills:** Fighting d6, Intimidation d6, Investigation d12, Knowledge (Cosmology) d6, Knowledge (History) d10+2, Notice d12, Persuasion d6, Repair d8, Stealth d6, Streetwise d10

**Edges:** Born to the Forge (Spirit-linked rolls are now Vigor-linked), Criminal, Education, Infamy, Jack-of-All-Trades, Keeper of the Old Ways, Lore Warden, Red Store, Rumormonger, Scholar, Training

**Defining Interests:** Bookkeeping (Serenity, pg. 21), Ciphers, Forgery (Malakar Dominion, pg. 22).

**Gear:** Enchanted Ironwood Staff (Str+d6, +2 Parry, Reach 1, 2 hands), Partial Leather Armor (+1 Armor, Coverage -2), Collator's Kit (+2 Investigation, +1 to Knowledge rolls).

#### Special Abilities

- **Cannot Swim:** A dwarf sinks like a stone in any water.
- **Intestinal Fortitude:** Tough not particularly spiritual, dwarves are nonetheless very courageous. They draw strength from their connection with the mountains and stone. As such for Fear or Intimidation, a dwarf can roll his Vigor in place of Spirit. Note that other Spirit-based circumstances are not affected.
- **Low Light Vision:** The darkness of the caves requires keen eyes. Ignore attack penalties for Dim and Dark lighting.
- **Slow:** Short and stocky, their Pace is 5".

### SHARDEK BREK (CARAVAN GUARD)

One of our Caravan Guards, Shardek is a rough Ogre and not very talkative. Most of his actions speak louder than his words, and when he uses his words, everyone listens.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d12+3, Vigor d12+1

**Skills:** Fighting d10, Notice d6 (+2), Survival d4, Throwing d6

**Pace:** 7 **Parry:** 7 **Toughness:** 16 (4)

**Edges:** Behemoth, Brawny, Hold Off, Improved Sweep, Massive Sweep, More than Muscle, Siege Strength

**Gear:** Ogre Axe (Str+d12, AP 1, -1 Parry, 2 hands), Throwing Stones (Range 3/6/12, Str+d6), Partial Plate & Chain Armor (+4, -2 Coverage)

#### Special Abilities:

- **Bad Eyes:** -2 to Notice, Shooting, or Throwing past 5"
- **Big Target:** Attackers gain +1 to hit versus ogres
- **Keen Sense of Smell:** +2 on Notice rolls related to scent
- **Reach** +1
- **Size** +3
- **Thermal Vision:** As the Infravision Monstrous Ability

### ARRIK KRULDEL (ENFORCER)

The man known as Arrik, who also has a nickname, The Whisper, is capable of getting what he wants from even the most belligerent shopkeeper. His soft-spoken tone is capable of breaking the resolve of many; I personally think he is secretly an Adept.

**Attributes:** Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d6

**Skills:** Fighting d8, Intimidation d10, Knowledge (Magic) d6, Lockpicking d6, Notice d6+2, Persuasion d8, Shooting d6, Stealth d8, Streetwise d10, Channelling d8

**Pace:** 6 **Parry:** 7 (1) **Toughness:** 6 (1)

**Edges:** Alertness, Criminal, Danger Sense, Linguist

**Powers:** *boost trait* (Notice)

**Gear:** Short Sword (Str+d6), Club (Str+d4), Dagger/Knife (Str+d4), Bracers (+1 Parry), Partial Leather (+1, Coverage -2), Enchanted Heirloom Ring (on successful Spirit check, casts Power: Boost Trait)



### BUNDEK'MOR (KNEEBREAKER)

If you need to crack heads, or bones, then the Kneebreakers are the best option for the Red Store. Acting as bodyguards for the Enforcers they are a lethal combination when employed en-masse.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

