



# *Fatal Indulgence*

203

*By David Samuels*

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

**The temple of Lucor is hiring you to look into mysterious deaths that have recently happened? What is their connection, and why is the temple of Lucor heading the investigation. A 1 round scenario for heroes of all levels**

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## LEGAL TEXT

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## WELCOME TO LSJ!

This is a *Legends of the Shining Jewel* campaign adventure. It is written to be played in a standard four-hour convention time slot. Some of the text in this adventure is in *bold 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 an encounter, feel free to do what is necessary to assist the PCs to succeed. 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) AND THE POWER OF PCS

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.

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)

## 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*. If this is a player’s first time playing LSJ and an introduction module, he is not to be charged lifestyle. This is an encouragement for him to keep playing.

## ADVENTURE BACKGROUND

It has been approximately six months since the Diamond Legion and the City’s adventuring community brought down the group of fanatical zealots known as the Humans for Amthydor. Since then several groups have come forward vying to fill the void left by the Humans for Amthydor’s defeat, but those attempts were thwarted. In order to maximize their chances at success, several groups of criminals banded together to form a “criminal syndicate” under the guidance of the succubus that had foisted herself on Amthydor several years back. The succubus in an attempt to “shore up” her own power base had previously entered into an agreement with Karios and Kohr, the gods most commonly associated with destruction and disease. While all 3 of them would be involved in this latest attempt to foster chaos within the city, they agreed that the succubus would be point person of this plot.

The villains decided to launch a two-pronged attack on the city: the first would hit the citizens while impacting the city’s economy and the second would cause chaos by robbing citizens of their abilities to formulate and express thoughts in their own ways. An added bonus of the latter is that it would provide an avenue for Karios to “test” a new disease he wished to “promote”. The succubus and her deity allies inspired the villains to create an alchemical agent which, after testing, would

be released into the air and mixed with water, in the form of snow, to help hide the alchemical agent's detection, by high priests of Kohr. While the 2 deities formulated the plan with the succubus they needed to be careful in their actions so as to not be seen as violating the non-interference pact that they had with the other deities. That way they would have an upper hand when it came to dealing with those that were caught doing so.

During their research the villains discovered that the alchemical agent when combined with water inhibited a targets resistance to mind affecting abilities. The villains then planned to have operatives travelling through Amthydor's districts under the pretense of delivering donuts to implicate some of Amthydor's heroes by playing a melodic tune with a subliminal message to cause the populace to burst into song, or poetic verse. At the present the effects of this alchemical "solution" are only temporary, but the villains are working on a more permanent version. They also discovered ways to make "golems" out of common food items, and are currently evaluating one such type of golem – a donut golem.

**LSJ 203 Fatal Indulgence**  
**Arbill Crythien at temple of Lucor**  
**Nessy at the temple of Destine**  
**Fan Ye Wu at Jade Palace**  
**Bialtor Doogen and Dauntless Dolphin**  
**Melend at the Granite Chalice**  
**Nessy at the temple of Destine**

## ADVENTURE SUMMARY

**Prelude to an Introduction** – PCs learn someone wants to hire them

**Introduction** – PCS head to temple of Lucor to meet with perspective employer.

**Encounter 1:** PCs head to the Diamond Legion

**Encounter 2A:** PCs head to Jade Palace.

**Encounter 2B:** PCs head to Verlaine's

**Encounter 2C:** PCs head to the Granite Chalice.

**Encounter 2D:** PCs head to the Dauntless Dolphin.

**Encounter 2E:** PCs head to the Rusty Nail.

**Encounter 3:** PCs head to the temple of Destine

**Encounter 4:** PCs discover the bodies of 2 of the legionnaires tasked with investigating this.

**Encounter 5:** Final Battle

**Encounter 6:** PCs head to warehouse.

**Conclusion:** PCs head back to the temple of Lucor to brief Arbill Crythien.

## PRELUDE TO AN INTRODUCTION

**The snow has been falling for approximately 5 hours and has been accumulating on the streets. While you might normally not be out in weather like this you find yourself traveling through the snow trying to deal with some errands that couldn't wait.**

**A young auburn haired young girl, approximately 10 years old, trudges through the snow towards you. "Are you an adventurer? I'm looking for an adventurer or six and was hoping that you would at least be able to help me get started. "If you happen to know another three to five adventurers that would also be willing to make some money that would be awesome. I've already tried to recruit 6 other so-called heroes but they said that they had other things to do. My mother said that heroes are supposed to help the city no matter what, boy was she wrong.**

**It's too damn cold for me to have to go through this again another 3 to 5 times. I had a piece of parchment that I was supposed to give you, but after showing it to those other "adventurers" while trying to get them to agree the ink rolled right of the parchment because of the snow. I guess that's what happens when the person hiring you is too cheap to do things properly.**

A **Linguistics check DC 10** will reveal the message listed below. The PC will also be able to tell that quality ink was not used in the message

**🗨 What did the message say?**

**"Heroic adventurer, please report to the temple of Lucor ready to earn some money."**

➤ If the PCs are willing to head to the Temple of Lucor **GO TO Encounter 1 (page 4).**

## INTRODUCTION

The accumulated snow on the ground makes your journey to the Temple District takes twice as long as normal. You proceed through the District until you arrive at your destination. The Golden Pavilion is an impressive sight. The grand marble columns reach at least sixty feet high and the intricate architecture rivals even the oldest standing temples. The priests of Lucor spared no expense in the temple's construction. The inside of the temple is even more impressive. Imported mahogany adorns the floors and goldleaf pictures depicting important events of Lucor's life and godhood decorate the walls. Your footsteps resonate through the halls and a young female acolyte starts to approach you when she is waved off by a senior member of the order

The senior priest, a thin balding man whose clothes hang loosely on his body, approaches you. You can see his eyes widen in anticipation as he looks you all over. "I am Arbill Crythien the high priest of this temple. Are you the ones that the messenger found?" he inquires, "and if so may I have the pleasure of knowing to whom I'm speaking?"

After the PCs agree, and reveal their names, please continue

"Please allow me to share what I know before asking questions, it will save time and that's a luxury that we don't have. The reason that I sent for you is that Amthydor is under attack. I know, you're probably thinking don't people try to attack us on a regular basis? What makes this attack different, and that's a valid question. This time the villains have launched a 2 pronged assault of the city. One of the forms of the attack involves robbing people of their free will. The second part of the attack, the one that concerns me so much is an attack on citizens and merchants of the city. It's an attempt to sabotage the city's economy while killing some of our citizens. There have been at least 5 reported cases of people eating at some of the city's food merchants, and paying for doing so with their lives. The victims had nothing in common, and seemed to be chosen at random and if that wasn't enough, they all ate at a different food merchant.

Oh, I almost forgot to mention, you're not the first group that we recruited to deal with this. They have

not reported back so I'm guessing that they were defeated."

☛ What does this pay?

