



The Ties That Bind

**By Andrew Hauptman and the Universe
Construction Company**

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

A missing relative leads you on a search and rescue mission in the mountains near Amthydor. Is this just a missing person case, or is a greater threat waiting to be found? For heroes of levels 1-6.

(Updated February 2005)

WWW.UCC-ONLINE.COM/LSJ

Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc. This product utilizes updated material from the v.3.5 revision. 'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at www.wizards.com/d20.



This is a Legends of the Shining Jewel campaign adventure. It is written to be played in a standard four-hour convention time slot.

It is a good idea to have the players and judge place some sort of name tag in front of them, so everyone can easily identify each other and the names of the characters they are playing.

Some of the text in this adventure is in **bold italics**. This text is for the players to hear, although you are certainly free to paraphrase or summarize the text if you feel it is necessary.

LSJDM Empowerment Clause

The coordinators of the campaign empower DMs 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 DM 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 DM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

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.

A Note About ATLs and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the DM can throw at them, and some level 3 parties are relatively weak for their levels. If the DM 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 DM should let common sense rule the day (and the module).

NOTE: Depending on the ATL, one of the two dwarven brothers may accompany the PCs for the entire mission, adding to their ATL calculation if he does. At ATL 1-2, he will come along for the entire module. At ATL 3-4, he might continue after discovering his brother’s cart and dead horse IF the party is deemed weak by the GM’s standards. At ATL 5 and up he will remain with the group’s draft horses and let the party proceed along the mountain path without him. The GM should use her best judgment in making this decision and adjusting ATLs for combats as usual.

Adventure Background

Gaeic and Lydaic Dolmur are twin dwarves who run the Brothers Dolmur Smithy in Amthydor. Their wares have long appealed to the shorter natives and visitors of Amthydor, who acquire fine quality armor sized for their needs.

On occasion one brother or the other goes away on supply or delivery runs for the business. On the last such run to the Feldspar mining community, Gaeic disappeared before he reached Feldspar (Lydaic confirmed this after discovering his brother missing). His brother became concerned enough to take action. Normally this would be difficult, but the Dolmur brothers are twins who bear an unusual birthright. They can each sense whether the other twin is alive, and the approximate distance and direction away from each other. Thus, Lydaic knows that his twin is alive somewhere in the direction of the mountains outside

Amthydor, but knows no other details. He wishes to hire the PCs to help him go out and rescue his missing brother from whatever danger he now faces.

Gaeic was ambushed on his way back to Amthydor by slavers operating under the auspices of a mysterious patron (whose identity will be revealed in future LSJ modules). They operate in some abandoned mines outside the city in the mountains. The PCs will have to track down the slavers in their lair in order to rescue the missing dwarf (and other slaves kept captive there).

Introduction – The PCs see a handbill asking for adventurers. Reporting to the Brothers Dolmur Smithy, Lydaeic tells them what little he knows and hires them to accompany him on a trip to find his brother and rescue him from whatever danger he is in.

Encounter 1 – The PCs hit the mountain trail heading towards their objective. Along the way they meet a gynosphinx who has been hired to sit there and send away anyone not employed by the slavers. She will allow the party to pass for either (a) a heck of a lot of money, or (b) answering a difficult riddle.

Encounter 2 - Fork in the road. The PCs must choose either the high road or the low road to continue and find a way through. Either way they face an aerial ambush.

Encounter 3 – The mine camp. The PCs deal with some sentries who are guarding the camp valley, mostly tieflings and a fire elem.

Possible Endings:

* Heroes win. They catch or kill the slavers, find some clues that might indicate patronage, but nothing definite. Slaves (including Gaeic) are rescued.

* Heroes fail. They are most likely taken as slaves themselves. They will eventually be

rescued, and their loot recovered. To be avoided if at all possible.

Epilogue – List possible resolutions of the module with rewards and consequences depending upon the PCs' success or failure.

Introduction – Hiring Time

Eager for action now that the winter snows have cleared, you wander Amthydor's Adventurers District seeking an adventure. Soon enough, a posted handbill attracts your attention:

"Hardy heroes needed to seek missing relative. Danger expected, reward commensurate to the task. Seek interview at the Brothers Dolmur Smithy, Adventurers District."

Assuming the player characters continue to the offer of employment, continue below. If anyone refuses to go, thank them for playing and send them out to find another game to play. For them there is no cost for playing the module and no need to fill in an Adventure Journal.

Anyone who remains may make a Knowledge (Local) skill check (DC 10). Dwarves and PCs with ranks in Craft (armorer) gain a +2 circumstance bonus to the roll. Dwarves who have ranks gain the bonus twice. Those who succeed know that the Brothers Dolmur is a specialty armory, catering to dwarven, halfling, and gnomish clientele. They do not craft armor for anyone taller than a dwarf, instead referring such clients to Grendel's Magnificent Armory. On a DC 20 roll, the PC recalls the brothers' given names are Gaeic and Lydaeic.

The Brothers Dolmur Armory is easy to find. Even a blind man could follow the sound of hammer clanging on anvil. A small counter lies in one corner, leaving the rest of the shop open for the forge, water trough, and various tools of the trade. Arrayed on hooks and shelves are a variety of armors, from basic leather to metal plate, all sized for humanoids

no taller than four and a half feet tall.

Across from you stands a tall, well-muscled dwarf with a close-trimmed beard wearing a leather apron and breeches. His bare chest glows in the glare of the forge fire, beads of sweat covering him in an almost metallic sheen. He makes an adjustment with the tongs, lays one last hammer strike on the piece he is shaping, and dunks it into the water trough, which quickly steams around him. Laying the tongs down, he wipes his brow as he turns towards you.

If there are dwarves, halflings, and/or gnomes in the party, read the following:

“Well, by the looks of ye, yer either here te buy armor or answer me ad. Which would it be?”

If there are no dwarves, halflings, and/or gnomes in the party, read the following:

“Well, by the looks of ye, yer either lookin’ fer Grendel’s Armory and made a wrong turn at the corner, or ye wish te answer me ad. Which would it be?”

Allow the PCs to state their intentions and show their interest in the job. Once that is settled, Lydaeic will tell them the details of the problem and the task ahead of them.

“Two weeks ago, me brother Gaeic left for Feldspar, a mining community a few hours northwest o’ Amthydor, to deliver goods an’ to assess needs for the next order. The guards who work the mines value our protection. He should ha’ been gone less than a week. It was yesterday that I received a messenger from Feldspar askin’ what had become of our shipment, and if we required more time te make good on the delivery. I knew somethin’ was wrong. I sent him with a message back, advisin’ him te travel with a larger group for protection, and then set about to find a way to recover me brother. That’s where you come in.”

The PCs will no doubt have questions for

Lydaeic.

“What do you think happened to your brother?”

“I dinnae know. That’s why I need you to come with me to find him. If he could come home on his own, he would have done so by now.”

“You’re coming with us?”

“Aye. The only reason I’ve hired ye ta help is that my skill at arms is limited compared ta me skill with the forge. An’ if me brother was not strong enough to escape danger, odds are I would na’ be either...at least, not alone.”

“Do you have any enemies?”

“Nay. There’s no more to be sayin’ than that.”

“What will you pay us?”

“In addition to payin’ yer food and drink during the journey, I’ll offer ye 50 pieces o’ gold each fer goin’ out with me te search, and 50 more each when we find me brother. In addition, I kin arrange fer ye te purchase the higher quality stock in me shop at a good price if that be yer interest, after we find Gaeic. For the most part, ye kin keep whatever trinkets we find along the way. I doubt I’ll find anythin’ of more interest te me than me brudder.”

“When do we leave?”

“Meet me at the north gate at dawn. Ye’ll get yer 50 gold advance then. We’ll take me cart out. I kin provide draft horses if ye wish. Ridin’ horses would na’ do well on the steep, rocky trail to Feldspar. What would otherwise be a short journey on flat ground becomes a much longer trip, and we’ll be lookin’ fer clues along the way. T’ll be at least six hours if luck is with us, perhaps all day.”

“Do you have a plan?”

“Well, I know the path me brother was to take to Feldspar. We’ll follow that path and see if we kin find any signs of an attack. There are a number of smaller trails that lead into the foothills and mountains, some leadin’ to the mines, others not. We’ll just have to keep our eyes opened and prepare to explore a number of dead ends. T’ll require patience and a keen eye, but I feel we kin do it.”

That is about all Lydaeic has to offer. GMs should reference his statistics in **DM Aid #1: Stats for the Brothers Dolmur** as needed.

Encounter One – Riddle Me This

The first hour out of Amthydor goes smoothly. You come to a fork in the road and Lydaeic directs you to the left path. From here the path becomes steeper and stonier, more broken with stones of varying sizes and hidden, unexpected breaks in the road. You proceed slowly to prevent your draft horses from becoming lame due to the unpredictable hazards. All the while, you keep your eyes on your surroundings, seeking any sign that might indicate the point of ambush.

