



# Someone to Watch Over Me

(Shades of Gray - Part One)

**By Catie Straiton**

*With special thanks to Michael Webster, for helping to shine a light on Amthydor's shadows.*

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

A killer is loose in Amthydor and the bodies are piling up. There's no shortage of suspects or potential victims, but which is which? For heroes of levels 1-17.

*(Updated February 2012)*

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## **WELCOME TO LSJ!**

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

## **LSJ GM EMPOWERMENT CLAUSE**

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

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests

or the like come along to finish the combat and save the PCs.

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

## **CALCULATING ATL (AVERAGE TABLE LEVEL)**

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

## **A NOTE ABOUT ATLS AND THE POWER OF PCs**

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

## **ABOUT THE MODULE**

"*Someone to Watch Over Me*" is Part One of the Shades of Gray Series. It is best to play in this event prior to playing later events in this series 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

Under the watchful eye of the Diamond Legion, unlawful enterprises in Amthydor have typically been discovered and shut down before they can gain a strong foothold in the city. In recent years, this policy has been revised, guided by idea that the enemy that you know is better than the one that you don't. Instead of crushing these small dens of thieves and other lawbreakers, the Legion has observed and infiltrated them, stepping in only when there is the threat of serious harm to innocent citizens. Rivalries between groups have served to control their spread as they quietly eliminate each other. The absence of an organized criminal force of any significant size in Amthydor has drawn the attention of the Brotherhood of the Black Arrow, a large well-established criminal faction with ties across Raia. This group has begun to quietly nurture the seeds of opportunity in Amthydor. Sergeant Varrick Smythe, a highly observant young rising star in the Chameleon branch of the Diamond Legion, has noticed the early signs of this nefarious group's budding enterprise in the Shining Jewel.

Sergeant Smythe's investigation has also revealed a second mysterious fellowship working in Amthydor. He has not been able to determine the second group's goals and intentions, and remains uncertain if they are working *with* the criminal organization, *against it* as a criminal rival or *against them both* on behalf of Amthydor.

Three days ago Sergeant Smythe hired the PCs to make contact with a confidential informant who claimed to have information critical to the investigation. The heroes were to meet secretly with the informant, escort him to a safe location and then deliver the evidence that he provided to the waiting Sergeant Smythe.

Black Arrow agents, among them a Chosen of Mordana, laid a trap for the PCs. The bodies (yes, *bodies*) of the PCs were discovered at the site of the secret meeting, but no sign of the informant, or the evidence that he was to have provided, is anywhere to be found. Moreover, Sergeant Smythe has vanished as well. Only the timely

intervention of a Chosen of Meneon has saved the heroes from an irrevocable death.

Some of the encounters included in this event offer glimpses of memory. There are six memories for each of the critical locations. While the players will select the memories at random, only put out a number of memories equal to the number of PCs, Cohorts or Table Buddies (maximum of 6, even if you have 7 players). The memories in each set should be laid face down on the table, and should be used in order. If you have 5 characters, use memories 1-5. Do not skip any numbers in each set.

**GM Note** – This event offers a glimpse into the existence of a secret organization in Amthydor, the Jacinth Jaguars. The average citizen believes that this shadowy group is nothing but a myth used to frighten unruly children into obedience. Conspiracy theorists may say that the Jaguars are working for an enemy government in an effort to take over the city. Criminals might see them as something to be feared, for the Jaguars are not bound by the normal restrictions of due process. There is nothing to prove their existence, or to define their mission. There is only rumor and speculation. The PCs will find little in the way of facts regarding them, and many questions.

Introduction – The PCs awaken in a cold, dry room carved from solid rock – the morgue beneath Diamond Legion HQ. They learn that their bodies were found at the site of a secret meeting with a Diamond Legion informant who has disappeared. Also missing is the legionnaire who assigned them the mission. The heroes have no memory of the meeting or the battle that felled them.

Encounter 1: The PCs can visit the scene of the crime, the dry dock where their bodies were discovered.

Encounter 2: The PCs can visit the Gull's Nest rooming house where they were to have met with the informant.

Encounter 3: The PCs may search the office and home of Sergeant Varrick Smythe, a member of

the Chameleons, the clandestine service of the Diamond Legion Watch.

Encounter 4: Clues lead the PCs to the Sanctuary tavern, a popular and somewhat exclusive bar that always has a long line waiting to get in.

Encounter 5: Amthydor's shrines and temples may hold clues and provide divinations.

Encounter 6: Bards hear everything and the Society of Entertainers and Providers may hold the answers to some of the mysteries surrounding recent events.

Encounter 7: Clues lead the PCs to their second brush with the Black Arrows, in the tunnels beneath Amthydor.

Conclusion A – The PCs may come away with more questions and answers, but they will at least learn the fate of Sergeant Smythe and live to tell the tale.

Conclusion B – The PCs learn the fate of Sergeant Smythe first hand, and barely live to tell the tale.

## INTRODUCTION – A NIGHT TO REMEMBER

The PCs have actually died and then been restored to life through the efforts of a Chosen of Meneon. There is no loss of level or Constitution for the PCs. There **IS** an aging effect, resulting from the combination of the powers of the two death deities. Each PC immediately ages 2d4+1 years upon being restored to life. *There are certs for this aging, which should be distributed during the **Introduction**, rather than waiting for the end of the event, as they may affect PC descriptions and role playing during the scenario.*

### **GM NOTES**

*Get Out of Dead Free Certs* – Some players may insist that their PC has cert 'this or that' from mod 'such and such' that says that if the character dies they immediately recover and are restored to life so this shouldn't have happened to them. That's OK.

Patiently explain to the player that deities, especially evil deities, don't like to follow the rules. Their PC still has their cert, and it is still unused. This is a game, and as such requires a suspension of disbelief once in a while, so players should just drink the fruity beverage and play along with the plot.

*Support Characters (Cohorts, Familiars, Animal Companions, Vassals, Right Hand Man, Hirelings, etc)* – **Cohorts** that would be present to fill out a table would have been with their PC leaders for the events leading up to the killings, and would have shared their fate. Like the PCs, they have no memory of recent events.

**Familiars, Animal Companions and Psicrystals** may have accompanied their PCs to the rooming house and possibly even to the dry dock, but were rendered unconscious, senseless and otherwise unable to participate in any combat or provide information on what took place. These creatures and objects were not included in the meeting with Sergeant Smythe and have no memories or information to contribute regarding the PCs' mission or recent events.

**Vassals, Hirelings, Right Hand Man and other non-combatant supporting characters** were not permitted to attend the meeting with Sergeant Smythe and did not accompany the PCs to the rooming house or the dry dock.

*The heavy fragrance of rare incense hangs in the chill air, mingled with the tang of astringent and the sharp coppery scent of blood. Flickering candlelight reflects off of the arched stone ceiling overhead. Smooth-polished stone is cold against the skin of your back and a coarse linen sheet is pulled up close to your throat.*

The PCs are in the morgue beneath Diamond Legion HQ. Each has been stripped and laid out on a polished stone slab and covered with a sheet in preparation for an autopsy and/or burial rites. While the PCs have been restored to life thanks to the intervention of Meneon, god of Death, there wasn't time to move them to more comfortable accommodations before they woke up. Their wounds have been fully healed, as part of their return to life, but their memories of the battle that resulted in their deaths are a complete blank. The description of the PCs' condition has been



presented discreetly, in consideration of delicate sensibilities or young players. The GM may elaborate if such detailed descriptions are appropriate to the age and attitudes of the players present.

*Whispered voices, the ring of boot heels on stone and the faint swish of fabric draw your attention to your surroundings. A weary-looking priest hastily draws the painted panels of a folding wooden screen into place. His robes are wrinkled and disheveled as if they've been slept in, but his expression brightens and he offers you a tired smile. "Welcome back. We were afraid for a time there that we'd lost you for good." He places a laden tray on the end of your impromptu bed. "I expect that you're somewhat hungry after your ordeal, but you should start with a light repast. I am told that you may experience some continued weakness, but that it should pass quickly once you begin moving around." He gestures to the tray containing a heavy mug of fragrant tea, a bowl of steaming broth and some crackers, and to a pile of clothing folded neatly on a chair. Your clothes have been cleaned and repaired, where possible, or replaced. If you require assistance you need only call out. You may join everyone in the next room as soon as you are refreshed and able."*

The priest is Colvin, a cleric of Meneon. If he looks like he has been up the entire night it is because he has, assisting the high priestess and the Chosen who revived the PCs. He will visit each PC individually, in their screened off cubicles, delivering tea, broth and crackers, and inviting them into the adjoining room for a meeting as soon as they are able. The PCs will indeed be weak for several more minutes, but will complete their recovery quickly once they partake of the light repast which has been provided. The clothing that has been left for them is only their most basic garments (breeches, skirt, shirt, socks or hose, shoes or boots and undergarments). No cloaks, armor, weapons, jewelry or magic items are immediately available.

The PCs may take as long as they wish to eat and dress, but after fifteen minutes Colvin will return to check on their progress and inquire if they need assistance. They can ask him all the questions that they want to, but his only real answer (other than

his name, if they ask it) is that *"They want to debrief all of you at once."* 'They', if the PCs inquire, include the high priestess of Meneon, Captain Bailey Collins of the Diamond Legion and Mage Consul Artegal Tezriine.

Once all of the PCs are up and moving and ready to meet, continue with the box text –

*The men and women gathered around the large table collectively take note of your entrance, shifting to make room for you to join the gathering. Maps, notes and lists litter the table along with discarded cups and empty flacons.*

Those gathered to meet with the PCs have been up for the entire night, examining some of Sergeant Smythe's notes, maps of Amthydor, and Diamond Legion reports in an effort to put together the pieces of this current puzzle.

One of those gathered, a distinguished looking man with silver hair and garbed in dark red and gold robes, and a chain of heavy platinum and gold links hanging around his neck. The PCs can recognize him with a successful **Knowledge (local or nobility)** skill check **DC 15**. He is Mage Consul Artegal Tezriine, the Lord Monarch's closest advisor, and the father of Lord Consul Tezriine. Unless the PCs specifically address one of the other officials in the room, the Mage Consul will provide the available answers to the PCs' questions.

*"I understand that this may be somewhat difficult to take in, and that you might desire some time to recover, but time is a luxury that is in extremely short supply under the current circumstances. Normally a victim would not be permitted to participate in an investigation beyond making their official statement, but your experience as adventurers means that you aren't typical victims. As adventurers, you typically find yourselves saving the lives of others. This time, the lives that you are protecting are your own. It's possible that by investigating your own deaths you may release the memories of what happened, memories that we NEED if whoever has done this it to be stopped before they kill again."*

The PCs will be able to remember additional information as they visit each location associated with their original mission and their deaths.

🗨 **What happened?:**

*“We were hoping that YOU could tell US that.”*

These officials know that the PCs were supposed to meet with Sergeant Smythe, that the PCs were found dead and were revived, and that Sergeant Smythe has disappeared, but little of what happened in between. Over time the PCs will be able to fill in some of the details.

*“We have been able to determine that three days ago you met secretly with Sergeant Varrick Smythe, a member of the Diamond Legion Chameleons. He appears to have uncovered information suggesting that at least one and possibly two criminal groups were attempting to establish clandestine operations in Amthydor. There was no official investigation opened and Varrick hadn’t reported his suspicions to his superiors, presumably due to a lack of hard evidence. He isn’t the type to act on incomplete information or half-formed suspicions, so it isn’t really surprising that he hadn’t filed a report, but this investigation appears to have been completely outside of official channels.”*

PC legionnaires will know that while it is not unusual for an investigator to delay filing a report until he has reliable information, it is unusual for there to be absolutely no record of the investigation.

🗨 **How did we die?:**

*“We believe that a Chosen of Mordana, channeling the direct power of his or her deity, is responsible. It was fortunate that a Chosen of Meneon was so close by, and able to counteract the effect.”*

Not being worshippers of an evil deity, none of those present know the exact method employed by the Chosen of Mordana to cause the PCs’ deaths. If the PCs really want a blow by blow list of their injuries they can have one. The wounds range from minor to serious (but not life-threatening) and were caused by a variety of blades, bows and other weapons. None of these injuries was a killing blow. The actual cause of death in every case is believed to be some form of powerful unholy magic.

🗨 **Where would a cult of Mordana be likely to hide out?:**

*“The cemetery is the first place that comes to mind, but there has been no unusual activity reported there.”*

Impatient players may want to go straight to the source. While the PCs can certainly search the cemetery if they want, they won’t find anything there that is relevant to their current mission.

🗨 **How did you find us?:**

*“The sergeant isn’t the type to miss a meeting with a superior, especially one scheduled at his own request. When he failed to keep an appointment with Captain Collins she went to his office looking for him. She discovered your names among his notes, and issued an immediate alert. It required nearly four hours to discern your location and recover your bodies. You were found in the Port District, in a remote dry dock being used to construct a new ship for the Navy.”*

Various divination spells were used to locate the PCs. While this meeting is taking place, another group is still searching for Sergeant Smythe (or his body).

🗨 **What about Sergeant Smythe?:**

*“The search for the sergeant continues. Ranking members of the Legion, as well as those in sensitive positions, all carry a seemingly innocuous item that can be traced using special divinations. Varrick carries such a token, and attempts are being made as we speak to locate it and, by extension, him.”*

In the case of Sergeant Varrick Smythe the item in question is a plain iron ring.

