



The Chrysalis

(Trial by Air - Part 2)

By Daniel Lewis

People around the countryside have been disappearing, and the rural authorities have found naught but dead ends...and worse. A one-round adventure for heroes level 5-16.

Note: You shouldn't play this module if you haven't already played "The Harvest".

(Updated September 2013)

WWW.THESHININGJEWEL.COM

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



CREDITS

Author Daniel Lewis
Editor(s) Nancy Lee Clark
Plots Coordinator David Samuels &
Eric V. Clark lsj-plots@theshiningjewel.com
Playtesters. (Names)

LEGAL TEXT

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

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

WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing. Some of the text in this adventure is in boxed ***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

"The Chrysalis" is Part 2 of the “Trial by Air” Series. You need to play *"The Harvest"* first for the sake of continuity, as the narrative is dependent on the events in the previous 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*.

ADVENTURE BACKGROUND

The players have no way of knowing, but the pirate slavers that were introduced in the Trial by Water series were just a small part of a larger and much more sinister plot. The next stages of this plan will unfold during the events of this series.

During the events of “The Harvest”, the mad sorceress Larissa Vantos collected the wings of sky elves for her unknown master’s evil purposes. Now, she is continuing her master’s experiments.

Larissa’s master is working on evolving the Blood Beasts into more powerful forms. His intent for the Beasts is actually to mold them into a new type of demon, but that won’t be revealed for some time. His new experiments for the Beasts require sacrifices of people for raw materials and, more importantly, a large volume of blood.

Originally, the raw materials and blood would have been supplied from the slaves that the traitor Maximillian Viarosa had collected, but after the events of the “Trial by Water” series, those slaves were freed. As a result, Larissa has been sent to the wilderness west of the Delambir Mountains to oversee the developing Blood Beasts and keep them supplied with blood.

The Beasts have been developing in a number of chrysalises hidden in an underground cavern. They require regular infusions of blood, and Larissa has gotten the blood by abducting people from surrounding rural villages. Unfortunately she retained her clumsiness from “The Harvest”, so there are clues that will lead the heroes to her.

By the time they arrive, most of the Beasts will have finished their transformations and joined her master. Larissa will gladly sic the last of the evolved Blood Beasts on the heroes and flee again.

The GM should take some time to review the stat blocks in Appendix A.

The Blood Beast's special abilities are new, unfamiliar and tricky to use.

Introduction: Things in the city have been calm, and the PCs have received a summons from Captain Liysa Rayley of the Diamond Legion; there have been abductions in the countryside, now including rural legionnaires, and they need help investigating.

Encounter 1: The PCs meet with Captain Rayley and get a description of the problem. They can interview the one survivor (Mindy), which should lead to them taking the assignment to investigate.

Encounter 2: The PCs travel to Llynvale to investigate the disappearances. They find the investigation notes from the town magistrate (Mindy’s father, William), and hopefully inform the Legion (easier if they bring Mindy along).

Encounter 3: The PCs may investigate the various abduction sites (but they may also choose not to, depending on how much they want to rely on the magistrate’s notes).

Encounter 4: The PCs should receive aid from the Eagle Riders to assault the cave where Larissa is evolving the last of the Blood Beasts.

Conclusion A: The PCs defeat the now-evolved Blood Beast, and bring parts back to the League of Thaumaturgical Studies for further investigation.

Conclusion B: The PCs die.

Epilogue: The PCs receive a private message from the League concerning their findings about the Blood Beasts.

Check to see that everyone has played the module *The Harvest*, with the character they are playing in this module, as this module relies heavily on the events in the previous module.

INTRODUCTION – S.S.D.D.

The last few days have been quiet, for a change, and you've taken the opportunity to catch up on chores. As you travel around the city, attending to business and chatting with friends, you are struck with a familiar feeling that makes the hairs on the back of your neck stand up. As if on cue, one of the city's child messengers turns a corner, spots you, and waves to get your attention. As she advances on your position, she draws a familiar item with an all-too-familiar seal on it. It seems the Diamond Legion once again has need of your services.

"I'm glad I finally found you, sir (ma'am); Captain Rayley said you needed to receive this message right away." She says with a smile as she hands you the message tube.

As you open the tube to read the message, you hear a soft hissing sound and quickly look up to see that the girl is gone, replaced with a cloud of wispy smoke. The message is an official memorandum from the desk of Captain Liysa Rayley of the Missing Persons division of the Diamond Watch.

"My apologies for bothering you like this, but we have encountered a situation that we believe you may know something about. I would greatly appreciate it if you could please come to the laborers district precinct at 3 bells today to answer some questions. Thank you for your time."

"Lie-zah" (long 'i'), "ray-lee" ('Bailey' with an 'r').

It's about noon right now, so the PCs have some time if they want to do anything before going to the Diamond Legion HQ to meet with Captain Rayley.

- Let the PCs make whatever preparations they want. When they are ready, **GO TO Encounter 1.**

ENCOUNTER 1 – DID YOU SEE WHAT HAPPENED...?

The Laborers district is near the Services, Port, Adventurers and Commoner Districts, which means that this whole area of the city has a high population density.

This precinct houses the Diamond Legion's primary Missing Persons Division with several smaller branches in other precincts headed by the half-elf Captain Liysa Rayley.

At this hour, the Laborers District is fairly quiet, but you know that in a few hours, when the workday ends, it will be packed with tired people looking to get home.

The local precinct of the diamond legion sits near the edge of the district, close enough to the Shining Way to make travel easy. The building is a nondescript, 2-story structure with few windows and does not seem to have any attached facility for holding prisoners.

As you enter, you can immediately tell that this branch of the Diamond Watch is set up differently from others. A large tack-board on one wall holds an array of stencil drawings of people's faces with descriptions and last known whereabouts. One full wall is devoted to a sprawling map of the city, drawn with incredible detail, and covered in an array of colored pins, strings and notes. Desks are manned by legionnaires that are dressed in common street clothing rather than uniforms.

A desk sergeant stops you as you enter. When you identify yourselves and produce the notes you were given, he leaves for a moment and returns, saying, "Thank you for being on time; Captain Rayley is in interview room 2 with the witnesses. Down that hallway, on the left." With that, he returns to his work.

The interview rooms take up an entire hall and are unadorned save for the numbers embossed on pairs of doors. You knock and a light female voice says "Enter." There are three people in the room, seated around a simple wooden desk: a human man and young girl in traveling clothes and a half-elf woman wearing a simple Diamond Legion tunic with a nametag that reads "Rayley."

Talking to Jack Andrews

As you enter, Captain Rayley greets you. "Thank you all for coming. I am sorry to have to call on you like this, but we have a situation and I'm hoping that you'll have some insight on it. A little over a month ago, our HQ started receiving notices from Inspector William Bounderby, a Proctor of the Diamond Watch, living in Llynvale and functioning as their magistrate and guard captain. He told us of people from disappearing from their homes and farms."

"He sent another message saying that he was rallying the Watch from Thornwater to search the Llynvale area for a serial killer. A final note, sent a few weeks later, told of his suspicion that Llynvale was beset by some kind of flying predator, and requesting the aid of the Legion from Amthydor. His request for help was still being routed through the proper channels when these two showed up at the gates. The girl is Bounderby's daughter, Mindy, and this gentleman is a family friend, Jack Andrews."

"Poor girl told us about her father being attacked and carried off by a strange monster. She said it looked like a huge dog with 2 pairs of feathered wings. Somehow that report found its way to the ears of General Skyrider herself and it set her off like we've never seen. She immediately sent a pair of Eagle Rider scouts to Llynvale, but that was 3 days ago. When they didn't report back, she suggested we summon you."

"If you're willing, could you please listen to Mindy's story and try to fill in anything else you know? We need more information before we can attempt any kind of action in Llynvale."

The heroes can talk to Mindy or Jack Andrews, but Captain Rayley doesn't really know much more at the moment.

Once the PCs fill in some information, Captain Rayley will have more to say (see boxed text later).

He doesn't really know much. Mindy ran to find him in town after her father was carried off. Mindy had insisted that they make their way to Amthydor to find help, so he locked up his house, gathered some provisions and a crossbow, and escorted Mindy here. He is a baker by trade.

How long did it take to get here?

It's about 2 days by foot, or less than a day by horse, from Llynvale to Amthydor on the roads. The trip could be done faster, but most people wouldn't bother because there are towns to stop at along the way, so there's no reason to push it.

Excuse me sir, did you see what happened?

"I'm sorry sir (ma'am), I dunno what happened to Bill. I was staying inside the town, like he'd told us to. Then out of nowhere little Mindy comes runnin' up, cryin' her eyes out sayin' Bill's been carried off by some kinda monster. I ran over to his place, but sure enough, there was a torn up spot in his garden and he was nowhere around. I didn't want little Mindy starin' at that spot, so we left. She made me promise to get her here to find help just as quick as you please, so here we are. I sure hope you all can help find Bill, he's a good friend."

Absolutely true; unfortunately Jack has no other information on his friend's whereabouts.

He told you to stay inside Llynvale?

"Yeah. A month back he gathered up the town watch, and the watch from Thornwater; he said there was someone out killin' the folk from Llynvale and he meant to find 'em. About 2 weeks later he said we had some kind o' beastie on our hands, and to stay in town with the guards until he got help from the city. Then, out of nowhere, Bill goes missin' and now here we are."

Do you know what he found, if anything?

"Sorry sir (ma'am), Bill didn't take me lookin' for no killers or beasts or nothin'. I make bread for a livin', I'm no guardsman."

Talking to Mindy Bounderby

Mindy is all of 10 years old, so really the fact that she was able to keep herself together enough to get help from Jack and make it all the way to Amthydor is pretty impressive. She's still very distraught at seeing her father being carried off by the creature, but the relative safety of her father's friend and the Diamond Watch have calmed her down a little.

If the PCs are polite and gentle about asking her to tell them what happened, proceed with this boxed text.

If they are forceful or challenging, she will clam up, she's still very scared.

