



# Temples

(Sleeping With the Enemy - Part 2)

By Jay Fisher

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

With the construction of the new Temple of Lucor almost completed, there has been a rash of thefts from just about every temple in the Temple District . . . save Lucor. While no one has outright accused them of the thefts, whispers speak louder than words. Are they responsible for the problems in the district or is there something else going on? For heroes of levels 1-5. *(Note: It is strongly recommended that this event be played after "Merchants" and before playing "Nobles.")*

*(Updated January 2012)*

**WWW.THESHININGJEWEL.COM**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.



## **CREDITS**

Author . . . . . Jay Fisher  
Editor(s) . . . . . Nancy Lee Clark  
Plots Coordinator . . . . . David Samuels  
[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)

## **LEGAL TEXT**

PATHFINDER is a registered trademark of PAIZO PUBLISHING, LLC, and the PATHFINDER ROLEPLAYING GAME and the PATHFINDER ROLEPLAYING GAME COMPATIBILITY LOGO are trademarks of PAIZO PUBLISHING, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2004, 2012 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

## **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.

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**

"Temples" is Part 2 of the *Sleeping With the Enemy* series. It is best to play in Part 1 (**LSJ01 "Merchants"**) and prior to playing this module 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 147 of the *LSJ Campaign Guide v1.5*.

## ADVENTURE BACKGROUND

What Came Before – In the first part of the “Sleeping With the Enemy” series, “*Merchants*,” the PCs learned of the involvement of the Broken Triad and the D’Garran in a series of bandit raids in the area around Amthydor. They also learned that “the three leaders of the Broken Triad are related to a high-ranking member of a noble house of Amthydor.” The PCs may determine that this might be a reference to a Noble House or some other high-ranking official. If the DM has players at the table that played “Merchants” previously she should remind them of this information. If you have a player who has not yet played “Merchants” then they will have heard this information through the rumor mill before the adventure begins.

**Introduction – The Hall of Venturers**-Trouble is brewing in the Temple District. With the construction of the new Temple of Lucor completed, there has been a rash of thefts from many of the temples within the Temple District, except the Temple of Lucor. While no one has outright accused the temple or its clergy, whispers speak louder than words. It will be up to the PCs to determine the truth of the matter and report back to the Diamond Legion.

**Encounter 1 – The Temple of Lucor.** They are just as concerned as the Legion and wish the matter be concluded as swiftly as possible.

**Encounter 2 – The Other Temples.** The PCs will learn of the various items that were taken from the different temples. Most of the items taken were components for divination rituals.

**Encounter 3 – The Riot Act.** This encounter should be inserted sometime during the investigation of the temples. Hidden D’Garran try to disrupt the harmony of the Temple District by attempting to incite a riot upon the Temple of Lucor. If the PCs ask the right questions of the instigators they can discover that the shrine of Dymora is the next target.

**Encounter 4 – The Trap is Set.** Not knowing when the D’Garran might strike next, the PCs may wish to set a trap and lure them to a place of their own choosing. The Shrine of Dymora is willing to

help out, but for a price (there’s always a price with them!). But at least this way they would be proactive instead of being reactive.

**Encounter 5 – Red-Handed!** If the PCs don’t suggest setting a trap for the D’Garrans in Encounter 4, the robbery at the Temple of Dymora will take place anyhow. If the PCs react swiftly enough, they can catch the culprits in the act

**Epilogue 1 – Discovery.** When the PCs recover the missing component or provide some of their own, the Noble Borns will be able to complete their ritual. It will be discovered that “The noble line of House Grimm has been broken very recently. The child of recent birth does not contain the blood of nobility and the entire family has been deceived.”

**Epilogue 2 – Discovery.** If the PCs were unable to recover the stolen components, then the Legion will inform the PCs the results of their own investigations (that one of the upper echelon Noble Houses has been compromised and they have a mole in their midst.) If the PCs turn over the D’Garrans to be arrested, then the Legion will have more resources to get the truth out of them. It will then be determined that the noble house in question is House Grimm and that the Three are actually searching for their lost brother.

## INTRODUCTION-THE HALL OF VENTURERS

Appendix 1 provides the information regarding the The Eternal Empire of Sacred D’Gar

*It appears you are in luck...you received a message at your home just a short time ago, from none other than Melton Dadderhoff, the director of the Fraternity of Venturers. He asked you to stop by as he has an assignment that seems fitting for you!*

*It is mid-afternoon and the day is slightly overcast. The balmy weather makes you perspire as you make your way towards the Hall of Venturers. If it would only rain and simply refresh the city now, rather than making you wait for the inevitable. But then, it will take more than*

*just a simple rain to refresh this city, especially after recent events.*

*Moving inside the Hall, you find that the climate is, thankfully, much cooler. You see both adventurers and Fraternity members milling about as you cross the grand foyer to the reception desk. As compared to most mornings, the traffic this mid-afternoon is considerably light.*

Pause and ask if the players would like to do anything before going to the receptionist. If the PCs elect to do a bit of eavesdropping prior to entering Melton's office (**Diplomacy** or **Perception (listen)** DC 15), they will learn the following:

A number of robberies have been taking place in and around the Temple District. Most temples have made complaints, except for the Temple of Lucor. So far, the robberies have only been concentrated in that district. The Diamond Legion is on the case, but their resources are, as usual, extremely limited at present.

*A woman in her late thirties greets you at the reception desk. "Greetings," she says, "I am Dorinda. Might I ask your business with the Fraternity?"*

At this point, you may wish to roll a Recognition check for each PC (her Intelligence modifier is +3 for the check) to see if she knows them on sight. If not, she will ask their names and the nature of their business. Either way, continue as follows:

*The receptionist nods. "Mr. Dadderhoff has been expecting you. Please go right in." Dorinda gestures to the small hallway to the left of her desk. At the end of the hall, you see a door that is halfway open. As you approach, you hear a discussion taking place between a man and a woman.*

PCs can attempt a **Knowledge (local)** or **Knowledge (religion)** DC 12 (Clerics of Emerys have a +5 circumstance bonus to this.) to see if they recognize Lilyra, the high

priestess of Emerys. She will be momentarily surprised at the PC's presence, but will get over it quickly. She will nod in the PC's direction and quickly leave the building. She will not speak to them, but will respectfully bow if any of her clergy are present.

*As the woman leaves without acknowledging you in any way, Melton Dadderhoff looks very tired and motions you inside. "Yes, please come in. You are just in time." He says as he sits back down in his chair. "Please excuse me. It has been a long day." He takes a sip from his mug that says 'Best Daddy in Amthydor' on the side.*

*"As I said, you are just in time. Early enough to be the first up for this assignment and late enough to miss the reaming I just received." He chuckles for a moment at that thought. "Well, the High Priestess of Emerys doesn't 'ream' anyone, but she can sure dress one down when she wants to."*

*"Anyway, I don't know if you are aware that there are a number of crimes happening that are specifically being targeted against the temples and shrines in the Temple District. As for their purpose, that still remains a mystery. But it is causing a lot of unrest and there is much gossip going around as to where the blame may lie. While only a few of the temples have actually been robbed, many are jumping on the idea that the temple of Lucor might be behind it all."*

*"It will be your job to determine exactly who is responsible for all the thefts. If it is the temple of Lucor, bring back evidence to support your accusation. If it is not, then find out who is responsible."*

*"My suggestion: Go to the Temple of Lucor first. This way you can get their version of what is happening without anyone else's view clouding your judgment."*

**How much?:**

*"Each of you will receive 100 gold as base pay and for each criminal turned into custody, a reward of an additional 100 gold will be given. Only 50 gold if they are turned in dead."*



PCs may wish to use their **Diplomacy DC 18 + ATL** to try and get a better deal. If they succeed, Melton will offer 75 gp for dead and 150 gp for alive. If the check fails, then the above is his final offer.