🗨 **What is the timeline of events?:**

*“According to the sergeant’s notes you met with him in the mid-morning three days ago. Following the meeting you were to meet with his informant at the last hour before noon, escort the man to a safe location, and wait for Sergeant Smythe to join you there. The sergeant was not seen leaving his post, but another legionnaire who arrived to speak with him at half past the second hour of the afternoon noted that there was no sign of him. He had requested a meeting with*

*Captain Collins, scheduled for the sixth bell yesterday morning, though he would not say what it was about. When he didn't arrive she became concerned and she went to his post and searched his notes. It's out of character for the sergeant to miss such a meeting, particularly when it was scheduled at his own request and he had indicated some urgency.*

*Captain Collins discovered your names among the sergeant's notes. As it appeared that you were the last ones to meet with him, she initiated a search for you as well.*

*You were found just before sunset yesterday, in the Port District.*

*It was determined that you had been dead for a full day, and it has required most of another day to restore you."*

It is presently late afternoon.

☛ **May we search Sergeant Smythe's office and residence?:**

*"You may. Varrick's only surviving family is an uncle who has already agreed to grant us access to his flat. The uncle hadn't heard from him for several weeks, and doesn't know what he was working on."*

The sergeant's uncle (grand-uncle, really) is the major domo of noble House Reilly. Sergeant Smythe's father was the only child of the elder Smythe's younger brother.

☛ **What was Sergeant Smythe working on?:**

*"Most of his notes were in code, and it has taken time to decipher them. It appears that he believed that one or possibly two different highly organized criminal groups are attempting to establish operations in Amthydor. It's an odd notion, given that petty crime has been drastically reduced in recent months. Quarrels among the criminal element have them killing each other off, saving us the effort of catching them.*

*In his notes, Varrick mentions an informant who was willing to come forward with information on one of the groups, in exchange for leniency and protection.*

*The sergeant used multiple codes, so there may be additional information to be found in those documents not yet decoded."*

Sergeant Smythe's notes identify the informant by a code name, 'Tinker', and describe him only as 'having second thoughts' and 'repentant'. The PCs are welcome to decode for themselves those notes that have not already been deciphered. The most important excerpts, already in plain text, are contained in **Player Handout #2**. These are mostly one or two word notes, almost random thoughts, and disjointed speculations that Smythe jotted down to remind himself of things to investigate. Some of these are fodder for future scenarios, and the PCs will not be able to thoroughly investigate them during this event, but they lay the groundwork and offer the motivation behind current events.

The notes not yet deciphered are contained in **Player Handout #3**. Deciphering Sergeant Smythe's remaining notes requires a **DC 20 Linguistics** check for each entry. For GM reference, the decoded versions are found in **GM Aid #2**.

☛ **What criminal groups are active in Amthydor?:**

*"In the past, such groups were eliminated as soon as they came to the attention of the Diamond Legion, before they could become well-established. The policy towards these criminal enterprises has changed in recent years, in favor of infiltration and monitoring, in keeping with the theory that the enemy that you know is better than the enemy that you don't. We previously identified three groups that are, or perhaps were, operating in the area. All are believed to have suffered drastic losses among their membership in the past six months. Known members have not been seen for weeks or even months, but few bodies have been found, and known bases of operation have been abandoned. The Street Wolves are a group of thugs specializing in 'protection'. The White Orchid is a group of high class thieves who target the cream of society. The Nighthawks traffic in illegal or black-market goods. According to his notes, Sergeant Smythe believes that these three have been supplanted by one or perhaps two new organizations who may be attempting to establish enterprises in Amthydor. The notes deciphered so far do not offer any indication of who the members of these*

*new syndicates may be or where they can be found.”*

If the PCs suggest that the missing criminals may simply have left, the various officials will acknowledge that it is *possible*, but *highly unlikely*, that all of the senior leadership of these groups would disappear willingly, so close together. *Someone* would stay behind to lead, but as there are few bodies and no suspects, there is no real investigation at this time. There are no informants or criminals in custody for the PCs to question. No one knows where to find any current members of any of the defunct groups. All information on the three previous groups is six months out of date and not a viable direction of investigation for the PCs. If the PCs question how the three ‘missing’ groups can possibly be a bad thing, Captain Collins will answer that *“The enemy that you know is better than the one that you do not”*.

☛ **Have there been other killings?:**

*“Sadly, there are always killings. In recent months, fortunately, most of those deaths appear to have been centered around a small criminal community, rather than among the general citizenry. There are always conflicts and power plays, but lately these factions seem to be targeting each other with increasing accuracy.”*

Many of these deaths are the work of the Brotherhood of the Black Arrow, quietly taking out the competition, or Black Arrow agents who have been killed by the local criminal contingent.

☛ **What about other recent crime trends?:**

*“There hasn’t been a perceptible change in the type or number of other crimes reported.”*

Some victims are just too frightened to come forward and file a report. Without a report, and therefore without a name, there is no way for the PCs to investigate this angle at this time. They will have their chance in a future LSJ scenario.

☛ **Is there anyone else who might have information?:**

*“If there is, I pray that you remember it soon. Find the truth.”*

The PCs are the only known witnesses to recent events. Many of the answers that they need are hidden in their own memories.

☛ **Who is Asher?:**

<Captain Bailey Collins> *“A covert identity sometimes used by Sergeant Varrick Smythe. ‘Asher’ is the sort that others are comfortable confiding in, sharing their guilty secrets with and including in their schemes. He has friends in all the right places. He has a reputation for being able to get anything if you’re willing to pay his price, and he never gets his own hands dirty.”*

Sergeant Smythe’s ‘Asher’ persona is a gentleman scoundrel, not quite a thief, not really a fence, but something of a broker in gray- and black-market goods. That those who deal with him seem to fall into Diamond Legion hands shortly after their transactions is something that hasn’t become common knowledge among the criminal community.

☛ **Does ‘Valkyr’ mean anything that you know of?:**

*“It sounds like a name of some sort, but not one that I have heard before.”*

None of them know the meaning of the name or who or what it may refer to.

☛ **What can you tell us about the Jaguars?:**

The answer will depend on who the PCs ask. While they may ask more than one person, they must ask each one individually.

<High Priestess Delinia Lunasole>

*She raises an inquiring brow. “Jaguars? The Jacinth Jaguars? There are tales about them, but almost no one really believes. There are always those who see conspiracy at every turn, of course. When I was a child the boys would play ‘Jaguars and Necromancers’ when they grew tired of ‘Legionnaires and Vanyrans’. They’re something that little boys dream of being, an ideal, but they aren’t real.”*

Like most people, she doesn’t believe that the Jaguars are anything more than a myth.



<Captain Bailey Collins>

*She frowns, shaking her head. “The mythical defenders of Amthydor, who prey on those who would do evil? The Jaguars are nothing but a legend, to frighten would-be criminals into an honest life and give a last vestige of false hope to the desperate. Personally I prefer not to believe in shadowy rumors. The Diamond Legion and adventurers like yourselves are Amthydor’s protectors.”*

Captain Collins is a practical sort, and prefers hard facts and solid evidence to legend and myth.

<Mage Consul Artegal Tezriine>

*He gives you a searching look. “Tales of the Jacinth Jaguars are almost as old as the city itself, but there has never been any evidence that they are anything more than rumor and legend. Stories range from the Jaguars as cold-blooded killers to sanctioned thugs to an invisible line of defense against the most severe threats. Those coming forward claiming to be Jaguars have always been unmasked as charlatans or revealed to be mentally ill. If you should happen to uncover some proof of their existence.....”*

The Mage Consul is in a position to know far more than he is saying. He actually knows the **truth**, that the Jaguars are real and that they are sworn to secretly protect Amthydor by any means necessary from those who are outside of the law. He will not reveal his knowledge of the Jaguars, and due to protective magicks the PCs have no way of detecting his deception.

It is even possible that one or more of the PCs may themselves have some connection to the Jaguars. If so, they should **not** acknowledge it in character **or** as Players. The Jacinth Jaguars are a **secret** organization and they rely on that secrecy to function best.

🗨 **Can we have a writ?:**

*“I suspect that the guilty party will be searching for YOU, as much as you are looking for them, and that you will have little difficulty locating them, but a writ can easily be arranged.”*

The writ identifies the PCs as assisting the Diamond Legion with the investigation and requests that all persons cooperate fully and to the

best of their ability. It does not grant the PCs arrest powers, access to private property or restricted areas (like the Nobles’ District) or otherwise compel cooperation.

🗨 **Is there anything else that we should know?:**

*“If there is, I pray that you remember it soon. Find the truth.”*

The rest of the answers to this mystery are locked in the PCs’ memories or on the locations detailed in the subsequent encounters.

The PCs **can** return later or send a message with additional questions.

Some PCs may think to visit their own residences looking for clues. Each will find only a brief request, penned in a masculine hand, to attend a confidential meeting (**Player Handout #4**). Only provide the players with this information if they ask about checking their PCs’ residences. They will be able to locate clues leading to Sanctuary elsewhere if they cannot find them here.

The **League of Thaumaturgical Studies (LoTS)** and **Fraternity of Venturers**, both common destinations for investigation, are not detailed as viable information sources in this event because they do not possess notable information relevant to the success of the PCs’ mission. Furthermore, the briefing has already provided all of the information known to the **Diamond Legion**, and no further encounter with that organization is detailed.

- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10)**.
- If the PCs want to visit the Gull’s Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11)**.
- If the PCs want to visit Sergeant Smythe’s duty post or residence **GO TO Encounter 3 (page 14)**.
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21)**.
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24)**.
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25)**.

## ENCOUNTER 1 – HOW THE MIGHTY HAVE FALLEN

*The graceful curving beams of the Amthydoran Navy's newest vessel throw stark shadows across Dry Dock Number Nine. Waves lap gently against the nearby pilings, while the figure of a patrolling watchman moves steadily along a short distance away.*

The dry dock is not part of the watchman's patrol area, but he is aware that bodies (the PCs) were found there. He will not interact with the PCs unless they approach him first. If questioned, he was not on duty when the PCs first came to the dry dock, nor when their bodies were found, and has no information.

*A cool sea breeze stirs the canvas covering over the dry dock, while the incoming tide washes across the broad strip of sand leading to the deeper waters of the harbor. The motion of the water is peaceful, a stark counterpoint to the seeming violence of your last visit, and you find yourself reliving a part of that earlier moment.*

Randomly distribute the memories in **Player Handout #5**, one per PC, Cohort or Table Buddy. While the Diamond Legion has thoroughly searched the dry dock following the discovery of the PCs' bodies, and most of the evidence has been removed and the blood cleaned up, the heroes' memories still hold answers.

The dry dock consists of canvas tarp walls on three sides and overhead. It is 60 feet wide and 300 feet long.

*The ship is currently little more than a skeleton of timbers forming the keel, ribs, bow and the base of the mast, all surrounded by scaffolding. Racks of planks destined to form the hull are positioned around the area, casting overlapping shadows across the ground and offering concealment for would-be attackers.*

There are no attackers right now, but the PCs won't know that for certain until they look around. PCs succeeding on a **Perception** skill check **DC 10 +ATL** will locate a piece of folded paper among the dark and misshapen shadows cast by the stark timber skeleton of the new ship. The paper has

been carefully folded (origami – feel free to fold your own) into the shape of a hunting cat (orange with black spots – a jaguar). If the PCs unfold the figure, a single word is written inside – Valkyr. The Black Arrows left the origami figure in an effort to point the finger of suspicion at Valkyr and his fellow Jacinth Jaguars.

Creatures with the *Scent* special ability or characters making use of the *Survival* skill to track, who succeed on a *DC 15 Survival* skill check, will quickly locate the party's back trail leading to the dry dock from the Gull's Nest rooming house. The trail is faint and partially obscured, but still detectable. It circles the dry dock once, then leads to the back door of the rooming house and inside, upstairs, and into a room on the second floor. There is a second scent, following the same path as the PCs, but they cannot follow it beyond the rooming house and the dry dock. A third scent, that of Valkyr, can be found only in Tinker's room and at the dry dock where the PCs' bodies were found, not anywhere in between.

Resourceful PCs may use magic to speak to the fish and small crustaceans in the shallow water, the sea birds or even the rocks, to learn of what took place here –

**The sea creatures** – The small fish and crabs had a wonderful feast when chunks of food were thrown into the water. They couldn't eat the bones, which are a short distance from the shore in 20 feet of water. The 'food' was Tinker, after his body had been dismembered. If the PCs retrieve Tinker's skeleton, it is incomplete, as larger sea scavengers have dragged off various parts including his head.

**The sea birds** – The feast was magnificent. A group of wingless two-legs attacked another group (the PCs). There was a blinding flash of light, and the second group fell to the ground. Then the first group went to one who was hanging up and spread his insides on the ground for the birds to eat. The two-legs cut up the rest of the body and threw it into the sea before they left. A few minutes after they were gone another two-legs came. It went to the fallen ones and touched each of them, then it went to where the one had been killed, and then it left.

**The rocks** – Many creatures came, something made them wet and sticky, the creatures went toward the water, the creatures left.

- If the PCs want to visit the Gull’s Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11).**
- If the PCs want to visit Sergeant Smythe’s duty post or residence **GO TO Encounter 3 (page 14).**
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21).**
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25).**
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26).**

## **ENCOUNTER 2 – A LITTLE BIRD TOLD ME**

*A fresh coat of whitewash covers the outside of the Gull’s Nest. A neatly lettered sign declares the two story building to offer clean beds, hot baths and home cooked meals for sailors on shore leave and other travelers who prefer short term accommodations and other comforts of dry land while staying close to their ships.*

*A wiry man with thinning hair turns to greet you, his smile of welcome transforming into an angry snarl and he reaches for a heavy cudgel on a shelf behind him, brandishing it in your direction. “Some nerve you have coming back here! I hope for your sake that you brought enough gold to cover the damage that you’ve done or I’m calling for the Legion!”*

Naturally the PCs will protest their innocence and ask for an explanation.

