



# Nobles

(Sleeping with the Enemy - Part 3)

By Dan Cooper

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

Bandits caught raiding the Temple District have raised questions incriminating questions about one of the noble houses of Amthydor. Is there a spy problem in the Jewel of the Realm? Is everyone who they appear to be? For heroes of levels 1-5. (*Note: It is strongly recommended that players participate in "Merchants" and "Temples" prior to playing this event.*)

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## **WELCOME TO LSJ!**

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

## **LSJ GM EMPOWERMENT CLAUSE**

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

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

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**

"*Nobles*" is Part 3 of the Sleeping with the Enemies Series. It is best to play in Part 1 (**LSJ01 "Merchants"**) and Part 2 (**LSJ02 "Temples"**) 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*.

## ADVENTURE BACKGROUND

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’Garrans 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.” In the second part, “*Temples*,” they discovered that someone in the noble house Grimm is not of the Grimm blood and that the entire family has been deceived (the divination is repeated in this module as **Player Handout 2**). They may also suspect that someone in the house might be a mole, passing information about Amthydor caravan schedules to the Triad.

Lady Lanora is the wife of the Grimm’s youngest son, Lord Harvinder Rasquell Grimm. They met during Harvinder’s time as an adventurer and got married against the will of the Grimm family. The Triad themselves are tieflings, three of four quadruplets secretly born of the Lady Lanora Antuwon Grimm and aged rapidly to adulthood. Their fourth sibling, the infant Zander Grimm, has lived with his mother in the Grimm household since his birth. The Grimm nobles remain unaware at this time that his paternity lies outside the Grimm house (indeed, he has no Grimm blood in him at all). His mother has been particularly circumspect in the matter and revealed nothing of his parentage or her activities to the Grimms. The true father’s identity and his connections to the Broken Triad are beyond the scope of this adventure.

**Introduction** – The players get a message delivered by Private Luxon requesting a meeting. The message is sent by Lord Alaric Grimm, an important officer in the Diamond Legion and a member of one of the oldest noble families in Amthydor. The PCs can accept or not according to their will.

**Encounter 1** – For those who did not accept the offer in Encounter 1, this is a chance to get into the adventure. Someone attempts to intimidate the PC to keep him from taking the case. This should encourage the PC to accept the mission.

**Encounter 2** – This is the meeting with Lord Alaric Grimm that presents the mission. Lord Alaric is worried about his nephew and about a spy in the city. He will hire the PCs to help find out who the spy is and to get his brother to agree to get his son/nephew to a safe place. He will have some information and some proof to share with the PCs.

**Encounter 3** – As the PCs head towards the Noble District the Triad tracks them. Prescin uses her bardic abilities to “convince” some loyal citizens of Amthydor that the PCs are going to try to start a campaign to defame the Nobles of Amthydor and that they should do something about it. The PCs will be confronted by these loyal citizens, including two D’Garrans to provide backbone. The PCs can try to dispel the charm on the leader, talk her out of a confrontation or fight the group. If they win, they will find out about the spy in the Grimm house, at least that it is a female.

**Encounter 3A** – As the PCs wrap up the confrontation with Eithne, a Crazy Old Man comes to them to spout lines of odd poetry that contain clues to the present adventure, as well as foreshadowing the future of Amthydor.

**Encounter 4** – A simple encounter to see if the PCs were smart enough to get a pass into the Nobles’ District during Encounter 2.

**Encounter 5** – The PCs get to meet with Lord Consul Augustus Grimm. They will have to produce the evidence against his family before he lets the PCs meet with any of them, but when they do Lord Consul Grimm will summon the person he suspects (and whom he does not like anyway), Lady Lanora Grimm, and her husband, Lord Harvinder Grimm. Lanora will try to defend herself, but her husband will ask her some questions about her loyalties as well. During the questioning an attack will occur elsewhere on the estate, leading to Encounter 6.

**Encounter 6** – The Triad decides to kidnap Lord Harvinder’s son. They use a two-pronged attack. One group comes in the front gate as a diversionary attack. The Triad will be leading an attack through the back to get the baby. The PCs will have the choice of not getting involved in the attack, helping against the diversion at the front or helping Lord Harvinder Grimm save his child at

the rear of the house. If they go with Lord Harvinder Grimm, they will find out that the child may not be his.

**Conclusion 1** – If the PCs choose not to help, they will get one more chance to help fight off the intruders. If they do, they will get a minor reward. If not, the module finishes without them.

**Conclusion 2** – If the PCs assist at the front door, they will see Lanora arrested and be given a reward by the Grimms. However, they will not be able to save the baby.

**Conclusion 3** – The PCs go to the rear of the house to help Lord Harvinder Grimm, but will be unable to save the child. However, they will be able to help get Lady Lanora arrested. This is the most rewarding option.

**INTRODUCTION –**  
**ANOTHER BEAUTIFUL DAY IN THE SHINING**  
**JEWEL**

*It is the beginning of another day in the Jewel of the Realm and the port district is coming to life. The skies are overcast and a slight breeze comes in from the harbor. As you begin to prepare for the day, you hear a knock on the door.*

The time is approximately 7:30 am. It can be as late as 9:30 am, dependant on the GM and the laziness of the PCs, but no later. Trooper Luxon will knock on the door three times. If there is still no response (either opening the door or a verbal response), then he will leave and that person is done with the module.

*When you open the door, you find a man in the uniform of the Diamond Legion waiting for you. “Good day (Sir or Ma’am). I am Private Luxon of the Diamond Legion and I have been instructed to give you this message.” The legionnaire then holds out a sealed scroll for you to take.*

The scroll is non-magical. If anyone looks at the imprint on the seal, have them make a **Knowledge (Local or Nobility) DC 10**. If they succeed, they will recognize the imprint as the seal of House

Grimm, one of the noble families of Amthydor. Private Luxon will wait around to see if the PC is able to read the note and if not he will read it to the PC after asking permission to break the seal. The note reads as follows and is also available as Player Handout #1.

*Dear Investigator,*

*I have heard rumors that you discovered some interesting information about my family and I would appreciate the chance to discuss this development. Please meet me at the Port District Headquarters of the Diamond Legion at 10 bells this morning. The trooper who delivered the message can give you directions.*

*Lord Alaric Grimm*

If asked if Private Luxon knows anything about what this is about, he will admit that he knows nothing about the meeting. He will not await any answers, saying he has other messages to deliver.

- If the PCs do not want to go to the meeting, **GO TO Encounter 1 (page 4).**
- If the PCs want to attend the meeting, **GO TO Encounter 2 (page 6).**

**ENCOUNTER 1 –**  
**NO MEETING FOR YOU**

Note, this encounter is to be run separately ONLY for PCs who do not agree to go to the meeting.

*The day is still young as you take a stroll through the city. As you walk, a man in leather armor comes up beside you. “So, you have knowledge that Alaric Grimm wants. It was wise of you not to go to meet him. But we cannot trust you enough to be sure you will not go later. You can leave the city and never return or I will have to make sure you never speak of this again.”*

**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 the PCs want to attend the meeting, **GO TO Encounter 2 (page 6).**
- If the PCs don’t want to attend the meeting, **the module is over for them.**

**ENCOUNTER 2 –  
A GARDENER FOR THE FAMILY TREE**

*The Port District Headquarters of the Diamond Legion is fairly easy to find, being one of the few white roofed buildings in the district. You pass two legionnaires guarding the doorway as you enter the building. The first room you come upon is a waiting room, with several benches lined up against the walls and a counter. When you reach the counter, the Sargent on duty looks at you. “Greetings. How may the Diamond Legion serve you this morning?”*

When told of the appointment with Lord Grimm and/or shown the letter, the trooper will ask the PCs to sit on one of the benches while the rest of the invitees gather. This is a good time for introductions and descriptions of PCs. Once this has been completed, continue:

*You can hear the sounds of the harbor bells ringing in the hour when the officer comes from behind the counter towards your party, “Please follow me.” He leads you to a door at the back of the office and opens it for you. “Lord Grimm will see you now.” You enter a sparsely decorated room. Along the walls are benches and at the far end of the room is a small desk. Behind the desk sits Lord Alaric Grimm, his stern steel-gray eyes looking you over. “Good day. I am not one for small talk so let us get to the business at hand. I trust you understand the purpose of this little meeting.”*

Lord Grimm will allow the PCs a few minutes to speak. If they deny knowing the reason why he has invited them to the meeting or are not forthcoming with the facts, he will ask if they have been investigating the heritage of one of the members of the Grimm family. When the PCs confirm his suspicions, Lord Grimm will ask what they have discovered.

*“I see you have come up with some interesting revelations. This divination could only refer to one member of my family. Lord Harvinder and his wife are the only ones who have a child of the*

*proper age. Despite the fact that the child is not his, Harvinder will insist on raising the child as one of his own. He is a bit overly sentimental at times. The last people he will listen to in this matter will be his family. He still resents our efforts to get him to follow the family tradition of service in the Diamond Legion. We will need to convince him and the rest of my family that this child is not whom he appears to be and that the child is probably at risk.”*

*“In addition, there is the matter of a ‘mole’ in Amthydor who is passing information to the raiders of the Broken Triad. The fact that there is a spy in the city who is helping to threaten such a high-placed citizen is quite disturbing and needs to be investigated. I hope we can depend on your help in investigating these two closely related problems.”*

If PCs ask about payment, Lord Grimm will offer the PCs 50 gold pieces each. This offer is non-negotiable. ONLY if asked about it, Lord Grimm will give the PCs one-day passes to the Noble’s district. If players of certified PC Nobles are at the table and ask about it, they know they can enter the Noble District at will, with up to a dozen guests. If not, it slipped their minds, but they will still be able to get into the Noble District. They just won’t get the XP for realizing the fact in a timely fashion.

If asked for warrants or official city documents, Lord Grimm will tell the PCs since this is not a job for the city of Amthydor that those documents are unavailable. However, he will give them a personal note requesting that anyone presented with the note assist the bearers as much as possible, as a favor. The favor note will also be dated. If asked if he has any evidence that can be used to help the family, read the following:

*Lord Grimm reaches into a desk drawer and takes out several strange coins with the images of three broken eggshells on them. “These were turned in to me by some patriotic citizens who were attacked by some orc bandits. We were told by those we interrogated that these coins are from the group of people called the “Triad” or the “Broken Triad”. I figure that the mole would*

*have some indication of their alliance and it would probably be this coin. Also, if you do not have it written down, I have a copy of the divination done by the priestess of Hyperion about my family.”*

Give the PCs **Player’s Handout 2**. It will have the following:

*Thus written are the words of Hyperion, Great Lord of Nobility. May He show us the way to rule with wisdom forever.*

*“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 . . .”*

*Priest Rinaldo Quantil*

Beneath the signature is a seal depicting a crown set with gemstones. A **Knowledge (Religion) DC 15** will recognize this as the symbol of Hyperion. If the PCs make a **Linguistics DC 15**, they will be able to tell that the signature and the seal are not forged. This is available as Player Handout #2.

