



A Smiling and Beautiful Countryside

By Nancy Lee Clark

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

A Diamond Legion member personally needs your help resolving several conflicts involving unusual behavior, a shattered mind and a bloody home.
For heroes of levels 5-15.

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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. Some of the text in this adventure is in **bold** in a box 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

A Smiling and Beautiful Countryside is Part 3 of the Holmes Series. It is not important to play Part 1 (**LSJ94 Elementary, My Dear**) and Part 2 (**LSJ116 Game is Afoot**) prior to playing this module.

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*. Low level modules do not charge lifestyle for first level, new characters.

ADVENTURE BACKGROUND

This module is the rediscovering of a previously thought to be dead foe. She has been summoning and gating demons to please her demonic master. This time, a Diamond Legion patrol stumbled on the incident. The rest is explained in the module.

ADVENTURE SUMMARY

Introduction – The PCs have lunch and meet Corporal Ohara of the Diamond Legion who needs the PCS help.

Encounter 1: Visit the Temple of Galvandt to see about Jimmy Parker

Encounter 2: Visit the Temple of Destine to get Jimmy healed.

Encounter 3: Find Sgt. Zed Lesters sister. Receive information.

Encounter 4: Go to LoTS and eventually to Tranthus where you find out what is going on with Sgt. Lesters.

Encounter 5: Go to the Harper Farm.

Encounter 6: Visit the Creighton Farm.

Conclusion A: Take the child to be brought back from the dead.

Conclusion B: Meet with returned girl's father.

Conclusion C: Be shunned by a grieving father.

Epilogue – Tell Corporal Ohara what happened.

INTRODUCTION

Today has been one of those days where everything has gone right. No one woke you at an ungodly early hour pounding on your door demanding your attention for something that they deem incredibly important, but you might not. Over all, it has been a good day. You are at the Dragon Flagon 25 enjoying a nice meal of their new specialties: onion soup in a thick broth topped with bread and a

creamy cheese, a pork filet that has been breaded and fried and covered with a mushroom, white wine and cream sauce, noodles that are so thin you can almost see through them, green beans that have cooked for hours with a chunk of ham in them and fresh baked bread and butter to sop up the sauces with. As you sit there waiting on your dessert, a cake of apples, walnuts and raisins covered in a creamy, buttery icing, a young man walks up to you. He looks to be around twenty years of age and his Diamond Legion uniform supports the stripes of a corporal.

He clears his throat, "May I join you?"

Let the PCs decide. If they say no, continue here:

"Very well. Thanks."

The module is over for them. Sign their log sheets and send them on their way. No XP and no gold, but they still pay lifestyle.

If they say yes, continue here

He sits down and orders a mug of beer. He brushes his brown hair from his brown, blood-shot eyes, but it falls right back into place. Once his beer arrives, he begins, "My name is Joshua Ohara. I'm a corporal in the Diamond Legion assigned to squadron 18. We patrol along the border between the border of the Protectorate and the Chilly Creek. I don't know its real name. That's what we call it cause the water's so cold. We patrol on the same side of the river as Free Reign. We are a foot patrol so we are out there for weeks at a time. There were ten of us on that patrol. Jenkins and Donalds had returned to the city earlier in the week with the latest dispatches."

He takes a drink of his beer and seems to gather himself, possibly even his courage and continues, "We just got in three days ago from our last four months out there. When we were out there, we went to the house of a farmer that we often visit. The Strassburgs. Really nice people. At least they were."

His eyes tear up and he pulls a piece of cloth and dabs at them. He drains the remainder of his beer and orders another. "We got there five days ago. Whenever we got to their place, we usually stayed

for a couple of days, a chance to rest up, eat some really good food, not the slop Henry makes, and visited with them. All they had for company were each other and their animals.” His beer arrives and he takes another drink. “We can usually hear his animals from a couple of miles away. That donkey of theirs always made the worst racket. This time was different. We got there and it was silent. Dead silent. I’ve never heard anything like it before. There wasn’t even the noise of birds or nothing. Our sergeant, Lesters, had us fan out and search the area. The house looked like they were getting ready to eat. Food on the plates untouched, pitcher of water at room temperature. No signs of violence. Nothing out of place, just no sign of Markal or Julietta.”

You notice that the waitress who has been highly attentive seems to sense something and keeps her distance. When you look around, you and # of PCs total are all that remain.

“Sergeant called us all together to start a search of the barn. The doors were barred shut from the inside so it took us a bit to get it open.” He drains his beer again, getting some liquid courage to continue, “I’ve never seen anything like it and I pray to all that is holy I never do again. The inside of the barn was black. Every inch of it. At first, I thought it was some sort of weird mold, but then I could see it moving. One of the squad started vomiting and the black moved faster and flew away. It was millions of black flies. They were as big as my finger. Once they were gone, the stench hit us all. It was the smell of rotten meat and stale blood. Ya know the smell when a bandage has been removed? That’s what it smelled like. We were all emptying our gullets at this point.”

He takes a deep breath, “When the flies had cleared for the most part, we got to see what was there. There were chunks of meat, nothing bigger than your hand, scattered everywhere. Chunks on the rafters, the floor, the walls. We couldn’t tell what had done it or what the parts belonged to. Miller found a skull and from the patch of blonde hair attached to it, we figured it belonged to Julietta. It looked like it had been ripped from her body. We didn’t even try to figure out what all the pieces belonged to. The sergeant called us back to the other side of the house. We had to carry Jimmy. He started screaming and just wouldn’t stop. He

didn’t say any words, just a scream of terror. Wellingford knocked him out saying he couldn’t take it any longer. We all just stood there, dazed. If anything had of jumped us at that point, we would have been as dead as the Strassburgs. We searched further out from the house and the only thing we found was a leg of something that might have been a dog or a wolf.”

He gulps several times, “We moved down the road quite a ways and regrouped. No command was given, we just all moved. Once we got together, I volunteered to come back to Amthydor to report this. I’m the fastest runner in the squad and have the best endurance. Sarge said no since we were scheduled to return anyway, another day wouldn’t matter. It was late that night and we camped. I don’t think anyone really slept. Some time during the night, I noticed smoke coming from the farm and Sarge was missing.”

He goes to take a drink of his beer, notices it is empty and orders another one. “We’ve been back for three days and we found them five day ago. I wrote up the report and gave it Sarge to sign. He said he would later. He never signed it and has left the barracks for leave. That’s why I’m here. I need answers and can’t go get them myself. I am in charge of the squad until the sergeant returns. I need you to do three things for me, find out why the sergeant is covering this up, what it is that Jimmy saw that has him so messed up and what did this to the Strassburgs. I can’t afford to pay you much, but I have 2,000 gold in life savings that I can give you to find out the answers for me. I’ve gone to the temple to see if they could do something for the nightmares for the entire squad, but nothing yet. Jimmy is there. Whenever he’s awake, he just mutters to himself and starts screaming until someone puts him back to sleep. Will you do it?”

Presumably, the PCs will take this job. If not, the module is over for them.

Heal DC 15 From the description, the Strassburgs had been dead for at least two days before the barn was found.

If they ask questions, continue here:

What temple?:

“He’s at the temple of Galvandt. I told them I was looking for specialists to help him and you are to be expected. I’ve been to Destine for help with the nightmares. Bartholomew is working on it for me. He said he knew something was wrong, but not what. He wanted to see Jimmy, but the temple of Galvandt refused for some stupid, political reason, I don’t feel like I should move Jimmy on my own.”

Where can we find Sergeant Lesters?:

“I’m not sure. He just started his leave this afternoon. He cleared the barracks. His sister lives in the Commoner’s District, a couple of blocks down the main street, past Opportunity Knocks. Her house has a blue door on it. If he isn’t there, she probably knows where he is.”

Can you get us a map to the Strassburgs farm?:

“Sure.” He draws a rough map of the area, “I’ve indicated two other families in the area. We came back without checking on them. We should have checked on them.”

Give the PCs Players Handout 1

Did you look for tracks?:

Ohara slams his fist on the table, “Are you accusing us of neglecting our duties? We did our job. We searched the whole damn area. We found the leg of either a wolf or dog, as I reported sir/ma’am.”

