



Merchants

Sleeping With the Enemy - Part 1

By Jay Fisher, Andrew Hauptman and Jason Wu

A One-Round Adventure for the *Legends of the Shining Jewel* Campaign

AMTHYDOR. The Jewel of Raia. A city recovering from crisis. With the near civil war and the plague of undead that have swept the city, Amthydor's manpower is at an all time low. A series of bandit raids have raised concern among the merchants of Amthydor. Is it just a coincidence, or are more sinister forces involved? Only the bravest adventurers will find out! For heroes of levels 1-3.

(Updated August 2010)

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CREDITS

Author Jay Fisher, Andrew Hauptman
and Jason Wu
Editor(s) LSJ Campaign Staff
Plots Coordinator David Samuels
lsj-plots@theshiningjewel.com
Playtesters. LSJ Campaign Staff

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WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in *bold italics*. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJ GM EMPOWERMENT CLAUSE

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the

PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

CALCULATING ATL (AVERAGE TABLE LEVEL)

Add up the levels of all characters at the table (plus cohorts and entourages) and any animals that will take part in combat that are not granted by class features (such as familiars, animal companions, or bonded mounts). Divide this total by 6, regardless of how many player characters are at the table. This gives you the Average Table Level (ATL) for running combats.

A NOTE ABOUT ATLS AND THE POWER OF PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

ABOUT THE MODULE

“Merchants” is Part 1 of the ‘Sleeping With the Enemy’ Series. It is best to play in these events in order for the sake of continuity. But each module can be played unto themselves and can be played individually.

LIFESTYLE IN LSJ

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure. See page 151 of the *LSJ Campaign Guide*.

ADVENTURE BACKGROUND

Raids on caravans to and from the city of Amthydor have been increasing for the past year. With the near civil war and the plague of undead that swept the city recently, Amthydor's manpower is at an extreme low.

A trio of tiefling siblings who call themselves the Broken Triad are searching for their missing brother, who has been exchanged for the child of one of Amthydor's nobles.

Introduction – The heroes have been traveling together for five weeks, escorting a caravan belonging to a local dwarven weapons merchant. A new guard joins the caravan for the final leg of the trip, the two week journey from Tranthus back to Amthydor.

Encounter 1: The PCs are come across the remains of another caravan that was ambushed by orcs. The PCs will not be surprised, but the orcs should be unless the PCs charged in yelling and screaming. Smart PCs might be able to tell that the ambush was arranged to be found later. One or two clues might be found to give a hint that the orcs have been hired to attack them.

- Strange Coin
- A shield with a D'Garran symbol upon it.

Encounter 2: The PCs reach Amthydor. They can investigate their findings or look for additional work. If the latter, the PCs will be contracted to investigate anyway (either through the Fraternity of Venturers or the Diamond Legion). It is suspected that the raids are a plot to weaken Amthydor's mercantile system.

Encounter 3 (Fraternity of Venturers), 4 (Diamond Legion) & 5 (Merchant houses) - The PCs can try to gather information from various organizations within the city. They can learn information about the increasing amount of orc raids and the inclusion of a single tarnished coin with the symbol of three broken egg-like shapes upon it (this coin could have possibly been found at the site of the ambush). Though not an official designation, some of the merchants might have

come to the conclusion that the coin might be a calling card or something. Not knowing what they are up against, they have given their unseen foes the name "The Broken Triad."

Encounter 5a (Optional): The PCs may want to stage a fake shipping to draw out the orcs for information (the first group of orcs will know nothing as the one(s) that might have had the information were killed immediately). When the PCs take the orc(s) prisoners, they can learn of the Broken Triad. They get a description of the three (they are tieflings with various demonic features) and a location on their last meeting place.

Encounter 6: The PCs meet their assigned guide, a ranger named Blaze. She has them help carry supplies she needs back to her home in the Darkwood, and from there she will guide them in their efforts to confirm sightings of brigands in the Darkwood.

Encounter 7: The meeting place. The PCs are brought to the Darkwood Forest. This is a dark and foreboding wood and the PCs will at all times feel like they are being watched. They will encounter a dryad (Heloise) whose tree is slowly succumbing to the evil of the wood. The dryad herself will be unstable and unpredictable in her reactions to the PCs, but the dryad is indeed aware of the goings on within her forest. She can remember seeing three beings "not of this soil" and a number of unfamiliar (D'Garran) armed soldiers. The dryad does not know where the leaders are, but knows the location of the foreign soldiers. She will divulge the information if the PCs perform a task for her (though if time is running short, the next encounter may be skipped through certain compromises made by the PCs).

Encounter 8: The PCs find a small band of pixies...or rather, the pixies find them. They play small pranks on the PCs invisibly before appearing and talking to them. If the PCs entertain the pixies, they will be given the shawl to give to the dryad. If they are foolish enough to attack or even kill one of the pixies, they will pay the appropriate price. (Note: If time is running short this can be skipped and the PCs can owe the dryad a favor instead).

Encounter 9: The PCs return from the pixies with the shawl Heloise wants. Heloise will give the PCs directions to find the brigands she saw in exchange for the shawl. If asked, she will reluctantly release Blaze as well.

Encounter 10: Meeting with the D’Garran. How the PCs enter the D’Garran camp will determine what kind of reaction they will receive. Obviously, these soldiers will be of low level since this is the first round of a new campaign. The camp itself can easily hold up to forty troops, but it seems as if only a small contingent has been left behind to guard the camp. The rest are out on "business".

Conclusion A – The PCs are successful in stopping the bandits, preventing additional raids. Depending on whether or not the D’Garrans are questioned, the PCs will learn that the Broken Triad is somehow connected to a "high-ranking bastard child of Amthydor." The child’s identity is unknown...for now.

Conclusion B – The PCs fail to stop the bandits, leading to further raids.

INTRODUCTION – ON THE ROAD AGAIN

Before starting the adventure, ask for each player to roll a Reflex saving throw. Make a note of the results for **Encounter 7** later in the adventure.

The drumming patter of rain rouses you from your rest this morning. Not a good start to the day.

It has been a long trip. For the past five weeks you have been guarding a caravan belonging to Lars Foehammer, a dwarven weapons merchant based out of Amthydor. Like many merchants, he makes a yearly trip around the Free Lands and the neighboring regions to pick up new raw materials, deliver finished goods, and renew old contracts. Other than fending off the occasional wildlife and dealing with surly customs officials

your trip has largely been quiet. Looks like that fifty gold you’re being paid will be easy money.

This morning finds you on the last leg of the trip back to Amthydor. Two of the other guards have just left the caravan at a small village called Wayport, bringing the total number of guards to <insert number of PCs here>. Well, possibly one more.

“Hello? Wait! Please? Please hold!”

Running up to you is possibly the most heavily overloaded gnome you’ve ever seen, packs and equipment bouncing and threatening to fly off as he bounds towards you.

“Hallo! I’m Rafe Nimblefoot. Pleased to meet you. Are you going to Amthydor? Can I come along? What’s your names? Ooo, that’s a nice weapon, can I see it?”

Rafe is an eager little gnome who is trying to get to Amthydor to make his way in the world. He is nice (if annoyingly verbose) and is being 100% honest. Paranoid players will probably suspect him of all manner of nasty things. This is fine as long as they don’t attack or try to hurt him. The PCs are free to refuse his aid or accept him in the caravan. Note Rafe’s condition on the Critical Event Summary form.

If the PCs attack or kill Rafe, Lars will try to stop them, threatening to fire them without pay if they persist in their attacks. If they continue, or if they kill little Rafe, he bids them farewell and goes on his way without them. Should the PCs attack him as well, finish out the combat and then tell the players that their PCs were witnessed committing this attack, and later a squadron of patrolling Diamond Legionnaires came over and arrested them. The PCs lose one hand each and are banned from the city of Amthydor for life. List the names of the offending players and PCs. Those PCs may never play LSJ events again, though the players are free to create new PCs and even start this event again if they so wish.

Rafe will ask who each PC is and why they're dressed the way they are dressed, giving the players good reasons to describe themselves. Rafe also would like to accompany the party to Amthydor, reasoning it'd be safer in a group. The caravan leader does not care, but it is up to the PCs to look after the gnome.

It is assumed the PCs will want to continue their trip to Amthydor. They may have different reasons for going there, however (returning home, first visit seeking adventure, etc). Encourage them to be creative. Any PCs who decide not to continue are out of the adventure. If you can, try and work some other way of getting them in the game, but if the player insists on going his own path, wasting time that could be spent with the other players – that player is out.

Rafe will continue to pester any PC who will let him with questions about their adventuring life. He is excitable, energetic, and generally annoying, but he genuinely means well.

When it seems the players are ready, continue.