- If the PCs want to visit the Grimm home, **GO TO Encounter 3 (page 8)**.

### **ENCOUNTER 3 – ROAD TRIP TO THE GRIMMS**

*You head off to the Noble District and House Grimm. On your way, you see a group of people standing next to a tavern. As you come closer, the group turns and approaches you. A woman in scale mail armor takes the lead of the group as her friends, most of them in leather armor, span out to block off the street. As the other traffic on the street starts to scatter, the woman speaks to you. “I hear you are here to spread scandalous lies about our fine noble families. My friends and I do not like the sounds of it. You may only pass by here if you abandon your deceitful ways. Otherwise, your fabrications die here.” The*

*woman and the group behind her draw out a variety of weapons as they wait for your answer.*

If the PCs take the time to examine the woman or make a **Perception (Sight) DC 12**, they will notice a holy symbol of Galvandt on a necklace. If the PCs ask, they can make **Sense Motive DC 10+ATL** and realize that she has an enchantment placed upon her. The rest of the group are not enchanted, but have been persuaded to help her.

The PCS can cast a *dispel magic (DC 17)* on the woman, Eithne. If the PCs are successful at dispelling the enchantment, the woman will point at two members of the group that was following her and tell the rest of her group to apprehend them. If the PCs help, the D’Garrans will surrender after one round. If not, the D’Garrans will be subdued in 5 rounds.

If the PCs do not dispel the enchantment, they can either try to talk her out of stopping them or fight. If they try to convince Eithne that they are not out to defame any nobles, they will have to make a **Diplomacy DC 18 + ATL**. However, this should involve role-playing and not just a simple die roll. Feel free to add a -2 to +2 modifier to the DC for role-playing the situation. If Eithne is shown **Player Handout #2**, add a +4 bonus to the rolls. If shown the writ from Lord Alaric Grimm, add another +4.

During the Diplomacy attempt the PCs will notice Eithne occasionally look over her shoulder **Perception DC 10**. If the PCs look where she is looking, they will spot a group of three people watching, one of them a woman shaking her head at Eithne. However, they will leave once the PCs look in their direction. If any PC tries to follow the three when they leave, the D’Garrans in the NPC party will stop them. If the PCs succeed in their **Diplomacy** attempt, Eithne will give the same information as if the enchantment was dispelled.

If the **Diplomacy** or *Dispel Magic* work, continue here:

🗨️ **Who are you?:**

*“I’m Eithne Sarsakian, a cleric at the temple of Galvandt.”*



☛ **Why are you doing this?:**

*“I met these people at the Dauntless Dolphin, you know, the local tavern. Those two were with us,” she says while pointing at the two caught D’Garrans. “And there was a woman and two other men. She did all of the talking.”*

☛ **What do they look like?:**

*“They were all rather tall, close to 6 feet, even her. They all had deep blue eyes and blond hair. There was something odd about their mouths, but I can’t quite put my finger on what it was. The one man wore chain mail and carried a shield while the woman had on studded leather with a longbow. The third one was in robes with a lizard on his shoulder.”*

☛ **Did they tell you their names?:**

*“No and I didn’t think to ask.”*

☛ **What did they tell you?:**

*“The woman told me what you looked like and said you were foreigners wanting to defame both Amthydor and one of the noble women. She said the same thing had happened in Fairhaven and she said it would be bad if it happened here.”*

☛ **Do you know where they are now?:**

*“I’m not sure. They were right over there a minute ago.” She says pointing to the corner across the street.*

☛ **Were you given anything by them?:**

*“Yeah, she gave me this.” She reaches in her pocket and pulls out a strange tarnished coin with the image of three broken eggshells on it. “She gave it to me as a reward for protecting the good name of the city of the Amthydor.”*

*“Don’t worry. The Grimm harlot will get us out of this. We’ll be free by sundown.”*

If the PCs fight, continue here:

**ALL ATL’s**

**Eithne Sarsakian, Cleric of Galvandt:**

LN Medium Human

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

**AC** 17, touch 14, flat-footed 15; (+2 Dex, scale mail)

**hp** 44 (5d8+10)

**Fort** +6, **Ref** +3, **Will** +8

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

**SR** nil

**Spd** 20 ft.

**Melee** Halberd +5 (1d10+2)

**Ranged** Dagger +5 (1d4+2)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** War Domain: 0: *Light, Detect*

*Magic, Read Magic, Purify Food and Drink, 1*

*Bless, Command, Obscuring Mist, Deathwatch,*

*(D) Magic Weapon, 2: Delay Poison, Restoration,*

*Lesser, Zone of Truth (D) Spiritual Weapon, 3*

*Dispel Magic, Searing Light (D) Magic Vestment*

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

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Selective Channeling, Step up, Extra

Channeling, Power Attack

**Skills** Diplomacy +9, Knowledge (religion) +7,

Knowledge (arcana) +4

**Languages** Common

**SQ** none

**Gear** Halberd, Scale Mail, Robes, Dagger, Holy

Symbol of Galvandt

**Special Abilities:** Channel Energy 3d6 4X daily,

When the PCs are done with their questions, continue here:

*One of her men comes back with a small group of the Diamond Legion. The D’Garrans are quickly searched and arrested. As they are being led away, you hear one of the prisoners state,*

**ATL 1****\ 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****Rabble rousers (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****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****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 the PCs want to continue to the Grimm home, **GO TO Encounter 3A (page 12).**

**ENCOUNTER 3A –  
ROAD TRIP TO THE GRIMMS CONTINUES**

*After the members of the Diamond Legion lead away the two ruffians, an elderly man appears. He's dressed in dirty leathers with a wild look in his eyes. His silver hair is a mess and his brown eyes are bloodshot. He looks at the Diamond Legion and the prisoners, and then goes over to you. "D'Garrans in the port, Undead with the poor, and people once said that this town was a snore!"*

**Knowledge: Local DC 5+ATL** to recognize him as the Crazy Old Man. He's a former gardener to the Lord Monarch's grounds before something happened that made him go insane. No one knows what that is, yet. He tends to show up in unexpected places in a variety of guises and ramble on, mostly about nonsensical things. However, many times his words of nonsense seem to be important information to those who listen. Figuring out what is important is the fun part of his game.

If the PCs greet him or treat him well, he will continue:

*After a moment, the old man looks at you and smiles. "Karma and fate, payback for hate, fog of your soul, darkness' goal." With that, the old man turns his back to you and wanders off over to the tavern.*

If the PCs ask questions, continue here:

☛ **Who are you?:**

*"Alomar the Sailor! Long time citizen of Amthydor and sailor extraordinaire!"*

For *Detect Lie*, *Detect Thoughts* or **Sense Motive** checks, this will come up true, as he actually believes it. Then again, he is insane. The next time they see him he will probably believe he is someone else.

☛ **What do you know about the Grimms? (or any mention of the Grimm name):**

*"Grimm tree branches, trunk unattached, blood not shared, siblings detached."*

☛ **What do you know about the Broken Triad? (or any mention of the Broken Triad name or showing of the coin):**

*"Three are not whole. They want for another, to gain full power, they need their brother."*

If the PCs say anything else to him, roll a random response from this table. Give each response once.

1. *Darkness falls, fog rolls in, shadows grow as conjunction begins.*
2. *Horse rides in, the dragon flies. Books of bones show where loyalty lies.*
3. *District of Poor, the Haunted Hole, calls to a distant foe of old.*
4. *The half-daughter of Grimm who found power at last, shall find that trouble never stays in the past.*
5. *Those who change beyond Meneon's might, wait for their eyes to signal a plight.*
6. *Sahdeins and Mours, Seaburys and Guild, work to bring fire to those would build.*
7. *Temples of fate, troubles of late, chances are great that the two do relate.*
8. *Nobles of blood steam with jealous rages, they rattle and shake the delicate cages.*
9. *A house that was lost but came back around, still plots against those whose words brought them down.*
10. *The pirates at sea with stars in their eyes, divide treasures of shipping like pieces of pies.*
11. *Echoes of music bring one man to bumble, till the notes of the song should no longer fumble.*
12. *Hunters of night stalk the moonlight's seeker, growing stronger by ways that turn their souls bleaker.*

Whenever you or the PCs are done with this, continue here:

*Alomar starts to walk away. Suddenly he turns to (the PC who has been nicest to him; just pick one, it really does not matter.) and speaks one more time. “Remember my words and with them be emboldened, for with them one day your life will be golden.”*

➤ **GO TO Encounter 4 (page 13).**

#### **ENCOUNTER 4 – GREETINGS AT THE GATE**

*As you walk up the Royal Avenue and approach the gate to the Nobles District, one of the half dozen members of the Diamond Legion on duty here steps forward, “Good day. May I see your pass?”*

Once any certified PC Noble is recognized, he will allow them to enter the district, saying *“I trust your guests will prove themselves trustworthy, my Lord/Lady.”* This is a polite reminder that the certified PC Noble is responsible for the conduct of any guests they bring into the district. If there are no certified PC Nobles, they need the written pass from Alaric Grimm to enter the district.

If there are no certified PC Nobles, they need the written pass from Alaric Grimm to enter the district.

**Important note:** No matter what the PCs do, even if they attack the guard, he will be polite. He is used to having to be around nobles all the time and knows that he has to be polite to them if he wants to keep his job here. Since he does not know every noble in Raia, he will act polite at all times. If the PCs attack him, he and the rest of the members of the DL standing guard will subdue them politely.

If the PCs ask “What pass?” the guard will explain that they need a pass to enter the Noble District if they are not from an Amthydoran Noble family. If the PCs show the guard the pass, he will let them by and wish them a nice day. If the PCs do not have the proper pass, they will not be allowed in. If they mention they are working for Lord Alaric

Grimm, the guard will suggest that they go talk to him about getting a pass into the Nobles’ District. He cannot be bribed and nothing will get him to abandon his post or allow the PCs inside without a pass. Letting people without passes into the district is HIGHLY against anything he would do, and asking him to do this would cause a re-roll against any saving throw for any enchantment spell used for that purpose. It would also make the other guards highly suspicious and be grounds to arrest the party for using mind-affecting magicks on an Amthydoran citizen, not to mention a Diamond Legionnaire!

If the PCs do not have a pass and return to Lord Alaric Grimm for one, he will give them one. He will give them a “you should have known better” look at he sits at his desk, tapping the passes on it impatiently. Make this short and sweet and get on with the game.

*After passing the guard gate, getting to the estate of the Grimm family is no problem. The Grimm estate is right next to the district’s entrance, appearing as a large guardhouse. As you approach the entry to the estate, you come upon two guards in the red and silver livery of House Grimm, their tunics showing a red tower beneath a red gem on a silver background. They look at you and the one who is apparently the highest ranking says, “What do you want?”*

Allow the PCs to present the note from Alaric Grimm or the reason for being there at this time. If they don’t think to do this, have the guards drop some hints. It shouldn’t take much work to get the proper response.