If they start by asking Mindy how she is or what she's doing, she'll be quiet and give simple answers. She's still very traumatized by what she saw; she's prepared enough to tell her story, but she's not comfortable enough for small talk yet.

Also her animal crackers are dry and not very tasty, so she's also a little bored and hungry.

When the PCs are done asking Mindy questions, Captain Rayley will have some questions of her own for them (see next page).

☛ What happened?

Mindy sits quietly at the desk, sipping at a glass of juice and playing with some animal-shaped crackers. There doesn't seem to be any dog-shaped crackers left, but there is a curious pile of cracker dust.

When you quietly ask her what happened, she stares blankly at you for a moment and gives a slight shudder, then begins: "Daddy had been really bothered for a couple of weeks. He never really told me what was going on, but one time he said that he wasn't sure Llynvale was safe. I always thought home was safe. Then he started going away for a few days at a time. He'd make me a bunch of sandwiches and send me to Uncle Jack's place to help him with the bakery."

"One day he came back to the town with a bunch of other guards from Thornwater, and he told everyone that there was a monster in our town! He told everyone to go home and stay inside while he asked for help from Amthydor. We went home and nothing happened for a few days, but daddy still said to stay inside. Then one day, in the afternoon, he went outside to get some vegetables from our garden.

Usually I help pick the tomatoes, but he told me to stay in my room. Then I heard him shouting at something, and I looked out the window. I...I saw...um..."

Mindy pauses for a breath and talking about it seems to be relaxing her. She calms down somewhat, and her voice grows steadier as her story continues. "I saw a big, scary monster! It looked like a dog, but it was bigger than a horse! And it had 4 wings with feathers, like a bird, but it was no bird! And big nasty horns, and big nasty teeth, and big nasty claws! The whole thing was big and nasty and ugly! And there was a mean lady riding on the dog-thing, like it was a big wing-horse or something. And she yelled at daddy to shut up, and she chucked a light at him! And then...and then...daddy fell down. But he was still breathing, I could see! And the dog picked him up in his mouth, like he was a duck or something, and it flew off."

"I was so scared, I hid under my bed all day! And then I remembered what daddy had always told me. He told me 'Mindy, honey, Amthydor is full of big darn heroes, like in the stories! So if we ever get in trouble, you get yourself to the city, and you find the Legion, and you find some heroes, and they'll fix it!"

"He used to tell me about his favorite heroes. Like he told me about the hero who inspired him to become a judge! Her name's Neandra and she's a fish-elf; he said she was the best 'cut-throat lawyer' in Amthydor. I don't know what that means, but I borrowed a kitchen knife from Uncle Jack. He said I could be a hero too, like daddy and Neandra are!"

*"Are you guys heroes?" (yes', presumably)
"Can you...can you help find daddy? I saw him writing all the time in his Diamond Legion book, maybe he knew something and he wrote it down! But...I left it at home when I went to see Uncle Jack...sorry."*

☛ Where is your house?

"We live just north of Llynvale, I showed Captain Rayley where it was on her map."

☛ You won't be coming back to Llynvale with us, little one.

“What? Why not?! I want to find daddy! You said you would help!” Mindy looks like she might cry at the prospect of not being there to help find her father. Jack Andrews interjects, “It’s okay, Mindy, they’re just worried about you. We’ll go home, and you can stay with me while these heroes help find your dad.”

Andrew looks at you as he consoles Mindy, searching for your approval of his suggestion.

Mindy is quite insistent that she be allowed to come back to Llynvale and help with the hunt for her father. Jack can keep her safe enough throughout the module that the PCs can bring her back without a problem. With a little convincing, she is willing to stay somewhere safe while the PCs hunt for her father, but try to play up Mindy's attitude of wanting to be a hero and help find her father.

Talking with Captain Liysa Rayley

Captain Rayley will wait until the PCs have asked all of their questions for Mindy, and then she will ask her own questions to them.

Captain Rayley listens intently as Mindy tells her story to you, though she has undoubtedly heard it several times before. When Mindy finishes answering your questions and goes back to her crackers, Captain Rayley asks Jack to stay with her and beckons you into an adjoining interview room. She looks to you and says, “You’ve heard her description of the beast and, at least according to General Skyrider, I think you’ve seen such a creature once before, yes? Is there anything you can tell us about its abilities, tactics, or weaknesses? If the Legion has to fight it, what kind of force are we going to need to bring it down, or at least to make sure that Llynvale is protected? Anything you can tell us could be of use.”

Let the PCs role-play and explain about the *blood beast* as best they can.

Remind them that it was the monster they fought during *The Harvest*.

If the players genuinely can't remember details about the *blood beast*, let them make an **Intelligence check**, to remember important details:

<u>INT check result</u>	<u>You remember...</u>
8 - 9	They have a lot of natural attacks, poison bite, and can fly decently well
10 - 11	Most of their defense is natural armor and some damage reduction
12 - 13	Their attacks drain blood, which allows the beast to augment itself. It needs to be killed quickly or it will become unstoppable.
14 - 15	They tend to focus on one target until it's dead, and prefer softer targets first
16 - 17	It can go <i>invisible</i> and <i>dispel magic</i>
18+	Its body dissolves into mush when it is killed, so studying it would be hard

Spellcasting Reinforcements

- The players may also recall that Larissa was summoning a horde of Vrock demons during the events of *The Harvest*.

- If they mention this to Captain Rayley, she says that she'll talk to the League of Thaumaturgical Studies about getting back-up for Llynvale.

- The same could be said for any of the Temples.

- If a player can present at least 2 Favor certs from the League or any Temples, they can get a *single* arcane and/or divine caster.

- They will stay in Llynvale and help protect it (they will **not** accompany the PCs).

- They will arrive at the same time as the Diamond Legion Reinforcements (next page).

- Certs used like this are not consumed or lost

When the PCs are done describing it, continue with this boxed text:

Captain Rayley listens intently, taking copious notes. When you are finished, she speaks, “It seems clear that this creature is not to be trifled with. I’m glad you were here to provide this information. If it’s not too bold of me to ask, would you be willing to travel to Llynvale and see if you can find any information about this beast, or the missing villagers? Inspector Bounderby sent his three messages to the Missing Persons division first, so this assignment falls to me to follow through with. As such, I can authorize you to work on the Legion’s authority to investigate. If you agree to help us, and Mindy, I can authorize a payment for your time and work on gathering as many reinforcements from the Legion as I can. Such requests for forces usually take time to work through

the chain of command, but the additional information you provided may help to speed the process along.”

“I know that General Skyrider will want to find her missing scouts as soon as possible. I just hope we'll be able to find Inspector Bounderby and the missing villagers.”

(assuming the players say 'yes')

“Excellent, thank you. If you find any information in Llynvale, please let us know. They have a rookery with trained pigeons if you don't want to travel all the way back to the city.”

“Do you have any questions for me?”

Llynvale is a small farming community of about 200 people and supplies food to Amthydor.

If the players have any **Favor Certs** with the Diamond Legion or members of the Legion, they can try to gather the reinforcements more quickly.

- If the players can produce a total of at least 2 Favor certs per PC, then they will gain **Additional Forces** (see below) in **Encounter 3** and beyond.

There is no limit to how many Favors a player can use for this (if it's a table of 5, and one person has 10 certs and the others all have 0, that succeeds).

You'll need to modify the boxed text in Encounters 3 and 4 if the PCs get the **Additional Forces**.

🗨 **Do you have a map of Llynvale?**

“Not of the town, no, but I have something close. In his last message, Inspector Bounderby included a rough sketch of the locations of all the disappearances he discovered. Mindy also pointed out where their home is.”

Give the PCs Player's Handout 2.

🗨 **What do we do about the missing people?**

“I'll be honest with you, since Mindy isn't here. I've been at this job for several years...and the sad truth with a missing person's case is that after about 2 weeks or so, it's not so much about finding a person as it is about identifying a corpse. Inspector Bounderby might be one of the lucky ones, but most likely everyone else that has gone missing is already

dead. Every time I work a case I hope my estimates are wrong, but you should be prepared for the worst.”

🗨 **What's the pay?**

“I can authorize a payment of (ATL x 50) gold each for your time. If you are able to find any of the missing people alive, I'm sure the Legion can be more generous.”

Diamond Legion Reinforcements

Normal. The Watch will be able to send about 10 patrol guards; the Eagle Riders will send 2 Rider scouts. They will arrive at Llynvale in 3 days (1 day to rally, 2 to travel).

Additional Forces. The Legion responds with blazing speed. The Watch will send 30 guards; the Eagle Riders will send 6 Rider scouts. They will arrive in Llynvale in 1 day (6 hours to rally, less than a day to travel by their best horses/eagles).

- Any certs used are not consumed or lost

After all the questions are answered and the PCs are ready to go to Llynvale:

- If they want to go to Inspector Bounderby's (and Mindy's) house first, **Go To Encounter 2 page 8.**
- If they want to go to the town itself (to see the Speaker, or investigate), **Go To Encounter 2A, Page 9.**
- If they want to go to the surrounding farms to investigate first, **Go To Encounter 3, Page 11.**

ENCOUNTER 2 – IN THE LINE OF DUTY

This covers how the PCs can investigate William Bounderby's home, so it's pretty short.

Paraphrase the boxed text if they came here first without going to Llynvale (Encounter 2A).

If the PCs got **Additional Forces** from Encounter 1, see Encounter 2A for their use here.

A small dirt road leads north out of Llynvale and winds through the fields, splitting off to lead to other farms and homes and Inspector Bounderby's farmhouse is one of the first out from the town.

The house is small and plain, and the not-yet-harvested fields are filled with ripe corn. Near the house is a small vegetable garden and cart. Even at a distance the signs of a struggle are obvious. The dirt and plants are torn up and piled unevenly, and there obvious claw prints where something 4-legged and heavy stood.

If the players investigate the garden, have them make **Perception** and **Survival** checks and consult the tables below; they get all the information for their results and below.

It has not rained here for more than 2 weeks.

Perception

DC < ATL+5: The area where the monster had landed and then carried off William Bounderby is obvious, but you can't make sense of any tracks.

