



# More Trolls, More Trouble

**By David P Santana**

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

They say that wine is the root of all evil or is evil what men do? But when monsters hit the streets, it's up to heroes to find the root of the problem. For heroes of levels 1 to 15.

*(Updated February 2011)*

**WWW.THESHININGJEWEL.COM**

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



## CREDITS

Author . . . . . David P Santana  
Editor(s) . . . . . Nancy Lee Clark  
Plots Coordinator . . . . . David Samuels  
[lsj-plots@theshiningjewel.com](mailto:lsj-plots@theshiningjewel.com)  
Playtesters. . . . . (Names)

## LEGAL TEXT

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

THE SHINING JEWEL, LLC; TSJ, LLC; TSJ, LLC LOGO; LEGENDS OF THE SHINING JEWEL; LSJ; LSJ LOGO; and RAIJA are trademarks of The Shining Jewel, LLC. Tournament detail copyright 2010 by The Shining Jewel, LLC. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of TSJ, LLC.

## WELCOME TO LSJ!

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

## LSJ GM EMPOWERMENT CLAUSE

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

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

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

## CALCULATING ATL (AVERAGE TABLE LEVEL)

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

## A NOTE ABOUT ATLS AND THE POWER OF PCs

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

## ABOUT THE MODULE

*“More Trolls, More Troubles”* is a sequel to **“The Trouble With Trolls”**. It is best to play **LSJ 32 “The Trouble With Trolls”** 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**

At the end of *The Trouble with Trolls*, the epilogue showed a man pushing a cart that had an un-open case of troll juiced laced wine. The case has remained a mystery until now. The case changed hands as a wine merchant came across the man with the case. He gave the man a few dollars for the case and put it in his shop.

There it stayed until recently. A father, who was throwing a wedding for his daughter, wanted a special wine. The wine seller came across the case and offered a pair of bottles to the man. Several others over a few days time purchased several of the bottles for various occasions. Today, an old friend visited the wine merchant. He had one bottle left which he decided to share with his friend. Allowing his friend to drink first, the troll wine changed him into a raving monster, which is where the story starts.

Meanwhile, an ambassador for D'Gar had been looking into the research that created the troll juice. After having slain a few trolls to determine their secrets, he was able to track down the wine delivery to Amthydor. He has acquired a few of the bottles and is attempting to distill the troll parts from the wine.

But Thorton T Backswapper is on his trail. He is trying to track down who killed the trolls and stop the threat of resurgent troll juice.

Introduction - The PCs go about their business late in the day when a man is flung through a window. PCs can see the troll-like man and can attempt to stop him, while the merchant tries to tell them to subdue him. Once he is subdued, the merchant will tell his tale, asking the PCs to collect the bottles as fast as they can, since they will be used relatively soon, while he goes to contact the Diamond Legion.

Introduction: The Cause - The PCs are walking down a street when a man gets thrown through a window. He was thrown through the window by a troll like creature. After the PCs defeat him, he will tell them about the wine and who he sold it to and beg them to retrieve the wine.

Encounter 1 Wine and Roses - PCs will be told the story behind the wine and be asked to retrieve as many bottles as possible.

Encounter 2 The Wedding - PCs who go to the wedding will encounter the wedding party already under the effects of the troll juice. PCs need to deal with the wedding party and try to retrieve the bottles from them.

Encounter 3 A Warriors Tale - PCs will locate the Bard Mandrake and retrieve a bottle from him and Sgt Eloise Kyle.

Encounter 4 Noblesse Oblige - The PCs will meet with the Highborn Tameron Slidell of the temple of Hyperion.

Encounter 5 The Diamond Legion - The PCs can go to the Diamond Legion for help, but not much info to be gained.

Encounter 6 The Embassy - PCs will go to the D'Garraan Embassy in search of the ambassador, who won't be found in this encounter.

Encounter 7 LoTS - PCs can go to LoTS for information and meet Simone, but not get much help otherwise.

Encounter 8 Enter the Explorer - PCs will come across Thorton T Backswapper and Hackthud the Troll being attacked in an alley.

Encounter 9 The Apothecary - PCs have to assist Elmo and Thorton with the antidote, as well as information on the D'Garrans.

Encounter 10 The Warehouse - PCs will track the ambassador to a warehouse for the battle royale final encounter.

### Conclusion

This is based on whether the ambassador is captured, attacked or the PCS otherwise fail. If the ambassador lives, he will claim diplomatic immunity against any charges. These will unfold in eventual war with the ambassador's country.

## Introduction

*It had been a disappointing night. Meeting with Milton Dadderhoff of the Fraternity of Venturers usually leads to adventures or at least employment. But tonight 6 other adventurers were chosen to go find a missing ship, leaving the [# of pcs] of you with nothing to do. You might wonder if it is best to turn in, when something makes a decision for you. From a wine shop window comes a man crashing through it! He is a hefty man, slightly balding and, except for some minor cuts and the wine stains, still among the living.*

*Scrambling to his feet, he looks to you with wild eyes, "It's my friend, Rao Pelligari! He has gone insane! You must stop him!" he pleads.*

*From beyond the window in the darkness, large red eyes look out and a blood-curdling screech comes from not a human throat.*

*Suddenly, a large creature leaps through the window. It stands eight feet tall. Its body rippling with muscles. Its green skin is taut in some places and overgrown and bunched up in others. His much too human face is grotesquely twisted by a much too large mouth full of sharp and broken teeth.*

The man covered in wine is Mortimer Green proprietor of *The Grapes of Mortimer*, a wine shop specializing in rare and obscure wines. A short time ago, Mortimer acquired a case of Eladren Green '79, a wine once not so rare, until a full shipment of it disappeared into the swamps near the Thornwater protectorate.

He bought the case from a drifter who finds things that are lost or unwanted. The drifter had the case for several years when Mortimer encountered him and bought the wine.

Soon after, he received some requests for something special for several occasions and he had a case of 12. He sold all but one for a nice profit and decided to celebrate by sharing the last bottle with his old friend Rao Pelligari, a minor noble of House Pelligari. He let his friend have the first taste, about half a goblet. Rao began to change. As he grew monstrous, he became enraged. He

grabbed Mortimer and threw him through the window.

PCs may have to be told or reminded that this is Mortimer's friend AND a noble. It is possible for PCs to build a body count in this module that can have ramifications.

**Note on this combat for all ATLS: The mutated troll is new and weaker than a normal troll. It also does not have regeneration. Its weak mind makes it more susceptible to mind altering spells.**

### ATL 1 to 5

#### ⚔ Mutated Troll

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; **Perception** +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 37 (3d8+15)

**Fort** +8, **Ref** +3 **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +6 (1d8+5)

**Full Atk** bite +6 (1d8+5), 2 claws +6 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +2; **CMB** +8; **CMD** 20

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 7 to ATL 9

#### ✂ Mutated Troll

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 59 (5d8+25)

**Fort** +9, **Ref** +3, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +7 (1d8+5)

**Full Atk** bite +7 (1d8+5), 2 claws +7 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 11 to ATL 17

#### ✂ Mutated Troll

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 81 (7d8+35)

**Fort** +10, **Ref** +4, **Will** +3

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +9 (1d8+5)

**Full Atk** bite +9 (1d8+5), 2 claws +9 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 23

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

It is important to remember that Rao is a noble of the city. Mortimer will encourage the PCs to subdue him. He will also provide a rope to secure Rao once he is down. After Rao is secured, **Go To Encounter 1.**

### Encounter 1 – Of Wine and Roses

*"This is horrible, horrible!" The wine seller runs his hand through his threadbare hair, making it look more like a bird's nest. "Oh my, my name is Mortimer Green and this is my shop. That is Rao Pelligari. We were sharing a bottle of wine, commemorating his dear departed friend, Tristian Bailey, I gave him the first goblet. He had no more than half a goblet when he started to grow, turn green and into the monster you see before you. I'm glad you came when you did. He could have killed more or done much worse."*

*Mortimer pauses for a second then becomes agitated, "Oh no! It must be that wine! I sold most of that case today! If this happens to everyone who drinks...you have to help me! You are adventures....I know you can help!"*

#### What happened?:

*"A short time ago, I acquired a case of Eladren Green '79, a wine once not so rare, until a full shipment of it disappeared into the swamps near the Thornwater protectorate.*

*I bought the case from a drifter who finds things that are lost or unwanted. Soon after, I received some requests for something special for several occasions and I had a case of 12 bottles. I sold all but one for a nice profit and decided to celebrate by sharing the last bottle with my old friend Rao Pelligari, a minor noble of House Pelligari. I let my friend have the first taste, about half a goblet. Rao began to change. As he grew monstrous, he became enraged. He grabbed me and threw me through the window."*

🗨 **How much will you pay us?:**

*"I don't know. I will pay you (25x tier x bottle) gp for every bottle returned."*

Mortimer is more upset about people being hurt and damage to his reputation to worry about cost.

🗨 **Where did you get the wine?:**

*"It was brought to me by Jimmy Three Fingers. He is a local who finds things discarded that he thinks he can sell. He told me he found the wine case in an abandoned cellar on the edge of the Poor District."*

Jimmy Three Fingers is basically a vagrant who lives in the Poor District. If the PCs go looking for him, they won't find him nor is he in the scope of the module.

🗨 **Who did you sell it to?:**

*"Wait, I'll get the receipts."*

Give them Player Handout 2.

🗨 **"What about the Diamond Legion?" or "What about Rao?":**

*"I will contact the Diamond Legion. This rope should hold him until then."*

**Note: If the PCs summon the Diamond Legion [example: DL whistle], the PCs will be delayed answering questions, but this won't have an effect on the module. The DL will tell the PCs they are immediately contacting special services.**

- If the PCs want to go to the wedding **GO TO Encounter 2 (page 6).**
- If the PCs want to go see the bard or the Society of Entertainers and Performers, **GO TO Encounter 3 (page 10).**
- If the PCs want to go the Temple of Hyperion, **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion, **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**

- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13).**
- If the PCs pass on the adventure, **Go To Epilogue B (page 35)**

## **Encounter 2 – Party of Five**

The PCs will be able to reach the reception just as the bride and groom are sharing their first drink.

*Finding the Gallant Knight Inn in the Merchant District proves to be little trouble. The upscale, large dining hall is known for its space and lavish catering, so it is a natural place to have a wedding.*

*Arriving at the hall, it seems all the guests have arrived, as no one is milling about. Opening the double doors, you see quite a few tables with people in various stages of clapping since the bride's father had just finished introducing the bride and groom, as they share their first drink as a married couple.*

PCs have little time to react as the transformation is quick. Nor can they charge through the crowded floor or fly through the low hanging chandeliers. Use map #1 and consider the room rough terrain for movement purposes.

*As you move to the newlywed couple, they go through a quick transformation. Their bodies grow grotesquely large. Their skin turns to a sickly green shade. Their fingernails become large claws. Large tusks protrude from their mouths. A loud roar escapes from their mouths, their intent obvious.*

At this point, proceed with normal initiative. The immediate targets are the maid of honor and the best man seated to the left and right of them. If the PCs don't present themselves as more viable targets, they will attack their friends first. After the first round, the guests will bolt towards the door. Any PC who hasn't moved through the crowd by then will be pushed or jostled, giving a -2 circumstance penalty to ranged attacks. At **ATL 13 and 15** one or two of the wedding entourage also drank some of the wine.

PCs need to remember these people are innocents and shouldn't be killed.