Where are your men?:

“We are still assigned to the barracks until our commanding office, Captain Horton, releases us for our week of furlough.”

If the PCs refuse the pay, continue here:

“Are you sure?” he asks, “I know adventuring is expensive to do and I don’t want to shirk my duties to you.”

When the PCs are done, continue here:

Corporal Ohara goes to pay his tab, but the bartender tells him, “Son, you work hard protecting us. Let me take care of that for you.” The corporal tries to smile, but it comes across very weak, “Thank you, sir. I’m proud to serve.”

He then turns back to you, “If you need me, I’ll be in the barracks in the Legion District. Send a message that Lidia wants to see me. It’ll stop any questions. She’s a friend of mine who works at the Blue Lotus Dance Hall. If you don’t think it is a good idea to get a message to me directly at the barracks, she can also get one to me. Thanks for doing this. I gotta get back. Thanks again.” He strides from the Flagon like a man who has rediscovered his purpose.

If the PCs want to speak with Jimmy at the temple of Galvandt, **GO TO Encounter 1 (page 5).**

If the PCs want to speak with Bartholomew at the Temple of Destine, **GO TO Encounter 2 (page 7).**

If the PCs want to find Sergeant Lesters **GO TO Encounter 3 (page 7).**

If the PCs want to go to the Strassburg’s farm, **GO TO Encounter 5 (page 12).**

ENCOUNTER 1

You reach the Watchtower, the temple of Galvandt. You are greeted at the door by a pair of armed guards. Once you state your purpose, the guard on the left says as he leads you through the temple to a solitary cell at very back of the place, “I don’t envy you any. That guy’s screams are enough to wake the dead. Not sure what his issue is, but I hope you all can fix it. His bein’ here like that gives us all the creeps.”

*You enter the cell and find what looks to be a corpse lying on a raised pallet. You only realize he is alive when you notice his chest rising and falling ever so slightly and his eyelids fluttering over bulging eyes. His skin is drawn tight and has a faintly yellow appearance to it and his hands are fisted so tightly that there are trickles of blood from the nails digging into the palms. He opens his eyes and seems to focus on any healer type that isn’t from Galvandt. If there are none, choose the least combat looking character. **He croaks out, “Water?”***

At this point, allow the PCs to do whatever they think they can for Jimmy. A *calm emotions* spell will automatically work since he is a willing recipient. Also a **Diplomacy DC20+ATL** will calm

him enough to talk without screaming. If they want to talk to him at all, he will need something to drink since the screaming has left him parched.

Jimmy accepts the drink and nods his thanks. In a raspy voice, he mutters.

Perception (Listen) DC 10 to understand his mutters.

“Galvandt didn’t help them. Why didn’t he help them?”

If the PCs ask questions, he will answer, as long as the PCs remain quiet and calm. If anyone gets loud or rambunctious, in or out of character, he will start screaming.

What happened?:

“Blood, so much blood. They were good people. Why did Galvandt not help them? I can still hear their screams. Can’t he? Why doesn’t he help them and make it stop?”

Heal DC 15 to realize that he has suffered a great mental trauma.

Heal DC 30 and Knowledge: Arcana DC 25 (Both checks must be successful and made by the same person to get this information) to realize cure disease will not fix this issue.

Heal DC 30 and Knowledge Arcana DC 35 to realize that a combination of *greater restoration, heal* and *remove curse* should fix the issue.

As you look over Jimmy, a woman quietly enters the room. She is just over six feet tall and wears the robes of a cleric, but has no holy symbol. She smiles to you and motions you to the hall. “You must be the experts we were told to expect. Thank you for coming. I’m Felicia Daven, a cleric here at the temple of Galvandt who has been assigned the task of taking care of Private Jimmy Parker. I’m sure you have questions, but I want to tell you we have done everything in our power to help him. We have had no success with any of it. Have you figured out anything?”

What have you tried?:

“We cast healing, remove disease, remove curse and restoration, no success. We are open to suggestions.”

Can we take him with us?:

“If you think it is in his best interest, then it will not be a problem. We ask that you do it while he is calm and return him here if you are unable to help him.”

Why wouldn’t you let Bartholomew cast spells here?:

“Would you let someone else sleep in your bed with your spouse while you watched? We believe we have the same abilities as the followers of Destine and we can save him. It will just take us some time.”

Why didn’t you let him be moved there?:

“We were afraid to allow Corporal Ohara to move him on his own. We were concerned Private Parker would get injured in the process. Our spells to calm him last only a few minutes at most, not nearly long enough to move him to the temple of Destine. If you wish to move him, with the lot of you, we will allow it.”

Why don’t you wear your holy symbol?:

“We are unaware as to why, but whenever Private Parker saw our holy symbol, he started screaming. We would have to physically restrain him to prevent him from becoming further injured. He even became upset when he saw any of us in armor. Wearing plain robes doesn’t seem to set him off.”

If the PCs do not suggest taking Jimmy, continue here:

“We were unwilling to allow Corporal Ohara to move Private Parker on his own, but with all of you here, we believe it will be acceptable, but you must do it quickly and if he doesn’t get better, you will bring him back here. Is that understood? He is calmer at the moment so we must move quickly.”

Once the PCs are done asking questions, continue here:

Felicia Daven assists you in making a litter to carry Private Parker. “May you find the answers you seek.” She strokes his hair, “May Galvandt bless you.”

If the PCs want to speak with Bartholomew at the Temple of Destine, **GO TO Encounter 2 (page Z).**

If the PCs want to find Sergeant Lesters **GO TO Encounter 3 (page Z).**

If the PCs want to go to the Strassburg's farm, **GO TO Encounter 5 (page Z).**

ENCOUNTER 2

You reach the temple of Destine and Bartholomew is waiting on the steps for you. He pushes his glasses back and smiles, "Right on time. You were expected."

If the PCs don't have Private Jimmy Parker, continue here:

"Unfortunately, you don't have Private Jimmy Parker with you. You will need to bring him back here and we can help him with his problem."

If the PCs have Private Jimmy Parker or return with him, continue here:

"Excellent! You have Private Parker with you. Please follow me." He leads you through the temple to a room just off of the main sanctuary. "Lay him on the bed. I have the spells that will help him." He takes his holy symbol from around his neck and lays out a couple of other items on a table next to the bed, "I've been researching this since Corporal Ohara brought the issue here three days ago. Destine guided my hand, but it was not an easy task. His issue is not common and the combination of spells have to be cast in the correct order." He begins casting.

Spellcraft DC 15 for each spell that he casts in this order *Remove Curse, Greater Restoration* and *Heal*. Continue here:

With the last spell cast, Bartholomew opens his eyes and looks at the man on the bed. "I'll fetch him something gentle on his stomach to eat. There is water on the table. Just give him a little."

Jimmy looks up at you. His voice is still hoarse, but his hands aren't clenched into fists and his entire body looks healthier. After a couple of sips of water, he smiles. "Thank you for breaking me out of that torture. It was horrible. I kept seeing the

same scene over and over. I saw four large shapes that had some sort of huge claws and giant mouths. They were ripping into the animals and throwing the meat around the barn. I kept hearing their horrific sounds as they were torn to shreds. Then I saw them grab Julietta. I saw Markal screaming. I just kept seeing it. Why didn't Galvandt save them? I called for him. Why didn't he answer?" He looks up at whoever is closest, "Please, don't make me go back there. Don't, please." He begins crying softly at first and then begins shaking as he sobs uncontrollably.

Bartholomew returns, "Perhaps you should leave and come back later. He will need to rest and slowly learn to deal with the tragedy." He helps Jimmy drink some soup which seems to calm Jimmy all the way to sleep. Bartholomew looks at you, "Please find your way out. If I find out anything else, I'll know where to send the message. I'm going to stay here with him for a while, make sure he's safe."

If the PCs want to find Sergeant Lesters **GO TO Encounter 3 (page 7).**

If the PCs want to go to the Strassburg's farm, **GO TO Encounter 5 (page 12).**

ENCOUNTER 3

You have no problem finding the house Corporal Ohara mentioned. Three blocks past Opportunity Knocks on the left side of the road sits a single story house with two blue shuttered windows on either side of a blue door. Empty floor boxes sit under the windows waiting for spring flowers to rejuvenate their presence. A small dog lies in front of the door expectantly. As you approach, the dog hops up and starts yipping at you. A woman of about forty years of age with black hair streaked with grey opens the door. "Hush you little rodent. There's no reason to bark your dang fool head off." She squats down and scruffs the dog playfully and looks up at you, "Hi there! Anything I can do to help you folks?"