All ATLs

⚔ Rafe Nimblefoot, Rogue 1

NG Small humanoid (male gnome)

Init +3; **Senses** lowlight vision; Perception +6

AC 17, touch 15, flat-footed 13; (+2 armor, +3 Dex, +1 dodge, +1 size)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +0 (+2 vs illusions)

Defense Abilities +4 dodge bonus to AC vs giant type; **DR** nil; **Immune** nil; **SR** nil

Spd 20 ft.

Melee shortsword +0 (1d6+1)

Ranged shortbow +3 (1d6)

Space 5 ft.; **Reach** 5 ft.

Special Attacks +1 on attack rolls vs goblinoid or reptilian humanoids, sneak attack +1d6

Spell-Like Abilities 1/day – *dancing lights, ghost sound, prestidigitation, speak with animals*; **DC** 12+spell level (13+spell level if illusion)

Spells Known none

Str 12, **Dex** 16, **Con** 12, **Int** 12, **Wis** 11, **Cha** 14

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

Feats Dodge

Skills Acrobatics +7, Bluff +6, Diplomacy +6, Escape Artist +7, Perception +6, Sense Motive +4, Sleight of Hand +7, Stealth +7, Use Magic Device +6; **Racial Modifier** +2 Perception

Languages Common, Gnome

SQ spell-like abilities

Gear leather armor, shortsword, shortbow, 20 arrows

Special Abilities nil

- Once the PCs are ready to continue **GO TO Encounter 1 (page 5).**

ENCOUNTER 1 – WHEN ORCS ATTACK

Setting off, your next few hours seem just as uneventful as they have been the past few days. That changes quickly in the late afternoon, however.

Up ahead, there is a thin column of smoke rising into the air. It's far too large to be a campfire.

Presumably, the PCs will want to investigate. When they get a little closer, continue:

Topping a rise in the road, you see a scene of carnage before you. A single wagon is burning with great gouts of smoke in the road, several bodies piled amidst the flames. Around the burning wagon are a number of orcs apparently loading supplies onto a sledge.

These are not ordinary orcs. *Perception* (sight) checks DC 12 reveal that they appear relatively disciplined for their ilk and wield longsword/shield combos rather than the standard greataxe. The shields have a D'Garran logo on them (DC 15 *Perception* (sight) to notice from a distance, DC 12 when in melee, DC 15 Knowledge (history or local) to recognize). The orcs are on a mission to secure supplies for their employers with a minimum of fuss. They have just finished raiding a small caravan of about half a dozen folks, and were preparing to leave when the PCs arrive.

One of the orcs will blow a horn at the first opportunity during the fight.

If the PCs are at all stealthy in approaching, the orcs will not notice and will continue what they are doing – it is possible for the PCs to surprise them. In fact, if they wait about half an hour, the orcs will eventually finish loading. They will then vanish, as if teleported. If this happens, the PCs will find a **strange coin with the image of three broken eggshells on it**, sitting on the road by the burning wagon.

If the PCs simply charge in, the orcs will drop the equipment they are carrying and raise shouts of alarm. The orcs are concerned that the PCs will alert others to their location, and are not open to negotiation. They are not stupid, however, and will surrender if more than half their number goes down.

Make a note of who takes down the most orcs in this encounter, as Lars will be watching.

ATL 1

⚔ **Orc Warrior 1 (3):**

CE Medium humanoid

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

AC 17, touch 10, flat-footed 16; (+4 armor, +1 Dex, +2 shield)

hp 12 (1d10+2)

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

Defense Abilities ferocity; **DR** nil; **Immune** cold; **SR** nil

Spd 20 ft.

Melee longsword +4 (1d8+3/19-20)

Full Atk longsword +4 (1d8+3/19-20)

Ranged javelin +2 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 17, **Dex** 13, **Con** 12, **Int** 8, **Wis** 8, **Cha** 6

Base Atk +1; **CMB** +4; **CMD** 15

Feats Alertness

Skills Intimidate +2, Perception +1, Sense Motive +1

Languages Common, Orc

SQ nil

Gear scale mail, heavy wooden shield with

D’Garran symbol, longsword, javelin

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

⚔ **Orc Adept 2 (1):**

NE Medium humanoid

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

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

hp 18 (2d6+6)

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

Defense Abilities ferocity; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee greataxe +4 (1d12+3/x3)

Full Atk greataxe +4 (1d12+3/x3)

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *detect magic*, *ghost sound*, *stabilize*; 1st-level *burning hands*, *obscuring mist*;

DC 11+ spell level

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge

Skills Heal +6, Knowledge (religion) +6, Perception +1, Spellcraft +6

Languages Common, Orc

SQ darkvision 60'

Gear greataxe

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

ATL 3

⚔ **Orc Fighter 2 (4):**

CE Medium humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +2

AC 18, touch 12, flat-footed 16; (+4 armor, +1

Dex, +1 dodge, +2 shield)

hp 24 (2d10+4)

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

Defense Abilities ferocity; **DR** nil; **Immune** cold;

SR nil

Spd 20 ft.

Melee longsword +5 (1d8+3/19-20)

Full Atk longsword +5 (1d8+3/19-20)

Ranged javelin +3 (1d6+3)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 17, **Dex** 13, **Con** 12, **Int** 8, **Wis** 8, **Cha** 6

Base Atk +2; **CMB** +5; **CMD** 16

Feats Alertness, Dodge, Improved Initiative

Skills Intimidate +2, Perception +2, Sense Motive +1

Languages Common, Orc

SQ nil

Gear scale mail, large steel shield with D'Garran symbol, longsword, javelin

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

⚔ **Orc Adept 3 (1):**

NE Medium humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

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

hp 25 (3d6+9)

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

Defense Abilities ferocity; **DR** nil; **Immune** nil;

SR nil

Spd 30 ft.

Melee greataxe +4 (1d12+3/x3)

Full Atk greataxe +4 (1d12+3/x3)

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *detect magic*, *ghost sound*, *stabilize*; 1st-level *burning hands*, *obscuring mist*, *sleep*; **DC** 11+ spell level

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Dodge, Improved Initiative

Skills Heal +6, Knowledge (religion) +6,

Perception +3, Spellcraft +7

Languages Common, Orc

SQ darkvision 60'

Gear greataxe

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

ATL 5

⚔ **Orc Fighter 4 (4):**

CE Medium humanoid

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +4

AC 18, touch 12, flat-footed 16; (+4 armor, +1

Dex, +1 dodge, +2 shield)

hp 42 (4d10+8)

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

Defense Abilities ferocity; **DR** nil; **Immune** cold;

SR nil

Spd 20 ft.

Melee longsword +8 (1d8+4/19-20)

Full Atk longsword +8 (1d8+4/19-20)

Ranged javelin +6 (1d6+4)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 17, **Dex** 13, **Con** 12, **Int** 8, **Wis** 8, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 19

Feats Alertness, Dodge, Improved Initiative

Skills Intimidate +2, Perception +4, Sense Motive +1

Languages Common, Orc

SQ nil

Gear scale mail, large steel shield with D'Garran symbol, longsword, javelin

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

⚔ **Orc Adept 6 (1):**

NE Medium humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +6

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

hp 46 (6d6+18)

Fort +4, **Ref** +4, **Will** +6

Defense Abilities ferocity; **DR** nil; **Immune** nil;

SR nil

Spd 30 ft.

Melee greataxe +6 (1d12+3/x3)

Full Atk greataxe +6 (1d12+3/x3)

Ranged nil

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *detect magic*, *ghost sound*, *stabilize*; 1st-level *burning hands*, *obscuring mist*, *sleep*; 2nd-level *scorching ray*; **DC** 11+ spell level

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Combat Casting, Dodge, Improved Initiative

Skills Heal +7, Intimidate +2, Knowledge

(religion) +6, Perception +6, Spellcraft +9

Languages Common, Orc

SQ darkvision 60'

Gear greataxe

Special Abilities nil

Ferocity (Ex): A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

If any orcs are captured, they will eventually tell the PCs that they are working for “the generals” but don’t know much about them. They have been getting lots of training in war craft (as opposed to the usual “bash the enemy” tactics) but are irritated about having to train, and having to use longswords (“Bah, pigstickers. Not real weapons.”) They have standing orders to hit only small caravans and clean up any traces of their attacks. They don’t know really much else about their employers, save that they are probably D’Gar-related (due to being issued D’Garran shields). They really don’t care as long as they are paid well and get to fight.

Loot: Aside from the orcs’ equipment, the leader has a **strange coin with the image of three broken eggshells on it**. If scanned for magic prior to touching it, the coin radiates powerful transmutation magic. After that it has a faint aura. Once any non-orc touches it, it loses its power.