**Note on this combat for all ATLS: The mutated troll is new and weaker than a normal troll. It also does not have regeneration. Its weak mind makes it more susceptible to mind altering spells.**

### ATL 1

#### ⚔ Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 37 (3d8+15)

**Fort** +8, **Ref** +3, **Will** +2

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

**Spd** 50 ft.

**Melee** bite +6 (1d8+5)

**Full Atk** bite +6 (1d8+5), 2 claws +6 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +2; **CMB** +8; **CMD** 20

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 3

#### ⚔ Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 48 (4d8+20)

**Fort** +8, **Ref** +6, **Will** +1

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

**Spd** 50 ft.

**Melee** bite +7 (1d8+5)

**Full Atk** bite +7 (1d8+5), 2 claws +7(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 5 & ATL 7

#### ⚔ Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 59(5d8+25)

**Fort** +9, **Ref** +3, **Will** +2

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

**Spd** 50 ft.

**Melee** bite +7 (1d8+5)

**Full Atk** bite +7 (1d8+5), 2 claws +8 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 9

#### ✂ Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 70(6d8+30)

**Fort** +10, **Ref** +4, **Will** +3

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

**Spd** 50 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 11

#### ✂ Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 81 (7d8+35)

**Fort** +10, **Ref** +4, **Will** +3

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

**Spd** 50 ft.

**Melee** bite +9 (1d8+5)

**Full Atk** bite +9 (1d8+5), 2 claws +9 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 23

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ATL 13

#### ✂ Advanced Mutated Troll (2)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 92 (8d8+40)

**Fort** +11, **Ref** +4, **Will** +3

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

**Spd** 50 ft.

**Melee** bite +10 (1d8+5)

**Full Atk** bite +10/+5 (1d8+5), 2 claws +10 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +6/+1; **CMB** +12; **CMD** 24

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil



## ATL 15

### Advanced Mutated Troll (4)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 181, touch 12, flat-footed 16; (+3 Dex, +6 natural, -1 size)

**hp** 114 (10d8+50)

**Fort** +12, **Ref** +5, **Will** +4

**Defense Abilities** nil; **DR** 5/-; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +11 (1d8+5)

**Full Atk** bite +11/+6 (1d8+5), 2 claws +11 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7), Improved Grab

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 16, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +7; **CMB** +13; **CMD** 25

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

**Spells Known** none

**Str** 20, **Dex** 16, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +9; **CMB** +15; **CMD** 27

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

Once the Trolls have been defeated/captured, it is up to the PCs to determine how to handle the situation. There are three bottles on the gift table and a fourth was on the receiving table, most likely spilt during the combat. Also restraint of the wedding couple is a concern. Smart PCs will remember to bind them.

*Looking around, you see a spilled bottle of Eladren Green '79. Three more bottles sit on top of a side table with many gifts.*

*A tall, well-dressed man comes through the door after the noise dies down. He looks through his glasses with teary eyes, "What happened? What happened to my daughter? The old man gasps as he looks over the trolls dressed in the rags of the bride and groom. "What....what happened to them?"*

This is a moment PCs need to deal with tact. If PCs try to calm him or assure him everything is going to be ok, he will at least listen to the PCs. If they give him attitude, he will be hostile to the PCs and tell them to leave.

PCs who have been friendly to him can ask for the bottles to check for any problems with it. PCs that were belligerent or unsympathetic are asked to leave. If they don't have the bottles yet, he won't let them have them. If they take them without permission, he will ask the Diamond Legion to charge them with theft.

Either way, the Diamond Legion will arrive to restrain and hold the troll couple.

- If PCs have gone to at least three other locations (the temple, the Jade Palace or the wedding) **GO TO Encounter 8 (page**

## ATL 17

### Advanced Mutated Troll (4)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 18, touch 12, flat-footed 16; (+3 Dex, +6 natural, -1 size)

**hp** 136 (12d8+60)

**Fort** +13, **Ref** +6, **Will** +5

**Defense Abilities** nil; **DR** 10/-; **Immune** nil; **SR** nil

**Spd** 50 ft.

**Melee** bite +13 (1d8+5)

**Full Atk** bite +13/+8 (1d8+5), 2 claws +13 (1d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d8+7), Improved Grab

**Spell-Like Abilities** none

**14).**(NOTE: If there is more time, PCs can visit other locations before going here)

- If the PCs want to go see the bard or the Guild of Entertainers **GO TO Encounter 3 (page 10).**
- If the PCs want to go the temple of Hyperion **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**
- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13)**

### **Encounter 3: A Soldier's Story**

PCs tracking down Mandrake Caprican need not look any further than the Society of Entertainers and Providers. A quick check will find that he does stay at the Society, but isn't there. A bard idling nearby will tell the PCS he is dallying with a lady at the Jade Palace this evening.

*The Jade Palace is in the services district, near the temples district. A quick walk finds you at the steps leading up into the building. You pass by the two jade dragons that guard the entrance under Daiguonese lanterns flickering in the evening light. The smell of distant Daiguonese dishes waft around you. A young Daiguonese woman approaches you. "You come for dinner," she asks?*

PCs can ask after Mandrake or they can act like customers. A menu is provided for those who ask, play along with them as long as you like. After awhile, (or if they go right after him) give them a **Perception DC 10 check** to notice one of the private booths has their curtains drawn and gentle lute strings are being played behind them. PCs need to decide how to proceed at this point. Their approach might matter in treasure division. Adjust the boxed text accordingly.

*As you pass beyond the curtain, you see a startled woman in a green dress. She spills the contents of a goblet all over herself as you enter. At the other*

*end of the booth is a young, dashing looking man in very fashionable clothes and sporting a black goatee. He was caught in mid strum on a small lute in his hands.*

The woman is the off-duty Lt. Eloise Kyle, a blond haired blue-eyed woman who appears to be in her late twenties. She is a dedicated officer who has the respect of all of the officers in the Legion, be they her superiors or her subordinates. An only child, Lt. Kyle chose the honorable profession of a legionnaire as a way to give back to the city that she loves. PCs who have met Lt. Kyle will recognize her on an **INT check DC 15** or a **Knowledge(local) DC 15 check**, since she is out of uniform. PCs that are legionnaires will get a +5 circumstance bonus to that roll.

The gentleman is the bard Mandrake Caprican, a well to do, if not well known for his music. Mandrake has been attempting to romance Eloise, but time and duty has kept them apart. Tonight, she was not on duty. Mandrake made reservations for the private booth and bought the special bottle of wine for the occasion. The **Knowledge(local) check** to recognize Mandrake is **DC 20** since he isn't well known. For a bard, the **DC is 15**.

Depending on the PCs intrusion, paraphrase the following:

*The young lady yelps in surprise, the red wine staining her green dress. But with surprising speed, she is up and facing you all, "What is the meaning of this... Oh look at my dress...what do you want?"*

The PCs will need to be very diplomatic at this moment. Lt. Kyle is not happy at all and, if pushed, will escort the PCs out of the Jade Palace stressing arrest for harassment if the PCs continue. Otherwise, read the following:

*After listening to your story, she turns to the bard, who gives her a sheepish shrug. She turns back to you. "Well, for those who do not know me, I am Lt. Eloise Kyle. And the gentleman is a bard that goes by the name of Mandrake. And if what you*

*say is true, the Diamond Legion needs to be told." She stands up and pulls her badge out of a purse. "Sorry Mandrake, we should have a rain check. Duty calls. I will have to confiscate the bottle and take it to the Diamond Legion Headquarters."*

PCs who already know that they need to go to the warehouse may ask Sgt. Kyle for Diamond Legion assistance. She will alert the Diamond Legion, and tell the PCs to go ahead of them. Otherwise, this encounter is over.

- If PCs have gone to at least three other locations (the temple, the Jade Palace or the wedding) **GO TO Encounter 8 (page 14).** (NOTE: If there is more time, PCs can visit other locations before going here)
- If the PCs want to go the Wedding **GO TO Encounter 3 (page 10).**
- If the PCs want to go the temple of Hyperion **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**
- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13).**

## **Encounter 4: Noblesse Oblige**

*Even looking at the Highlord's Cathedral, the temple of Hyperion, the glass wall surrounding it, you can see its definite noble stature. It is almost like looking at one of the Noble House estates in the Nobles District. But where else you expect the clergy of the deity of nobles to reside? Certainly not a woodshed!*

*But right now, the sight of armed guards positioned at all doors and windows mars the temple's beautiful exterior. For once, you see people bearing crests from different noble houses working together for a common cause...the protection of the church of Hyperion. An acolyte approaches you, his blue robes barely touching the ground. "How may the house of nobles be of assistance?"*

Acolyte Clarence is polite, but firm unhanding the PCs. He will always address a noble in the party if one is present. If asked, he will tell the PCs that Highborn Tameron Slidell is having his evening meal and is not to be disturbed. If pressed, PCs can convince him to ask the Highborn if he will see them. This requires a **Diplomacy DC20 check**. If a noble is present, the **DC is 15**. The **DC drops to 10** if a cleric of Hyperion is with the party.

*After a few minutes, acolyte Clarence returns, with a slightly bemused look on his face. "The Highborn says he is prepared to see you." Clarence leads you up a grand staircase to a pair of large polished doors. Opening the doors, you see a wealthily appointed room. Rich, dark mahogany walls are adorned with several well-made paintings and the occasional set of bejeweled rapiers. The largest thing in the room is the polished dark wood desk sitting at the other end of the room. On the desk is a plate half covered in potatoes and a few slices of beef. Behind the desk sits a rather regal looking man. His jet black hair frames his square-jawed chin, his robes of office fully filling the rest of the picture."*

*Greetings, I am Highborn Tameron Slidell and I have been expecting you. Oh, don't take that in the wrong way. You see, one of my acolytes gifted me with a fine wine earlier today. I happen to enjoy well made and rare wines. Tonight, I was preparing for my evening meal. I offered up a prayer of thanks to Hyperion and, something I have grown accustomed to in these troubled times, I cast a detect poison. Much to my surprise, the wine detected as poison. Much more of a surprise, it radiated magic and I was not able to neutralize it. Now I do trust Clarence, he would not knowingly give a bottle of tainted wine. When he came to tell me that adventurers were here to see me, I was sure it had to do with the wine. Am I correct?"*

The Highborn will listen to the PCs, but he has determined two things. First, by augury, he feels that giving over the wine to the PCs is the right thing to do. Second, what price he is going to charge. If the PCs don't accept the deal, he will

excuse them from his room. He intends to do his own investigation on the wine. Eventually he will turn it over to the Diamond Legion himself.

*"All very interesting... I have come to a decision. I am ready to give you the bottle. All you have to do is a small service for Hyperion." He pulls some papers from his desk and lays them out on the table.*

*"Basically, we run some shelters and food kitchens where needed, but I am always short-handed. All I need from each of you is one day of working in one of these places."*

PCs may argue they already serve in these places, but the Highborn is adamant about it. No exceptions. If they ask, the day costs one time unit. PCs can offer more than one day, though he requires one day from each PC. PCs who offer a minimum of 5 time units get the Gift of Giving cert. Once the PCs agree, the Highborn will hand them the bottle. The Highborn will not go with the PCs and really can't offer any other assistance. He will send them off with the Blessings of Hyperion. This operates an effective +1 to all saving throws until the end of the mod.

- If the PCs have gone to at least three other locations (the temple, the Jade Palace and the Wedding, **GO TO Encounter 8 (page 14).** (NOTE: If there is more time, PCs can visit other locations before going here)
- If the PCs want to go see the bard, or the Guild of Entertainers **GO TO Encounter 3 (page 10).**
- If the PCs want to go the the Wedding **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**
- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13).**

### **Encounter 5: A Bit Busy**

*The Diamond Legion is buzzing with many officers running around, very busy. Several groups of legionnaires head out the door as you pass inside. Other legionnaires are handling arrested people. Others just stand on guard.*

The PCs can talk to any of the legionnaires or the desk sergeant. Most of the hustle going on has to do with a problem down at the docks, nothing to do with this module. Legionnaires won't have time to talk much and will go about their business. If the PCs inquire about any of the captured trolls, they will be told they are being held until the League of Thaumaturgical Studies can have a look at them.