Allow the PCs explain why they are here and continue here:

“My brother came through here about three hours ago. He handed me a sack of gold. Said something about going out of town but he wanted to make sure the boys and I were taken care of in case he didn’t come back. He takes good care of us since my ex ran off and has had the good sense not to return. He didn’t say where he was going, but said he had to hurry to LoTS to get to where he was going. I got the feeling it wasn’t a Diamond Legion job. It felt personal. He spends time in Tranthus, from time to time. I don’t pry. He’s been changed ever since the undead war. He should have been promoted since then, but he has been passed over several times and he’s okay with it. I’d check with the LoTS. He has a friend there, Talon I think is his name. He might know more.”

Knowledge: Geography DC 15, give PCs Player’s Handout 1.

What does your brother look like?:

“Zed’s a little over six feet tall, black hair, hawk-like nose. His eyes kind of change color with his mood.”

When the PCs are ready to go, continue here:

“Do me a favor, would you? Make sure my brother isn’t doing anything stupid. Zed has always been a little off, but this is more off than normal, even for him.” She turns her attention to the little dog, “Come on Buster. Let’s go in and make dinner.”

If the PCs want to go to LoTS, **GO TO Encounter 4 (page 8).**

ENCOUNTER 4

Entering LoTS, you find a gnome behind the desk, apparently staring at his toes.

Have the PCs do whatever to get his attention and continue here:

The gnome never looks up, but says, “Hello. Who are you here to see?”

What are you doing?:

“I was told not to move a muscle from this chair, not even a toe from this spot. Thus me staring at

my toes to make sure they don’t leave. If I move, he’ll know and he will HURT me.”

He who?:

“Not sure. Human. Hair. Scary amounts of magic. Way out of my league. I’m just going to do what he said.”

We are here to see Talon.:

“He’s in his office. Down the hall, last door on the right. Knock before entering and wait for him to let you in. It can be painful not to await his permission. Voice of experience.”

What is your name?:

“Lionel Lucktopper Brandywine, do you know my cousin? He owns a joke shop here in town. I’ve heard adventurers know him quite well.”

When the PCs are ready to go on, continue here:

You head down the hall and arrive at the last door on the right that bears a sign stating, Knock. Do not enter without permission. What do you do?

If the PCs knock and wait to enter, continue here:

You see an eye about the size of a small melon appear in the middle of the door and hear a series of clicks, grinds and thumps before a voice calls out, “Enter.”

If the PCs enter without knocking, have any who enter the room make a **DC 18 Reflex** save against the **lightning** that slashes through the doorway. **10D6** of damage.

After the PCs enter, continue here:

Behind the desk sits a very handsome man in a blue robe that makes his blue eyes sparkle brighter. He looks up from a tomb that is close to a foot thick and smiles, “May I help you?”

Are you Talon?:

“I should hope so. I’m in his desk and clothes. If I’m not him, then we have a big issue. Who are you and why are you bothering me?”

Let the PCs state why they are here. As long as they mention Sergeant Lesters or Zed, continue here: If they don’t, he will ask them to leave.

“So, you’re looking for Zed. He and I have been friends, very personal friends, for a number of years. From time to time, he asks me for favors and I am very happy to help him in any way that I can. He wanted to go to Tranthus, so I popped him over there. Is there something wrong with that?”

Give the PCs a chance to explain why they are looking for Lesters. Talon will not Sense Motive unless the PCs tell a real whopper of a lie. If the PCs do a good job of role-playing, you don’t need to have the PCs roll. With a **Diplomacy DC 10+ATL** or **Bluff DC10+ATL**, continue here or paraphrase as necessary:

“So, you want to go there and talk to Lester. Do you promise not to hurt him, physically, emotionally or mentally?”

Here, Talon will **Sense Motive** with a +20 to the roll. If the PCs promise, continue here:

“Very well. How will you be paying for this gold, jewels or magic items?”

The cost is **1500 GP** for him to teleport the party to a safe location in Tranthus with 100% accuracy. It costs twice as much as normal since he will need to return. If the PCs want him to wait so they can return with him, add **200 GP** to the price. Since Tranthus is not fond of magic, he doesn’t like to hang out there. If the PC has a favor or LoTS or a cert offering free casting of spells, they can get the price reduce by **100 GP** per favor that is voided. If it is for castings that doesn’t expire or exhaust, then it will reduce the total by **75 GP** per cert. He will accept certified items at 75% of their face value. The certs are to be voided or destroyed at this point.

Once the price is settled, continue here:

“Okay, everyone gather in a circle and hold hands. Let’s get this over with.” Once you are all in the circle, he mumbles some things under his breathe and your feel that pull, twist, pop feeling that is often associated with teleportation. “Well, here we are. Once you get outside, there is a café across the street. I’ll wait for you there.”

He opens the door from the room that is painted with a pattern of interlocking circles on the floor and walls.

What’s with the design?:

“It is so I know exactly where to go and can get here safely, time after time. The first time we came here, we travelled over land. We never wanted to do that again.”

Continue here:

He points to the north, “Zed is probably at the corner of Blacksmith and Hardwork. I know the names are strange. It’s a couple of blocks down that way. That is where he usually goes. Make it quick. This place really is not magic friendly so don’t cast spells if you can avoid it and just make it back here fast. Oh, one more thing, mind your manners. They get real upset if you aren’t polite around here.”

The walk is brief. You pass buildings much like you have in Amthydor, but there are far fewer people. When you get to the corner of Blacksmith and Hardwork, you see a private home on one corner, a blacksmith shop, a barber shop and another private home. What do you do?”

Give the PCs a chance to come up with a plan and continue here:

As you stand there, a man wearing a uniform carrying a shield, sword, bow and quiver. “You aren’t from here. May I help you?”

If the PCs give him a hard time, continue here:

“Look, I don’t know where you’re from, but keep this up and you’ll face thirty days in our jail at hard labor for insubordination to a police officer. So, would you like to try again?”

If the PCs persist, he will whistle for back-up and the PCs will be arrested. Don’t be hostile about this, but this is a reminder that the PCs aren’t in Amthydor and there are different laws.

If the PCs are polite and truthful, continue here:

“I know Sergeant Lesters. He always checks in with our department when he is in town for more than a couple of hours, professional courtesy and all. He visits that house there.” He points to the

home on the opposite corner from where you stand. "No trouble now," he says with a smile, "Have a good day." He does a half salute and continues on his rounds.

You cross the street and make your way to a two story white house with dark grey shutters and matching door. A sign on the door reads in common, elven, gnomish and dwarven, "Please knock quietly."

A gentle knock is all it takes for the door to open and a human woman appears in the doorway. She is of a heavy build with slightly orcish features, but not enough for her to be truly a half-orc. "May I help you?"

Give the PCs the reason for the visit. As long as they mention Lesters by his last name, continue here:

"He is with a patient. Are you relatives or friends?"

If the PCs are polite, she will assist them. If they become rude, she will shut the door and the police officer will be returning.

If the PCs agree they are friends or relatives, continue here:

"Very well, follow me." She clears the doorway so that you can all enter. "Please make sure the door shuts tight. We don't want anyone to leave by accident." She continues through a small room with chairs along the walls and up a set of wide stairs to the second floor. She stops in front of a door with a number four on it. "He's in here. Keep quiet. We don't want to disturb Malcolm." She turns and starts running down the hall, "Mr. Jasper, please put your clothes back on. We don't want you to get a chill."

What do you do?

Once the PCs knock quietly or just enter, continue here:

With the door open, you see the man you came looking for, Sergeant Lesters sitting beside a metal framed bed with a man lying in it. The man in the bed looks to be in his early forties with brown hair. His eyes are closed.

"Who are you and why are you here?"