DC ATL+5: You find a set of tracks where the beast turned and headed east, but you lose the trail. A **Survival** check might produce better results.

DC ATL+10: You follow the tracks a short way northeast from the garden, but they vanish where the creature took off. A **Survival** check could give a direction of flight.

Survival

DC < ATL+5: The tracks are from clawed feet and very heavy in this loose soil.

DC ATL+5: Based on the path of the tracks, the beast was facing northeast when it took off.

DC ATL+10: The tracks go 60° East-by-NE. (If the group does not have Survival, **Knowledge (Nature)** can be used instead).

Investigating William Bounderby's house is much easier. **Perception DC ATL+5** gets the following:

The house is clean and cozy and shows no signs of anyone having been here in the last week or so. A quick look around finds William Bounderby's study and is Diamond Legion log book. (Handout 1) In the cover of the book, you also find a rough map of the surrounding area, which Inspector Bounderby was using while trying to find the missing people of Llynvale.

The map is **Players Handout 2**, which the PCs may have already received in Encounter 1. If not, give it to them now.

This is a good time to remind everyone of the calendar of Raia (see the World Primer). Raia has a 365-day year, broken into 13 months of 28 days each, with 1 additional day for 'Creation Day'.

First month – **Ardras**

Second month – **Desara**

Third month – **Aylar**, The 15th day of Aylar is the Spring Equinox

Fourth month – **Pieran**

Fifth month – **Emyr**

Sixth month – **Sores**, The 23rd day of Sores is the Summer Solstice

Seventh month – **Lorath**

Eighth month – **Zarath**

Ninth month – **Pelis**

Tenth month – **Ceris**, The 2nd day of Ceris is the Autumn Equinox

Eleventh month – **Rath**

Twelfth month – **Mennor**

Last month – **Kohron**, The 9th day of Kohron is the Winter Solstice

It should be simple to determine that Bounderby was taken on Rath 5th, and Mindy can confirm that. Today's date is Rath 11th (unless the PCs took a really long time to get to Llynvale; the trip is 2 days by foot or 1 day on a strong horse).

- If they want to go to the town itself (to see the Speaker or investigate), **Go To Encounter 2A, Page 9.**
- If they want to go to the surrounding farms to investigate first, **Go To Encounter 3, Page 11.**
- If they want to start tracking the beast down right now, **Go To Encounter 4, Page 13.**

ENCOUNTER 2A – TO LLYNVALE!

Mostly this encounter covers how the Diamond Legion is acting in and around Llynvale. Paraphrase the boxed text as necessary to account for the PCs actions and travel arrangements out of Encounter 1.

Normally, Llynvale is a small and lightly populated farming community with a large portion of its population living outside the town itself on their own farms. But now with the influx of Legionnaires, and with the entire population crammed into its few structures, the small town is positively crowded. The inn is full beyond capacity, and several small storage buildings have been converted into sleeping shelters.

People with homes in the town have brought in as many guests as they can hold, and the Legion has set up a number of tents for themselves in a perimeter around the town. Despite living in these cramped quarters for several days, nobody seems too eager to leave.

On a nearby lamppost you spot a notice written quickly and in large print. It says that Inspector William Bounderby, as the town magistrate, and in conjunction with the town Speaker, Niles Doros, has ordered everyone to stay inside the town itself until further notice. There is reason to believe that a flying predator is attacking townsfolk, and he wants everyone to stay close by for protection until reinforcements arrive from Amthydor.

The PCs are welcome to find the town Speaker (basically the mayor), Niles Doros, at his house in town. He has a dozen townsfolk staying with him as well, and his place is crowded.

Niles Doros has no additional information, but he can provide a few details:

- William Bounderby came to him several times reporting of missing people (the day after each of the entries in his log book, Handout 1).
- As the situation grew more dire, Bounderby told Doros that he would be alerting Amthydor, but Doros did not read the messages that were sent.
- On Ceris 28th the garrison from Thornwater arrived and established their perimeter.
- On Rath 3rd, Bounderby insisted that everyone stay in the town for protection, and Doros co-signed the notices on the lampposts for legitimacy.
- The last time he saw Bounderby was Rath 3rd, when Bounderby said he would stay at his house to watch the north road out of Llynvale to make sure that nobody wandered off to become a victim.
- William Bounderby is a good man and takes his protection of Llynvale very seriously.

Diamond Legion Forces

There are normally 10 guards assigned to Llynvale and they have been joined by 15 more from the garrison at Thornwater.

Their setup depends on how many guards the PCs managed to get from Encounter 1:

Normal. There are now a total of 35 guards in Llynvale; they have set up a perimeter around the

town. They are on standing orders from their commanding officer, Lieutenant Cain Albers, to keep the village protected and contained until the adventurers from Amthydor investigate the area and stop the beast. They will not assist in any investigations, they are simply guardsmen.

- Lieutenant Albers will suggest to the PCs that they might want to bring the beast's body back to the League or the Legion for study.
- The Eagle Rider scouts will spread out and fly around to look for signs of people. When the PCs start to investigate the farms (see **Encounter 3**), both scouts will go missing in the mountains.

Additional Forces. There are now a total of 55 guards in Llynvale. LT. Albers has 35 stay and guard the town while the rest form 2 teams of 10 to search the surrounding area for clues.

- LT Albers will suggest to the PCs that they might want to bring the beast's body back to the League or the Legion for study.
- If the PCs want, the guards can accompany them to the farms. If the PCs do not have the skills needed in **Encounter 2**, the guards can attempt the checks with a modifier of + ½ATL for each skill.
- The Eagle Rider scouts will spread out and fly around to look for signs of people. When the PCs start to investigate the farms (see **Encounter 3**), two of the scouts will go missing in the mountains.

The PCs can question the villagers too, if they'd like, but they don't have much to add:

- On Ceris 10th William Bounderby gathered the guardsmen from Llynvale to search for the missing families.
- On Ceris 27th the garrison from Thornwater arrived to help search for the missing people.
- On Rath 3rd Inspector Bounderby told everyone to stay inside in the town for protection until help arrived from Amthydor.
- It's been a week that they've been living like this, and despite their fear it's starting to become tiresome, so they are glad that the reinforcements are here to take care of the monster.

- If they want to go to Inspector Bounderby's (and Mindy's) house first, **Go To Encounter 2 page 8.**
- If they want to go to the surrounding farms to investigate first, **Go To Encounter 3, Page 11.**
- If they want to start tracking the beast down right now, **Go To Encounter 4, Page 13.**

ENCOUNTER 3 – VANISHING VILLAGERS

This covers investigating the various farms and homes that people were taken from. Refer to the **GM Aid** to keep track of which farm is which, since the PCs can visit them in any order.

Remember that the farmlands surrounding Llynvale are made up of many farms, homes, ranches and so on. The marked locations are by no means the only places that exist around the town. A horse with a normal load moves about 5 miles per hour, so it will take 1 or 2 hours to go from any of the marked locations to any other (check the scale on the map). The PCs may visit them in any order, depending on what time of day they travel (it would be a ¼ moon at this point). It has not rained in over 2 weeks, so some of the locations are easier to search than others.

The Eagle Rider Scouts

While the PCs investigate the farms, the scouts will be flying over the countryside looking for any additional people or signs of the monsters.

- When the PCs investigate any 3 of the 4 marked locations, a few Eagle Riders will be attacked by the *blood beast* (details in Encounter 4).
 - The timing may be relevant if the PCs set up some way to keep track of the riders, such as scrying magic, or a *status* spell, or the like.
 - The *beast* will make short work of them and their eagles and drag them back to its cave so that Larissa can harvest their blood for the other growing *beasts*.
 - If they did not have an active way to track the scouts, then they will hear about the disappearance at the end of the day when the scouts come back to Llynvale and those scouts do not come back.
 - Either way, between the disappearing scouts and the directions of the tracks at each of the locations they visited, they should be able to figure out where to go.
- They may have to draw lines on their version of the map.**

Location #1: The Carlson Family Farm

Gabriel & Nicole Carlson and their sons Brandon and Andrew have several fields near the Darkwood where they cultivate wheat and barley. They were beginning their harvest when Larissa attacked. She caught the entire family while they were loading grain into one of the silos and decided to kill them with *magic missile* spells first (since it doesn't spill any of the blood). Their home and grain silos are undisturbed, since Larissa was here for their blood not their possessions. This attack took place more than a month ago and it has rained since then, so finding the tracks will be quite difficult.

The path to the Carlson family farm is a wide dirt road winding through fields of wheat and barley. Their home is a plain 1-story building, and there are several grain silos nearby. You do not see any people or animals around, but one silo has several tools lying next to it, as if they were discarded in the middle of being used.

The PCs can investigate whatever area they want, but there's nothing of note to find in the house or the other grain silos. When they investigate near the silo with the discarded tools, have them make **Perception** and **Survival** checks as appropriate:

Perception

DC < ATL+30: These tools were being used to process grain into the silo; they were discarded in the middle of the work. The dirt around here is not flat and orderly, like around the other silos.

DC ATL+30: You see a very faint set of claw marks from something heavy near the pile of tools. A **Survival** check might produce better results.

Survival

DC < ATL+30: The tracks are from a set of 4 heavy, clawed feet, but you can't follow them.

DC ATL+30: The tracks move off a short distance, but they are too faint to follow.

DC ATL+35: The tracks abruptly stop, as if something flew off or *teleported* away, it looks like they were facing roughly South-east

DC ATL+40: The tracks were facing 130° SE by East when they disappeared.

Location #2: The Rasmussen Family Farm

Omar and Enise Rasmussen and their daughter, Adrienne, have a small farm near the Darkwood where they grow various kinds of berries; some of the bushes are on the edges of the Darkwood itself.

Larissa tried to be cleverer this time and use the Darkwood as a cover. She waited until the family was harvesting the berries on the bushes at the edge of the forest and then attacked, again using *magic missile* spells to conserve the blood she came to harvest. She had the beast drag the bodies into the forest first and then had it gather them up and fly away.