**Skills:** Fighting d8, Gambling d4, Intimidation d6, Notice d6, Shooting d6, Streetwise d6, Survival d6, Taunt d6

**Pace:** 6 **Parry:** 6 **Toughness:** 9 (3)

**Edges:** Brawler, Brawny

**Gear:** Short Sword (Str+d6), Club (Str+d4), Lanthorian Knuckle Spikes (Str+1, Easily concealable, user still counts as Unarmed Defender), Partial Chain (+3, Coverage -2)

### ANNA D'MISEL (CUTTHROAT)

Anna d'Misel is a stunning woman, and one who has very little in the way of social grace. She uses her knife to do her talking, and if she must communicate, it is usually through threats and other brash actions. She wouldn't last long if allowed to speak in the Eternal Desert.

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

**Skills:** Climbing d4, Fighting d6, Intimidation d6, Notice d4, Stealth d6, Survival d4

**Cha:** +2 **Pace:** 6 **Parry:** 5 **Toughness:** 6 (1)

**Edges:** Attractive

**Gear:** Knife (Str+d4), Partial Leather Armor (+1, -2 Coverage)

### DAGMAR ALDER (INFILTRATOR)

When the Red Store needs something done quickly, cleanly, quietly, and without too much fuss they employ the skills of me, or my friend Dagmar. We are the silent blades in the night, the whispers of death in a rival slaver's ear, and the coughs on bloodied lips before the poison truly takes hold.

**Attributes:** Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

**Skills:** Climbing d6, Fighting d10, Intimidation d6, Lockpicking d6, Notice d6, Persuasion d6, Stealth d8, Streetwise d8, Throwing d6, Tracking d4

**Pace:** 6; **Parry:** 9 (2); **Toughness:** 9 (3)

**Edges:** Acrobat, Assassin, Backstab, Close Fighting, Criminal, Dirty Fight, Extraction, Opportunity Strike, Red Store, Thief

**Gear:** Assassin's Knife (Str+d6), Bracers (+1 Parry), dagger (Throwing; range 3/6/12; Str+d4), Burglar's Leathers, Master Quality (+3, -5 Coverage, +1 Climbing & Lockpicking).

### KANNON BRAR (ARTISAN)

It is a pity that Kannon is a member of the Store, because this man is truly impressive. His knowledge of Alchemy and the Builder arts is second to none in our Caravan. He uses a short blade in battle, prefers to throw his bombs and keep out of the thick of it.

**Attributes:** Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d8, Alchemy d12, Arcmancer d12, Investigation d8, Knowledge (Craft: Crystals) d10, Knowledge (Magic) d12, Notice d6, Repair d10, Streetwise d6, Throwing d8

**Pace:** 6 **Parry:** 6 **Toughness:** 5

**Edges:** Alchemist, Apprentice Wright, Education, Elixerian, Journeyman Wright, McGyver, Quick Draw, Arcfire Engineer, Savant, Master Wright, New Device

**Gear:** Arcknife (Str+d6, AP 2), Arcmancer Leathers (+2, -5 Coverage), Arcmancer Bracers (+2 Parry), Arcmancer Rod, Arcmancer Belt, Mad Bombs (Blast 3d6, Havoc effect, LBT, use Throwing)

**Essence:** 10 each

**Powers:** *armor*(belt), *bolt*(rod), *deflection*(bracer), *dispel*(rod)

**Formulae:** boost trait, conceal arcana, healing, Obscure



## DENIZENS

### CRYSARIUM HUNTER

The Red Store employs these four-armed gangly monsters when it faces adepts armed with Crysarium based weapons. The Crysarium Hunter is a lethal predator capable of ignoring wounds inflicted by Crysarium, draining any magic from it for a short time, and escaping with the weapon in tow.