"Right to the point. I respect that. I can offer you (200\*ATL) gp. That would include combat pay.

If the PCs attempt to haggle: a **Diplomacy check DC 15+ATL** will get them 250gp\*ATL, while a **Diplomacy check DC 20+ATL** will earn 300gp\*ATL. He knows how much money he has to spend out of the temple's discretionary funds and cannot be talked into paying more, regardless of how hard the PCS may try. Amthydor is a large enough city that he can just send for a different group of heroes.

☛ Were divinations done?

"Yes, we performed divinations."

☛ Shouldn't you have gone to one of the other temples, ones that are known for doing divinations temples like Sorena or Destine?

"Any temple is capable of doing divinations and receiving answers from their deity. It's not cost effective for one temple to pay another for a service that they can perform themselves, besides I'm not sure if you've noticed but some of the other temples tend to be less forthcoming, sometimes even cryptic, with the information."

☛ What did the divination say? / Did the divination reveal information that can help us?

"According to the divinations the victims were attacked by food that they had eaten, specifically desserts. Donuts, other pastries pudding and ice cream have played a part in the deaths"

☛ What do you mean that the victims were attacked by food that they had eaten?

"According to the divinations the food animated and killed them."

☛ Did anyone examine the bodies? Did anyone check the wounds on the victim's bodies?

"The Diamond Legion would be the ones to speak to about that."

☛ Where can we find the bodies?

**“I’m not sure where they are currently. I’m guessing that the Legion would have made arrangements to have them brought to the temple of Meneon.”**

**☛ Do you know who in the Legion is assigned to this?**

**“Yes, Captain Collins assigned Sergeant Jablonski to solve this. He’s usually very thorough from what I’ve heard and he was assigned 5 dwarven privates to help him.”**

**☛ That doesn’t make any sense food can’t kill you – even if it’s animated. Did you check to see if Illudra was involved?**

**“Yes, and strange as it may seem according to the divinations Illudra is not involved in this situation.”**

**☛ Why is the Temple of Lucor involved?**

**“Several businesses within the city worship Lucor and anything that affects their livelihood is a concern for this temple. In addition, if people feel that it’s not safe to eat out, that affects the revenue of these businesses as well as the taxes that they pay to the city. If the city collects less in taxes it would affect what services the city can and can’t offer to her citizens.”**

**☛ When did this first occur?**

**“The first of the victim’s bodies was discovered about 6 hours ago, before the snow started falling.”**

**☛ Did anyone speak with the victims?**

**“Unfortunately, since I did not see the bodies, and the Legion hasn’t briefed me, I can’t answer whether or not they spoke with the victims as I don’t know. I’m thinking that because the Legion is investigating this matter, and the officer in charge of this investigation is known for being thorough, that they spoke with the bodies to come up with leads but I can’t be sure.”**

**☛ Can you speak with the dead?**

**“Normally yes, but in this case I’m thinking it might not work for 2 reasons:**

- 1) I don’t know where the bodies currently are**
- 2) If the Legion already spoke with the victims it won’t work.”**

**☛ There seem to be several things that you don’t know about. If that’s the case, why are you the ones hiring us?**

**“The merchants told us. They’re concerned for both the victims as well as the impact this will have on their businesses. Whatever the merchants didn’t tell me I learned from divinations, but there’s only so much a person can divine – sometimes you need to discover things by simple investigating them.”**

**☛ Do you know the order that the attacks on the victims happened?**

**“No, once I heard about the attacks I sent for adventurers. Don’t get me wrong I have utmost faith in the Diamond Legion and I know that they will solve this eventually, but it needs to be done sooner.”**

**☛ How many businesses are there in Amthydor and how many of those had patrons attacked?**

**“There are hundreds of businesses within the city, and while there are only five attacks that we know of we know of the number doesn’t really matter. You can cause the same apprehension among the people if it happens at a few businesses or if it happens at all of them,”**

**☛ Are all of the businesses that were affected food related?**

**“Yes.”**

**☛ Did the attacks happen at the same time of day?**

**“No, and while I don’t know the exact order of the attacks, the list of victims that I had put together for you is based on the order that they were reported to us.”**

**☛ From what establishments were people killed?**

**“Patrons of the Dauntless Dolphin Inn and Tavern, The Granite Chalice, The Jade Palace, The Rusty Nail and Verlaine’s. all reported customers being killed.”**

**☛ Do you have a list of those that were killed, along with where, and what, they ate?**

**“Yes, I have prepared that information for you.”**

**Please pass the PCS Player’s Handout 1**

Anjelique McTavich, a human woman in her late 20's ate pistachio ice cream at the Jade Palace  
Briyanne Strongfellow, a 125 year old elven woman, ate donuts at Verlaine's  
Meredith Touissant, female half-elf in late teens, ate double chocolate cake at the Granite Chalice  
Connor Reinhold, 30 something year old male gnome, ate chocolate pudding at the Dauntless Dolphin  
Darwin Newburgh a human man in early 20's, ate custard at the Rusty Nail

☛ **Did any other locations report similar problems?**

“Not sure”

☛ **Did the desserts come from the same supplier?**

“Not sure”

☛ **Did the victims die at the restaurant?**

“No, they died hours later in their own homes”

☛ **Were others that ate at those locations checked to make sure that they were okay?**

“Yes, the Legion did that. Unfortunately, it's hard for me to tell what did that to them without actually seeing the bodies.”

☛ **You said that the victims didn't have anything in common, was that in life, in death or both?**

“The victim's had nothing in common in life: they were different ages, and different races ate different foods and were killed after visiting different desserts. Other than the fact that they all ate dessert”

☛ **You said that the victims were all attacked by the desserts that they ate. Wouldn't that be something in common?**

“True and they all had the same visual results. All of the victims' bodies seemed to have been cut open from the inside, as if something was trying to escape from the inside.”

☛ **Could the victims have eaten some type of creature with their dessert?**

“Anything is possible.”

☛ **Did anything unusual happen before this point?**

“Other than the fact that the workers at several bakeries in the city attempting to form a union. The workers knew that their employers businesses were losing money due to the actions of a gnome named Grimey giving free donuts.”

☛ **Why would they want to unionize?**

“They want what most people want: better working conditions, set schedules, better quality food, and better pay”

☛ **How have the city's merchants responded to the attempt to unionize?**

“They're not excited about it but they do want their employees to be happy because happier people take pride in their work. They do realize that their costs would increase because of this.”

The PCs will notice that he shudders when he mentions increased costs

☛ **Why did you shudder?**

“Profits and prosperity are important, and while it would be good for the workers there is a chance that it could negatively impact the businesses bottom line. If the businesses can't control their losses they might need to close which would impact the amount of money that the city raises through taxes. That would impact the services that the city is able to provide for its residents.”

☛ **Is it possible that the attacks might be meant to discourage employees from joining this “union”?**

“No, if that were the case the attacks would be against employees and not customers.”