The road leading to the Rasmussen family farm is narrower and less travelled than other roads in the area, possibly because it leads directly into the Darkwood. The house is plain and has a small shed, while their farm is a series of small orchards growing dozens of different kinds of berries. One orchard lies exactly at the edge of the Darkwood and you can see a cart in the distance near the tree line.

As before, there's nothing of interest anywhere except the cart near the edge of the forest. Larissa actually made an effort to leave obvious drag trails to try to make it look like the Darkwood itself is at fault for the disappearances. Unfortunately, it has been several weeks and it has rained, so her diversion may not work as well as intended. Have the PCs make **Perception** and **Survival** checks:

Perception

DC < ATL+20: This cart was partially filled with berries, but was abandoned in mid-task (the berries have long since rotted or been scavenged).

DC ATL+20: There are 3 drag trails in the now-dead grass, along with heavy clawed footprints, leading away from the cart and into the forest.

A **Survival** check might produce better results.

Survival

DC < ATL+25: The drag trails and tracks lead into the Darkwood, but disappear in the underbrush.

DC ATL+25: A short way into the forest, the trails and tracks turn east, but then disappear.

DC ATL+30: The clawed tracks were facing 90° due East when they vanished.

Location #3: Rolando Horse Ranch

Zeke & Mary Rolando run a small horse breeding ranch near the road to Rainsford; most of the animals are draft or pack animals that support the trade routes between Llynvale and the other settlements on the way to Amthydor.

At this point, Larissa has realized that the *blood beast* chrysalises need more blood, so instead of just taking people she decided to take some of the horses too (limited by the *beast's* carrying capacity and not making too many trips near the road).

The road to Rainsford leads directly past the Rolando Ranch, a small horse-breeding ranch in the foothills of the Delambir mountains. As you approach, you notice that several of the fences have been torn down, and there do not appear to be any horses around. The house is fairly plain and is surrounded by several stables.

This time Larissa and the *beast* took a direct approach and started carrying off horses. When Zeke and Mary fought back, she took them too. The smashed fences were from the horses panicking and trying to fight back and then escaping. Larissa made a few trips, so there are multiple trails, but they all lead the same way. This attack is more recent, and it has not rained since.

The PCs can do **Perception** and **Survival**:

Perception

DC < ATL+15: The fences and stable gates were broken open from the inside, and there are numerous tracks all over the place.

DC ATL+15: You can make out a few sets of tracks from heavy, clawed feet, rather than hooves. A **Survival** check might produce better results.

Survival

DC < ATL+15: The tracks from the clawed feet are too mixed up with the tracks from the hooves to follow, but you can tell that there is more than 1 set of clawed tracks.

DC ATL+15: The multiple sets of clawed tracks were not all made at exactly the same time; also they all seem to go off roughly to the North-east, but vanish a short distance away.

DC ATL+20: The tracks all face basically 35° to the North-east before they disappear.

Location #4: Simon Family Cattle Ranch

Another small ranch operation, Hirschel Simon and his sons Zev, Melek and Herschel are dairy farmers. Their cows supply milk to the surrounding towns and beef to Amthydor.

Larissa still needed large quantities of blood, but the horses fought back too much and made too much of a mess, so she targeted the cows.

The Simon family cattle ranch is just outside Llynvale in a large area that has several types of grass. As you approach you see that the farm has seen some carnage; there are several fences torn down and some cow carcasses lay in the fields.

The *beasts* in the chrysalises are close to hatching, so Larissa is not being as careful this time. She and the *beast* snatch up several cows and when Herschel and his sons interfere, she takes them too.

The ground is soft and it has not rained yet, so the tracks from the *beast* are easy to find. Larissa made several trips, but the tracks all go the same way.

The PCs can do **Perception** and **Survival**:

Perception

DC < ATL+5: The fences were knocked down from the outside, and there aren't many cows left.

DC ATL+5: You can make out several sets of tracks from heavy, clawed feet, rather than hooves. A

Survival check might produce better results.

Survival

DC < ATL+5: The tracks from the clawed feet are too mixed up with cow tracks to follow, but you see that there are many sets of clawed tracks.

DC ATL+5: The multiple sets of clawed tracks were not all made at exactly the same time; also they all seem to go off roughly to the East, but vanish a short distance away.

DC ATL+10: The tracks all face basically 80° East by NE before they disappear abruptly.

- - If they want to go to Inspector Bounderby's (and Mindy's) house first, **Go To Encounter 2 page 8.**

- If they want to go to the town itself (to see the Speaker or investigate), **Go To Encounter 2A, Page 9.**
- If they want to start tracking the beast down right now, **Go To Encounter 4, Page 13.**

ENCOUNTER 4 – THE MEAT LOCKER

This encounter covers how the PCs track down and deal with the *blood beast* terrorizing Llynvale.

* This encounter can go different ways depending on how the PCs want to proceed. Whichever Encounter they did before this one doesn't matter, but what they do next does:

The PCs Go Back to Llynvale First

Use this if the PCs want to go back to Llynvale and inform the Diamond Legion members that are standing watch there before going on.

The man in command of this team of Legionnaires, Lieutenant Cain Albers, will talk to the PCs.

- **If the PCs have not yet gone to Inspector Bounderby's farm,** Lt. Albers will suggest that they do Encounter 2. He will say that neither his men nor the Eagle Rider scouts, have found anything.

- **If the PCs have not yet visited the 4 sites** that people were taken from, he will suggest they do Encounter 3. He will say that neither his men nor the Eagle Rider scouts, have found anything yet.

- **If the PCs have investigated all of the locations (Encounters 2 and 3), but couldn't find any directions,** then Lt. Albers will send some of his Legionnaires to the farms. They will "find" some of the directions (max. Survival check) for the PCs.

Lt. Albers will inform the PCs about the missing scouts (see immediately below) a short time after.

- **If PCs got some directions, and did Encounters 2 and 3,** the Lt. Albers will inform them that some of the Eagle Rider scouts have not returned on time. If they only got 2 scouts, 1 of them is missing. If they got all 6 scouts, 2 of them are missing.

In either case, he will tell the PCs that the missing scouts were the ones investigating the stretch of the Delambir mountains directly between Llynvale and Amthydor.

This should be enough to get them up there.

Feel free to ad-lib any way for them to get to the location shown on the GM Aid. It's really just foothills at this elevation, so even horses can do it.

Go To Blood Beast Cave, below.

The PCs Go Directly to the Mountains

Clever players could just draw the lines on their map of Handout 1, zero in on where they all meet (see the GM Aid), and just to right there. There's nothing wrong with this. The mountains are really just foothills at this elevation, so they can get there by horse; many players can also fly.

* The players may wonder why they didn't see the cave before (such as if they flew themselves to Llynvale from Amthydor).

The simple answer is because Larissa kept the cave hidden with illusions before, but now that the *blood beasts* are almost ready to hatch, she didn't bother maintaining it because she thinks she's going to be leaving soon or you could say they just didn't know what to look for before. It doesn't really matter, either way they couldn't have found the cave before doing the encounters of the mod.

Whatever the case is, when the PCs reach the area of the cave, Go To Blood Beast Cave, below.

The PCs Try to Take the Legion Somewhere

Not going to happen. Lieutenant Cain Albers has seen what adventurers can do and has no desire to get in the PCs' way or get his men killed trying to "help".

Also he's been given orders to protect the town while you deal with the beast, and he figures that it is best done keeping all of the Legionnaires together so that they can overwhelm the *beast* if they need to. If the PCs talk to him, he will again suggest that they bring the *beast's* body back to the League of Thaumaturgical Studies or the Diamond Legion so that they can study it.

Get the PCs to go to the *blood beast* cave, below.

Blood Beast Cave

This is where Larissa has been watching over the growing *blood beasts* in their chrysalises.

The cave is set into the side of a hill or small mountain, with the opening in a clearing with a few plants and not much cover otherwise.

Depending on how quickly (and how, exactly) the PCs got here, feel free to start the combat sequence outside or inside, whichever is more cinematic.

Larissa is going to escape; the *blood beast* will put up a good fight but it will die, so just start the fight in whatever way will make it the most fun.

Try to give the *beast* the advantage at the start.

- **If the combat starts outside:**

If the PCs get here fast enough, they will catch Larissa and the *beast* while they are still dragging the carcass of one of the giant eagles inside.

You can give the PCs surprise or not, your choice.

Larissa and the *beast* are alert for danger. When the combat starts Larissa will escape on her first turn. It's okay if the PCs hurt her, **but do not let them stop her from escaping.**

See the Order of Battle and Tactics below, and **Roll for Initiative.**

- **If the combat starts inside:**

You can use the boxed text below to provide a description of the cave.

If the PCs get there in a reasonable amount of time, Larissa has already hung the eagle up to drain.

The inside of the cave has been transformed into a twisted mockery of a butcher's locker. In the dim light you can make out the shapes of bodies hanging on meathooks anchored in the ceiling close to the walls. Some of them are animals...but more are people.

The bodies have been vivisected, a single cut opening them from groin to neck (or chest to neck for the animals). Each body is hung upside down so that their blood drops down onto a large, slimy, grey cocoon of some kind. There are nearly a dozen cocoons in view, with more undoubtedly hidden in the darkness.

You can clearly see the bulky shape of a large creature with 2 pairs of feathered wings standing in the middle of the cave. Next to it is a slender figure with lightly glowing hands.

A familiar face looks over from her work telekinetically hanging the eagle on a hook above a cocoon. A look of disgust crosses Larissa's face as she points at you and shouts, "Not you again! Beast, kill them!"

There are a total of 14 *beast* larvae in cocoons. Not all of them are having blood drip on them right now, as some of the victims have been drained. The interior of the cave is roughly circular, about 40' wide, and doesn't have any side passages or other openings worth mentioning.