Give the PCs the chance to explain, then continue here:

"I knew I should have filed that blasted report! So, now, you want the reason I didn't file the report. I fully plan to, when I return to Amthydor, but I had to come here first." He pats the hand of the man in the bed. "Please. Let's do this elsewhere. I don't want to disturb him."

Heal DC 15 to realize the man is in a drugged state.

He leads you back down the stairs to the room with the chairs. He sits and has almost a smirk on his face. "I have no right to ask this, but I would appreciate you not spreading the information I am going to tell you."

He sighs, "During the Undead Invasion, I was a corporal assigned to a squad with Malcolm as my sergeant. He and I grew up together. We were inseparable as kids. We did everything together. He was a couple of years older than me, but always looked out for me. We were beyond friends, beyond brothers, we were joined at the soul."

The Undead Invasion was our introduction to real combat. We were raw recruits and really had no idea what to do. We were in the Poor District and it was brutal. We barely survived. I never knew what happened, but something happened in one of the homes in the District. Malcolm went in with two privates to try and save a family of six. Something caused Malcolm to snap. It was horrifying. He slaughtered the undead and when they were gone, he turned on the family. The legionnaires gave their lives to try and save them. By the time I fought my way into the house, there was blood everywhere. Malcolm was standing in the center of the room. Covered in blood." He wipes a tear from his eyes, "He was still fighting. He was a man possessed. I knocked him cold and found Talon. He was also in the Legion. We kept him knocked out until we could get him to a safe place. We eventually found out about this place. They keep him unconscious at all times. When he wakes, he tries to rip the skin from his arms or hurt anyone around him."

"When we walked into that barn, I was so afraid it was Malcolm. I couldn't think. I hadn't been to see him for eight months. Duties kept me away. I couldn't see him put to death for something that he

has no control over.” He is crying openly and tips his head back letting the tears slide down his weathered brown face. “He doesn’t deserve this.”

Does Talon know?:

“Talon knows he isn’t right in the head, but not the other.”

What has been cast to help him?:

“Every spell that anyone has thought might help. Talon researches this regularly. Nothing has helped. We have tried a variety of spells in all different combinations. No one has been able to help him. Every gold I get goes to my sister or here and for spells. I don’t know what else to do.”

May we try?:

He wipes the tears from his eyes and clears his throat, “Yes, if you think you can help.” He leads you back upstairs to the room.

A **Heal DC 45** will give the PC that he needs a number of spells. *Restoration, Heal, Remove Curse* and *Cure Disease* cast in this order. If the PCs have all of these spells, there is a 50% chance they will succeed. Roll it out of sight. If successful, continue here:

Malcolm’s body shakes from head to toe and back. His eyes flare open and flutter. He looks around confused, “Zed.” He says in a very weak voice.

Zed moves closer and begins crying, “I’m here, baby. I’m here.”

Malcolm looks confused, “Where am I? Are the undead gone?”

Zed pats his hand. “I’ll tell you all once you have regained your strength. I have to say good-bye to our friends. I’ll be right back.”

Malcolm smiles, “Okay, but don’t go far. I hate to be away from you.”

Zed leads you to the hall and hugs whoever cast the spells. “Thank the gods and goddesses! You have saved him! He is my everything and you have brought him back to me! I will find a way to repay you, I just don’t know how I can!”

“Zed?”

“Coming!” he calls back into the room, “Thank you so much! You have no idea what this means to me! His family died in the Invasion. I never thought I would have him back!” He re-enters the room and you see the two of them, speaking quietly, heads close together.

If the roll fails, continue here:

Zed looks to you, “It’s not your fault. It just isn’t meant to be.” He goes back to holding Malcolm’s hand and seems to forget about you.

After either results are read, continue here:

As you start to leave, “Please wait!” Zed calls out to you. “Please do me a favor and take this note to Corporal Ohara. I give him authorization to file the report. I told him in the note I forgot. You know the truth. You will do with that what you see fit. Have a safe journey home.”

He re-enters the house and closes the door firmly behind you.

Give the PCs a chance to do whatever they want at the moment, then continue here:

You return to the café and Talon is easy to spot. He is sitting at a table under a yellow umbrella, sipping something green out of a foot tall glass. “Everything okay. No details! Zed will tell me about it later and he does love to tell a good tale.” He finishes his drinks the last ten inches of his drink, “Well, let’s get out of here, shall we?”

Within in a few minutes, you are back in the room at LoTS. Talon looks you over, “Well, thank you for the work. I don’t like to do too much of it, but it does break up the monotony of sitting around here. Toodles!” He says with a wiggling of his fingers and he is gone.

If the PCs want to speak with Jimmy at the temple of Galvandt, **GO TO Encounter 1 (page 5).**

If the PCs want to speak with Bartholomew at the Temple of Destine, **GO TO Encounter 2 (page 7).**

If the PCs want to go to the Strassburg’s farm, **GO TO Encounter 5 (page 12).**

ENCOUNTER 5

Let the PCs figure out their means of transportation. They can't teleport due to not having a frame of reference. One blade of grass looks like any other blade of grass.

If the PCs go by foot, it will take most of the day to get to the farms. By horse, it will take them about eight hours to get there.

If the PCs stop at the Harper farm, continue here:

The sun has been blessing you with a pleasant day as you cross the plains to reach the farms. There is a pleasant breeze with just a hint of chill to it hinting that winter will be here soon. You continue your trek along the wagon wide path and find a split rail fence about four feet high. It looks like it isn't meant to keep anything out, but to separate areas and mark boundaries. Looking closer, you see cows, horses, sheep, goats and donkeys grazing contentedly in fields sectioned off by the same type of fence.

Perception: Vision DC 10 unless airborne, you can't see the back end of the fields.

Perception: Vision DC 10 airborne, you estimate the total area to be close to two square miles, about 1200 acres.

If the PCs care, there are 60-80 head of cattle, 24 horses, about a 100 head of sheep, fourteen donkeys and a dozen goats.

You see on the other side of the fence, a homestead. A large house sits near the fence with a barn about fifty or so yards from it. In between appears to be a small plot of land for grazing. You hear dogs barking and see three dogs that at first glance appear to be wolves, but upon a closer look you realize are not quite right to be wolves. A voice calls out, "Hold yourself! Stay where you are. We'll come to you!" Two people come up a path along the edge of the fence. The taller of the two has a pitchfork in his hands while the other one has a scythe. What do you do?

Presumably, the PCs will stop. If not, have the man call out again and make it more threatening.

Perception: Vision DC 25 to notice the dogs have spread out and are circling around the party.

As the two men get closer, you can start making out some features. The taller human male has brown hair that is heavily streaked with grey while the shorter man's hair is mostly missing, but what is there is brown. There is an obvious resemblance between the two. The older man calls out, "Hold." He continues to approach, "What brings you out here?" he calls out.

Let the PCs state their reason for being there and continue here if they say anything about investigating what happened to the Strassburgs.

The older man nods, "We saw the smoke a few days ago and went out there. Not sure what happened, but it looks like they either left and burned the farm behind them or something worse that I don't want to think about."

Continue here:

"Welcome to the Harper Farm," the older man says. "I'm John Harper and this here's my son James. Come on up to the house so we can discuss this further." As you turn to follow, he calls out, "Follow," then turns his attention back to you. "So, what's your folk's names?"

He leads you up to a white washed house with a small garden in front. Beside the house is a small field with a two oxen grazing contently. A building about the size of a good size store back in the city has close to a hundred pigs flopping in the mud surrounding it. Chickens and roosters scurry about intent on their chicken cares. Two much smaller versions of the dogs you spotted earlier come trotting up, tongues hanging out. Further still to the left is a large barn with the doors standing open revealing dozens of barrels and a half dozen wagons with all the required paraphernalia in it.

As you reach the house, a human woman, her hands full with a heavy crossbow, steps out on the porch. Her brown-grey hair is pulled back into a tight bun. "We good here John?" She calls out.

He replies, "Yep. Just gonna talk for a few minutes."

"Friendly enough for some tea?" another woman comes out the door. Her brown hair blows in the breeze.

The man identified as James answers, "Sounds like a good idea. How about we do that inside?"

The two women go back inside and the men lead you inside to a large room with a round table and six chairs around it. "Have a seat." A brown cat eyes you from a nearby windowsill, decides you are uninteresting and goes back to sunbathing in the late afternoon sun.