*“I don’t care what your buddy did or how much gold he owes you, you take it out on HIM and not on my business! It may not be all fancy like some of them inns in the Services District, but I run a respectable establishment that provides a valuable service. You owe me for the mess that you made, and I intend to see that you pay up.”*

Saul, the proprietor, will calm down after a few moments as he vents and runs out of steam, allowing the PCs to ask their questions.

### **What did we do?:**

*“What do you mean, what did you do? What DIDN’T you do? That room is a complete wreck. It will take days to repair it enough to rent it out again. You trashed the place and then some of you took off in a hurry, without saying a word. Didn’t see the rest of you leave, and never saw your friend again.”*

Clearly a fight took place in one of the rented rooms. The damage plus lost income amounts to 25 gp per ATL. Alternately, repairs to the room, plus general maintenance to the rooming house (to appease Saul and restore good will) will take 1 TU per ATL. The restitution amount (either gp or TU) is the total for the party, not per PC. It may be paid entirely by one PC or divided between multiple characters.

### **How much damage was done?:**

*“Walls damaged, furniture broken, shattered glass. Do you know how expensive glass windows are?”*

The PCs can appease Saul, and avoid a confrontation with the Legion, either by offering to pay for repairs (25 gp per ATL) or by volunteering to perform the repairs themselves (1 TU per ATL). The restitution amount (either gp or TU) is the total for the party, not per PC. It may be paid entirely by one PC or divided between multiple characters.

### **When were we here?:**

*“Just the other morning. You said that you were meeting a friend who was renting one of my rooms for a couple of days.”*

The party was here at the designated time to meet with the informant. They went upstairs, and left again several minutes later, some through the front door and others presumably out the window and down to the street.

🗨️ **What did we say?:**

*“That you had a friend staying here, and he was expecting you. You asked for his room number and went right up.”*

The PCs asked for ‘Tinker’ and were told that he was in room #7, on the second floor.

🗨️ **Who did we meet with?:**

*“He was YOUR friend. Said his name was Tinker. I never saw him before he checked in, saying that he just arrived by ship and wanted to stay for three nights while he decided where to go next.”*

‘Tinker’ did not say what ship he came in on, where he was from or where he might be going. There is no information to be gained by checking ships.

🗨️ **What did our friend look like?:**

*He gives you a curious look, as if to say ‘He was YOUR friend, don’t YOU know?’ “Pretty average, if you ask me. Light brown hair. Hazel eyes. Kind of pasty looking. Medium height. Not very muscular but not totally weak either. He didn’t look like a sailor.”*

🗨️ **Can we see the room?:**

*“Want to relive the moment? Do it on someone else’s time. How am I supposed to repair all of that damage?”*

If the PCs have already offered to either pay for the repairs or perform them themselves, Saul will be much more accommodating and grant them immediate access. If not, they will need to make a successful **Diplomacy** skill check **DC 10 + ATL** and agree to either pay restitution or donate their time (TUs) to make the repairs themselves to gain access. The writ won’t cover this one.

Once the PCs reach the room –

*Curtains and bed linens are slashed. Pieces of the room’s small table and chair are broken and scattered through the room. A wooden chest has been pried open and the meager contents strewn about. Glass from the shattered window litters the floor and the shutters hang askew. Smears of blood mark the walls and floor. Surveying the damage to the small room, your memory fills in*

*the differences between this moment and your last view of the space.*

Randomly distribute the memories in **Player Handout #6**, one per PC, Cohort or Table Buddy.

If the PCs spend any time looking out the broken window at the street below or nearby buildings, a successful **Perception** skill check **DC 10 + ATL** will allow them to notice a shadowy figure watching them from a rooftop across the street. The party will have no trouble catching up to their mysterious observer, a local rogue who has already had a run-in with the Black Arrows and come out on the losing end. His injuries are not life-threatening, but they will slow him down enough to make it difficult for him to escape the PCs.

*The man lands badly as he drops the last few feet from the roof to the ground, stumbling several steps before turning to confront you, a rapier in hand.*

A successful **Sense Motive** skill check **DC 10** will reveal that his entire stance is defensive, rather than offensive. Stats are provided and, while the PCs may fight him if they choose (even low-level parties will quickly overpower him by working together), *there is no need to do so*. He just wants to leave Amthydor before he becomes the next body on a slab.

*“They’ll get you too, you know. They get everyone.”*



## All ATLS

### ⚔ Brael, Street Wolves Enforcer Rog8 (1)

N(E) Medium humanoid (human)

**Init** +7; **Senses** Perception +9

**AC** 18, touch 14, flat-footed 14; (+4 armor, +3 Dex, +1 dodge)

**hp** 68 (53, injured) (8d8+16)

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

**Defense Abilities** Improved Uncanny Dodge, Evasion; **DR** nil; **Immune** nil; **SR** nil

**Spd** 30 ft. (20 ft., injured)

**Melee** rapier +8 (1d6+1, 18-20)

**Full Atk** rapier +8/+3 (1d6+1, 18-20)

**Ranged** light crossbow +9 (1d8, 19-20)

**Full Atk** light crossbow +9/+4 (1d8, 19-20)

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

**Special Attacks** Sneak Attack +4d6

**Str** 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 11, **Cha** 13

**Base Atk** +6; **CMB** +7; **CMD** 20

**Feats** Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Weapon Focus (rapier)

**Skills** Acrobatics +12, Bluff +11, Disable Device +10, Disguise +11, Escape Artist +13, Intimidate +9, Linguistics +11, Perception +9, Sense Motive +9, Sleight of Hand +11, Stealth +13, Use Magic Device +8

**Languages** Common, Myran, Tasmari

**SQ** trap sense +2, rogue talent (weapon training)

**Gear** masterwork barbed vest, chain shirt, rapier, light crossbow, 10 bolts

**Special Abilities** Trapfinding

If the PCs do attack Brael or try to arrest him (they have no direct knowledge of him committing any crime) then he will not cooperate with them. If they are polite or even helpful then he will share what he knows.

### 🗨 Who are you?:

*“A dead man, if I don’t get out of this city soon, and you’ll be the same if you get in their way.”*

Brael is a member of the now-defunct Street Wolves.

### 🗨 What happened to you?:

*“I said ‘no’.”*

A DC 15 **Heal** check will reveal that Brael’s left leg is seriously injured, though he has done a

passable job of bandaging himself up. He was cornered by several enforcers from the Black Arrow’s when he was caught asking too many questions and trying to follow them.

### 🗨 Who are ‘they’?:

*“There’s a new organization moving into the area, from somewhere west. They have a local backer, someone important, with plenty of money. They intend to control this city, and they don’t take ‘no’ for an answer. They sent a messenger to the Street Wolves, with an offer for us to join up and work for them. The boss said ‘no’. He liked being independent. Next day, we found his head. That evening another messenger came, and asked the same question of his successor. All we found of that guy was his tongue (it was pierced) and one hand. Now half of the crew are dead and the other half are running for their lives.”*

### 🗨 Do you know what happened to ‘Tinker’?:

*“The guy who was in that room? They got him too, but I think that he was still alive when they took him. They took him to the docks, but they must have realized that I was watching. I had to hide to avoid being seen, and they slipped away. There was someone else watching them too. I stumbled right into him when I was leaving. His face was hidden, but I can tell you that he wasn’t just some vagrant. His voice was like ice. He told me to run, and never stop, and then he took off after the others.”*

The other watcher appeared to be observing and chasing the men who captured Tinker, rather than assisting them. Brael believes that Tinker’s captors are members of the Black Arrow, but he cannot offer any proof.

### 🗨 Do you know what happened to Sergeant Varrick Smythe?:

*“Never heard of him.”*

### 🗨 Do you know anything about ‘Asher’?:

*“He was asking around several days ago, about the Jaguars and the Arrows and people dying or disappearing. He hangs out at the Sanctuary.”*

☛ **Does the name ‘Valkyr’ mean anything to you?:**

*“Nothing good. Nobody knows who he is, but people who cross him always end up dead.”*

Rumor and speculation identify Valkyr as a vigilante with a reputation for zero tolerance and lethal efficiency. The criminal community don’t believe that he is affiliated with the Diamond Legion or city officials, but they fear him and try to avoid crossing his path.

☛ **What do you know about the Jaguars?:**

*He pales. “Enough that I never want to meet one. People scoff, but they’re real. Do you know why criminals don’t try to escape from the Legion prison? Because at least in prison you’re still alive and you might actually get out one day. If the Jaguars come after you the only thing that you’ll get is dead, and no one will ever find all of the pieces.”*

☛ **What do you know about the Black Arrows?:**

*“I heard that they started out small somewhere else, but they keep branching out. Different schemes, different products, different cities. They move into a city and take over the groups already there. If someone refuses to work for them, they make an example of them. Assimilate or die. No one outside of their organization knows who’s actually in charge, but they’re untouchable.”*

☛ **Do you know anything about any disappearances or killings?:**

*“More than I want to. The one’s who aren’t being killed by the competition are being targeted by a vigilante.”*

Brael believes that the ‘vigilante’ is Valkyr.

☛ **Can you decipher this? (Player Handout #3):**

*He studies the page for several minutes, muttering softly to himself and even writing in the air with one finger. “It appears that each letter is substituted, rather substituting one complete word for another, but it almost seems as if the substitutions aren’t the same each time a given letter occurs. I would suggest that you ask a bard. They often enjoy puzzles.”*

The PCs can ask him to decode **Player Handout #3**, but he will have only partial success doing so, giving the PCs a hint that a letter may decode differently each time it appears. The Society of Entertainers and Providers serves as Amthydor’s bardic guild, and the most famous bard in the city, Jordan, Bard Laureate of Amthydor, can be found at the Sanctuary tavern.

- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10).**
- If the PCs want to visit Sergeant Smythe’s duty post or residence **GO TO Encounter 3 (page 14).**
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21).**
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25).**
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26).**

### **ENCOUNTER 3 – AT THE BEGINNING**

The PCs can gain access to the small office used by Sergeant Smythe, as well as the small flat where he lives.

#### **Sergeant Varrick Smythe’s Office**

*The small office in the Port District Legion post focuses far more on function than comfort. A heavy wooden table serves as a desk, with a plain wooden bench in place of a chair. An inkwell, several sharpened quills, a sheet of blank parchment, a stub of a candle and a bowl of fruit are all that clutter the table’s surface. A wall rack holds a pair of plain longswords and several sets of manacles are arranged neatly on a shelf.*

The bowl of fruit contains apples, bananas, pears, plums and lemons. The parchment is not actually blank, but contains information written in lemon juice, which is all but invisible when dry. When exposed to heat (the candle) the lemon juice will darken and turn brown, allowing the message to be

read. If the PCs are able to expose the message, present them with **Player Handout #9**.

### Sergeant Varrick Smythe's Residence

*Overtured shelves lean precariously against opposing walls or balance awkwardly across other pieces of scattered furniture. A layer of down feathers covers every surface and stirs restlessly in the breeze of your movement. A heavy wood and rope bed frame is carelessly cast aside, the thick fabric of the feather mattress slashed and gaping. Several sections of planking have been cut from the floor, exposing an empty space between the support beams.*

The hiding place in the floor is one foot by two feet by one foot deep. It is empty now, but it is clear that someone was looking for something before the PCs arrived. A **DC 25 Perception** check will reveal the torn edge of a sheet of parchment **Player Handout #10** barely visible between the bottom of the niche and one of the floor joists to the side. It slipped between the boards and was torn off when the papers inside were hurriedly removed.

*Surveying the disorder, you wonder what someone could have been looking for, and if Varrick Smythe died for it. Footsteps in the corridor pause, and the door latch turns, the heavy oak panel swinging open silently.*

The visitor isn't making any special effort at stealth. He is unaware of the presence of the PCs, and isn't expecting any trouble.

*By his bearing and attire the man in the doorway is out of place among the chaos and disarray of the ransacked flat, but his surprise at encountering you there is quickly replaced by confident authority.*

PC Amthydoran nobles will immediately be recognized, and will be addressed in a slightly more respectful tone, but their presence will still be questioned.

**"By what authority are you here?"**

Exactly the same question that the PCs probably want to ask him. Once the PCs offer an explanation of their presence, the man will answer questions, though he has little information to offer.

### Who are you?:

*"I am Smythe. Varrick is my nephew. His superiors advised me that he was missing and that his quarters had been left in extreme disarray. They provided permission for me to restore order to the premises."*

Great-nephew, really, but the pair also have no surviving family except each other. The elder Smythe is the picture of a proper noble butler – Silver haired, straight-backed, pristinely attired, and exuding an aura of efficiency, discretion, organization and perfect etiquette. He will remain so regardless of the PCs' own actions, but he will not be intimidated. He serves a prominent noble House, House Reilly, so he is accustomed to dealing with persons of rank. He is also highly regarded by the family and an invaluable member of the household, and is therefore somewhat immune to the threats and machinations of others. The elder Smythe had not heard from his nephew in several weeks, which was not uncommon if the Sergeant was working, and does not know anything about his most current investigation except that he was on to something serious.

Once both parties have satisfied themselves as to the other's identity, the old man will offer a slight bow.

*"As an investigation is still underway, I will depart, that you may locate my nephew without interference or delay. I shall return later to restore order to the residence."*

Smythe is a practical sort, and after decades of working for an adventurer-turned-noble he understands the need for a thorough search without distractions if his kinsman is to be found safe and alive.