Before the PCs leave, Melton speaks again, somewhat uncomfortably:

*Melton appears rather uncomfortable, as he continues, "I mention this now only because it is bound to come out later. Those of you who are native to our city probably know this already, but...well, High Priest Arbill Crythien has had...problems in the past. I imagine that is the source of these suspicions."*

*"You see, for reason be his own, Lucor went unheard from for a long period of time. And then when he returned, he ordered all of his temples to be sold throughout all of Raia. Well, such an idea was considered appalling to Crythien and he ... well, there's no delicate way to put this, he went mad. He had to be cared for in a sanitarium for the next decade. Apparently, he was unable to cope with the betrayal of the deity to whom he had dedicated so much of his life. But apparently, it wasn't Lucor that made such orders. It was Illudra playing a practical joke in Lucor's absence. Upon Lucor's official return, Crythien made a full recovery and has since resumed his duties without any cause for complaint. However, memories run long and I suppose there are those who would hold his past medical problems against him. Sadly, it is easy to see why he comes under some suspicion."*

*He nods a good-bye. "Good luck and may the gods go with you," he says as he picks up a stack of papers and buries himself in his work.*

As the PCs leave the Hall of Venturers and head towards the Temple District, this would be a good opportunity to make introductions and describe themselves if they aren't already known to one another.

- If the PCs want to head to the Temple of Lucor **GO TO Encounter 1 (page 5).**
- If the PCs want to head to another temple, **GO TO Encounter 2 (page 20).**

## **ENCOUNTER 1 – THE TEMPLE OF LUCOR**

The PCs will most likely start their investigation with this temple first to get their side of the story, but if they don't it will not derail the module. The Lucorites are just as concerned as the Legion and wish the matter be concluded as swiftly as possible. They have no idea what items were stolen from the other temples. Perhaps if the PCs can determine what was stolen, they could get an idea on whom or what is behind the robberies.

*The Golden Pavilion is an impressive sight. The grand marble columns reach at least sixty feet tall and the intricate architecture rivals even the oldest standing temples. The priests of Lucor spared no expense in the temple's construction. You can tell that a specific message is being conveyed here . . . Lucor is back! And back in a BIG way!*

*The inside of the temple is even more impressive. Imported dark mahogany adorns the floors and gold-leaf frames the pictures upon the walls depicting important events of Lucor's life and godhood.*

*Your footfalls echo through the halls and a young acolyte approaches you from a nearby antechamber. "Greetings! My name is Hugh Dahls. How can I be of service to you today?"*

Hugh is a new acolyte to the order. He's been in Lucor's service for several months now since the beginning of the construction of the temple. The PCs will undoubtedly question Hugh about the crimes within the district. He is aware of them, yes, but doesn't have any real information about any of the incidents. He is more than willing to escort the PCs to Arbill Crythien, the High Priest of Lucor, so that they may question him.

*The acolyte escorts you through the grand halls. Deeper within the temple you see that there are still areas under construction – apparently the troubles of the last year have delayed the expected*

completion of the new temple. However, the High Priests' chambers are done. The huge oak double doors are propped open. The lavish interior almost takes your breath away. A thief would be in paradise for all the goodies that could be taken and sold for high prices, but he probably wouldn't know where to begin. Arbill Crythien works busily behind his desk. Hugh clears his throat as the group enters the chamber. "Excuse me, High Priest Crythien? These people would like to speak to you about the rash of robberies that have been happening of late."

The thin man looks up from his desk. The creases in his face show definite signs of age, but not all of them were caused through the passage of time. Laugh lines are indeed evident around his eyes and mouth. He is slightly balding and his clothes hang loosely upon his body. Undil closes what appears to be a ledger as he stands up from his chair. He offers his hand to shake as he comes from around the desk. "Good day, gentlemen (and ladies). I am Arbill Crythien and I am glad to make your acquaintance. Perhaps now with someone on the case, we can get to the bottom of things and find out who is really behind all this mess!"

**When did the crimes begin?:**

"Oh, maybe about two weeks ago. I am not quite sure. In the beginning, investigations were usually kept quiet. But the increasing number of crimes in a specific location has caused a lot of concern and alarm among those in the Temple District, so word is now spreading."

**Who was the first to be robbed?:**

"That would probably be the Temple of Emerys. Then it was the Shrine of Hyperion, the shrine of Destine and the Temple of Glissande. As for what was taken, I don't know. Working on getting this temple completed is an all-day operation. If you would like more specific information on that subject, you will have to go to the crime scenes. I do know that the Temple of Hyperion was particularly upset. Apparently they were about to do something very important prior to the robbery."

**Why are the other temples and shrines blaming you?:**

"Oh, I don't know! Perhaps whoever is behind all this knows of our financial difficulties in keeping the construction and final completion of the temple on track? This is common knowledge. Now if there were monies stolen, that might very well plant the seed of suspicion that it was us. But I assure you that it wasn't. No member of my clergy would even think to take a single piece of gold that wasn't rightfully earned. That would be sacrilege! And I challenge you to find such a person."

**May we see your ledger?:**

"Certainly, I have nothing to hide." He reaches in his desk and pulls out a large book and hands it to you. The ledger itself contains all the financial information that the church has been involved with since the return of Lucor. Every "i" is dotted, "t" is crossed, and every cent is accounted for. The ledger also forecasts monetary needs based on spending projections. Indeed, the church has some hard roads ahead of itself if they don't come up with some currency and real soon.

**Do you have any suspects? Who do you think is behind this?:**

"I'm sure I have no idea who would defile a temple or shrine like this."

**Why do you think someone is doing this?:**

Arbill Crythien ponders a moment. "Well, let's think about this a moment now. I'm no expert on the matter. My forte is numbers after all. But based on the temples that have been hit so far I'd probably think that someone is trying to prevent someone from learning something. Something very important I imagine. After all, what would the shrine of Hyperion have in common with the shrines and temples of Destine, Glissande, and Emerys? Nothing obvious, of course. But the latter three are known for their ability to scry or divine knowledge in general. Now Hyperion, on the other hand, specializes in nobility. Perhaps there is someone trying to keep certain knowledge

*away from the nobles, or a specific noble, or from the proper authorities. Does this help?”*

When the questioning is complete, continue here:

*High Priest Crythien rises from his desk, “Thank you for your assistance in this matter. A quick resolution is in everyone’s best interest. Oh, and please feel free to contribute to the offering box near the doors. Any donations to help complete the temple would be greatly appreciated. May Lucor bless your endeavors.”*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2A – THE HOUSE OF JUDGMENT**

*The House of Judgment is among the most ancient and ornate temples of Peliron in all the world. However, it has not always been so magnificent. When it was first built, at which time the priesthood of Peliron was neither strong nor wealthy in this part of the world, the House of Judgment was cold and bare, composed of simple*

*granite blocks. Over the centuries the temple accumulated some of the great wealth and magic that flowed through Amthydor. Little by little, marble walls were erected over the old granite; gold leaf and jewels were added to the doors; friezes were carved over the arches and later enchanted to give them life and motion. Permanent illusions appeared in the alcoves and so, presently, the building stands as a haphazard collection of beauty and wonder and different wings of the structure are colored and aged differently. Even the parts of doors are done in different styles with different materials. Not a single inch of space, however, has been missed and everywhere there is beautiful ornamentation.*

*Upon reaching the main doors, you are lead to an office equally as splendid as the rest of the building. Behind the desk at the back edge of a carpet depicting the balanced scales of justice in silver sits a thin and patrician figure in ornate white and gold robes emblazoned with the same scales as the rug, except in gold.*

*He looks up from the papers in front of him and speaks in a deep, masterful voice, “I’m Jalinor, often called the Just. You are here about the robberies? How may I help?”*

☞ **Have you been robbed?:**

*“No, our temple has escaped that so far. It appears that only the smaller shrines and temples are being targeted.”*

☞ **Will you move against the Temple of Lucor?:**

*“Until there is sufficient proof, no actions will be taken against anyone, despite what others think should happen.”*

☞ **Who do you think is behind this?:**

*“That is a good question and one I don’t have an answer for. I’m really not sure. Until there is proof that anyone, including the Temple of Lucor, is behind this, I don’t plan to jump to any conclusions. Perhaps once you know what has been stolen and from whom you will be able to answer your own question.”*

When the PCs are done asking questions, continue here:

*“Once you have the proof against the perpetrators of these crimes, bring it back here, or to the proper authorities, and we will make sure justice is done. May Peliron send justice to you.”*

- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2B – THE TOWER OF VIGILANCE**

*The temple of Galvandt, known as the Tower of Vigilance, is located in the area in which Temple Row bends towards the Merchant District. Its stark gray stone walls bring a fortress to mind over that of a temple. The two story walls are manned on top by men armed with bows, keeping a vigilant watch over the area below. Two men wearing plate mail armor stand on either side of the large steel reinforced oaken doors. Crossing their glaives over the doorway, the one on the left challenges, “State your purpose.”*

Allow the PCs the opportunity to state why they are here. As long as they aren’t overly rude and don’t lie, the gate guards will allow entrance. Once this happens, continue here:

*After passing through the doors, a young blond-haired, blue-eyed male acolyte greets you, “Welcome to the Tower of Vigilance. I am Brother Jesten. If you will follow me, I will take you to meet with High Priestess Nactrune.” He does a smart, military pivot and leads you down stone walls more reminiscent of a fortress than a temple. Portcullises are set every ten feet or so, set to entrap anyone who enters that was not wanted. You end up in a a room different than anything else you’ve seen. Nothing about this temple so far has seemed "cushy," this room is rather plush and decadent. Perhaps this is where they leave the VIPs while they wait for whoever it is they wait for. The room has a number of lounge chairs and sofas. On the table there is an assortment of fruits and cheeses available for the taking. There are two decanters new a number of crystal glasses. Each decanter has a different wine, one red and one white. Both are exceptionally good. “Please wait here. High Priestess Nacturne will be here shortly. You are welcome to the refreshments.” He says and smartly turns and leaves.*

*After a few minutes, a brown haired woman with a strong military bearing in silvered plate mail enters the room. She repositions her bastard sword as she takes a goblet and fills it with wine. She sits down and looks you over. “I’m High Priestess Nacturne. How may I help you?”*

☞ **Have you been robbed?:**

*“No, our temple has not been robbed, nor will it be. It’s no wonder Emerys’ Temple was hit first, element of surprise and all that. It explains why some of the smaller shrines and temples are petitioning for my warriors to guard their places.*

☞ **Will you help them? Are you going to send your warriors?:**

*“I’m seriously thinking about it. Through the ever vigilance of Galvandt’s warriors, we would be able to stop this from continuing.”*



☛ **Will you move against the Temple of Lucor?:**

*“Has there been any proof against the Lucorites? Until there is, we won’t do anything.”*

☛ **Who do you think is behind this?:**

*“I have been thinking on that, but haven’t come to any conclusions that I would be willing to share. One part of being on guard is to not spread rumors that have no substance.”*

When the PCs are done asking questions, continue here:

*“Good luck on your quest. May Galvandt keep his ever watchful eye on you.” High Priestess Nactrune says to you as she motions for you to leave her presence.*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2C – THE LADY’S RADIANT HALL**

*As you get closer to the temple of Sorena, it seems like the goddess herself is smiling on you as a beam of sunlight breaks through and dances across the glass topped dome. You pass the Ardra side of the building that the two goddesses who bring life and light to Raia share. As you approach the Sorena side of the building, the sunburst design on the door is interrupted by what appears to be a group of adventurers leaving the temple.*

If asked, the adventurers know nothing about any robberies since they have just returned from a job and are just heading to their homes and personal lives.

*Entering the Sorena side of the temple, you are greeted by an older human woman of average height with graying brown hair wearing a blue robe with a golden sunburst across her chest. Her brown eyes hold a touch of her goddess’ gold along the edge and her smile brings warmth as she greets you, “Welcome to the Lady’s Radiant Hall, I’m Solindra. How may her Radiance’s shine on you?”*

Once the PCs explain why they are there, continue here:

*Solindra leads you through the vestibule to the center of the temple, a large circular room with a glass dome that lets the sun caress the extremely shiny golden disc in the floor. An altar is erected at the far end of the room with a sunburst made of a gold etched in the blue wall. Lining the walls are what appear to be signs explaining what the items displayed around the room. They are trophies from every corner of the world, armor from Daiguo, an elaborately carved staff from the Republic Magocracy of Caligar and a red stone the size of a small horse.*

*Solindra leads you through a door between an ornately carved marble shield from the Kingdom Harrek and a beautiful tapestry depicting Sorena*

*shining over a map of Raia from the Peacock Throne, Nadera.*

*You enter a room with a huge disk of honey gold oak on a blue carpet. Behind the desk sits a man of about six feet tall and a slight paunch with a few traces of gray tracking through his brown hair and goatee. His blue eyes sparkle above his equally blue robes with the sunburst insignia. He places a book mark in the book on his desk and closes it. "Welcome. I've been wondering when I would have adventurers here to ask about the temple robberies. Solindra, please bring in chairs for our guests. Oh, and tea would be good too. Thank you."*

*"I'm Aln Taeger. Please introduce yourselves. I don't believe I have met any of you."*

After introductions, continue:

*Several men and half elves in chain and leather armor bring chairs into his office while Solindra returns with a cart covered in cups, a tea pot, cookies and pastries. "Thank you for your help," he says to his helpers as they nod or bow before leaving. He pours tea for each of you and helps himself to several of the pastries and a handful of cookies as well as a cup of tea. "I'm sure you didn't come here to share a snack." He stirs his tea, "Please feel free to ask me anything." He chuckles, "About your mission of course. Some things are best kept to themselves." He smiles before munching on his cookie.*

☞ **Have you been robbed?:**

*"No, our temple has not been robbed. As many adventurers that come and go here, I highly doubt the thieves would be quite stupid to try anything like that here." He takes a bite of a honey covered pastry and washes it down with the tea.*

☞ **Where did all those things in the other room come from?:**

*"Those items are from everywhere that Sorena's blessing shines. Various cities, countries and adventurers have brought them here over the*

*years. It helps to remind us how far reaching Sorena's love touches."*

☞ **Who do you think is behind this?:**

*"That is a very good question. I have been pondering that and I really have no idea. Why would someone rob a temple or shrine and run the risk of bringing down the wrath of a god, or goddess, on them?"*

☞ **Will you move against the Temple of Lucor?:**

*"Why would we do a thing like that? Have you some proof that I haven't seen?"*

☞ **Who do you think is behind this?:**

*He finishes chewing his cookie using it as a time to collect his thoughts, "That is a very good question. I would be upset to think that Arbill and his followers would have anything to do with this. I'm hoping you find out it is someone that has no connections to any of the temples here. It would make things much easier to deal with in the end."*

When the PCs are done asking questions, continue here:

*He rises from his seat and walks around his desk and opens his office door, "May Sorena shine upon you as you work to solve this dilemma. The quicker this is resolved, one way or the other, the sooner we can return to life as normal." He calls out to the main chamber, "Solindra, please show these brave souls out."*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**

- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2D – THE MOONLIGHT PAVILION**

*The Moonlight Pavilion resides in the temple to the rear of the district. Its stone and wood construction is as black as its roof, though atop the building is a glass dome to see into the sky. During the night, pinpoints of light can be seen along the black temple walls, simulating the hot stars on the black ribbon of space. The dome is alight in white, a beacon for the moon to look down upon.*

*Upon entering, a tall, lanky man with thinning black hair and bright, alert black eyes greets you, “Welcome to the Moonlight Pavilion, the home of the worship of Meneon. I am Brother Nealon. I believe you are here to see Delenia Lunasole, High Priestess of our beloved goddess. Please follow me.”*

*Brother Nealon leads you through the temple, it is a collage of white and black that assaults your senses. There are four main chambers, each dedicated to a phase of the moon. The chamber directly after the entry foyer is The Hall of the New Moon. The room is completely black with the only light coming from candles placed all around. There are hallways leading out to the left and right, each going to its own Hall of the Half Moon. Here, the rooms are painted in shades of gray. Shadows are accentuated with large statues and other totems to Meneon. The final room, which also leads from the Hall of the New Moon, is the Hall of the Full Moon. This room is done up completely in white. Lights shine from every direction driving away all possible shadows. Looking to the ceiling you see*

*through the glass dome the day lit sky that must turn to night and grace this room.*

*In the center of the room stands a woman in white and silver robes with eyes like two beams of moonlight. She smiles benevolently at you and says, “I have been expecting you. I’m sorry we have nothing to tell you. We have no information on the robberies. Our adventuring brethren keep such things from our doorsteps. Please forgive my abruptness, but we are preparing for our nightly ritual and I have things I must do.” She turns her head heaven ward and a look of peace covers her as Brother Nealon leads you to the doors.*

*As you reach the doors, Brother Nealon stops and says, “I’m sorry for our priestess’ abruptness. She is quite intent on her preparations for tonight. We unfortunately do not have any information to share with you. I do wish you the blessings of Meneon on your quest.”*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2E – THE TEMPLE OF KALEK**

*The temple is the easternmost building in the rear (south) of the district. From the street, prior to reaching the gate that connects to the Castle District, there is a strange building to the southeast. It appears as if it'd be circular, but has several protrusions making the walls discontinuous.*