Perception Vision DC 15+ATL to have noticed the teenage boy on the roof of the pig sty with a long bow.

James goes into another room and returns with # of chairs so everyone can sit. "So, what can we help you with?"

After the second question, continue here:

A girl of thirteen or so follows the other two women into the room. As the women serve the cups of tea with cookies, John says while putting his arm around the woman with the brown and grey hair, "This is my wife of 43 years, Mary, our daughter-in-law Bonita and our granddaughter, Elizabeth."

Once they are done serving, the women go back the way they came.

How long have you lived here?:

John answers, "I've lived here all my life, the others have come along in the last 43 years or so. My grandparents started this farm about a hundred years ago or so."

Do you know the other farms near here?:

"Well," James says, "My wife's sister, Donita, married my third cousin, Starkan. They have two young children and handle the vegetable portion of the operation. The Strassburgs have only lived in the area fifteen or so years. They moved out here from Amthydor after Julietta's mother was murdered and it was never solved."

What do you know about the Strassburgs?:

James nods his head, "They were a strange pair. They moved out beyond the road and really seemed to have no idea what they were doin' at first. Starkan and I would go over there every few days to help 'em out. They had no idea how to clear the land, raise animals or even build a house." He chuckles, "Gotta give it to them though. They stuck it out and eventually prospered."

Have you been out there recently?:

John answers, "We went out there three or four days ago. It was the strangest thing. There were footprints all over the place, like someone had searched the place. There were a couple of places where it looked like someone got sick. The barn was burnt to the ground, but the house was like it always was. There was food on the table, flies everywhere. No idea what happened, but the whole area gave me the creeps. One of their dogs showed up here a couple of days ago. It lost part of its leg, but managed to drag itself to Starkan's place. I was there helpin' get ready for the harvest. It was a mess. Donita tried to help it, she has a way with animals, but it was too far gone for her to do anything. The poor thing was so miserable. We ended up burn the thing. For some reason, it didn't feel right buryin' it."

Have you seen anything unusual?:

John replies, "Other than the Strassburgs dog, nothin'. Everything is the way it always is. Nice and quiet."

When the PCs have asked four questions, continue here. You may have to paraphrase it if the PCs didn't notice the boy on the roof.

The teen from the roof comes running into the house, bow still in hand, "Dad! Come quick! Somethin' isn't right out here!" The men head for the door and the women aren't far behind them.

Presumably the PCs will follow. If so, continue here:

You get outside and see the Creighton's dog crawling across the yard. Its hind leg is mangled as if someone held the dog by it and swung it around their head. It raises its mouth and blood trickles out of its jaw.

Heal DC 15 to know that the dog is close to death. All of its teeth are missing as if it had a hold of someone and didn't let go when it was knocked loose.

Perception Scent DC 15 to smell something burnt on the dog.

Knowledge Planes DC 10 to realize the smell is that of brimstone.

John looks the dog over and a realization seems to come across him. "We gotta get over there!" He turns to his wife, "Get the kids into the storm cellar and bar the doors. Take the dogs with you."

She gives him a quick hug and a kiss on the cheek and Bonita follows suit with James before heading for the far side of the house. The boy picks up the dog and follows them.

Knowledge Dungeoneering DC 10 to realize these two are not trained in combat.

Diplomacy DC 15 to convince them to stay behind. Add 5 to the roll if the PCs mention taking care of their own families.

Continue to Encounter 6.

ENCOUNTER 6

You follow the path further along, past the Harpers barn to the continuation of the fencing. Right inside the fence, you see corn growing a good four feet about the top of the fence. As you continue your travels, the field shifts from corn to wheat then to beets, then beans and finally to peppers. As you come to the corner of the pepper field, you find a field that is cleared of any plants except for an odd weed or stray plant from one of the other fields.

Perception: Vision DC 10 unless airborne, you can't see the back end of the fields.

Perception: Vision DC 10 airborne, you estimate the total area to be close to two square miles, about 1200 acres.

GM NOTE: Roll for initiative at this point. This moves at the speed of plot, but give it a sense of urgency for the players. Do not go into initiative at this time, just get it out of the way.

After close to a mile, you begin to notice some changes. The air that had a chill to it seems to be warmer and night quieter. Completely quiet. The sounds of your movements almost echo off the stillness of the night. It takes a minute to dawn on you that it shouldn't quite be this dark yet since the sun set not more than a half hour or so ago. The air is repugnant with a growing smell of brimstone creeping over everything and spreading into your very skin. You swallow hard, but can't shake the taste of burnt in your mouth.

This is true even if the PCs are using **Stealth**. It is that quiet.

When you reach the end of the fence, you see a house and barn much like the one you just left. A large dog, the size of a good size wolf, lays disemboweled on the front steps of the house. Pieces of something, another dog or perhaps a cat, litter the space between you and the still form of the dog on the steps.

A scream pierces the night. It's all the more jarring after the dead silence that has surrounded you for the last few seconds that upon reflection felt like an eternity.

It takes you no time to address the location of the scream, the large dark shape that was discernible as a barn just a few seconds ago.

If the PCs want to start pre-casting, then let them do it now, but put them into initiative. When they are ready to go, continue here:

You move closer to the barn and discover that there are no windows. The walls have places where logic dictates a window should be, but all that is there is unpainted wood that doesn't match the rest of the barn. No light seeps out from around the double

doors. The only light you see comes from a smaller door set to the right of the double doors. A faint light, more of an uneven glow, creeps out from around the human sized door.

The door is unlocked.

If the PCs check the roof, there are no entrances there. Where the hayloft should be, they find the same treatment as the walls of the barn.

If the PCs decide to try to break through the walls, continue here:

As whatever they are using to break through the wall hits the building, a corresponding cry of pain disrupts the air. The voice behind the scream is that of a small child.

If they continue to break through the walls, use standard wood stats, but the creatures inside will know they are coming and will be ready for them, taking the time to summon in more of them to meet the new challenge. Good luck to the PCs.

When the PCs are ready to go in the door, continue here:

When the door opens, you are momentarily blinded by the light inside the room, which might be a blessing. At the far end of the barn, about eighty feet from you stands eight creatures unlike any you have ever seen. They stand eight feet tall with an additional foot of horns. Their cloven hooves leave a trail of fire as they move and their eyes are sunk back into your head.

In front of them, kneeling on the ground, are three people, a somewhat comely half-elf woman, a handsome half-elf male and a human male child of no more than five years of age. They draw breath shallowly, as if the mere act of breathing causes them pain. Their faces and naked bodies are covered in cuts, scrapes and bruises. Blood pours from a wound above the child's left eye and he blinks furiously to keep it from clotting shut like the right one.

Your view of them is disrupted by the creature standing ten feet or so in front of them. A humanoid creature of six feet in height stands to the right of a blonde woman. The creature at first sight looks like a very muscular human, but you

realize the muscles move of their own accord, as if something were crawling under them trying to find a way out. His glowing yellow eyes almost sparkle as he licks his enlarged purple lips. In his ham sized hands he holds a small elven child. Her naked body bears no blemishes and she coos quietly, as if mesmerized by the hideous face above her. The woman nods at the creature and it rips the head from the small, frail child's body, tosses it in the air and unhinges its jaw to swallow it whole.

The blonde woman turns and finally registers your appearance. "What in all of the abyss am I going to have to do to be rid of you once and for all?"

For anyone who has played **LSJ94 Elementary**, **My Dear** or **LSJ116 Game is Afoot** will recognize the woman as Annabelle Marshall.

Continue here:

She looks at the creature in front of her and smiles as the blood pumps from the small body. The three kneeling behind them cry silent tears. She pats the creature affectionately, "Sorry my pets, but I must go. Our master will want to know about this. Deal with them and I will see you at home." With that, she pops out of sight and leaves Raia.

With a toss of a small, headless body, the creatures turn their full attention on you.

While the descriptions are the same for everyone, the creatures are tiered and are adapted from existing demons.

Knowledge: Planes DC 20, these are some form of demon, but of unknown type.

Knowledge: Planes DC 30, these are some form of demon that are known for causing constitutional damage.