Tell the players that, for all purposes, they are taking 20 on Search checks as they go along in order not to miss anything. Ask everyone for their “take 20” Search totals. Whoever has the highest total notices a glint of light among some small boulders to the left of the road, in the direction of the mountains. If anyone thinks to look to the right, they’ll find a ditch which contains the remains of Gaeic’s small cart and the corpse of his draft horse, dead over a week.

You discover the source of the flash that drew your attention...a gold ring bearing a rune of some sort.

The ring is nonmagical. If shown to Lydaeic, he nods and shows the PCs an identical ring upon his finger. *“The family rune. He must have left this for us to find. There must be a way through this pass to him.” He looks at you appraisingly. “From here on in, I follow yer lead. Me hammer an’ me skill are at yer disposal, but ye know more of the ways of battle and danger than I.”*

A Track roll (DC 10+ATL) or a Search/Survival roll for PCs without the Track feat (DC 20+ATL) will reveal a hard-to-find path that cuts through the stony terrain and leads towards

the mountains. The path is too narrow and rough for the horses to follow, and they will have no choice but to tether them here and hope for the best. There are no footprints to be found due to the stony surface and recent rains.

A Note on using Lydaeic: The players may ask him to stay there and guard the draft horses while they press on ahead. His reaction will vary depending on the ATL and the GM’s assessment of the party’s capability to handle combat. At ATL 1 and 2 he will go along with them regardless to provide muscle. At ATL 3 and 4 it is the GM’s call, but a weak party should get the benefit of his aid. At ATL 5 and up he will remain with the horses unless you have a very WEAK high ATL party. Use your best judgment.

Let the players determine marching order (they can go single file here) and continue:

You quickly become accustomed to sore feet from the hard ground and the numerous scrapes and bruises you suffer as you climb the path through the foothills. During one of your infrequent breaks, you spy a large figure perched at the top of the rise ahead of you, perhaps 500 feet away. You also note that the figure has spotted you and remains where it is, watching.

Unless the PCs have some amazing vision powers, they will have to get closer to see what awaits them:

The figure ahead of you resolves into a strange creature that resembles a winged lion. When you come closer, you can make out the ill-fitting head of a beautiful human female with a mane of long brown hair. She lounges on top of a large flat boulder in your path and seems to smile as you approach.

Yes, this is a gynosphinx. Even an ATL 7 party should think twice about attacking such a creature. Knowledge (arcana) will reveal the following:

DC 10: This creature is a sphinx, a magical beast that combines the body of a lion, the wings of a falcon, and the head of a human. It is certainly more powerful than the average adventuring party of Amthydor!

DC 15: Sphinxes are not evil by nature, and usually covet treasure more than battle. However, the female of the species, the gynosphinx, is more willing to bargain for treasure or service. Unlike the males of the species, they love intellectual challenges such as puzzles and riddles.

DC 20: Gynosphinxes pounce upon their foes with their deadly claws, and can rake with their rear claws to great effect. They have the power to use a limited but potent set of spells.

DC 25: The creatures' spell-like abilities include: *clairaudience/clairvoyance*, *detect magic*, *read magic*, *see invisibility*, *comprehend languages*, *locate object*, *dispel magic*, *remove curse*, and *legend lore*.

DC 30: As for DC 25, plus the ability to create a *symbol* once a week of either *death*, *fear*, *insanity*, *pain*, *persuasion*, *sleep*, or *stunning*.

The sphinx will have pre-cast some spells while the PCs climbed up the trail, including *see invisibility*, *detect magic*, *clairaudience* (to eavesdrop while they climb), and *comprehend languages*. Her intention is to bargain to allow the party to pass if they can either answer three riddles she poses or pay a large sum of gold. In the event that the party decides to fight past her (or solves the riddles and decides to attack her anyhow out of greed), her stats follow. Use the encounter map to set starting distances for potential combat, allowing for the PCs drawing closer. An opposed Sense Motive vs. Bluff check by the sphinx should see through the PCs' intentions if they wish to get closer to ambush her.

ATL 1-4

☛ **Gynosphinx:** Large magical beast; HD 8d10+8; hp 60; Init +5; Spd 40 ft., fly 60 ft. (poor); AC 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20); Base Atk/Grp: +8/+16; Atks +11 melee (1d6+4,claw); Full Atk 2 claws +11 (1d6+4); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2, spell-like abilities, SQ darkvision 60 ft., low light vision, spells; AL N; SV Fort +7, Ref +7, Will +8; Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19.
Skills and Feats: Bluff +15, Concentration +12, Diplomacy +8, Disguise +4 (+6 acting), Intimidate +13, Listen +17, Sense Motive +15, Spot +17; Combat Casting, Improved Initiative, Iron Will. *Possessions:* None (her treasure is hidden in a cave high up where only she can fly and find it. She will never reveal its location to the PCs!).

ATL 5 or 7

☛ **Advanced Gynosphinx:** Large magical beast; HD 12d10+12; hp 90; Init +5; Spd 40 ft., fly 60 ft. (poor); AC 21 (-1 size, +1 Dex, +11 natural), touch 10, flat-footed 20); Base Atk/Grp: +12/+21; Atks +16 melee (1d6+5,claw); Full Atk 2 claws +16 (1d6+5); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+3, spell-like abilities, SQ darkvision 60 ft., low light vision, spells; AL N; SV Fort +11, Ref +11, Will +10; Str 20, Dex 12, Con 13, Int 18, Wis 19, Cha 19.
Skills and Feats: Bluff +17, Concentration +16, Diplomacy +12, Disguise +10 (+12 acting), Intimidate +17, Listen +21, Sense Motive +19, Spot +21; Combat Casting, Improved Initiative, Iron Will, Flyby Attack, Hover.
Possessions: None (her treasure is hidden in a cave high up where only she can fly and find it. She will never reveal its location to the PCs!).

Pounce (Ex): When a gynosphinx makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Rake (Ex): After engaging a foe in a grapple, the gynosphinx gains an extra claw attack at no attack penalty, damage 1d6+2 (+3 if advanced).

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day—*comprehend languages, locate object, dispel magic, remove curse* (DC 18), *legend lore*. Caster level 14th. The save DC is Charisma-based. Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

The PCs have three options (unless they are really clever): fight the sphinx, bribe her, or solve her riddles.

If they fight, use the stats above and give them every opportunity to run away or (within reason) parlay with her again. If they attack her and then try diplomacy, the heroes must either pay double her intended price (see below), or pay the standard price AND solve her three riddles. That's what they get for attacking an obviously superior foe. ☺.

If they try to talk to her first, she will tell them that she guards this pass. If the heroes wish to get past her, they must either pay her price or solve her three riddles. She will not talk about her employer or any other subject.

Her price for passage is 500 gp times the party's ATL. This can be paid in gold, jewels, fine art items (though what the PCs are doing lugging these around the author cannot say), or magic items (which will be taken at full gold value rather than half for this purpose).

Considering the steep price, the players would probably rather solve the riddles. She offers three, all of which must be answered to grant passage. If they get only two, she will charge them 1/10th the original price in place of the third answer. If they miss two, she will charge the full amount.

Lydaeic happens to have a diamond of the value needed to pay, but he will only offer this if there is no other option but to pay, and no one else offers to share the price. He otherwise is able to chip in an equal share in platinum pieces of the listed amount for the ATL. However, he would prefer to solve the riddles! He will not encourage battle, but will try to defend the party if they choose combat (against his better judgment).

Give the players **Player Handout #1: The Riddles Three**, one riddle at a time.

Riddle 1: *I went into the garden and got it. I then sat down to seek it. I brought it home with me because I couldn't find it! What is it?*

(Answer: A thorn, splinter, burr, or similar sharp, painful object)

Riddle 2: *Whoever makes me, sells me. Whoever buys me doesn't need me. Whoever needs me doesn't buy me. What am I?*

(Answer: A coffin)

Riddle 3: *You have lost me a million times, yet you still have me. I am always by your side. What am I?*

(Answer: Time)

A DC 15 skill check for Knowledge (nature) or Craft (carpentry) could allow the DM to give hints for riddles 1 and 2, respectively. A roll of 20 or 25 (depending how much help the players need) could give the answer. There is no skill relating to riddle three, so the players are on their own for that one. Give the players a reasonable amount of time to figure it out. Odds are they will do it within 10 minutes.

Please note that “my shadow” is not a valid answer for the third riddle, because it is not always by your side (in total darkness or total illumination, no shadows can be cast, so it is not “always by your side”).

If the PCs riddle or bargain their way past the sphinx, she tells them each to say her name (“Alexandria”) before walking past the rock

where she is sitting. This will prevent the activation of the *symbol of pain* she cast on the far side of the rock. She will then fly away and let the PCs pass (this also protects her from the symbol if any PC is foolish enough to activate it.

Encounter Two – The High Road or the Low Road

About an hour after your encounter with the sphinx, you come to a fork in the path. One leads up towards the higher elevation, the other down, perhaps towards a valley. You cannot tell from here.

Choices, choices. Fortunately this one is easier than it looks. Both paths lead them to where the party has to go, thus creating the illusion of choice and potential risk. And there is risk on either path.