The PCs can search further if they wish, though they won't find anything more of importance.

*Your next destination foremost in your minds, you set out across the city, little closer to solving the mystery of your own deaths. Before the sergeant's home can disappear from view behind you, a group of armed men present you with one more piece of your puzzle.*

*"You look like reasonable folks. We'd like to offer you another chance to learn from your*

*mistakes and stay that way. All you need to do is go home and let things be.*

Of course the PCs will refuse! Once they do, the crossbowmen on the surrounding rooftops (the '# plus', so there are no crossbowmen at ATL 1) will take their readied action and fire the opening round of the combat and initiative can begin. They don't have a spellcaster with them because their fellow Black Arrows have already killed the PCs once, and they can do it again. These are loyal soldiers of a crime syndicate. Their job is to take out the PCs or die trying. If captured alive, they won't admit to anything other than attacking the PCs just because they could (or because the PCs are ugly/human/druids/wearing pink on Fourthday/etc. Even if they are turned over to the Diamond Legion they are confident that they won't be in jail for long.

The street is 15 feet wide. The buildings are a combination of stone and wood, and are one or two stories high. The crossbowmen will have positions on the higher buildings, and if there are multiple crossbowmen they will be on different buildings.

### ATL 1

**⚔ Black Arrow Enforcers Ftr1/Rog1 (1 per PC)**

NE Medium humanoid (human)

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

**AC** 17, touch 13, flat-footed 14; (+4 armor, +3 Dex)

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

**Fort** +3, **Ref** +5, **Will** +0

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

**Spd** 30 ft.

**Melee** flail +2 (1d8+1, x2) or rapier +2 (1d6+1, 18-20)

**Full Atk** flail +2 (1d8+1, x2) or rapier +2 (1d6+1, 18-20)

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

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

**Special Attacks** Sneak Attack +1d6

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

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

**Feats** Back-to-Back, Dodge\*, Wary

**Skills** Acrobatics +7, Bluff +6, Disguise +5, Escape Artist +8, Intimidate +5, Perception +5, Sense Motive +5, Stealth +7

**Languages** Common, Myran, Sadaharan, Pyrrothan

**SQ** nil

**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts

**Special Abilities** Trapfinding

**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.

### ATL 3

**⚔ Black Arrow Enforcers Ftr2/Rog3 (1 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +8

**AC** 20, touch 14, flat-footed 14; (+5 armor, +4 Dex, +1 dodge)

**hp** 44 (2d10+3d8+7)

**Fort** +4, **Ref** +7, **Will** +1 (+2 vs fear)

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

**Spd** 30 ft.

**Melee** flail +6 (1d8+1, x2) or rapier +5 (1d6+1, 18-20)

**Full Atk** flail +6 (1d8+1, x2) or rapier +5 (1d6+1, 18-20)

**Ranged** light crossbow +7 (1d8, 19-20)

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

**Special Attacks** Sneak Attack +2d6, bleeding attack (2 points)

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

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Mobility, Step Up, Wary, Weapon Focus (flail)\*

**Skills** Acrobatics +12, Bluff +8, Climb +7, Disguise +5, Escape Artist +12, Intimidate +5, Perception +8, Sense Motive +6, Stealth +12

**Languages** Common, Myran, Sadaharan, Pyrrothan

**SQ** trap sense +1

**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, ~~oil of magic vestment +1~~

**Special Abilities** Trapfinding

**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.



**ATL 5****⚔ Black Arrow Enforcers Ftr2/Rog6 (2 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +11**AC** 21, touch 14, flat-footed 15; (+6 armor, +4 Dex, +1 dodge)**hp** 65 (2d10+6d8+10)**Fort** +5, **Ref** +9, **Will** +2 (+3 vs fear)**Defense Abilities** Evasion, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +9 (1d8+2, x2) or rapier +9 (1d6+3, 18-20)**Full Atk** flail +9 (1d8+2, x2) or rapier +9 (1d6+3, 18-20)**Ranged** light crossbow +9 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +3d6, bleeding attack (3 points), slow reactions**Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +6; **CMB** +8; **CMD** 22**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Mobility, Step Up, Wary, Weapon Focus (flail)\***Skills** Acrobatics +15, Bluff +11, Climb +10, Disguise +5, Escape Artist +15, Intimidate +8, Perception +11, Sense Motive +9, Stealth +15, Use Magic Device +8**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +2**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +2, *oil of magic weapon* +1 (rapier)**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.**ATL 7****⚔ Black Arrow Enforcers Ftr3/Rog7 (2 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +13**AC** 23, touch 16, flat-footed 17; (+6 armor, +2 deflection, +4 Dex, +1 dodge)**hp** 82 (3d10+7d8+13)**Fort** +5, **Ref** +10, **Will** +3 (+4 vs fear)**Defense Abilities** Evasion, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +11 (1d8+2, x2) or rapier +11 (1d6+3, 18-20)**Full Atk** flail +11/+6 (1d8+2, x2) or rapier +11/+7 (1d6+3, 18-20)**Ranged** light crossbow +11 (1d8, 19-20)**Full Atk** light crossbow +11/+7 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +4d6, bleeding attack (4 points), slow reactions**Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +8; **CMB** +10; **CMD** 24**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Mobility, Step Up, Wary, Weapon Focus (flail)\***Skills** Acrobatics +17, Bluff +13, Climb +10, Disguise +5, Escape Artist +17, Intimidate +8, Perception +13, Sense Motive +9, Stealth +17, Use Magic Device +10**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +2**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +2, *oil of magic weapon* +1 (rapier), *potion of shield of faith* +2**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.

**ATL 9****⚔ Black Arrow Enforcers Ftr3/Rog8 (2 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +6; **Senses** Perception +14**AC** 23, touch 16, flat-footed 17; (+6 armor, +2 deflection, +4 Dex, +1 dodge)**hp** 89 (3d10+8d8+14)**Fort** +5, **Ref** +11, **Will** +3 (+4 vs fear)**Defense Abilities** Evasion, Uncanny Dodge, Improved Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +12 (1d8+2, x2) or rapier +12 (1d6+3, 18-20)**Full Atk** flail +12/+7 (1d8+2, x2) or rapier +12/+7 (1d6+3, 18-20)**Ranged** light crossbow +12 (1d8, 19-20)**Full Atk** light crossbow +12/+7 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +4d6, bleeding attack (4 points), slow reactions**Str** 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +9; **CMB** +11; **CMD** 25**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Lunge, Mobility, Step Up, Vital Strike, Wary, Weapon Focus (flail)\***Skills** Acrobatics +18, Bluff +17, Climb +11, Disguise +5, Escape Artist +18, Intimidate +9, Perception +14, Sense Motive +10, Stealth +17, Use Magic Device +11**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +2**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +2, *oil of magic weapon* +1 (rapier), *potion of shield of faith* +2**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.**ATL 11****⚔ Black Arrow Enforcers Ftr4/Rog10 (3 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +10; **Senses** Perception +17**AC** 25, touch 17, flat-footed 19; (+7 armor, +3 deflection, +4 Dex, +1 dodge)**hp** 112 (4d10+10d8+18)**Fort** +7, **Ref** +12, **Will** +4 (+5 vs fear)**Defense Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +14 (1d8+2, x2) or rapier +15 (1d6+4, 18-20)**Full Atk** flail +14/+9 (1d8+2, x2) or rapier +15/+9 (1d6+4, 18-20)**Ranged** light crossbow +14 (1d8, 19-20)**Full Atk** light crossbow +14/+9 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +5d6, bleeding attack (5 points), slow reactions**Str** 14, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +11; **CMB** +13; **CMD** 27**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Improved Initiative, Lunge, Mobility, Step Up, Strike Back\*, Vital Strike, Wary, Weapon Focus (flail)\***Skills** Acrobatics +21, Bluff +20, Climb +13, Disguise +5, Escape Artist +21, Intimidate +10, Perception +17, Sense Motive +11, Stealth +20, Use Magic Device +13**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +3**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +3, *oil of magic weapon* +2 (rapier), *potion of shield of faith* +3**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.

**ATL 13****⚔ Black Arrow Enforcers Ftr5/Rog11 (3 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +11; **Senses** Perception +19**AC** 27, touch 18, flat-footed 20; (+8 armor, +3 deflection, +5 Dex, +1 dodge)**hp** 144 (5d10+11d8+37)**Fort** +7, **Ref** +12, **Will** +4 (+5 vs fear)**Defense Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +17 (1d8+5, x2) or rapier +18 (1d6+5, 18-20)**Full Atk** flail +17/+12/+7 (1d8+5, x2) or rapier +18/+13/+8 (1d6+5, 18-20)**Ranged** light crossbow +17 (1d8, 19-20)**Full Atk** light crossbow +17/+12/+7 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +6d6, bleeding attack (6 points), slow reactions**Str** 14, **Dex** 20, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +13; **CMB** +15; **CMD** 30**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Improved Initiative, Lunge, Mobility, Step Up, Strike Back\*, Toughness, Vital Strike, Wary, Weapon Focus (flail)\*, Weapon Specialization (flail)**Skills** Acrobatics +23, Bluff +22, Climb +13, Disguise +5, Escape Artist +23, Intimidate +12, Perception +19, Sense Motive +11, Stealth +22, Use Magic Device +13**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +3, weapon training (flails)**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +4, *oil of magic weapon* +3 (*rapier*), *potion of shield of faith* +3**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.**ATL 15****⚔ Black Arrow Enforcers Ftr7/Rog11 (3 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +11; **Senses** Perception +21**AC** 28, touch 19, flat-footed 21; (+8 armor, +4 deflection, +5 Dex, +1 dodge)**hp** 164 (7d10+11d8+57)**Fort** +8, **Ref** +13, **Will** +5 (+7 vs fear)**Defense Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +19 (1d8+5, x2) or rapier +20 (1d6+5, 18-20)**Full Atk** flail +19/+14/+9 (1d8+5, x2) or rapier +20/+15/+10 (1d6+5, 18-20)**Ranged** light crossbow +19 (1d8, 19-20)**Full Atk** light crossbow +19/+14/+9 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +6d6, bleeding attack (6 points), slow reactions**Str** 14, **Dex** 20, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +15; **CMB** +17; **CMD** 32**Feats** Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Improved Initiative, Improved Vital Strike\*, Lunge, Mobility, Point Blank Shot, Step Up, Strike Back\*, Toughness, Vital Strike, Wary, Weapon Focus (flail)\*, Weapon Specialization (flail)**Skills** Acrobatics +25, Bluff +22, Climb +13, Disguise +5, Escape Artist +25, Intimidate +12, Perception +21, Sense Motive +11, Stealth +22, Use Magic Device +13**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +3, weapon training (flails)**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +4, *oil of magic weapon* +3 (*rapier*), *potion of shield of faith* +4**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.

**ATL 17****⚔ Black Arrow Enforcers Ftr7/Rog13 (3 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +10; **Senses** Perception +23**AC** 29, touch 19, flat-footed 22; (+9 armor, +4 deflection, +5 Dex, +1 dodge)**hp** 180 (7d10+13d8+61)**Fort** +9, **Ref** +14, **Will** +6 (+8 vs fear)**Defense Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +20 (1d8+5, x2) or rapier +22 (1d6+6, 18-20)**Full Atk** flail +20/+15/+10 (1d8+5, x2) or rapier +22/+17/+12 (1d6+6, 18-20)**Ranged** light crossbow +20 (1d8, 19-20)**Full Atk** light crossbow +20/+15/+10 (1d8, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +7d6, bleeding attack (7 points), opportunist, slow reactions**Str** 14, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +16; **CMB** +18; **CMD** 35**Feats** Agile Maneuvers, Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Improved Initiative, Improved Vital Strike\*, Lunge, Mobility, Point Blank Shot, Step Up, Strike Back\*, Toughness, Vital Strike, Wary, Weapon Focus (flail)\*, Weapon Specialization (flail)**Skills** Acrobatics +27, Bluff +24, Climb +13, Disguise +7, Escape Artist +27, Intimidate +14, Perception +23, Sense Motive +13, Stealth +24, Use Magic Device +15**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +4, weapon training (flails)**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +5, *oil of magic weapon* +4 (rapier), *potion of shield of faith* +4**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.**ATL 19****⚔ Black Arrow Enforcers Ftr9/Rog13 (4 plus 1 per PC)**

NE Medium humanoid (human)

**Init** +10; **Senses** Perception +25**AC** 30, touch 20, flat-footed 23; (+9 armor, +5 deflection, +5 Dex, +1 dodge)**hp** 200 (9d10+13d8+81)**Fort** +10, **Ref** +15, **Will** +7 (+9 vs fear)**Defense Abilities** Evasion, Improved Evasion, Improved Uncanny Dodge, Uncanny Dodge; **DR** nil; **Immune** nil; **SR** nil**Spd** 35 ft.**Melee** flail +23 (1d8+6, x2) or rapier +25 (1d6+7, 18-20)**Full Atk** flail +23/+18/+13 (1d8+6, x2) or rapier +25/+20/+15 (1d6+7, 18-20)**Ranged** light crossbow +23 (1d8+1, 19-20)**Full Atk** light crossbow +23/+18/+13 (1d8+1, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Sneak Attack +7d6, bleeding attack (7 points), opportunist, slow reactions**Str** 14, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +18; **CMB** +20; **CMD** 37**Feats** Agile Maneuvers, Back-to-Back, Combat Reflexes\*, Dodge\*, Fleet, Improved Initiative, Improved Vital Strike\*, Lunge, Mobility, Point Blank Shot, Precise Shot\*, Spring Attack, Step Up, Strike Back\*, Toughness, Vital Strike, Wary, Weapon Focus (flail)\*, Weapon Specialization (flail)**Skills** Acrobatics +29, Bluff +24, Climb +13, Disguise +7, Escape Artist +29, Intimidate +14, Perception +25, Sense Motive +13, Stealth +24, Use Magic Device +15**Languages** Common, Myran, Sadaharan, Pyrrothan**SQ** trap sense +4, weapon training (flails, crossbows)**Gear** chain shirt, flail, rapier, repeating light crossbow, 20 bolts, *oil of magic vestment* +5, *oil of magic weapon* +5 (rapier), *potion of shield of faith* +5**Special Abilities** Trapfinding, Surprise Attack**Back-to-Back** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.



- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10).**
- If the PCs want to visit the Gull’s Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11).**
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21).**
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25).**
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26).**

## **ENCOUNTER 4 – SANCTUARY**

*From the outside, the Sanctuary Tavern looks like little more than a large warehouse, albeit a warehouse with a line of potential customers stretching around the block, waiting to get in. A few patrons, mostly in ones and twos, look at the line and then slip around the corner of the building to a side door, inset into the stone wall and overseen by a large burly-looking man. Each person or pair seeking entry approaches the bouncer and exchanges a few words before the door opens and they pass inside.*

The Sanctuary tavern is **the** spot to see and be seen in Amthydor. There is always a long line to get in the front door, regardless of who you are or who you know. The only entrance that doesn’t have a lengthy wait is the small side door, carefully watched over by a muscular bouncer. The right whispered word or phrase brings a nod and an opening of the heavy door. Only PCs who know the password or who possess either a Sanctuary Token or the writ from the Mage Consul will gain easy access. If the PCs lack one of these three items then they will have to wait in line for two hours to gain access. Attempts to overhear another guest speaking the password, read lips or detect thoughts will be unsuccessful. The password cannot be shared with anyone, either verbally or written, so the PCs will need to figure it out on their own.

If the PCs approach the bouncer at the side door –

*“Back so soon? Your friend isn’t here, I’m afraid.”*

Arvis, the bouncer, remembers the PCs from their previous visit. He doesn’t know why they were here other than to meet a friend.

☛ **When were we here?:**

*“Just the other morning. You were meeting someone, as his guests.”*

The party was here to meet with Sergeant Smythe, in his ‘Asher’ persona. Their names were on a list, and they were admitted as guests, without needing the password or having to wait in the line.

☛ **Who did we meet with?:**

*“He calls himself ‘Asher’. He usually shows up four or five times a week, but he hasn’t been in since he met with you.”*

‘Asher’ has been a regular for the past few months, always sitting alone when he first arrives, but speaking to various other guests throughout the night.

☛ **Can we go inside now?:**

*“Not without the password, I afraid, at least not right away. You’d have to wait in the line.”*

Of course, if the PCs thought to ask for a writ, and present it to the door guard, he will permit them to go in through the side door. The PCs may also pass if they possess a *Sanctuary token* from a previous LSJ event. PCs who do know the password will have a cert indicating this fact, though the password should not be spoken or shared with anyone (including the GM).

☛ **Do you know where we can find Jordan?:**

*“I believe that I saw him inside.”*

If the PCs can get inside, they can easily locate and speak with Jordan.

The PCs cannot simply walk inside, but they do have a number of possible options to get in –

- 1) They can wait in line for two hours until they reach the front door.

- 2) They can use the side door, if they know the password or possess the *Sanctuary Token* from a previous LSJ event.
- 3) They can ask the bouncer to pass a message to Jordan
- 4) They can stand around and do nothing, and after a short time Jordan will send someone out to find the PCs and bring them inside, having heard through the grapevine that someone wants to talk to him.

Once the PCs get inside –

*The inside of the Sanctuary is dimly lit, with dark paneled walls and discreet curtained booths. A small dais framed by dark red velvet curtains fills one corner of the room, and two men are busy moving a large harp off of the platform. Patrons stand at a polished stone bar, or sit together around large tables or in shadowed booths, talking among themselves, while serving girls dressed in tight fitting red leather bodices, short black skirts, black fishnet stockings and contoured white masks move confidently among the crowded tables, taking orders and delivering drinks.*

Should the PCs look around as they pass through the common room, a series of individual letters have been concealed among the carved woodwork of the ceiling – *sakrunaiorilgtoacmyofn*. Once unscrambled, the letters will form the password phrase that grants access via the side door. Players who believe that they have successfully unscrambled the password may email their guess to [lsjsanctuary@gmail.com](mailto:lsjsanctuary@gmail.com) for confirmation and to receive a certed password.

If the PCs can ask around for Jordan or just look for themselves, they will quickly find him at a booth in a far corner. Jordan is human, in his mid to late 20's, with black hair and compelling dark brown eyes. He dresses well, though not in the gaudy manner of many performers. The bard is blessed with the kind of dark good looks guaranteed to turn heads, but he hasn't let it get the better of him. He is personable and friendly, and will confirm his identity if the PCs ask. Should the PCs feel the need to *Bluff*, Jordan has a *Sense Motive* modifier of +19.

*As you approach the secluded corner where Jordan is seated one of the shadows reveals another figure deep in conversation with the bard. Noticing you, the man breaks off mid-sentence and with an impatient gesture in Jordan's direction slips into the crowd.*

The PCs can attempt to follow the stranger, but they won't catch him. He is more familiar with the Sanctuary and its many concealed passageways than the PCs.

*The movement of the people around you, the scent of fine ales and roasting meat, the gentle sound of harp strings and the flickering firelight stir in your memory, taking you back to another moment in time.*

Randomly distribute the memories in **Player Handout #7**, one per PC, Cohort or Table Buddy. The bard in **Memory 3A** is Jordan. The departing figure is the same man appearing in **Memory 3B**.

When the PCs turn their attention back to Jordan –

*Jordan eyes you speculatively as you emerge from your memories. "Interesting." He pours a mug of mead from the pitcher next to him. "Please, sit. I'm sure that you didn't come all this way just to stare off into nothing."*

If the PCs ask to speak somewhere more private, Jordan will consider for a moment before nodding in agreement and showing them to curtained corridor and a small private room with a heavy wood lockable door. He will take a seat next to a small fireplace where a cheerful blaze is burning. The party can ask whatever questions they wish, but they might not get any answers.

☛ **Who was that man?:**

*"Someone looking for answers. Rather like you, I expect."*

Jordan can honestly say that he doesn't know the man's name (not his **real** name, at least). Jordan knows the man as Valkyr.

☛ **Sergeant Varrick Smythe:**

*"I've heard the name, of course. He has something of a reputation for not giving up once he starts on the trail of something. Determination like that can sometimes be a bad thing. He attended several of my performances,*

*and approached me asking about a group calling themselves the Broken Arrow. I'm afraid that I couldn't tell him anything that he didn't already know."*

He doesn't know where Sergeant Smythe is now. If asked about who might have wanted him dead, Jordan will speculate that perhaps the sergeant learned something that he shouldn't have.

🗨️ **Asher:**

*"The persona was quite good, really. It would have fooled almost anyone. I didn't have the heart to tell him that I saw through it as soon as he walked in the door. Sergeant Smythe used it to gain information from the less savory elements of society."*

Jordan doesn't think that anyone else saw through the sergeant's disguise, but he cannot completely rule it out.

🗨️ **Valkyr:**

*"Now why would you ask about that?"*

Jordan knows who Valkyr is, but he will keep that to himself. If the PCs are at least partially truthful about how they know the name and why they want to know more Jordan will continue.

*"Valkyr is something of a boogeyman to the criminal element in the city. The stories have vastly outgrown the reality, if you catch my meaning. A few criminals are killed by rivals, or even by their own trying to climb the ladder, and everyone starts jumping at shadows. With each retelling the story gets bigger."*

If the PCs suggest that Valkyr might be a Jaguar – *"The Jaguars aren't real."*

🗨️ **Can you decode this list?:**

The PCs may ask Jordan about Sergeant Smythe's coded notes.

*Jordan peruses the list of jumbled letters. "Perhaps. But first may I inquire what you know of it already and what you intend to do with the information?"*

Jordan knows precisely how to decode the list, because his own name is on it. He is concerned that the PCs may act recklessly on the information it contains, and will not help them if it appears that

they will do anything that might endanger the safety of those named on the list.

**If the party freely promises to treat the information with respect and caution** – Jordan will tell them that the first name on the list is his own, but will not decode the rest of the names. If they have already connected the list with the Jacinth Jaguars he will suggest that the list perhaps contains the names of those that Sergeant Smythe might have thought were possible sources of information. After all, bards hear everything.

**If the party is undecided about what to do with the list if the names are decoded** – Jordan will shake his head regretfully and tell them that there is nothing that he can do to help them decode the list. He will return the coded list to the PCs and allow them to leave with it.

**If the party has implied any threat or harm to those named on the list** (including revealing the list publicly) – Jordan will crumple the list and toss it into the fire burning an arm's length away. Jordan possesses an item called a *sanctuary stone*, an otherwise normal looking stone with a function akin to the *sanctuary* spell as cast by a 20<sup>th</sup> level priest. Activating the stone is a free action. Resisting the effect requires a successful Will save **DC 27**. Those who are unaffected and who wish to prevent the destruction of the list may try to stop Jordan. The bard's initiative modifier is +13. Once the parchment is in the flames Jordan will not fight back against the PCs. However, 1 round after the first PC takes action the door will burst open and the staff will rush in to subdue the PCs. Jordan will not explain or justify his actions. This may cause some PCs to dislike him in the future. That is ok. He doesn't much like them for having that list. The PCs may be able to save the list. Either way Jordan will not apologize for his effort to destroy it.

🗨️ **Black Arrows:**

*"What I could tell you, you may wish that I didn't. They're here in Amthydor, and they've already entrenched themselves. They have a friend in high standing with the government, possibly more than one. There's nothing to say who it is, and it isn't the sort of accusation to throw out lightly."*

He doesn't know who any members of the Black Arrows are, and he doesn't know what officials they have managed to influence or businesses they control.

### 🗨️ **Jacinth Jaguars:**

*“Rumors of the Jacinth Jaguars are always surfacing. There are legends that they are vigilantes hunting criminals, or that they are criminals themselves. Some claim that they are secret defenders of Amthydor, protecting against those that even the Diamond Legion cannot guard against. If you believe that they're real, then depending upon who you ask they are either your greatest friend or your worst enemy. **IF** they were real, and not just a myth, then just having your name attached to the Jaguars could be a death sentence, regardless of whether or not it was true. A few years ago one lunatic claimed to be their leader in order to impress a young noblewoman. Someone killed him for it.”*

A man claiming to be the Jaguar leader and later identified as Roderick Kamas was killed near the Dauntless Dolphin in the summer of 2010. The cause of death was a combination of poisoning, stabbing and a broken neck. The murder has never been solved, and the PCs will be unable to do so during this event. Mr Kamas had been romantically pursuing Lady Kylene Reilly, much to the Lady's dismay.

If the PCs are determined to pursue their investigation, Jordan will wish them well.

- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10).**
- If the PCs want to visit the Gull's Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11).**
- If the PCs want to visit Sergeant Smythe's duty post or residence **GO TO Encounter 3 (page 14).**
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24).**
- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25).**
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26).**

## **ENCOUNTER 5 – DIVINE INSPIRATION**

The PCs may visit any shrine or temple that they wish, but only two will have anything useful to tell them. The information is the same at both.

### **Temple of Destine and the Shrine of Dymora – About Sergeant Smythe**

***“The hunter has become the hunted, a trophy for the enemy.”***

Sergeant Smythe is dead, killed by the Broken Arrows.

About the sergeant's coded notes

***“Each is greater than the last.”***

The key to decoding the list.

About the Jaguars

***“That which is hardest to see is right before you in a place of safety.”***

The PCs can make of this what they will, but answers will have to wait for another scenario.

About the Broken Arrows

***The arrow launched from greatest height does farthest fly.***

This is a veiled reference to the current base of operations for the 'enforcement' arm of the Broken Arrows in Amthydor, as the PCs will soon learn.

About Valkyr

***“It is in the deepest dark that even the smallest light shines brightest.”***

- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10).**
- If the PCs want to visit the Gull's Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11).**
- If the PCs want to visit Sergeant Smythe's duty post or residence **GO TO Encounter 3 (page 14).**
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21).**



- If the PCs visit the Society of Entertainers and Providers **GO TO Encounter 6 (page 25)**.
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26)**.

## **ENCOUNTER 6 – HIGH SOCIETY**

*A cloud of delicate lily perfume precedes a stunning woman into the plush office of the Society’s Directorix. The picture of elegance from her shining fall of dark brown hair and coffee-colored eyes to her exquisite emerald gown, she extends a manicured hand. “I am Marissa Chandler. How may the Society serve?”*

Marissa Chandler is also the proprietress of the Gilded Cage. The Society of Entertainers and Providers is part bardic guild, part philanthropic organization and allegedly, in its darker days, part smuggling ring.

Marissa is gracious and refined, the picture of genteel courtesy. She will host the PCs in a small garden, complete with refreshments.

### **Do you know Sergeant Varrick Smythe?:**

*“I met with him just over a week ago. As you may know, bards have a reputation for attracting confidences and collecting obscure bits of information. The sergeant was looking for information on organizations run by foreigners. He never said as much, but I got the impression that his real focus was on clandestine groups, particularly those moving black-market goods or practicing extortion, who were masquerading as legitimate businesses. I’m afraid that I wasn’t able to be of much help.”*

### **Do you know a man named Asher?:**

*“I meet a large number of people in the course of my business, but I don’t believe that I have ever met the man personally.”*

Sergeant Smythe has never interacted with Marissa Chandler while in his ‘Asher’ persona.