☛ **Did the divinations reveal a place to start?**

“No, but they did indicate that the path would become clearer once you left here. See, just like the divinations that you get from other temples things become clearer over time.”

☛ **How come your divinations are clearer than those we get at other temples?**

“We have a saying here, time is money, and wasting your time and hours trying to figure a divination out is a waste of both.”

☛ Did the divination say how our bath would become clearer?

“No.”

☛ If Lucor is being more forthcoming with his divinations than the other temples, why can't he just give us the information that we need?

“Just because we're able to provide some of the answers, doesn't necessarily mean that we have all of the answers at this time.”

☛ What does that mean?

“Just like when you get a divination from either Sorena or Destine, sometimes things remain a mystery until they don't.”

☛ Have you checked with the other temples, temples like Sorena and Destine, to see if they've had better luck with their divinations?

“No, there's no reason to think that they can do any better, and because of that it doesn't make any sense to incur additional expenses.”

☛ So, you're saying that it all comes down to money?

“Not exactly, but we could either spend the money on additional divinations, with no guarantee of better results, or we could spend the funds more prudently to hire adventurers like yourselves to put an end to this.”

☛ Can we get a writ, or something that says we're working for you?

“Yes.”

☛ Would the other temples be willing to do divinations for us?

“They might, but they might charge you for them.”

☛ Is it possible that the Legion might have information to help us?

“That's entirely possible after all they were the ones that found the bodies.”

☛ Does this need to be kept quiet?

“No, but you'd need to exercise some discretion so that you don't accidentally panic people.”

☛ Do you know if magic was used in the attacks?

“Well if the pastries animated, that would definitely reveal magic being involved.”

☛ Do you have anything to help us?

“I can loan you some potions, but they'd need to be returned if you don't use them. That way we don't have to charge for them.”

When the PCs are ready to leave, please read the following.

“May the blessings of Lucor be upon you, and may this mission be a profitable one for you.”

- If the PCs want to speak with the Legion **GO TO Encounter 1 (page 7)**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2A (page 12)**.
- If the PCs want to go to Verlainne's **GO TO Encounter 2B (page 12)**.
- If the PCs want to go to the Granite Chalice **GO TO Encounter 2C (page 12)**.
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 12)**.
- If the PCs want to go to the Rusty Nail **GO TO Encounter 2E (page 12)**.
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19)**.

### **ENCOUNTER 1: DIAMOND LEGION**

You travel through the snow-covered streets of the city until you arrive at the location of the local Diamond Legion branch. You see several officers enthusiastically heading out on patrol, while others are returning to the building either talking to one another or escorting prisoners. None of the officers is letting the falling snow affect their mood. Entering the building you find a male earth elem sitting at a desk, the nameplate on the desk indicates her name as Sgt. Rocky Slate. “Greetings, welcome to the Diamond Legion. How can the Legion help you today?”

☛ What can you tell us about reports of people being killed by their desserts?

“We received several reports of people dying after eating at several establishments within the city. Captain Collins assigned Sergeant Jablonski to investigate those reports.”

☛ What did the sergeant find out?

“I’m not sure as he hasn’t reported in yet; in fact he’s over an hour late in reporting back here.”

☛ Was the sergeant alone?

“No, he had a group of 5 privates with him.”

☛ What can you tell us about Sergeant Jablonski?

“The sergeant is a dedicated officer of the Legion. He’s been a Legionnaire for over 5 years, and is respected by both his superiors and the men that report to him. He will not rest until he’s examined every possibility because he doesn’t want to risk something slipping past him.”

☛ What can you tell us about instances of people bursting into song or poetic verse?

“I’ve heard reports of people doing just that, but I haven’t come across anyone that’s been affected. I spend most of my shifts assigned to this desk.”

☛ Would he have spoken with the victims?

“Yes, he always conducts a thorough investigation.”

☛ Would he have checked magic?

“Yes, he always conducts a thorough investigation.”

☛ Who reported the deaths?

“I’m guessing family members or friends. I wasn’t on duty at that time; I just came on duty less than 30 minutes ago.”

☛ Did you send any legionnaires to check on him?

“No because we don’t want to interrupt him if he’s making progress in the investigation.”

☛ Do you think that there could be a connection between the reports of people dying after eating

from certain establishments and the reports of people bursting into song or poetic verse?

“I definitely hope not. If the reports of both of those things occurring are substantiated it would mean that a c group of villains is trying to cause chaos and destabilize our economy.”

☛ Where can we find Sgt. Jablonski?

“I do not know where he is currently, just that he was planning on heading to the Jade Palace. I don’t know if he’s still there, or if he went to one of the other 4 locations that reported a patron dying after eating their food. As he hasn’t reported back yet, and is an hour late in doing so, I don’t know if he’s pursuing lead that he discovered.”

☛ What does Sgt. Jablonski look like?/ What do the officers with the Sgt. look like

“Sgt. Jablonski is a 6’ tall 175lb muscular male half-elf. He likes to wear studded leather and use a rapier. His men are all dwarves.”

He will tell the PCs the names, weapons and armor types worn by each of the other members of the sergeant’s squad.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 1 (page 12).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2A (page 12).**
- If the PCs want to go to Verlaine’s **GO TO Encounter 2B (page 12).**
- If the PCs want to go to the Granite Chalice **GO TO Encounter 2C (page 12).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 12).**
- If the PCs want to go to the Rusty Nail **GO TO Encounter 2E (page 12).**
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19).**

## **Encounter 2: Affected Merchants**

### **Encounter 2A: Jade Palace**

You travel through the snow covered streets of the city and manage to arrive at the restaurant known as the Jade Palace. Run by a couple from the land of Daiguo, it is very popular due to the exotic meals



offered by the owners. Upon reaching the doorway of the Jade Palace, the succulent smell of cooked meats and fresh fruits of all varieties makes your stomach growl and your mouth water.

All food prices are 25% higher than those listed in the Pathfinder RPG Core Rulebook due to the excellent service and the exotic food.

A Daiguon man comes up to you and introduces himself. "I am Fan Ye Wu. Welcome to the Jade Palace. How may I help you?"

☛ We heard that one of your customers died?

"That be terrible, but that be true. Diamond Legion here earlier to speak about her."

☛ What did they ask you?

"Man asked if I know what she eats?"

☛ Do you remember what she ate? / What did you tell them?

"Yes, she here last night. She regular so she eat same thing every night: Fried rice, beef on stick and for dessert pistachio ice cream."

☛ So she didn't order anything different?

"That true."

☛ Was the food prepared the same way?

"Yes, chef always does same way."

☛ Was she acting the same?

"Yes. She nice lady and always treat us nice. We will miss her."

☛ Was everything the same here? / Did anything unusual happen yesterday

"What you mean? Oh, we have new dishwasher. Old dishwasher not show up"

☛ How did you find the new dishwasher?