Encourage the players to make a choice without wasting a lot of time. There is nothing to indicate that one path is better than the other. Then proceed with the combat encounter regardless of which path they choose (either way they will fight the aerial ambush that night).

NOTE: If the PCs decide to double back the other path later to fight the other battle and get more XP, the “other” set of creatures has already left the area. Sorry guys! No cheese here...

Read the appropriate boxed text depending which way they went.

The High Road

The going is still slow and hard as you ascend the mountain path. Even using the equipment Lydaeic brought along, you find it is literally an uphill struggle. Fortunately, as the sun starts fading on the horizon, you see a good resting place up ahead, a wider plateau that is good for a camp.

The Low Road

The going is still slow and hard as you descend the mountain path. Still, you count your blessings. Using the equipment Lydaeic brought along, and going down rather than up, prevents it from feeling like an uphill struggle. Fortunately, as the sun starts fading on the horizon, you see a good resting place up ahead, a wider plateau that is good for a camp.

Let the party make camp on the map as they see fit, set watches, etc. Roll randomly to determine which watch is up when the attack comes. Have the PCs roll Spot checks. The attackers will come in from the edges of the map, airborne, trying to avoid clumping together until they have settled on a target. Sleeping PCs are acceptable for this purpose.

ATL 1

☛ **Stirges (2):** Tiny magical beasts; HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16 (+2 size, +4 Dex), touch 16, flat-footed 12); Base Atk/Grap: +1/-11 (+1 when attached); Atks touch +7 melee (attach); Full Atk touch +7 melee (attach); Space/Reach: 2 ½ ft./0 ft.; SA Attach, blood drain, SQ darkvision 60 ft., low light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6. *Skills and Feats:* Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse. *Possessions:* None.

A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. This is a touch attack and can target only Small or larger creatures.

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent’s body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above). An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge

through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

ATL 3

♥ **Hippogriffs (2):** Large magical beasts; HD 3d10+9; hp 25; Init +2; Spd 50 ft., fly 100 ft. (average); AC 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13); Base Atk/Grp: +3/+11; Atks claw +6 melee (1d4+4); Full Atk 2 claws +6 melee (1d4+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SA None, SQ darkvision 60 ft., low light vision, scent; AL N; SV Fort +6, Ref +5, Will +2; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8; Dodge, Wingover.

Possessions: None.

Wingover (Ex): A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive.

The change of direction consumes 10 feet of flying movement.

Scent (Ex): This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such

as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent.

Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

ATL 5

♥ **Griffin (1):** Large magical beast; HD 7d10+21; hp 59; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15); Base Atk/Grp: +7/+15; Atks bite +11 melee (2d6+4); Full bite +11 melee (2d6+4) and 2 claws +8 melee (1d4+2); Space/Reach: 10 ft./5 ft.; SA Pounce, rake 1d6+2; None, SQ darkvision 60 ft., low light vision, scent; AL N; SV Fort +8, Ref +7, Will +5; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Iron Will, Multiattack, Weapon Focus (bite)..

Possessions: None.

Pounce (Ex): When a griffin makes a charge, it can follow with a full attack—including rake attacks if the creature also has the rake ability.

Rake (Ex): After engaging a foe in a grapple, the griffin gains an extra claw attack at no attack penalty, damage 1d6+2 (+3 if advanced).

ATL 7

♥ **Griffins (2):** Stats listed above.

The rest of the night will pass uneventfully. Go on to Encounter Three.

Encounter Three – The Mine Camp

The next morning is cold as you break camp and head off along the rocky trail. At about mid-morning, the trail finally brings you to a valley, about 200 feet from left to right and 120 feet from your location to a cave entrance at the far side. To the left are a series of tents. In the center, before the cave, is a fire pit and cooking area. To the right are a series of picnic-style tables, and beyond that a large empty wooden cage filled with straw sleeping pallets. Here and there along the cliff walls at the edges of the valley lay barrels and crates of supplies. On your side of the valley, you see another path leading parallel to yours, heading back in the same general direction from which you came.

Scattered around the camp, you see a number of humanoid guards engaged in various activities.

Reference the **Mine Valley Map Handout**. The path on the left is the low road, the one on the right is the high road. Yes, the other path is the one the PCs did not take. If they want to waste time backtracking let them, but Lydaeic will object as they have obviously reached their objective. Not to mention there is no way to reach the other path without being noticed by the slavers.

Unless someone thinks to look up and scan the sky or the peaks well above the camp, they will not spot Hellclaw, Varik's hawk animal companion at ATL 3 and higher. Even if they do, they won't think anything unusual of it at that distance; it is quite normal for a hawk to alight and rest as this one is doing. It will not be obvious that it is doing guard duty overlooking the two entrances to the camp.

LSJ19– The Ties That Bind

A Knowledge (Planes) roll DC 10 + ATL will reveal that the guards outside are tieflings, creatures with mixed human and infernal heritage. The fire elem inside the tent can be identified with the same roll once he is seen.

Strategy for the Bad Guys

The fighters, guards, ranger and barbarian will be taking 10 on Spot checks while watching the two entrances to the mine valley (at ATL 3 and up the hawk animal companion will do so as well, and will signal the ranger if he spots the PCs). Unless the PCs have a means of hiding in plain sight (such as invisibility), they will not really be able to sneak up on the enemy. Once they are aware of the PCs, one or more of the tieflings will cast their *darkness* spells to block missile fire and force the PCs out into the open.

The sorcerer will be inside one of the tents prior to the start of this encounter. At the first sign of trouble he will cast defensive spells for a round or two (*mage armor* and *shield*, *blur* and *haste* if they are on the spell list and he has time), then come out to attack. His use of his wand will not count towards charges on the cert (what the PCs get is what is left after he is done with it regardless).

At ATL 1 the tieflings are unlikely to use their *darkness* spells. At ATL 3 and up they will make increasingly better strategic use of them. If attacked with missile fire, they will definitely take cover to return fire (they aren't stupid). The barbarian is smart enough not to be the only one to charge ahead into melee.

ATL 1

☛ **Jezal, Fire Elem Spell Launcher (Sor 3):** Medium humanoid (fire elem); HD 3d4+6; hp 17; Init +2; Spd 35 ft.(no armor); AC 17 (+3 Dex, +4 *shield*; touch AC 17, flatfooted 14); Base Atk/Grp: +1/-1; Atk: -1 melee (1d4-1, dagger) or +2 ranged (1d8, lt. crossbow); Full Atk: -1 melee (1d4-1, dagger) or +2 ranged (1d8, lt. crossbow); Space/Reach: 5 ft./5 ft.; SA spells; SQ fire resistance 2, spells; AL NE; SV Fort +2, Ref +5, Will +4; Str 8, Dex 16, Con 12, Int 16, Wis 14, Cha 16.

Skills and Feats: Bluff +6, Concentration +7, Diplomacy +2, Heal +2, Hide +5, Knowledge (arcana) +7, Knowledge (local) +4, Knowledge (planes) +7, Listen +6, Sense Motive +3, Spellcraft +7, Spot +4; Combat Casting, Toughness. Languages: Common, Ignan, Infernal, Orc.

Equipment: dagger, light crossbow, case with 10 bolts, 50 gp, *potion of clw (CL 5)*, *wand of ray of enfeeblement* (charges do not count from the cert listing), 2 scrolls of *shield (CL 1)*; one is certed, the uncerted one is used while he is in the tent.

Spells (6/6): DC 13 + spell level. Spells known follow:

0-level – *Daze*, *Detect Magic*, *Ghost Sound*, *Prestidigitation*, ***Ray of Heat*** (as *Ray of Frost* but fire damage);

1st-level – ***Burning Hands***, *Magic Missile*, *Sleep*;

Fire Affinity (Ex): Fire elems suffer no penalties from smoke. Even the thickest smoke fails to either choke them or obscure their vision. This is an extraordinary ability. They also gain a +2 racial bonus to all saves against fire spells and effects and a **+1 caster level bonus on all spells with the fire descriptor.**

☛ **Varik, Tiefling Sharpshooter (Rng 2):** Medium humanoid (tiefling); HD 2d8+4; hp 20; Init +3; Spd 30 ft.(studded leather); AC 17 (+4 Dex, +3 *studded leather*; touch AC 14, flatfooted 13); Base Atk/Grp: +2/+3; Atk +3 melee (1d8+1, longsword) or +7 ranged (1d8+1, +1 *composite longbow*, +2 *Str*); Full Atk +3 melee

(1d8+1, longsword) or 1 shot +7 ranged (1d8+1, +1 *composite longbow*, +2 *Str*) or 2 shots +5 each ranged (1d6+1, +1 *composite longbow*, +2 *Str*); Space/Reach: 5 ft./5 ft.; SA darkness, favored enemy (humans) +2; SQ wild empathy, darkvision 60', cold, fire and electricity resistance 5; AL NE; SV Fort +5, Ref +6, Will +2; Str 12, Dex 18, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Handle Animal +4, Heal +2, Hide +6, Knowledge (nature) +7, Listen +1, Move Silently +6, Search +6, Spot +6, Survival +6; Track (b), Point Blank Shot, Rapid Shot (b).
Equipment: Studded leather armor, longsword, +1 composite long bow (+2 *Str*), quiver with 20 arrows, 50 gp, *potion of clw (CL 5)*, *ring of sustenance*.