PCs with **Knowledge (engineering) DC 5** or those that worship Kalek will realize that the building is shaped like a gear. Continue below:

*Upon entering the temple, a young gnome covered in grease and grime looks up at you. “Good day! How are you today? Are you here to join in the worship of Kalek or are you here to work on a new project?”*

Once the PCs state why they are there, continue below:

*“Robberies, huh?” He looks around the building. “As far as I know, we haven’t done anything that would result in a robbery. Perhaps you should come with me and talk to Wonderer Querquetalanus “Querq” Krimpach, the second son of House Krimpach, he’s our head honcho. Come with me. Did you know these hallways are actually spokes, like on a giant cog? The whole building is one great big cog in the machinery of Amthydor. Pretty neat, huh?” He stops in front of the last workroom at the far end of the room. “He’s in there. I gotta get back to work. Knock once then go on in.” The gnome turns away from you, whistling, returning the way you came.*

*After you knock and enter, you see a large hole with what appears lava boiling in it. A gnome wearing a mask completely covering his face with eye slits covered by a clear substance is scooping some of the boiling lava out of the pool using a pot shaped vessel of the same clear substance and three foot long tongs. He takes the filled vessel, still using the tongs, and carefully pours the liquid into what appears to be some sort of mold. When the liquid finishes filling the mold, the*

*gnome dives to the ground and calls out, “Fire in the hole!”*

Allow the PCs to do whatever they deem appropriate at this point. If you want to, have them make Dexterity Checks or Reflex Saves. Make them a little scared then continue here:

*After a brief moment, the gnome stands up, brushes himself off and looks at you, “Well, that was fun. I’m Wonderer Querq Krimpach. Who are you?”*

Allow the PCs to introduce themselves and continue here:

*“Welcome to the Temple of Kalek. What can I do for you?”*

Allow the PCs to answer, then continue here:

*“I don’t know about any robberies. I haven’t had anyone here report anything. We work pretty much 24 hours a day, 7 days a week. It would be pretty dumb for someone to break in here. Sorry we can’t be of any help to you. Now, if you’ll excuse me, I have to get back to making my lunch.”*

### **🗨️ Lunch?:**

*“What did you think I was doing? Trying to make a new kind of metal or something? Silly adventurers. Be careful of the pit on your way out.” He turns back to his mold on his desk as you leave.*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**



- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2F – THE TEMPLE OF CYRENE**

*The Temple of Cyrene is located at the bend of Loyal Court, with the road continuing on towards the Temple of Galvandt. Cascades of water crash down into the grand, clear blue pond outside of the shrine. The archway leading in possesses no door with the floor ending about ten feet into the shrine. The carpet of water is dotted with islands of stepping stones leading to different destinations. There are no rooms or hallways, just raised platforms for different functions. At the far end of the shrine, a grand waterfall flows from the ceiling down to the altar. Various clergy in robes of blues and whites are using the stones, going from platform to platform, about their duties. One such cleric, a young sea-elf female with pale blue skin and hair seems to drift over the stones before stopping before you. “Greetings and welcome. How may the blessings of water be of assistance to you today?”*

Allow the PCs to answer, then continue here:

*“Stolen items? We have heard the gurgling of such things, but we haven’t had any issues here. I’m truly sorry that we were not able to assist you. May you be blessed with the kiss of water on your brow.” She says as she bows and turns back toward her duties.*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**

- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2G – THE TEMPLE OF EMERYS**

*The two story temple is located off the main road and at the end of the Path of Mysteries. You can tell this old building saturates the surrounding air with magic. Unlike other temples in the area, this one looks exactly like what it once was-an ancient mansion converted into a temple. The ground floor contains a large library that the temple converted from a massive dining hall, a dining hall that was the private study of the mage who originally built the place, a reception area and stairs leading to the upper floors.*

*Once you enter, you see a male acolyte sits behind a massive desk studying a massive tome. He looks up, adjusts his glasses and addresses you in a slightly nasally voice, “Hello, welcome to the Temple of Emerys. How may I be of assistance?”*

Let the PCs explain why they are here and continue below:

*The acolyte looks at you intensely and says, “One moment please.” He then writes something on a*

*piece of paper and sets fire to it from the lantern on the desk.*

*After a very brief interval, the woman you saw leaving Danderhoff's office earlier today appears beside you. She looks you over critically, "I am Lilyra, High Priestess of the Temple of Emerys, god of magic. You're here about the robberies? Very well, follow me."*

*She starts up the stairs and enters the first office on the left. The room has a desk covered in books and papers with a very comfortable looking chair behind it, a pair of bookshelves on the right and a pair of chairs in front of the desk. "Be seated," she says and (insert additional number of chairs) appears in front of the desk. She walks behind the desk and sits. "I want to thank you for your assistance with this matter. I can tell you we were robbed. All components for divination spells were stolen from some of our residents' rooms." She seems annoyed by having to say any of this, "I'm not sure what else I can tell you."*

☛ **Did you know how the robbers got in?:**

*"We found some of the doors and windows unlocked."*

☛ **When did you discover the robberies?:**

*"We didn't notice until the following morning as residents, a few at a time, realized some of their valuables were missing."*

☛ **Was anything else taken besides the components?:**

*"Yes, we discovered everyone's money, as well as the gold from the collection box, was missing. I don't have an exact total. We aren't the Temple of Lucor after all, keeping track of every penny."*

☛ **Do you know of any other temples that have been robbed?:**

*"Yes, the Dome of the Arts was robbed also."*

☛ **Who do you think is behind this?:**

*"Good question. I do hope you find out quickly. This needs resolved immediately."*

When the PCs are done asking questions, continue here:

*Lady Lilyra rises from behind her desk, "I do hope you will use the utmost speed in resolving this issue. Without those components, we are missing part of the magical blessing of Emerys."*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2H – THE DOME OF THE ARTS**

*Like the Temple of Emerys, this temple doesn't look like a temple, but more like a palatial mansion, which it was, the original home of the Grand Patriarch of Glissande, Patriarch of Amthydor and the "Voice of Glissande".*

*The round building has a grand hall in the center surrounded by ten triangular rooms containing specific books, scrolls and artifacts. Each piece of the temple's pie has a sign identifying the information in that section. Starting from the front door and circling clockwise are: 1) philosophy and studies of the mind, 2) religious*

texts, other religions, 3) studies of society and communities, 4) languages, 5) studies of the physical world, 6) studies of occupations and hobbies, 7) The Arts, 8) literature, poetry and plays, 9) Glissande's teachings and 10) readings of the week, selected by members of the clergy.

The Grand Hall is the central worship space with soft cushioned benches in a cross pattern before the altar. The walls are large bookshelves curved to match the wall of the outer hallway. A second floor balcony overlooks the seating to allow guests to watch the ceremonies without actually participating. As you take in the splendor of the temple, a young woman dressed as a fairy princess approaches you, "Welcome, but I'm sorry we are not open to guests at this time. Perhaps you should come back next week or so. I am dreadfully sorry."

Give the PCs a chance to explain why they are there and continue below:

"I see. High Priestess Felice Morningstar would be able to assist you with that. She should be in Reading Room." She bows and leaves you to find your own way.

Entering the Reading Room, you find a dozen tables with four chairs at each of them. Books, scrolls and sheets of paper sit in the center of each table. The room is empty except for one woman sitting at the table in the back. As you approach, you notice she is quite beautiful woman that is quite difficult to guess her age. Her dark hair has lighter threads running through it, but in this light it is difficult to tell if it is sun bleached or white with age. Her long, elegant fingers gently turn the page of the book in front of her. At your approach, she speaks in a voice of warm summer sun, "You're late." She looks up at you and smiles, "I'm sorry. I was expecting one of the novices for studies. I'm the Voice of Glissande, Felice Morningstar. How may I help you?"

Allow the PCs to explain and continue:

"Unfortunately, we were also robbed. I have found out that the Temple of Emerys was also a victim. What other information do you need?"

☛ **Did you know how the robbers got in?:**

"I imagine they came in through the front doors. We don't lock them unless there is an emergency."

☛ **When did you discover the robberies?:**

"Last night, around midnight or so. One of my priests, Camden, returned to her room and found her chest of components had been rifled through. As we checked with others, we discovered all of their components for any sort of divination spell was missing."

☛ **Was anything else taken besides the components?:**

"Yes, we discovered everyone's money, as well as the gold from the collection box, was missing. I'm not sure how much it was, but probably several thousand golden eagles have disappeared."