What the PCs do with any prisoners is up to them and their consciences to figure out. The caravan owner, Lars, will recommend the party kill the orcs. Lars does not like orcs, at all. He will certainly not allow “the filthy brutes” on his wagons. If the PCs want to take live prisoners back to Amthydor for questioning they will have to walk them. Lars will grumble but will find this rationale an acceptable reason to keep orcs alive (for now).

The burning wagon has four bodies on it, badly burned. They seem human, but are otherwise unidentifiable due to the fire. The supplies on the sledge seem to be mostly foodstuffs. Enterprising PCs can probably secure a total of two weeks’ worth of rations – all the other stuff is too bulky. Lars will not take additional cargo, as he has no space left on his wagons. The sledge is too slow a transport to keep up with the wagon, even if the PCs harness it to their horses - there is no horse there to take.

Eventually, the PCs should get going again. They have a schedule to keep, after all.

- Once the PCs are ready to continue **GO TO Encounter 2 (page 9).**

ENCOUNTER 2 – HOMECOMING

The rest of the trip to Amthydor is thankfully quiet. Pulling into the North Gate, the wagon goes through the usual check by the gate guard, and is waved through when Lars produces some paperwork for them to stamp. Lars speaks with the guards for a moment, then approaches you.

“Well, that last was a bit o’ excitement, eh? I wonder wot dem savages was about. Not yer normal orcs, I kin tell yers. Waal, I s’pose it ain’t none o me business. Here be yer pay I promised yer.”

Lars pays each PC 50 gold pieces as promised, and goes to usher his cargo to his forge in the Adventurer’s District.

If the PCs stopped the orcs and also took no hostile actions towards himself or Rafe (refusing to take Rafe along is not hostile, just mean), Lars also says the following:

“Yer shown yerselves te be true heroes...ye even put up wit’ the pipsqueak here, an’ there ain’t many what would do that. An’ ye know hows ta take out orcs which makes ye okay in my book. I gots me a little bonus ye kin have. I finagle in runecasting an’ just found a formula what makes fer a nice lil’ weapon.” He hands (PC who seemed to do the most damage in the attacks) a dagger hilt that is missing a blade. “Ye just grip the hilt an’ press a finger on this rune here, an’ the blade will appear. It only lasts fer a short while so be careful ta save it fer when ya really need it! It only works once a day. Not long but it might make a difference. Ye kin decide who gets ter keep it. I’m off fer now. Until swords part!”

Rafe thanks the PCs profusely (and annoyingly) for letting him come along, promising that he will never forget them! Odds are the PCs will wish that they could forget him. He goes on his merry way, bouncing off into a future LSJ tournament.

Adventurers being the curious lot they are, they will probably try and find the significance of the coin they found. If asked, most passersby, including Lars, will direct them to either the **Fraternity of Venturers** or the **Diamond Legion**.

If the PCs actually don’t express the normal curiosity, the gate guard will come to them and ask that the PCs report to the **Diamond Legion** to detail the orc attack.

☛ **Can you tell us anything about this coin?:**

“Yeah, there’ve been a lot of orc raids lately. At each scene we find a tarnished coin with a picture of three broken eggs on it. Some of the merchants have been calling them “The Broken Triad.”

- If the PCs want to look for information at the Fraternity of Venturers **GO TO Encounter 3 (page 10).**

- If the PCs want to look for information at the Diamond Legion **GO TO Encounter 4 (page 11).**
- If the PCs want to look for information among the local merchant houses **GO TO Encounter 5 (page 11).**
- If the PCs want to use themselves as bait and ambush the brigands **GO TO Encounter 5a (page 12).**

ENCOUNTER 3 – THE FRATERNITY OF VENTURERS

The Fraternity has been the adventurer’s friend for years. Among other things, they provide a ready place to get work and serve as a repository for most information that could possibly be of interest to an adventurer.

Entering the expensive looking building, you are greeted to a vast expanse of wood-paneled walls bearing portraits of various noble looking men and women in armor or other adventuring garb. There seem to be dozens of people here, all on varying types of business. And this is just the greeting room!

At the far end of the room is a elevated desk, behind which sits a middle aged human female. She seems calm and unhurried despite the chaos in the room.

The lady at the desk is a human woman named Agatha LeCroix, Also known as Mother Agatha. She isn’t a secretary, and will sharply inform any PCs who address or treat her as such. She will hear the PCs out and, if they tell her the details of the attacks, she says that they are hiring for a related mission. If the heroes are interested she takes their names and asks where they are from. She has an ear for accents, and a memory for faces so it will be difficult to fool her.

Agatha tells them that the Diamond Legion suspects the bandits might be using the nearby Darkwood as a hideout, as some recent tracks indicate activity in that area. She would like them to follow up this lead and report anything they

find. Their primary purpose is to gather information and return to report it. They should only engage forces that are within their power to defeat and only if they deem it necessary. However, captives who can be interrogated would be very much appreciated. For performing this mission the PCs will get 50 gp each, 100 gp each if they return with something substantial (either valued information or prisoners).

PCs may roll *Knowledge (local)* to know something about the Darkwood. Those who roll *DC 12* or higher, or are native Amthydorans, know that the Darkwood is a dangerous, some say haunted, forest not far from Amthydor. On *DC 15* or higher, they recall tales of strange, mutated creatures and shapeshifters dwelling in the wood. Since people can be easily lost in the Darkwood, a guide will be sent with the PCs. Agatha sends the PCs to a tavern, the Dauntless Dolphin, to meet their guide Blaze in **Encounter 6**. If asked what she looks like, she says *“She has short red hair. Trust me, you’ll know her when you see her!”*

☞ Can you tell us anything about this coin?:

“There have been increasing orc raids of late. Often a single tarnished coin with the symbol of three broken egg-like shapes upon it has been found at the site of the ambush. Though not an official designation, some of the merchants might have come to the conclusion that the coin might be a calling card or something. Not knowing what they are up against, they have given their unseen foes the name of “The Broken Triad.”

- If the PCs want to look for information at the Diamond Legion **GO TO Encounter 4 (page 11).**
- If the PCs want to look for information among the local merchant houses **GO TO Encounter 5 (page 11).**
- If the PCs want to use themselves as bait and ambush the brigands **GO TO Encounter 5a (page 12).**
- If the PCs are ready to go to the Dauntless Dolphin to meet Blaze **GO TO Encounter 6 (page 13).**

ENCOUNTER 4 – THE DIAMOND LEGION

The Diamond Legion headquarters is an impressive place, all marble and stone. The waiting area is about half full with impatient citizens all wanting to speak with somebody important. Presiding over this throng is a rather annoyed large half orc at the entry desk. Large METAL half-orc, that is. His skin gleams like polished steel, and he even clinks when he moves. “Ey, youse, you all sits down and bes quiet. I don wanna done be getting’ phi-si-kull like, me boss don like dat. Yer puts yer name onna list and youse will be taken care of inna due time.” Most of the waiting people don’t seem eager to annoy the desk sergeant any more than he is already.

The half-orc is identified simply as Ogg, as evidenced by the crude nametag pasted to his chain shirt. He will take the names of the PCs but will not engage in conversation with them.

If they mention the attacks on the caravans, however, he will blink, think hard for a moment, and point towards a door.

“Yer ista go in dere and wait. De bosses gots questions fors ya caravan guards.”

The door leads to a small conference room. There they meet with Lieutenant Craig Symmons. He tells them that the Diamond Legion suspects the bandits might be using the nearby Darkwood as a hideout, as some recent tracks indicate activity in that area. He would like them to follow up this lead and report anything they find. Their primary purpose is to gather information and return to report it. They should only engage forces that are within their power to defeat and only if they deem it necessary. However, captives who can be interrogated would be very much appreciated. For performing this mission the PCs will get 50 gp each, 100 gp each if they return with something substantial (either valued information or prisoners).

PCs may roll *Knowledge (local)* to know something about the Darkwood. Those who roll *DC 12* or higher, or are native Amthydorans, know that the Darkwood is a dangerous, some say haunted, forest not far from Amthydor. On *DC 15*

or higher, they recall tales of strange, mutated creatures and shapeshifters dwelling in the wood.

Since people can be easily lost in the Darkwood, a guide will be sent with the PCs. Lt. Symmons sends the PCs to a tavern, the Dauntless Dolphin, to meet their guide Blaze in **Encounter 6**. If asked what she looks like, he says “*She has short red hair. Trust me, you’ll know her when you see her!*”

Can you tell us anything about this coin?:

“In our investigations of the ambush sites, we’ve usually found a single tarnished coin with the symbol of three broken egg-like shapes upon it. We suspect that the coin might be a calling card of some sort. For lack of a better name, we refer to the bandit leaders as “The Broken Triad.”