Favored Enemy (Ex): Varik gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, Survival and weapon damage rolls when using these skills against humans.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to character level).

☛ **Xix, Yar, and Zyd, Tiefling Guards (Ftr 1):** Medium humanoid (tiefling); HD 1d10+2; hp 12; Init +2; Spd 20 ft.(splint mail); AC 17 (+5 splint mail, +2 Dex; touch AC 12, flatfooted 15); Base Atk/Grp: +1/+3; Atk +4 melee (1d6+2, scimitar, 18-20/x2) or +3 ranged (1d8, longbow); Full Atk +4 melee (1d6+2, scimitar, 18-20/x2) or +3 ranged (1d8, longbow); Space/Reach: 5 ft./5 ft.; SA darkness; SQ darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +4, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +2; Weapon Focus (scimitar), Alertness. Languages: Common, Infernal, Orc.

Equipment: Splint mail, scimitar, longbow, quiver with 20 arrows, 30 gp each, *potion of clw (CL 5)* each.

♥ **Tarnok, Tiefling Bruiser (Bbn 1):** Medium humanoid (tiefling); HD 1d12+1; hp 13; Init +2; Spd 30 ft.(breastplate); AC 19 (+5 breastplate, +2 Dex, +2 ring of protection; touch AC 12, flatfooted 15); Base Atk/Grp: +1/+3; Atk +3 melee (2d4+3, spiked chain, 20/x2) or +3 melee (1d12+3, greataxe, 20/x3) or +3 ranged (1d8, longbow); Full Atk +3 melee (2d4+2, spiked chain, 20/x2, 10 ft reach) or +3 melee (1d12+3, greataxe, 20/x3) or +3 ranged (1d8, longbow); Space/Reach: 5 ft./10 ft.; SA darkness; SQ rage 1/day, fast movement, darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Listen +2, Spot +2; Exotic Weapon Proficiency (spiked chain).
Languages: Common, Infernal, Orc.
Equipment: Breastplate, spiked chain, longbow, quiver with 20 arrows, 40 gp, *potion of clw (CL 5)*, *ring of protection +2*.

Stat Changes While Raging: HP 15; AC 17 (+5 breastplate, +2 Dex, +2 ring of protection, -2 rage; touch AC 10, flatfooted 13); Base Atk/Grp: +1/+5; Atk +5 melee (2d4+6, spiked chain, 20/x2, 10 ft reach) or +5 melee (1d12+6, greataxe, 20/x3) or +3 ranged (1d8, longbow); Full Atk +5 melee (2d4+4, spiked chain, 20/x2) or +3 ranged (1d8, longbow); SV Fort +5, Ref +2, Will +3; Str 19, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

☛ **Jezal, Fire Elem Spell Launcher (Sor 6):** Medium humanoid (fire elem); HD 6d4+9; hp 31; Init +3; Spd 35 ft.(no armor); AC 21 (+3 Dex, +4 *shield*; +4 *mage armor*; touch AC 17, flatfooted 18); Base Atk/Grp: +3/+1; Atk: +1 melee (1d4-1, dagger) or +4 ranged (1d8, lt. crossbow); Full Atk: +1 melee (1d4-1, dagger) or +4 ranged (1d8, lt. crossbow); Space/Reach: 5 ft./5 ft.; SA spells; SQ fire resistance 2, spells; AL NE; SV Fort +3, Ref +6 Will +6; Str 8, Dex 16, Con 12, Int 16, Wis 14, Cha 17.

Skills and Feats: Bluff +8, Concentration +8, Diplomacy +3, Heal +2, Hide +5, Knowledge (arcana) +9, Knowledge (local) +4, Knowledge (planes) +9, Listen +7, Sense Motive +3, Spellcraft +10, Spot +6; Combat Casting, Toughness. Languages: Common, Ignan, Infernal, Orc.

Equipment: dagger, light crossbow, case with 10 bolts, 50 gp, *potion of clw (CL 5)*, *wand of ray of enfeeblement* (charges do not count from the cert listing), 2 scrolls of *shield (CL 1)*; one is certed, the uncerted one is used while he is in the tent.

Spells (6/7/6/4): DC 13 + spell level. Spells known follow:

0-level – *Daze*, *Detect Magic*, *Ghost Sound*, *Prestidigitation*, ***Ray of Heat*** (as *Ray of Frost* but fire damage), *Touch of Fatigue*;

1st-level – ***Burning Hands***, *Magic Missile**, *Mage Armor*, *Color Spray*;

2nd-level – *Mirror Image*, ***Scorching Ray***;

3rd-level – ***Fireball***;

Fire Affinity (Ex): Fire elems suffer no penalties from smoke. Even the thickest smoke fails to either choke them or obscure their vision. This is an extraordinary ability. They also gain a +2 racial bonus to all saves against fire spells and effects and a +1 **caster level bonus on all spells with the fire descriptor.**

☛ **Varik, Tiefling Sharpshooter (Rng 4):**

Medium humanoid (tiefling); HD 4d8+8; hp 34; Init +3; Spd 30 ft.(studded leather); AC 17 (+4 Dex, +3 studded leather; touch AC 14, flatfooted 13); Base Atk/Grp: +4/+5; Atk +5 melee (1d8+1, longsword) or +9 ranged (1d6+1, +1 composite longbow +2 Str); Full Atk +5 melee (1d8+1, longsword) or 1 shot +9 ranged (1d8+1, +1 composite longbow, +2 Str) or 2 shots +7 each ranged (1d8+1, +1 composite longbow, +2 Str); Space/Reach: 5 ft./5 ft.; SA darkness, favored enemy (humans) +2; SQ spells, wild empathy, animal companion, darkvision 60', cold, fire and electricity resistance 5; AL NE; SV Fort +6, Ref +7, Will +3; Str 13, Dex 18, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Handle Animal +6, Heal +5, Hide +8, Knowledge (nature) +9, Listen +5, Move Silently +7, Search +6, Spot +8, Survival +8; Track (b), Point Blank Shot, Rapid Shot (b), Endurance (b), Precise Shot.

Equipment: Studded leather armor, longsword, +1 composite long bow (+2 Str), quiver with 20 arrows, 50 gp, *potion of clw (CL 5)*, *ring of sustenance*.

Spells (1): DC 12 + spell level. Spells memorized follow:

1st level – *longstrider*;

Favored Enemy (Ex): Varik gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, Survival and weapon damage rolls when using these skills against humans.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to character level).

☛ ***Hellclaw, Varik's hawk animal companion:*** tiny animal; HD 1d8; hp 8; Init +3; Spd 10 ft, fly 60 ft.(average); AC 17 (+2 size, +3 Dex, +2 natural; touch AC 15, flatfooted 14); Space/Reach 2 ½ ft/0 ft), Base Atk/Grp: +0/-10; Atk +5 melee (1d4-2, talon); Full Atk +5 melee (1d4-2, talon); SA --; SQ link (handled as a free action), share spells, low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 6, Dex 17, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse. Tricks: Come, Fetch, Guard, Seek.

Link (Ex): Varik can handle Hellclaw as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Hellclaw.

Share Spells (Ex): At Varik's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to him before the duration expires. Additionally, he may cast a spell with a target of "You" on Hellclaw (as a touch range spell) instead of on himself. They can share spells even if the spells normally do not affect creatures of the companion's type (animal).

☛ **Xix, Yar, and Zyd, Tiefling Guards (Ftr 2):** Medium humanoid (tiefling); HD 2d10+4; hp 28; Init +2; Spd 20 ft.(splint mail); AC 17 (+5 splint mail, +2 Dex; touch AC 12, flatfooted 15); Base Atk/Grp: +3/+5; Atk +6 melee (1d6+2, scimitar, 18-20/x2) or +5 ranged (1d8, longbow); Full Atk +6 melee (1d6+2, scimitar, 18-20/x2) or +5 ranged (1d8, longbow); Space/Reach: 5 ft./5 ft.; SA darkness; SQ darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +2, Spot +3; Weapon Focus (scimitar), Alertness, Power Attack. Languages: Common, Infernal, Orc.
Equipment: Splint mail, scimitar, longbow, quiver with 20 arrows, 30 gp each, *potion of clw* (CL 5) each.