☛ **Do you know of any other temples that have been robbed?:**

"Yes, the Temple of Emerys was robbed. If they have taken our components, I would expect the Temple of Destine would be a prime target."

☛ **Who do you think is behind this?:**

"That would be the center stage question, now wouldn't it? I haven't a clue on who it could be."

When the PCs are done asking questions, continue here:

A flustered young man dashes up to the table where you stand, "High Priestess Morningstar, I'm so sorry. I was up all night working on the third act of my play. I must have fallen asleep and I just woke up. I'm so sorry I'm late. It won't happen again."

High Priestess Morningstar smiles, "It's quite alright Camden. I believe these fine adventurers have all the information I can provide." She

*looks up at you and continues, “Good luck in your quest.” She pauses in thought, “You know, this whole thing would make a magnificent story... Very well Camden, let’s continue where we left off yesterday, shall we?”*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2I – THE TEMPLE OF DESTINE**

*Right near the Temple District, at the intersection of Temple Row and the Path of Mysteries, you make your way to the small Temple of Destine. Though not anywhere near as grand as the four main, cathedral-sized temples, the shrine is sufficiently large with its one story that houses a vast library.*

*An acolyte greets you as you enter. His smile is somewhat forced as he adjusts his wire-rimmed glasses, “Greetings, I’m Bartholomew. How may I aid you?”*

Allow the PCs to state why they are here and continue:

*“Ahh, the robberies. I’ve been with the temple for 2 years and I’ve seen a lot of strange things, but none of them have ever hit as close to home as this does. Our shrine has been robbed also. The despicable thieves not only made off with our components for our divination spells, but they even took everything from our offering box. They even went into the divination chamber and stole the supplies from there! Who would do such a thing?”*

*He pauses and collects himself. “Sorry. I have to learn to control my emotions so I can hear what the goddess whispers to me.”*

☛ **Did you know how the robbers got in?:**

*“I imagine they came in through the front doors. We don’t lock them unless there is an emergency.”*

☛ **When did you discover the robberies?:**

*“We discovered the robberies the next morning when people started realizing their things had been stolen.”*

☛ **Was anything else taken besides the components?:**

*“Yes and I found it extremely weird. Someone stole the birth records for the last decade. What would someone do with those?”*

☛ **Do you know of any other temples that have been robbed?:**

*“Yes, the Temples of Emerys, Hyperion and Glissande have all been robbed.”*

☛ **Who do you think is behind this?:**

*“I’ve been praying on that. It has to be someone who has a very large divination that they want done. Or maybe they want to prevent us from doing our own divinations. I really have no idea.”*

When the PCs are done asking questions, continue here:



*A bell rings and Bartholomew bows at the party. "I'm sorry, I must go. I have other duties I must get to immediately. May the knowledge needed to guide you be upon you."*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2J – THE HOUSE OF SENSATION**

*Like most temples in Amthydor, Dymora's shrine is a sight to behold, even though it is merely shrine! The type of luxuries that await you inside can only be hinted by the extravagant construction and detail of this multi-storied shrine. The main antechamber looks similar to a common tavern, though done up with red hues. A large, circular bar dominates the center of the room, which is surrounded by many small tables and chairs. Near each wall there are a number of booths. Red curtains can be drawn while sitting in these booths to invoke privacy if desired. The only thing that would suggest that this is a religious structure is the altar to Dymora in the corner of the room adjacent to the main door.*

*You see members of the clergy catering to the many patrons in the room. Both males and females alike are scantily clad and/or wearing tight-fitting apparel. The scene strongly resembles the main parlor of the Gilded Cage – though without the class!*

*As you take in the décor, a young woman dressed in tight black leathers approaches you. Her long, platinum blonde hair cascades over her shoulders as her sapphire blue eyes gaze intently upon you. Her dark red lips form into a smile. "Are you here for pleasure, pain or both?"*

**DM Note: If you are unfamiliar with Dymora and her worship, refer to GM Handout 2.**

Allow the PCs to state their reason for being here and continue here:

*She pouts up her lips and then frowns. "All work and no play makes Lorelei grumpy." She smiles again and continues, "Perhaps we should discuss this in a more private setting. Join me?" She turns and walks away with a sway in her hips that is almost mesmerizing.*

*She leads you to a hallway with doors spaced evenly apart. As you walk past the doors, you hear groans, but it is hard to tell whether it is from pain or pleasure. She stops at a door half way down the hall and enters a room with a large, plush couch in black velvet. The ceiling is mirrored and red, black and white pillows decorate the floor.*

This woman's name is Lorelei, though she will simply refer to herself as Lori. Lori is more concerned with the response to her question to the PCs than their concerns and will continuously give them tempting offers in an attempt to get them to indulge in their carnal desires. But, if pressed, Lori will have the following information for the PCs.

☞ **Have you been robbed?:**

*"No, though we have heard others in the area have been.*

☞ **Do you think Lucites did it?:**

*"Did those from the temple of Lucor do it? I*

*doubt it. They can be quite repressed at times and tend not to give in to temptation. I don't see them stealing anything."*

If the PCs mention the divination that the Hyperians want to perform or hint that a divination needs to be done, continue here:

*"Dymora may help find out whatever you need to know. All she asks in return is a little favor later on down the line. Nothing major and nothing right away. If you were willing to do that, I'm sure Mistress Jade would be willing to perform the divination you need."*

If the PCs accept this offer,

*"Excellent. Wait here, I'll be right back," she says as she brushes the cheek of (any PC, male or female.)*

*After a few minutes, Lori returns. "Please follow me. She leads you to the door at the far end of the hallway, "Mistress Jade will see you now."*

*You enter the plush sitting room appointed in red and gold velvet. A curvaceous beauty with a cascade of blue-black curls reclines on a scarlet divan. Her pale skin is accented by the red silk dress that hugs every curve of her body. She sits there demurely, "Greetings. I've been expecting you. I understand you would like a divination cast. You do understand that I will expect repayment for this. Not at this time mind you, but at some point, I will call in this favor. You must all agree or I will not be able to help you."*

Jade is referred to as "Mistress Jade" and no one in the clergy will refer to her by her noble name (as she is the daughter of Wynstone Tezriine). Should Mistress Jade grant an audience to the PCs, those of Amthydoran Noble blood (i.e. has an official LSJ Noble Certificate) will recognize her as a noble and know her family affiliation. Others may make a **Knowledge (nobility) DC 20** to recognize her.

If the PCs accept, continue here:

*"Excellent. Come back in two hours. I'll have your answer by then." She closes her eyes having dismissed you from her presence.*

If the PCs decline, continue here:

*"Then I wish you luck in your search." She closes her eyes having dismissed you from her presence.*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2IJ (page 16).**
- If the PCs want to go to the Temple of Hyperion **GO TO Encounter 2K (page 18).**
- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

## **ENCOUNTER 2K – THE HIGHLORD'S CATHEDRAL**

*Even looking at this temple through the glass wall surrounding it, you can see its definite noble stature. It is almost like looking at one of the estates in the Nobles District. But where else do you expect the clergy of the deity of nobles to reside? Certainly not a wood shed!*

*But right now, the sight of armed guards positioned at all doors and windows mars the temple's beautiful exterior. At once, you see people wearing tabards with crests from different*

*noble houses working together for a common cause . . . the protection of the church of Hyperion. As you approach the temple's main door, one of the guards halts your approach. "State your business," he says in a rather rude manner.*

A **Diplomacy DC 10** will suffice to get in to see the clergy, though the guards will eye the PCs suspiciously. This was the site of the most recent of robberies, so a little bit of rudeness and defensiveness should be expected. Once the PC's state their purpose, continue here:

*You are led to a very elegantly appointed office with a desk of highly polished cherry wood and 6 navy blue upholstered chairs. A man sits behind the desk, "I'm High Priest Tameron." He exudes an aura of complete confidence and serene authority as he sits there in richly embroidered robes. "How can I help you?"*

☞ **Did you know how the robbers got in?:**

*"We found several doors and windows unlocked after the fact. Our guards verified they were locked as part of the normal nightly routine."*

☞ **When did you discover the robberies?:**

*"We discovered the robberies the next morning when people started realizing their things had been stolen. We discovered an engraved, consecrated silver spoon, a bronzed bootie that once was worn by a noble infant, and a small (living) bonsai tree were all stolen. The first two components are probably obtainable through the Noble Houses. The bonsai tree might be a little harder to find."*

**Knowledge (local) DC 20**, will know that the Jade Palace, a restaurant in the Service District, has Bonsai trees which they will sell for 20 gps and up.