**Attributes:** Agility d8, Smarts d6(A), Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Stealth d8, Notice d6

**Edges:** Ambidextrous, Arcane Resistance, Extraction, Fleet-footed, Two-fisted

**Pace:** 8 (d10 “run”) **Parry:** 6 **Toughness:** 10

#### Special Abilities

- **Claws:** Str+d4
- **Crysarium Feed:** Hunters may cast *drain power points (essence)* using Spirit to “cast,” No Power Points rules from Savage Worlds Deluxe. They exclusively feed on Crysarium energy.
- **Energy Sense:** Hunters may sense for magical energy at will using their Spirit as a check. They get +2 when sensing Crysarium based energy. Range is dependent on the power level of the source (GM discretion).
- **Energy Vision:** Hunters can literally see Crysarium’s energy glow in the aether treating any Crysarium, or Crysarium based gear as a light source, suffering no penalties in Dim, Dark, or even pitch black conditions.
- **Four-armed:** Due to their four arms, hunters may take an additional non-movement action at no multi-action penalty.

### Monsters of the Store

I did not know this until I looked deeper but the Red Store has monsters in its employ, and these are not creatures that I have heard of before on Shaintar. The Merchant has powerful allies indeed to be able to field such a deadly bestiary of foes. I do not understand how he managed to broker such a deal with the likes of the Kal-A-Nar Empire, Shaya’Nor, and beyond, but he has. I have managed to place what I know about these creatures here, and may the Ascended save us if more are brought to light.

- **Immunity:** Hunters ignore damage from Crysarium (arcfire, crysarium sabers, etc...)

- **Scaly Hide:** +4 armor

### MIND EATER

The adepts of Shaintar are powerful foes, but so is the Mind Eater, brought here by the Merchant from elsewhere, this hooded and mysterious creature has a shadowy swirling bottomless pit for a mouth and sharp bone-like spurs in their hands. Once it strikes it can devour a person’s memories, thoughts, and even their psychic power. I have only once seen one in action; I will never be the same. They are generally used as the worst form of punishment within the store and have been used only one time (as far as has been found) during operations.

GMs note: These are exceedingly rare beasts as only 5 or 6 came through in answer to the Merchant’s call. They are Adepts only in that their powers shifted to work within the Covenants - things work very differently where they come from

**Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d6

**Skills:** Fighting d4, Intimidation d8, Notice d8, Stealth d6, The Way d10

**Pace:** 6; **Parry:** 4; **Toughness:** 6

**Edges:** Improved Hard to Resist

**Powers:** *dreamwalking, drain power points, memory wipe, mind reading, puppet*

**Essence:** 15

#### Special Abilities

- **Ethereal:** Permanent; can only be affected by magic, can affect real world with powers.
- **Fear**
- **Psychic Sight:** Mind Eaters “see” via the *mind’s eye* power at the raise level.
- **Telekinesis:** As the *telekinesis* power, at will; Use Spirit for skill checks.
- **Weakness:** Mind Eater’s suffer +4 damage from The Way powers.



## CALYDOES

These are thought to be a gift from Ceynara's Acolytes and they are armed with gigantic cleavers. They are bulky humanoids that resemble Ogres for the most part, only with boar-like heads. They are cruel and brutal, employed by the Store as shock troops or wicked overseers. I'm fairly certain these monstrosities are a previously unseen kind of childer, like a minotaur.

**Attributes:** Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d12

**Skills:** Fighting d8, Intimidation d6, Notice d6

**Pace:** 7; **Parry:** 6; **Toughness:** 14 (1)

**Edges:** Behemoth, Brawny, Powerful, Robust

**Gear:** Calydo Cleaver (Str+d10+4, 2 hands, Blood Steel), Full Hide Armor (1, -4 coverage)

### Special Abilities

- **Big Target:** Attackers gain +1 to attack rolls made against Calydoes.
- **Ceynara's Might:** Flame-blooded do +1 damage with all Fighting attacks.
- **Ceynara's Warmth:** Flame-blooded gain +1 Toughness.
- **Embrace the Flame:** Flame-blooded may take the Berserk Edge at any time without meeting its requirements.
- **Great Strides:** Calydoes have a natural Pace of 7" instead of 6"
- **Knowing the Abyss:** Flame-blooded gain +2 to all Spirit checks to resist Fear and Intimidation.
- **Only the Strong:** Healing of any kind is only half as effective for flame-blooded; it requires a raise to heal a wound or to restore an Extra to fully active status.
- **Reach:** Calydoes have Reach 2.
- **Size +3:** Calydoes add 3 to their natural Toughness due to their great bulk.
- **Thermal Vision:** Calydoes have the Infravision Monstrous Ability.
- **Weakness:** Flame-blooded suffer +2 damage from White Silver and Everwood