The creatures will completely ignore the captives or anyone killed until the battle is finished.

ATL 5

Craver Demons (Minor) (x6)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., detect good; Perception +21,

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)
hp 72 (6d10+24)

Fort +7, **Ref** +9, **Will** +10

DR 5/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 20

Speed 30 ft.

Melee 2 claws +10 (1d8+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

2/day—*charm monster* (DC 19), *detect thoughts* (DC 18), *suggestion* (DC 19)

Str 16, **Dex** 17, **Con** 18, **Int** 18, **Wis** 14, **Cha** 20

Base Atk +8; **CMB** +13; **CMD** 25

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse

Skills Bluff +24, Diplomacy +16, Disguise +16,

Escape Artist +11, Fly +14, Intimidate +13,

Knowledge (local) +15, Perception +21, Sense Motive +13, Stealth +14;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 18, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC18 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Craver Demon (Lesser)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +21,

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)
hp 94 (8d10+32)

Fort +8, **Ref** +10, **Will** +11

DR 5/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 21

Speed 30 ft.

Melee 2 claws +12 (1d8+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

2/day—*charm monster* (DC 19), *detect thoughts* (DC 18), *suggestion* (DC 19)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 26

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving)

Skills Bluff +26, Diplomacy +16, Disguise +16,

Escape Artist +12, Fly +14, Intimidate +12,

Knowledge (local) +15, Perception +21, Sense Motive +14, Stealth +15;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 18, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC20 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

ATL 7

Craver Demons (Lesser) (x6)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +21,

AC 21, touch 14, flat-footed 17 (+4 Dex, +7 natural)

hp 94 (8d10+32)

Fort +8, **Ref** +10, **Will** +11

DR 5/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 21

Speed 30 ft.

Melee 2 claws +12 (1d8+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

2/day—*charm monster* (DC 19), *detect thoughts* (DC 18), *suggestion* (DC 19)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 21

Base Atk +9; **CMB** +14; **CMD** 26

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving)

Skills Bluff +26, Diplomacy +16, Disguise +16,

Escape Artist +12, Fly +14, Intimidate +12,

Knowledge (local) +15, Perception +21, Sense Motive +14, Stealth +15;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 18, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC20 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Craver Demon (Common)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 116 (10d10+40)

Fort +9, **Ref** +10, **Will** +12

DR 6/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 22

Speed 30 ft.

Melee 2 claws +14 (1d8+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 20)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 22

Base Atk +11; **CMB** +16; **CMD** 27

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain)

Skills Bluff +28, Diplomacy +16, Disguise +16,

Escape Artist +12, Fly +14, Intimidate +14,

Knowledge (local) +15, Perception +23, Sense Motive +16, Stealth +15;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 21, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC21 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

ATL 9

Craver Demons (Common) (x6)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)

hp 116 (10d10+40)

Fort +9, **Ref** +10, **Will** +12

DR 6/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 22

Speed 30 ft.

Melee 2 claws +14 (1d8+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 20)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 22

Base Atk +11; **CMB** +16; **CMD** 27

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain)

Skills Bluff +28, Diplomacy +16, Disguise +16, Escape Artist +12, Fly +14, Intimidate +14, Knowledge (local) +15, Perception +23, Sense Motive +16, Stealth +15;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 21, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC21 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Craver Demon (Advanced)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 160 (14d10+56)

Fort +9, **Ref** +10, **Will** +12

DR 8/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 23

Speed 30 ft.

Melee 2 claws +15 (2d6+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 20)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +17; **CMD** 28

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack

Skills Bluff +28, Diplomacy +16, Disguise +16, Escape Artist +12, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +23, Sense Motive +16, Stealth +20;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 22, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC22 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

ATL 11

Craver Demons (Advanced) (x6)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)

hp 160 (14d10+56)

Fort +9, **Ref** +10, **Will** +12

DR 8/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 23

Speed 30 ft.

Melee 2 claws +15 (2d6+3) + Life Drain

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 20), *detect thoughts* (DC 19), *suggestion* (DC 20)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 24

Base Atk +12; **CMB** +17; **CMD** 28

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack

Skills Bluff +28, Diplomacy +16, Disguise +16, Escape Artist +12, Fly +14, Intimidate +16, Knowledge (local) +15, Perception +23, Sense Motive +16, Stealth +20;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 22, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC22 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Craver Demon (Major)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 27, touch 14, flat-footed 21 (+4 Dex, +13 natural)

hp 182 (16d10+64)

Fort +10, **Ref** +11, **Will** +14

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 24

Speed 30 ft.

Melee 2 claws +17 (2d6+3), + Life Drain, Rend 1d6+3

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 21)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 26

Base Atk +14; **CMB** +19; **CMD** 29

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack, Rending Claws

Skills Bluff +27, Diplomacy +17, Disguise +17, Escape Artist +12, Fly +14, Intimidate +17, Knowledge (local) +15, Perception +23, Sense Motive +18, Stealth +22;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 23, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC23 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

ATL 13

Craver Demons (Major) (x6)

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +4; **Senses** darkvision 60 ft., detect good; Perception +23,

AC 27, touch 14, flat-footed 21 (+4 Dex, +13 natural)

hp 182 (16d10+64)

Fort +10, **Ref** +11, **Will** +14

DR 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 24

Speed 30 ft.

Melee 2 claws +17 (2d6+3) + Life Drain, Rending (1d6+3)

Spell-Like Abilities (CL 8th)

Constant—*detect good, tongues*

3/day—*charm monster* (DC 21), *detect thoughts* (DC 19), *suggestion* (DC 21)

Str 16, **Dex** 18, **Con** 18, **Int** 18, **Wis** 14, **Cha** 26

Base Atk +14; **CMB** +19; **CMD** 29

Feats Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack, Rending Claws

Skills Bluff +27, Diplomacy +17, Disguise +17, Escape Artist +12, Fly +14, Intimidate +17, Knowledge (local) +15, Perception +23, Sense Motive +18, Stealth +22;

Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Special Abilities

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 23, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC23 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Devourer Demon (Minor) 1

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft.; Perception +20

AC 31, touch 12, flat-footed 22 (+5 Dex, +16 natural) **hp** 204 (18d10+72)

Fort +9, **Ref** +7, **Will** +12

Defensive Abilities spell deflection, SR 25

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +20 (3d6+4 plus life drain)

Space 5 ft.; Reach 5 ft.

Special Attacks devour soul, craving, life drain

Spell-Like Abilities (CL 18th)

At will—*confusion* (DC 23), *charm monster* (23), ray of *enfeeblement* (20), *suggestion* (DC 22), true seeing, *vampiric touch* (DC 22)

Str 18, **Dex** 20 **Con** 18, **Int** 19, **Wis** 16, **Cha** 28

Base Atk +16; **CMB** +20; **CMD** 33

Feats Combat Casting, Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Devour Soul), Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack

Skills Bluff +27, Diplomacy +17, Fly +19, Intimidate +19, Knowledge (arcana),+21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +13

Languages Abyssal, Celestial, Common, Draconic; *tongues*, telepathy 100 ft.

Devour Soul (Su) By making a touch attack as a standard action, a devourer demon can deal 12d6+18 points of damage as if using a slay living spell. A DC 28 Fortitude save reduces this damage to 3d6+18. If the creature is slain in this matter, the demon will begin to devour the soul at its leisure destroying the soul. A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 24, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this full standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC24 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

ATL 15

Devourer Demon (Minor) 6

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +20

AC 31, touch 12, flat-footed 22 (+5 Dex, +16 natural)

hp 204 (18d10+72)

Fort +9, Ref +7, Will +12

Defensive Abilities spell deflection, SR 25

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +20 (3d6+4 plus life drain)

Space 5 ft.; Reach 5 ft.