### **Do you know about any killings among criminal groups?:**

*“Crime is hardly a safe profession. Between rivals, less-than-defenseless would-be victims,*

*and the Diamond Legion, most criminals don’t last long in Amthydor. I have been hearing rumors recently, of a number of people going missing, or leaving town suddenly without explanation. It has the appearance of some sort of turf war.”*

Many of these deaths are the work of the Brotherhood of the Black Arrow, quietly taking out the competition.

### **Do you know anything about Valkyr?:**

*“That the Diamond Legion hates him, but that others hate him more. There’s a price on his head, but it isn’t the Lord Monarch who will be paying the bounty. His, or her, name isn’t one that you want to hear is after you.”*

### **What do you know about the Brotherhood of the Broken Arrow?:**

*“A nasty piece of work, from what I’ve heard. If you believe the rumors they came from one of the western trade cities. They arrive in a new city, absorb or eliminate the competition, set up legitimate businesses as a front, befriend a few locals with influence and start infiltrating the system, exploiting the weaknesses they uncover.”*

### **What can you tell us about the Jaguars?:**

*She arches one elegant brow. “Jaguars? You certainly get right to the point, don’t you? If you’re looking for facts then I’m afraid that you’ll be disappointed. Speculation and rumor are all that I can offer you. If you want facts, keep in mind that the best place to hide is in plain sight, and that there are some secrets worth dying to keep.”*

Like others, she has heard the various versions of the Jaguar myth. Friend. Foe. Murderer. Defender. The difference is, she knows that they are real, but she isn’t in a position to tell the PCs that.

- If the PCs want to visit the dry dock where their bodies were discovered **GO TO Encounter 1 (page 10)**.
- If the PCs want to visit the Gull’s Nest rooming house where they were to have met the informant **GO TO Encounter 2 (page 11)**.

- If the PCs want to visit Sergeant Smythe's duty post or residence **GO TO Encounter 3 (page 14).**
- If the PCs choose to visit Sanctuary **GO TO Encounter 4 (page 21).**
- If the PCs seek information from the shrines and temples **GO TO Encounter 5 (page 24).**
- Once the PCs have exhausted their avenues of investigation **GO TO Encounter 7 (page 26).**

## **ENCOUNTER 7 – THE LIGHT AT THE END OF THE TUNNEL**

When the PCs have explored all avenues of investigation that they wish to consider and asked all of their questions allow the players a few moments to consider what they've learned, then present the memories in **GM Aid #8**

These memories will lead the PCs to Pinnacle Trading, located in a large warehouse in the Port District. The PCs may simply report back what they have already learned, or they can take on the Black Arrows themselves by entering their lair. Of course, the Black Arrows will be waiting for them.

The warehouse has all of the trappings of a legitimate business enterprise. On the surface, everything is legal. Employees, deliveries and customers come and go throughout the day. The PCs don't have the authority to search the company's records. They won't have any trouble either hiding in the building until close of business or breaking in after dark. There are too many people for them to sneak in and search before evening.

Once inside, the PCs can locate the trap door leading into the hidden storage area and follow the tunnel out of the city. The tunnel ends just down the coast from the harbor wall, in a massive rough natural chamber inside the sea cliffs. The chamber is 40 ft high, 60 ft wide and over 100 ft long. A strip of smooth stone extends 20 feet from the walls on three sides, while the center and the fourth side are water. There is a stone pier and the chamber is large enough to house a moderate-sized

merchant ship. There are crates and canvas bags piled on the doc.

A stone ledge 35 feet above the floor on the rear wall provides an excellent observation point. This is where the priestess will oversee the battle. The duplicates are invisible when the PCs enter, and will shimmer into visibility once all of the PCs are in the room.

### **All ATLS**

**⚔ Duplicates (1 per PC)**

*Stats per individual PC*

The PCs must do battle with themselves. These are not doppelgangers, but exact duplicates created by Mordana's Chosen from the PCs' own essence captured when she killed the heroes the first time. Duplicates are not affected by any 'get-out-of-dead-free' certs held by their PC originals. They can be healed like a normal living creature, but when they die they stay dead. Duplicates, including their equipment, turn into a puddle of black goo when reduced to PC's hit points minus Con. Duplicates are neutral for the purpose of alignment-oriented spells, abilities and effects (*protection from evil*, smite evil, holy weapons, etc). If a PC has items or spells specifically targeting evil, their duplicate will have the appropriate opposite version. Duplicates are 'alive' and cannot be *turned*.

Each duplicate has the same spells, equipment and buffs in place as the PC at the moment they enter the room. Players should run their own duplicates, with a caution from the GM to do so in the spirit of the combat, and not pull punches.

The duplicates are accompanied by a priestess of Mordana. While she is not the Chosen of Mordana responsible for the earlier deaths of the PCs, she would be glad to kill them again.

She will offer the PCs one last chance to join up and save themselves before revealing the duplicates and triggering initiative.

***“Have you changed your mind about joining us after all?”***

She won't argue with the PCs or become involved in a detailed discussion. The answer is yes or no, and she won't wait for it. Of course they will say no.

**“Such a waste. So much potential. As you wish.”**

The stairs and passage leading to the ledge are well concealed, and the PCs won't be able to look for it until the combat is over. They will have to reach her another way if they want to attack her. The PCs cannot keep or sell her equipment. It will be claimed by the Diamond Legion.

### ATL 1

**⚔ Carcina, Black Arrow Priestess Cleric 3 (Mordana)**

NE Medium humanoid (half elf)

**Init** +2; **Senses** low-light vision, Perception +6

**AC** 15, touch 13, flat-footed 12; (+2 armor, +2 Dex, +1 dodge)

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

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

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

**Spd** 30 ft.

**Melee** scimitar +2 (1d6, 18-20/x2)

**Full Atk** scimitar +2 (1d6, 18-20/x2)

**Ranged** dagger +4 (1d4, 19-20)

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

**Special Attacks** Vengeful Blow

**Spell-Like Abilities** Bleeding Touch

**Domains** Death, Vengeance

**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;

1<sup>st</sup> level (DC14) – *cause fear\**, *divine favor, entropic shield, protection from good*;

2<sup>nd</sup> level (DC15) – *death knell\**, *hold person, spiritual weapon (scimitar)*.

**Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13

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

**Feats** Dodge, Skill Focus (Spellcraft)

**Skills** Escape Artist + 5, Knowledge (nobility) +5, Knowledge (religion) +7, Linguistics +5, Perception +6, Spellcraft +10

**Languages** Common, Elven, Myran, Sadaharan

**SQ** nil

**Gear** *bracers of armor* +2 (*evil*), scimitar, dagger (4)

**Special Abilities** Channel negative energy 2d6

**Bleeding Touch** (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Vengeful Blow** (Su) At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your Wisdom modifier + ½ your cleric level. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**ATL 3****‡ Carcina, Black Arrow Priestess Cleric 5 (Mordana)**

NE Medium humanoid (half elf)

**Init** +2; **Senses** low-light vision, Perception +7**AC** 15, touch 13, flat-footed 12; (+2 armor, +2 Dex, +1 dodge)**hp** 39 (5d8+5)**Fort** +5, **Ref** +3, **Will** +7**Defense Abilities** nil; **DR** nil; **Immune** sleep; **SR** nil**Spd** 30 ft.**Melee** scimitar +4 (1d6+1, 18-20/x2)**Full Atk** scimitar +4 (1d6+1, 18-20/x2)**Ranged** dagger +5 (1d4, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Vengeful Blow**Spell-Like Abilities** Bleeding Touch**Domains** Death, Vengeance**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;1<sup>st</sup> level (DC14) – *cause fear\** (DC15), *divine favor, entropic shield, protection from good, sanctuary*;2<sup>nd</sup> level (DC15) – *death knell\** (DC16), *hold person, spiritual weapon (scimitar), sound burst*;3<sup>rd</sup> level (DC16) – *bestow curse\*, dispel magic, prayer*.**Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 17, **Cha** 13**Base Atk** +3; **CMB** +3; **CMD** 15**Feats** Dodge, Domain Focus (Death), Skill Focus (Spellcraft)**Skills** Escape Artist +5, Knowledge (local) +8, Knowledge (nobility) +7, Knowledge (religion) +9, Linguistics +5, Perception +7, Spellcraft +12**Languages** Common, Elven, Myran, Sadaharan**SQ** nil**Gear** *bracers of armor* +2 (*evil*), scimitar +1 (*evil*), dagger (4)**Special Abilities** Channel negative energy 3d6**Bleeding Touch** (Sp) See ATL 1**Vengeful Blow** (Su) See ATL 1**ATL 5****‡ Carcina, Black Arrow Priestess Cleric 7 (Mordana)**

NE Medium humanoid (half elf)

**Init** +2; **Senses** low-light vision, Perception +8**AC** 18, touch 15, flat-footed 15; (+3 armor, +2 deflection, +2 Dex, +1 dodge)**hp** 53 (7d8+7)**Fort** +6, **Ref** +4, **Will** +8**Defense Abilities** nil; **DR** nil; **Immune** sleep; **SR** nil**Spd** 30 ft.**Melee** scimitar +6 (1d6+1, 18-20/x2)**Full Atk** scimitar +6 (1d6+1, 18-20/x2)**Ranged** dagger +7 (1d4, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Vengeful Blow**Spell-Like Abilities** Bleeding Touch**Domains** Death, Vengeance**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;1<sup>st</sup> level (DC14) – *cause fear\** (DC15), *divine favor, entropic shield, protection from good, sanctuary*;2<sup>nd</sup> level (DC15) – *align weapon, death knell\** (DC16), *hold person, spiritual weapon (scimitar) (x2), sound burst*;3<sup>rd</sup> level (DC16) – *bestow curse\** (DC17), *dispel magic, prayer, summon monster III*;4<sup>th</sup> level (DC17) – *divine power, poison\** (DC17).**Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 17, **Cha** 13**Base Atk** +5; **CMB** +5; **CMD** 17**Feats** Dodge, Domain Focus (Death), Domain Focus (Vengeance), Skill Focus (Spellcraft)**Skills** Escape Artist +7, Knowledge (local) +8, Knowledge (nobility) +7, Knowledge (religion) +9, Linguistics +5, Perception +8, Sense Motive +7, Spellcraft +13**Languages** Common, Elven, Myran, Sadaharan**SQ** nil**Gear** *bracers of armor* +3 (*evil*), *ring of protection* +2 (*evil*), scimitar +1 (*evil*), dagger (4)**Special Abilities** Channel negative energy 4d6**Bleeding Touch** (Sp) See ATL 1**Vengeful Blow** (Su) See ATL 1



**ATL 7****‡ Carcina, Black Arrow Priestess Cleric 9 (Mordana)**

NE Medium humanoid (half elf)

**Init** +2; **Senses** low-light vision, Perception +11

**AC** 20, touch 16, flat-footed 17; (+4 armor, +3 deflection, +2 Dex, +1 dodge)

**hp** 67 (9d8+9)

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

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

**Spd** 30 ft.

**Melee** scimitar +7 (1d6+1, 18-20/x2)

**Full Atk** scimitar +7/+2 (1d6+1, 18-20/x2)

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

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

**Special Attacks** Vengeful Blow

**Spell-Like Abilities** Bleeding Touch

**Domains** Death, Vengeance

**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;

1<sup>st</sup> level (DC15) – *cause fear\** (DC16), *divine favor, entropic shield, protection from good, sanctuary*;

2<sup>nd</sup> level (DC16) – *align weapon, death knell\** (DC17), *hold person, spiritual weapon (scimitar) (x2), sound burst (x2)*;

3<sup>rd</sup> level (DC17) – *bestow curse\** (DC18), *dispel magic, invisibility purge, prayer, summon monster III*;

4<sup>th</sup> level (DC18) – *divine power, poison\** (DC19), *unholy blight*;

5<sup>th</sup> level (DC19) – *flame strike, slay living\** (DC20).

**Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 18, **Cha** 13

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

**Feats** Dodge, Domain Focus (Death), Domain Focus (Vengeance), Iron Will, Skill Focus (Spellcraft)

**Skills** Escape Artist +9, Knowledge (local) +8, Knowledge (nobility) +7, Knowledge (religion) +9, Linguistics +5, Perception +11, Sense Motive +10, Spellcraft +15

**Languages** Common, Elven, Myran, Sadaharan

**SQ** nil

**Gear** *bracers of armor +4 (evil), ring of protection +3 (evil)*, scimitar +1 (evil), dagger (4)

**Special Abilities** Channel negative energy 5d6

**Bleeding Touch** (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Vengeful Blow** (Su) At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your Wisdom modifier + ½ your cleric level. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aura of Vengeance** (Su): At 8<sup>th</sup> level, you can emit a 30-ft. *aura of vengeance* as an immediate action, reflecting a single spell back to its caster. The spell must be of a level that you can cast and you must succeed on a Spellcraft check to identify the spell (DC 14+ spell level). If you successfully identify the spell, then the spell is reflected back upon the caster. If you fail to identify the spell, you may still try to reflect the spell anyway, by succeeding on a caster level check (1d20 + caster level) against a DC of 15 + spell level + caster's Wisdom modifier. Should the spell level be above the level that you can cast then the ability is spent and it has no effect. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Death's Embrace** (Ex): At 8<sup>th</sup> level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

## ATL 9

### ☩ **Carcina, Black Arrow Priestess Cleric 11 (Mordana)**

NE Medium humanoid (half elf)

**Init** +2; **Senses** low-light vision, Perception +13

**AC** 20, touch 16, flat-footed 17; (+4 armor, +3 deflection, +2 Dex, +1 dodge)

**hp** 81 (11d8+11)

**Fort** +10, **Ref** +7, **Will** +13

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

**Spd** 30 ft.

**Melee** scimitar +10 (1d6+2, 18-20/x2)

**Full Atk** scimitar +10/+5 (1d6+2, 18-20/x2)

**Ranged** dagger +10 (1d4, 19-20)

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

**Special Attacks** Vengeful Blow

**Spell-Like Abilities** Bleeding Touch

**Domains** Death, Vengeance

**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;

1<sup>st</sup> level (DC15) – *cause fear\** (DC16), *divine favor, entropic shield, protection from good, sanctuary*;

2<sup>nd</sup> level (DC16) – *align weapon, death knell\** (DC17), *hold person, spiritual weapon (scimitar) (x2), sound burst (x2)*;

3<sup>rd</sup> level (DC17) – *bestow curse\** (DC18), *deeper darkness, dispel magic, invisibility purge, prayer, summon monster III*;

4<sup>th</sup> level (DC18) – *divine power, freedom of movement, poison\** (DC19), *unholy blight*;

5<sup>th</sup> level (DC19) – *flame strike (x2), slay living\** (DC20);

6<sup>th</sup> level (DC20) – *disintegrate\** (DC21), *harm*.

**Str** 10, **Dex** 15, **Con** 13, **Int** 12, **Wis** 18, **Cha** 13

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

**Feats** Dodge, Domain Focus (Death), Domain Focus (Vengeance), Great Fortitude, Iron Will, Skill Focus (Spellcraft)

**Skills** Escape Artist +11, Knowledge (local) +8, Knowledge (nobility) +7, Knowledge (religion) +9, Linguistics +5, Perception +13, Sense Motive +12, Spellcraft +20

**Languages** Common, Elven, Myran, Sadaharan

**SQ** nil

**Gear** *bracers of armor +4 (evil), ring of protection +3 (evil)*, scimitar +2 (evil), dagger (4)

**Special Abilities** Channel negative energy 6d6

**Bleeding Touch** (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Vengeful Blow** (Su) At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your Wisdom modifier + ½ your cleric level. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aura of Vengeance** (Su): At 8<sup>th</sup> level, you can emit a 30-ft. *aura of vengeance* as an immediate action, reflecting a single spell back to its caster. The spell must be of a level that you can cast and you must succeed on a Spellcraft check to identify the spell (DC 14+ spell level). If you successfully identify the spell, then the spell is reflected back upon the caster. If you fail to identify the spell, you may still try to reflect the spell anyway, by succeeding on a caster level check (1d20 + caster level) against a DC of 15 + spell level + caster's Wisdom modifier. Should the spell level be above the level that you can cast then the ability is spent and it has no effect. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Death's Embrace** (Ex): At 8<sup>th</sup> level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

## ATL 11 & 13

### ‡ Carcina, Black Arrow Priestess Cleric 14 (Mordana)

NE Medium humanoid (half elf)

**Init** +3; **Senses** low-light vision, Perception +13

**AC** 23, touch 18, flat-footed 19; (+5 armor, +4 deflection, +3 Dex, +1 dodge)

**hp** 116 (14d8+14)

**Fort** +12, **Ref** +9, **Will** +15

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

**Spd** 30 ft.

**Melee** scimitar +13 (1d6+3, 18-20/x2)

**Full Atk** scimitar +13/+8 (1d6+3, 18-20/x2)

**Ranged** dagger +12 (1d4, 19-20)

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

**Special Attacks** Vengeful Blow

**Spell-Like Abilities** Bleeding Touch

**Domains** Death, Vengeance

**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;

1<sup>st</sup> level (DC15) – *cause fear\** (DC16), *divine favor, entropic shield, protection from good, sanctuary*;

2<sup>nd</sup> level (DC16) – *align weapon, death knell\** (DC17), *hold person, spiritual weapon (scimitar) (x2), sound burst (x2)*;

3<sup>rd</sup> level (DC17) – *bestow curse\** (DC18), *deeper darkness, dispel magic, invisibility purge, prayer, summon monster III*;

4<sup>th</sup> level (DC18) – *divine power, freedom of movement, poison\** (DC19) (x2), *unholy blight*;

5<sup>th</sup> level (DC19) – *flame strike (x2), righteous might, slay living\** (DC20);

6<sup>th</sup> level (DC20) – *blade barrier, disintegrate\** (DC21), *harm (x2)*;

7<sup>th</sup> level (DC21) – *blasphemy, repulsion, spell turning\** (DC22).

**Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 18, **Cha** 13

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

**Feats** Dodge, Domain Focus (Death), Domain Focus (Vengeance), Great Fortitude, Iron Will, Skill Focus (Spellcraft), Toughness

**Skills** Escape Artist +14, Knowledge (local) +10, Knowledge (nobility) +9, Knowledge (religion) +10, Linguistics +5, Perception +15, Sense Motive +14, Spellcraft +20

**Languages** Common, Elven, Myran, Sadaharan

**SQ** nil

**Gear** *bracers of armor +5 (evil), ring of protection +4 (evil)*, scimitar +3 (evil), dagger (4)

**Special Abilities** Channel negative energy 7d6

**Bleeding Touch** (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Vengeful Blow** (Su) At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your Wisdom modifier + ½ your cleric level. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Aura of Vengeance** (Su): At 8<sup>th</sup> level, you can emit a 30-ft. *aura of vengeance* as an immediate action, reflecting a single spell back to its caster. The spell must be of a level that you can cast and you must succeed on a Spellcraft check to identify the spell (DC 14+ spell level). If you successfully identify the spell, then the spell is reflected back upon the caster. If you fail to identify the spell, you may still try to reflect the spell anyway, by succeeding on a caster level check (1d20 + caster level) against a DC of 15 + spell level + caster's Wisdom modifier. Should the spell level be above the level that you can cast then the ability is spent and it has no effect. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Death's Embrace** (Ex): At 8<sup>th</sup> level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

**ATL 15 +****‡ Carcina, Black Arrow Priestess Cleric 17 (Mordana)**

NE Medium humanoid (half elf)

**Init** +7; **Senses** low-light vision, Perception +17**AC** 26, touch 20, flat-footed 22; (+7 armor, +5 deflection, +3 Dex, +1 dodge)**hp** 137 (17d8+17)**Fort** +13, **Ref** +10, **Will** +16**Defense Abilities** nil; **DR** nil; **Immune** sleep; **SR** nil**Spd** 30 ft.**Melee** scimitar +16 (1d6+4, 18-20/x2)**Full Atk** scimitar +16/+11/+6 (1d6+4, 18-20/x2)**Ranged** dagger +14 (1d4, 19-20)**Space** 5 ft.; **Reach** 5 ft.**Special Attacks** Vengeful Blow**Spell-Like Abilities** Bleeding Touch**Domains** Death, Vengeance**Spells Available** 0-level (DC13) *bleed, guidance, resistance, virtue*;1<sup>st</sup> level (DC15) – *cause fear\** (DC16), *divine favor, entropic shield, protection from good, sanctuary*;2<sup>nd</sup> level (DC16) – *align weapon, death knell\** (DC17), *hold person, spiritual weapon (scimitar) (x2), sound burst (x2)*;3<sup>rd</sup> level (DC17) – *bestow curse\** (DC18), *deeper darkness, dispel magic, invisibility purge, prayer, summon monster III*;4<sup>th</sup> level (DC18) – *divine power, freedom of movement, poison\** (DC19) (x2), *unholy blight*;5<sup>th</sup> level (DC19) – *flame strike (x2), righteous might, slay living\** (DC20) (x2);6<sup>th</sup> level (DC20) – *antilife shell, blade barrier, disintegrate\** (DC21), *harm (x2)*;7<sup>th</sup> level (DC21) – *blasphemy, destruction, repulsion, spell turning\** (DC22);8<sup>th</sup> level (DC22) – *antimagic field, binding\** (DC23), *unholy aura*;9<sup>th</sup> level (DC23) – *energy drain, wail of the banshee\** (DC24).**Str** 10, **Dex** 16, **Con** 13, **Int** 12, **Wis** 19, **Cha** 13**Base Atk** +12; **CMB** +12; **CMD** 24**Feats** Dodge, Domain Focus (Death), Domain Focus (Vengeance), Great Fortitude, Improved Initiative, Iron Will, Selective Channeling, Skill Focus (Spellcraft), Spell Penetration, Toughness**Skills** Escape Artist +16, Knowledge (local) +12, Knowledge (nobility) +9, Knowledge (religion) +12, Linguistics +5, Perception +17, Sense Motive +16, Spellcraft +22**Languages** Common, Elven, Myran, Sadaharan  
**SQ** nil**Gear** *bracers of armor +7 (evil), ring of protection +5 (evil)*, scimitar +4 (evil), dagger (4)**Special Abilities** Channel negative energy 9d6**Bleeding Touch** (Sp) As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to ½ your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.**Vengeful Blow** (Su) At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your Wisdom modifier + ½ your cleric level. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.**Aura of Vengeance** (Su): At 8<sup>th</sup> level, you can emit a 30-ft. *aura of vengeance* as an immediate action, reflecting a single spell back to its caster. The spell must be of a level that you can cast and you must succeed on a Spellcraft check to identify the spell (DC 14+ spell level). If you successfully identify the spell, then the spell is reflected back upon the caster. If you fail to identify the spell, you may still try to reflect the spell anyway, by succeeding on a caster level check (1d20 + caster level) against a DC of 15 + spell level + caster's Wisdom modifier. Should the spell level be above the level that you can cast then the ability is spent and it has no effect. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.**Death's Embrace** (Ex): At 8<sup>th</sup> level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy



targets undead, you heal hit points just like undead in the area.

There is a very real chance that the PCs will lose this battle.

- If the PCs win the battle **GO TO Conclusion A (page 33).**
- If the PCs are on the losing end of the battle **GO TO Conclusion B (page 33).**

### **CONCLUSION A**

*Mage Consul Tezrine paces the small room, gesturing back to the stack of papers on the ornate desk. “We’ve gone through everything that was discovered in the warehouse. There is not one hint of illegal activity associated with the owners. They claim to have had no knowledge of the passageway or the hidden harbor. They claim that some of their employees must have been behind it. We found Sergeant Smythe’s body in the cavern. It appears that he was killed the same way that you were. All attempts to revive him have failed. We’ll never know the full extent of his investigation.”*

It is possible that the PCs will reveal what they know about the Jaguars, including Sergeant Smythe’s decoded list.

*“If that list becomes public no one will be above suspicion. There will be retributive attacks based on nothing but paranoia. Fear does not require proof.”*

### **THUS ENDS “SOMEONE TO WATCH OVER ME”**

**TIME UNIT COST: 5 TU**

### **CONCLUSION B**

*Your wounds are healed, but there is a lingering sense of unease. Memories of that final battle are vague, but you cannot forget the shadowed*

*figures who took over the battle as you began to fall. The sergeant’s body was recovered, but his life was lost forever. You have more questions than answers, but at least you still have your lives.*

Any information that the PCs obtained, including Sergeant Smythe’s coded notes and any decoded versions, is gone. They have only their memories.

### **THUS ENDS “SOMEONE TO WATCH OVER ME”**

**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	ATL 19
<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>	<b>28000</b>
Can you keep a secret?	50	50	100	100	100	200	200	500	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500
<b>Maximum Possible XP</b>	<b>700</b>	<b>950</b>	<b>1400</b>	<b>2000</b>	<b>3100</b>	<b>4900</b>	<b>7400</b>	<b>11500</b>	<b>18000</b>	<b>29000</b>

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

## TREASURE SUMMARY

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

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

### **Introduction**

- **Age Before Beauty**, 1 per PC (Value: N/A, Caster Level: N/A, Tradable: No, Rarity: Uncommon, Legality: Legal).

In the timeless battle between Meneon and Mordana you have been touched by Death and survived to tell the tale. But your experience is not without cost. You have aged 2d4+1 years.

Years Aged \_\_\_\_\_

It may be possible to reverse all or part of this aging by means yet unknown.

### Encounter 2

- **Masterwork Barbed Vest**, 1 available (Value: 160 gp, Caster Level: N/A, Tradable: Yes, Rarity: Rare, Legality: Limited).

This unusual black vest is covered in hundreds of tiny hook-like needles. Any creature that injures you with a natural or unarmed attack must make a DC 20 Reflex save or take 1d3+1 points of damage. If a creature swallows you it takes 1d3 points of damage each round until it either spits you up, you escape or you die. The vest can only be worn over light armor or no armor. The vest itself provides no armor bonus. The vest *may* be enchanted as a resistance item (as per a *cloak of resistance*) or a protective item (as per a *ring of protection*) at an approved Mystical Marketplace.

### Encounter 3

- **Mundane Equipment**, per enforcer, Sale value: 190 gp

### Miscellaneous

- **Lesser Potion of Longevity**, 1 per PC (Value: 500 gp, Caster Level: 19<sup>th</sup>, Tradable: Yes, Rarity: Uncommon, Legality: Legal).

This swirling silver liquid has been specially blended by Mage Consul Artegal Tezriine for the PC named above. If consumed by the intended recipient it will immediately and permanently reverse 1d10 years of natural or magical aging. The entire potion must be consumed to gain any effect.