☞ **Was anything else taken besides the components?:**

*"Yes, the collection box was busted open and the contents were taken."*

☞ **Do you know of any other temples that have been robbed?:**

*"Yes, the Temples of Emerys, Hyperion and Glissande have all been robbed."*

☞ **Who do you think is behind this?:**

*"We have witnesses that state five men were seen leaving the temple wearing the holy symbol of Lucor."*

☞ **Why do you think these things were stolen?:**

*"We wanted to perform this ritual to dispel the rumors circulating throughout the city. Apparently word is getting around that the Broken Triad are related to a 'bastard offspring of a noble line of Amthydor' or some such. We simply cannot tolerate that kind of slander against our nobles."*

When the PCs are done asking questions, continue here:

*"We will work to secure the required items, but I'm afraid it may not do us any good if these culprits are not arrested. Please see to this immediately. Now, if you'll excuse me, I have pressing matters that must be attended to."*

- If the PCs want to go to the Temple of Peliron **GO TO Encounter 2A (page 7).**
- If the PCs want to go to the temple of Galvandt **GO TO Encounter 2B (page 8).**
- If the PCs want to go to the Temple of Sorena **GO TO Encounter 2C (page 9).**
- If the PCs want to go to the Temple of Meneon **GO TO Encounter 2D (page 11).**
- If the PCs want to go to the Temple of Kalek **GO TO Encounter 2E (page 12).**
- If the PCs want to go to the Temple of Cyrien **GO TO Encounter 2F (page 13).**
- If the PCs want to go to the Temple of Emerys **GO TO Encounter 2G (page 13).**
- If the PCs want to go to the Temple of Glissande **GO TO Encounter 2H (page 14).**
- If the PCs want to go to the Temple of Destine **GO TO Encounter 2I (page 16).**
- If the PCs want to go to the Temple of Dymora **GO TO Encounter 2J (page 17).**

- If the PCs have been to at least 3 temples, **GO TO Encounter 3 (page 20).**

### **ENCOUNTER 3-THE RIOT ACT**

Run this encounter after the PCs have hit a few locations in the Temple District, preferably during a lull in the action. Allow them to visit at least 3 temples first, unless time is pressing.

*As you head for your next destination, you realize that there is a bit of an unrest going on. The sounds of angry shouts and accusations permeate the air. You realize that uprising is back in the direction of the Temple of Lucor.*

*As you approach the temple, you see that a large crowd has gathered. The air is thick with tension as shouts are called out. There are only a few temple guards to bar the way between the mob and the temple's inner sanctums. You know the clergy members won't have a chance should the crowd get ugly.*

The PCs see that many lay worshippers of the various religions are gathering together around the Temple of Lucor. They appear to be an angry mob right now, though they haven't yet mustered the courage to "storm the castle." The PCs have the opportunity to disperse the mob . . . or not. To avoid a confrontation, the PCs will need to stop the mob from making a mistake and bring the instigators to justice. **Diplomacy**, **Intimidation** and **Bardic Music DC is 18 + ATL** to calm the crowd and prevent a riot

The PCs won't have an easy time trying to convince the crowd to disperse. Amidst the mob are several members of the D'Garran contingent posing as "offended" clergy of temples that were burgled. There are only 4 members present and they will do their best to incite the riot. If a riot does start, the D'Garran will try to lose themselves in the crowd and make their escape, their job complete, **Perception (Vision) DC 15** to notice them sneaking away. It will take a while to get the crowd under control.

PCs using weapons on the crowd will be frowned upon when the Diamond Legion backup finally arrives. If the PCs figure out a non-violent way to subdue the crowd, they will be praised for their efforts. They will not be allowed to loot the bodies of the commoners, as they have next of kin.

**Note:** The use of **Detect Evil** may or may not bring desired results. There are many Amthydorian citizens that are evil, but live by the city's laws. But the D'Garran will be detected as evil and such a spell could very well narrow down the possible suspects (only 4 of the 20 commoners are evil).

#### **All ATLS**

##### **⚔ Angry Citizens (20):**

Various Alignments, mostly LN Medium

**Init** +1 (+1 Dex.); **Senses** nil

**AC** 11, touch 11, flat-footed 10; (+1 Dex)

**hp** 8 (1d6+2)

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

**Defense Abilities** None; **DR** 0; **Immune** none; **SR** 0

**Spd** 30 ft.

**Melee** dagger +0 (1d4+0)

**Full Atk** dagger +0 (1d4+0)

**Ranged** nil

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 10, **Dex** 12, **Con** 14 **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +0; **CMB** +0; **CMD** 11

**Feats**

**Skills** Climb +1, Perception +1

**Languages** nil

**SQ** none

**Gear** dagger, 5 silver pieces

**Special Abilities:** None



**ATL 1****\ D'Garran Troublemakers (4):**

LE Medium Human

**Init** +2; **Senses** nil**AC** 18, touch 16, flat-footed 16; (+2 Dex, chainmail)**hp** 33 (3d10+6)**Fort** +5, **Ref** +3, **Will** +2**Defense Abilities** none; **DR** none; **Immune** none;**SR** nil**Spd** 20 ft.**Melee** Club +8 (1d6+4)**Ranged** Dagger +4 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +7; **CMD** 19**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training 1**Skills** Intimidate +9, Knowledge (dungeoneering) +6,**Languages** Common**SQ** none**Gear** Longsword, Chainmail, Robes, Dagger, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.**Special Abilities:** None**ATL 3****D'Garran Rabblers (4):**

LE Medium Human

**Init** +2; **Senses** nil**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)**hp** 62 (5d10+15)**Fort** +7, **Ref** +3, **Will** +2**Defense Abilities** none; **DR** none; **Immune** none;**SR** nil**Spd** 20 ft.**Melee** Longsword +10 (1d8+7)**Ranged** Dagger +7 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training, Dodge, Weapon Specialization (longsword), Weapon Training 1, Heavy Blades**Skills** Intimidate +11, Knowledge (dungeoneering) +6, Climb +9**Languages** Common**SQ** none**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.**Special Abilities:** None

**ATL 5****D'Garran Warmongers (4):**

LE Medium Human

**Init** +2; **Senses** nil**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)**hp** 82 (7d10+21)**Fort** +8, **Ref** +4, **Will** +3**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 20 ft.**Melee** Longsword +13/+8 (1d8+5)**Ranged** Dagger +9/+4 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +7/+2; **CMB** +11; **CMD** 23**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Focus 1, Heavy Blades, Great Cleave, Catch Off-Guard**Skills** Intimidate +13, Knowledge (dungeoneering) +6, Climb +9, Knowledge (engineering) +5**Languages** Common**SQ** none**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.**Special Abilities:** None**ATL 7****D'Garran Instigators (4):**

LE Medium Human

**Init** +2; **Senses** nil**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)**hp** 102 (9d10+21)**Fort** +9, **Ref** +5, **Will** +4**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 20 ft.**Melee** Longsword +15/+10 (1d8+5)**Ranged** Dagger +11/+6 (1d4+4)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +9/+4; **CMB** +13; **CMD** 25**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus**Skills** Intimidate +15, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5,**Languages** Common**SQ** none**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.**Special Abilities:** None

If any of the D’Garrans are captured, they will reveal the following with an **Intimidate check**

**DC10+ATL:** The Shrine of Dymora was willing to assist in the investigation. They are the next robbery target.

**DC15+ATL:** The three leaders of the Broken Triad are related to a high-ranking member of a noble house of Amthydor. This is linked to the 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

- If the get the information and want to go to the Temple of Dymora **GO TO Encounter 4 (page 23).**
- If the PCs Do Not get the information, the shrine will be robbed. **GO TO Encounter 5 (page 28).**

## **ENCOUNTER 4-THE TRAP IS SET**

*Knowing that the D’Garrans will strike next at the Temple of Dymora, you hurriedly make your way from the Temple of Lucor to the temple’s location. With the cooperation of the Dymorans you manage to hide yourselves and lie in wait for the criminals to barge in. Your wait isn’t long as several men dressed as Lucorite clerics burst through the front door with their weapons drawn. “Alright, nobody get any bright ideas and you might live to see tomorrow!”*

The PCs are actually in a position to have the drop on the D’Garrans. If the PCs set up an ambush, they will have one surprise round in which to act, then roll initiative.