Larissa will not talk to the PCs. **She is going to escape in round 1** and leave the *beast* to fight the PCs alone. The *beast* will fight to the death, as it is guarding the chrysalises of the other developing *beasts*. When the combat starts Larissa will escape on her first turn. It's okay if the PCs hurt her, **but do not let them stop her from escaping.**

See the Order of Battle and Tactics below, and **Roll for Initiative.**

Regardless of where the fight starts, it should go:

Order of Battle

· **Round 1:** Larissa escapes by casting one of her *teleport* spells. **Do Not Let the PCs Stop Her. Pay attention to her resistances, immunities, AC, HP and Initiative.** It's okay if they deal some damage to her, but she escapes.

- The *blood beast* spends all of its blood points at the beginning of its turn.

It will buff whatever it thinks it needs most (attack rolls, damage, AC), and then charge the closest PC.

· **Round 2 an on:** The *beast* will try to take the fight outside so that it can use its flight. If already outside, it will try to isolate a player.

The *beast* fights to the death, but it should die; the PCs are supposed to win the day.

*When it dies, the *beast's* body dissolves into formless goo in 5 rounds.

Blood Beast Tactics

- It never saves blood points. It will spend all of them every round (usually the start of its turn), as it knows it can fill its blood pool again every round.

- It is not above buffing the same attributes over and over so that it can outlast the PCs. It knows it has more of an advantage the longer the fight goes.

- It will focus on whatever target looks the weakest or most hurt until that target is dead.

- If it is badly hurt, it will fly out of easy reach, using *invisibility* and Flyby Attack to harass the PCs while its Fast Healing and the *healing* blood buff power get it back in fighting shape.

- It likes to target spellcasters with *dispel magic* to make them easier to kill, and will buff its SR if it looks like they're hurting it too much with magic.

- It's still supposed to die at the end; the PCs are still supposed to win, so try not to go too crazy.

Larissa Vantos LE Human Wizard 18
Initiative +11 **Speed 30'**
AC 38, T 21, FF 32 (+8 armor, +4 Dex, +5 nat., +4 shield, +1 dodge, +1 insight, +5 deflect.)
HP 140 (18d6 + 56 + 18 favored) (180 pts)
Fort +14, Ref +16, Will +19 **DR 10/adamantine**
SQ Heavy Fortification, Freedom of Movement
Immune Illusions, Fire, Stunning, Mind-affecting
Resist Acid 30, Cold 30, Electricity 30, Sonic 30
Base Atk +9; CMB +9; CMD 28
Spells: **Save DC = 21 + spell level (+3 Evoc.)**
Teleport (silent spell, still spell), *Teleport* (quicken spell). The other spells don't matter

If the PCs die to the *beast*, **Go To Conclusion B.**

Once the *blood beast* dead, the PCs can investigate the cave in detail.

If the players want to kill the larvae in the cocoons, they can, but the NPCs will suggest to bring the bodies back to the League for study.

- When they are finished examining the cave and taking any actions they want to take with the victims, **Go To Conclusion A.**

People on Meathooks

If the PCs take the time to look around, they will find everyone from Llynvale here; the Eagle Rider scout(s) are also here along with their eagle(s) and several horses and cows.

If *Speak with Dead* is used on any of them, they can describe their situations, as shown in Encounter 3. The Eagle Rider scout(s) will describe seeing the beast in the distance, then being ambushed by it while it was invisible. They all agree to be *raised*.

Larissa brought each person back here and hung them on the hooks above the cocoons first; then she cut them open while they were still alive so that their squirming and beating hearts would squeeze their blood out faster.

- The Carlsons have been dead 43 days (Pelis 24th)
- The Rasmussens for 35 days (Ceris 4th)
- The Rolandos have been dead 16 days (Ceris 23rd)
- The Simons have been dead 11 days (Ceris 28th)
- William Bounderby was dead for 6 days (Rath 5th)

Raising the people of Llynvale

If the PCs would like to *raise* the people Larissa killed, they are free to, but no NPCs will ever ask for such a favor.

- **If the PCs bring the dead villagers back on their own initiative**, and with their own resources (gold, material components, spell casting, certs, etc.), then they can qualify for the **Be At Peace** and **Thanks of the Lord Monarch** certs. See the Treasure Summary for details.

Studying the Blood Beast bodies

The Diamond Legion should have suggested to the PCs that they bring the *beast's* body back to the League of Thaumaturgical Studies or the Legion so that it can be studied.

Unfortunately, when it dies, the *beast's* body dissolves into formless goo in 5 rounds.

- **However, they can, and should, bring one of the larvae in the cocoons back (they don't dissolve).**

The Cocoons (or chrysalises)

Each cocoon has a larval blood beast. They are clearly still developing, and they are defenseless. They can be killed and still brought back for study.

CONCLUSION A - SUCCESS

This is the default result from this module; it assumes the players defeat the *blood beast* and save Llynvale. Paraphrase as necessary for the PCs' actions (such as *raising* people, or forgetting to bring a *beast's* body back for examination).

Following your efforts against Larissa and her blood beast, most of the people involved are willing to quickly put the entire affair behind them. Despite various temples' efforts to bring back the murdered citizens of Llynvale, the loss of so many of their people will haunt the small town for a long time.

Nevertheless, the Diamond Legion and the people of Llynvale are supremely grateful for your heroism and assistance in stopping the blood beast. The thought of having your blood drained and fed to their cocoons could turn the stomach of even a seasoned adventurer.

General Skyrider of the Eagle Riders personally congratulates you for safeguarding the people of the Protectorate, and for protecting her eagles and scouts. Captain Rayley of the Missing Persons Division is speechless at your results; she rarely enjoys such success when so many people disappear.

The people of Llynvale promise to enact better security measures, and to spread word of such efforts to the other settlements in the Protectorate, to help ward against future attacks.

The Legion, the League of Thaumaturgical Studies, and the Druids' Grove all claim ownership of some of the cocoons of the larval blood beasts. They say they will study them in an effort to learn how to better combat them in the future and hopefully prevent something like this from happening again.

Reward = ATLx50 gp,
Favor of General Skyrider,
Llynvale Big Game Hunter,
Be At Peace (if a PC qualifies for it),
Thanks of the Lord Monarch (if a PC qualifies for it).

CONCLUSION B - FAILURE

The players would only get this result if they were defeated and killed by Larissa's *blood beast*.

You awaken in the cave, drenched in a cold sweat and with a terrible pain in your chest and throat. You groggily look around as some Legionnaires and a few priests tend to others who are also just waking up. Taking stock of your situation you can see that you were hung on a meathook from the ceiling. The jagged scar down your torso indicates that you were drained of your blood to feed the developing blood beasts in their cocoons. Those cocoons are now all empty, seemingly split open from the inside; it stands to reason that there are now quite a few of these horrors around.

Over the next few days you learn that, when you did not return, the Legion gathered a small army and went into the mountains to hunt the beast. Unfortunately, all they found was this empty cave with you, and several others, hanging from the hooks like so many pieces of dried jerky. You don't know what to make of your situation, but you have the feeling that you have not seen the last of the blood beasts.

No gp reward, no certs, no epilogue. 15 TUs

EPILOGUE

Only if the PCs get Conclusion A.

Later the next week, the League contacts you regarding the blood beast cocoons that were recovered. They say that they still have many more tests to run, but at this point they are fairly sure the beasts are flesh-crafted abominations. While not necessarily good news, it does mean that the beasts likely can't reproduce, so there may be a way to kill them all for good.

THUS ENDS "THE CHRYSALIS"

TIME UNIT COST: 4 TU for Conclusion A

15 TIME UNIT COST for Conclusion B

EXPERIENCE POINT SUMMARY

	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17
Module Experience	1200	1800	2900	4500	7000	10500	17000
Investigating all 5 locations of the disappearances	100	100	100	200	200	500	500
Discovering the location of the cave on their own (not being railroaded by the GM)	100	100	100	200	200	500	500
Roleplaying XP Bonus	100	100	100	200	200	500	500
Maximum XP	1500	2100	3200	5100	7600	12000	18500

Experience earned is based on the Average Table Level (ATL), and no PC receives 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.

1 each per PC (assuming they earned it). Multiple PCs can earn the Be At Peace cert, so you may need to make copies. If it's not on this list, the PCs cannot keep it.

PCs **only** earn the **Be At Peace** or **Thanks of the Lord Monarch** certs if they **personally** donate their resources to getting the dead villagers of Llynvale *raised*. They must do this on their own initiative, and they cannot see the certs until after they've spent their money/certs/spells.

Llynvale Big Game Hunter

As thanks for your efforts in dealing with the monsters, the villagers extend their generosity and traders tell generous stories about you. Value: Priceless

Be At Peace

As a reward for freely volunteering your resources to help *raise* the dead villagers, you are blessed by the faithful of Pietos. Value: Priceless

Thanks of the Lord Monarch

In appreciation of your selfless donations to help *raise* the people of Llynvale, the Lord Monarch grants a discount at the Marketplace or Bazaar. Value: Varies

Favor of General Skyrider

Personal thanks from General Skyrider for defending the citizens of the Protectorate and helping to protect her eagle riders. Value: Priceless

APPENDIX A - Evolved Blood Beast

ATL 5

Evolved Blood Beast LE Large Magical Beast
Initiative +2; **Space/Reach** 10' x 10'
AC 22, **T** 10, **FF** 21 (+1 Dex, +12 natural, -1 size)
HP 88 (8d10 + 32) **Speed** 30', Fly 60' (good)
Fort +10, **Ref** +7, **Will** +3

SQ Darkvision 60', Scent, Fast Healing 2

Resist Acid, Cold, Electricity, Fire 5 **DR** 1/-

Immune Poison **SR** 12

Full Attack Bite + 12 (1d10+5 plus *poison* plus *drain blood*, 20x2) and

2 Claws +12 (1d8+5 plus *drain blood*, 20x2), and

2 Horns +12 (1d10+5 plus *drain blood*, 20x2)

Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 18, init. & sec. 1d3 Con, *cure* 1 save)

Spell-Like Abilities **CL** 8th

dispel magic - 1/day *invisibility* - 1/day

Str 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 24

Feats Blind-Fight, Flyby Att., Hover, Power Att.