- If the PCs want to look for information at the Fraternity of Venturers **GO TO Encounter 3 (page 10).**
- If the PCs want to look for information among the local merchant houses **GO TO Encounter 5 (page 11).**
- If the PCs want to use themselves as bait and ambush the brigands **GO TO Encounter 5a (page 12).**
- If the PCs are ready to go to the Dauntless Dolphin to meet Blaze **GO TO Encounter 6 (page 13).**

ENCOUNTER 5 – OTHER PATHS OF INVESTIGATION [MERCHANT HOUSES]

The PCs may wish to investigate the coin clue elsewhere. The following information can be gotten from any of the organizations listed in the module, or by meeting with representatives of some of the merchant houses that have suffered the greatest losses. A successful *Diplomacy* roll *DC 10* to gather information or asking the Diamond Legion will reveal these to be **House Irishark**, **House Sunhawk**, and **House Augustin**. Note – These are ‘houses’ as in merchant houses or landless aristocrats, not Noble Houses.

☛ **Can you tell us anything about this coin?:**

“There have been increasing orc raids of late. Often a single tarnished coin with the symbol of three broken egg-like shapes upon it has been found at the site of the ambush. Though not an official designation, some of the merchants might have come to the conclusion that the coin might be a calling card or something. Not knowing what they are up against, they have given their unseen foes the name of “The Broken Triad.””

Attempts to find out more about the three aristocratic and merchant houses are resolved with *Diplomacy* checks in the streets to gather information, or by asking members of the houses. The information outside of parentheses can be learned with *DC 10*. *DC 15* gets the information inside parentheses () as well, but not from the house members themselves.

House Irisshark Known for their aggressive tactics, Irisshark has gained the reputation to take on high-risk cargos. Along with dealing with rare items and spell components, it is rumored that they deal in weapons and magical contraband. (Irisshark is supported by the noble House Krimpach, and formerly House Pelligari.)

House Augustin First Merchant House of Amthydor has many areas of import and export, though they are known for their transportation as well as dealing with weapons and armor for the city. (Noble House Tezriine, House Kailin and House Torestyn have had many ties within this house.)

House Sunhawk Dealing in grain and livestock, Sunhawk is considered the breadbasket of the city. While not the most prosperous mercantile house in Amthydor, they never seem to be at a loss for funds. (There are rumors that the reason for this is that the house has ties to the D’Garran, or even the Magocracy of Pyrroth, though there is no proof. Noble House Arawl had a vested interest in the success of this house before it died out.)

- If the PCs want to look for information at the Fraternity of Venturers **GO TO Encounter 3 (page 10).**

- If the PCs want to look for information at the Diamond Legion **GO TO Encounter 4 (page 11).**
- If the PCs want to use themselves as bait and ambush the brigands **GO TO Encounter 5a (page 12).**
- If the PCs are ready to go to the Dauntless Dolphin to meet Blaze **GO TO Encounter 6 (page 13).**

ENCOUNTER 5A – BEING PROACTIVE **[OPTIONAL]**

It is entirely possible that the players might want to set themselves up in a sting operation to draw another orc attack to get prisoners to question. This is not necessary for the module to continue, but can be accounted for by staging another attack with the same number of orcs and orc adept as found in **Encounter 1**, with the same statistics. Play this out and allow them to capture prisoners. The only significant finding is that these orcs have heard that the leaders of the group that hired them are three beings with demonic features (they haven’t seen them themselves so this is hearsay). No further information is available.

If this encounter occurs due to player initiative, it should be resolved quickly to give the group enough time to finish the scenario. The DM should then get the players back on track by the most expedient means possible.

- If the PCs want to look for information at the Fraternity of Venturers **GO TO Encounter 3 (page 10).**
- If the PCs want to look for information at the Diamond Legion **GO TO Encounter 4 (page 11).**
- If the PCs want to look for information among the local merchant houses **GO TO Encounter 5 (page 11).**
- If the PCs are ready to go to the Dauntless Dolphin to meet Blaze **GO TO Encounter 6 (page 13).**

ENCOUNTER 6 – THE GUIDE

The PCs should arrive here either from the Diamond Legion HQ or the Fraternity of Venturers to meet Blaze, their guide into the Darkwood. Begin with this scene from the Dauntless Dolphin Tavern & Inn.

The Dauntless Dolphin, like most bars in the Free Lands, is a place of good spirit and merriment. Mirth and cheer seem to flow as easily as the casks of beer and ale that must surely be well-stocked to handle such a crowd! All manner of friendly races can be found here enjoying an afternoon's refreshment!

Looking through the crowded tavern, in the back booths you see a striking individual. Her straight, fire-red hair is tied back in a single pony-tail which disappears behind her strong shoulders. Her leathers are well-worn, though in good repair. While taking a sip from her mug, you spy what looks like to be part of a green tattoo peeking from the edge of the shirt sleeve on her right forearm. She locks your gaze with intense eyes that shine like emeralds.

Blaze explains that she expects the PCs to help carry supplies for the mission. Her primary job is to guide the heroes through the Darkwood but she will fight to defend the group as necessary.

If the PCs agree, each of them will be given 20 pounds of equipment and food to carry. Blaze will explain that she doesn't live in the city, but rather in the Darkwood. These supplies will last two or three weeks if conserved properly. She will insist that the PCs don't take their horses. With the humanoid raids of late, mounts have been easy pickings. And while some people may be able to afford a new horse every day, she looks down upon the senseless killing of animals.

Have the players recalculate their movement rates based upon the additional load. Assume Blaze makes all necessary *Survival* checks for tracking to get the party to the encounters (though you may roll dice just to make the players wonder).

ALL ATLS

Blaze Ranger 7:

NG Medium humanoid (human female)
Init +6; **Senses** nil; Perception +14
AC 18, touch 13, flat-footed 15; (+5 armor, +2 Dex, +1 dodge)
hp 76 (7d10+21)
Fort +7, **Ref** +7, **Will** +6
Defense Abilities nil; **DR** nil; **Immune** cold;
SR nil
Spd 30 ft.
Melee longsword +9 (1d8+2/19-20)
Full Atk longsword +9 (1d8+2/19-20)
Ranged composite longbow +9 (1d8+2)
Full Atk composite longbow +9 (1d8+2)
Space 5 ft.; **Reach** 5 ft.
Special Attacks favored enemy (undead +4, humanoid [orc] +2), favored terrain (forest)
Spell-Like Abilities nil
Spells Known 1st level *delay poison, endure elements*; 2nd level *speak with plants*; **DC** 14 + spell level
Str 13 (15), **Dex** 13 (15), **Con** 12 (14), **Int** 14, **Wis** 18, **Cha** 15
Base Atk +7/+2; **CMB** +9; **CMD** 21
Feats Endurance, Improved Initiative, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Survival)
Skills Climb +7, Craft (bowmaking) +12, Handle Animal +12, Heal +11, Intimidate +12, Knowledge (nature) +12, Perception +14, Ride +6, Stealth +12, Survival +17
Languages Common, Sylvan, Elven
SQ track, hunter's bond
Gear *belt of physical perfection* +2, *studded leather armor* +2, composite longbow, longsword
Special Abilities wild empathy, woodland stride
Favored Enemy (Ex): Bonus to Bluff, Knowledge, Perception, Sense Motive and Survival checks, weapon attacks and damage rolls against creatures of the selected type.
Favored Terrain (Ex): Bonus to Initiative rolls and Knowledge (geography), Perception, Stealth and Survival checks when in the selected terrain.
➤ If the PCs are ready to follow Blaze into the Darkwood **GO TO Encounter 7 (page 14).**

ENCOUNTER 7 – INTO THE WOODS

Blaze leads the way as you exit Amthydor's city gates. You travel a day along the West Road and reach the western edge of Llynville. Instead of going into town, Blaze steers you north. In the distance you can see an area of trees that must be the Darkwood.

Instead of the nice, plush forest that you would expect someone of Blaze's caliber to live in and protect, you see gnarled trees, wild shrubbery, and sinister foliage that would make even the most confident paladin think twice about entering. The terrain is difficult to travel, though Blaze manages to pick out a passable trail through the dense wood. There are no tweeting birds or other pleasant sounds to allow you to relax. The cackle of hyenas or hisses of snakes only compounds the bad vibes you already have of this place.

After dropping off the supplies at Blaze's camp, you follow her through winding, narrow trails. The deeper into the forest that you travel, the more sinister it becomes. After about an hour of hacking and clearing overgrowth, Blaze signals you to stop a moment.

“We are near the home of an old friend, a dryad, who may be able to help us. I will see if she has seen or heard anything.”

Pause for player reactions.

You have reached a clearing. Many of the trees around are very gnarled and old.