Special Attacks devour soul, craving, life drain

Spell-Like Abilities (CL 18th)

At will—confusion (DC 23), charm monster (23), ray of enfeeblement (20), suggestion (DC 22), true seeing, vampiric touch (DC 22)

Str 18, Dex 20 Con 18, Int 19, Wis 16, Cha 28

Base Atk +16; CMB +20; CMD 33

Feats Combat Casting, Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Devour Soul), Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack

Skills Bluff +27, Diplomacy +17, Fly +19, Intimidate +19, Knowledge (arcana), +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +13

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

Devour Soul (Su) By making a touch attack as a standard action, a devourer demon can deal 12d6+18 points of damage as if using a slay living spell. A DC 28 Fortitude save reduces this damage to 3d6+18. If the creature is slain in this matter, the demon will begin to devour the soul at its leisure destroying the soul. A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 24, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this full standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC24 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Devourer Demon (Lesser) 1

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +7; Senses darkvision 60 ft.; Perception +20

AC 31, touch 12, flat-footed 22 (+5 Dex, +16 natural)

hp 226 (20d10+80)

Fort +11, Ref +9, Will +14

Defensive Abilities spell deflection, SR 28

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +22 (3d6+4 plus life drain)

Space 5 ft.; Reach 5 ft.

Special Attacks devour soul, craving, life drain

Spell-Like Abilities (CL 18th)

At will—confusion (DC 24), charm monster (24), ray of enfeeblement (21), suggestion (DC 23), true seeing, vampiric touch (DC 23)

Str 20, Dex 20 Con 18, Int 19, Wis 16, Cha 30

Base Atk +17; CMB +22; CMD 35

Feats Combat Casting, Agile Maneuvers, Combat Reflexes, Iron Will, Weapon Finesse, Ability Focus (Devour Soul), Ability Focus (Craving), Ability Focus (Life Drain), Improved Natural Attack, Combat Casting

Skills Bluff +28, Diplomacy +19, Fly +19, Intimidate +19, Knowledge (arcana), +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +23, Stealth +13

Languages Abyssal, Celestial, Common, Draconic; tongues, telepathy 100 ft.

Devour Soul (Su) By making a touch attack as a standard action, a devourer demon can deal 12d6+18 points of damage as if using a slay living spell. A DC 28 Fortitude save reduces this damage to 3d6+18. If the creature is slain in this matter, the demon will begin to devour the soul at its leisure destroying the soul. A soul that is completely consumed may only be restored to life by a miracle or wish. The save DC is Charisma-based.

Life Drain (Su) A craver demon sucks the life from a creature with successful attack with its claw inflicting 2 points of constitution damage (DC 24, save for half). The damage continues at the same rate losing additional constitution points every hour until magical healing is applied. This can be applied multiple times.

Craving (Su) A craver demon can enforce its will upon a creature causing him to crave whatever the craver demon tells him he craves. The creature struck by this full standard touch attack will fight his way through anything to get at what he is craving, including attacking allies or engaging in other detrimental activities. The effect lasts 1d4 rounds and a DC24 will save negates. Once affected by this ability, a creature cannot be affected again for 24 hours.

Once the combat is over, continue here:

As the last demon falls to the ground, all of the remains begin breaking down and turn into a putrid green gel. Whatever it touches sizzles as if the fluids were burning everything they touch. After just a few seconds of this, it all combusts in a flash, leaving a foul fog filling the barn making it difficult to see more than a few feet in front of them.

Let the PCs take whatever precautions they like. When they get to the victims, continue here:

The three victims lay very still, their hearts barely beating. The smallest one, the boy, draws a gasping breath, shudders once and stops moving.

The victims are at the following:

Donita-the half-elf woman-1 hit point out of 65.

Starkan-the half-elf man-1 hit point out of 60.

Thomlin-the human boy 1 hit point of 10.

Dawna-elf girl-dead.

They are all unconscious.

What happens here is largely up to the PCs. Starkan, the father, is the one who will do most of the talking. Once the PCs bring them around, continue here:

The half-elf woman struggles to sit upright. “My baby! Where is she? Dear Cerion! Please let this all be a nightmare!”

She looks around and sees her son. She picks him up as if the merely touching him will cause him to shatter into a million pieces, just as her life has tonight. She strokes his hair gently and begins to croon an old elven lullaby.

The half-elf man moves to the two of them and hugs them both, very gently. He looks to you with tear filled eyes that refuse to release the pain, “I don’t know what you did or how, but thank you. Is there anything you can do for our Dawna?”

If the PCs haven’t already done so, he will ask that they move her body out of sight for the moment.

The dead girl can be raised since the demon didn’t have time to eat her.

When the PCs seem to be running out of steam at this point, continue here:

While you tend to the issues at hand, you hear a human voice call from outside, “Hallo the barn! Is everything all right?”

The voice belongs to James. He will not enter the barn. He has had to master himself to just get here in the first place past the feeling of evil that covers the land.

James offers to take the family to his house while you take care of whatever else you need to. “After all, they are our kin and they are going to need us here and in the future.”

If the PCs want to speak with Jimmy at the temple of Galvandt, **GO TO Encounter 1 (page 5).**

If the PCs want to speak with Bartholomew at the Temple of Destine, **GO TO Encounter 2 (page 7).**

If the PCs want to find Sergeant Lesters **GO TO Encounter 3 (page 7).**

If the PCs want to go to return to Amthydor to get the girl raised, **GO TO Conclusion A Page 22.**

If the PCs want to return to Amthydor but have already raised the girl, **GO TO Conclusion B Page 23.**

If the PCs want to return to Amthydor but don’t plan to raise the girl, **GO TO Conclusion C Page 24.**

CONCLUSION A

You return to Amthydor and go to the temple. The clerics ask many questions about where the body came from and what happened.

If the PCs explain, continue here:

The priest takes the child’s still body and nods at you. She carries it away and returns a half hour later with a bundle wrapped in a clean, white blanket, “She’s fine. She doesn’t seem to have anything wrong with her, but the mental damage may come later.”

There is no charge for the spell from any temple without any certs being used.

If the PCs don’t explain, continue here:

The priest takes the child’s still body and nods at you. “You do realize this is going to be expensive? A mere raise dead will not suffice since she was decapitated. Are you able to pay the money?”

If the PCs say yes, continue here:

“Very well then. I will return shortly.” She returns a half hour later with a bundle wrapped in a clean, white blanket, “She’s fine. She doesn’t seem to have anything wrong with her, but the mental damage may come later.”

There is no charge for the spell from any temple but certs may be used.

When you return the child to her parents at the Harper Farm, they are both thankful. The mother, Donita, takes her daughter in her arms, "My little buttercup is home!" she says while swaying back in forth. "You are a very lucky little girl that these people were able to heal you after you were so sick."

Starkan looks to you and motions you out of the room, "She came up with a story that Dawna had been sick and you had taken her to get her better. I didn't have the heart to tell her otherwise. She has been spending her time, sitting by the window, waiting for your return. Our son is doing better. He doesn't really remember any of the night and I wish I could be like him on that score."

🗨️ What happened that night?

"We were just sitting down to dinner. Dawna was giggling away at the antics of Thomlin. There was a knock at the door. A strikingly beautiful woman was there. She said her name was Annabelle Marshall and she needed our help because her horse had gone lame and she was completely lost. I invited her inside and she had dinner with us. She even helped clear the table. As we began to discuss how we could help her further, my mind started getting foggy, like I was really tired and couldn't think straight. Next thing I knew, she was commanding us to do things while holding Dawna. We did what she said. We couldn't not. She had us go to the barn and you saw what happened from there. I can't remember the details and for that I am thankful to all the gods and goddesses."

If the PCs don't explain, continue here:

"Starkan," Donita calls from the other room, "Would you come here and help me get these two to bed?"

He calls back, "Be there in a minute." He turns his attention back to you, "I don't have enough of the right words to thank you for what you did. I'm thinking of moving the family to the city, at least for a while. Give them a chance to heal around a lot of distraction. We are forever in your debt and we will do anything we can at any time to help you." He turns to leave, "If you find a way to stop the nightmares, please let me know." He returns to his family and an uncertain future.

If the PCs are ready to report **GO TO Epilogue (page Z).**

CONCLUSION B

You return to Amthydor and go about your normal lives. A few days later, you get a letter asking you to meet Starkan at the Dragon's Flagon.

When you arrive, you see him sitting with his back to the wall, a worried look on his face. He stands as you approach and hugs each of you. "Thank you for coming. I just had to see you to say thanks. I brought the family into the city for a while. The distractions here seem to help. I don't have the words to thank you for what you did. You saved our lives and brought our Dawna back to us. I am forever in your debt and will do anything I can to help you at any time."