Skills Acrobatics +13, Fly +11, Perception +13

Special Abilities:

Blood Pool - The beast can have up to **8 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its blood pool. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **2 blood points**

-Healing: +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **2 blood points**

-Speed: +5 ft. to both move types. **1 blood point**

-Resistance: +1 to all saves. **2 blood points**

-Regeneration: +1 to Fast Healing. **2 blood points**

-DR: +1 to DR /-. **3 blood points**

-Energy Resistance: +2 to Acid, Cold, Fire, and Electricity resistances. **2 blood points**

-Spell Resistance: +1 to SR. **3 blood points**

-Attacks: +1 to hit with all attacks. **2 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **2 blood pts**

-Spell power: +1 CL to spell-like. **1 blood point**

-Spell Use: +1/day use of 1 spell-like. **3 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **3 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **4 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **3 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **8 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination. 😊

- See Encounter 4 for common Tactics.

ATL 7

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 24, **T** 10, **FF** 23 (+1 Dex, +14 natural, -1 size)
HP 110 (10d10 + 40) **Speed** 30', Fly 60' (good)
Fort +11, **Ref** +8, **Will** +4
SQ Darkvision 60', Scent, Fast Healing 3
Resist Acid, Cold, Electricity, Fire 5 **DR** 1/
Immune Poison **SR** 14
Full Attack Bite + 14 (2d8+5 plus *poison* plus *drain blood*, 20x2) and
2 Claws +14 (1d8+5 plus *drain blood*, 20x2), and
2 Horns +14 (1d10+5 plus *drain blood*, 20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 19, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 10th
dispel magic - 1/day *invisibility* - 1/day
Str 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +10; **CMB** +15; **CMD** 26
Feats Blind-Fight, Flyby Attack, Hover, Power
Attack, Improved Natural Attack (Bite)
Skills Acrobatics +15, Fly +13, Perception +15

Special Abilities:

Blood Pool - The beast can have up to **10 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its blood pool. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **2 blood points**

-Healing: +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **2 blood points**

-Speed: +5 ft. to both move types. **1 blood point**

-Resistance: +1 to all saves. **2 blood points**

-Regeneration: +1 to Fast Healing. **2 blood points**

-DR: +1 to DR /-. **3 blood points**

-Energy Resistance: +2 to Acid, Cold, Fire, and Electricity resistances. **2 blood points**

-Spell Resistance: +1 to SR. **3 blood points**

-Attacks: +1 to hit with all attacks. **2 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **2 blood pts**

-Spell power: +1 CL to spell-like. **1 blood point**

-Spell Use: +1/day use of 1 spell-like. **3 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **3 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **4 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **3 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **10 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination. 😊

- See Encounter 4 for common Tactics.

ATL 9

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 26, **T** 10, **FF** 25 (+1 Dex, +16 natural, -1 size)
HP 132 (12d10 + 48) **Speed** 30', Fly 60' (good)
Fort +12, **Ref** +9, **Will** +5
SQ Darkvision 60', Scent, Fast Healing 4
Resist Acid, Cold, Electricity, Fire 10 **DR** 2/-
Immune Poison **SR** 16
Full Attack Bite + 16 (2d8+5 plus *poison* plus *drain blood*, 20x2) and
2 Claws +16 (1d10+5 plus *drain blood*, 20x2), and
2 Horns +16 (1d10+5 plus *drain blood*, 20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 20, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 12th
dispel magic - 1/day *invisibility* - 1/day
Str 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +12; **CMB** +17; **CMD** 28
Feats Blind-Fight, Flyby Att., Hover, Power Att.,
Imp. Nat. Attack (Bite), Imp. Nat. Attack (Claw)
Skills Acrobatics +17, Fly +15, Perception +17

Special Abilities:

Blood Pool - The beast can have up to **12 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its blood pool. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **3 blood points**

-Healing: +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **3 blood points**

-Speed: +5 ft. to both move types. **2 blood points**

-Resistance: +1 to all saves. **3 blood points**

-Regeneration: +1 to Fast Healing. **3 blood points**

-DR: +1 to DR /-. **4 blood points**

-Energy Resistance: +3 to Acid, Cold, Fire, and Electricity resistances. **3 blood points**

-Spell Resistance: +1 to SR. **4 blood points**

-Attacks: +1 to hit with all attacks. **3 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **3 blood pts**

-Spell power: +1 CL to spell-like. **2 blood points**

-Spell Use: +1/day use of 1 spell-like. **4 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **4 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **5 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **4 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **12 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination. 😊

- See Encounter 4 for common Tactics.

ATL 11

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 29, **T** 10, **FF** 28 (+1 Dex, +19 natural, -1 size)
HP 154 (14d10 + 56) **Speed** 30', Fly 60' (good)
Fort +13, **Ref** +10, **Will** +5
SQ Darkvision 60', Scent, Fast Healing 4
Resist Acid, Cold, Electricity, Fire 10 **DR** 3/-
Immune Poison **SR** 18
Full Attack Bite + 18 (2d8+5 plus *poison* plus *drain blood*, 20x2) and
2 Claws +18 (1d10+5 plus *drain blood*, 20x2), and
2 Horns +18 (2d8+5 plus *drain blood*, 20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 21, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 14th
dispel magic - 1/day *invisibility* - 1/day
Str 20 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +14; **CMB** +19; **CMD** 30
Feats Blind-Fight, Flyby Att., Hover, Power Att.,
Imp. Nat. Attack (Bite), Imp. Nat. Attack (Claw),
Imp. Nat. Attack (Horn)
Skills Acrobatics +19, Fly +17, Perception +19

Special Abilities:

Blood Pool - The beast can have up to **14 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **3 blood points**

-Healing: +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **3 blood points**

-Speed: +5 ft. to both move types. **2 blood points**

-Resistance: +1 to all saves. **3 blood points**

-Regeneration: +1 to Fast Healing. **3 blood points**

-DR: +1 to DR /-. **4 blood points**

-Energy Resistance: +3 to Acid, Cold, Fire, and Electricity resistances. **3 blood points**

-Spell Resistance: +1 to SR. **4 blood points**

-Attacks: +1 to hit with all attacks. **3 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **3 blood pts**

-Spell power: +1 CL to spell-like. **2 blood points**

-Spell Use: +1/day use of 1 spell-like. **4 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **5 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **4 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **5 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **4 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **14 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

ATL 13

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 32, **T** 10, **FF** 31 (+1 Dex, +22 natural, -1 size)
HP 176 (16d10 + 64) **Speed** 30', Fly 60' (good)
Fort +14, **Ref** +11, **Will** +6
SQ Darkvision 60', Scent, Fast Healing 6
Resist Acid, Cold, Electricity, Fire 15 **DR** 4/
Immune Poison **SR** 20
Full Attack Bite + 21 (2d8+6 plus *poison* plus *drain blood*, 19-20x2) and
2 Claws +21 (1d10+6 plus *drain blood*, 20x2), and
2 Horns +21 (2d8+6 plus *drain blood*, 20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 22, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 16th
dispel magic - 1/day *invisibility* - 1/day
Str 22 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +16; **CMB** +22; **CMD** 33
Feats Blind-Fight, Flyby Att., Hover, Power Att.,
Imp. Nat. Attack (Bite), Imp. Nat. Attack (Claw),
Imp. Nat. Attack (Horn), Imp. Crit. (Bite)
Skills Acrobatics +21, Fly +19, Perception +21

Special Abilities:

Blood Pool - The beast can have up to **16 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **5 blood points**

-Healing: +2d8 HP. This is as a *cure*, and HP gained above its full health are lost. **4 blood points**

-Speed: +5 ft. to both move types. **3 blood points**

-Resistance: +1 to all saves. **4 blood points**

-Regeneration: +1 to Fast Healing. **4 blood points**

-DR: +1 to DR /-. **5 blood points**

-Energy Resistance: +4 to Acid, Cold, Fire, and Electricity resistances. **4 blood points**

-Spell Resistance: +1 to SR. **5 blood points**

-Attacks: +1 to hit with all attacks. **4 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **4 blood pts**

-Spell power: +1 CL to spell-like. **3 blood points**

-Spell Use: +1/day use of 1 spell-like. **5 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **6 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **5 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **6 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **5 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **16 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

ATL 15

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 34, **T** 10, **FF** 33 (+1 Dex, +24 natural, -1 size)
HP 198 (18d10 + 72) **Speed** 30', Fly 60' (good)
Fort +15, **Ref** +12, **Will** +7
SQ Darkvision 60', Scent, Fast Healing 8
Resist Acid, Cold, Electricity, Fire 15 **DR** 4/
Immune Poison **SR** 22
Full Attack Bite + 23 (2d8+6 plus *poison* plus *drain blood*, 19-20x2) and
2 Claws +23 (1d10+6 plus *drain blood*, 20x2), and
2 Horns +23 (2d8+6 plus *drain blood*, 19-20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 23, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 16th
dispel magic - 1/day *invisibility* - 1/day
Str 22 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +18; **CMB** +24; **CMD** 35
Feats Blind-Fight, Flyby Attack, Hover, Power
Attack, Imp. Nat. Attack x3 (Bite, Claw, Horn),
Imp. Crit. x2 (Bite, Horn)
Skills Acrobatics +23, Fly +21, Perception +23

Special Abilities:

Blood Pool - The beast can have up to **18 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **5 blood points**

-Healing: +3d8 HP. This is as a *cure*, and HP gained above its full health are lost. **4 blood points**

-Speed: +5 ft. to both move types. **3 blood points**

-Resistance: +1 to all saves. **4 blood points**

-Regeneration: +1 to Fast Healing. **4 blood points**

-DR: +1 to DR /-. **5 blood points**

-Energy Resistance: +4 to Acid, Cold, Fire, and Electricity resistances. **4 blood points**

-Spell Resistance: +1 to SR. **5 blood points**

-Attacks: +1 to hit with all attacks. **4 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **4 blood pts**

-Spell power: +1 CL to spell-like. **3 blood points**

-Spell Use: +1/day use of 1 spell-like. **5 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **6 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **5 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **6 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **5 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **18 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