*Once shown the note from Lord Alaric, they let you pass with no problems. You walk up to the door and knock as two more men in the service of House Grimm watch your every move. A few moments later, a man in servant’s garb opens the door. “May I help you?”*

If the PCs show the servant the note, he will nod and ask how he can help them. If the PCs tell him they want to see any member of the Grimm family, he will ask their business unless shown the note from Lord Alaric. If told the business or shown the note, continue.

*“Please follow me.” The servant leads you through the foyer of the manor and into a waiting room. He motions towards the couches and seats in the room. “Please wait here while I get (whomever they said they wanted to see).”*

*As he leaves, you look around the room. The couches and seats are all done in red velvet and are very plush. There are six chairs and four couches, each couch able to hold three people. There are end tables made of Corothian mahogany topped with lamps crowned with crystal shades.*

*After a few minutes, an elderly gentleman walks in with the doorman. He would stand six foot easily if he were not hunched over from old age. By his frame, he used to be a warrior, but obviously he has fought more mental battles than physical as of late. His grey hair is thin, but his steel grey eyes mark him as a member of the Grimm family. “Good evening, I am Lord Consul Augustus Grimm. I understand you wish to talk to [me/Lord Harvinder]? What is the nature of the business you wish to discuss?”*

Lord Consul Grimm, like his son Alaric, is a very direct man. If you want him to respect you, you have to earn it. If someone is able to show they are in the Diamond Legion, that character will have made a major step in gaining respect. Otherwise, it will take intense role-playing. The note from Alaric will get him to take the PCs seriously, but they will still have to make their point and convince him of the problem. He will not outwardly show disdain for anyone other than Lady Lanora Grimm, but his dislike for her will be obvious whenever he speaks of her.

Lord Consul Grimm will listen to the PCs closely. If/when the PCs say there is a mole in the Grimm family, he will request proof be shown of this claim. If the PCs make these claims in an accusatory manner, it will upset Lord Grimm. If the PCs do not show Lord Consul Grimm the proper respect or do not show his family the proper respect, he will have them removed, note or no note. To use Diplomacy or Bluff against Lord Consul Augustus, use the following: **Diplomacy or Bluff DC25**. Demeaning his family, Amthydor, or the Diamond Legion will have a negative effect

on negotiating, up to the point where he asks the PCs to leave. If PCs are asked to leave, go to **Conclusion One (page 34)**. If not, allow retries as the PCs present new information. Use the following modifiers if they come up in conversation: they all stack.

- Mention of the Triad’s connection to a bastard child from a noble house of Amthydor (from “Merchants”): +2
- Mention the same connection learned from Triad agents in “Temples”: +2
- Mention the prophecy of Hyperion verbally: +2
- Show the written prophecy from Alaric Grimm in addition: +2
- Mention the “Grimm harlot” line heard from the captured D’Garrans earlier in this module: +2
- Main speaker is a Legionnaire: +2
- An assisting speaker is a Legionnaire: +1

If the PCs succeed with their **Diplomacy** attempt (and they should eventually even with retries) and mention anything about children to protect, or about a woman in House Grimm who might be a mole, might be slandered, or has any connections with D’Gar or D’Garrans, read the following.

*“I see. That could only mean one person in this family. Lucian, please summon Lanora. You had better bring Lord Harvinder here as well.” The servant leaves.*

*After a few minutes, Lucian brings in a small thin man with black hair and steel grey eyes, dressed in fine silks of red with silver trim, and a large statuesque woman in a pair of tight breaches and a chemise, with blonde hair and two of the deepest blue eyes you have ever seen. The man speaks, “Yes father. What is it you wish?”*

*Lord Consul Augustus replies “Lord Harvinder, these individuals have some information about your wife they would like to share.” He then looks to you to speak.*

Give the PC's the chance to explain FYI, Harvinder and Lanora are rather cool with each other, having already heard about the prophecy and had several terse arguments about the matter. It remains unresolved for the moment (**Sense Motive DC 12** to notice the tension between them). Harvinder doesn't want to believe the accusations but he has suspicions and doubts that are growing.

When the PCs present the scroll with the divination from the Shrine of Hyperion or any accusations they may have heard from any source, continue here:

*Lady Lanora listens to your accusations, remaining calm the whole time, if somewhat offended. "I've done nothing wrong. I see that my sacrifices are worthless. I fought the usurper". She turns her attention to her husband, "I've given up my family to be with you. Harvinder, I beg you, please tell them that none of this is true. I've given up everything because I love you. You are the only man I've ever loved. I've not been with anyone since we met. Please, you have to believe me. I am loyal to you and Amthydor."*

**Knowledge (Nobility) DC 15** will reveal she was born a D'Garraan.

**Sense Motive DC 15** will show this is the truth about only being with Harvinder since she married him.

**Sense Motive DC 10+ATL** about her loyalty to Amthydor or that she has abandoned her family in D'Garil Keep, will have them a gut feeling that Lanora is hiding something or is not being completely honest.

If the PCs cast any spell during this time, Lanora will go silent. If the PCs bring up the Broken Triad coins, continue here:

*Harvinder looks at his wife, Lanora. "I have seen similar coins in your purse and I have heard stories from merchants about the coins. None of the stories are flattering. Would you care to explain to me why you have these coins?"*

*Lanora looks her husband in the eye, "I have no idea where they came from. They're probably change from some purchase that I made."*

**Sense Motive DC 15** will reveal that she is hiding something.

- Once the PCs are done, become repetitive or time is running short, **GO TO Encounter 5 (page 15).**

### **ENCOUNTER 5 – BATTLE FOR THE BABY**

*As the terse discussion continues in the sitting room, a loud crash is heard outside the door to the lobby. The three Grimms immediately head for the foyer to see what is causing the disturbance in their home. As they open the doors, shouts and the sounds of weapons clashing come from the other room.*

Ask the PCs if they follow. If they stay in the sitting room, they will miss the fight, the Grimm child Zander will be kidnapped and you can go to **Conclusion One (page 34)**.

*The front doors are wide open as two large men stand in front of the door guards, who seem to be trying to regain their footing. Another four men behind them seem intent on crossing the foyer towards the back of the house while sounds of battle come from the outside. As the Grimms try to block off the men who are running to the back of the house, Harvinder suddenly yells, "Someone is in Zander's bedroom!" He takes off towards the back of the house. Lady Lanora says, "Go my love, I trust you to care for our child! I will aid your father here!"*

*Lord Augustus Grimm and Lanora join the house guards and try to make sure that Harvinder is not blocked. As Harvinder leaves, one of the intruders shouts, "The lady was told that the child's grandfather wanted to see him!"*

**Note:** Make it clear that there are four house guards plus Lord Consul Augustus Grimm and Lady Lanora here to stop the intruders. This should nudge the PCs into following the lone Harvinder, who may not have any backup when he confronts the kidnappers.

If the players decide to split their forces (say, some remaining at the front while others head for the

rear), simply use two maps to track the combats and use one set of initiative for the entire combat. Just don't let PCs in one combat affect or influence the other.

- If the PCs do nothing, **GO TO Encounter 5A (page 15).**
- If the PCs stay and fight in the foyer, **GO TO Encounter 5B (page 16).**
- If the PCs follow Harvinder to the bedroom, **GO TO Encounter 5C (page 20).**

### **ENCOUNTER 5A – DO NOTHING**

*As you stand there taking in all that is going on, it is a short time before the Diamond Legion joins the battle at the front steps. It seems like forever, but eventually, Lord Consul Grimm, Lanora, the Grimm house guards and the Diamond Legion manage to defeat the onslaught at the doors.*

- If the PCs want to get in on the action in the foyer, **GO TO Encounter 5B (page 16).**
- If the PCs want to get in on the action in the back, **GO TO Encounter 5C (page 20).**
- If the PCs continue to do nothing, **GO TO Conclusion 1 (page 33).**

### **ENCOUNTER 5B – THE FIGHT IN THE FOYER**

This is a skirmish-sized battle, so if you want to fake some of the rolls between NPCs battling each other, go ahead. The important thing is the PCs' efforts. Since this fight will be easy with all the powerful NPCs helping, don't let it run too long, it won't be necessary.

The participants are listed below. There are two "pushers" and four invaders inside the foyer, and four more invaders outside the manor. There are two of tower sentinels inside the foyer and two outside the manor. The foyer is 40' x 40', the fighting outside the manor is taking place right in front of the manor door in an area of 60' x 60'.



**ALL ATLS****✧ Lord Consul Augustus Grimm:**

N Medium Human **Ftr12/Nbl5**

**Init** +0; **Senses** nil

**AC** 16, touch 10, flat-footed 16; (+6 Bracers of Armor)

**hp** 164 (12d10+5d8+34)

**Fort** +11, **Ref** +5, **Will** +10

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

**Spd** 30 ft.

**Melee** Dagger +20/15/10 (1d4+5)

**Ranged** Dagger +15/10/5 (1d4+5)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 15, **Dex** 11, **Con** 14, **Int** 12, **Wis** 15, **Cha** 17

**Base Atk** +17/12/7; **CMB** +17; **CMD** 19

**Feats** Weapon Focus (longsword), Step up, Power attack, Cleave, Bravery +3, Armor Training 3, Dodge, Weapon Specialization (longsword), Weapon Training (Heavy Blades, Thrown), Great Cleave, Combat Reflexes, Stand Still, Prone Combat, Blind Fight, Greater Weapon Specialization (longsword), Back to Back, Hold the Line, Combat Tutor, Alertness, Title, Faithful Vassal, Wealth, Reputation, 1<sup>st</sup> Sphere of Influence, Archetype Ability (Champion), Entourage, Inspire Confidence

**Skills** Diplomacy +11, Handle Animal +8, Intimidate +11, Knowledge (dungeoneering) +9, Knowledge (Engineering) +6, Knowledge (geography) +6, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nobility) +9, Perception +12, Ride +8, Sense Motive +17, Survival +8

**Languages** Common

**SQ: Inspire Confidence:** Characters targeted by this ability gain a +1 bonus to all attack rolls and saving throws. This is a language-dependent ability.

**Gear** Bracers of Armor +6, Dagger +3, Dagger +2, Noble's Outfit

**✧ Lady Lanora Antuwon Grimm :**

NG Medium: Human Female Cleric 9 (Sorena)

**Init** +6 (+3 Dex, Improved Init.); **Senses** Perception +3

**AC** 21 (Bracers +6, Dex +3, Ring +2) Touch 13, Flatfooted 18

**hp** 58 (9d8)

**Fort** +8, **Ref** +8, **Will** +11

**Defense Abilities:** See **Spells DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft.

**Melee** +6/+1 **Fists 1d3 or Light Mace 1d8**

**Full Atk** See above

**Ranged** Per Spells

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

**Special Attacks** Spells

**Spell-Like Abilities** Channel Energy (Positive) 5d6, Searing Light.

**Spells Known:** 6/ 6+1, 6+1, 5+1, 4+1, 2+1

0 lvl: Create Water, Detect magic, Detect Poison, Mending x2

1st lvl : Bless x2, Command, Entropic Shield, Protection from Evil, Obscuring Mist, **Shield of Faith**,

2<sup>nd</sup> lvl : Aid, Bear's Endurance, Delay Poison, **Heat Metal**, Hold Person, Make Whole, Shield Other

3<sup>rd</sup> lvl : Daylight, Dispel Magic, Locate Object, Prayer **Searing Light**

4<sup>th</sup> lvl : Control Water, Dismissal, Divine Power.