☛ **Tarnok, Tiefling Bruiser (Bbn 3):** Medium humanoid (tiefling); HD 3d12+3; hp 34; Init +2; Spd 30 ft.(breastplate); AC 19 (+5 breastplate, +2 Dex, +2 ring of protection; touch AC 12, flatfooted 15); Base Atk/Grp: +3/+5; Atk +5 melee (2d4+3, spiked chain, 20/x2, 10 ft reach) or +5 melee (1d12+3, greataxe, 20/x3) or +5 ranged (1d8, longbow); Full Atk +5 melee (2d4+2, spiked chain, 20/x2, 10 ft reach) or +5 melee (1d12+3, greataxe, 20/x3) or +5 ranged (1d8, longbow); Space/Reach: 5 ft./10 ft.; SA darkness; SQ rage 1/day, fast movement, uncanny dodge (keeps Dex bonus while flatfooted), trap sense +1 (AC dodge bonus vs. traps), darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +3, Ref +3, Will +2; Str 15, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Spot +2; Combat Reflexes, Exotic Weapon Proficiency (spiked chain). Languages: Common, Infernal, Orc.
Equipment: Breastplate, spiked chain, longbow, quiver with 20 arrows, 40 gp, *potion of clw* (CL 5), *ring of protection* +2.

Stat Changes While Raging: HP 40; AC 17 (+5 breastplate, +2 Dex, +2 ring of protection, -2 rage; touch AC 10, flatfooted 13); Base Atk/Grp: +3/+7; Atk +8 melee (2d4+6, spiked chain, 20/x2, 10 ft reach) or +8 melee (1d12+6, greataxe, 20/x3) or +5 ranged (1d8, longbow); Full Atk +8 melee (2d4+2, spiked chain, 20/x2, 10 ft reach) or +8 melee (1d12+6, greataxe, 20/x3) or +5 ranged (1d8, longbow); SV Fort +6, Ref +3, Will +4; Str 19, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

☛ **Jezal, Fire Elem Spell Launcher (Sor 7):**

Medium humanoid (fire elem); HD 7d4+10; hp 35; Init +3; Spd 35 ft.(no armor); AC 21 (+3 Dex, +4 *shield*; +4 *mage armor*; touch AC 17, flatfooted 18); Base Atk/Grp: +3/+1; Atk: +1 melee (1d4-1, dagger) or +4 ranged (1d8, lt. crossbow); Full Atk: +1 melee (1d4-1, dagger) or +4 ranged (1d8, lt. crossbow); Space/Reach: 5 ft./5 ft.; SA spells; SQ fire resistance 2, spells; AL NE; SV Fort +3, Ref +6, Will +6; Str 8, Dex 16, Con 12, Int 16, Wis 14, Cha 18.

Skills and Feats: Bluff +9, Concentration +9, Diplomacy +4, Heal +2, Hide +5, Knowledge (arcana) +10, Knowledge (local) +4, Knowledge (planes) +7, Listen +5, Sense Motive +3, Spellcraft +9, Spot +6; Combat Casting, Spell Focus (evocation), Toughness. Languages: Common, Ignan, Infernal, Orc.

Equipment: dagger, light crossbow, case with 10 bolts, 50 gp, *potion of claw (CL 5)*, *wand of ray of enfeeblement* (charges do not count from the cert listing), 2 scrolls of *shield (CL 1)*; one is certed, the uncerted one is used while he is in the tent.

Spells (6/7/7/5): DC 14 + spell level, 15+ for *evocation spells. Spells known follow:

0-level – *Daze*, *Detect Magic*, *Ghost Sound*, *Open/Close*, *Prestidigitation*, ***Ray of Heat**** (as *Ray of Frost* but fire damage);

1st-level – ***Burning Hands****, *Magic Missile**, *Mage Armor*, *Color Spray*, *Charm Person*;

2nd-level – *Blindness/Deafness*, *False Life*, *Mirror Image*, *Touch of Idiocy*, ***Scorching Ray****;

3rd-level – ***Fireball****, *Hold Person*, *Ray of Exhaustion*;

Fire Affinity (Ex): Fire elems suffer no penalties from smoke. Even the thickest smoke fails to either choke them or obscure their vision. This is an extraordinary ability. They also gain a +2 racial bonus to all saves against fire spells and effects and a +1 **caster level bonus on all spells with the fire descriptor**.

☛ **Varik, Tiefling Sharpshooter (Rng 6):**

Medium humanoid (tiefling); HD 6d8+12; hp 48; Init +3; Spd 30 ft.(studded leather); AC 17 (+4 Dex, +3 studded leather; touch AC 14, flatfooted 13); Base Atk/Grp: +6/+8; Atk +8 melee (1d8+2, longsword) or +11 ranged (1d8+2, +2 composite longbow +2 Str) or manyshot ranged +7/+7 (1d8+2, +1 composite longbow +2 Str); Full Atk +8/+3 melee (1d8+2, longsword) or shot +11/+6 ranged (1d8+2, +1 composite longbow, +2 Str) or rapid shot +9/+9/+4 ranged (1d8+2, +1 composite longbow, +2 Str); Space/Reach: 5 ft./5 ft.; SA darkness, favored enemy (humans) +2; SQ spells, wild empathy, animal companion, darkvision 60', cold, fire and electricity resistance 5; AL NE; SV Fort +7, Ref +8, Will +4; Str 15, Dex 18, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Handle Animal +8, Heal +5, Hide +8, Knowledge (nature) +9, Listen +7, Move Silently +8, Search +6, Spot +10, Survival +10; Track (b), Point Blank Shot, Rapid Shot (b), Manyshot (b), Far Shot, Endurance (b), Precise Shot.

Equipment: Studded leather armor, longsword, +1 composite long bow (+2 Str), quiver with 20 arrows, 50 gp, *potion of claw (CL 5)*, *ring of sustenance*.

Spells (2): DC 12 + spell level. Spells memorized follow:

1st level – *longstrider*, *magic fang*;

Favored Enemy (Ex): Varik gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival and weapon damage rolls when using these skills against humans, and +2 when using them on elves.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to character level).

☛ **Hellclaw, Varik's hawk animal companion:**

tiny animal; HD 3d8; hp 21; Init +3; Spd 10 ft, fly 60 ft.(average); AC 20 (+2 size, +4 Dex, +4 natural; touch AC 16, flatfooted 16); Space/Reach 2 ½ ft/0 ft), Base Atk/Grp: +0/-10; Atk +5 melee (1d4-2, talon); Full Atk +5 melee (1d4-2, talon); SA --; SQ evasion, link (handled as a free action), share spells, low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse. Tricks: Attack, Come, Fetch, Guard, Seek.

Link (Ex): Varik can handle Hellclaw as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Hellclaw.

Share Spells (Ex): At Varik's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to him before the duration expires. Additionally, he may cast a spell with a target of "You" on Hellclaw (as a touch range spell) instead of on himself. They can share spells even if the spells normally do not affect creatures of the companion's type (animal).

☛ **Xix, Yar, and Zyd, Tiefling Guards (Ftr 4):**

Medium humanoid (tiefling); HD 4d10+8; hp 46; Init +2; Spd 20 ft.(splint mail); AC 17 (+5 splint mail, +2 Dex; touch AC 12, flatfooted 15); Base Atk/Grp: +5/+8; Atk +9 melee (1d6+5, scimitar, 18-20/x2) or +7 ranged (1d8, longbow); Full Atk +9 melee (1d6+5, scimitar, 18-20/x2) or +7 ranged (1d8, longbow); Space/Reach: 5 ft./5 ft.; SA darkness; SQ darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +6, Ref +3, Will +3; Str 16, Dex

14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Listen +4, Spot +5; Weapon Focus (scimitar), Weapon Specialization (scimitar), Alertness, Dodge, Iron Will, Power Attack. Languages: Common, Infernal, Orc.
Equipment: Splint mail, scimitar, longbow, quiver with 20 arrows, 30 gp each, *potion of chw* (CL 5) each.

☛ **Tarnok, Tiefling Bruiser (Bbn 6):** Medium humanoid (tiefling); HD 6d12+6; hp 64; Init +2; Spd 30 ft.(breastplate); AC 19 (+5 breastplate, +2 Dex, +2 ring of protection; touch AC 12, flatfooted 15); Base Atk/Grp: +6/+9; Atk +9 melee (2d4+4, spiked chain, 20/x2, 10 ft reach) or +9 melee (1d12+4, greataxe, 20/x3) or +8 ranged (1d8, longbow); Full Atk +9/+4 melee (2d4+4, spiked chain, 20/x2, 10 ft reach) or +9/+4 melee (1d12+4, greataxe, 20/x3) or +8/+3 ranged (1d8, longbow); Space/Reach: 5 ft./10 ft.; SA darkness; SQ rage 2/day, fast movement, uncanny dodge (keeps Dex bonus while flatfooted), improved uncanny dodge (can't be flanked), trap sense +2 (AC dodge bonus vs. traps), darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +6, Ref +4, Will +3; Str 16, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +3, Listen +6, Spot +2; Combat Reflexes, Exotic Weapon Proficiency (spiked chain). Languages: Common, Infernal, Orc.
Equipment: Breastplate, spiked chain, longbow, quiver with 20 arrows, 40 gp, *potion of chw* (CL 5), *ring of protection* +2.