If consumed by anyone other than the intended recipient, this potion will immediately and permanently reverse 1d4 years of natural or magical aging. The entire potion must be consumed to gain any effect.

Years Removed \_\_\_\_\_

# 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"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"
PC Name _____ Player Name _____  <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"	PC Name _____ Player Name _____  <input type="checkbox"/> LSJ02 "Temples" <input type="checkbox"/> LSJ08 "Night Ransom" <input type="checkbox"/> LSJ12 "Lions, Tigers, & Bears" <input type="checkbox"/> LSJ18 "Dire Consequences" <input type="checkbox"/> LSJ28 "Until Proven Innocent" <input type="checkbox"/> LSJ65 "Dirty Laundry" <input type="checkbox"/> LSJ70 "Sins of the Father" <input type="checkbox"/> LSJ79 "A Bird in the Hand" <input type="checkbox"/> LSJ86 "Something Wicked This Way Comes"



# PLAYER'S HANDOUT #2

## Sergeant Smythe's Plain Text Notes

Tinker

Gull's Nest

Extortion and protection?

*No one will talk. How can there be a crime if there are no victims?*

*Syndicate?*

Controlling trade

*Myr*

*Trade City of Westmarch*

*More than one group?*

Jaguars!

*Working together?*

*Rumor?*

*What proof?*

*Killing off competition*

*Nobles involved? No*

*Society? Bards hear everything*

# **PLAYER HANDOUT #3**

## Sergeant Smythe's Coded Notes

*Kquhft*

*Ckdpyuy Eqxkft*

*Ncuxnt Bwusx*

*Ecqxtt Lcuwy*

*Mchwyxh Bflyft*

*Scyedg Ucoqtx*

*Qthwyuy Tcym*

*Okdpq Sga*

*Mquh Btdmhn Tnlhjr*

*Ujdpng Buwvnr*

## **PLAYER'S HANDOUT #4**

*I am in need of capable volunteers to undertake a confidential mission of some risk. If you are truly dedicated to the protection of Amthydor, meet me at the Sanctuary Tavern. Advise the guard at the side door that you are looking for Asher, but say nothing more of this meeting to anyone. Lives are at risk.*

*It is imperative that you come alone, and appear as harmless and inconspicuous as possible to avoid suspicion. Familiars and other companions\* will certainly draw unwanted attention and should be left behind.*

*\*(this means psicrystals too!)*

## PLAYER'S HANDOUT #5

Separate each memory, placing them face down on the table and having each player choose one at random. Each PC, Cohort or Table Buddy should receive a memory. If there are fewer than six characters, eliminate the last memory first (F, then E).

<p><b>Memory 1A Encounter 1 Dry Dock</b></p> <p><i>“You should have said ‘yes’ when you had the opportunity. You could have had a place among us.” The dozen figures arrayed against you are abruptly obscured as the woman raises her hand, her eyes alight with unholy energy behind the skull mask, and your world vanishes in a flash of black fire.</i></p> <p>.</p>	<p><b>Memory 1B Encounter 1 Dry Dock</b></p> <p><i>Blood runs down the arc of the heavy wooden beam. The man gives a feeble moan, his chest struggling to rise, before collapsing to hang motionless, his arms stretched above his bowed head and his feet dangling just above the stained ground.</i></p> <p>.</p>
<p><b>Memory 1C Encounter 1 Dry Dock</b></p> <p><i>The gentle sound of lapping water is a counterpoint to the soft voice of the woman at the center of the gathering. “You could have a place among us. Power. Wealth. The nobles of the city have no idea how to use the power they possess, and if they won’t, who are we to let it go to waste. Work with us, and there is more than enough to go around.”</i></p> <p>.</p>	<p><b>Memory 1D Encounter 1 Dry Dock</b></p> <p><i>The man’s mouth moves in a silent scream as the priestess drags a black nail across his chest, leaving a trail of welling blood. “Did you send the legionnaire to the chamber? What else did you tell him?”</i></p> <p>.</p>
<p><b>Memory 1E Encounter 1 Dry Dock</b></p> <p><i>A muffled scream filters through the sounds of lapping waves and the cries of seabirds, lending urgency to your tracking efforts. If you can’t recover the informant Sergeant Smythe will never get the information that he needs...</i></p> <p>.</p>	<p><b>Memory 1F Encounter 1 Dry Dock</b></p> <p><i>“You should have said ‘yes’ when you had the opportunity. You could have had a place among us.” The dozen figures arrayed against you are abruptly obscured as the woman raises her hand, her eyes alight with unholy energy behind the skull mask, and your world vanishes in a flash of black fire.</i></p> <p>.</p>



# PLAYER'S HANDOUT #6

Separate each memory, placing them face down on the table and having each player choose one at random. Each PC, Cohort or Table Buddy should receive a memory. If there are fewer than six characters, eliminate the last memory first (F, then E).

<p><b>Memory 2A Encounter 2 Rooming House</b></p> <p><i>A figure clad in shades of gray disappears out the window as you enter the room, looking back only for a moment before he vanishes from sight.</i></p>	<p><b>Memory 2B Encounter 2 Rooming House</b></p> <p><i>Sergeant Smythe slides a sheet of parchment across the desk. "He's waiting for you. Escort him to a secure location known only to yourselves. Trust no one."</i></p>
<p><b>Memory 2C Encounter 2 Rooming House</b></p> <p><i>The sergeant's voice continues as you read the hasty scrawl on the page in your hand. The Gull's Nest. "He's calling himself 'Tinker'. He'll be at that location, waiting for you. He won't reveal his proof until he's in a safe place. Send word once you're there and I'll make the arrangements to bring him in."</i></p>	<p><b>Memory 2D Encounter 2 Rooming House</b></p> <p><i>Bursting back into the sunlight you scan for any glimpse of your quarry. A flutter of gray fabric drifts to the ground from the rooftop above.</i></p>
<p><b>Memory 2E Encounter 2 Rooming House</b></p> <p><i>A figure clad in shades of gray disappears out the window as you enter the room, looking back only for a moment before he vanishes from sight.</i></p>	<p><b>Memory 2F Encounter 2 Rooming House</b></p> <p><i>The sergeant's voice continues as you read the hasty scrawl on the page in your hand. The Gull's Nest. "He's calling himself 'Tinker'. He'll be at that location, waiting for you. He won't reveal his proof until he's in a safe place. Send word once you're there and I'll make the arrangements to bring him in."</i></p>

# PLAYER'S HANDOUT #7

Separate each memory, placing them face down on the table and having each player choose one at random. Each PC, Cohort or Table Buddy should receive a memory. If there are fewer than six characters, eliminate the last memory first (F, then E).

<p><b>Memory 3A Encounter 4 Sanctuary</b></p> <p><i>The bard's expression turns serious for a moment. "He doesn't understand that nothing is black and white, that there are shades of gray. Make him see reason, if you can, for everyone's safety."</i></p> <p>.</p>	<p><b>Memory 3B Encounter 4 Sanctuary</b></p> <p><i>"Password?" The bouncer's casual stance doesn't match the alert gaze as he waits for your response. "We're here to see Asher..." Nodding once, he opens the door, permitting you to pass inside.</i></p> <p>.</p>
<p><b>Memory 3C Encounter 4 Sanctuary</b></p> <p><i>Your host's carefully constructed aura of polished menace is at odds with his message. "I cannot stress the urgency of the matter. He MUST reach a location of safety before others within the organization discover that he has turned."</i></p> <p>.</p>	<p><b>Memory 3D Encounter 4 Sanctuary</b></p> <p><i>The bard leaves the dais, intercepting you as you traverse the bar in search of your contact. "He needs to know that he isn't fooling anyone. He's being watched, and there are people who won't tolerate his meddling. The whole thing was being taken care of, but he's doing more harm than good."</i></p> <p>.</p>
<p><b>Memory 3E Encounter 4 Sanctuary</b></p> <p><i>The bard's expression turns serious for a moment. "He doesn't understand that nothing is black and white, that there are shades of gray. Make him see reason, if you can, for everyone's safety."</i></p> <p>.</p>	<p><b>Memory 3F Encounter 4 Sanctuary</b></p> <p><i>The bard leaves the dais, intercepting you as you traverse the bar in search of your contact. "He needs to know that he isn't fooling anyone. He's being watched, and there are people who won't tolerate his meddling. The whole thing was being taken care of, but he's doing more harm than good."</i></p> <p>.</p>

## PLAYER'S HANDOUT #8

Separate each memory, placing them face down on the table and having each player choose one at random. Each PC, Cohort or Table Buddy should receive a memory. If there are fewer than six characters, eliminate the last memory first (F, then E).

<p><b>Memory 4A Encounter 7 Warehouse</b></p> <p><i>You nod in agreement as one of your companions deciphers the cramped notes written in the margins of the map unrolled on the table. "There is a passage beneath a stack of crates in a holding area near the rear doors. The crates look full, if you open them, but there's a false bottom."</i></p>	<p><b>Memory 4B Encounter 7 Warehouse</b></p> <p><i>The columns of figures imply more business than the small size of the building would seem to support. Far more goods appear to pass out of Pinnacle Trading than shipping manifests can account for coming in.</i></p>
<p><b>Memory 4C Encounter 7 Warehouse</b></p> <p><i>The rough map is hastily drawn. At first glance the buildings depicted could be almost any anonymous street in the Port District. A single oddly shaped building places everything into perspective.</i></p>	<p><b>Memory 4D Encounter 7 Warehouse</b></p> <p><i>You nod in agreement as one of your companions deciphers the cramped notes written in the margins of the map unrolled on the table. "There is a passage beneath a stack of crates in a holding area near the rear doors. The crates look full, if you open them, but there's a false bottom."</i></p>
<p><b>Memory 4E Encounter 7 Warehouse</b></p> <p><i>An arrow points to a small section of shoreline down the coast from Amthydor. Any further description was lost when the map was torn, leaving you with no other clue to finding whatever your informant planned to offer as proof.</i></p>	<p><b>Memory 4F Encounter 7 Warehouse</b></p> <p><i>The columns of figures imply more business than the small size of the building would seem to support. Far more goods appear to pass out of Pinnacle Trading than shipping manifests can account for coming in.</i></p>

## **PLAYER HANDOUT #9**

*I have every reason now to believe now that the Jaguars are real, though I am not yet convinced that their purpose is benign. They may yet prove to be as great a threat as those they appear to oppose. If they must do wrong in the name of good, can they be good themselves? Where is the line between friend and foe to be drawn?*

*The list of those whom I suspect of being members or having information touches every corner of our society. If they are our benefactors, and can remain so hidden in plain sight, what is to stop an enemy from doing the same?*

*If I remain silent regarding my suspicions all of Amthydor may be at risk from within. Yet without incontrovertible proof I dare not bring accusations. I must learn more about the connection between the Jaguars and the other groups operating in Amthydor.*

*I have found someone willing to come forward and offer information. He says that a 'friend' convinced him to come forward, but he is afraid for his life. He won't tell me anything until his safety is guaranteed, so I have made arrangements for a group of adventurers to meet him and escort him to a secure location where we can talk.*

# PLAYER HANDOUT #10

*Must be supported by someone in a position of influen*

*Only a ranking city official with access*

*wealthy merchant or noble would*

*would constitute High Treaso*

*I dare not make an accus*

*still too many suspe*

*even my fellow leg*

*Ambassador Jo*

*Guildmaster A*

*Minister Re*

*Lord T*



# 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>LSJ02 "Temples"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ08 "Night Ransom"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ12 "Lions, Tigers, &amp; Bears"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ18 "Dire Consequences"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ28 "Until Proven Innocent"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ65 "Dirty Laundry"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ70 "Sins of the Father"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ79 "A Bird in the Hand"</i>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<i>LSJ86 "Something Wicked This Way Comes"</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>Marissa Chandler</b>	- (LSJ28, LSJ65)
<b>High Priestess Delinia Lunasole</b>	- (LSJ02, LSJ08, LSJ12, LSJ18)
<b>Captain Bailey Collins</b>	- (LSJ12, LSJ79)
<b>Smythe the Butler</b>	- (LSJ12)
<b>Kontis Arcorian</b>	- (LSJ70)
<b>Jordan</b>	- (LSJ79, LSJ86)

## GM PLAY AID #2

If the players are able to decode Sergeant Smythe's list of encoded NPC names from **Player Handout #3** you can confirm the matching decoded name from the list below. Only provide this confirmation for names which a player has already correctly decoded. Each NPC's occupation is also provided.

Jordan	Bard Laureate of Amthydor
Bialtor Dougan	Owner of the Dauntless Dolphin Inn and Tavern
Martin Auros	Stablehand, Wayfarer's Rest Inn
Danton Karst	Deputy Harbormaster
Laestra Adiran	High Guardian of Galvandt
Ravaya Talmor	Courtesan at the Gilded Cage
Prestor Savin	Scribe
Niall Rex	Gem Merchant
Lord Araich Slidell	Diplomat
Thalia Astril	Washerwoman

Except for Jordan, encounters for these NPCs are not detailed in this event, because they have nothing to contribute to the current investigation.

# CRITICAL EVENT SUMMARY: SOMEONE TO WATCH OVER ME

Convention: \_\_\_\_\_ Date: \_\_\_\_\_

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

Dead            Alive and free            Alive and imprisoned

2. Did the PCs visit Sanctuary? (Circle whichever applies)            Yes            No

3. Did the PCs decode Sergeant Smythe's notes during the scenario?            Yes            No

4. Did the PCs share Sergeant Smythe's coded list?            Yes            No

5. Who did they share it with?

\_\_\_\_\_

6. 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: SOMEONE TO WATCH OVER ME

**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.



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