## ATL 1

### **D'Garran Leader (1):**

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 62 (5d10+15)

**Fort** +7, **Ref** +3, **Will** +2

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +10 (1d8+7)

**Ranged** Dagger +7 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training, Dodge, Weapon Specialization (longsword), Weapon Training 1, Heavy Blades

**Skills** Intimidate +11, Knowledge (dungeoneering) +6, Climb +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities**

### **⚔ D'Garran Troublemakers (4):**

LE Medium Human

**Init** +2; **Senses** nil

**AC** 18, touch 16, flat-footed 16; (+2 Dex, chainmail)

**hp** 33 (3d10+6)

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

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Club +8 (1d6+4)

**Ranged** Dagger +4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training 1

**Skills** Intimidate +9, Knowledge (dungeoneering) +6,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** none



### ATL 3

#### D'Garran Leader (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 82 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +3

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +13/+8 (1d8+5)

**Ranged** Dagger +9/+4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +7/+2; **CMB** +11; **CMD** 23

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Focus 1, Heavy Blades, Great Cleave, Catch Off-Guard

**Skills** Intimidate +13, Knowledge (dungeoneering) +6, Climb +9, Knowledge (engineering) +5

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

#### D'Garran Rabblers (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 62 (5d10+15)

**Fort** +7, **Ref** +3, **Will** +2

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +10 (1d8+7)

**Ranged** Dagger +7 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training, Dodge, Weapon Specialization (longsword), Weapon Training 1, Heavy Blades

**Skills** Intimidate +11, Knowledge (dungeoneering) +6, Climb +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities** none

## ATL 5

### D'Garran Instigator (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 102 (9d10+21)

**Fort** +9, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +15/+10 (1d8+5)

**Ranged** Dagger +11/+6 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +9/+4; **CMB** +13; **CMD** 25

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus

**Skills** Intimidate +15, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

### D'Garran Warmongers (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 82 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +3

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +13/+8 (1d8+5)

**Ranged** Dagger +9/+4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +7/+2; **CMB** +11; **CMD** 23

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Focus 1, Heavy Blades, Great Cleave, Catch Off-Guard

**Skills** Intimidate +13, Knowledge (dungeoneering) +6, Climb +9, Knowledge (engineering) +5

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

## ATL 7

### D'Garran Leader (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 122 (11d10+21)

**Fort** +10, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +17/+12/+6 (1d8+5)(2d6 additional bleed damage on critical confirmations)

**Ranged** Dagger +13/+8/+3 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +11/+6/+1; **CMB** +15; **CMD** 27

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +3, Armor Training 3, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus, Stand Still, Bleeding Critical

**Skills** Intimidate +17, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5, Swim +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

### D'Garran Instigators (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 102 (9d10+21)

**Fort** +9, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +15/+10 (1d8+5)

**Ranged** Dagger +11/+6 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +9/+4; **CMB** +13; **CMD** 25

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus

**Skills** Intimidate +15, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

Any captured D’Garrans will admit that “The Three” or “The Broken Triad” who seek a “lost brother” employs them. Their job was simply to deter everyone’s efforts in locating this child before The Three could. If asked specifically about The Three, they will say that they are not of this plane of existence. Two are men and one is a woman.

If questioned about previous robberies, the D’Garrans will try to bargain for their release. They will offer the stolen items for safe passage out of the city. If the PCs agree, the D’Garrans will show the PCs where their stash is. If the PCs don’t agree, then the D’Garrans will be tight-lipped about the location of the items and won’t tell no matter what. At that point, the Diamond Legion troopers will arrive and take the D’Garran away for questioning. Of course, the PCs could very well lie to the D’Garrans, get the items, release the D’Garrans and have them arrested by the Diamond Legion before they get away. They could also try to use other methods (like a *charm person* or *detect thoughts* spell) to get the information.

- If the PCs secure the return of the stolen items, go to **Conclusion One (Page 34)**.
- If the PCs don’t secure the return of the stolen items, go to **Conclusion Two (Page 34)**.

## **ENCOUNTER 5-RED HANDED**

If the PCs don’t suggest setting a trap for the D’Garran, another robbery will take place. This time, the Shrine of Dymora is being hit. If the PCs react swiftly enough, they can catch the culprits in the act.

*With the riot calmed, you sit on Lucor’s temple steps catching your breath, but before you can get comfortable, you see a young boy coming from around the corner . . . running in your direction. Once he gets to you, he stops while panting furiously.*

*“Good (pant) sirs! The shrine (pant) of Dymora (pant) is being robbed (pant) as we speak! (pant pant) If you hurry (pant) you might be able to catch them.” (pant, pant)*

If the PCs hurry, they can catch the culprits as they leave. These are D’Garrans, though they are disguised as Lucorites. As the PCs get to the shrine, the D’Garrans are exiting. Both groups look into each others eyes, knowing that a fight is inevitable.

*As you run up to the Shrine of Dymora, five Lucorites come running out of the shrine with sacks over their shoulders and violence in their eyes.*

Roll for initiative.



## ATL 1

### D'Garran Leader (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 62 (5d10+15)

**Fort** +7, **Ref** +3, **Will** +2

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +10 (1d8+7)

**Ranged** Dagger +7 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training, Dodge, Weapon Specialization (longsword), Weapon Training 1, Heavy Blades

**Skills** Intimidate +11, Knowledge (dungeoneering) +6, Climb +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities**

### ⚔ D'Garran Troublemakers (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 18, touch 16, flat-footed 16; (+2 Dex, chainmail)

**hp** 33 (3d10+6)

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

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Club +8 (1d6+4)

**Ranged** Dagger +4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 15, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 19

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training 1

**Skills** Intimidate +9, Knowledge (dungeoneering) +6,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** none

### ATL 3

#### D'Garran Leader (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 82 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +3

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +13/+8 (1d8+5)

**Ranged** Dagger +9/+4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +7/+2; **CMB** +11; **CMD** 23

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Focus 1, Heavy Blades, Great Cleave, Catch Off-Guard

**Skills** Intimidate +13, Knowledge (dungeoneering) +6, Climb +9, Knowledge (engineering) +5

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

#### D'Garran Rabblers (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 62 (5d10+15)

**Fort** +7, **Ref** +3, **Will** +2

**Defense Abilities** none; **DR** none; **Immune** none;

**SR** nil

**Spd** 20 ft.

**Melee** Longsword +10 (1d8+7)

**Ranged** Dagger +7 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +9; **CMD** 21

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +1, Armor Training, Dodge, Weapon Specialization (longsword), Weapon Training 1, Heavy Blades

**Skills** Intimidate +11, Knowledge (dungeoneering) +6, Climb +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities**

## ATL 5

### D'Garran Instigators (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 102 (9d10+21)

**Fort** +9, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +15/+10 (1d8+5)

**Ranged** Dagger +11/+6 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +9/+4; **CMB** +13; **CMD** 25

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus

**Skills** Intimidate +15, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

### D'Garran Warmongers (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 82 (7d10+21)

**Fort** +8, **Ref** +4, **Will** +3

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +13/+8 (1d8+5)

**Ranged** Dagger +9/+4 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 14, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +7/+2; **CMB** +11; **CMD** 23

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Focus 1, Heavy Blades, Great Cleave, Catch Off-Guard

**Skills** Intimidate +13, Knowledge (dungeoneering) +6, Climb +9, Knowledge (engineering) +5

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

## ATL 7

### D'Garran Leader (1):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 122 (11d10+21)

**Fort** +10, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +17/+12/+6 (1d8+5)(2d6 additional bleed damage on critical confirmations)

**Ranged** Dagger +13/+8/+3 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +11/+6/+1; **CMB** +15; **CMD** 27

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +3, Armor Training 3, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus, Stand Still, Bleeding Critical

**Skills** Intimidate +17, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5, Swim +9

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None

### D'Garran Instigators (4):

LE Medium Human

**Init** +2; **Senses** nil

**AC** 19, touch 12, flat-footed 17; (+2 Dex, chainmail, buckler)

**hp** 102 (9d10+21)

**Fort** +9, **Ref** +5, **Will** +4

**Defense Abilities** none; **DR** none; **Immune** none; **SR** nil

**Spd** 20 ft.

**Melee** Longsword +15/+10 (1d8+5)

**Ranged** Dagger +11/+6 (1d4+4)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 15, **Con** 16, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +9/+4; **CMB** +13; **CMD** 25

**Feats** Weapon Focus (longsword), Step up, Skill Focus (Intimidate), Power attack, Cleave, Bravery +2, Armor Training 2, Dodge, Weapon Specialization (longsword), Weapon Training 1 (Heavy Blades), Great Cleave, Catch Off-Guard, Combat Reflexes, Weapon Training 2 (Close), Critical Focus

**Skills** Intimidate +15, Knowledge (dungeoneering) +8, Climb +9, Knowledge (engineering) +5,

**Languages** Common

**SQ** none

**Gear** Longsword, Chainmail, Robes, Dagger, Buckler, 3 tarnished gold coins stamped with the picture of three broken eggshells stamped upon it.