"Old dishwasher not show up and he show up looking for work. We need dishwasher so we try him, and he work well."

☛ Did your old dishwasher miss a day before this?

"No"

☛ Have you heard from your old dishwasher?

"No."

☛ Did you mention that to the Legion?

"Yes"

☛ Did the Legion have any leads on where your old dishwasher might be?

"If so, they not say so"

☛ What is your old dishwasher's name? / Do you know where the old dishwasher lives?

"His name is Trevor Singleton., and he lives in Commoner's District."

☛ If Trevor has a job, why was he living in the Commoner's District?

"He prefers to live there so he can help his neighbors. He said that make him feel good."

☛ How long has Trevor worked for you?

"5 years"

☛ Did you have someone go to his home to see if he was okay?

"Yes, door was locked and no one answer knocks. They not try to go in, but came back here and we tell Legion."

When the PCS are ready to speak to Aramis continue

Fan Ye Wu escorts you to the kitchen where you see a 6' tall brown haired brown-eyed human man in his mid thirties. His arms are covered with tattoos. He is busy washing dishes as Fan Ye Wu explains to him that he needs to talk to you.

☛ Are you Aramis?

"If Fan Ye Wu brought you here than you already know that."

☛ What do you know about the death of the woman yesterday?

“Someone died! That’s unfortunate. Do they know what caused it?”

🗣️ We know that you’re involved?

“That’s absurd. I don’t know that person”

🗣️ What did you do to Trevor, the old dishwasher?

“Nothing, I do not know who he is”

🗣️ Why did you show up here looking for a job?

“I needed a job. Why else would I come here looking for work?”

🗣️ Who do you work for?

“Fan Ye Wu, duh!”

If the PCs doubt him they can make a **Sense Motive check DC 15+ATL** to realize that he’s not being entirely forthcoming. If they succeed they can make a **Diplomacy check DC 20+ATL** or an **Intimidate check DC 15+ATL** to get the following information

- His name is Aramis.
- He was told to report here by his bosses who told him that the dishwasher would not be showing up
- He doesn’t know where the dishwasher is, or what might have happened to him.
- His bosses told him that he needed to replace a tub of pistachio and chocolate ice cream currently at the Jade Palace with tubs of the same that they would supply him.
- They wouldn’t explain why, just said that the change needed to be made before the first person ordered either of those flavors.
- He doesn’t know if anything was added to the ice cream.
- His bosses found him in the Commoner’s District and hired him immediately.
- They assured him that he wouldn’t be doing anything against the law and that he had the chance to earn some really good money, enough money to be able to bring his family here..
- His bosses never told him why they needed to do this.

- His bosses were a human man and woman. They were both human and had red hair and freckles. They said that their names were Mortimer and Morticia Montgomery. Both of them spoke with an accent that he didn’t recognize. Mortimer was dressed in leather while Morticia was wearing blue robes. He’d never met them before they hired him.

He will offer to get the tubs of pistachio and chocolate ice cream for the PC. If the PCs try to do a detect magic they will learn that the ice cream is not magical, although that doesn’t mean that there might not have been a magical effect on the ice cream previously.

If asked, Fan Ye Wu will remember that the chocolate ice cream was eaten earlier this morning by Sgt. Jablonski.

If one of the PCs should ask, the top of the container where ice cream eaten by Sgt. Jablonski does smell a little different than the rest of the ice cream in the container.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 1 (page 12).**
- If the PCs want to go to Verlaine’s **GO TO Encounter 2B (page 10).**
- If the PCs want to go to the Granite Chalice **GO TO Encounter 2C (page 12).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 12).**
- If the PCs want to go to the Rusty Nail **GO TO Encounter 2E (page 12).**
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19).**

### **Encounter 2B: Verlaine’s**

**You arrive at Verlaine’s tavern in the Services District. The tavern has a reputation for bad food, but its cheap prices help it stay in business. As you enter its boisterous atmosphere shows just how popular its cuisine could be. It doesn’t take you long to locate Illirette the human woman that owns Verlaine’s. “How may I help you?”**

🗣️ We heard that one of your customers died?

**“Unfortunately, that’s true. My thoughts are with her friends and family The Legion was here asking about this earlier.”**

**☛ What did they ask you?**

**“They wanted to know if I remembered what she had to eat, and if she was alone?”**

**☛ Do you remember what she ate? / What did you tell them?**

**“Yes, she came in here by herself last night and had her usually, a glass of wine and 2 donuts: one custard filled and the other maple bacon. She was in here every night and ordered the same thing. She said that the 2 donuts and the wine helped her to relax after a long day.”**

**☛ So she didn’t order anything different?**

**“That’s correct. She said that she liked consistency, as it prevented the unexpected. I guess it didn’t work so well this time?”**

**☛ Did she say why she needed to relax?**

**“No, one of the things I’ve learned is that there are times to pry and times not to. She seemed happy while she was here so I didn’t want to risk brining up anything that might upset her.”**

**☛ How long has she been coming here?**

**“She’d been a regular here for the past 3 years, and not once did she ever think of ordering anything different.”**

**☛ Was she acting the same?**

**“Yes. She was such a nice lady and took an interest in myself and my employees. She’d even bring the employees gifts for their birthdays. She will definitely be missed.”**

**☛ Was everything the same here? / Did anything unusual happen yesterday?**

**“We had to hire a new waitress because Wallace, one of our waiters didn’t show up for his shift.”**

**☛ What is name of the new waitress?**

**“Her name is Jonella.”**

**☛ How did you find Jonella?**

**“She showed up looking for work just before the evening rush. Wallace was already 4 hours late for his shift. That was the first time he’d ever been late for a shift in 2 years and I sent someone to his home to see if he was okay. The door to his home was wide open when the employee arrived, and looked like it had been vandalized so the employee came back here and we called the Legion.”**

**☛ Have you heard from Wallace?**

**“No.”**

**☛ Did you mention that to the Legion?**

**“Yes”**

**☛ Was Jonella the waitress that served the woman that died?**

**“Yes”**

**☛ Did the Legion have any leads on where Wallace might be?**

**“If so, they not say so”**

**☛ What is your old dishwasher’s name? / Do you know where the old dishwasher lives?**

**“His name is Wallace Fogle and he lives in Adventurer’s District.”**

**☛ If he lived in the Adventurers District why was he working here?**

**“He had retired from adventuring and needed a source of income.”**

**☛ How long has Wallace worked for you?**

**“He’s been employed here for 2 years”**

**☛ How has the woman worked out for you?**

**“She’s great. In fact if Nestor showed up I’d keep both of them. I hope that he’s okay.”**

**☛ May we speak with Jonella?**

**“Yes, please follow me.”**

When the PCS are ready to speak to Jonella continue

**Illerette escorts you to the kitchen where you see a 5'5" tall blonde hair blue-eyed human woman in her late twenties She is loading food onto a serving tray. Illerette explains to her that she needs to talk to you.**