Stat Changes While Raging: HP 76; AC 17 (+5 breastplate, +2 Dex, +2 ring of protection, -2 rage; touch AC 10, flatfooted 13); Base Atk/Grp: +6/+11; Atk +11 melee (2d4+7, spiked chain, 20/x2, 10 ft reach) or +11 melee (1d12+7, greataxe, 20/x3) or +8 ranged (1d8, longbow); Full Atk +11/+6 melee (2d4+7, spiked chain, 20/x2, 10 ft reach) or +11/+6 melee (1d12+7, greataxe, 20/x3) or +8/+3 ranged (1d8, longbow); SV Fort +8, Ref +4, Will +5; Str 20, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

☛ **Jezal, Fire Elem Spell Launcher (Sor 10):**

Medium humanoid (fire elem); HD 10d4+23; hp 55; Init +3; Spd 35 ft.(no armor); AC 21 (+3 Dex, +4 *shield*; +4 *mage armor*; touch AC 17, flatfooted 18); Base Atk/Grp: +5/+2; Atk: +2 melee (1d4-1, dagger) or +6 ranged (1d8, lt. crossbow); Full Atk: +2 melee (1d4-1, dagger) or +6 ranged (1d8, lt. crossbow); Space/Reach: 5 ft./5 ft.; SA spells; SQ fire resistance 2, spells; AL NE; SV Fort +4, Ref +7, Will +8; Str 8, Dex 16, Con 14, Int 16, Wis 14, Cha 18.

Skills and Feats: Bluff +9, Concentration +13, Diplomacy +4, Heal +2, Hide +5, Knowledge (arcana) +10, Knowledge (local) +4, Knowledge (planes) +7, Listen +5, Sense Motive +3, Spellcraft +9, Spot +6; Combat Casting, Spell Focus (evocation), Greater Spell Focus (evocation), Toughness. Languages: Common, Ignan, Infernal, Orc.

Equipment: dagger, light crossbow, case with 10 bolts, 50 gp, *potion of clw (CL 5)*, *wand of ray of enfeeblement* (charges do not count from the cert listing), 2 scrolls of *shield (CL 1)*; one is certed, the uncerted one is used while he is in the tent.

Spells (6/7/7/7/6/4): DC 14 + spell level, 16+ for *evocation spells. Spells known follow:

0-level – *Daze*, *Detect Magic*, *Ghost Sound*, *Open/Close*, *Prestidigitation*, **Ray of Heat*** (as *Ray of Frost* but fire damage);

1st-level – **Burning Hands***, *Magic Missile**, *Mage Armor*, *Color Spray*, *Charm Person*;

2nd-level – *Blindness/Deafness*, *False Life*, *Mirror Image*, *Web*, **Scorching Ray***, *Touch of Idiocy*;

3rd-level – *Dispel Magic*, **Fireball***, *Hold Person*, *Ray of Exhaustion*;

4th-level – *Improved Invisibility*, **Wall of Fire***;

5th-level – *Feeblemind*;

Fire Affinity (Ex): Fire elems suffer no penalties from smoke. Even the thickest smoke fails to either choke them or obscure their vision. This is an extraordinary ability. They also gain a +2 racial bonus to all saves against fire spells

and effects and a +1 caster level bonus on all spells with the fire descriptor.

☛ **Varik, Tiefling Sharpshooter (Rng 9):**

Medium humanoid (tiefling); HD 9d8+18; hp 70; Init +3; Spd 30 ft.(studded leather); AC 17 (+4 Dex, +3 studded leather; touch AC 14, flatfooted 13); Base Atk/Grp: +9/+12; Atk +12 melee (1d8+3, longsword) or +14 ranged (1d8+3, +2 composite longbow +2 Str) or manyshot ranged +10/+10 (1d8+2, +1 composite longbow +2 Str); Full Atk +12/+7 melee (1d8+3, longsword) or shot +14/+9 ranged (1d8+2, +1 composite longbow, +2 Str) or rapid shot +12/+12/+7 ranged (1d8+2, +1 composite longbow, +2 Str); Space/Reach: 5 ft./5 ft.; SA darkness, favored enemy (humans) +2; SQ spells, wild empathy, animal companion, woodland stride, swift tracker, evasion, darkvision 60', cold, fire and electricity resistance 5; AL NE; SV Fort +8, Ref +9, Will +7; Str 16, Dex 18, Con 14, Int 16, Wis 14, Cha 8.

Skills and Feats: Handle Animal +8, Heal +5, Hide +8, Knowledge (nature) +9, Listen +14, Move Silently +10, Search +8, Spot +14, Survival +14; Track (b), Point Blank Shot, Rapid Shot (b), Manyshot (b), Far Shot, Endurance (b), Precise Shot, Iron Will.

Equipment: Studded leather armor, longsword, +1 composite long bow (+2 Str), quiver with 20 arrows, 50 gp, *potion of clw (CL 5)*, *ring of sustenance*.

Spells (2/1): DC 12 + spell level. Spells memorized follow:

1st level – *longstrider*, *magic fang*;

2nd level – *spike growth*;

Favored Enemy (Ex): Varik gains a +4 bonus on Bluff, Listen, Sense Motive, Spot, Survival and weapon damage rolls when using these skills against humans, and +2 when using them on elves.

Woodland Stride (Ex): Varik may move through any sort of undergrowth (such as natural

thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Swift Tracker (Ex): Varik can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Darkness (Sp): A tiefling can use *darkness* once per day (caster level equal to character level).

☛ **Hellclaw, Varik's hawk animal companion:** tiny animal; HD 3d8; hp 21; Init +3; Spd 10 ft, fly 60 ft.(average); AC 20 (+2 size, +4 Dex, +4 natural; touch AC 16, flatfooted 16); Space/Reach 2 ½ ft/0 ft), Base Atk/Grp: +0/-10; Atk +5 melee (1d4-2, talon); Full Atk +5 melee (1d4-2, talon); SA --; SQ evasion, link (handled as a free action), share spells, low-light vision; AL N; SV Fort +2, Ref +5, Will +2; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +2, Spot +14; Weapon Finesse. Tricks: Attack, Come, Fetch, Guard, Seek.

Link (Ex): Varik can handle Hellclaw as a free action, or push it as a move action, even if he doesn't have any ranks in the Handle Animal skill. He gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding Hellclaw.

Share Spells (Ex): At Varik's option, he may have any spell (but not any spell-like ability) he casts upon himself also affect his animal companion. The animal companion must be within 5 feet of him at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to him before the duration expires.

Additionally, he may cast a spell with a target of "You" on Hellclaw (as a touch range spell) instead of on himself. They can share spells even if the spells normally do not affect creatures of the companion's type (animal).

☛ **Xix, Yar, and Zyd, Tiefling Guards (Ftr 4/Rog 3):** Medium humanoid (tiefling); HD 4d10+3d6+14; hp 60; Init +2; Spd 20 ft.(splint mail); AC 17 (+5 splint mail, +2 Dex; touch AC 12, flatfooted 15); Base Atk/Grp: +7/+10; Atk +11 melee (1d6+5, scimitar, 18-20/x2) or +9 ranged (1d8, longbow); Full Atk +11/+6 melee (1d6+5, scimitar, 18-20/x2) or +9/+4 ranged (1d8, longbow); Space/Reach: 5 ft./5 ft.; SA sneak attack +2d6, darkness; SQ evasion, trapfinding, trap sense +1, darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from armor; AL NE; SV Fort +7, Ref +6, Will +4; Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +10, Listen +6, Spot +7, Tumble +5; Weapon Focus (scimitar), Weapon Specialization (scimitar), Alertness, Dodge, Improved Feint, Iron Will, Power Attack. Languages: Common, Infernal, Orc.
Equipment: Splint mail, scimitar, longbow, quiver with 20 arrows, 30 gp each, *potion of claw* (CL 5) each.

☛ **Tarnok, Tiefling Bruiser (Bbn 7/Ftr 2):** Medium humanoid (tiefling); HD 7d12+2d10+9; hp 92; Init +2; Spd 30 ft.(breastplate); AC 19 (+5 breastplate, +2 Dex, +2 ring of protection; touch AC 12, flatfooted 15); Base Atk/Grp: +9/+13; Atk +13 melee (2d4+5, spiked chain, 20/x2, 10 ft reach) or +13 melee (1d12+5, greataxe, 20/x3) or +11 ranged (1d8, longbow); Full Atk +13/+8 melee (2d4+5, spiked chain, 20/x2, 10 ft reach) or +13/+8 melee (1d12+5, greataxe, 20/x3) or +11/+6 ranged (1d8, longbow); Space/Reach: 5 ft./10 ft.; SA darkness; SQ rage 2/day, fast movement, uncanny dodge (keeps Dex bonus while flatfooted), improved uncanny dodge (can't be flanked), trap sense +2 (AC dodge bonus vs. traps), DR 1/-, darkvision 60', cold, fire and electricity resistance 5, 25% spell failure from

armor; AL NE; SV Fort +9, Ref +4, Will +5; Str 18, Dex 14, Con 13, Int 10, Wis 12, Cha 8.