**Special Abilities:** None



Any captured D’Garrans will admit that “The Three” or “The Broken Triad” who seek a “lost brother” employs them. Their job was simply to deter everyone’s efforts in locating this child before The Three could. If asked specifically about The Three, they will say that they are not of this plane of existence. Two are men and one is a woman.

If questioned about previous robberies, the D’Garrans will try to bargain for their release. They will offer the stolen items for safe passage out of the city. If the PCs agree, the D’Garrans will show the PCs where their stash is. If the PCs don’t agree, then the D’Garrans will be tight-lipped about the location of the items and won’t tell, no matter what. At that point, Diamond Legion Troops will arrive and take the D’Garrans away for questioning. Of course, the PCs could very well lie to the D’Garrans, get the items, release the D’Garrans and have them arrested by the Diamond Legion before they get away. They could also try to use other methods (like a *charm person* or *detect thoughts* spell) to get the information.

All stolen items can be recovered, including the birth records. Examining them for inconsistencies, particularly those of Zander Grimm’s birth, will show everything is in order. He was born about a year ago to his parents and nothing appears out of order at all.

- If the PCs gain the return of the stolen items, go to **Conclusion One (page 34)**.
- If the PCs don’t gain the return of the stolen items, go to **Conclusion Two (page 34)**.

## CONCLUSION 1

*The information you gained from the D’Garran thieves seemed to be accurate enough. The place where they stashed all the stolen items and gold was where they said it would be. Arbill Crythien is especially grateful to you for all your efforts. With a spring in his step, the High Priest is ready to play his “I told you so” game.*

*The Highborn at the shrine of Hyperion are excited as well. With their components back, they are able to complete the interrupted ritual. You learn its results as they do. “The noble line of House Grimm has been broken recently. The child of recent birth does not contain the blood of nobility. The entire family has been deceived . . .”*

*Many of the Highborn seem shocked at this response, as if they never suspected such a possibility. Or more to the point, that such a thing was hidden from Hyperion for so long.*

*What does this mean to you? You aren’t sure. But while this particular mission is over, you begin to suspect that a new mission will present itself shortly in the future . . .*

## CONCLUSION 2

*Unable to get any further with your D’Garran captives, you turn them over to the Diamond Legion for questioning. It takes a while, but they soon manage to gather the needed information. The Diamond Legion is more than willing to share the information with you since you had a hand in their capture.*

*Apparently, these particular D’Garrans were working for three beings of extra-planar origin known as the Broken Triad or The Three. They were hired to prevent specific individuals from learning that a recently born baby of a high-ranking noble house was not really of noble birth. With the needed components returned to the shrine of Hyperion, they were able to complete their interrupted ritual. Their divination: “The noble line of House Grimm has been broken recently. The child of recent birth does not contain the blood of nobility. The entire family has been deceived . . .”*

*Many of the noble born seem shocked at this response, as if they never suspected such a possibility. Or more to the point, that such a thing was hidden from Hyperion for so long.*

*What does this mean to you? You aren’t sure. But while this particular mission is over, you begin to suspect that a new mission will present itself shortly in the future . . .*

## **THUS ENDS “TEMPLES”**

**TIME UNIT COST: 5 TU** (standard, may vary by module or by epilogue)

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>
Getting the information out of the D'Garrans	50	50	100	100
Roleplaying XP Bonus	50	50	100	100
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>

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.

### **Introduction**

- Payment of 100 gp per PC.

### **Encounter 3**

- 100 gp (50 gp if dead) per D'Garran captured (150/75 gp each if the PCs successfully bargained for more money).

### **Encounter 4 or 5**

- 100 gp (50 gp if dead) per D'Garran captured (150/75 gp each if the PCs successfully bargained for more money).
- *Longsword* +2 (Value: 8,315 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)
- *Chainmail* +2 (Value: 4,300 gp, Size: Medium, Tradable: Yes, Rarity: Common, Legality: Legal)
- Chainmail armor, shortsword, light crossbow, 10 bolts per D'Garran captured/killed (except the leader). Sale Value: 100 gp per D'Garran.
- Light crossbow, 10 bolts from the D'Garran leader, Sale Value: 18 gp.

### **Conclusion 1**

- For returning the stolen items, the grateful temples offer each PC 10 vials of holy water from the Quorum temple or shrine of their choice. (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal). Choose the temple that will supply the holy water: Emerys, Destine, Glissande, Hyperion, or Dymora.

### **Miscellaneous**

- Favor of Lucor – For aiding in the discovery of the real criminals, the above named PC has gained the gratitude of Lucor. Arbill Crythien was impressed with your work and will remember you favorably in the future.
- Debt to Dymora – The above named PC agreed to do a small favor for Dymora when asked in exchange for services to the Shrine of Hyperion. This favor will be called in during a future *Legends of the Shining Jewel* module.



# GM HANDOUT #1

## Background Information: Dymora

### Dymora

(Goddess of Desire, The Mistress of Sensation, The Singer of Dreams and Nightmares, Sculptor of the Tortured Soul, The Lady of Pleasure and Pain)

#### Intermediate Goddess

<b>Symbol:</b>	A hand with long fingernails holding a heart in its palm
<b>Home Plane:</b>	Hades
<b>Portfolio:</b>	Desire, lust, temptation, malice, intrigue, pain, passion, secrets, devils
<b>Worshippers:</b>	Clerics, Sorcerers, Rogues
<b>Worshiper Alignment:</b>	Any
<b>Domains:</b>	Charm, Pain, Sensation, Trickery
<b>Favored Weapon:</b>	Whip
<b>Clergy:</b>	Clerics; Erinyes
<b>Clergy's Alignment:</b>	LE; LN; NE

**Dogma:** The church of Dymora has a duplicitous nature. Its public goal is to encourage personal growth by giving Dymora's worshippers some desired goal to achieve, then placing obstacles in their way so that hardships must be overcome. These desires are often material or physical "wants" that the clergy provide, usually at some tremendous price. Less common desires the clergy may grant include knowledge, power, or the return of unrequited love. The temple instructs that the road one travels to reach one's goal is more important than actually achieving it. Furthermore, the temple also teaches that the individual is ultimately responsible for obtaining his own goals and accepting any repercussions that might occur along the way. One of the most important beliefs of the church is that no desire should be sated without being replaced with an even greater desire.

The hidden agenda of the clergy is providing, serving and corrupting the congregation in this life so that they can serve the goddess in the next. Her clergy are promised positions of authority in the next life if they serve her well in this one. Many of her clergy are only interested in helping people achieve their innermost desires and care little for what happens to them in the afterlife.

It is important to note the clergy of Dymora will break no laws (other than those barring the worship of their goddess) when establishing a church in a new community.

**Day-to-Day Activities:** The normal activities of the priesthood serve to heighten the locals' sensitivity to their deepest desires. This is done through all levels of social interaction, from the merchant hall to parades to large festivals to private parties. In addition to regular priestly chores, many of the clergy take other jobs in the community, including running businesses and orphanages and holding public office.

**Affiliated Orders:** None

**Priestly Vestments:** The priestly garb is dependent on local customs as well as the particular occasion. If the priest is conducting business transactions then conservative, but provocative, clothing is worn. For some rituals the priests may wear little or nothing at all.

**Adventuring Garb:** When adventuring a priest of Dymora will often wear tight leather armor to show off the physical form as well as provide protection.

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



## ROSTER OF HEROES: TEMPLES

**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.

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

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

\* 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.

## OPEN GAME LICENSE Version 1.0

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open

Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG GameMastery Guide, © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The LSJ Campaign Guide, Copyright 2009, The Shining Jewel, LLC; Authors LSJ Staff.

Shopping Spree Rules & Certs, Copyright 2006, The Shining Jewel, LLC; Author Keith Knecht

Temples, Copyright 2004, 2012, The Shining Jewel, LLC, Author Jay Fisher and the Universal Construction Company.