☞ **Are you Jonella**

**"If she brought you here than you already know that."**

☞ **What do you know about the death of the woman yesterday?**

**"Someone died! That's unfortunate. Do they know what caused it?"**

☞ **We know that you're involved?**

**"Why just because I'm new here. That's ridiculous, why would I harm someone I'd never met before yesterday."**

☞ **You served her yesterday and now she's dead. That can't be a coincidence.**

**"Why would I want to hurt someone I hadn't met until yesterday?"**

☞ **What did you do to Wallace, the old waiter?**

**"Nothing, I do not know who he is"**

☞ **Why did you show up here looking for a job?**

**"I needed a job. Why else would I come here looking for work? I'm a single parent with 3 young children. My husband was an adventurer and he got killed leaving me alone to support our children."**

☞ **Who do you work for?**

**"That's a trick question right? You already know that I work for Illerette!"**

If the PCs doubt her they can make a **Sense Motive check DC 15+ATL** to realize that she's not being entirely forthcoming. If they succeed they can make a **Diplomacy check DC 20+ATL** or an **Intimidate check DC 15+ATL** to get the following information

- Her name is Jonella
- One of her neighbors in the Commoner's District told her about a job opening here. She

needed work, her husband died less than a month ago, and she'd already had to move her family out of the Adventurer's District into here. That used up the rest of the money that her husband had left her when he passed, and she needed to find a way to take care of her family.

- She doesn't know where the waiter is or what might have happened to him.
- When the woman ordered her donuts, she had to take them from a new box. There didn't seem to be anything unusual about the donuts
- Her neighbors were a human man and woman. They both had red hair and freckles. They said that their names were Mortimer and Morticia Montgomery. Both of them spoke with an accent that he didn't recognize. Mortimer was dressed in leather while Morticia was wearing blue robes. He'd never met them before they hired him.
- She served the last donuts from that box to the Legionnaires that were here earlier.

She will bring the box that the donuts were in to the PCs If the PCs try to do a *detect magic* they will learn that there is a no magical residue on the box, but that doesn't mean that there might not have been a magical effect on the donuts in the box previously.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 1 (page 12).**
- If the PCs want to go to Jade Palace **GO TO Encounter 2A (page 9).**
- If the PCs want to go to the Granite Chalice **GO TO Encounter 2C (page 12).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 12).**
- If the PCs want to go to the Rusty Nail **GO TO Encounter 2E (page 12).**
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19).**

### **Encounter 2C: Granite Chalice**

**You arrive at the Granite Chalice, a middle class tavern in the Services District. The tavern has a reputation for a mostly dwarven clientele which makes sense as it is run by a dwarven woman. When you enter you notice a dwarven woman and two**

identical looking human women taking food to the customers. One of the human women comes over to you and inquires how many people are in your party?"

☛ What is your name?

"Welcome to "The Granit Chalice". I am Melend, one of the hostesses, how may I help you?"

☛ Can we speak with the owner?

"She's a little distraught right now and not up to speaking with anyone."

☛ We heard that one of your customers died?

"I wish that weren't true, but alas it is. The `Diamond Legion was here earlier to speak about her passing. Meredith was such a remarkable child she will be missed. We've sent our condolences to the family and asked if there's anything that we can do?"

☛ What did they ask you?

"They wanted to know if I, or rather we, remembered what he ate."

☛ Do you remember what she ate? / What did you tell them?

"Yes, she's a regular here with her parents. They come in every night, or rather they did, and when we were busy she'd always insist on helping us out clearing the tables to get ready for the next customers. We offered to pay her for that and she wouldn't accept any money from us for that help. In fact she asked us to give the money we were going to give her to help those less fortunate than her. Also, we were impressed that she was a teen and unlike other teens within the city always treated people with respect. I know that's not what you asked, but I needed to say that, because to you she's only a girl that died, but to those that knew her she was so much more.

Now back to your question, she and her family always came here at the same time every night, and always ordered the same thing. They had chicken strips with sliced potatoes in a delicious cream sauce, with fresh baked bread and a slice of double chocolate cake for dessert."

☛ So she didn't order anything different?

"They said that it was their favorite item on our menu and saw no need to change."

☛ Was she the only one to eat the cake?

"No, she and her parents ate the cake and from what the Legion said they're still okay."

☛ Did the Legion check to make sure that they were okay?

"Yes, and they said that her parents were fine."

☛ Was she acting the same?

"Yes, she acted the same as every other time that she was here."

☛ Was everything the same here? / Did anything unusual happen yesterday?

"All of the food was prepared the same way. Oh wait, the owner had to hire a new chef yesterday. Our old chef, Talia, didn't show up for work. Luckily we have 2 chefs but the volume of business lately meant that we couldn't get by with just one chef. Lucor smiled down upon the owner and just before the rush hit, a gentleman showed up to help us out in our hour of need. He was a chef looking for work and he happened to be here at just the right moment."

☛ How did you find the new chef?

"We needed a chef as ours didn't show up for work and there he was, looking for a job. His name is Deimos and he's very good at what he does."

☛ Did Talia ever miss a day before this?

"No, and she's been working here more than 5 years. I hope that she's okay."

☛ Have you heard from your old chef?

"No, and we sent someone to her home to check on her. One of her neighbors told that person that he saw Talia going with some people he didn't recognize. He described those people as 2 red-haired humans, a man and a woman. He didn't think that she wanted to go, but felt that it wasn't any of his business so he didn't do anything to stop her."

☛ Did you mention that to the Legion?

“Yes, we told all of that to the Legion.”

☛ Did the Legion have any leads on where your old chef might be?

“No, at least they didn’t share that information with us.”

☛ What is your old chef’s name? / Do you know where the old chef lives?

“Her name is Talia. She lives in the Adventurers’ District.”

☛ If Talia has a job, why was she living in the Adventurer’s District?

“She used to date an adventurer and felt that the Adventurer’s District was the safest to live in.”

☛ How long has Talia worked for you?

“She worked her for over 5 years”

☛ Did you have someone go to his home to see if he was okay?

“Yes, we sent one of our employees to check up on her and one of her neighbors told the employee that he saw Talia going with some people he didn’t recognize. He described those people as 2 red-haired humans, a man and a woman. He didn’t think that she wanted to go, but felt that it wasn’t any of his business so he didn’t do anything to stop her but came back here and we tell Legion.”

When the PCS are ready to speak to Deimos continue

Melend takes you to the kitchen where you see a 5’11” tall human man with jet black hair. He appears to be in his mid thirties. His arms are covered with scars from burns. Melend calls out to him and tells him that the owner wants him to talk to you.”

☛ Are you Deimos?

“Yes, how can I help you?”

☛ What do you know about the death of the woman yesterday?

“IO heard that one of the customers, a young girl I believe, was welcomed by Meneon. Is there a reason why you’re asking about it, I would have thought it’s something that the owner wouldn’t want to dwell on that?”