## SKILLS OF THE HIDDEN WAR

The Hidden War rages around us every day, but seldom do the battles see the light of day. More so than traditional warfare, the surveillance game consists of long boring stretches of waiting, watching, and, occasionally, talking punctuated by flash moments of sheer terror. Sadly, in this type of war, you seldom ever see the blade which kills you.

### THE COMBATANTS

Best known of the hidden elite are Shaya'Nor's famed Shayakar Nightguard. Possessed of a bizarre but strict code of honor, Nightguard are counted as some of the best assassins, taking out targets deemed unreachable. Just after the Nightard are the Dominion's Schozim agents. Considered some of the best trained spies in the world, the Schozim is capable of a wide range of operations from assassinations to intelligence gathering, smuggling, and, especially, deep cover assignments. The Empire has its own secret police, the Tor Mastak. In true Flame fashion, the Tor Mastak act more as hunter-killer teams than actual spies, but once they catch scent of prey, nothing prevents them from reaching their target. Among the Southern Kingdoms, the Black Lanterns are spoken of in hushed whispers. These men and women are the stuff of legends, operating at the level of the Schozim, but with half the brutality. They are also the only independent group, directly beholden to no one but their secretive directors. And, of course, The Red Store is considered a major player. Unlike the others, The Red Store operates most often as a go between, providing information, fencing services, and, if needed, outside consultants for operations requiring plausible deniability.

Little known yet powerful are the Prelacy's Eyes of Archanon - saboteurs and demagogues trained to foment unrest in a population for easier conquering. The Rangers have the Grey Lanterns, somewhere between Ranger and Black Lanterns, these specially trained Rangers answer to Justin Norwood. Beyond that, every kingdom has their own scout force tasked with countering such hidden threats.



## NEW RULES

### SHADOWING

Shadowing involves the ability to tail a mark through congested streets without losing sight, or being spotted. Unlike typical Notice rolls, Shadowing involves an opposed roll between the mark's Notice and the Shadow's Stealth. On a successful Stealth Check, the Shadowing character succeeds in tailing the mark, but not without arousing suspicion. Any action or attack is denied Surprise as the mark is aware something is amiss. On a raise, the mark is unaware of the Shadowing attempt. On a failure, the mark realizes he is being followed, but the Shadowing character is also aware he has been spotted. The mark may confront his tail, or try to evade (see Chases, *Savage Worlds*). On a critical failure, not only does the mark realize he is being followed, but the Shadowing character loses sight of the mark allowing them to evade or for the hunted to become the hunter. GMs should apply modifiers to either roll as dictated by the situation.

This alternate rule is available to characters who have at least one of the following:

Black Lantern Training: Black Lantern Mystery, Criminal, Nightguard, Red Store, Schozim/Thief, Stealth d10+.

## RED STORE EDGES

### PROFESSIONAL EDGES

**Note:** The Red Store is a faction of **The Bad Guys**. When Sean created Shaintar, it was with the idea that, while evil and moral ambiguity runs rampant and unchecked through so much of gaming, there had to be a place where Heroes fight Evil and Good is actively encouraged. Shaintar has never been a place where evil play has been encouraged, and it never will be. However, we do understand that sometimes some



of The Good Guys may, at least temporarily, act as double agents within the ranks of The Bad Guys. With that in mind, we present the following:

This section is geared more towards GM's wanting to give the bad guys some interesting edges and abilities you don't see in a hero. There's always the option of playing a reformed Red Store Agent with an edge or two from the following list.