Blaze breaks the silence and you release the breath that you didn't realize you were holding. "Heloise? Come out, please. It's Blaze." Her words are cautious as she slowly enters the area. The silence is almost deafening. "Heloise?" she calls out again.

Pause for player reactions.

Suddenly strong, gnarled branches reach out and try to grab each of you from behind!

Use the Reflex saving throws (DC 13) the players rolled at the start of the round to see if they can avoid being entangled by the trees. Blaze makes her saving throw. Don't just tell the party what's happening, as they might think these are treants and there is no one to tell them otherwise. A *Spellcraft* check will reveal the spell effect (entangle spell). No one is visible but call for an initiative roll to make the players nervous.

Continue each round with saving throws until only 1 or 2 PCs are still free and are obviously no threat to anyone.

While the PCs are struggling, Blaze seems to notice something further in the glade, walks towards a large tree, and disappears. She has spotted Heloise, but she was *charmed* before she could do anything about it. She quickly is taken into the tree.

Let the PCs sweat over this for a minute and then read the following —

You soon cease your struggling when you see a figure emerge from one of the larger trees in the clearing. She leans casually against her tree, her elfin eyes slowing looking over the group. "What is it you want?" she asks with a bored sigh.

This is the dryad that the PCs seek, but she does not act the way anyone would expect. The evil that tainted the Darkwood has finally reached Heloise's tree and the dryad has gone quite mad. She will allow the group to parley with her for a bit to see what the PCs want. She takes an almost fiendish delight at the PCs' surprise at such an outlandish action--a female being charmed and taken into a dryad's tree is absolutely unheard of (*Survival* or *Knowledge (nature)* DC 10 to know this).

ALL ATLS

✧ Heloise

CG Medium fey (dryad)

Init +4; **Senses** low-light vision; Perception +11
AC 17, touch 14, flat-footed 13; (+4 Dex, +3 natural)

hp 34 (6d6+6)

Fort +5, **Ref** +9, **Will** +7

Defense Abilities nil; **DR** 5/cold iron; **Immune** nil; **SR** nil

Weaknesses tree dependent

Spd 30 ft.

Melee dagger +7 (1d4)

Ranged masterwork longbow +8 (1d8)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities (CL 6th)

Constant – *Speak with plants*

At Will – *entangle* (DC 15), *tree shape*, *wood shape* (1 lb only)

3/day – *charm person* (DC 15), *deep slumber* (DC 17), *tree stride*

1/day – *suggestion* (DC 17)

Spells Known nil

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Great Fortitude, Stealthy, Weapon Finesse

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan, *Speak with plants*

SQ tree meld, wild empathy, woodcraft

Gear dagger

Special Abilities nil

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree

immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows – eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad as a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.

At first Heloise ignores the PCs (unless attacked), singing a strange song and dancing in a slow circle:

*Dear Heloise I am longing to say
A number of funny things I heard today
Blaze has returned and my heart is relieved
She'll stay with me always, never to leave.*

(This is a variation on the chorus from the song "Dear Eloise" by the Hollies. Feel free to sing it as they sing it if you know the song.)

When Heloise is asked about knowledge of raiders in the area, she will sigh and respond as follows (yes, this is not what the PCs asked but it is what she feels like saying):

"Dyrandra was my best friend. We cried and cried so much on that day she departed. So much, that several leaves caught her tears that I now keep as a remembrance of her."

Her tone of wistful longing changes to one of despair. "It wasn't fair that she left when the evil descended on the forest. She just couldn't take watching our beloved wood slowly transform

from the lush green we were accustomed to . . . " her hands wave as she indicates the area around you, ". . . this! Of course, I didn't like it at first. In fact, I hated it. But it does sort of grow on you." She giggles as she looks upon you. "And it will grow on you, too."

Heloise will now tire of the PCs, her mood shifting very suddenly. She will have the trees release the PCs and order them to leave her forest immediately. If the PCs attack the dryad, Heloise will flee into her tree and the branches will continue their assault. If necessary, have the charmed Blaze attack the PCs in her defense (she will try not to kill them). As a last resort Heloise will charm PCs. Do your best to keep her alive in any event.

Why did you take Blaze?:

"I've been very lonely ever since that last group of adventurers took that last human back over a year ago. Blaze used to visit me all the time, but not lately. We have so much catching up to do."

Can you tell us anything about the bandits?:

"Well, okay. I can tell you where they went. BUT . . . you have to do something for me, first. Some annoying pixies have taken something that is very dear to me, a shawl. They have taken it out of the area in which I can travel. If you bring me the shawl, I will give you the path to find the raiders."

If the PCs accept the deal, Heloise will give them directions toward the innermost part of the forest where she saw the shawl float off (the pixies were invisible). Also, the PCs may also attempt to haggle for Blaze's release as well. Heloise will balk at the idea at first. Play her reaction to make the players try to further convince her that Blaze's release is the proper and ONLY way to go. She will finally give in with enough coercion, but will only release her when the PCs return with the shawl.

Troubleshooting: If the PCs seriously annoy, insult, or attack Heloise, she will retreat into her tree without giving them an option to get Blaze back. In this event, let the pixies find them and

offer her shawl as a bargaining chip as detailed below (they still have to perform to get it). If the PCs decide to attack the pixies also, they're on their own (and will probably fail the mission).

- If the PCs agree to retrieve the shawl **GO TO Encounter 8 (page 16).**
- If the PCs don't learn about the shawl, let them wander aimlessly for a while then **GO TO Encounter 8 (page 16).**

ENCOUNTER 8 – THAT'S ENTERTAINMENT!

In this encounter, the PCs find (to their regret) the group of mischievous pixies who have stolen the shawl. This is clearly too powerful an encounter for the PCs to deal with, so hopefully they will try speaking with them or making a deal to get the shawl. As a general guideline, be silly, be slapstick, don't worry about anachronistic topical references, and keep the laughs coming! Feel free to ignore the rules for the sake of a good scene (unless combat occurs).

Starting the Encounter: Take about 5-10 minutes torturing them with pranks and trick before having the pixies parley with the party. The pixies have already taken turns using detect evil, detect law, detect chaos, and detect thoughts to determine the party's intentions and they know what the PCs are looking for. They will make them work for it!

The PCs will hear giggling here and there (never where they can do anything about it) as the pixies use their spell-like abilities to tease them with minor pranks.

ALL ATLS

✧ Pixies (10):

NG Small fey

Init +5; **Senses** low-light vision; Perception +9

AC 18, touch 17, flat-footed 12; (+5 Dex, +1dodge, +1 natural, +1 size)

hp 24 (4d6+4)

Fort +2, **Ref** +9, **Will** +6

Defense Abilities invisibility; **DR** 10/cold iron;

Immune nil; **SR** 15

Spd 20 ft., fly 60 ft. (good)

Melee short sword +8 (1d4-2/19-20)

Ranged longbow +8 (1d6-2/x3)**Space** 5 ft.; **Reach** 5 ft.

Special Attacks special arrows

Spell-Like Abilities (CL 8th)

Constant – *detect chaos, detect evil, detect good, detect law*

1/day – *dancing lights, detect thoughts* (DC15), *dispel magic, entangle* (DC 14), *lesser confusion* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *shield*

Spells Known nil

Str 7, **Dex** 21, **Con** 12, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** -1; **CMD** 15

Feats Dodge, Weapon Finesse

Skills Acrobatics +12, Bluff +10, Escape Artist +12, Fly +18, Knowledge (nature) +10, Perception +9, Sense Motive +9, Stealth +16, Use Magic Device +10

Languages Common, Sylvan

SQ undead traits, darkvision 60'

Gear shortsword, longbow

Special Abilities

Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Special Arrows (Su): When a pixie fires an arrow from any bow, it can decide to change the arrow's properties by sprinkling it with magical pixie dust. Doing so is a free action as long as the pixie is the one who fires the arrow. A pixie can generate a number of uses of dust equal to its Charisma score each day (16 uses per day for most pixies) – the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to

apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the arrow for only 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits – it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

Charm: The target must succeed on a DC 15 Will save or be affected as though by a *charm monster* spell for 10 minutes.

Memory Loss: The target must succeed on a DC 15 Will save or be affected by a *modify memory* spell (this effect can only eliminate the previous 5 minutes of memory – a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

Sleep: The target must succeed on a DC 15 Will save or fall asleep for 5 minutes.

Eventually the pixies will get bored and one of them will materialize (a safe distance in the air near tree cover) and ask the PCs what they want. After asking a series of annoying and pointless questions (and playing dumb), they will agree to give the shawl to the party...IF...EACH of the PCs entertain them!