Skills and Feats: Intimidate +11, Listen +9, Spot +2; Exotic Weapon Proficiency (spiked chain), Combat Reflexes, Power Attack, Iron Will. Languages: Common, Infernal, Orc.
Equipment: Breastplate, spiked chain, longbow, quiver with 20 arrows, 40 gp, *potion of clw (CL 5)*, *ring of protection +2*.

Stat Changes While Raging: HP 110; AC 17 (+5 breastplate, +2 Dex, +2 ring of protection, -2 rage; touch AC 10, flatfooted 13); Base Atk/Grp: +9/+15; Atk +15 melee (2d4+9, spiked chain, 20/x2, 10 ft reach) or +15 melee (1d12+9, greataxe, 20/x3) or +11 ranged (1d8, longbow); Full Atk +15/+10 melee (2d4+9, spiked chain, 20/x2, 10 ft reach) or +15/+10 melee (1d12+9, greataxe, 20/x3) or +11/+6 ranged (1d8, longbow); SV Fort +11, Ref +6, Will +7; Str 22, Dex 14, Con 17, Int 10, Wis 12, Cha 8.

RESOLUTION

This will be a tough battle, but the PCs should persevere. If necessary, Lydaeic can appear to help if he was not previously traveling with the party.

If the heroes lose, they will be taken prisoner and set to work in the mines, minus their gear. After 10 days the Diamond Legion will discover the operation, shut it down, and free the PCs and restore their gear. However, they will not get any loot from the mine camp. They keep the 100 gp payment for the mission from the Dolmurs since they did their best to help them.

If they win, the PCs can venture into the mine, they find 20 prisoner/slaves mining out platinum ore; they are a mix of human, dwarven, and elven workers. Among them is Gaeic Dolmur, who is quite grateful to be rescued with the rest. They are watched by 4 guards (use stats for 1st level tiefling fighters from ATL 1) who will quickly surrender unless attacked. If not use the stats from ATL 1 and do the combat.

The bad guys don't know who is ultimately behind this operation, though they know it is illegal on several counts. Their employer (who is not here) is a woman called Whiplash who appears to be a tiefling herself. She paid the bills and called the shots, and the guards working there didn't ask questions.

The Diamond Legion will take custody of both the villains and the mine area itself, pending proper resolution of the legalities. None of the ore, equipment, or the mine area itself can be claimed by the PCs (no matter how hard they try).

As for who this "Whiplash" is and what her scheme is, that is a question to be answered another day.

THUS ENDS "THE TIES THAT BIND"

TIME UNIT COST

Successful mission	5 TU
Captured!	15 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 1

Find clues for the trail	50 XP
Get past the sphinx by any means	100 XP
Solve at least two riddles	50 XP

Encounter 2

Defeat or drive off the aerial ambush	100 XP
---------------------------------------	--------

Encounter 3

Defeat the slaver guards	300 XP
--------------------------	--------

Discretionary Roleplaying Award 0- 100 XP

Total Possible Experience:	700 XP
----------------------------	--------

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it. Values for mundane items are listed at half value for sale if sold.

Encounter 3

From Jezal: dagger (1 gp), light crossbow (17 gp 5 sp), case with 10 bolts (5 sp), 50 gp.

- Wand of *ray of enfeeblement*, 10 charges remaining (Value: 15 gp per charge remaining, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).
- Scroll of *shield* (Value: 25 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 1st level caster, Legality: Legal).

NOTE: Only if the PCs surprised Jezal in his tent and prevented him from using the second, uncerterd *shield* scroll could they get it. In this unlikely event, have the player who claims it record this scroll as treasure on their Adventure Journal.

From Varik: Studded leather armor (12 gp 5 sp), longsword (7 gp 5 sp), quiver with 20 arrows (5 sp), 50 gp.

- *Ring of sustenance*: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to himself. (Value: 2,500 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

From the tiefling fighters (7 of each, including the ones inside the mine): Studded splint mail (100 gp), longsword (7 gp 5 sp), quiver with 20 arrows (5 sp), 50 gp.

From Tarnok: Breastplate (100 gp), spiked chain (12 gp 5 sp), longbow (37 gp 5 sp), quiver with 20 arrows (5 gp), 40 gp

- *Ring of protection* +2: (Value: 8,000 gp, Size: Tiny, Tradable: Yes, Rarity: Common, 6th level caster, Legality: Legal).
- 6 potions of *cure light wounds*, (Value: 250 gp each (1,500 gp total), Size: Tiny, Tradable: Yes, Rarity: Common, 5th level caster, Legality: Legal).

Conclusion

- 100 gp each from Lydaeic Dolmur.
- Gratitude of the Brothers Dolmur: For rescuing one of the brothers from grave danger, you have earned the favor of both. You may redeem this favor in one of the following ways (check one when used):
 - [] Purchase a dwarf, gnome, or halfling-sized suit of greater masterwork armor from the Brothers Dolmur at 50% the normal price.
Type: _____
Total Price: _____ gp
 - [] Purchase a elf, half-elf or human-sized suit of greater masterwork armor from Grendel's Armory at 75% the normal price.
Type: _____
Total Price: _____ gp
 - [] Use this favor in another manner to be defined in a future module (check only when used).

Player Handout #1: The Riddles Three

Riddle 1: I went into the garden and got it. I then sat down to seek it. I brought it home with me because I couldn't find it! What is it?

Riddle 2: Whoever makes me, sells me. Whoever buys me doesn't need me. Whoever needs me doesn't buy me. What am I?

Riddle 3: You have lost me a million times, yet you still have me. I am always by your side. What am I?

Riddle 1: I went into the garden and got it. I then sat down to seek it. I brought it home with me because I couldn't find it! What is it?

Riddle 2: Whoever makes me, sells me. Whoever buys me doesn't need me. Whoever needs me doesn't buy me. What am I?

Riddle 3: You have lost me a million times, yet you still have me. I am always by your side. What am I?

DM Aid #1: Stats for the Brothers Dolmur

Gaiec and Lydeic Dolmur, dwarven male Ftr 2/Exp 4: Medium Humanoid (dwarf); HD 2d10 + 4d6 + 18; hp 50; Init +0 (Dex); Spd 30 ft.; AC 13 (+3 from +3 *leather apron*, +0 Dex); Base Atk/Grapple: +5/+7; Atk +9 melee (1d8+2 [crit x3], +1 *warhammer*), or +5 ranged (1d8 [crit x2], light crossbow); Full Atk +9 melee (1d8+2 [crit x3], +1 *warhammer*), or +5 ranged (1d8 [crit x2], light crossbow); SA None; SQ darkvision 60 feet, stonecunning; AL LN; SV Fort +7, Ref +1, Will +6.

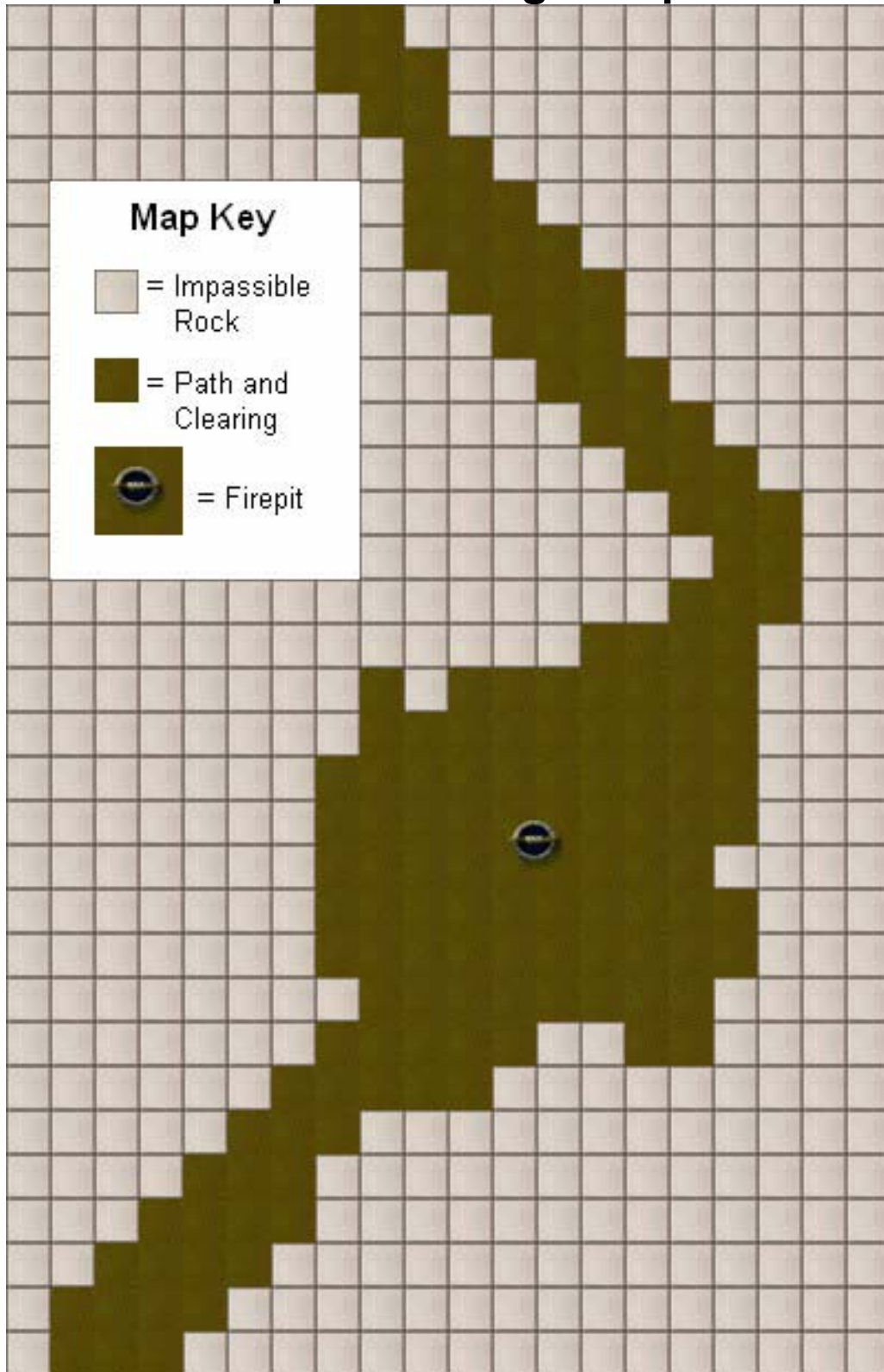
Str 14, Dex 11, Con 17, Int 15, Wis 14, Cha 13.