☛ We know that you’re involved?

“That’s absurd. I don’t know any of the customers.”

☛ What did you do to Talia, the old chef?

“Nothing, I do not know who he is”

☛ Why did you show up here looking for a job?

“I was looking for work and heard that they might need a chef here.”

☛ Did you actually bake the cakes that were served?

“Yes, but they were not baked on the premises. I baked them before I got here so that the owner could sample my work and know whether they wanted to hire me or not!”

☛ Who do you work for?

“For the moment, the owner of this place, but she’s paying me to work not to hang around talking.”

If the PCs doubt him they can make a **Sense Motive** check DC 15+ATL to realize that he’s not being entirely forthcoming. If they succeed they can make a **Diplomacy** check DC 20+ATL or an **Intimidate** check DC 15+ATL to get the following information

- His name is Deimos.
- He used to work in a bakery as a pastry chef but because of the actions of a busybody gnome named Grimey the business closed. He was told to report here by his bosses who told him that the chef would not be showing up. Luckily before he worked in the bakery he worked at another of the city’s restaurants which unfortunately.
- He doesn’t know where the chef is, or what might have happened to her.
- His bosses gave him 2 boxes of double chocolate cake to give to the owner here to

prove that he can bake. The cakes needed to be in the store before someone ordered it

- He doesn't know if anything was added to the cake.
- His bosses found him in the Commoner's District and hired him immediately.
- They assured him that he wouldn't be doing anything against the law and that he had the chance to earn some really good money, enough money to be able to bring his family here..
- His bosses never told him why they needed to do this.
- His bosses were a human man and woman. They were both human and had red hair and freckles. They said that their names were Mortimer and Morticia Montgomery. Both of them spoke with an accent that he didn't recognize. Mortimer was dressed in leather while Morticia was wearing blue robes. He'd never met them before they hired him.

He will offer to get the bins that the baked cakes were in. If the PCs try to do a detect magic they will learn that the bins are not magical, although that doesn't mean that there might not have been a magical effect on the cakes that were in them previously..

- If the PCs want to go to the Diamond Legion **GO TO Encounter 1 (page 12).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2A (page 9).**
- If the PCs want to go to the Granite Chalice **GO TO Encounter 2B (page 10).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 15).**
- If the PCs want to go to the Rusty Nail **GO TO Encounter 2E (page 18).**
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19).**

### **Encounter 2D: Dauntless Dolphin**

You travel through the streets of Amthydor, often referred to as the Shining Jewel of Raia, until you reach the Port District and can see your destination; the Dauntless Dolphin Inn and Tavern. You head that way. Upon reaching the Dauntless Dolphin, you

**have a moment to observe your surroundings before entering. The tavern's yellow roof is slanted over the bar. The shingle hanging out in front of the door depicts a Swimming Dolphin intent on its target. Bubbles are painted to the side of the creature.**

**Inside, the tavern walls are decorated with various bits of nautical equipment. Over the bar is a stern wheel, above the door an astrolabe. On other portions of the wall are belaying pins, nets, ropes with grappling hooks and other such memorabilia. There are about a dozen empty tables scattered across the common room. The bartender is busy helping his employees clean up broken glass from the floor of the building.**

The bartender and owner is Bialtor Doogen, a former sailor in the Amthydor navy. He served many years through many campaigns and other duties out at sea. Approximately ten years ago, he retired from the navy and bought this business to keep in touch with all of his sailor friends. His thick arms are covered with scars, and there are several on his face. For each of those scars, he has at least three stories, each even more imaginative than the other, to tell those in increasing states of drunkenness.

Which of them is the truth, though, is hard to tell; especially with the exuberance with which Bialtor tells the stories. Bialtor will always tell the stories if asked, mostly because he loves the sound of his own voice as much as the sound of a good party. He will sing and dance even as he tries to serve his customers. Fortunately for his customers, his service is much better than his singing and dancing.

Bialtor is a tall man, almost six foot tall, with blonde hair that has mostly fallen out and a blonde beard. He has a tattoo of a hippopotamus on his left arm. He will make flirtatious comments to any pretty lady who walks into the place, but he will limit it to comments.

☛ **We heard that one of your customers died?**

**"I wish that wasn't true. My thoughts are with Connor's friends and family The Legion was here asking about this earlier."**

☛ **What did they ask you?**

**“They wanted to know if I remembered what he had to eat, and if he was alone?”**

**☛ Do you remember what he ate? / What did you tell them?**

**“Yes, he came in here by himself last night and had the usual, a glass of wine an order of fried clams as an appetizer, roasted chicken and potatoes for his main course and chocolate pudding for dessert. He was in here every night and ordered the same thing. He said that the 2 donuts and the wine helped her to relax after a long day.”**

**☛ So he didn’t order anything different?**

**“That’s correct. He said that he liked consistency, as it prevented the unexpected. I guess it didn’t work so well this time?”**

**☛ Did he say why he needed to relax?**

**“He said that he was an employee of the Gilded Cage and that visiting here helped him to cope with the strange requests of the clientele there. He wouldn’t go into specifics, and I’ve learned that there are times to pry and times not to. He seemed happy while he was here so I didn’t want to risk brining up anything that might upset him.”**

**☛ How long has he been coming here?**

**“He’d been a regular here for the past 2 years, and not once did he ever think of ordering anything different.”**

**☛ Was he acting the same?**

**“Yes. He was very friendly and he took an interest in me and my employees. He was an excellent tipper and one of the best people that I’ve ever met. He will definitely be missed. ”**

**☛ Was everything the same here? / Did anything unusual happen yesterday?**

**“We had to hire a new waiter because Sherelle, one of our waitresses didn’t show up for her shift. ”**

**☛ What is name of the new waiter?**

**“His name is Farren.”**

**☛ How did you find Farren?**

**“He showed up looking for work just before the evening rush. Sherelle was already 3 hours late for her shift. That was the first time she’d ever been late for a shift in 3 1/2 years and I sent someone to her home to see if she was okay. The door to her home was wide open when the employee arrived, and looked like it had been vandalized so the employee came back here and we called the Legion.”**

**☛ Have you heard from Sherelle?**

**“No.”**

**☛ Did you mention that to the Legion?**

**“Yes”**

**☛ Was Farren the waiter that served Connor?**

**“Yes”**

**☛ Did the Legion have any leads on where Sherelle might be?**

**“No, maybe they wanted to wait until they’re investigation was over?”**

**☛ What is your old waitress’ name? / Do you know where the old waitress lives?**

**“Her name is Sherelle and she lives in the Adventurer’s District.”**

**☛ If she lived in the Adventurers District why was she working here?**

**“She had retired from adventuring and needed a steady source of income.”**

**☛ How long has Sherelle worked for you?**

**“She’s been employed here for 3 1/2 years”**

**☛ How has Farren worked out for you?**

**“He’s been a big help so far. In fact if Sherelle showed up I’d keep both of them. I hope that she’s okay.”**

**☛ May we speak with Farren?**

**“Yes, please follow me.”**

When the PCS are ready to speak to Jonella continue



Bialtor escorts you to the kitchen where you see a 5'11" tall brown haired brown-eyed human man in his mid thirties He looks to be approximately 190 lbs and is loading food onto a serving tray. Bialtor explains to him that he needs to talk to you.