🗨️ What happened that night?

"We were just sitting down to dinner. Dawna was giggling away at the antics of Thomlin. There was a knock at the door. A strikingly beautiful woman was there. She said her name was Annabelle Marshall and she needed our help because her horse had gone lame and she was completely lost. I invited her inside and she had dinner with us. She even helped clear the table. As we began to discuss how we could help her further, my mind started getting foggy, like I was really tired and couldn't think straight. Next thing I knew, she was commanding us to do things while holding Dawna. We did what she said. We couldn't not. She had us go to the barn and you saw what happened from there. I can't remember the details and for that I am thankful to all the gods and goddesses."

A crowd of boisterous dwarves comes in and Starkan stands, "I better get back to the family. We found a place in the Commoners District to rent for a couple of months. Stop by any time. You are always welcome."

He gets almost to the door, stops and turns back to you, "We are forever in your debt and we will do anything we can at any time to help you." He turns to leave, "If you find a way to stop the nightmares, please let me know." He returns to his family and an uncertain future.

CONCLUSION C

A few weeks after your return to Amthydor, you see Starkan walking down the street. He looks your way and does a half wave and hurries off. Tears stream down his eyes as he leaves you behind.

EPILOGUE

You return to Amthydor and get a message to Corporal Ohara. He replies to meet at Grunwald Food Emporium.

You arrive and find the corporal sitting at a large table. "Pull up a chair and tell me what you found out."

Once the PCs are done telling their story, continue here:

"Demons. Sick lovers. Mental issues. Damn! Can we just go back to the Elf War when things were easier? I don't know how things can go from normal to a mess in such a short period of time. I just don't get it."

If the PCs give him the note, continue here:

"Excellent. I'll take care of it with an amendment regarding the nature of the attack. I'll find a way to make it look like we were waiting on information before we turned it in."

☛ **Have you stopped having nightmares?**

"Yeah. Bartholomew helped us out with that one. We're as right as rain, whatever that means."

If the PCs are expecting payment, continue here:

He tosses a bag of coins on the table, "I was able to sell of a few things and taught a fool that bluffing is not a good idea with an aces high full house in the other guy's hand. There's 4000 gold in there. Spend it in good health." He stands, "If you ever need help with a Legion issue, let me know. I'm not very high ranking, but some of my friends are." He leaves you to finish a delicious meal that he ordered and paid for before your arrival.

If the PCs aren't expecting payment, continue here:

He stands, "If you ever need help with a Legion issue, let me know. I'm not very high ranking, but some of my friends are. I'd love to stay and chat, but there is a beautiful air elem waiting for me and she has a very short temper if I'm late and being late means..." He blushes slightly, "Well, never mind that. You have a good evening." He leaves you to finish a delicious meal that he ordered and paid for before your arrival.

THUS ENDS "A SMILING AND BEAUTIFUL COUNTRYSIDE"

TIME UNIT COST: 5 TU

EXPERIENCE POINT SUMMARY

**THE STARTING VALUE FOR MODULE EXPERIENCE IS DIFFERENT IN THIS MODULE.
THE PCs MUST FINISH ALL THREE PORTIONS OF THE ASSIGNMENT TO RECEIVE
FULL EXPERIENCE.**

Total the XP earned from the following:

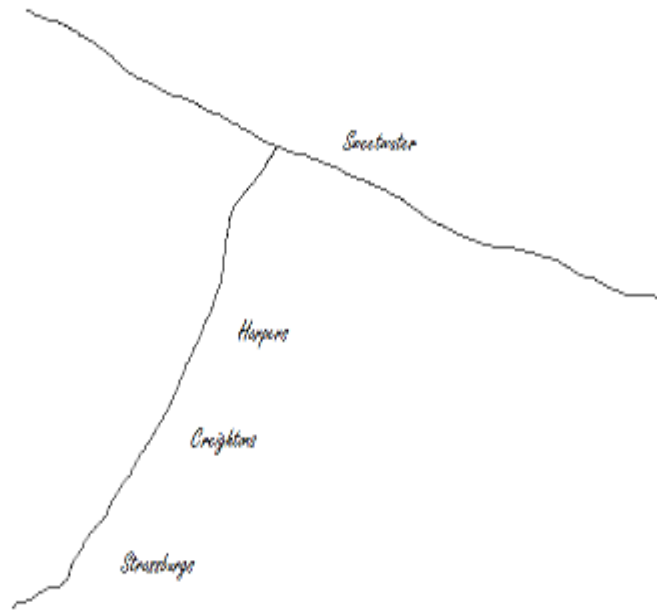
	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15
Module Experience	900	1500	2600	3900	6400	9000
Helping Jimmy at the Temple of Galvandt	100	100	100	200	200	500
Finding Sgt. Lesters	100	100	100	200	200	500
Finding the creatures at the end.	100	100	100	200	200	500
Healing Malcolm	100	100	100	200	200	500
Roleplaying XP Bonus	100	100	100	200	200	500
Maximum Possible XP	1400	2000	3100	4900	7400	11500

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

There is the possibility of a total of 4000 gold for the party, but there are no other payments or certs.

PLAYER'S HANDOUT #1



It is about a day's travel by foot from the Strassburgs to Amthydor. There's a wagon trail that runs between the farms.

PLAYER'S HANDOUT #2

Enlightened Technocracy of Tranthus (City-state)

Ruler: Guildmaster Berin Kroen (Gnome)

Government: Guild Council

Resources: Mining, masterwork goods, clockwork items

Population: 15,000 (humans 30%, dwarves 30%, gnome 25%, halflings 10%, half-orc 4%)

Cultural type: **Alignment:** LN, LG, N

Language: Common, Dwarven, Gnome

Deities: Destine, Kalek

Description: Stoic and grim, the people of Tranthus are a practical lot who believe that all events have a scientific explanation and that 'magic' is nothing more than parlor tricks. Creatures that the rest of Raia considers wondrous or magical are regarded by Tranthans as genetic anomalies, evolutionary oddities or crossbreeds. To Tranthans, invention is everything. If something is not mechanical, if it cannot be taken apart to see how it works or if it cannot be made more efficient, they have little interest in it.

The absence of magic from the community has led to the developing some novel inventions, most using the raw power of the waterfall nearby or complicated wind-up mechanisms. The city survives primarily due to its manufacturing industry - it produces some of the finest siege weapons and similar devices known, and is constantly innovating. They also produce vast quantities of armor and more mundane weaponry. The number of craftsmen capable of producing Masterwork and Greater Masterwork items living in Tranthus is said to be truly impressive, and many travel here simply to learn from their techniques, a traffic that keeps the coffers of the city solvent.

Tranthus maintains a close relationship with nearby gnome and Dwarven settlements, as a source of ore.

The Guild that runs Tranthus started as an alliance between local craftsmen to standardize rules of commerce in the community. Over time, the Guild gained power and became the de facto government of the community.

Membership in the Guild is by invitation and invitations are generally only extended to those who have shown exceptional skill in a craft and have resided in the city for at least a decade. The Guild is made up of almost equal numbers of humans and dwarves, and three gnomes, one of whom is the current Mayor. A Mayor is chosen by a hidden vote of all Guild Members every ten years, and an individual may only serve as Mayor once in their lifetime.

Religious worship in Tranthus is superficial at best, as they believe that even divine magic such as healing is nothing more than a sideshow trick. The dead in Tranthus stay dead, as there are no temples with priests of sufficient rank to perform *raise dead* or *resurrection*, and few of the citizens themselves acknowledge the possibility of being restored to life.

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



Convention:

Judge:

Date:

ROSTER OF HEROES: <TITLE>

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
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Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
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Player Name: _____ Home State: _____
Email address: _____ (optional)
Hero's Name: _____ Sex: _____ Race: _____ Class: _____
Level: _____ Hero's Stats: Str ___ Dex ___ Con ___ Int ___ Wis ___ Cha ___
Special items or comments: _____
Leveled: ___ Lost level(s): ___ Dead: ___ Out of Play: ___ Future Events: ___ Author Future Events: ___

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