Now, what constitutes "entertainment value" to a pixie is open to interpretation. A bard might play a song, a sorcerer might use illusion spells, or some PCs might try a slapstick routine. This is entirely open for the players to decide what to do. If you feel that each PC has made a decent effort towards entertaining the pixies, they will throw the shawl over a PC's head (preferably one who was particularly rude or offensive to them) and depart invisibly as applause sounds all around the PCs. They may play one or two more harmless pranks as they go at the DM's discretion.

If the party decides to fight: Take them out. The PCs are clearly in over their heads and are asking for it. As long as the PCs don't do any lasting damage to any of the pixies they will be content to use sleep arrows and leave them be. If a pixie is killed, the rest will get serious fast. They use *sleep* arrows on the PCs, but for the killer they each fire a *memory loss* arrow into the offender before

leaving. This pretty much guarantees that the murderous PC will lose his/her memory and will receive a cert to that effect.

If the party fights and loses, they can catch up with the pixies. If they try talking, the pixies will be a little miffed but will listen, even if one of them was killed. If the party tries fighting a second time, repeat the above sequence, but there are no third chances.

Every PC who tried attacking the pixies will receive an Enmity of the Darkwood Fey cert at the end of the module.

If no combat occurred, then determine which PC present both (a) enthusiastically accepted the challenge to entertain, and (b) received the highest *Perform* check. This PC will later discover one dose of *dust of invisibility* in their pouch or pocket (caster level 3rd).

- If the PCs return to the dryad's tree with the shawl **GO TO Encounter 9 (page 18).**
- If the PCs know where the bandits do not have the shawl but do have another means of locating the bandits **GO TO Encounter 10 (page 18).**
- If the PCs have no means of locating the bandits and completing their mission **GO TO Conclusion B (page 22).**

ENCOUNTER 9 – RETURN TO THE DARK OAK

When the heroes return to the tree, neither Heloise nor Blaze are visible (they are both inside the dryad's tree out of the PCs' sight).

If the heroes retrieved the shawl, Heloise is elated and grabs the shawl, clutching it to her face as tears roll down her face (if the PC holding the shawl refuses to part with it make an opposed Strength check to see who gets it). Either way, as long as she gets the shawl, Heloise will bring Blaze out of the tree (if the PCs bargained for her release) and tell them where to find the bandits. Blaze will

be able to lead them to the bandits if she is free, if not a *Survival* check of *DC 15* will do the job.

If the heroes failed to retrieve the shawl, the dryad will be suitably upset and rant for about five minutes. Blaze is still nowhere in sight. The heroes should then be given the option of owing the dryad a future favor in exchange for the information (however, she will not release Blaze without the shawl). Or they might threaten to harm her tree, which is AC 5 and takes 50 points of damage before going down. She will try to bargain at that point and will release Blaze as long as her tree is not harmed. However, she will make note of the offending PCs and spread word of their actions to other denizens of the Darkwood and each PC who was actively threatening her tree will get the Enmity of the Darkwood Fey.

If the heroes succeeded, Heloise will then dance for a moment, leave the shawl as lining in a bird nest nearby, and return to her tree. At this point the heroes have the option of taking the shawl with them; Heloise does not notice or care at the moment.

If the heroes are unable to get the location of the bandits for whatever reason, the module is over and the mission a failure.

- If the PCs know where the bandits are or how to find them **GO TO Encounter 10 (page 18).**
- If the PCs have no means of locating the bandits and completing their mission **GO TO Conclusion B (page 22).**

ENCOUNTER 10 – CONFRONTATION

As the heroes approach the location given by the dryad, call for *Perception* checks *DC 12*. Those who succeed will hear the sounds of conversation and laughter about 100 feet ahead. The bandits are sitting in a clearing that is 40 feet in diameter, thus the tree cover goes 60 feet ahead of the heroes, with the next 40 feet clear. Draw a map and position the bandits as you wish around the center of the clearing (where there is a campfire).

The heroes will have to use stealth to get any closer (Stealth checks, DC = 10 + ATL). If they

can get up to the edge of the clearing, they can see that the bandits bear a heraldic standard on their clothes. *Knowledge* (history or nobility) *DC 12* will reveal that the emblem is D'Garran.

Blaze will still be a bit woozy from her charming and period of captivity, and will hide in some nearby foliage to aid the PCs if they need ranged fire support. She will do this only if it appears the party needs her aid – this is their fight, after all.

ATL 1

⚔ D'Garran Bandits Fighter 1 (4)

LE Medium humanoid (human)

Init +2; **Senses** nil; Perception +3

AC 18, touch 12, flat-footed 16; (+6 armor, +2 Dex)

hp 16 (1d10+6)

Fort +4, **Ref** +2, **Will** +3

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 20 ft.

Melee longsword +4 (1d8+3/19-20)

Full Atk longsword +4 (1d8+3/19-20)

Ranged light crossbow +3 (1d8/19-20)

Ranged light crossbow +3 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 16

Feats Alertness, Iron Will, Toughness

Skills Intimidate +1, Perception +3, Sense Motive +3, Survival +2

Languages Common

SQ nil

Gear chainmail, longsword, light crossbow, crossbow bolts (20)

Special Abilities nil

⚔ D'Garran Bandit Wizard 3

LE Medium humanoid (human)

Init +2; **Senses** nil; Perception +3

AC 17, touch 17, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)

hp 22 (3d6+6)

Fort +2, **Ref** +3, **Will** +4

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil

Spd 30 ft.

Melee dagger +3 (1d4+1/19-20)

Full Atk dagger +3 (1d4+1/19-20)

Ranged light crossbow +3 (1d8/19-20)

Full Atk light crossbow +3 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *daze*, *detect magic*, *ray of frost*; 1st-level *color spray*, *magic missile*, *sleep*; 2nd-level *blur*, *flaming sphere*; **DC** 13+ spell level

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

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Casting, Dodge, Scribe Scroll, Weapon Finesse

Skills Diplomacy +2, Fly +7, Heal +3, Knowledge (arcane) +8, Knowledge (geography) +7, Perception +3, Sense Motive +2, Spellcraft +9

Languages Common, Draconic, Infernal, Orc

SQ nil

Gear dagger, light crossbow, bolts (20), *potion of mage armor*

Special Abilities nil

ATL 3

\ D'Garran Bandits Fighter 3 (6)

LE Medium humanoid (human)

Init +6; **Senses** nil; Perception +5

AC 19, touch 13, flat-footed 16; (+6 armor, +2 Dex, +1 dodge)

hp 42 (3d10+6)

Fort +5, **Ref** +3, **Will** +4 (+5 vs fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +6 (1d8+3/19-20)

Full Atk longsword +6 (1d8+3/19-20)

Ranged light crossbow +5 (1d8/19-20)

Ranged light crossbow +5 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks nil

Spell-Like Abilities nil

Spells Known nil

Str 16, **Dex** 14, **Con** 15, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Alertness, Dodge, Improved Initiative, Iron Will, Toughness

Skills Intimidate +1, Perception +5, Sense Motive +4, Survival +2

Languages Common

SQ nil

Gear chainmail, longsword, light crossbow, crossbow bolts (20)

Special Abilities nil

\ D'Garran Bandit Wizard 5

LE Medium humanoid (human)

Init +2; **Senses** nil; Perception +5

AC 17, touch 17, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)

hp 34 (5d6+10)

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

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee dagger +4 (1d4+3/19-20)

Full Atk dagger +4 (1d4+3/19-20)

Ranged light crossbow +4 (1d8/19-20)

Full Atk light crossbow +4 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks arcane strike

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *daze*, *detect magic*, *ray of frost*; 1st-level *color spray*, *magic missile*, *obscuring mist*, *sleep*; 2nd-level *blur*, *flaming*

sphere, *hideous laughter*; 3rd-level *fireball*, *fly*;
DC 14+ spell level

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

Base Atk +2; **CMB** +3; **CMD** 15

Feats Arcane Strike, Combat Casting, Dodge, Scribe Scroll, Spell Mastery, Weapon Finesse

Skills Diplomacy +3, Fly +9, Heal +4, Knowledge (arcane) +11, Knowledge (geography) +9, Perception +5, Sense Motive +3, Spellcraft +12

Languages Common, Draconic, Infernal, Orc

SQ nil

Gear dagger, light crossbow, bolts (20), *potion of mage armor*

Special Abilities nil

ATL 5

\ D'Garran Bandits Fighter 6 (6)

LE Medium humanoid (human)

Init +6; **Senses** nil; Perception +7

AC 19, touch 13, flat-footed 16; (+6 armor, +2 Dex, +1 dodge)

hp 75 (6d10+18)

Fort +7, **Ref** +4, **Will** +5 (+7 vs fear)

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee longsword +10 (1d8+4/19-20)

Full Atk longsword +10/+5 (1d8+4/19-20)

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

Ranged light crossbow +8/+3 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks weapon training (heavy blades)

Spell-Like Abilities nil

Spells Known nil

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

Base Atk +6/+1; **CMB** +9; **CMD** 21

Feats Alertness, Combat Reflexes, Disruptive, Dodge, Improved Initiative, Iron Will, Step Up, Toughness

Skills Intimidate +2, Perception +7, Sense Motive +6, Survival +3

Languages Common

SQ nil

Gear chainmail, longsword, light crossbow, crossbow bolts (20)

Special Abilities nil

\ D'Garran Bandit Wizard 7

LE Medium humanoid (human)

Init +6; **Senses** nil; Perception +6

AC 17, touch 17, flat-footed 14; (+4 armor, +2 Dex, +1 dodge)

hp 44 (7d6+12)

Fort +3, **Ref** +4, **Will** +6

Defense Abilities nil; **DR** nil; **Immune** nil; **SR** nil
Spd 30 ft.