Skills: Appraise +7, Concentration +7, Craft: Blacksmithing: 12, Craft (armorsmithing) +14, Disable Device +6, Gather Information +7, Hide +4, Jump +3, Knowledge (Local) +8, Knowledge (History) +12, Listen +7, Move Silently +5, Open Locks +8, Read Lips +4, Search +5, Sense Motive +6, Spot +4.

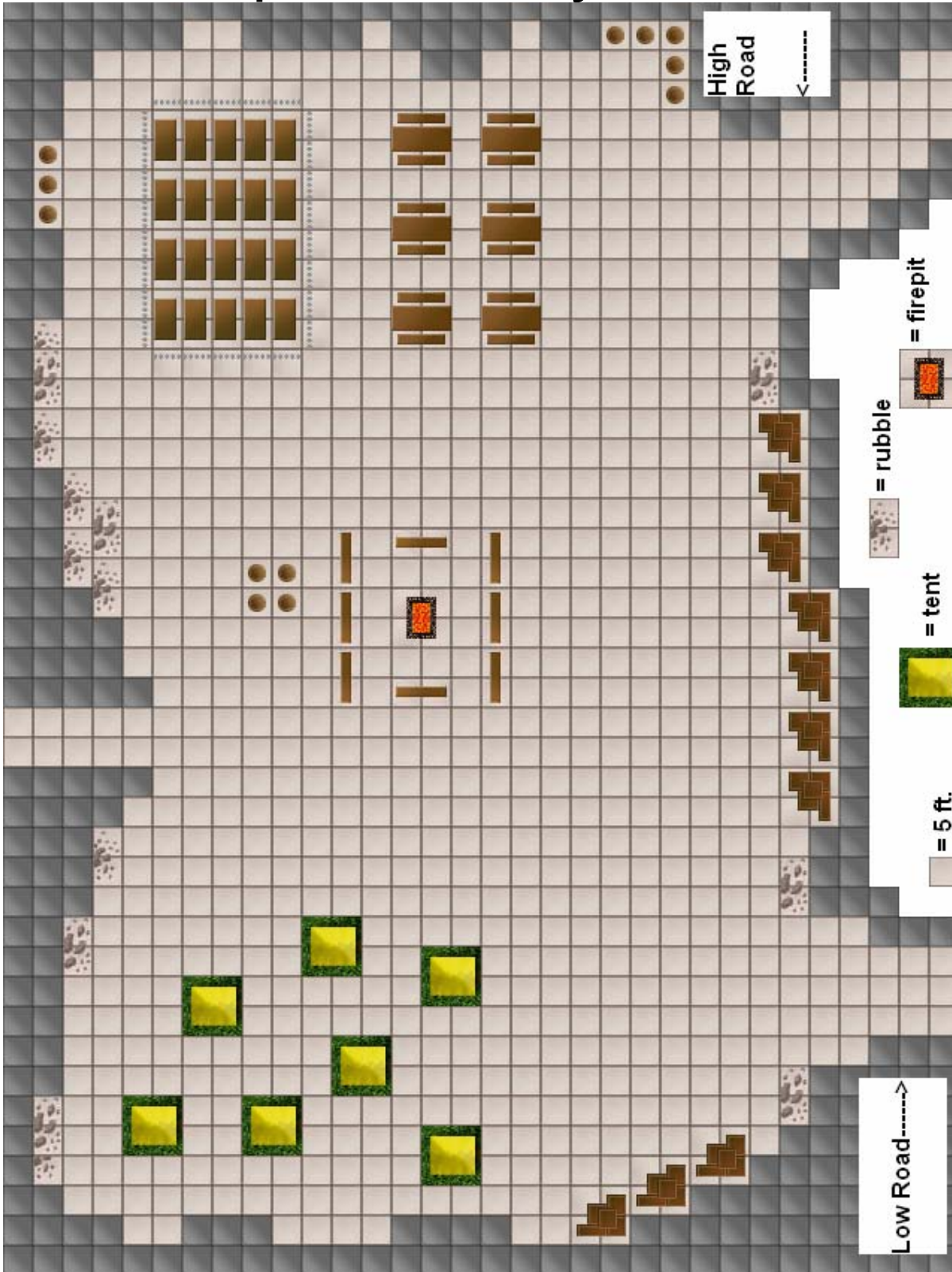
Feats: Skill Focus: Craft (armorsmithing), Endurance, Weapon Focus (warhammer), Power Attack, Cleave.

Equipment: +3 *leather apron*, +1 *warhammer*, +1 *dagger*, light crossbow, twelve bolts, pouch containing 143 gp and 30 sp.

Map #2: Making Camp



Map #3: Mine Valley Combat



Critical Event Summary: The Ties That Bind

Please circle or otherwise answer the following questions.

1. What ATL was the PC party (by calculation)? ATL 1 ATL 3 ATL 5 ATL 7

2. What ATL combats did they fight? ATL 1 ATL 3 ATL 5 ATL 7

3. Did Lydaeic Dolmur come with them for the entire adventure? Yes No

 If not, did he show up for a last-minute rescue in the final battle? Yes No

4. How did the heroes choose to deal with the sphinx?

 Tried the riddles Just paid her Attacked her Killed her

5. Which riddles did the heroes answer successfully? First Second Third None

6. Did the heroes beat the slavers? Yes No

 If No, were any of them captured? Yes No

7. What was the status of each slaver at the end of the module?

JezaI:	Dead	Captured	Escaped
Varik:	Dead	Captured	Escaped
Hellclaw:	Dead	Captured	Escaped
Xix:	Dead	Captured	Escaped
Yar:	Dead	Captured	Escaped
Zyd:	Dead	Captured	Escaped
Tarnok:	Dead	Captured	Escaped

8. Did the heroes discover Whiplash's name? Yes No

9. Note any other important information on the back of this form (PC arrests, etc.).

Return this form to: Jay Fisher, 8932 Manor Loop Apt 107, Bradenton, FL 34202 or by e-mail to lsj-plots@Amthydor.com.

Please send completed form to: Joanne Clarke-Stein, 15 Manor Crescent, Bldg. 20, New Brunswick, NJ 08901-1680, or email to lsj-roster@ucc-online.com.



Roster of Heroes: The Ties That Bind

Judge Name: _____

Convention: _____ **Date:** _____

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

Player Name: _____ Home State: _____
 Email address: _____ (optional)
 Hero's Name: _____ Sex: _____ Race: _____
 Class: _____ Level: _____ Region/City: _____
 Special items or comments: _____
 Gained a level: Out of Play: Dead: Lost level(s):

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 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document, Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell; based on original material by E. Gary Gygax and Dave Arneson.

The Ties That Bind, Copyright 2004, Universe Construction Company; Author Andrew Hauptman.

The Raian Pantheon Primer, Copyright 2004, Universe Construction Company; Authors Jay Fisher, Andrew Hauptman, and Cynthia Wood, with contributions from Linda Baldwin, James Francis, Michael Sitts, and Catie Straiton.

Legends of the Shining Jewel Feat Compendium, Copyright 2004, Universe Construction Company.

Legends of the Shining Jewel Rules Primer, Copyright 2004, Universe Construction Company.

Legends of the Shining Jewel 3.5 Character Generation Guidelines, Copyright 2004, Universe Construction Company.

The Player's Guide to Arcanis, Copyright 2004, Paradigm Concepts, Inc.