ATL 17

Blood Beast LE Large Magical Beast
Initiative +2 **Space/Reach** 10' x 10'
AC 37, **T** 10, **FF** 36 (+1 Dex, +27 natural, -1 size)
HP 220 (20d10 + 80) **Speed** 30', Fly 60' (good)
Fort +15, **Ref** +12, **Will** +7
SQ Darkvision 60', Scent, Fast Healing 10
Resist Acid, Cold, Electricity, Fire 20 **DR** 5/-
Immune Poison **SR** 24
Full Attack Bite + 26 (2d8+7 plus *poison* plus *drain blood*, 19-20x2) and
 2 Claws +26 (1d10+7 plus *drain blood*, 20x2), and
 2 Horns +26 (2d8+7 plus *drain blood*, 19-20x2)
Special Attacks *Drain Blood* (see Special),
Blood Buff (see Special), *Blood Pool* (see Special),
Poison (DC 26, init. & sec. 1d3 Con, *cure* 1 save)
Spell-Like Abilities **CL** 16th
dispel magic - 1/day *invisibility* - 1/day
Str 24 **Dex** 12 **Con** 18 **Int** 12 **Wis** 14 **Cha** 10
Base Atk +20; **CMB** +27; **CMD** 38
Feats Ability Focus (Poison), Blind-Fight, Flyby
 Attack, Hover, Power Attack, Imp. Nat. Attack x3
 (Bite, Claw, Horn), Imp. Crit. x2 (Bite, Horn)
Skills Acrobatics +25, Fly +23, Perception +25

Special Abilities:

Blood Pool - The beast can have up to **20 points*** in its blood pool at any time. Blood points are generated with *drain blood*, and are spent to increase its abilities with *blood buff*.

Drain Blood - When the beast attacks, it drains blood from the target. This does not penalize the target (beyond the damage done), but for every 2 points of damage done, the beast generates 1 point for its *blood pool*. This can generate many points at a time (especially on critical hits), but any points in excess of the creature's allowed total are lost.

Blood Buff - As a Swift action, the beast may spend points from its blood pool to increase its abilities. It may spend as many points as desired, and in any combination, in that single Swift action.

All bonuses granted by Blood Buff stack with each other, and themselves, and are permanent.

-Armor: +1 natural armor. **6 blood points**

-Healing: +3d8 HP. This is as a *cure*, and HP gained above its full health are lost. **5 blood points**

-Speed: +5 ft. to both move types. **4 blood points**

-Resistance: +1 to all saves. **5 blood points**

-Regeneration: +1 to Fast Healing. **5 blood points**

-DR: +1 to DR /-. **6 blood points**

-Energy Resistance: +5 to Acid, Cold, Fire, and Electricity resistances. **5 blood points**

-Spell Resistance: +1 to SR. **6 blood points**

-Attacks: +1 to hit with all attacks. **5 blood points**

-Damage: +1 to damage for all attacks, this damage is multiplied on critical hits. **5 blood pts**

-Spell power: +1 CL to spell-like. **4 blood points**

-Spell Use: +1/day use of 1 spell-like. **6 blood pts**

-Muscle: +2 STR. (gives +1 to hit & damage on all attacks, and +1 CMB & CMD). **7 blood points**

-Grace: +2 DEX. (gives +1 AC, initiative, reflex, CMD, Fly, and Acrobatics). **6 blood points**

-Toughness: +2 CON. (gives +8 max/current HP, +1 Fort., and +1 save DC of poison). **7 blood pts**

-Awareness: +2 WIS (gives +1 Will saves, and Perception). **1 blood point**

-Savagery: The threat range of one type of attack increases by 1; the multiplier stays the same (20x2 becomes 19-20x2, then 18-20x2, etc.). **6 blood pts**

Its body dissolves into formless goo 5 rounds after it dies

*This beast fed on the recently captured eagle rider and starts with **20 points** in its blood pool at the beginning of the combat in Encounter 4

The *blood beast's* abilities with *Blood Buff* are visually identifiable, and should be described if the PCs succeed at a **Perception** check **DC 15**.

For example, *Natural Armor* could be described as "you see the beast's scales get slightly larger and thicker"; *Savagery* could be "you see the beast's claws taper and sharpen slightly", and so on. Use your imagination.☺

- See Encounter 4 for common Tactics.

PLAYER HANDOUT #1

This is an official-looking investigator's notebook, apparently doubling as a journal. It is bound with sturdy leather, embossed with the official seals of the Amthydoran Protectorate and the Diamond Legion, and securely closed with a brass clip.

The name 'William Bounderby' is embossed on the bottom edge of the book.

Today's date: Rath 11th

Most of the entries are fairly dull (drunkenness in the town streets, petty land disputes, etc.), but the last 3 pages of entries are of interest:

Pelis 27th:

"Neighbors said they hadn't heard from the Carlsons in a while. Went over to their place, they're nowhere to be seen. Damn shame, but they chose to live that close to the Darkwood. I'll keep an eye out for them, hopefully they just went on a family trip or something harmless like that."

Ceris 9th:

"Rasmussens haven't been seen in town in over a week, even though it's harvest time. Not answering their door, but their carts are still there. I really hope we haven't lost two families to the Darkwood. That place is a blight, better to just burn it down. I'm going to wait a day and see if they, and the Carlsons, come back. If not, I'm gathering the other Legion members in the town and we're gonna start searching for people."

Ceris 25th:

"Somethin' ain't right. Now the Rolando family is missing, along with almost all their horses that weren't running free. This ain't right at all. Too many people are going missing from my town. People have been gone so long, I'm worried that maybe somebody's killing our folks. I'm not going to get the town all alarmed just yet, but I'll tell HQ about my suspicions and my intent to gather the watch from Thornwater to hunt for our people...and maybe for a killer."

Rath 2nd:

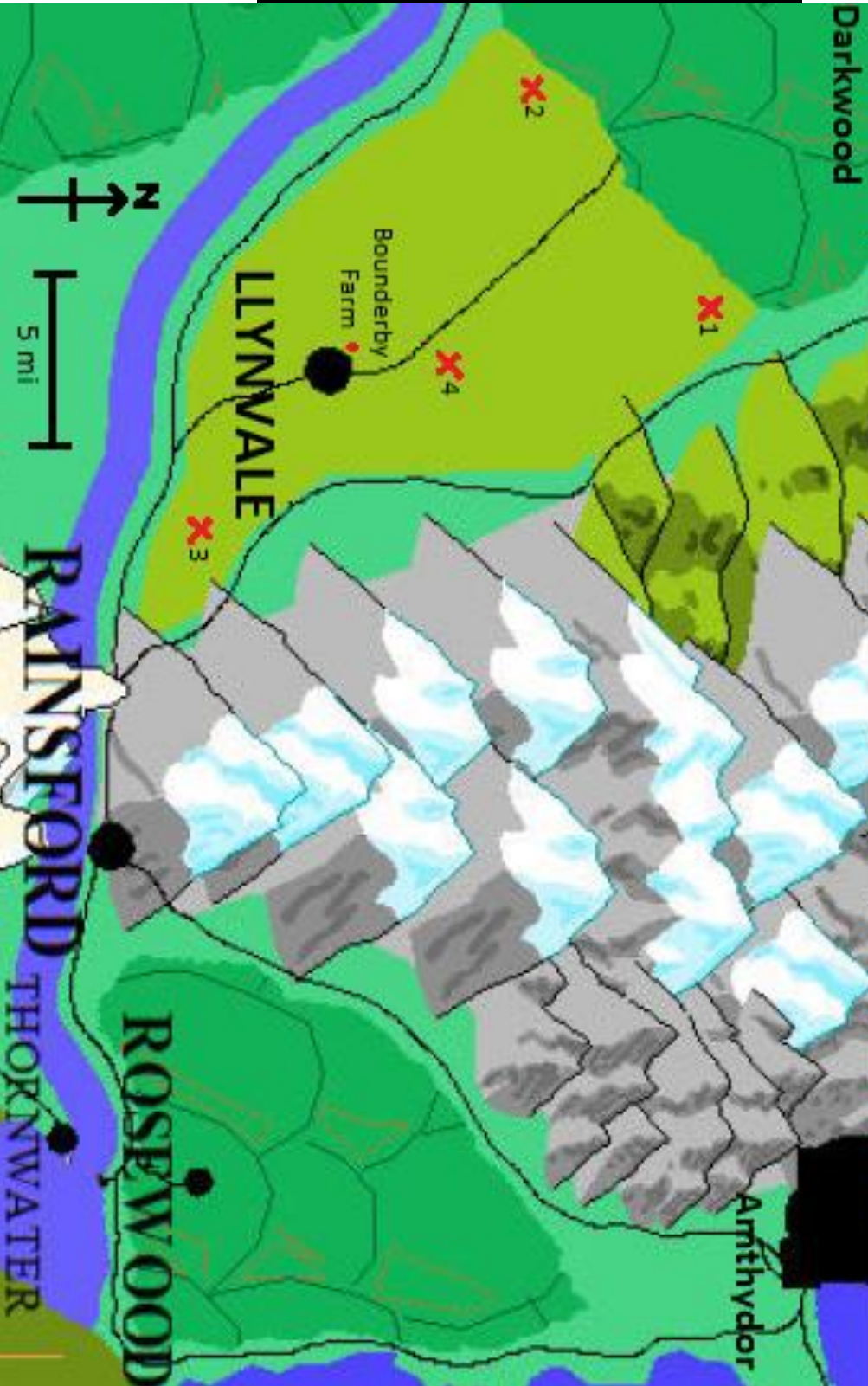
"People were wondering where Hirschel Simon and his herd were. Haven't seen them around, even though they're neighbors. Went over to check, he's not there, neither are his sons nor, it seems, most of his cattle. I looked around and found tracks, but they were strange. They had claws, and they walked around a bit and then vanished. I think we might be looking at something flying, something that's taking people. I don't believe in the old stories, but I do know when I'm in over my head. I'm going to gather everyone in the town for safety and ask HQ for reinforcements."