- If PCs have gone to at least three other locations (the temple, the Jade Palace or the wedding) **GO TO Encounter 8 (page 14).** (NOTE: If there is more time, PCs can visit other locations before going here)
- If the PCs want to go see the bard, or the Guild of Entertainers **GO TO Encounter 3 (page 10).**
- If the PCs want to go the temple of Hyperion **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Wedding **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**
- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13).**

### **Encounter 6: Ambassador?**

Anyone making a knowledge: history check on the Republic of D'Gar DC 15 can read Appendix 2 on the Republic of D'Gar.

*The Ambassador's district is a finely manicured area, dotted with small parks and gardens. Several buildings, used as embassies, are arranged in somewhat neat rows. Each embassy bears the style and trappings of the countries they represent. Each country either friendly or unfriendly to Amthydor has some sort of presence here.*

*The D'Gar Embassy is a somewhat blocky 3 story building, decorated with classical columns and large black and red banners bearing the D'Garran crest. A statue of a man riding a horse sits on the path between the stone wall and the doors of the embassy itself.*

If they stop to read the plaque on the statue it reads:

## General Heinrich Vernan DeLorca

With a **Knowledge(history)** check the PCs can learn the following information based on the DC attained.

**DC20** - PCs will remember that General DeLorca was one of the people who helped D'Gar.

**DC30** - reveals he was also known as "The Butcher". As noted, this is the ancestor of the ambassador.

*Entering through the doors you are greeted with a somber opulence. Dark and expensive wood and drapes decorate the entryway. In the back, a grand stair rises up to the next floor. As you enter, a short man wearing a simple suit and a sash comes out of a side door. "In what way can Dakar serve you?" he says with a bow.*

Dakar is the aide to the ambassador. While he is an autocrat himself, he is completely subservient to the ambassador. If PCs inquire about the sash, it is red and bears two crests. The first symbol is for D'Gar. With **Knowledge(nobility)** **DC25** check, the second crest marks him as a member of the Austere family of D'Gar.

For the most part, Dakar only knows that the ambassador indeed arrange to buy 6 bottles of wine, but doesn't know where the wine or the ambassador is. He will ask the PCs to check back within or he could send out a runner with a message once the ambassador arrives. If asked who the ambassador is, he tells them Duke Heinrich Capran DeLorca.

PCs may decide to wait, but time is ticking and they know it. If they still insist on waiting until the

ambassador returns, the module is over, because he doesn't come back that night.

If PCs have gone to at least three other locations (the temple, the Jade Palace and the wedding)**GO TO Encounter 8 (page 14).** (NOTE: If there is more time, PCs can visit other locations before going here)

- If the PCs want to go see the bard, or the Guild of Entertainers **GO TO Encounter 3 (page 10).**
- If the PCs want to go the temple of Hyperion **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Wedding **GO TO Encounter 6 (page 12).**
- If the PCs want to go the League of Thaumaturgical Studies **GO TO Encounter 7 (page 13).**

## **Encounter 7: The League of Thaumaturgical Studies**

Please press upon the PCs the timeliness of their mission. If they wish to go to the League of Thaumaturgical Studies, use the following:

*Entering the League of Thaumaturgical Studies, you are greeted by a young woman behind a table. She is wearing a blue gown, her golden curls cascade down her side and her green eyes sparkle at you. "Greetings, what can the League do for you?"*

If asked, she will give her name as Simone. She is a programmer construct, a pet project of the League to create constructs to handle menial jobs. Simone can greet, take messages, summon a Mage and make appointments. Anything out of the ordinary, she will call upon the Mage on call or otherwise raise an alarm.

If the PCs wish to raise a fuss, Simone is quite capable of tossing them out. Any attacks on her, use the construct stats in the final combat. PCs will be charged with any damage to Simone.

If the PCs want to leave a bottle of wine for the League to examine, Simone can provide a box and will assure them a mage will see into it. This bottle will not be made available to the PCs at the end of the adventure.

- If PCs have gone to at least three other locations (the temple, the Jade Palace and the wedding) **GO TO Encounter 8 (page 14).** (NOTE: If there is more time, PCs can visit other locations before going here)
- If the PCs want to go see the bard, or the Guild of Entertainers **GO TO Encounter 3 (page 10).**
- If the PCs want to go the temple of Hyperion **GO TO Encounter 4 (page 11).**
- If the PCs want to go to the Diamond Legion **GO TO Encounter 5 (page 12).**
- If the PCs want to go the Ambassador of D'Gar **GO TO Encounter 6 (page 12).**
- If the PCs want to go the Wedding **GO TO Encounter 7 (page 13).**

## **Encounter 8 Enter the Explorer**

*Going towards your next destination, you turn the corner and you see a fight about to start. A gnome is holding off several large, troll-looking men. The gnome is brandishing a knife at them, "Stay back! I'm warning you!" Behind him, in the alleyway, another shadow looms....*

This is Thorton T Backswapper, historian extraordinaire. PCs who played *The Trouble with Trolls*, may remember him. Thorton has been on the trail of a troll killer who slew some of the trolls of Thornwater in search of essence of troll. Duke De Lorca used some of his tainted wine to poison these attackers and set them loose on Thorton.

Behind Thorton in the shadows is Hackthud, the Troll ranger who the PCs may have helped in *The Trouble with Trolls*. He has been traveling with Thorton in trying to find the troll murderers. He hangs in the shadows under a cloak so as not to scare the people with the appearance of a troll.

If the PCs decide to strike, before initiative is rolled, HackThud will reach out and strike one of

the attackers, knocking the target over in the process. The PCs only have to deal with the number listed, even though there is one more than the number listed.

The trolls are actually low level fighters hired through a third party by the ambassador to hunt down Thorton, who he knew was on his trail. He gave them their orders, sealed with a drink and half mindedly went looking for Thorton.

If you need HackThud and Thortons Stats, they are in Appendix 1.

Assuming the PCs are intervening, continue with the following:

*From the shadow, a long, large green arm reaches out, grabbing one of the attackers and slams him into the alley wall. Whatever hides in the shadows is with the gnome!*

**Note for all ATLS: The mutated troll is new and weaker than a normal troll. It also does not have regeneration. Its weak mind makes it more susceptible to mind altering spells.**

### **ATL 1 & ATL 3**

**‡ Mutated Troll (ATL 1 (1) / ATL 3 (2))**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 37 (3d8+15)

**Fort** +8, **Ref** +6, **Will** +1

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

**Spd** 50 ft.

**Melee** bite +6 (1d8+5)

**Full Atk** bite +6 (1d8+5), 2 claws +6 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str 20, Dex 14, Con 20, Int 6, Wis 8, Cha 8**

**Base Atk** +2; **CMB** +8; **CMD** 20

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### **ATL 5**

**‡ Mutated Troll Fighter 1 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 50 (3d8+1d10+21)

**Fort** +10, **Ref** +3, **Will** +2

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

**Spd** 50 ft.

**Melee** bite +7 (1d8+5)

**Full Atk** bite +7 (1d8+5), 2 claws +7 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str 20, Dex 14, Con 20, Int 6, Wis 8, Cha 8**

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### **ATL 7 & ATL 9**

**‡ Mutated Troll Fighter 1 (ATL 7 (2)/ATL 9 (3))**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 60(4d8+1d10+25)

**Fort** +11, **Ref** +3, **Will** +2

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

**Spd** 50 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str 20, Dex 14, Con 20, Int 6, Wis 8, Cha 8**

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

## ATL 11

### ✂ Mutated Troll Fighter 2 (3)

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 85 (5d8+2d10+37)

**Fort** +12, **Ref** +3, **Will** +2 (3 vs. fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +6; **CMB** +12; **CMD** 24

**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Improved Grapple

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** bravery +1

## ATL 13 to ATL 17

### ✂ Advanced Mutated Troll Fighter 2 (ATL 13 (3)/ATL 15 (5)/ATL 17 (7))

N Large Humanoid (Giant)

**Init** +2; **Senses** dark-vision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 118 (8d8+2d10+52)

**Fort** +14, **Ref** +4, **Will** +3 (4 vs. fear)

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +12 (1d8+7)

**Full Atk** bite +12 (1d8+5), 2 claws +12(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +8; **CMB** +14; **CMD** 26

**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Improved Grapple

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** bravery +1

The PCs won't be able to get any information from the mutated fighters. But they'll get an earful from Thorton. **GO TO Encounter 9(page 16)**

## Encounter 9: Tale of Two Gnomes

*"Boy, I'm glad you came when you did. I guess if you don't know me, I'm Thorton T Backswapper, historian and explorer extraordinaire. My big friend here is Hackthud. He is a troll ranger from the Thornwater Tribe."*

PCs who played *The Trouble With Trolls* will remember him hiring them to look into the missing trolls. PCs might also remember Hackthud as the troll they saved from alligators in *The Trouble With Trolls*.

*He wipes his forehead with a purple scarf. "Heck, this may be part of the reason I'm here. But first, I need to find my old buddy, Elmo. You wouldn't happen to now him? Gnome, shock of grey hair, deals in plants?"*

He is, of course, referring to Elmo the apothecary, whom the PCs may have met in *Merchant's Price* or *Where the Wild Things Are*. If the PCs haven't met him, or wish to take him to Kwella's shop, a **Diplomacy (Gather Information) DC 5 check** for directions from Kwella will put them right on Elmo's doorstep.

*Thorton looks the PCs over. "You really must come with me. I think you can help!"*

Elmo is a rather laid-back gnome who gained his green thumb from his father. Instead of growing plants, he took up the business of using them.



*After spending some time wandering the streets of the city, you find Elmo's Apothecary in the Merchant's district, not too far from the temple district. The shop is down a short alley that would be missed, if not for the sign hanging right outside the alley. Coming down the alley, you see a sign on the door labeled 'Open Come In'.*

*You enter a well-lit storefront. You see many shelves lined with jars and metal boxes, each with a distinct label. A large counter is against the far wall. Leaning back in the chair with his feet up is a rather relaxed gnome. A pipe is lit in his mouth, a green smoke slowly rising from it. His bushy, full, salt-and-pepper head of hair and an equally bushy mustache set him aside from your normal perception of gnomes.*

*He looks in your direction and suddenly jumps up from his perch. Approaching Thorton, he sticks out his hand. They do a strange handshake then hug each other like long-lost brothers. "So Thorton, what brings you out here with adventurers and..... Is that a troll?"*

*Thorton smiles easily, "This is Hackthud, of the Thornwater tribe. I'm sure you read my book..", he pauses momentarily before going on. "These adventurers saved me from being bushwhacked by a couple of mutated men. And that is primarily why I'm here."*

*"You see, Hackthud here came to my home in Thornwater not too long ago, hurt but regenerating. He told me that he was hunting near the old mound where troll juice had been made. Some men attacked him there. After a fight, they left him for dead or as near as a troll could come. He heard their leader say he got what he came for and it was time to return to Amthydor. What they didn't count on was troll resiliency, and Hackthud came looking for me." Hackthud brandishes a big smile.*

*"So we came here tracking the men who attacked him. I remember what the troll juice was supposed to do. If these men who attacked me are any example, I knew there was one place to go. "Thorton pulls out some papers from his pouch, "These notes are all that's left of the mound. I figure if anyone could figure out a cure, you could."*

*Elmo looks over the notes and frowns. "Not enough information. I could pull a few things, but I would need a sample of the troll juice."*

This is where the PCs offer up one of the bottles. If they do so continue. If not, skip the next paragraph.