**Fire Shield**, Neutralize Poison

5<sup>th</sup> lvl : Breath of Life, **Flame Strike**, True Seeing  
**Str** 10, **Dex** 16, **Con** 10, **Int** 14, **Wis** 17, **Cha** 15(17)

**Base Atk** +6/+1; **CMB** +6; **CMD** 19

**Feats** Combat Casting, Turn Undead, Combat Medic, Silent Spell, Still Spell, Improved Initiative

**Skills** Diplomacy + 13, Heal +13, Knowledge (Nobility) +10, Knowledge (Religion) +10, Profession (Herbalist) +10, Riding +6, Spellcraft +10

**Domains:** Glory, Sun

**Languages** nil

**SQ**

**Gear** Bracers +6, Ring of Protection +2, Cloak of Resistance +2, Noble's Outfit, Potion of Cure Moderate Wounds

**⚔ House Grimm Guards (4):**

NG Medium Human

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

**AC** 20, touch 12, flat-footed 19; (+2 Dex, chainmail, heavy steel shield)

**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, Large Steel Shield, House Grimm Tabard, Dagger

**4 Rounds into the combat, the Diamond Legion arrives.**

**⚔ Diamond Legion (4):**

LN Medium Human

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

**AC** 20, touch 12, flat-footed 19; (+2 Dex, chainmail, heavy steel shield)

**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, Large Steel Shield, Diamond Legion Tabard, Dagger

**ATL 1****\ Troublemakers (6):**

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, One has Noble Pass signed by Lady Sarah Lurian (Decipher Script (forgery), DC 15).**Special Abilities:** None**ATL 3****\ Rabble rousers (6):**

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, One has Noble Pass signed by Lady Sarah Lurian (Decipher Script (forgery), DC 15).**Special Abilities:** None

**ATL 5****⚔ 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, One has Noble Pass signed by Lady Sarah Lurian (Decipher Script (forgery), DC 15).**Special Abilities:** None**ATL 7****⚔ 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, One has Noble Pass signed by Lady Sarah Lurian (Decipher Script (forgery), DC 15).**Special Abilities:** None

After the fight is over, see below

- If the PCs want to get in on the action in the bedroom, **GO TO Encounter 5C (page 21).**
- If the PCs are done fighting, **GO TO Conclusion 2 (page 34).**

**ENCOUNTER 5C –  
FOLLOWING HARVINDER**

As the PCs approach, have the players make **Perception (Listen) DC 15** to hear the sound of chanting coming from the nursery. A **Spellcraft DC 15** will reveal that it is a monster summoning spell, but not which type.

*Following Lord Harvinder, you race towards the back of the house. Coming to a set of double-doors, Harvinder steps inside a large 30' by 40' bedroom are five people spread out in a defensive line across the middle of the room, two of them human, one a dwarf, one a half-orc and the last a halfling. Behind them are three people, two men and a woman. The man is chanting as he reads from a scroll in his hands. They appear to be humans with blonde hair and deep blue eyes, but something does not seem right about them, and it goes past the fact that their teeth are unnaturally pointed. There is an aura of unnaturalness about them.*

*As you enter the room, the chanting of the man in the back ceases and a twisted, infernal beast resembling a dire boar appears! "A little going-away gift for you, Lord Harvinder!" The man starts chanting again as the nightmarish beast grunts and moves in.*

*As you reach for your weapons, Lord Harvinder calls out to you, "I'll take care of the beast, you take the others!"*

Roll for initiative then continue here:

*The woman in the back picks up a blond-haired infant. She snarls, "Lady Lanora has given us so much already, but her father has decided that he wants the last of his grandchildren with him. Thank Lanora for us and tell her she might see Zander again if she continues to behave." She smiles, revealing her pointy teeth as the man next to her finishes his chanting. "Until later," she says as they disappear in a flash.*

Fake Harvinder's initiative so he beats all the PCs. The boar will remain for 9 rounds of combat

before vanishing as the *summon monster V* spell ends.

If the party is having trouble, let Harvinder get some lucky hits in to down the boar and let him assist the party. If the party is having it too easy, let them come to Harvinder's assistance!

The only way to stop these villains is to attack, and they will attack (other than the tieflings) immediately, knowing that the best defense is a good offense. The bedroom is 40' x 30', the bed for the nanny is in the far left corner near a crib, and there is a dresser and a small desk and chair. The three tieflings are in the rest of the squares against the far wall; in front of them are their henchmen.

If the party is tough enough to handle the NPCs without much trouble, they might want to help Harvinder out. If they deal enough damage to the fiendish dire boar to get its attention, they may be attacked by the beast, which could be suicidal at their level, but worthy of Harvinder's bardic praise if done properly.

**ATL 1****⚔ Mazul, Fighter 3**

CE Medium Humanoid (Human)

**Init** +1; **Senses** Perception +0

**AC** 15, touch 11, flat-footed 14; (+1 Dex, studded leather, buckler)

**hp** 26 (3d10+9)

**Fort** +5, **Ref** +2, **Will** +3, +1 Will vs fear

**Defense**

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

**Spd** 30 ft.

**Melee** Scimitar +6 (1d6+2, 18-20)

**Ranged** Crossbow (Hand) +4 (1d4, 19-20), within 30 ft +5 (1d4+1, 19-20)

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

**Special Attacks** nil

**Spell-Like Abilities** nil

**Spells Known** nil

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

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Exotic Weapon Proficiency (Crossbow (Hand)), Iron Will, Point-Blank Shot, Precise Shot, Weapon Focus (Scimitar)

**Skills** Acrobatics +3, Acrobatics (Jump) +2, Bluff +4, Climb +5, Ride +5

**Languages** Common

**SQ** none

**Gear** Studded leather armor, buckler, scimitar, hand crossbow, 10 quarrels, amulet with an agate (a red-green gem) worth 60 gp, 3 broken egg coins.

**Special Abilities:** None

**⚔ Baidin, Ranger 3**

CE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-light, Perception +7

**AC** 16, touch 13, flat-footed 13; (+3 Dex, studded leather)

**hp** 25 (3d10+3)

**Fort** +3, **Ref** +6, **Will** +2, +2 vs enchantment spells and effects

**Defense**

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

**Spd** 30 ft.

**Melee** Battleaxe +4 (1d8+1, x3)

**Melee** Handaxe +6 (1d6, x3)

**Melee** Axe, Throwing +6 (1d6+1)

**Ranged** Axe, Throwing +6 (1d6+1)

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

**Special Attacks** Favored Enemy (Humanoid (Elf)) +2

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 13, **Dex** 16, **Con** 10, **Int** 11, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +4; **CMD** 17

**Feats** Endurance (bonus), Run, Skill Focus (Knowledge (Nature)) (bonus), Two Weapon Fighting (bonus), Weapon Finesse (handaxe)

**Skills** Heal +5, Knowledge (Nature) +7, Perception +7, Stealth +7, Survival +5 (+6 while Tracking)

**Languages** Common, Elven

**SQ** Adaptability, Elf Blood, Elven Immunities, Favored Terrain (Forest) +2, Keen Senses, Multitalented, Track +1, Wild Empathy +3

**Gear** Studded leather armor, battleaxe, handaxe, 2 throwing axes, healer's kit, 3 broken egg coins.

**Special Abilities** None

**Special Appearance** Has pink hair.

### ⚔ **Dengul, Cleric (Lucor) 3**

NE Medium Humanoid (Dwarf)

**Init** +0; **Senses** darkvision 60', Perception +2

**AC** 18, touch 10, flat-footed 18 (breastplate, heavy steel shield)

**hp** 25 (3d8+9)

**Fort** +5, **Ref** +1, **Will** +5, +2 vs poison, spells and spell-like abilities

**Defense Abilities** Defensive

Training; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** longsword +3 (1d8+1, 19-20)

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

**Special Attacks** channel negative energy (2d6, DC 11, 3x/day), lore keeper

**Spell-Like Abilities** Nil.

**Spells per day** 4/3+1/2+1 (DC 12 + spell level)

**Spells Known** (\* = Domain Spell (Luck, Trickery))

0 level - *detect magic, guidance, read magic, resistance*

1<sup>st</sup> level - *\*change self, command, inflict light wounds, summon monster 1*

2<sup>nd</sup> level - *death knell, hold person, \*invisibility*

**Str** 12, **Dex** 10, **Con** 14, **Int** 13, **Wis** 15, **Cha** 10

**Base Atk** +2; **CMB** +3; **CMD** 13 (17 vs bullrush), (17 vs trip)

**Feats** Blind Fight, Martial Weapon Proficiency (longsword)

**Skills** Bluff +2, Diplomacy +4, Heal +6, Knowledge (Religion) +5, Spellcraft +5

**Languages** Common, Dwarven

**SQ** Greed, Hardy, Hatred, Orisons, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity

**Gear** breastplate, heavy steel shield, longsword, potion of *cure moderate wounds* cast at 5th level, holy symbol of Lucor worth 50 gp, 3 broken egg coins.

**Special Abilities** Influence Luck

### ⚔ **Seardee, Sorcerer 3**

CE Small Humanoid (Halfling)

**Init** +1; **Senses** Perception +3

**AC** 13, touch 12, flat-footed 12 (+1 Dex, bracers +1)

**hp** 19 (3d6+3)

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

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

**Spd** 20 ft.

**Melee** mace, light -1 (1d6-1)

**Ranged** crossbow, light +1 (1d8, 19-20)

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

**Special Attacks** Nil.

**Spell-Like Abilities** Nil.

**Spells per day** at will/6 (DC 12 + spell level)

**Spells Known** 5/3+1 (\* = Bloodline spell)

0 level - *daze, flare, open/close, ray of frost, resistance*

1<sup>st</sup> level - *color spray, \*identify, magic missile, sleep*

**Str** 9, **Dex** 13, **Con** 11, **Int** 14, **Wis** 12, **Cha** 15

**Base Atk** +1; **CMB** -1; **CMD** 10

**Feats** Brew Potion, Combat Casting, Eschew Materials (bonus)

**Skills** Craft (Alchemy) +6, Knowledge (Arcana) +6, Spellcraft +6, Stealth +7

**Languages** Common, Halfling

**SQ** Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Fearless, Halfling Luck, Keen Senses, Metamagic Adept, Sure-Footed, Weapon Familiarity

**Gear** Bracers of Armor +1, light mace, light crossbow, 10 quarrels, artisan's outfit, 5 sticks of incense worth 10 gp each, 3 broken egg coins.