Melee dagger +5 (1d4+3/19-20)

Full Atk dagger +5 (1d4+3/19-20)

Ranged light crossbow +5 (1d8/19-20)

Full Atk light crossbow +5 (1d8/19-20)

Space 5 ft.; **Reach** 5 ft.

Special Attacks arcane strike

Spell-Like Abilities nil

Spells Known 0-level *bleed*, *daze*, *detect magic*, *ray of frost*; 1st-level *color spray*, *magic missile*,

obscuring mist, *sleep*, *true strike*; 2nd-level *blur*, *flaming sphere*, *hideous laughter*, *scorching ray*; 3rd-level *fireball*, *fly*, *haste*; 4th-level *lesser globe of invulnerability*; **DC** 14+ spell level

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Arcane Strike, Combat Casting, Dodge, Improved Initiative, Scribe Scroll, Spell Mastery, Weapon Finesse

Skills Diplomacy +5, Fly +11, Heal +6, Knowledge (arcane) +13, Knowledge (geography) +9, Perception +6, Sense Motive +4, Spellcraft +14

Languages Common, Draconic, Infernal, Orc

SQ nil

Gear dagger, light crossbow, bolts (20), *potion of mage armor*

Special Abilities nil

If the heroes are no match for the D'Garrans (a weak party for example) *and* the PCs got a favorable reaction from the pixies, the annoying fey show up here to even the odds and put some of the D'Garrans to sleep.

The captured D'Garrans (if any) can reveal the destinations of some of their fellows. Relaying this information to the Diamond Legion will foil three future bandit attacks and net more prisoners. An *Intimidate* check DC 10 will get this information. A successful DC 15 or higher will also get the rumor that the three leaders of the Broken Triad are related to a high-ranking member of one of the great noble Houses of Amthydor.

This will give the players something to mull over until the second module in the series...

- If the PCs are victorious against the D'Garrans **GO TO Conclusion A (page 22).**
- If the PCs have somehow failed to defeat the D'Garrans **GO TO Conclusion B (page 22).**

CONCLUSION A

With this current string of bandit raids thwarted, caravans are once again free to travel across the Protectorate in relative safety, and your purse is richer for the merchants' gratitude.

If the PCs questioned any D'Garran survivors, present the following –

Your prisoners cannot tell you what you most want to know – who is ultimately behind the raids and where they can be found. What they can tell you is that the trio of unholy siblings that the merchants have labeled the 'Broken Triad' have a special interest in Amthydor, and in the bastard child of a prominent family. Only time will reveal the reason.

THUS ENDS "MERCHANTS"

TIME UNIT COST: 5 TU

CONCLUSION B

The raids on merchant caravans across the Protectorate continue, and to make matters worse, the identities of the so-called 'Broken Triad' remain a complete mystery.

THUS ENDS "MERCHANTS"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

| | ATL 1 | ATL 3 | ATL 5 | ATL 7 |
|----------------------------|------------|------------|-------------|-------------|
| Module Experience | 600 | 850 | 1200 | 1800 |
| | | | | |
| Roleplaying XP Bonus | 50 | 50 | 100 | 100 |
| | | | | |
| Maximum Possible XP | 650 | 900 | 1300 | 1900 |

Experience earned is based on the Average Table Level (ATL), and no PC received experience greater than the ATL at which the adventure was run. However, the maximum experience a specific PC can earn is also limited to the next higher ATL above his “personal ATL” level (his character level rounded up to the nearest odd number). For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, but a 6th level PC (personal ATL 7) would earn XP based on ATL 9. With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

TREASURE SUMMARY

Treasure earned (other than gold) is based on the PC's level, not the Average Table Level (ATL) at which the PC played or received experience. For example: a 3rd level PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of treasure the 3rd level PC can earn would be based on ATL 3, and a 6th level PC would earn treasure based on ATL 7. With such a disparaging range of magic available, this is the only way to make sure that low-level PCs don't become too powerful too quickly so as not to overpower a table of their peers.

If it's not on this list, the PCs cannot keep it.

Encounter 1

- **Mundane equipment (total sale value)**
All ATLS 37 gp per fighter plus 10 gp wizard
- **10 gp coin** per defeated attacker

Encounter 2

- **50 gp per PC payment** from Lars Foehammer
- **Runic Dagger**, 1 available (Value: 2,304 gp, Caster Level 1st, Tradable: Yes, Rarity: Rare, Legality: Legal). This dagger was inscribed with runes of power by the dwarven weapons

merchant Lars Foehammer. One per day, the rune inscribed on the hilt may be touched to activate the rune spell *magic weapon* at 5th casting level, granting the weapon a +1 magical bonus to hit and damage for 5 minutes. When this power is in effect the blade is considered a *blessed* weapon. Activating the blade is a free action as long as the hilt is held firmly in hand. There are 12 more empty spots on the dagger hilt where runes might be placed, but only Lars Foehammer possesses the knowledge to inscribe these special runes.

Encounter 4

- **50 gp per PC payment**, for attempting the mission, from either the Diamond Legion or the Fraternity of Venturers (not both). **Note:** Sneaky PCs might try to collect from both groups. If the PCs accepted the offer from both organizations, they still only get paid once. Amthydorans keep excellent records and communicate frequently.
- **Additional 50 gp per PC payment** for succeeding at the mission (Conclusion A). **Note:** Sneaky PCs might try to collect from both groups. If the PCs accepted the offer from both organizations, they still only get paid once. Amthydorans keep excellent records and communicate frequently.

Encounter 8

- **Dust of Invisibility** If a PC qualified, he or she finds one dose of *dust of invisibility* in their pouch or pocket (Value: 300 gp, Caster Level: 3rd, Tradable: Yes, Rarity: Uncommon). It must be sprinkled on the target to be effective, otherwise works as a *potion of invisibility*.

Encounter 9

- **+1 shawl of protection** (Necklace/amulet slot, Value: 1,000 gp, Caster Level: 5th, Tradable: Yes, Rarity: Uncommon). This finely woven shawl was obtained from the dryad Heloise, and confers a +1 deflection bonus to the wearer's AC.

Encounter 10

- **Mundane equipment (total sale value)**
All ATLS 76 gp per fighter plus 19 gp wizard
- **Potion of Cure Light Wounds** (Value: 50 gp, Caster Level: 1st, Tradable: Yes, Rarity: Common).
- **Scroll of Sleep** (Value: 25 gp, Caster Level: 1st, Tradable: Yes, Rarity: Common).
- **Scroll of Shield** (Value: 25 gp, Caster Level: 1st, Tradable: Yes, Rarity: Common).

Miscellaneous

- **Debt to Heloise** (Value: Special, Caster Level: N/A, Tradable: No, Rarity: N/A): The above named PC was unable to complete a task for the dryad Heloise, and as a result owes her a debt that will be claimed in a future Legends of the Shining Jewel module.
- **Enmity of the Darkwood Fey** (Value: None, Caster Level: N/A, Tradable: No, Rarity: N/A): The above named PC either threatened or attacked one of the fey creatures of the Darkwood Forest. The fey spread rumors and memories run long in the Darkwood. At some time in the future, there will be an accounting for this offense.
- **Gratitude of Blaze** (Value: None, Caster Level: N/A, Tradable: No, Rarity: N/A): The adventurer named above has earned the favor of the Amthydorian ranger known as Blaze. If encountered in the future she may be able to offer aid or assistance. She will certainly be favorably inclined towards the PC.
- **Memory Loss** (Value: None, Caster Level: N/A, Tradable: No, Rarity: N/A): The PC named above has no memory of his/her personal history. All class skills and abilities are unaffected. The PC knows his/her own name only because fellow adventurers told him/her what it is. The PC can only regain the lost memories through magical means in a future scenario.