*"Excellent. I can get to work on this right away, though it will take me awhile to make it." Elmo quickly moves around his shop, gathering herbs and items.*

Whether the PCs give-up a bottle or not, continue.

*"There is one more thing," Thorton nods to HackThud, who produces a hunk of cloth with a symbol on it. He drops it on the table.*

If the PCs have visited the D'Gar embassy, they will recognize the D'Garan symbol. If not, a **Knowledge(nobility) DC 10 check** or **Knowledge(local) DC 20 check** will identify it. PCs can tell HackThud and Thornton that it is a symbol of D'Gar. The outcome is the same.

*"If you can find who uses this particular symbol, you'll probably find who beat up Hackthud and probably the person who has the troll juice. if you can stop him, we can stop any more mutated trolls."*

PCs have several options at this point.

➤ They can go back to the D'Garan Embassy **Go To Encounter 10 (page 18).**

➤ They can go to the Diamond Legion **Go To Conclusion D (page 34)**

### **Encounter 10 The Warehouse**

PCs can head to the embassy. The staff will deny any knowledge or involvement. But a bit of **Diplomacy (DC 10 check)** or an **Intimidate DC 10 check** will reveal that the ambassador might be in a D'Garan warehouse in the harbor district.

The PCs can decide to leave it up to the Diamond Legion to take care of. If so, go to **Conclusion C.**

If the PCs decide to enlist the Diamond Legion, they will urge the PCs to get there first and the Legion will get there as soon as they can.

*The still, late night air adds mood to the area as you approach the warehouse. Marked as number 13, it is similar to the other warehouses around it. Though small as warehouses go, the tall black double doors are very imposing. A smaller door stands to the side of the double doors as a smaller entrance. A quick look shows no other entrances or exits from the building.*

The building is well protected. The lock on the door is a **DC 20** to open, though no traps on the door. The interior of the building is covered with three dimensional locks replenished every 18 days. The dimensional locks are there to protect valuable D'Garan cargo. Several alarm spells are set throughout the space. A construct by the door guards the interior and will animate on command. Inside the building around some boxes are several men, each having just drunk a goblet of the troll juice. They have been given a suggestion to protect the ambassador. The ambassador will not attack, but will defend himself. Cowering under a table is the alchemist brought in by the ambassador to decipher the formula for essence of troll. He won't participate in the combat, but is important to the story. When the PCs stop or drop more than half the combat AND reach him, the Ambassador will claim diplomatic immunity. If the PCs try to kill him, the Diamond Legion will arrive to stop them. The area is 40feet by 60 feet, and has only a few boxes since it was being used as a staging area. Use map #2.

**Note for all ATLS: The mutated troll is new and weaker than a normal troll. It also does not have regeneration. Its weak mind makes it more susceptible to mind altering spells.**

### ATL 1

There is no construct and no wizard at ATL 1

#### ⚔ Mutated Troll Fighter 1

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 20, touch 12, flat-footed 19; (+2 Dex, +5 natural, -1 size)

**hp** 50 (3d8+1d10+21)

**Fort** +10, **Ref** +3, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** long sword +7 (1d6+5, 19-20/x2) or bite +7 (1d8+5)

**Full Atk** long sword +7 (1d6+5, 19-20/x2) or bite +7 (1d8+5), 2 claws +7 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d6+7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +3; **CMB** +9; **CMD** 21

**Feats** Intimidating Prowess, Iron Will, power Attack, Cleave

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** chain mail, long sword,

**Special Abilities** nil

#### ⚔ Mutated Troll Rogue 1

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)

**hp** 49 (4d8+21)

**Fort** +8, **Ref** +5, **Will** +2

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** short sword +6 (1d6+5, 19-20/x2) or bite +6 (1d6+5),

**Full Atk** short sword +6 (1d6+5, 19-20/x2) or bite +6 (1d8+5), 2 claws +6(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d6+7), sneak attack (1d6)

**Spell-Like Abilities** nil

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +2; **CMB** +8; **CMD** 20

**Feats** Intimidating Prowess, Iron Will

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** leather armor, short sword

**Special Abilities** trapfinding

#### ⚔ Mutated Troll Monk 1

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 49 (4d8+21)

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

**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil  
**Spd** 50 ft.

**Melee** bite +6 (1d8+5)

**Full Atk** bite +6 (1d8+5), 2 claws +6 (1d8+5) or (flurry of blows) +3/+3 (1d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d8+7), flurry of blows, stunning fist, unarmed strike

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +2; **CMB** +8; **CMD** 20

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

**Note in ATLS 3+: The coat rack will attack the PCs as they enter**

### ATL 3

#### ⚔ Animated Object

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5

**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)

**hp** 22 (2d10+10)

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

**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil

**Spd** 30 ft.

**Melee/Full Atk** slam +5(1d4+3)

**Ranged** nil

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

**Special Attacks** none

**Spell-Like Abilities** none

**Spells Known** none

**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1

**Base Atk** +3; **CMB** +5; **CMD** 15

**Languages** nil

**SQ** nil

**Gear** nil

**Special Abilities** nil

#### ⚔ Mutated Troll Fighter 2

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)

**hp** 63 (3d8+2d10+25)

**Fort** +11, **Ref** +3, **Will** +2 (3 vs. fear)

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

**Spd** 50 ft.

**Melee** long sword +8 (1d8+5/19-20x2) or bite +8 (1d8+5)

**Full Atk** long sword +8 (1d8+5/19-20x2), bite +8 (1d8+5), 2 claws +8(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d6 +7)

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance

**Skills** Intimidation +11, Perception +4

**Languages** common

**SQ** nil

**Gear** chain mail, long sword

**Special Abilities** bravery +1

#### ⚔ Mutated Troll Rogue 2

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)

**hp** 61 (5d8+27)

**Fort** +8, **Ref** +6, **Will** +2

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

**Spd** 50 ft.

**Melee** short sword +8 (1d6+5, 19-20/x2) or bite +8 (1d8+5)

**Full Atk** short sword 6 (1d6+5, 19-20/x2) or bite +8 (1d8+5), 2 claws +8(1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d6+7), sneak attack (1d6), rogue talent (bleeding attack)

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Improved Feint

**Skills** Intimidation +9, Perception +6

**Languages** common

**SQ** nil

**Gear** leather armor, short sword

**Special Abilities** nil

### ✂ Mutated Troll Monk 2

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 61 (5d8+27)

**Fort** +11, **Ref** +6, **Will** +5

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

**Spd** 50 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8 (1d8+5) or (flurry of blows) +4/+4 (1d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d8+7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** nil

**Gear** nil

**Special Abilities** nil

### ✂ Gargan, Wizard (Diviner) 5

NE humanoid (human)

**Init**+8; **Senses** None; Perception +6

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 bracers +2 ring)

**hp** 34 (5d6+10)

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

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee/Full Atk** *D'Garran frost dagger* +3 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/5/4/3 (DC 13 (15 divination\*))+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missile*, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocy*, *see invisibility\**; **3<sup>rd</sup> level** - *hold person*, *ray of exhaustion*, *tongues\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12 (20)

**Base Atk** +2 ; **CMB** +3 **CMD** +13

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast *stoneskin*

**Gear** : Robes, *bracers of armor* +2, *ring of protection* +2, *D'garran frost dagger*

**Special Abilities:**

**Forewarned (Su):** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to 1/2 your wizard level (minimum +1). At 20th level, anytime you roll initiative, assume the roll resulted in a natural 20.

**Diviner's Fortune (Sp):** When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to ½ your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Scrying Adept (Su):** At 8th level, you are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

**ATL 5****⌘ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**⌘ Mutated Troll Fighter 3**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 76 (3d8+3d10+30)**Fort** +11, **Ref** +4, **Will** +4 (5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** long sword +9 (1d8+5, 19-20/x2)**Full Atk** long sword +9 (1d8+5, 19-20/x2), bite +9 (1d6+5), 2 claws +9 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d8+7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +5; **CMB** +11; **CMD** 23**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance**Skills** Intimidation +11, Perception +4**Languages** common**SQ** nil**Gear** chain mail, long sword**Special Abilities** bravery +1, armor training 1**⌘ Mutated Troll Rogue 3**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 70 (6d8+30)**Fort** +9, **Ref** +6, **Will** +3**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +8 (1d6+5, 19-20/x2) or bite +8 (1d8+5),**Full Atk** short sword +8 (1d6+5, 19-20/x2) or bite +8 (1d8+5), 2 claws +8(1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (2d6), rogue talent (bleeding attack),**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +4; **CMB** +9; **CMD** 21**Feats** Intimidating Prowess, Iron Will, Improved Feint**Skills** Intimidation +9, Perception +6**Languages** common**SQ** trap sense +1**Gear** leather armor, short sword**Special Abilities** trapfinding

### ⚔ Mutated Troll Monk 3

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 73 (6d8+30)

**Fort** +11, **Ref** +6, **Will** +5 (7 vs. enchantment spells and effects)

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

**Spd** 60 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8 (1d8+5) or (flurry of blows) +5/+5 (1d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d8 +7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** fast movement, still mind

**Gear** nil

**Special Abilities** nil

### ⚔ Gargan, Wizard (Diviner) 7

NE humanoid (human)

**Init**+9; **Senses** None; Perception +8

**AC** 16, touch 14, flat-footed 14 (+2 Dex, +2 bracers +2 ring)

**hp** 46 (7d6+14)

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

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee/Full Atk** D'Garran frost dagger +4 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/4/3/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missile*x2, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocy*, *see invisibility\**; **3<sup>rd</sup> level** - *hold person*, *ray of exhaustion*, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *detect scrying\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12 (20)

**Base Atk** +3; **CMB** +4; **CMD** +14

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast *stoneskin*

**Gear**: Robes, *bracers of armor* +2, *ring of protection* +2, *D'garran frost dagger*

**Special Abilities**:

**Forewarned (Su)**: See ATL 3

**Diviner's Fortune (Sp)**: See ATL 3

**Scrying Adept (Su)**: See ATL 3

**ATL 7****⚔ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**⚔ Mutated Troll Fighter 3 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 76 (3d8+3d10+30)**Fort** +11, **Ref** +4, **Will** +4 (5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** long sword +9 (1d8+5, 19-20/x2)**Full Atk** long sword +9 (1d8+5, 19-20/x2), bite +9 (1d6+5), 2 claws +9 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6 +7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +5; **CMB** +11; **CMD** 23**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance**Skills** Intimidation +11, Perception +4**Languages** common**SQ** nil**Gear** chain mail, long sword**Special Abilities** bravery +1, armor training 1**⚔ Mutated Troll Rogue 3**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 70 (6d8+30)**Fort** +9, **Ref** +6, **Will** +3**Defense Abilities** evasion; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +8 (1d6+5, 19-20/x2) or bite +8 (1d8+5),**Full Atk** short sword +8 (1d6+5, 19-20/x2) or bite +8 (1d8+5), 2 claws +8(1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (2d6), rogue talent (bleeding attack),**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +4; **CMB** +9; **CMD** 21**Feats** Intimidating Prowess, Iron Will, Improved Feint**Skills** Intimidation +9, Perception +6**Languages** common**SQ** trap sense +1**Gear** leather armor, short sword**Special Abilities** trapfinding



### ✂ Mutated Troll Monk 3

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 16, touch 11, flat-footed 15; (+2 Dex, +5 natural, -1 size)

**hp** 73 (6d8+30)

**Fort** +11, **Ref** +6, **Will** +5 (+7 vs. enchantment spells and effects)

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

**Spd** 60 ft.

**Melee** bite +8 (1d8+5)

**Full Atk** bite +8 (1d8+5), 2 claws +8 (1d6+5) or (flurry of blows) +5/+5 (1d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 1d6+7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +4; **CMB** +10; **CMD** 22