**Special Abilities** None

### ⚔ **Gonarg, Barbarian 3**

CE Medium Humanoid (Orc, Human)

**Init** +2; **Senses** Darkvision (60 ft), Perception +5

**AC** 15, touch 12, flat-footed 15; (+2 Dex, studded leather)

**hp** 35 (3d12+12)

**Fort** +6, **Ref** +3, **Will** +1, +1 Reflex to avoid traps

**Defense Abilities** Trap Sense +1, Uncanny Dodge; **DR** none; **Immune** none; **SR** nil

**Spd** 40 ft, Fast Movement

**Melee** Greataxe (two-handed) +5 (1d12+3, x3)

**Melee** Dagger +5 (1d4+2, 19-20)

**Ranged** Dagger +5 (1d4+2, 19-20)

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

**Special Attacks** Power Attack, Rage (see below)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 14, **Dex** 15, **Con** 16, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Cleave, Power Attack

**Skills** Intimidate +5, Perception +5, Survival +5

**Languages** Common, Orc

**SQ** Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Weapon Familiarity

**Gear** Studded leather armor, great axe, 2 daggers, *Ring of Jumping*, necklace of tiger's teeth, 3 broken egg coins.

**Special Abilities** Intimidating Glare, Rage (11 rounds/day, entered and ended as a free action (once ended, fatigued for 2x the number of rage rounds)) +4 Str, +4 Con (+6 HP), +2 Will, -2 AC

### ⚔ **Dire Boar (Fiendish), Animal 7**

CE Large Animal

**Init** +4; **Senses** Darkvision (60 ft), Low light, Perception +13, Scent

**AC** 15, touch 9, flat-footed 15; (-1 size, natural)

**hp** 67 (7d8+21)

**Fort** +8, **Ref** +5, **Will** +5

**Defense Abilities** Ferocity; **DR** 5/Good, cold resistance 10, fire resistance 10; **Immune** none; **SR** 10

**Spd** 40 ft

**Melee** Gore +12 (2d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** Smite Good (1/day as a swift action to deal +7 damage vs good foes; persists until target is dead or fiendish creature rests)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs trip)

**Feats** Alertness, Endurance, Improved Initiative, Iron Will

**Skills** Perception +13

**Languages** Nil

**SQ** Scent

**Gear** Nil

**Special Abilities** Ferocity (can continue fighting even if hp goes below 0, but are still staggered and lose 1 hp per round; dies at -17 hp)



**ATL 3****‡ Mazul, Fighter 5**

CE Medium Humanoid (Human)

**Init** +2; **Senses** Perception +0**AC** 16, touch 12, flat-footed 14; (+2 Dex, studded leather, buckler)**hp** 47 (5d10+20)**Fort** +7, **Ref** +3, **Will** +3, +1 Will vs fear**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft.**Melee** Scimitar +10 (1d6+6, 18-20)**Ranged** Crossbow (Hand) +7 (1d4, 19-20), within 30 ft +8 (1d4+1, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 17, **Dex** 14, **Con** 16, **Int** 12, **Wis** 10, **Cha** 14**Base Atk** +5; **CMB** +8; **CMD** 20**Feats** Exotic Weapon Proficiency (Crossbow (Hand)), Iron Will, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)**Skills** Acrobatics +6, Acrobatics (Jump) +5, Bluff +5, Climb +6, Ride +8**Languages** Common**SQ** none**Gear** Studded leather armor, buckler, scimitar, hand crossbow, 10 quarrels, amulet with an agate (a red-green gem) worth 60 gp, 3 broken egg coins.**Special Abilities:** None**‡ Baidin, Ranger 5**

CE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-light, Perception +7**AC** 16, touch 13, flat-footed 13; (+3 Dex, studded leather)**hp** 43 (5d10+10)**Fort** +5, **Ref** +9, **Will** +2, +2 vs enchantment spells and effects**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft.**Melee** Battleaxe +7 (1d8+2, x3)**Melee** Handaxe +8 (1d6+1, x3)**Melee** Axe, Throwing +8 (1d6+2)**Ranged** Axe, Throwing +8 (1d6+2)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Favored Enemy (Humanoid (Elf)) +4, Favored Enemy (Humanoid (Gnome)) +2**Spell-Like Abilities** nil**Spells Known** (DC 11 + spell level)1<sup>st</sup> level - *pass without trace*, *summon nature's ally I***Str** 14, **Dex** 16, **Con** 12, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +5; **CMB** +7; **CMD** 20**Feats** Endurance (bonus), Lightning Reflexes, Run, Skill Focus (Knowledge (Nature)) (bonus), Two Weapon Fighting (bonus), Weapon Finesse (handaxe)**Skills** Heal +5, Knowledge (Nature) +7, Perception +7, Stealth +7, Survival +7 (+9 while Tracking)**Languages** Common, Elven**SQ** Adaptability, Elf Blood, Elven Immunities, Favored Terrain (Forest) +2, Hunting Companions, Keen Senses, Multitalented, Track +2, Wild Empathy +5**Gear** Studded leather armor, battleaxe, handaxe, 2 throwing axes, healer's kit, 3 broken egg coins.**Special Abilities** None**Special Appearance** Has pink hair.**Dengul, Cleric (Lucor) 5**

NE Medium Humanoid (Dwarf)

**Init** +0; **Senses** darkvision 60', Perception +3**AC** 18, touch 10, flat-footed 18 (breastplate, heavy steel shield)**hp** 40 (5d8+15)**Fort** +6, **Ref** +1, **Will** +7, +2 vs poison, spells and spell-like abilities

**Defense Abilities** Defensive Training; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** longsword +4 (1d8+1, 19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** channel negative energy (3d6, DC 12, 3x/day), lore keeper  
**Spell-Like Abilities** Nil.  
**Spells per day** 4/4+1/3+1/2+1 (DC 13 + spell level)  
**Spells Known** (\* = Domain Spell (Luck, Trickery))  
0 level - *detect magic, guidance, read magic, resistance*  
1<sup>st</sup> level - *cause fear, \*change self, command, inflict light wounds, summon monster 1*  
2<sup>nd</sup> level - *death knell, hold person, \*invisibility, sound burst*  
3<sup>rd</sup> level - *animate dead, contagion, \*nondetection*  
**Str** 12, **Dex** 10, **Con** 14, **Int** 13, **Wis** 16, **Cha** 10  
**Base Atk** +3; **CMB** +4; **CMD** 14 (18 vs bullrush), (18 vs trip)  
**Feats** Blind Fight, Combat Casting, Martial Weapon Proficiency (longsword)  
**Skills** Bluff +2, Diplomacy +4, Heal +7, Knowledge (Religion) +5, Spellcraft +5  
**Languages** Common, Dwarven  
**SQ** Greed, Hardy, Hatred, Orisons, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity  
**Gear** breastplate, heavy steel shield, longsword, potion of *cure moderate wounds* cast at 5th level, holy symbol of Lucor worth 50 gp, 3 broken egg coins.  
**Special Abilities** Influence Luck

**⚔ Seardee, Sorcerer 5**  
CE Small Humanoid (Halfling)  
**Init** +1; **Senses** Perception +3  
**AC** 16, touch 16, flat-footed 14 (+1 Dex, Dodge, ~~bracers~~+1, mage armor)  
**hp** 40 (5d6+15)  
**Fort** +4, **Ref** +3, **Will** +6, +2 Will vs fear  
**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.  
**Melee** mace, light +0 (1d6-1)  
**Ranged** crossbow, light +2 (1d8, 19-20)  
**Space** 5 ft.; **Reach** 5 ft.  
**Special Attacks** Nil.  
**Spell-Like Abilities** Nil.  
**Spells per day** at will/7/5 (DC 13 + spell level)  
**Spells Known** 6/4+1/2+1 (\* = Bloodline spell)  
0 level – *daze, detect magic, flare, open/close, ray of frost, resistance*  
1<sup>st</sup> level – *color spray, \*identify, ~~mage armor~~* (cast before combat), *magic missile, sleep*  
2<sup>nd</sup> level – *acid arrow, glitterdust, \*invisibility*  
**Str** 9, **Dex** 13, **Con** 14, **Int** 14, **Wis** 12, **Cha** 17  
**Base Atk** +2; **CMB** +0; **CMD** 12  
**Feats** Brew Potion, Combat Casting, Dodge, Eschew Materials (bonus)  
**Skills** Craft (Alchemy) +6, Knowledge (Arcana) +8, Spellcraft +8, Stealth +8  
**Languages** Common, Halfling  
**SQ** Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Fearless, Halfling Luck, Keen Senses, Metamagic Adept, Sure-Footed, Weapon Familiarity  
**Gear** Bracers of Armor +1, light mace, light crossbow, 10 quarrels, artisan's outfit, 5 sticks of incense worth 10 gp each, 3 broken egg coins.  
**Special Abilities** None

### ⚔ **Gonarg, Barbarian 5**

CE Medium Humanoid (Orc, Human)

**Init** +3; **Senses** Darkvision (60 ft), Perception +7  
**AC** 16, touch 13, flat-footed 16; (+3 Dex, studded leather)

**hp** 55 (5d12+20)

**Fort** +7, **Ref** +4, **Will** +1, +1 Reflex to avoid traps

**Defense Abilities** Improved Uncanny Dodge, Trap Sense +1, Uncanny

Dodge; **DR** none; **Immune** none; **SR** nil

**Spd** 40 ft, Fast Movement

**Melee** Greataxe (two-handed) +8 (1d12+4, x3)

**Melee** Dagger +8 (1d4+3, 19-20)

**Ranged** Dagger +8 (1d4+3, 19-20)

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

**Special Attacks** Power Attack, Rage (see below)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 16, **Dex** 16, **Con** 16, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +5; **CMB** +8; **CMD** 21

**Feats** Cleave, Combat Reflexes, Power Attack

**Skills** Intimidate +6, Perception +7, Survival +7

**Languages** Common, Orc

**SQ** Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Rage, Scent, Weapon Familiarity

**Gear** Studded leather armor, great axe, 2 daggers, *Ring of Jumping*, necklace of tiger's teeth, 3 broken egg coins.

**Special Abilities** Intimidating Glare, Rage (15 rounds/day, entered and ended as a free action (once ended, fatigued for 2x the number of rage rounds)) +4 Str, +4 Con (+10 HP), +2 Will, -2 AC

### ⚔ **Dire Boar (Fiendish), Animal 7**

CE Large Animal

**Init** +4; **Senses** Darkvision (60 ft), Low light, Perception +13, Scent

**AC** 15, touch 9, flat-footed 15; (-1 size, natural)

**hp** 67 (7d8+21)

**Fort** +8, **Ref** +5, **Will** +5

**Defense Abilities** Ferocity; **DR** 5/Good, cold resistance 10, fire resistance

10; **Immune** none; **SR** 10

**Spd** 40 ft

**Melee** Gore +12 (2d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** Smite Good (1/day as a swift action to deal +7 damage vs good foes; persists until target is dead or fiendish creature rests)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs trip)