### COUNTED

**Requirements:** Seasoned, \*Inside Man, Red Store

To be Counted, and *in good standing*, is to be assured success in any endeavor. Red Store provides for its own, for a price. Characters with this Edge may spend a benny to gain access to the benefits, and limitations, of the Resupply: Black Lantern Mystery edge. Alternatively, if the character is also Arcfire Trained they may gain access to sufficient crysalites to replenish a small arcfire device (arcfire blade, handcaster, arcfire bracers, etc...). As always, GM has final say.

\*See *Shaintar Black Lantern Report: Origins of the Society*

### NUMBERED

**Requirements:** Heroic, Counted, Inside Man, Red Store

Those truly within the Store can, with a few exceptions, consider themselves Counted. Few, however, can be called Numbered. Numbered Red Store agents, acquirers, and masters can rely on the company organization to provide for their needs even in the direst situations. Characters with this edge may spend a benny to gain access to the benefits, and limitations, of the Resupply (Priority): Black Lantern Mystery edge. Alternatively, if the character is also Arcfire Trained they may gain access to sufficient crysalites to replenish a large arcfire device (arcmancer rod, arclance, Builder armor, etc...). As always, GM has final say.

### INFAMY

**Requirements:** Veteran, \*Criminal

Loyalty is critical to any criminal endeavor, bought through intimidation, bribery, or a true sense of professionalism. While many believe there is

no honor among thieves, few will willingly betray their masters. The consequences are too well known. Characters with this edge may roll their Stealth skill opposed to any attempts to hunt them down via Streetwise or Tracking (GM discretion) where their criminal faction holds sway. Characters who also have the Red Store edge may apply their Renown (Red Store) bonus to their Stealth roll. If the Red Store character is currently persona non grata with organization, their renown might, however, work against them.

\*See *Shaintar Black Lantern Report: Camden*

### LANGUAGE OF COIN

**Requirements:** Veteran, \*Coin Wise

Gold talks, sometimes better even than you. Characters with this edge may use their Resource Die in place of Persuasion or Streetwise checks where a bit of coin offered might sway the proceedings. Note that bonuses to Persuasion and Streetwise apply to this check.

GMs not using the Alternate Resource System should consider granting a +2 bonus for a small bribe, or a +4 for a large bribe to relevant Persuasion or Streetwise checks.

\*See *Shaintar Guidebook: Serenity*

### RED STORE

**Requirements:** Novice, Smarts d8+, Spirit d6+, Intimidation d6+, Persuasion d6+, Stealth d6+, Streetwise d6+, Special

Few who claim membership in the Red Store crime syndicate have any real concept of what it means to be Counted. Most are simple tools, used and discarded as needed. To be a counted man offers limitless opportunity for personal wealth and power. The price of failure, however, is steep.

Taking this Edge means the character belongs to Red Store in every sense of the word. Success and fortune are all-but assured, but owed to the largess of Red Store masters. The character gains a number of benefits related to using Red Store's vast network of contacts, paid informants, and corrupt nobles. It also condemns the character to a lifetime of obedience and servitude. The only way to leave the Store is death, and not always then. Any character



with this Edge gains the Hindrance Obligations: Red Store (Major) (which does not count as towards the usual Hindrances that may be taken for benefits in building a Savage Worlds character). Failure to fulfill obligations to Red Store results in physical “warnings” for small infractions, or execution for major failings.

The character gains the Edge Connections (Red Store). Through these contacts characters can acquire goods, gain valuable information, avoid prosecution for crimes, or even eliminate competition. Little is beyond the scope of Red Store and their reach is far indeed. Characters may use either their Resource or Streetwise, whichever is higher, to get in touch with their contacts. Otherwise, the Edge functions as detailed in Savage Worlds Deluxe. After successfully reaching and persuading their contacts to provide aid, the character is obligated to repay the favor and loses all access to their Red Store Connections until the debt is paid in full. GMs are encouraged to be creative. After all, Red Store is a business and always makes better in the deal.