PLAYER'S HANDOUT #1

Pass out the checklist and have the players check the events in which his/her PC had participated.
 Collected the filled out forms and tabulate them on **GM PLAY AID #1**.

| | |
|--|--|
| PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" | PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" |
| PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" | PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" |
| PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" | PC Name _____ Player Name _____ <input type="checkbox"/> LSJ03 "Nobles" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ21 "Grimm Evidence" <input type="checkbox"/> LSJ22 "To Wake the Soul" <input type="checkbox"/> LSJ54 "Wind's Inheritance" |

PLAYER'S HANDOUT #2

World Information – The Eternal Empire of Sacred D'Gar

Common knowledge regarding the nation of D'Gar, available with a *DC10 Knowledge (geography or local)* skill check.

Ruler: Emperor Hamid D'Gar

Government: Theocracy

Capital: Felshariz

Resources: Fertile but poorly managed farmland, some small mines. Most goods are obtained via trade or simply taking what they need.

Population: 78,000 (Humans 86%, dwarves 7%, half-elves 2%, halflings 2%, gnomes 2%) The majority of the population is distributed among five over-crowded, filthy cities separated by large, poorly run 'state' farms.

Alignment: LE, NE

Language: Common, Orc

Deities: Suulthah

Description: Founded in 15621 ER by the great-grandfather of the current ruler, this land was originally "The Sacred Kingdom of D'Gar;" and the founding king claimed to rule by virtue of a contract forged with his evil patron. The nation has a repressive hierarchical government with the "Emperor" at the top, followed by a class of "Lawyer/Priests" who interpret and enforce his dictates. Below them is the extensive army with mandatory military service for all fit males and optional service for females.

Slavery is common practice, with the number of slaves approximately equal to the number of citizens.

The current ruler has only been in power for fifteen years; three months after claiming the throne, he "upgraded" his title to Emperor.

The people of D'Gar tend to have pale skin, dark hair and eyes, and be slightly shorter and stockier than average humans.

Felshariz: (Large City, 18,500, equally divided between citizens and slaves)

GM PLAY AID #1

Tabulate the information from the forms that were collected from the players.

| | |
|------------------|-------------------|
| PC Name #1 _____ | Player Name _____ |
| PC Name #2 _____ | Player Name _____ |
| PC Name #3 _____ | Player Name _____ |
| PC Name #4 _____ | Player Name _____ |
| PC Name #5 _____ | Player Name _____ |
| PC Name #6 _____ | Player Name _____ |

| | PC #1 | PC #2 | PC #3 | PC #4 | PC #5 | PC #6 |
|-----------------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|
| <i>LSJ03 "Nobles"</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <i>LSJ18 "Dire Consequences"</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <i>LSJ21 "Grimm Evidence"</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <i>LSJ22 "To Wake the Soul"</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| <i>LSJ54 "Wind's Inheritance"</i> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

NPCs have a flat **Knowledge (local) DC 15** check to recognize any of the PCs. If a PC had participated in one of the above events in which the NPC was present, the check becomes **DC 10**. All other NPCs have not yet appeared in a module and would not be able to have an adjustment to their recognition.

| | |
|---------------------------------------|-------------------------|
| Blaze | - (LSJ18, LSJ54) |
| Kaintur, Prescin, & Faldun | - (LSJ03, LSJ21, LSJ22) |

GM PLAY AID #2

DM Map: Encounter 1



GM PLAY AID #3

World Information – The Nation of D'Gar

Proper Name: Eternal Empire of Sacred D'Gar

Nickname: D'Gar

Ruler: Emperor Hamid D'Gar

Government: Theocracy

Approximate size: Small kingdom

Capital: Felshariz (Large City, Population 18,500, equally divided between citizens and slaves)

Resources: Fertile but poorly managed farmland, some small mines. Most resources are obtained via trade or simply taking what they need.

Population: 78,000 (Humans 86%, dwarves 7%, half-elves 2%, halflings 2%, gnomes 2%) The majority of the population is distributed among five over-crowded, filthy cities separated by large, poorly run 'state' farms.

Distance from Amthydor: Approximately 600 miles, on the west side of the Delambir Mountain range.

Policy Alignment: Evil – though most of the inhabitants are human, the State Religion worships Suulthah, generally referred to as "The Infernal Father."

Law Alignment: Lawful, extremely so.

Attitude towards Amthydor: Publicly allied against common enemy, privately wants to conquer every land for the Infernal Father.

Cultural type: Repressive hierarchical government with the "Emperor" at the top, followed by a class of "Lawyer/Priests" who interpret and enforce his dictates. Below them is the extensive army with mandatory military service for all fit males and optional service for females.

Slavery is common practice, with the number of slaves approximately equal to the number of citizens.

Slight history: Founded in 15621 by the great grandfather of the current ruler, this land was originally "The Sacred Kingdom of D'Gar;" and the founding king claimed to rule by virtue of a contract forged with his evil patron. The current ruler has only been in power for fifteen years; three months after claiming the throne, he "upgraded" his title to Emperor.

The people of D'Gar tend to have pale skin, dark hair and eyes, and be slightly shorter and stockier than average humans.

CRITICAL EVENT SUMMARY: MERCHANTS

Convention: _____ Date: _____

1. What was Rafe Nimblefoot's status at the end of the module? (Circle all that apply)

Dead Injured Friendly Unfriendly

2. How did the heroes treat Rafe Nimblefoot? (Circle whichever applies)

Refused to take him Hostile Attacked him Killed him
Accepted him Befriended him

3. What was Blaze's status at the end of the module?

Captured and charmed Freed by the PCs Dead

4. What was Heloise's status at the end of the module? Alive Dead

5. How did the heroes deal with the pixies?

Entertained them Attacked them Killed one or more

6. Did the heroes get the shawl back from Heloise after she hid in her tree? Yes No

7. Did the heroes defeat the D'Garrans? Yes No

If the answer is "No" is it because the table ran out of time to finish the scenario? Yes No

8. Did the heroes discover the link between the Broken Triad and the noble of Amthydor?

Yes No

9. List on the back of this sheet the real names and PC names of anyone who earned either a Debt to Heloise, Enmity of the Darkwood Fey, or Memory Loss.

10. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to lsj-modsummary@theshiningjewel.com.

Please send completed form to:
Eric V. Clark, 300 Indiana Ave,
Pendleton, IN 46064, or email
to
lsj-roster@theshiningjewel.com.



ROSTER OF HEROES: MERCHANTS

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____

Special items or comments: _____
 Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):
 Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

All potions and scrolls available for purchase are at minimum caster level.

| Available Potions / Scrolls | Scroll Price A / D | Potion Price |
|---|--------------------|--------------|
| <i>Cure light wounds</i> (potion) | 50 / 25 | 50 |
| <i>Endure elements</i> (potion) | NA / 25 | 50 |
| <i>Mage armor</i> (potion) | NA / NA | 50 |
| <i>Magic fang</i> (potion) | NA / 25 | 50 |
| <i>Magic weapon</i> (oil) | NA / 25 | 50 |
| <i>Protection from XX*</i> (potion) | NA / 25 | 50 |
| <i>Remove fear</i> (potion) | NA / 25 | 50 |
| <i>Bless weapon</i> (oil) | NA / 100 | 100 |
| <i>Silversheen</i> (oil) | NA | 250 |
| <i>Aid</i> (potion) | NA | 300 |
| <i>Cure moderate wounds</i> (potion) | 200 / 150 | 300 |
| <i>Darkvision</i> (potion) | NA / 375 | 300 |
| <i>Delay poison</i> (potion) | 200 / 150 | 300 |
| <i>Lesser restoration</i> (potion) | NA / 150 | 300 |
| <i>Remove paralysis</i> (potion) | NA / 150 | 300 |
| <i>Resist energy 10**</i> (potion) | NA / 150 | 300 |
| <i>Cure serious wounds</i> (potion) | 525 / 375 | 750 |
| <i>Magic circle against XX*</i> (potion) | NA / 375 | 750 |
| <i>Neutralize poison</i> (potion) | 1000 / 375 | 750 |
| <i>Remove blindness/deafness</i> (potion) | NA / 375 | 750 |
| <i>Remove curse</i> (potion) | NA / 375 | 750 |
| <i>Remove disease</i> (potion) | NA / 375 | 750 |
| <i>Water breathing</i> (potion) | NA / 375 | 750 |
| <i>Dispel Magic</i> (scroll)*** | NA / 375 | NA |
| <i>Hold Person</i> (scroll)*** | NA / 150 | NA |
| <i>Breath of Life</i> (scroll)**** | NA / 1125 | NA |
| <i>Raise Dead</i> (scroll)**** | NA / 6125 | NA |
| | | |
| | | |

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

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