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** fast movement, still mind

**Gear** nil

**Special Abilities** nil

### ✂ Gargan, Wizard (Diviner) 9

NE humanoid (human)

**Init**+10; **Senses** None; Perception +8

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers +3 ring)

**hp** 58 (9d6+18)

**Fort** +4, **Ref** +5, **Will** +7

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee/Full Atk** D'Garran frost dagger +5 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/5/4/3/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missile*x2, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocy*x2, *see invisibility\**; **3<sup>rd</sup> level** - *hold person*x2, *ray of exhaustion*, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *contagion*, *detect scrying\**; **5<sup>th</sup> level** - *baleful polymorph*, *telepathic bond\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 12, **Cha** 12 (20)

**Base Atk** +4 ; **CMB** +5; **CMD** +17

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery,

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear** : Robes, *bracers of armor* +3, *ring of protection* +3, *D'garran frost dagger*

**Special Abilities:**

**Forewarned (Su):** See ATL 3

**Diviner's Fortune(Sp):** See ATL 3

**Scrying Adept (Su):** See ATL 3

**ATL 9****‡ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**‡ Mutated Troll Fighter 5 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 102 (3d8+5d10+45)**Fort** +12, **Ref** +4, **Will** +3 (4 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** long sword +12 (1d8+6/19-20x2)**Full Atk** long sword +12 (1d8+6/19-20x2), bite +10 (1d8+5), 2 claws +10(1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6 +7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +7/+2; **CMB** +13; **CMD** 25**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance, Dodge, Mobility**Skills** Intimidation +13, Perception +4**Languages** common**SQ** nil**Gear** chain mail, long sword**Special Abilities** bravery +1, armor training 1, weapon training (heavy blades)**‡ Mutated Troll Rogue 5**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +8**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 97 (8d8+45)**Fort** +8, **Ref** +7, **Will** +3**Defense Abilities** evasion, uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +9 (1d6+5, 19-20/x2) or bite +9 (1d8+5),**Full Atk** short sword +9 (1d6+5, 19-20/x2) or bite +9 (1d8+5), 2 claws +9 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (3d6), rogue talent (bleeding attack)**Str** 20, **Dex** 15, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +5; **CMB** +11; **CMD** 23**Feats** Intimidating Prowess, Iron Will, Improved Feint, Dodge, Mobility**Skills** Intimidation +9, Perception +6**Languages** common**SQ** trap sense +1, rogue talent (resiliency)**Gear** leather armor, short sword**Special Abilities** trapfinding

### ✂ Mutated Troll Monk 5

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 17, touch 12, flat-footed 15; (+2 Dex, +5 natural, -1 size, +1 monk)

**hp** 97 (8d8+45)

**Fort** +12, **Ref** +7, **Will** +5

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

**Spd** 60 ft.

**Melee** bite +9 (1d6+5)

**Full Atk** bite +9 (1d6+5), 2 claws +9 (2d6+5) or (flurry of blows) +7/+7 (2d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6+7), flurry of blows, stunning fist, unarmed strike, ki strike

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 15, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +5; **CMB** +11; **CMD** 23

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge, Mobility

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** fast movement, still mind, ki pool (1, magic), slow fall 20 ft., high jump, purity of body

**Gear** nil

**Special Abilities** nil

### ✂ Gargan, Wizard (Diviner) 11

NE humanoid (human)

**Init**+11; **Senses** None; Perception +11

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers, +3 ring)

**hp** 70 (11d6+22)

**Fort** +4, **Ref** +5, **Will** +7

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee/Full Atk** D'Garran frost dagger +6 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/5/5/3/6/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missile*x2, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocy*x2, *see invisibility\**; **3<sup>rd</sup> level** - *hold person*x2, *ray of exhaustion*x2, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *contagion*, *detect scrying\**; **5<sup>th</sup> level** - *baleful polymorph*x2, *telepathic bond\**; **6<sup>th</sup> level** - *dispel magic*, *true seeing\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 12, **Cha** 12 (20)

**Base Atk** +5; **CMB** +6; **CMD** +18

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery,

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear** : Robes, *bracers of armor* +3, *ring of protection* +3, *D'garran frost dagger*

**Special Abilities**:

**Forewarned (Su)**: See ATL 3

**Diviner's Fortune (Sp)**: See ATL 3

**Scrying Adept (Su)**: See ATL 3

**ATL 11****‡ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**‡ Mutated Troll Fighter 7 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 128 (3d8+7d10+57)**Fort** +13, **Ref** +5, **Will** +4 (5 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** long sword +14 (1d8+6/19-20x2)**Full Atk** long sword +14/+9 (1d8+6/19-20x2), bite +13/+8 (1d8+5), 2 claws +13 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6 +7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +9/+4; **CMB** +15; **CMD** 27**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance, Dodge, Mobility, Spring Attack**Skills** Intimidation +13, Perception +4**Languages** common**SQ** nil**Gear** chain mail, long sword**Special Abilities** Weapons Training Heavy Blades**‡ Mutated Troll Rogue 7**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +8**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 121 (10d8+57)**Fort** +10, **Ref** +8, **Will** +4**Defense Abilities** evasion, uncanny dodge resiliency; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +11 (1d6+5, 19-20/x2) or bite +11 (1d8+5)**Full Atk** short sword +11/+6 (1d6+5, 19-20/x2) or bite +11/+6 (1d8+5), 2 claws +1 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (4d6), rogue talent (bleeding attack)**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +7/+2; **CMB** +13; **CMD** 25**Feats** Intimidating Prowess, Iron Will, Improved Feint, Dodge, Mobility, Spring Attack**Skills** Intimidation +9, Perception +6**Languages** common**SQ** trap sense +2, rogue talent (resiliency)**Gear** leather armor, short sword**Special Abilities** trapfinding

### ⚡ Mutated Troll Monk 7

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 17, touch 12, flat-footed 16; (+2 Dex, +5 natural, -1 size, +1 monk)

**hp** 121 (10d8+57)

**Fort** +13, **Ref** +9, **Will** +7 (+9 vs. enchantment spells and effects)

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

**Spd** 70 ft.

**Melee** bite +11 (1d8+5)

**Full Atk** bite +11/+6 (1d8+5), 2 claws +11/+6 (2d6+5) or (flurry of blows) +9/+9/+4 (2d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d6+7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +7; **CMB** +13; **CMD** 25

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge, Mobility

**Skills** Intimidation +9, Perception +4

**Languages** common

**SQ** fast movement, still mind, ki pool (2, magic), slow fall 30 ft., high jump, purity of body, wholeness of body

**Gear** nil

**Special Abilities** nil

### ⚡ Gargan, Wizard (Diviner) 11

NE humanoid (human)

**Init**+11; **Senses** None; Perception +11

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers +3 ring)

**hp** 70 (11d6+22)

**Fort** +4, **Ref** +5, **Will** +1

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee/Full Atk** D'Garran frost dagger +6 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/5/5/3/6/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic*\*, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missile*x2, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike*\*; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocy*x2, *see invisibility*\*; **3<sup>rd</sup> level** - *hold person*x2, *ray of exhaustion*x2, *haste*, *tongues*\*; **4<sup>th</sup> level** -*confusion*, *contagion*, *detect scrying*\*; **5<sup>th</sup> level** - *baleful polymorph*x2, *telepathic bond*\*; **6<sup>th</sup> level** - *dispel magic*, *true seeing*\*

**Str** 9, **Dex** 14, **Con** 12, **Int** 17, **Wis** 12, **Cha** 12 (20)

**Base Atk** +5; **CMB** +6; **CMD** +18

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery,

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear**: Robes, Bracers of armor +3, ring of protection +3, *D'garran frost dagger*

**Special Abilities**:

**Forewarned (Su)**: See ATL 3

**Diviner's Fortune (Sp)**: See ATL 3

**Scrying Adept (Su)**: See ATL 3

**ATL 13****⚔ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**⚔ Mutated Troll Fighter 9 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 154 (3d8+9d10+69)**Fort** +14, **Ref** +6, **Will** +5 (7 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** long sword +17 (1d8+7/18-20x2)**Full Atk** long sword +17/+12 (1d8+7/18-20x2), bite +15/+10 (1d8+5), 2 claws +15 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**Spell-Like Abilities** none**Spells Known** none**Str** 21, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +11/+6; **CMB** +17; **CMD** 29**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance, Dodge, Mobility, Improved Critical (long sword), Critical Focus**Skills** Intimidation +13, Perception +4**Languages** common**SQ** nil**Gear** chain mail, long sword**Special Abilities** bravery +2, armor training 2, weapons training (heavy blades), weapon training (flails)**⚔ Mutated Troll Rogue 9**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +9**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 145 (12d8+69)**Fort** +11, **Ref** +9, **Will** +5**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +12 (1d6+5, 19-20/x2) or bite +12 (1d8+5),**Full Atk** short sword +12/+7 (1d6+5, 19-20/x2) or bite +12/+7 (1d8+5), 2 claws +12 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (5d6), rogue talent (bleeding attack, surprise attack)**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +8/+3; **CMB** +14; **CMD** 26**Feats** Intimidating Prowess, Iron Will, ~~Combat Expertise~~, ~~Improved Feint~~, Dodge, Mobility, Spring Attack**Skills** Intimidation +10, Perception +9**Languages** common**SQ** trap sense +3, rogue talent (resiliency, stand up)**Gear** leather armor, short sword**Special Abilities** trapfinding

### ⚔ Mutated Troll Monk 9

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 18, touch 13, flat-footed 16; (+2 Dex, +5 natural, -1 size, +2 monk)

**hp** 145 (12d8+69)

**Fort** +14, **Ref** +9, **Will** +8 (+10 vs. enchantment spells and effects)

**Defense Abilities** evasion, improved evasion; **DR** nil; **Immune** disease; **SR** nil

**Spd** 80 ft.

**Melee** bite +12 (1d8+5)

**Full Atk** bite +12/+7 (1d8+5), 2 claws +12 (2d8+5) or (flurry of blows) +11/+11/+6/+6 (2d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d8+7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +8/+3; **CMB** +14; **CMD** 26

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge, Mobility, Improved Bull Rush, Scorpion Style

**Skills** Intimidation +11, Perception +6

**Languages** common

**SQ** fast movement, still mind, ki pool (3, magic), slow fall 40 ft., high jump, purity of body, wholeness of body

**Gear** nil

**Special Abilities** nil

### ⚔ Gargan, Wizard (Diviner) 13

NE humanoid (human)

**Init**+12; **Senses** None; Perception +12

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers +3 ring)

**hp** 82 (13d6+26)

**Fort** +5, **Ref** +6, **Will** +2

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee** D'Garran frost dagger +7 (1d4+1/19-20x2)+1d6 frost

**Full Atk** D'Garran frost dagger +7/+2 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/6/6/5/4/3/3/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missilex2*, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocyx2*, *see invisibility\**; **3<sup>rd</sup> level** - *hold personx2*, *ray of exhaustionx2*, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *contagionx2*, *detect scrying\**; **5<sup>th</sup> level** - *baleful polymorphx2*, *feeblemind*, *telepathic bond\**; **6<sup>th</sup> level** - *dispel magic*, *greater globe of invulnerability*, *true seeing\**; **7<sup>th</sup> level** - *hold person mass*, *grasping hand*, *vision\**; **8<sup>th</sup> level** - *prismatic wall*, *moment of presence\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12 (20)

**Base Atk** +6/+1 ; **CMB** +7; **CMD** +19

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery, Greater Spell Focus( divination), Greater Spell Penetration

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal. **SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear** : Robes, *bracers of armor* +3, *ring of protection* +3, *D'garran frost dagger*