Rath 5th:

"I've chosen to stay in my home with Mindy. We're just outside town, so I can keep an eye out for anyone leaving the town...or trying to get in. I know I'm not following my own orders for people, and that's bad. It might be that I'm making a mistake staying outside with just the two of us, but our backup from Amthydor should be here any time now. As long as Mindy is safe, I'm fine."

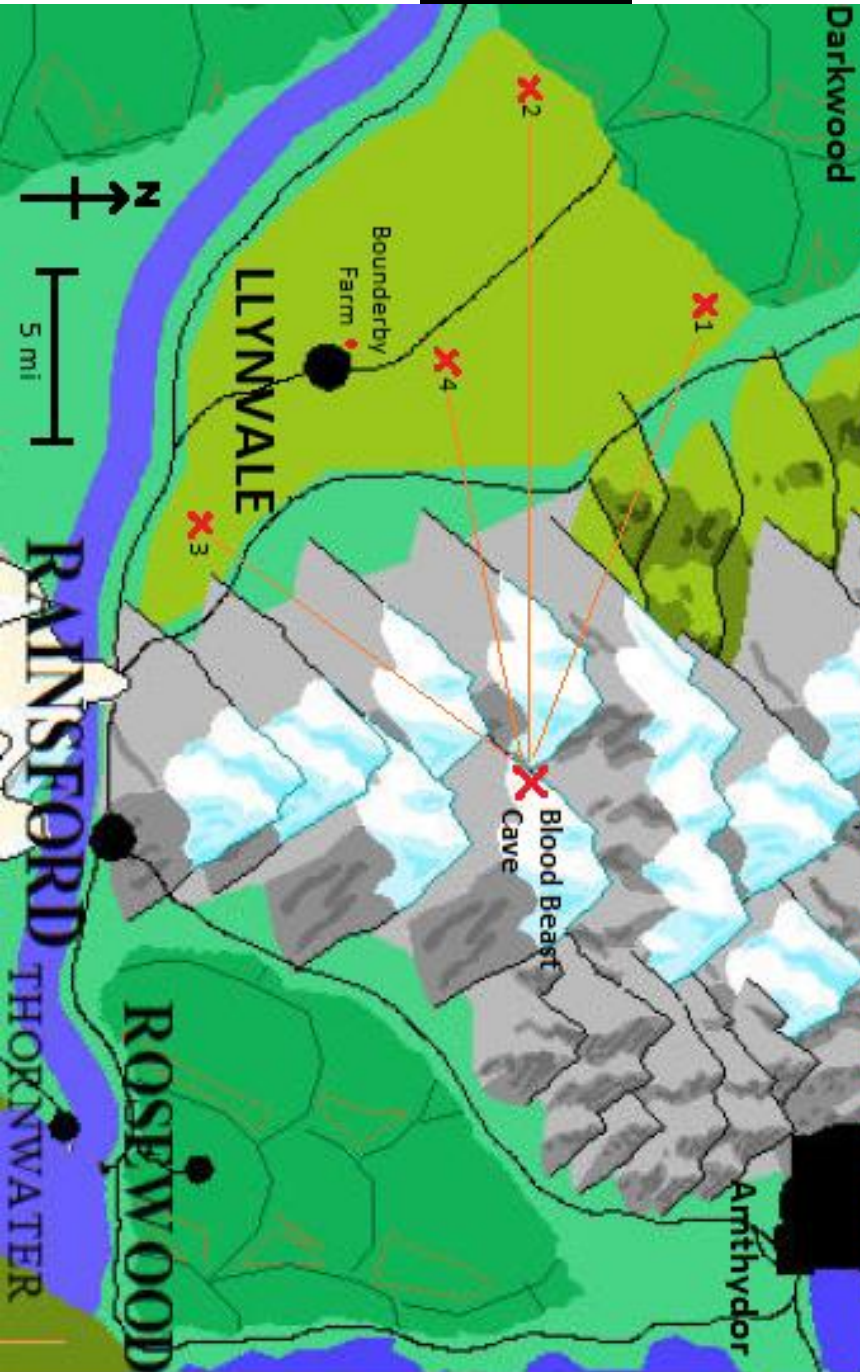
PLAYER HANDOUT #2

- 1) Carlson family farm..... Gabriel & Nicole Carlson, son Brandon, son Andrew
- 2) Rasmussen family farm..... Omar & Enise Rasmussen, daughter Adrienne
- 3) Rolando family horse breeding ranch..... Zeke & Mary Rolando
- 4) Simon family cattle ranch..... Hirschel Simon, sons Zev, Melek, and Herschel



GM AID

- 1) Carlson family farm..... Gabriel & Nicole Carlson, son Brandon, son Andrew Tracks = 130° East by SE
- 2) Rasmussen family farm..... Omar & Enise Rasmussen, daughter Adrianne Tracks = 90° due East
- 3) Rolando family horse breeding ranch..... Zeke & Mary Rolando Tracks = 35° NE
- 4) Simon family cattle ranch..... Hirschel Simon, sons Zev, Melek, and Herschel Tracks = 80° East by NE



Critical Event Summary: The Chrysalis

Do not return after January 1, 2014.

Convention: _____ **Date:** _____

1. How did the PCs react to the setup of the Missing Persons Division? _____

2. Did any of the PCs act harshly towards Mindy? Yes No
Briefly describe how they handled questioning her: _____

3. When they left to travel to Llynvale, where did they go first?
Llynvale itself Bounderby's house Abduction sites (Encounter 3)

4. How did the PCs handle the investigations in Encounter 3? _____

5. Were the PCs able to get the information they needed from Encounter 3, or were the skill checks too difficult? _____

6. If Encounter 3 didn't work well in this instance, how would it work better? _____

7. How did the combat go in Encounter 4, since they'd seen a blood beast before?
PCs kicked the stuffing Its abilities ramped up enough It was a decent It gained power
out of it in short order that it *became* too powerful challenge way too fast

8. Briefly describe their tactics to kill the *blood beast* in Encounter 4: _____

9. Briefly describe how they reacted to the "meat locker" in the cave and the cocoons: _____

10. Which Conclusion did the PCs get? A B
If B, briefly describe why: _____

Return this form to: David Samuels, 2722 East 64th Street, Brooklyn, NY 11234, or by e-mail to 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: THE CHRYSALIS

Judge Name: _____

Convention: _____

Date: _____

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Player Name: _____ Home State: _____

Email address: _____ (optional)

Hero's Name: _____ Sex: _____ Race: _____

Class: _____ Level: _____ Region/City: _____

Special items or comments: _____

Hero's Stats: Str _____ Dex _____ Con _____ Int _____ Wis _____ Cha _____ Gained a level: Lost level(s):

Dead: Out of Play: Wish to Judge Future Events: Wish to Author Future Events:

Welcome to the LSJ Shopping Spree!

Enclosed in this package is all you need to use the Shopping Spree.

What to Print

Please print out the Shopping Spree cert file. Each character gets one and only one cert per adventure to make their purchases. Please destroy any unused certs.

General Rules

Each player may purchase up to four items per adventure, all listed on a single cert.

All unused slots on the cert must be crossed out at the time of purchase.

Exception: A player with a cohort who is playing in that adventure may purchase up to an additional four items for the cohort, all on a second cert.

In game time terms, Shopping Spree purchases may only take place before or after an adventure.

No items may be purchased during an adventure, nor may any be added to a purchase completed before an adventure.

E.g.: The party runs into some lycanthropes and has no silver weapons. They decide at that time that they had bought silversheen using the Shopping Spree. Sorry, that isn't happening. Deny the purchase until after the module is over.

What Can Be Purchased

The following may be purchased from Pathfinder RPG Core Rulebook.

Scrolls are available for the following Arcane/Divine Spells. Prices are listed for (Arcane)/(Divine). NA in the listing means the spell is not available as that type of scroll.

Available Potions / Scrolls	Scroll Price A / D	Potion Price
<i>Cure light wounds</i> (potion)	50 / 25	50
<i>Endure elements</i> (potion)	NA / 25	50
<i>Mage armor</i> (potion)	NA / NA	50
<i>Magic fang</i> (potion)	NA / 25	50
<i>Magic weapon</i> (oil)	NA / 25	50
<i>Protection from XX*</i> (potion)	NA / 25	50
<i>Remove fear</i> (potion)	NA / 25	50
<i>Bless weapon</i> (oil)	NA / 100	100
<i>Silversheen</i> (oil)	NA	250
<i>Aid</i> (potion)	NA	300
<i>Cure moderate wounds</i> (potion)	200 / 150	300
<i>Darkvision</i> (potion)	NA / 375	300
<i>Delay poison</i> (potion)	200 / 150	300
<i>Lesser restoration</i> (potion)	NA / 150	300
<i>Remove paralysis</i> (potion)	NA / 150	300
<i>Resist energy 10**</i> (potion)	NA / 150	300
<i>Cure serious wounds</i> (potion)	525 / 375	750
<i>Magic circle against XX*</i> (potion)	NA / 375	750
<i>Neutralize poison</i> (potion)	1000 / 375	750
<i>Remove blindness/deafness</i> (potion)	NA / 375	750
<i>Remove curse</i> (potion)	NA / 375	750
<i>Remove disease</i> (potion)	NA / 375	750
<i>Water breathing</i> (potion)	NA / 375	750
<i>Dispel Magic</i> (scroll)***	NA / 375	NA
<i>Hold Person</i> (scroll)***	NA / 150	NA
<i>Breath of Life</i> (scroll)****	NA / 1125	NA
<i>Raise Dead</i> (scroll)****	NA / 6125	NA

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

* An alignment (Good / Evil / Law / Chaos) must be specified when purchased.

** One type of energy (fire / cold / acid / electric / sonic) must be specified when purchased.

*** There may be a chance for a mishap if the scroll is cast by a caster less than 5th level.

**** There may be a chance for a mishap if the scroll is cast by a caster less than 9th level.

OPEN GAME LICENSE Version 1.0

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

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

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

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

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

The Chrysalis, Copyright 201, The Shining Jewel, LLC, Author Daniel Lewis.