**Feats** Alertness, Endurance, Improved Initiative, Iron Will

**Skills** Perception +13

**Languages** Nil

**SQ** Scent

**Gear** Nil

**Special Abilities** Ferocity (can continue fighting even if hp goes below 0, but are still staggered and lose 1 hp per round; dies at -17 hp)

**ATL 5****‡ Mazul, Fighter 7**

CE Medium Humanoid (Human)

**Init** +6; **Senses** Perception +0**AC** 16, touch 12, flat-footed 14; (+2 Dex, studded leather, buckler)**hp** 72 (7d10+35)**Fort** +9, **Ref** +4, **Will** +4, +2 Will vs fear**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft.**Melee** Scimitar +12/+7 (1d6+6, 18-20)**Ranged** Crossbow (Hand) +9/+4 (1d4, 19-20), within 30 ft +10/+5 (1d4+1, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 17, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 14**Base Atk** +7; **CMB** +10; **CMD** 22**Feats** Exotic Weapon Proficiency (Crossbow (Hand)), Improved Initiative, Iron Will, Leadership, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)**Skills** Acrobatics +9, Acrobatics (Jump) +7, Bluff +6, Climb +7, Ride +9**Languages** Common**SQ** none**Gear** Studded leather armor, buckler, scimitar, hand crossbow, 10 quarrels, amulet with an agate (a red-green gem) worth 60 gp, 3 broken egg coins.**Special Abilities:** None**‡ Baidin, Ranger 7**

CE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-light, Perception +8**AC** 16, touch 13, flat-footed 13; (+3 Dex, studded leather)**hp** 65 (7d10+21)**Fort** +7, **Ref** +10, **Will** +3, +2 vs enchantment spells and effects**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft., Woodland Stride**Melee** Battleaxe +11/+6 (1d8+3, x3)**Melee** Handaxe +10 (1d6+1, x3)**Melee** Axe, Throwing +10/+5 (1d6+3)**Ranged** Axe, Throwing +10/+5 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Favored Enemy (Humanoid (Elf)) +4, Favored Enemy (Humanoid (Gnome)) +2**Spell-Like Abilities** nil**Spells Known** (DC 11 + spell level)1<sup>st</sup> level - *pass without trace*, *summon nature's ally I***Str** 16, **Dex** 16, **Con** 14, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +7; **CMB** +10; **CMD** 23**Feats** Endurance (bonus), Lightning Reflexes, Quick Draw (bonus), Run, Skill Focus (Knowledge (Nature)) (bonus), Two Weapon Fighting (bonus), Weapon Finesse (handaxe), Weapon Focus (battleaxe)**Skills** Heal +5, Knowledge (Nature) +7, Perception +8, Stealth +7, Survival +8 (+11 while Tracking)**Languages** Common, Elven**SQ** Adaptability, Elf Blood, Elven Immunities, Favored Terrain (Forest) +2, Hunting Companions, Keen Senses, Multitalented, Track +3, Wild Empathy +7, Woodland Stride**Gear** Studded leather armor, battleaxe, handaxe, 2 throwing axes, healer's kit, 3 broken egg coins.**Special Abilities** None**Special Appearance** Has pink hair.

### ⚔ **Dengul, Cleric (Lucor) 7**

NE Medium Humanoid (Dwarf)

**Init** +0; **Senses** darkvision 60', Perception +4

**AC** 18, touch 10, flat-footed 18 (breastplate, heavy steel shield)

**hp** 64 (7d8+28)

**Fort** +10, **Ref** +2, **Will** +9, +2 vs poison, spells and spell-like abilities

**Defense Abilities** Defensive

Training; **DR** nil; **Immune** nil; **SR** nil

**Spd** 20 ft.

**Melee** longsword +7 (1d8+2, 19-20)

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

**Special Attacks** channel negative energy (4d6, DC 13, 3x/day), lore keeper

**Spell-Like Abilities** Nil.

**Spells per day** 4/5+1/4+1/3+1/2+1 (DC 14 + spell level)

**Spells Known** (\* = Domain Spell (Luck, Trickery))

0 level - *detect magic, guidance, read magic, resistance*

1<sup>st</sup> level - *bles, cause fear, \*disguise self, command, inflict light wounds, summon monster 1*

2<sup>nd</sup> level - *death knell, hold person, \*invisibility, sound burst, spiritual weapon*

3<sup>rd</sup> level - *animate dead, contagion, \*nondetection, prayer*

4<sup>th</sup> level - *freedom of movement, summon monster IV, \*confusion*

**Str** 14, **Dex** 10, **Con** 16, **Int** 13, **Wis** 18, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 17 (21 vs bullrush), (21 vs trip)

**Feats** Blind Fight, Combat Casting, Great Fortitude, Martial Weapon Proficiency (longsword)

**Skills** Bluff +3, Diplomacy +4, Heal +8, Knowledge (Religion) +5, Spellcraft +5

**Languages** Common, Dwarven

**SQ** Greed, Hardy, Hatred, Orisons, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity

**Gear** breastplate, heavy steel shield, longsword, potion of *cure moderate wounds* cast at 5th level, holy symbol of Lucor worth 50 gp, 3 broken egg coins.

**Special Abilities** Influence Luck, Bit of Luck, Good Fortune, Copycat

### ⚔ **Seardee, Sorcerer 7**

CE Small Humanoid (Halfling)

**Init** +5; **Senses** Perception +3

**AC** 16, touch 16, flat-footed 14 (+1 Dex, Dodge, ~~bracers~~+1, mage armor)

**hp** 63 (7d6+28)

**Fort** +5, **Ref** +4, **Will** +7, +2 Will vs fear

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

**Spd** 20 ft.

**Melee** mace, light +1 (1d6-1)

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

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

**Special Attacks** Nil.

**Spell-Like Abilities** Nil.

**Spells per day** at will/7/7/5 (DC 13 + spell level)

**Spells Known** 7/5+1/3+1/2+1 (\* = Bloodline spell)

0 level – *daze, detect magic, flare, open/close, ray of frost, resistance, touch of fatigue*

1<sup>st</sup> level – *color spray, hypnotism, \*identify, ~~mage armor~~* (cast before combat), *magic missile, sleep*

2<sup>nd</sup> level – *acid arrow, glitterdust, \*invisibility, web*

3<sup>rd</sup> level – *deep slumber, \*dispel magic, fireball*

**Str** 9, **Dex** 13, **Con** 14, **Int** 14, **Wis** 12, **Cha** 17

**Base Atk** +3; **CMB** +1; **CMD** 13

**Feats** Brew Potion, Combat Casting, Dodge, Eschew Materials (bonus), Improved Initiative (bonus), Toughness

**Skills** Craft (Alchemy) +7, Knowledge (Arcana) +8, Spellcraft +8, Stealth +9

**Languages** Common, Halfling

**SQ** Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Fearless, Halfling Luck, Keen Senses, Metamagic Adept, Sure-Footed, Weapon Familiarity

**Gear** Bracers of Armor +1, light mace, light crossbow, 10 quarrels, artisan's outfit, 5 sticks of incense worth 10 gp each, 3 broken egg coins.

**Special Abilities** None

### ⚔ **Gonarg, Barbarian 7**

CE Medium Humanoid (Orc, Human)

**Init** +7; **Senses** Darkvision (60 ft), Perception +8  
**AC** 16, touch 13, flat-footed 16; (+3 Dex, studded leather)

**hp** 82 (7d12+35)

**Fort** +9, **Ref** +5, **Will** +2, +2 Reflex to avoid traps

**Defense Abilities** Improved Uncanny Dodge, Trap Sense +2, Uncanny Dodge;

**DR** 1/-; **Immune** none; **SR** nil

**Spd** 40 ft, Fast Movement

**Melee** Greataxe (two-handed) +11/+6 (1d12+6, x3)

**Melee** Dagger +11/+6 (1d4+4, 19-20)

**Ranged** Dagger +10/+5 (1d4+4, 19-20)

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

**Special Attacks** Power Attack, Rage (see below)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 18, **Dex** 16, **Con** 18, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +7; **CMB** +11; **CMD** 24

**Feats** Cleave, Combat Reflexes, Improved Initiative, Power Attack

**Skills** Intimidate +7, Perception +8, Survival +8

**Languages** Common, Orc

**SQ** Damage Reduction, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Scent, Weapon Familiarity

**Gear** Studded leather armor, great axe, 2 daggers, *Ring of Jumping*, necklace of tiger's teeth, 3 broken egg coins.

**Special Abilities** Intimidating Glare, Rage (20 rounds/day, entered and ended as a free action (once ended, fatigued for 2x the number of rage rounds)) +4 Str, +4 Con (+14 HP), +2 Will, -2 AC

### ⚔ **Dire Boar (Fiendish), Animal 7**

CE Large Animal

**Init** +4; **Senses** Darkvision (60 ft), Low light, Perception +13, Scent

**AC** 15, touch 9, flat-footed 15; (-1 size, natural)

**hp** 67 (7d8+21)

**Fort** +8, **Ref** +5, **Will** +5

**Defense Abilities** Ferocity; **DR** 5/Good, cold resistance 10, fire resistance 10; **Immune** none; **SR** 10

**Spd** 40 ft

**Melee** Gore +12 (2d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** Smite Good (1/day as a swift action to deal +7 damage vs good foes; persists until target is dead or fiendish creature rests)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs trip)

**Feats** Alertness, Endurance, Improved Initiative, Iron Will

**Skills** Perception +13

**Languages** Nil

**SQ** Scent

**Gear** Nil

**Special Abilities** Ferocity (can continue fighting even if hp goes below 0, but are still staggered and lose 1 hp per round; dies at -17 hp)

**ATL 7****‡ Mazul, Fighter 9**

CE Medium Humanoid (Human)

**Init** +6; **Senses** Perception +0**AC** 16, touch 12, flat-footed 14; (+2 Dex, studded leather, buckler)**hp** 94 (9d10+45)**Fort** +10, **Ref** +5, **Will** +5, +2 Will vs fear**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft.**Melee** Scimitar +16/+11 (1d6+8, 18-20)**Ranged** Crossbow (Hand) +12/+7 (1d4+1, 19-20), within 30 ft +13/+8 (1d4+2, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** nil**Spell-Like Abilities** nil**Spells Known** nil**Str** 18, **Dex** 14, **Con** 18, **Int** 12, **Wis** 10, **Cha** 14**Base Atk** +9; **CMB** +13; **CMD** 25**Feats** Acrobatic, Critical Focus, Exotic Weapon Proficiency (Crossbow (Hand)), Improved Initiative, Iron Will, Leadership, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (Scimitar), Weapon Specialization (Scimitar)**Skills** Acrobatics +13, Acrobatics (Jump) +11, Bluff +7, Climb +9, Ride +10**Languages** Common**SQ** none**Gear** Studded leather armor, buckler, scimitar, hand crossbow, 10 quarrels, amulet with an agate (a red-green gem) worth 60 gp, 3 broken egg coins.**Special Abilities:** None**‡ Baidin, Ranger 9**