**Special Abilities**:

**Forewarned (Su)**: See ATL 3

**Diviner's Fortune (Sp)**: See ATL 3

**Scrying Adept (Su)**: See ATL 3

**ATL 15****⌘ Animated Object**

N Small Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 15, touch 11, flat-footed 12; (+4 natural, +1 size)**hp** 22 (2d10+10)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +5(1d4+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**⌘ Mutated Troll Fighter 11 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 180 (3d8+11d10+81)**Fort** +15, **Ref** +6, **Will** +5 (8 vs. fear)**Defense Abilities** nil; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** great sword +19 (2d6+7, 16-20/x3)**Full Atk** great sword +19/+14/+9 (2d6+7, 16-20/x3), bite +17/+12/+7 (1d8+5), 2 claws +17 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +13/+8/+5; **CMB** +19; **CMD** 31**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance, Dodge, Mobility, Improved Critical (great sword),

Critical Focus, Bleeding Critical, Sickening Critical

**Skills** Intimidation +15, Perception +6**Languages** common**SQ** nil**Gear** chain mail, great sword**Special Abilities** bravery +3, armor training 3, weapon training (heavy blades), weapon training (flails)**⌘ Mutated Troll Rogue 11**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +11**AC** 18, touch 11, flat-footed 17; (+2 Dex, +5 natural, -1 size, leather armor +2)**Hp** 169 (14d8+81)**Fort** +11, **Ref** +10, **Will** +5**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +14 (1d6+5/18-20/x2) or bite +14 (1d8+5)**Full Atk** short sword +14/+9 (1d6+5, 17-20/x2) or bite +14/+9 (1d8+5), 2 claws +14 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (6d6), rogue talent (bleeding attack, surprise attack, slow reaction, crippling strike)**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +10/+5; **CMB** +16; **CMD** 28**Feats** Intimidating Prowess, Iron Will, ~~Combat Expertise~~, ~~Improved Feint~~, Dodge, Mobility, Spring Attack, Improved Critical Short Sword**Skills** Intimidation +10, Perception +9**Languages** common**SQ** trap sense +3, rogue talent (resiliency, stand up)**Gear** leather armor, short sword**Special Abilities** trapfinding



### ⚔ Mutated Troll Monk 11

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 18, touch 13, flat-footed 16; (+2 Dex, +5 natural, -1 size, +2 monk)

**hp** 169 (14d8+81)

**Fort** +15, **Ref** +10, **Will** +9 (+11 vs. enchantment spells and effects)

**Defense Abilities** evasion, improved evasion; **DR** nil; **Immune** disease, poison; **SR** nil

**Spd** 80 ft.

**Melee** bite +14 (1d8+5)

**Full Atk** bite +14 (1d8+5), 2 claws +14 (2d8+5) or (flurry of blows) +14/+14/+9/+9/+4 (2d8+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d8+7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +10/+5; **CMB** +16; **CMD** 28

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge, Mobility, Improved Bull Rush, Scorpion Style, Improved Disarm

**Skills** Intimidation +11, Perception +6

**Languages** common

**SQ** fast movement, still mind, ki pool (4, magic, lawful), slow fall 50 ft., high jump, purity of body, wholeness of body, diamond body

**Gear** nil

**Special Abilities** nil

### ⚔ Gargan, Wizard (Diviner) 15

NE humanoid (human)

**Init**+13; **Senses** None; Perception +12

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers +3 ring)

**hp** 82 (13d6+26)

**Fort** +5, **Ref** +6, **Will** +2

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee** *D'Garran frost dagger* +8 (1d4+3/19-20x2)+1d6 frost

**Full Atk** *D'Garran frost dagger* +8/+3 (1d4+3/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/6/6/5/4/3/3/2 (DC 13 (15 divination\*)+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missilex2*, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocyx2*, *see invisibility\**; **3<sup>rd</sup> level** - *hold personx2*, *ray of exhaustionx2*, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *contagionx2*, *detect scrying\**; **5<sup>th</sup> level** - *baleful polymorphx2*, *feeblemind*, *telepathic bond\**; **6<sup>th</sup> level** - *dispel magic*, *greater globe of invulnerability*, *true seeing\**; **7<sup>th</sup> level** - *hold person mass*, *grasping hand*, *vision\**; **8<sup>th</sup> level** - *prismatic wall*, *moment of presence\**

**Str** 9, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12 (20)

**Base Atk** +7/+2 ; **CMB** +8; **CMD** +20

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery, Greater Spell Focus( divination), Greater Spell Penetration

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear** : Robes, *bracers of armor* +3, *ring of protection* +3, *D'garran frost dagger*

**Special Abilities: Forewarned (Su):** See ATL 3

**Diviner's Fortune (Sp):** See ATL 3

**Scrying Adept (Su):** See ATL 3

**ATL 17****‡ Animated Object**

N Medium Construct

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception -5**AC** 20, touch 11, flat-footed 12; (+8 natural, +1 size)**hp** 42 (3d10+20)**Fort** +1, **Ref** +1, **Will** -4**Defense Abilities** hardness 5; **DR** nil; **Immune** construct traits; **SR** nil**Spd** 30 ft.**Melee/Full Atk** slam +10(1d8+3)**Ranged** nil**Space** 5 ft.; **Reach** ft.**Special Attacks** none**Spell-Like Abilities** none**Spells Known** none**Str** 24, **Dex** 10, **Con** --, **Int** --, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5; **CMD** 15**Languages** nil**SQ** nil**Gear** nil**Special Abilities** nil**‡ Mutated Troll Fighter 13 (2)**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4**AC** 20, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size)**hp** 209 (3d8+13d10+96)**Fort** +16, **Ref** +7, **Will** +6 (9 vs. fear)**Defense Abilities** Bravery +3, Armor Training +3; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** great sword +22 (2d6+8, 16-20/x3)**Full Atk** great sword +22/17/12 (2d6+8, 16-20/x3), bite +19 (1d8+5), 2 claws +19 (1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7)**Spell-Like Abilities** none**Spells Known** none**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +15/+10/+5; **CMB** +21; **CMD** 33**Feats** Intimidating Prowess, Iron Will, Power Attack, Cleave, Combat Reflexes, Endurance,Dodge, Mobility, Improved Critical (great sword), Critical Focus, Sickening Critical, Critical Mastery  
**Skills** Intimidation +15, Perception +9**Languages** common**SQ** nil**Gear** chain mail, Great Sword**Special Abilities** bravery +3, armor training 3, weapon training (heavy blades), weapon training (flails), weapon training (pole arms)**‡ Mutated Troll Rogue 13**

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +13**AC** 20, touch 11, flat-footed 17; (+2 Dex, +6 natural, -1 size, leather armor +2)**Hp** 196 (16d8+96)**Fort** +12, **Ref** +11, **Will** +6**Defense Abilities** evasion, uncanny dodge, improved uncanny dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 50 ft.**Melee** short sword +15 (1d6+7, 17-20/x2) or bite +15 (1d8+5)**Full Atk** short sword +15/+10/+5 (1d6+7, 17-20/x2) or bite +15 (1d8+5), 2 claws +15(1d6+5)**Ranged** nil**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rend (2 claws, 1d6+7), sneak attack (7d6), rogue talent (bleeding attack, surprise attack, slow reaction, crippling strike)**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8**Base Atk** +11/+6/+1; **CMB** +17; **CMD** 29**Feats** Intimidating Prowess, Iron Will, ~~Combat Expertise~~, ~~Improved Feint~~, Dodge, Mobility, Spring Attack, Improved Critical Short Sword**Skills** Intimidation +10, Perception +9**Languages** common**SQ** trap sense +4, rogue talent (resiliency, stand up, ledge walker)**Gear** leather armor, short sword**Special Abilities** trapfinding

### ✂ Mutated Troll Monk 13

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +4

**AC** 21, touch 14, flat-footed 19; (+2 Dex, +7 natural, -1 size, +3 monk)

**hp** 196 (16d8+96)

**Fort** +16, **Ref** +11, **Will** +10 (+12 vs. enchantment)

**Defense Abilities** evasion, improved evasion; **DR** nil; **Immune** disease, poison; **SR** 23

**Spd** 90 ft.

**Melee** bite +15 (1d8+5),

**Full Atk** bite +15 (1d8+5), 2 claws +15 (3d6+5) or (flurry of blows) +15/+15/+10/+10/+5 (3d6+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 3d6 +7), flurry of blows, stunning fist, unarmed strike,

**Spell-Like Abilities** none

**Spells Known** none

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +11/+6; **CMB** +17; **CMD** 29

**Feats** Intimidating Prowess, Iron Will, Combat Reflexes, Catch Off Guard, Dodge, Mobility, Improved Bull Rush, Scorpion Style, Improved Disarm, Spring Attack

**Skills** Intimidation +11, Perception +6

**Languages** common

**SQ** fast movement, still mind, ki pool (3, magic, lawful), slow fall 60 ft., high jump, purity of body, wholeness of body, abundant step, diamond soul

**Gear** nil

**Special Abilities** nil

### ✂ Gargan, Wizard (Diviner) 17

NE humanoid (human)

**Init**+15; **Senses** None; Perception +14

**AC** 18, touch 16, flat-footed 16 (+2 Dex, +3 bracers +3 ring)

**hp** 98 (15d6+34)

**Fort** +5, **Ref** +6, **Will** +12

**Defense Abilities**; can act during surprise round

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

**Spd** 30 ft.

**Melee** *D'Garran frost dagger* +9 (1d4+1/19-20x2)+1d6 frost

**Full Atk** *D'Garran frost dagger* +9/+4 (1d4+1/19-20x2)+1d6 frost

**Ranged** nil

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

**Special Attacks** Spells, Diviner Abilities

**Spell-Like Abilities** none

**Spells per day** 4/6/6/6/5/4/4/4/3/2 (DC 13 (15 divination\*))+spell level)

**Spells Known: 0 level** – *Detect magic\**, *mage hand*, *bleed*, *read magic*; **1<sup>st</sup> level** - *magic missilex2*, *ray of enfeeblement*, *cause fear*, *enlarge person*, *true strike\**; **2<sup>nd</sup> level** - *hideous laughter*, *daze monster*, *touch of idiocyx2*, *see invisibility\**; **3<sup>rd</sup> level** - *hold personx2*, *ray of exhaustionx2*, *haste*, *tongues\**; **4<sup>th</sup> level** -*confusion*, *contagionx2*, *detect scrying\**; **5<sup>th</sup> level** - *baleful polymorphx2*, *feeblemindx2*, *telepathic bond\**; **6<sup>th</sup> level** - *dispel magicx2*, *greater. globe of invulnerability*, *true seeing\**; **7<sup>th</sup> level** - *hold person mass*, *grasping handx2*, *vision\**; **8<sup>th</sup> level** - *prismatic wall*, *moment of presence\**, *charm monster* **9<sup>th</sup> level** – *Foresight\**, *Dominate Monster*

**Str** 9, **Dex** 14, **Con** 12, **Int** 16, **Wis** 12, **Cha** 12 (20)

**Base Atk** +8/+3 ; **CMB** +9; **CMD** +21

**Feats** Scribe Scroll, Brew Potion, Improved Initiative, Spell Focus (divination), Combat Casting, Spell Penetration, Spell Mastery, Greater Spell Focus( divination), Greater Spell Penetration

**Skills** knowledge (arcana) +9; knowledge (planes) +9, perception +7, spellcraft +9,

**Languages** common, , draconic, demonic, abyssal.

**SQ** Arcane Bond (Amulet): Used to cast dominate person

**Gear** : Robes, *bracers of armor* +3, *ring of protection* +3, *D'garran frost dagger*

**Special Abilities: Forewarned (Su):** See ATL 3

**Diviner's Fortune (Sp):** See ATL 3

**Scrying Adept (Su):** See ATL 3

- If the PCs defeat the D'Garrans and capture the Ambassador, **GO TO Conclusion A (page 36).**
- If the PCs defeat the Dagarans and try to kill the Ambassador **GO TO Conclusion B (page 36).**
- If the PCs are defeated by the D'Garrans **GO TO Conclusion C (page 36).**

## **Conclusion A**

If the PCs defeated the D'Garrans and Captured the Ambassador, use this Conclusion

*As the ambassador declares 'diplomatic immunity', the door bursts open and Legionnaires pour in. Soon after arresting the ambassador and taking the alchemist into custody, the Diamond Legion thanks you for your service and asks you to keep this quiet, for state reasons.*

PCs returning remaining bottles, read the following:

*Mortimer is overjoyed that you were able to stop anyone from getting hurt and keeping his name out of it. He pays you (25gp x bottle x ATL) each as promised, along with several select items from his shop.*

PCs returning to Elmo's read the following:

*Elmo, Backswapper and Hackthud are overjoyed at your return and of the capture of the guys responsible. Elmo makes available the cure of the essence of troll for anyone ever afflicted or anyone who might be afflicted in the future*

(Note: this means anyone who drank essence of troll in Trouble with Trolls).