☞ Are you Farren?

“If Bialtor brought you here than you already know that.”

☞ What do you know about the death of the man yesterday?

“Someone died! That’s unfortunate. Do they know what caused it?”

☞ We know that you’re involved?

“Why just because I’m new here. That’s ridiculous, why would I harm someone I’d never met before yesterday.”

☞ You served him yesterday and now he’s dead. That can’t be a coincidence.

“There are times when things are actually coincidences. I mean, why would I want to hurt someone I hadn’t met until yesterday?”

☞ What did you do to Sherelle, the old waiter?

“Who is that? I have no idea who that is”

☞ Why did you show up here looking for a job?

“I needed a job. Why else would I come here looking for work? I’m looking for a job so that I can propose to my girlfriend. We’d been dating for 3 years while I was an adventurer, but now that I retired from adventuring I needed to find a job so that I could support her. Right now we’re living in the Commoner’s District because the money I’d saved didn’t go as far to cover expenses as I’d hoped it would.”

☞ Who do you work for?

“That’s a trick question right? You already know that I work for Bialtor!”

If the PCs doubt him they can make a **Sense Motive check DC 15+ATL** to realize that he’s not being entirely forthcoming. If they succeed they can make a

**Diplomacy check DC 20+ATL** or an **Intimidate check DC 15+ATL** to get the following information

- His name is Farren
- One of his neighbors in the Commoner’s District told him about a job opening here. He needed work, so that he could afford to get married.
- He doesn’t know where the waitress is or what might have happened to her.
- When the gentleman ordered the chocolate pudding he had to get them from a new tub as the old one was finished and in the trash.
- His neighbors were a human man and woman. They both had red hair and freckles. They said that their names were Mortimer and Morticia Montgomery. Both of them spoke with an accent that he didn’t recognize. Mortimer was dressed in leather while Morticia was wearing blue robes. He’d never met them before they hired him.
- He served the last of the pudding from that tub to some legionnaires that were in here earlier, before Sgt Jablonski came here investigating.

He can get the empty pudding tub from the trash and show it to the PCs. If the PCs try to do a *detect magic* they will learn that there is a no magical residue on the box, but that doesn’t mean that there might not have been a magical effect on the pudding previously.

- If the PCs want to go to the Diamond Legion **GO TO Encounter 1 (page 12).**
- If the PCs want to go to the Jade Palace **GO TO Encounter 2A (page 9).**
- If the PCs want to go to Verlaine’s **GO TO Encounter 2B (page 10).**
- If the PCs want to go to the Dauntless Dolphin **GO TO Encounter 2D (page 12).**
- If the PCs want to head to the temple of Destine, **GO TO Encounter 3 (page 19).**

### **Encounter 2E: Rusty Nail**

*You enter the Rusty Nail and all eyes turn in your direction. The customers satisfied that you’re not legionnaires return to what they were doing. The bartender motions for you to approach. “My name is*

*Vincenzo, Welcome to the Rusty Nail. How can I help you?"*

☞ **We heard that one of your customers died?**

**"Yep. Poor man. He decided to eat here and paid for that decision with his life. How tragic. The Legion was here earlier to talk about it."**

☞ **What did they ask you?**

**"Whether I knew what he ate."**

☞ **Do you remember what he ate? / What did you tell them?**

**"Yes, last night was the first and last time that he came here to eat. He ordered a glass of wine and a bowl of custard."**

☞ **So she didn't order anything different?**

**"Different than what his previous order? As I mentioned before, this was the first time he was here."**

☞ **Was everything the same here? / Did anything unusual happen yesterday**

**"Nothing unusual happened here."**

☞ **All of your employees are here? / You haven't hired any new employees recently?**

**"We've had no staff changes."**

☞ **Who made the custard?**

**"We purchased the custard, it wasn't made on site. Actually, now that I'm thinking about it the custard was actually given to us by someone wishing to become a supplier for us."**

☞ **What can you tell us about that individual?**

**"He was a red-haired human man wearing leather."**

If the PCs wish to see the container that the custard was in, Vincenzo will excuse himself to go get it from the back and bring it to them. If the PCs try to do a detect magic they will learn that the custard is not magical, although that doesn't mean that there might not have been a magical effect on the ice cream previously.

### **ENCOUNTER 3: TEMPLE OF DESTINE**

The snow continues to fall as you travel through the streets of Amthydor, the accumulation nearly doubling the amount of time that it takes you to reach the Temple District. Passing through the gates of the district you continue forward until you locate your destination, the temple of Destine.

Though smaller than the grand cathedrals, the single story temple of Destine remains the greatest repository of knowledge in the Free Lands. Just past the double-doors you see what appears to be a sedate hallway. The walls are lined with shelves from floor to ceiling. Within twenty feet of the door is a medium-sized desk, behind which is a young priestess, a female human, in her late teens or early twenties. Her strawberry-blonde hair is tied in a bun, and she looks up as you enter.

**"Welcome to the temple of Destine. As is usually the case, your arrival here was foretold."**

**Bartholomew told me that you were coming and tasked me with tending to your needs. My name is Netsy, and since time is of the essence and I know whom you all are (She will recite the names of each of the PCs in order) we can dispense with the formalities. You've been tasked with looking into the deaths of people that patronized some of the city's businesses that sell food."**

She will wait for the PCs to acknowledge what she said before continuing.

**"Well as there isn't time to waste, I'm going to start with what we know. Approximately six months ago, the Diamond Legion and several of the city's adventurers defeated a group of fanatical zealots known as the Humans for Amthydor. Since that time, several groups of criminals have banded together to fill the void left by the elimination of that group. According to the divinations those villains are launching a two-pronged assault on the city. In addition to the people bursting into song, several of the city's citizens and merchants have been attacked. There is another group dealing with that avenue."**

☞ **What can you tell us about the attack on the merchants?**

**"In simplest terms someone is trying to undermine our economy while panicking the populace."**

☛ Why do you think that they're attacking in both of these fashions?

"They're most likely trying to create chaos with the city. Attacking the merchants of the city can affect the city's economy which on its own is problematic. Remember that the benefits that a city can provide to its residents is based on the revenue that the city has available to it. Reducing that revenue can impact what we can, or rather can't do. By that same token, taking away someone's will is another way to cause panic within the city. No one likes to have their choices made for them, especially if the person choosing the action doesn't have their best interest at heart in making the choice."

☛ What would it be so bad if people decided to eat out less because of the attack on the merchants?