CE Medium Humanoid (Elf, Human)

**Init** +3; **Senses** Low-light, Perception +9**AC** 16, touch 13, flat-footed 13; (+3 Dex, studded leather)**hp** 82 (9d10+27)**Fort** +8, **Ref** +11, **Will** +4, +2 vs enchantment spells and effects**Defense****Abilities** none; **DR** none; **Immune** none; **SR** nil**Spd** 30 ft., Woodland Stride**Melee** Battleaxe +13/+8 (1d8+3, x3)**Melee** Handaxe +12 (1d6+1, x3)**Melee** Axe, Throwing +12/+7 (1d6+3)**Ranged** Axe, Throwing +12/+7 (1d6+3)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Favored Enemy (Humanoid (Elf)) +4, Favored Enemy (Humanoid (Gnome)) +2**Spell-Like Abilities** nil**Spells Known** (DC 11 + spell level)1<sup>st</sup> level - *entangle*, *pass without trace*, *summon nature's ally I*2<sup>nd</sup> level - *summon nature's ally II***Str** 16, **Dex** 16, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10**Base Atk** +9; **CMB** +12; **CMD** 25**Feats** Combat Reflexes, Endurance (bonus), Lightning Reflexes, Quick Draw (bonus), Run, Skill Focus (Knowledge (Nature)) (bonus), Two Weapon Fighting (bonus), Weapon Finesse (handaxe), Weapon Focus (battleaxe)**Skills** Heal +6, Knowledge (Nature) +8, Perception +9, Stealth +8, Survival +9 (+13 while Tracking)**Languages** Common, Elven**SQ** Adaptability, Elf Blood, Elven Immunities, Favored Terrain (Forest) +4, Favored Terrain (Jungle) +2, Hunting Companions, Keen Senses, Multitalented, Swift Tracker, Track +4, Wild Empathy +9, Woodland Stride**Gear** Studded leather armor, battleaxe, handaxe, 2 throwing axes, healer's kit, 3 broken egg coins.**Special Abilities** None**Special Appearance** Has pink hair.

### ⚔ **Dengul, Cleric (Lucor) 9**

NE Medium Humanoid (Dwarf)

**Init** +4; **Senses** darkvision 60', Perception +5

**AC** 18, touch 10, flat-footed 18 (breastplate, heavy steel shield)

**hp** 83 (9d8+36)

**Fort** +11, **Ref** +3, **Will** +10, +2 vs poison, spells and spell-like abilities

**Defense Abilities** Resistant Touch (7x/day), Defensive Training; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 20 ft.

**Melee** longsword +8/+3 (1d8+2, 19-20)

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

**Special Attacks** channel negative energy (5d6, DC 14, 3x/day), lore keeper

**Spell-Like Abilities** Nil.

**Spells per day** 4/5+1/5+1/4+1/3+1/1+1 (DC 14 + spell level)

**Spells Known** (\* = Domain Spell (Luck, Trickery))

0 level - *detect magic, guidance, read magic, resistance*

1<sup>st</sup> level - *bless, cause fear, \*disguise self, command, inflict light wounds, summon monster I*

2<sup>nd</sup> level - *darkness, death knell, hold person, \*invisibility, sound burst, spiritual weapon*

3<sup>rd</sup> level - *animate dead, contagion, dispel magic, \*nondetection, prayer*

4<sup>th</sup> level - *chaos hammer, freedom of movement, summon monster IV, \*confusion*

5<sup>th</sup> level - *command (greater), \*break enchantment*

**Str** 14, **Dex** 10, **Con** 16, **Int** 13, **Wis** 19, **Cha** 10

**Base Atk** +5; **CMB** +7; **CMD** 17 (21 vs bullrush), (21 vs trip)

**Feats** Blind Fight, Combat Casting, Great Fortitude, Improved Initiative, Martial Weapon Proficiency (longsword)

**Skills** Bluff +4, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Spellcraft +6

**Languages** Common, Dwarven

**SQ** Greed, Hardy, Hatred, Orisons, Spontaneous Casting, Stability, Steady, Stonecunning, Weapon Familiarity

**Gear** breastplate, heavy steel shield, longsword, potion of *cure moderate wounds* cast at 5th level, holy symbol of Lucor worth 50 gp, 3 broken egg coins.

**Special Abilities** Influence Luck Bit of Luck, Good Fortune, Copycat, Master's Illusion

### ⚔ **Seardee, Sorcerer 9**

CE Small Humanoid (Halfling)

**Init** +5; **Senses** Perception +3

**AC** 16, touch 16, flat-footed 14 (+1 Dex, Dodge, ~~bracers~~+1, mage armor)

**hp** 81 (9d6+36)

**Fort** +6, **Ref** +5, **Will** +8, +2 Will vs fear

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 25 ft.

**Melee** mace, light +2 (1d6-1)

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

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

**Special Attacks** Nil.

**Spell-Like Abilities** Nil.

**Spells per day** at will/7/7/7/5 (DC 14 + spell level)

**Spells Known** 8/5+1/4+1/3+1/2+1 (\* = Bloodline spell)

0 level – *daze, detect magic, flare, message, open/close, ray of frost, resistance, touch of fatigue*

1<sup>st</sup> level – *color spray, hypnotism, \*identify, ~~mage armor~~ (cast before combat), magic missile, sleep*

2<sup>nd</sup> level – *acid arrow, flaming sphere, glitterdust, \*invisibility, web*

3<sup>rd</sup> level – *deep slumber, \*dispel magic, fireball, suggestion*

4<sup>th</sup> level – *black tentacles, \*dimension door, phantasmal killer, \*summon monster IV*

**Str** 9, **Dex** 13, **Con** 14, **Int** 14, **Wis** 12, **Cha** 18

**Base Atk** +4; **CMB** +2; **CMD** 14

**Feats** Brew Potion, Combat Casting, Dodge, Eschew Materials (bonus), Fleet, Improved Initiative (bonus), Toughness

**Skills** Craft (Alchemy) +8, Knowledge (Arcana) +9, Spellcraft +9, Stealth +10

**Languages** Common, Halfling

**SQ** Arcane Bloodline, Arcane Bond, Bloodline Arcana, Bonded Object, Cantrips, Fearless, Halfling Luck, Keen Senses, Metamagic Adept, New Arcana, Sure-Footed, Weapon Familiarity

**Gear** Bracers of Armor +1, light mace, light crossbow, 10 quarrels, artisan's outfit, 5 sticks of incense worth 10 gp each, 3 broken egg coins.

**Special Abilities** None



### ⚔ **Gonarg, Barbarian 9**

CE Medium Humanoid (Orc, Human)

**Init** +7; **Senses** Darkvision (60 ft), Perception +10  
**AC** 16, touch 13, flat-footed 16; (+3 Dex, studded leather)

**hp** 106 (9d12+45)

**Fort** +10, **Ref** +6, **Will** +3, +3 Reflex to avoid traps

**Defense Abilities** Improved Uncanny Dodge, Trap Sense +3, Uncanny Dodge;

**DR** 1/-; **Immune** none; **SR** nil

**Spd** 40 ft, Fast Movement

**Melee** Greataxe (two-handed) +13/+8 (1d12+6, x3)

**Melee** Dagger +13/+8 (1d4+4, 19-20)

**Ranged** Dagger +12/+7 (1d4+4, 19-20)

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

**Special Attacks** Power Attack, Rage (see below)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 19, **Dex** 16, **Con** 18, **Int** 8, **Wis** 10, **Cha** 9

**Base Atk** +9; **CMB** +13; **CMD** 26

**Feats** Cleave, Combat Reflexes, Improved Initiative, Intimidating Prowess, Power Attack

**Skills** Intimidate +12, Perception +10, Survival +10

**Languages** Common, Orc

**SQ** Damage Reduction, Fast Movement, Intimidating, Orc Blood, Orc Ferocity, Quick Reflexes, Rage, Scent, Weapon Familiarity

**Gear** Studded leather armor, great axe, 2 daggers, *Ring of Jumping*, necklace of tiger's teeth, 3 broken egg coins.

**Special Abilities** Intimidating Glare, Rage (24 rounds/day, entered and ended as a free action (once ended, fatigued for 2x the number of rage rounds)) +4 Str, +4 Con (+18 HP), +2 Will, -2 AC; Terrifying Howl

### ⚔ **Dire Boar (Fiendish), Animal 7**

CE Large Animal

**Init** +4; **Senses** Darkvision (60 ft), Low light, Perception +13, Scent

**AC** 15, touch 9, flat-footed 15; (-1 size, natural)

**hp** 67 (7d8+21)

**Fort** +8, **Ref** +5, **Will** +5

**Defense Abilities** Ferocity; **DR** 5/Good, cold resistance 10, fire resistance 10; **Immune** none; **SR** 10

**Spd** 40 ft

**Melee** Gore +12 (2d6+12)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** Smite Good (1/day as a swift action to deal +7 damage vs good foes; persists until target is dead or fiendish creature rests)

**Spell-Like Abilities** nil

**Spells Known** nil

**Str** 27, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

**Base Atk** +5; **CMB** +14; **CMD** 24 (28 vs trip)

**Feats** Alertness, Endurance, Improved Initiative, Iron Will

**Skills** Perception +13

**Languages** Nil

**SQ** Scent

**Gear** Nil

**Special Abilities** Ferocity (can continue fighting even if hp goes below 0, but are still staggered and lose 1 hp per round; dies at -17 hp)

➤ When the PCs are done fighting, **GO TO Conclusion 3 (page 34).**

**CONCLUSION 1:**  
**SOMEBODY ELSE'S PROBLEM**

*Figuring this is none of your business, you walk out of the Nobles' District as a squad of the Diamond Legion run by you. Well, that will not ruin the rest of your day, you figure, which in Amthydor can be quite grand.*

The PCs get nothing from the Grimms in this epilogue. Of course, they didn't earn any real anything either.

**CONCLUSION 2:**  
**RIGHT IDEA, WRONG LOCATION**

Quick note, if the PCs show any Diamond Legion member or any of the Grimm family the Noble Pass found on the D'Garrans, they would be told it is a forgery.