## **Conclusion B**

If the PCs defeated the D'Garrans and try to kill the Ambassador, use this conclusion:

*As the ambassador declares 'diplomatic Immunity', the door bursts open and Legionnaires pour in. The ambassador screams, "This is an incident of state and Amthydor will feel the ramifications." Soon after arresting the ambassador and taking the alchemist into custody, the Diamond Legion thanks you for your service and asks you to keep this quiet, for state reasons.*

PCs returning remaining bottles, read the following:

*Mortimer is overjoyed that you were able to stop anyone from getting hurt and keeping his name out of it. He pays you (25gp x bottle x ATL) each as promised, along with several select items from his shop.*

PCs returning to Elmo's read the following:

*Elmo, Backswapper and Hackthud are overjoyed at your return and of the capture of the guys responsible. Elmo makes available the cure of the essence of troll for anyone ever afflicted or anyone who might be afflicted in the future.*

(Note: this means anyone who drank essence of troll in Trouble with Trolls).

## **Conclusion C**

If the PCs are defeated by the D'Garrans, use this conclusion:

*The door bursts open and Legionnaires pour in. The ambassador claims you entered and accosted his men. Without much evidence, the Diamond Legion must let him go. The Diamond Legion doesn't hold on to you long and sends you on your way.*

PCs returning remaining bottles, read the following:

*Mortimer is overjoyed that you were able to stop anyone from getting hurt and keeping his name out of it. He pays you (25gp x bottle x ATL) each as promised, along with several select items from his shop.*

PCs returning to Elmo's read the following:

*Elmo, Backswapper and Hackthud are overjoyed at your return, but they are disappointed you couldn't capture the guys responsible. Elmo makes available the cure of the essence of troll*

*for anyone ever afflicted or anyone who might be afflicted in the future.*

(Note: this means anyone who drank essence of troll in Trouble with Trolls).

### **Conclusion D**

Did not pursue or did not go after the Ambassador in Encounter 10, use this conclusion:

*A few days later, you hear that the Republic of D'Gar has had a series of discussions with Amthydor and they are unhappy with the trade agreements as they are. Also, several troll attacks have occurred in the city and the Diamond Legion is looking for more information*

PCs returning remaining bottles, read the following:

*Mortimer is overjoyed that you were able to stop anyone from getting hurt and keeping his name out of it. He pays you (25gp x bottle x ATL) each as promised, along with several select items from his shop.*

PCs returning to Elmo's read the following:

*Elmo, Backswapper and Hackthud are overjoyed at your return. Elmo makes available the cure of the essence of troll for anyone ever afflicted or anyone who might be afflicted in the future*

(Note: this means anyone who drank essence of troll in Trouble with Trolls).

### **Epilogue A**

Use this Epilogue if the PCs attacked the ambassador during or after he claims diplomatic immunity.

*Weeks later, it is announced the Republic of D'Gar is breaking ties with Amthydor due to an incident of state. How this may affect the future of the city, it is something as yet unknown.*

### **Epilogue B**

Use this Epilogue if the PCs didn't attack the ambassador in Conclusion A,C or D

*Weeks later, it is announced that the Lord Monarch has requested that Ambassador DeLorca be replaced for questionable activities that may amount to high capital crimes in Amthydor. He has since left the city quietly.*

**THUS ENDS "MORE TROLLS MORE TROUBLE"**

**TIME UNIT COST: 5 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>
Not killing any victims	50	50	100	100	100	200	200	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>	<b>2200</b>	<b>4900</b>	<b>7400</b>	<b>11500</b>	<b>18000</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 1**

25 gp x tier x bottle retrieved (max 250 x tier)

(Value: 5000 gp, Caster Level: 9, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

#### ➤ **Bottle of Everlasting Wine**

This dark purple bottle pours a fine wine. Once per day it can be commanded to refill with either a fine red or a fine white wine. The wine is suitable for dining.

#### ➤ **Bottle of Cheer**

This light blue bottle is empty when found. If filled with a liquid, the bottle will chill the liquid to 43 degrees Fahrenheit.

(Value: 1000 gp, Caster Level:9, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

➤ **Wine Coozie of Holding**

This ornate leather strap pouch has an opening on top where a bottle can be placed. Up to six wine bottles can be stacked on top of each other inside the coozie. This coozie can be strapped to a waist belt for easy carrying. Only wine bottles can be stacked in the cozy, and they may only be removed in the order they are placed.

(Value: 1500 gp, Caster Level: 9, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

➤ **Corkscrew of Opening**

This masterwork corkscrew is in a silver sheathe. The handle is made of ebony and the helical piece is made of mithril.

The corkscrew functions as per the *chime of opening*. It will perform this function a total of 10 times. In addition it will always easily open any corked bottle.

(Value: 3000 gp, Caster Level: 11, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

➤ **Vintner's Book**

This Velvet covered book is a collection of recipes from the famed vintner, Halperin. The book is autographed as well as dated. It contains twenty different recipes for wines.

Reading the book for a month (30 TUs), confers on the character a+ 5 competence bonus on Craft(Brewer) checks. In addition, it confers + 2 competence bonus to alchemy checks involving liquids. Selling or losing the book ends this bonus. The PC using this must be trained in those skills in order to gain the book's benefit.

(Value: 3000 gp, Caster Level: NA, Legality: Legal, Tradable: Yes, Rarity: Rare, Real Value: \$0)

➤ **“Feel, the Power of Cheese”**

This small wooden box has a slide off top with the words written in common, "*Feel The Power of cheese!*" Once per day, the box can be held up and the words of the box spoken. Inside the box will

appear a small wheel of cheese. It appears to be Swiss, but with a sharp cheddar taste. Anyone partaking of the cheese (to a max of 6), receives a +1 unnamed bonus to all fortification saving throws. This effect lasts for one hour.

(Value: 3000 gp, Caster Level: 9, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

**Encounter 4**

➤ **The Gift of Giving**

The character named above has spent quite a long time among the poor of the city and has impressed the Temple of Hyperion. For one year, all Diplomacy checks dealing with the poor or clerics of Hyperion gain a +2 circumstance bonus.

(Value: Priceless gp, Caster Level: N/A, Legality: Legal, Tradable: Yes, Rarity: Common, Real Value: \$0)

**Encounter 5**

➤ **Thanks for the Drinks (1 per PC)**

The bottle given to the League of Thaumaturgical Studies is a wellspring of information on trolls and troll-kin. As thank you, the LoTS will reduce the monetary cost to join in half. If the character, is already a member, LoTS will grant them an arcane scroll of one spell of 1st to 3rd level that is allowed in LSJ.

(Value: Priceless gp, Caster Level: N/A, Legality: Legal, Tradable: Yes, Rarity: Common, Real Value: \$0)

➤ **Evidence! (1 per PC)**

The Diamond Legion has made use of the bottle of evidence as proof of D'Garran criminal acts. As a result, Lt. Eloise Kyle has been looked upon favorably, and she will remember you favorably in the future

(Value: Priceless gp, Caster Level: N/A, Legality: Legal, Tradable: Yes, Rarity: Common, Real Value: \$0)

**Encounter 10**

All the items from this encounter are claimed by and returned to the D'Garran Embassy except as noted below.

➤ **D’Garran Frost Dagger**

This dagger has a pommel shaped into a serpent surrounding the symbol of D’Gar. The sheath of the dagger seems to have a clamp on it as if it belongs to another weapon.

[ ]ATL 1-5 +1 Dagger (Value 2302gp; CL 5)

[ ]ATL 7-9 +2 Dagger (Value 8302gp; CL 6)

[ ]ATL 11-13 +2 Dagger of Frost (Value 18302gp; CL 8)

[ ]ATL 15 +2 Dagger of Icy Burst (Value 32302gp; CL 10)

(Value: Varies, Caster Level: Varies Legality: Legal, Tradable: Yes, Rarity: Rare, Real Value: \$0)

**ATL 11+**

➤ **Ambassador’s Rod of Splendor**

When the ambassador was taken, his rod was left behind. Since the D’Gar Embassy did not reclaim it, the Diamond Legion turned it over to you.

This three foot rod is made of fine ivory of unknown origin. The pommel is set with a jeweled skull. In all ways, this functions as a rod of splendor.

(Value: 25000 gp, Caster Level: 12, Legality: Legal, Tradable: Yes, Rarity: Uncommon, Real Value: \$0)

➤ **Weight of the Dead**

(Received if PCs killed any of the Victims)

The following people have -5 circumstance bonus in all diplomacy or gather information checks.

[ ]For killing Rao Pelligari, House Pelligari looks unfavorably on you.

[ ]For Killing the bride and/ or groom at the wedding, the Merchants District looks unfavorably on you.

These effects last for one year from the date below

The D’Garran Ambassador

[ ] The character named above thwarted the plans of Ambassador De’Lorca and he will remember who you are!