Characters with this Edge, and *in good standing* with Red Store, also gain +1 Renown (Red Store) among the criminal element of Shaintar. This bonus adds to Charisma wherever appropriate when dealing with anyone who knows of the character’s powerful associations. As the character makes his name in Red Store, he may be rewarded with greater Renown through superior role-play or card effects. Renown can serve as a general gauge of how much influence a character has within the organization. It can be a double edged sword, however. Those who fall from grace count their Renown as a penalty to Charisma and Resource rolls when dealing with anyone who knows of their disavowed status. This bonus/penalty can never be greater than +/- 6.

Player characters must have truly compelling reasons to belong to Red Store. They might be under cover, working for the Black Lanterns or the Ranger’s Grey Lanterns on a deep cover assignment. Or, as with the Unchained, Red Store may be the only ones who can provide much needed supplies and so the character makes the deals necessary to do some good. Whatever the reason, membership should not be taken lightly. This Edge requires GM approval.

## COMMON STORE GEAR

### CARAVAN MASTER’S STRONGBOX

While it is true that acquirers and negotiators spend a great deal of time gaining access to secure items, the organization has a great deal they must protect. To that end, Caravan’s, and anyone trying to protect valuables, use specialized strongboxes. Each box is custom crafted from ironwood, bound in iron, and enchanted to *conceal arcana*. The strongbox is also fitted with a wright built lock (-4 lockpicking) connected to an alchemical vial within (*blast*). Anyone who fails an attempt to pick the lock sets the trigger for the alchemical vial making any further picking attempts more difficult (-6 lockpicking). A second failure automatically detonates the vial destroying the contents, the box, and the thief. Anyone critically failing either attempt automatically sets off the trap. The lock resets, and only resets, by using a custom key.

**Cost:** 1500, **Availability:** -4, **Value:** -6, **Weight:** varies

### ASSASSIN’S BLADE

Most commonly associated with Schozim assassins, in truth they are equally common among Red Store’s cutthroats. Consequently, it is far easier to shift blame for necessary eliminations. Assassin’s Blades, as they are commonly called, are finger thin angular daggers, about 9 inches in blade length, and dyed a deep blue making them next to impossible to see in the dark, and never to glint or reflect light.

**Assassin’s Knife** (Throwing: range 3/6/12; Str+d6; when wielded by someone with Close Fighting, Assassin and/or Schozim, the knife reduces Bypass Armor penalty by 1 and increases Range: 4/8/16)

**Cost:** 150, **Availability:** -2, **Value:** -4, **Weight:** .5

### CAMDEN PICK SET

Though they are called “Camden pick sets”, these custom tools are available in most dens of crime and villainy. Your common cut-purse would hardly be able to afford such luxuries, but a Master Thief is nothing without his tools.



**Camden Pick Set** (Master Quality +2 Lockpicking, *boost trait* (raise level) Lockpicking, *legerdemain*)

**Cost:** 3000, **Availability:** -4, **Value:** -6, **Weight:** .25

### MAD BOMBER GRENADE

These fist sized arcfire devices are fortunately expensive, rare, and single use. First appearing during the beginning of the Crimson Crusade, some believe they were ordinance provided to the Prelacy of Camon from their Builder allies. Regardless, Red Store agents managed to “acquire” sufficient numbers during and after the war to make these weapons a serious concern.

**Mad Bomber Grenades** (*blast* (3d6, LBT), *havoc* (-2 Strength, LBT); Deafen Trapping)

**Cost:** n/a, **Availability:** -6, **Value:** -6, **Weight:** 1

### RED COIN

Most consider the Red Coins to be a myth, stories created to confuse and frustrate enemies of Red Store. Truthfully, the rumors that the coins are a myth are, in actuality, carefully cultivated lies to obscure the truth surrounding one of Red Stores most useful tools. At first blush, and even with some considerable examinations, Red Coins are all-but indistinguishable from common currency, though they were originally of Malakaran origin. What only Store operatives know, and perhaps a few clever Lanterns suspect, is that Red Coins are an information delivery system.