*With the Diamond Legion helping, the trespassers are soon subdued. However, while the criminals are being escorted from the manor, a battered and weary Lord Harvinder returns from the rear of the house, anger gleaming in his grey eyes.*

*"Someone has just kidnapped Zander! They said they were taking him to his grandfather!" He seethes at his wife. "They said that you 'might see him again if you continue to be a good girl.' What did they mean by that?"*

*Lady Lanora replies, "Why, nothing! Why would you believe anything they said?"*

*Harvinder then makes a motion towards the back and the prisoners come out. "Yeah, that's her. That's the woman we been getting reports from. She gives a lot of info to her father. She's also the one who got us the passes into the district."*

*Harvinder then turns to his wife. "He also had some coins, like the ones we discussed earlier. The ones you had in your purse." Harvinder holds out his hand with three coins bearing the familiar broken egg symbol.*

*Lord Consul Grimm steps in, "I think the authorities had better look into this. Legionnaire, please take Lanora into custody."*

*Lanora looks at her husband and her father-in-law in shock. "I will be proven innocent and when I return, there will be some explaining to do." Lanora and the prisoners go peacefully with the Legionnaire.*

*Lord Consul Augustus turns to you, "Thank you for your help in defending my house. It is unfortunate that things did not turn out well, but that is nothing that can be blamed on anyone. But you did well and you have helped the city of Amthydor. I will write a letter of recommendation if any of you wish to enter the Diamond Legion, or a recommendation of promotion if you are already a member. I could also put in my recommendation to several noble houses that are looking looking for guards if you like, although my recommendation might count against you at some houses. Now, if you will excuse me, I have a family emergency that I must consult my son about."*

*Lord Consul Grimm escorts you to the door, and as you leave, bows solemnly, and then closes the door.*

**CONCLUSION 3:**  
**BEST LAID PLANS**

Quick note, if the PCs show any Diamond Legion member or any of the Grimm family the Noble Pass found on the D'Garran, they would be told it is a forgery.

*You follow Lord Harvinder Grimm out to the foyer where the Diamond Legion is in the process of arresting the villains that invaded the Grimm manor. Lord Harvinder approaches his wife, anger showing in his eyes.*

*"Someone has just kidnapped Zander! They said they were taking him to his grandfather!" He seethes at his wife. "They said that you 'might see him again if you continue to be a good girl.' What did they mean by that?"*

*Lady Lanora replies, “Why, nothing! Why would you believe anything they said?”*

*Harvinder then makes a motion towards the back and the prisoners come out. “Yeah, that’s her. That’s the woman we been getting reports from. She gives a lot of info to her father. She’s also the one who got us the passes into the district.” You can barely make out the message as they all try to make sure it is their own voice that is heard!*

*Harvinder then turns to his wife. “He also had some coins, like the ones we discussed earlier. The ones you had in your purse” Harvinder holds out his hand with three coins bearing the familiar three broken eggs symbol.*

*Lord Consul Grimm steps in. “I think the authorities had better look into this. Legionnaire, please take Lanora into custody.” Lanora looks at her husband and her father-in-law in shock. “I will be proven innocent, and when I return, there will be some explaining to do.” Lanora and the prisoner(s) go peacefully with the Legionnaire.*

*Lord Harvinder looks at you. “You fought well. Although the battle was lost, the war is not over for me. However, I am thankful for your help. If you wait a few minutes, I should be able to get something that shows my appreciation.” He then leaves for the back of the manor.*

*Lord Consul Augustus turns to you and hands you a basket hilt rapier that was mounted for display upon a nearby wall. “A small token of my esteem. Thank you for your help in defending my house. It is unfortunate that things did not turn out well, but that is nothing that can be blamed on anyone. But you did well and you have helped the city of Amthydor. I will write a letter of recommendation if any of you wish to enter the Diamond Legion, or a recommendation of promotion if you are already a member. I could also put in my recommendation to several noble houses that are looking for guards if you like, although my recommendation might count against you at some houses. Now, if you will excuse me, I have a family emergency that I must consult my son about.”*

*As Lord Consul Grimm turns to leave, Lord Harvinder returns with two books and six heart-shaped bottles. “Please accept these with my thanks. Now, if you will excuse me, I have been told I must meet with my father.” He escorts you to the door, and as you leave, bows solemnly, and then closes the door.*

**THUS ENDS “NOBLES”**

**TIME UNIT COST: 5 TU**

## 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>
Roleplaying XP Bonus	50	50	100	100
<b>Maximum Possible XP</b>	<b>650</b>	<b>900</b>	<b>1300</b>	<b>1900</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.

### **Encounter 2**

- Leather armor, sale value 5 gp.
- Dagger, Sale Value 1 gp.
- 5 sp.

### **Encounter 3**

- 50 gp per PC

**Encounter 4 - Note:** PCs only get items from the NPCs they kill. The Diamond Legion will not let the PCs take items from any live prisoners.

- Chain Mail Armor, sale value 75 gp.
- Greatsword, sale value 25 gp.
- 1 vial Holy Water, sale value 12 gold 5 silver
- Silver Holy Symbol of Galvandt, sale value 12 gold 5 silver
- 5 Leather Armor, sale value 25 gp (5 gp each).
- 3 Daggers, sale value 3 gp (1 gp each).
- 2 Short Swords, sale value 10 gp (5 gp each).
- 25 silver pieces
- 2 Broken Triad Coins

**Conclusion 2 - Note:** PCs only get items from the NPCs they kill. Diamond Legion will not let the PCs take items from the prisoners.

- 10 Scale Mail Armor, sale value 250 gp (25 gp each).
- 2 Large Steel Shields, sale value 20 gp (10 gp each).
- 2 Warhammers, sale value 12 gp (6 gp each).

- 8 Battleaxes, sale value 40 gp (5 gp each).
- 16 Daggers, sale value 16 gp (1 gp each)
- 48 gp, 3 sp.
- Basket-Hilt Rapier +1. If the wielder fights defensively he gets an additional +1 equipment bonus to AC stacked with the bonuses from the defensive mode. (Value: 5,000 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal) This is a gift from Lord Consul Augustus Grimm.
- Recommendation of Lord Consul Augustus Grimm: "I hereby confirm that the bearer of this letter is of stout heart and body and of brilliant combat abilities. He would be an excellent addition to any guardian force and has a large potential for leadership. Lord Consul Augustus Grimm." This certificate can be used to enter the Diamond Legion using only 30 TUs instead of 60. If the PC is already in the Diamond Legion, then it can be used to cut in half any time requirement for moving into an elite unit. It may instead be used to gain admission into the family guard units of the following Noble Families: Grimm, Harquith, Kailin, Mour and Reilly. However, showing this letter to members of the following Noble families: Bailey, Erikas, Sahdein and Terziine will automatically change the family's reaction to the character to Hostile and they will never be allowed to join their family guards. (1 per PC who wants one.) . (Value: Nil gp, Size: Small, Tradable: No, Rarity: Uncommon, Legality: Legal)

**Conclusion 3 - Note:** Lord Harvinder Grimm won't particularly care if PCs loot the people who helped kidnap his "son" as long as they don't make a fuss about it. He suggests that they not mention it in front of the Diamond Legion. The bad guys won't mention it if they survived, they expect to be looted for losing the battle, they're D'Garrans.

- From Mazul: Chainmail armor, buckler, scimitar, Hand Crossbow, 10 quarrels, 3 broken egg coins. Sale value: 140 gp.
- Amulet with an agate worth 60 gp.
- From Baidin: Studded leather armor, battleaxe, handaxe, 2 throwing axes, healer's kit, 3 broken egg coins. Sale value: 53 gp.
- Marinating Jar: This is a large earthen jar with a lid that screws into place. On the inside is a mixture of spices and herbs that do more than flavor the meat that is put in there. To activate it, the PC must put in a freshly killed animal and leave it there for at least 3 hours. The magic inside the jar will keep the meat fresh indefinitely. When this meat is cooked up, it will provide a party of 6 a meal that will not only warm their stomachs, but will provide a cure light wounds spell as cast by a caster of level 5. The jar will not preserve any body parts for purposes of raising dead or resurrections. Value: 4,000 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- From Dengul: Breastplate, large steel shield, longsword, 3 broken egg coins. Sale value: 117 gp.
- Gold holy symbol of Lucor worth 50 gp.
- Potion of Cure Moderate Wounds cast at 5<sup>th</sup> level (Value: 300 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).
- From Seardee: Light mace, light crossbow, 10 quarrels, artisan's outfit, 5 sticks of incense worth 10 gp each, 3 broken egg coins. Sale value: 36 gp.
- Bracers of Armor +1 (Value: 1,000 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal).
- From Gonarg: Chain shirt, greataxe, 2 daggers, necklace of tiger's teeth worth 3 cp, 3 broken egg coins. Sale value: 62 gp.
- Ring of Jumping (Value: 2,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal).
- *History of the Diamond Legion, Volume I:* This tome Gives a +1 equipment bonus to Knowledge (History) or Knowledge (Local-Amthydor). To gain this benefit, you must spend 10 time units studying the book and you must keep this book for reference. If you trade away or lose the book, you lose all benefits gained from it. (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- *"Leadership Cannot Be From the Rear"* by Hiram Grimm: This book's lore is useful only if you have the Leadership feat. If you have the Leadership feat, it gives +1 bonus to Charisma, to a max of 19, with regard to determining a cohorts level. To gain this benefit, you must spend 10 time units studying the book and you must keep this book for reference. If you trade away or lose the book, you lose all benefits gained from it. (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- Recommendation of Lord Consul Augustus Grimm: "I hereby confirm that the bearer of this letter is of stout heart and body and of brilliant combat abilities. He would be an excellent addition to any guardian force and has a large potential for leadership. Lord Consul Augustus Grimm." This certificate can be used to enter the Diamond Legion using only 30 TUs instead of 60. If the PC is already in the Diamond Legion, then it can be used to cut in half any time requirement for moving into an elite unit. It may instead be used to gain admission into the family guard units of the following Noble Families: Grimm, Harquith, Kailin, Mour and Reilly. However, showing this letter to members of the following Noble families: Bailey, Erikas, Sahdein and Terziine will automatically change the family's reaction to the character to Hostile and they will never be allowed to join their family guards. (1 per PC who wants one.) .

(Value: Nil gp, Size: Small, Tradable: No, Rarity: Uncommon, Legality: Legal)

- 6 Cure Light Wound potions. Each potion is in a heart shaped potion bottle. The bottle is worth 25 gp empty. (Value: 75 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal) from Lord Harvinder Grimm. They were a gift from his wife and he has no desire to keep them any longer. Caster level 5<sup>th</sup>.
- Basket-Hilt Rapier +1. If the user fights defensively he gets an additional +1 equipment bonus to AC stacked with the bonuses from the defensive mode. (Value: 5,000 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal) This is a gift from Lord Consul Augustus Grimm.

# **PLAYER'S HANDOUT #1**

***Dear Investigator,***

***I have heard rumors that you discovered some interesting information about my family and I would appreciate the chance to discuss this development. Please meet me at the Port District Headquarters of the Diamond Legion at 10:00 this morning. The trooper who delivered the message can give you directions.***

***Lord Alaric Grimm***

---

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***Lord Alaric Grimm***



## Player Handout #2

*Thus written are the words of Hyperion, Great Lady of the Nobility, may She show us the way to rule with wisdom forever.*

*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 . . .*

*Priest Rinaldo Quantil*

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



## ROSTER OF HEROES: NOBLES

**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: \_\_\_\_\_  
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 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.

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