[ ] The character above dared to lay his hands on the Ambassador, and they will be specifically targeted if any D’Garrans accost them. Show this cert to the gamemaster at a table you are playing. (Value: Priceless Caster Level: N/A, Legality: Legal, Tradable: Yes, Rarity: Common, Real Value: \$0)



# PLAYER'S HANDOUT #1

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

PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ16 "Pirate's Ahoy" <input type="checkbox"/> LSJ24 "Merchant's Price" <input type="checkbox"/> LSJ31 "Due Process" <input type="checkbox"/> LSJ32 "The Trouble with Trolls" <input type="checkbox"/> LSJ49 "Animal Magnetism" <input type="checkbox"/> LSJ57 "Stolen Glances and Echoes of Long Ago" <input type="checkbox"/> LSJ59 "Fists Of Fury" <input type="checkbox"/> LSJ63 "Beguiling Isn't It" <input type="checkbox"/> LSJ41 "Rites of Passage" <input type="checkbox"/> LSJINT04 "Beauty is in the Eye of the Beholder"

## PLAYER'S HANDOUT #2

Richard Donner , The Gates/Donner Wedding The Gallant Knight Inn Merchants District	4 bottles
Highborn Tameron Slidell. Temple Of Hyperion.	1 bottles
Mandrake the Bard Deliver to: Society of Entertainers	1 bottle
Garvan for Ambassador DeLorca of the Republic of D'Gar Ambassador's District.	5 bottles

# GM PLAY AID #1

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

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

	PC #1	PC #2	PC #3	PC #4	PC #5	PC #6
<i>LSJ16 "Pirate's Ahoy"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ24 "Merchant's Price"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ31 "Due Process"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ32 "The Trouble with Trolls"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ49 "Animal Magnetism"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ59 "Fists Of Fury"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ63 "Beguiling Isn't It"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ41 "Rites of Passage"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJINT04 "In the Eyes of a Beholder"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

- |  |                            |
|--|----------------------------|
| <b>Elmo</b>                                  | - (LSJ24, LSJ31, LSJINT04) |
| <b>Eloise Kyle</b>                           | - (LSJ49, LSJ59, LSJ63)    |
| <b>Thorton T Backswapper &amp; Hack Thud</b> | - (LSJ32)                  |
| <b>Highborn Tameron Slidell</b>              | - (LSJ41)                  |
| <b>Rao Pelligari</b>                         | - (LSJ16, LSJ24)           |

## Appendix 1

### ⚔ **Thorton Backswapper, Rogue 2/ Expert 8**

CG humanoid (human)

**Init**+6, **Senses** None; Perception +12

**AC** 13, touch 12, flat-footed 11 (+1 size, +2 Dex)

hp 39 (6d10+10)

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

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

**Spd** 20 ft.

**Melee** +1 dagger animal bane +9 (1d4+3/19-20x2)

**Full Atk** +1 dagger animal bane +9/+4 (1d4+3/19-20x2)

**Ranged** nil

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

**Special Attacks** sneak attack +1d6

**Spell-like abilities** nil

**Spells Known**: nil

**Spells per day** nil

**Str** 10, **Dex** 14, **Con** 13, **Int** 16, **Wis** 12, **Cha** 14

**Base Atk** +8 ; **CMB** +12; **CMD** +22

**Feats** Improved Initiative, Skill Focus(Craft (alchemy), Skill Focus: Knowledge(nature), Higher Education, Stealthy.

**Skills** Appraise +4, Craft (alchemy) +10, Decipher Script +7, Diplomacy +3, Disable Device +7, Hide +8, Knowledge (arcana) +13, Knowledge (architecture and engineering) +10, Knowledge (dungeoneering) +10, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) + 19, Knowledge (nobility and royalty) +10, Knowledge (religion) +10, Knowledge (the planes) +10, Listen +7, Move Silently + 4, Open Lock +7, Search +8, Sense Motive +8, Sleight of Hand +7, Speak Language (dwarven, elven, giant, goblin, orc), Spot +5, Use Magic Device +7, Use Rope +7 Languages common, , draconic, demonic, abyssal.

**SQ Gnome Racial Traits**: spell-like abilities: 1/day—*Speak with animals*; 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. +1 racial bonus on attack rolls against kobolds and goblinoids. +4 Dodge bonus to Armor Class against monsters of the giant type. +2 racial bonus on saving throws against illusions. Add +1 to the Difficulty Class for all saving throws against illusion spells cast by

gnomes. This adjustment stacks with those from similar effects.

Equipment: *lens of detection*, *rope of climbing*, +1 *bane (animals) short sword*, *ring of protection* +2

### ⚔ **HackThud** Ranger 6

N Large Humanoid (Giant)

**Init** +2; **Senses** darkvision 60 ft, lowlight vision, scent; Perception +9

**AC** 19, touch 11, flat-footed 19; (+2 Dex, +5 natural, -1 size, masterwork leather armor +3)

**Hp** 136 (3d8+15+9d8+45)

**Fort** +9, **Ref** +10, **Will** +2

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

**Spd** 50 ft.

**Melee** bite +8 (1d6+5)

**Full Atk** bite +8 (1d6+5) and 2 claws +8(1d4+5)

**Ranged** nil

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

**Special Attacks** rend (2 claws, 2d4 +9)

**Str** 20, **Dex** 14, **Con** 20, **Int** 6, **Wis** 8, **Cha** 8

**Base Atk** +7; **CMB** +12; **CMD** 24

**Feats** Improved Natural Attack (claws), Improved Natural Attack (bite), Multiattack, Rapid Shot, Track, Precise Shot, Point Blank Shot.

**Skills** Intimidation +10, Perception +9

**Languages** common

**SQ** nil

**Gear** Masterwork leather armor, mighty (Str 24) composite longbow, quiver and 20 arrows, belt pouch, tribal sash.

**Special Abilities** Trap sense +3

## APPENDIX 2

### Eternal Empire of Sacred D'Gar

**Ruler:** Emperor Hamid D'Gar

**Government:** Theocracy

**Capital:** Felshariz

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

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

**Alignment:** LE, NE

**Language:** Common, Orc

**Deities:** Suulthah

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

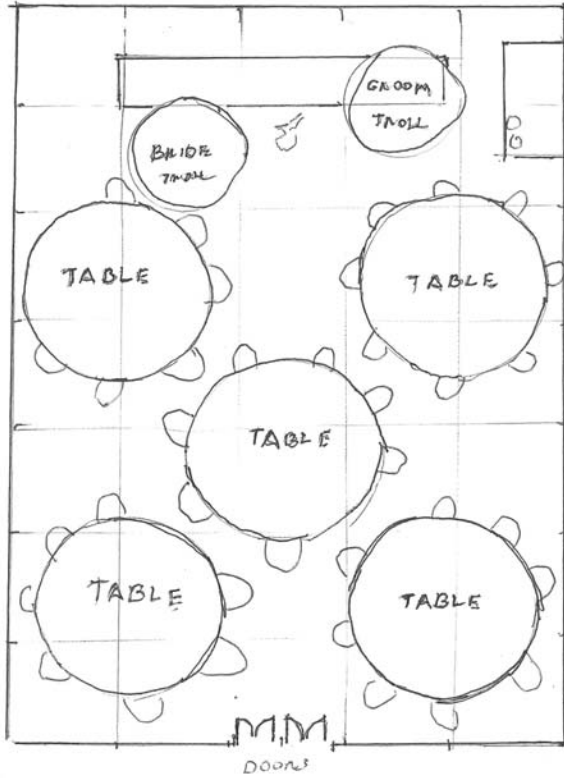
Slavery is common practice, with the number of slaves approximately equal to the number of citizens.

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

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

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

# MAP #1 Wedding



**Bride Troll  
Groom Troll**

**Scale 1 square = 10'**

**5 tables with 8 people = 40 people.**

**Causes rough terrain for PCs going towards the back of the room.**

# MAP # 2 Warehouse

Scale 1 square = 10 ft

**A – Ambassador**

**A1 – Alchemist**

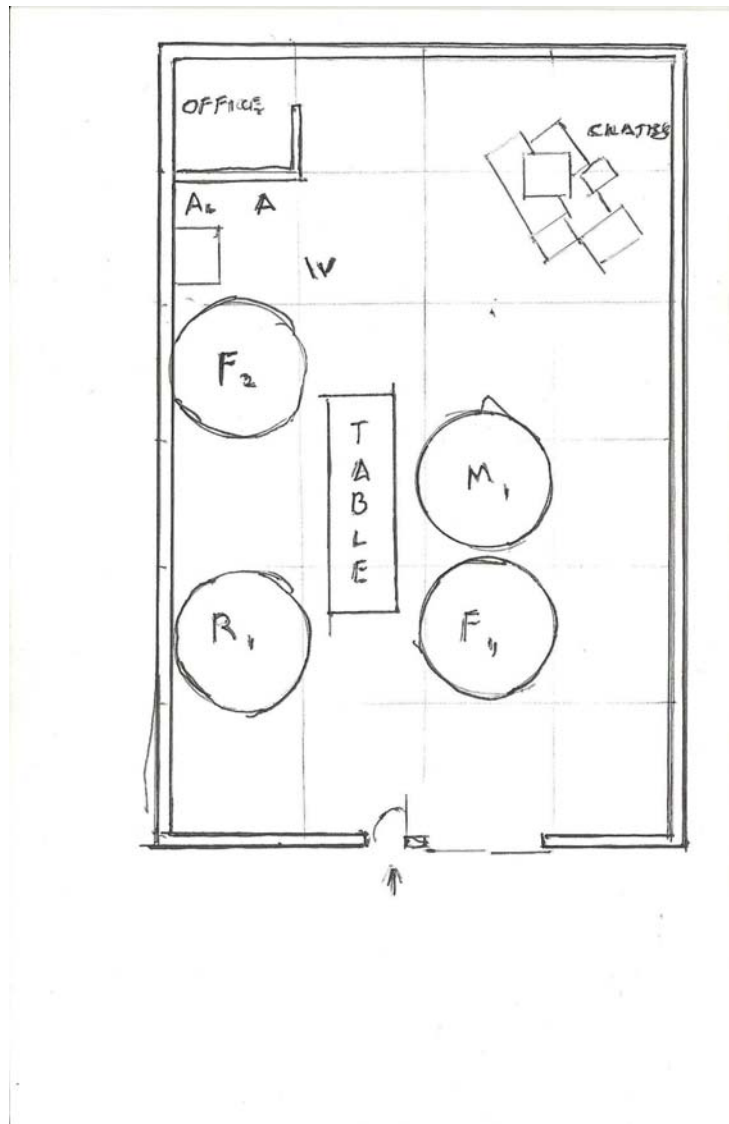
**W – Wizard (ATL 3-15)**

**F1- Fighter 1**

**F2 – Fighter 2(ATL 9-15)**

**M1 – Monk**

**R1 - Rogue**



# CRITICAL EVENT SUMMARY: MORE TROLLS, MORE TROUBLE

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

List about 10 questions that ask what PCs did at critical plot points. A sample follows.

1. How did the PCs treat the Ambassador?

Attacked him                  Arrested him

2. Did the PCs kill any of the following:

Rao Pelligari                  The Bride          The Groom      Hackthud

3. Who did the PCs give a bottle to?

Eloise Kyle                  Elmo                  League of Thaumaturgical Studies

4. Did the PCs Promise to do more than 5 days for the Highborn? (If so, list PC names)

---

---

---

---

---

---

5. Which places did the PCs visit??

Jade Palace      Wedding Court      D’Garran Embassy      Temple of Hyperion

LoTS                  Society of Entertainers and Providers                  All of Them

6. How many bottles were returned to Mortimer? \_\_\_\_\_

7. Did the PCs create an incident of state? YES NO

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

Return this form to: David Samuels, 2722 East 64<sup>th</sup> Street, Brooklyn, NY 11234, or by e-mail to [lsj-modsummary@theshiningjewel.com](mailto:lsj-modsummary@theshiningjewel.com).



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



## ROSTER OF HEROES: MORE TROLLS, MORE TROUBLE

**Judge Name:** \_\_\_\_\_

**Convention:** \_\_\_\_\_ **Date:** \_\_\_\_\_

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

Player Name: \_\_\_\_\_ Home State: \_\_\_\_\_

Email address: \_\_\_\_\_ (optional)

Hero's Name: \_\_\_\_\_ Sex: \_\_\_\_\_ Race: \_\_\_\_\_

Class: \_\_\_\_\_ Level: \_\_\_\_\_ Region/City: \_\_\_\_\_

Special items or comments: \_\_\_\_\_

Hero's Stats: Str \_\_\_\_\_ Dex \_\_\_\_\_ Con \_\_\_\_\_ Int \_\_\_\_\_ Wis \_\_\_\_\_ Cha \_\_\_\_\_ Gained a level:  Lost level(s):

Dead:  Out of Play:  Wish to Judge Future Events:  Wish to Author Future Events:

## Welcome to the LSJ Shopping Spree!

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

### What to Print

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

### General Rules

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

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

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

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

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

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

### What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

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

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

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

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

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

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

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

## OPEN GAME LICENSE Version 1.0

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

### 15. COPYRIGHT NOTICE

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

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

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

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

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

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

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

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

"More Trolls, More Trouble" Copyright 2010, The Shining Jewel, LLC, Author David P Santana.