Clever artificers have imbued the coins with two Triggers (Application), one allows a short verbal message to be recorded, and the second allows the same message to be repeated via the *illusion* power. Naturally, the coins are also cleverly cloaked by *conceal arcana*. To intercept such intelligence, the enemy agent would: A) need to know that a specific coin was a Red Coin, B) know the passphrase or conditions set to reveal the message. Some coins must be passed through flame, others require a code word or phrase. One, must be flipped in the air. Each coin has a unique Trigger agreed upon well in advance by the Red Store agents who pass them during transactions. And, if a Red Coin is passed with a handful of other coinage, the agent simply Triggers them all, in private, until the real one is revealed.

**Cost:** n/a, **Availability:** -6, **Value:** -6

## ALCHEMICAL AGENTS

### ACQUIRER'S ANIMATIVE

Sugary with a serious kick, this amber liquid spreads through the body like fire energizing and enhancing muscles and coordination. Bestows Acrobat edge for 3 rounds (4 essence).

**Cost:** 1000, **Availability:** -4, **Value:** -6

### KILLER'S COCKTAIL

Blood red, with a distinctive coppery taste, this horrible brew enhances a killer's natural instincts. *Boost trait* (Fighting, 1 die type; 2 essence).

**Cost:** 750, **Availability:** -2, **Value:** -4

### SOLUTION OF THE SNEAK-THIEF

Clear and soupy, this bitter draught increases coordination, awareness, and seems to make one unnoticeable. Bestows Thief edge for 3 rounds (4 essence).

**Cost:** 1000, **Availability:** -4, **Value:** -6

## INTELLIGENCE REPORTS

The Red Store has many plans, plots, and operations across Shaintar and I have written down a few for this report, other plans and operations will follow later once I can confirm them.

- Trade deals -- I have observed some of the trade deals that have transpired of late. The agents of the Red Store are moving around various cities, procuring weapons to arm their mercenaries.
- Assassination targets -- I have managed to gain a list of several key targets that have been identified by the Red Store. They are a Prelacy Paladin called Gallan Bendis, a Galean Courtier known as Elizabeth Riley, and a Priest of Light in Archanya called Deslyn Garmon. Elizabeth as you know is a Black Lantern, I suggest your priority is to task some individuals to protect her.
- Cipher Key -- I need you to task some powerful heroes to attack a group of couriers who have a Cipher's Key on them. They are likely to be well guarded, so this mission will be a dangerous one for all involved. I cannot help in this, I cannot risk my cover.



- Find and eliminate the Agents -- The Red Store has three Influencers operating in Camon, Galea and one in Grayson's Grey Rangers -- out of Echer'Naught. The woman is called Rose Geynwyn and she's one of the newer recruits last year. She's also an accomplished thief, liar, cheat, and Influencer for the Store. Proceed with caution. You'll also need to task some agents to take care of the other two Influencers as well.
- Seamstress' disappearance-- With the Seamstress gone, rumored destroyed, Red Store operations seem to be disrupted across Shaintar. To recover, agents are stepping up weapons sales to the Unchained, slaves to Shaya'Nor, arcfire and crysalites to Camon, and even slaves, equipment, and "experts" to the Desert Princes.

- Who is Velkalar? -- With the sudden disappearance of the Blood Lord from the northern Wildlands, and the apparent destruction of many of Red Stores assets in the region, a new figure has emerged pulling together former Red Store personnel, local criminal syndicates, disaffected golinesh, and even Builders. Worse, he, or she, has managed to amass an alarming stockpile of arcfire equipment which is being sold on the black markets from Camden to Vor. Whether this new player is an ally of the Merchant or an emergent competitor remains to be seen. Regardless, this self-styled Lord Velkalar is as much a mystery as the Merchant, and far more active as of late.