"There are several reasons why this would be bad:  
1) It makes people within the city doubt whether or not the city is able to keep them safe. It would also make them start to wonder whether they could be next.  
2) If people don't go out to eat, or to shop – it's just a matter of time before they decide to target other businesses, it would impact the businesses bottom line. If the businesses profits drop they might close or lay off employees.  
3) A drop in the businesses profits would impact the city's resources as well as its ability to provide service to its residents., while increasing the number of people that need assistance from the city."

☛ What can you tell us about the occurrences of people bursting into song or poetic verse?

"Another group is already dealing with it. It would be a better utilization of resources if you concentrated on your mission."

☛ But, we might be able to help with the other course of attacks as well.

"While that could be true, it might take your attention off what YOUR mission actually is Also, it's not fair to them, since they were actually hired for that mission, if you solved that mission instead of them leaving them nothing to do. Now before you say anything, I'd tell them the same thing if they

asked about trying to deal with your mission in addition to their own."

☛ Did anyone speak with the dead?

"Yes, the Legion spoke with the victims."

☛ Do you know what they found out from examining the bodies?

"Yes, it appears as if the food attacked from the inside and cut its way out using weapons."

☛ Were all the victims similarly attacked?

"Yes."

☛ Do you know what they found out from examining the bodies?

"Yes, it appears as if the food attacked from the inside and cut its way out using weapons."

Why do you know this and Arbill Crythien doesn't?

"Destine is more concerned with making sure that we have answers than Lucor is with his clergy?"

☛ Were divinations done?

"Yes but not related to this incident."

☛ How do you know so much about this?

"Destine provided the answers."

☛ Can you do divinations about this?

"Yes, but it will take some time."

☛ Why so long?

"It takes time to get in touch with the deities because they're dealing with other things and not just sitting around waiting for our questions."

☛ Is it possible that some type of creature might have been eaten along with the food?

"Yes, anything is possible."

☛ Do you have any ideas on where we should start?

"Why don't you start with one of the businesses that was affected, or by talking with the Legion?"

☞ Are there any spells that could force people to burst into song?

“Yes, and members of the League of Thaumaturgical Studies are always working on new spells.”

☞ Who could do something like this?

“While we don’t know for certain who is or isn’t involved in this, the criminal element in the city has long been known for having delusions of grandeur. We’ve also got to extremely powerful beings out there in Cruciatus and the succubus that foisted herself on Amthydor some years back. Thankfully Tepesch isn’t around right now, this seems like something he’d take delight in doing.”

☞ Who is Cruciatus?

“Cruciatus, in simplest terms is a godling that was “born” several years back out of Ardra’s guilt for creating the dark elves.”

☞ What is this about a succubus?

“Several years back, a succubus arrived in Amthydor with the goal of increasing her level of power to rival that of both Tepesch and Cruciatus.”

☞ Who is Tepesch?

“Tepesch was a half-fiend that decided that it was his duty to ascend to godhood and he chose Amthydor as the source of his powerbase. Thankfully the city’s adventurers were able to dispatch him before he was able to actually ascend.”

☞ Is there anything else you can tell us?

“No.”

## **ENCOUNTER 4: I’M COMING OUT**

Note about this encounter, it is designed to be run a max of 2 times depending on where the PCs are coming from. The answers listed are if the PCs are coming from the Granite Palace with the appropriate changes listed changes under each question where they apply.

You start out towards your next destination. Unfortunately, the snow has not stopped. If anything it seems to have gotten worse. As you’re trudging

through the streets you notice some instances of people bursting into song or poetic verse. As you continue walking you notice what appears to be a trail of blood on top of the snow.

Allow the PCS to make a **Survival check DC 10+ATL**, or a **Perception (Vision) check DC20+ATL** to follow the tracks. As there is no immediate danger to them, they can take 20 on this check if they desire.

Following the drops of blood you come to an alley, and further into the alley you can see what appear to be body parts sticking out from beneath the snow. .

If they wish to dig out the body they will notice that it’s actually 2 bodies, both of them dwarven, and that neither body is clothed. Allow the PCs to make **Heal check DC**

**DC 5+ATL** to notice that one of the bodies appears to have burst open while the other appears to have been killed by a large club.

**DC15+ATL** The bodies were killed about an hour ago.

If they cast *Speak with Dead*, they can learn the following information:

### **From the Legionnaire killed by the great club**

☞ What is your name?

“Private Invar Shadowhawk”

The 2<sup>nd</sup> time running this encounter the Legionnaires name will be Private Ignaciaous Stormshadow.

☞ What happened to you?

“One of my fellow Legionnaires, with whom I was patrolling, suddenly keeled over with pain. When I tried to help him something erupted from his body, and quickly grew. It was a man, a half-orc to be exact and he was armed with a greatclub. I was briefly caught off guard because it’s not every day that you see someone step out of another person’s body and the half-orc attacked me. I didn’t even have time to draw my weapon. After felling me, the half-orc left.”

☞ What happened to your uniform?

“As I lay there dying, 2 red-haired humans, a man and a woman, arrived and began removing our clothes and weapons.”

☛ So they didn't try to help you at all?

"That's correct. They were more interested in our uniforms and weapons."

☛ Why did they want your weapons and uniforms?

"I think their plans involved either themselves or someone else impersonating Legionnaires and having actual Legion uniforms lends credibility to their deception – at least enough credibility to cause people in the city to let their guard down long enough for the villains to capitalize on it."

☛ Do you know where they went?

"That's correct. They were more interested in our uniforms and weapons."

☛ Did they say anything?

"Yes, that this would help their cause and give them greater freedom."

☛ Do you wish to be brought back to life?

"Yes."

☛ Do you know where Sergeant Jablonski is?

"No, he had assigned us to investigate the home of Talia, the chef from the Granite Chalice."

☛ Did you find anything?

"We found that the residence was deserted. One of her neighbors reported that she was taken away by 2 red-haired humans a man and a woman so we set out to find them. Unfortunately, it seems that they found us"

☛ Did your friend eat a dessert from one of the restaurants?

"Yes, he had a piece of double chocolate cake from the Granite Chalice."

☛ Why would he do something like that, especially while you're looking into the death of a patron from the Granite Chalice?

"There were a couple of reasons for that:

1. He was hungry. We were working a double shift and because of that we hadn't yet had the opportunity to grab our morning meal
2. He wanted to find answers about what happened to the people that died so that we knew where to head next."

In hindsight it probably wasn't the smartest decision to make."

That's all the information that he knows

From the Legionnaire killed by half-orc erupting from his body

☛ What is your name?

"Private Tarl Stonefurl"

☛ What happened to you?

"As my fellow legionnaire and I were following a lead on the abduction of a woman by 2 individuals, I felt tremendous pain, the likes of which I have never felt before. It felt as if my insides were being attacked by something. The next thing I knew, my stomach split open and a creature stepped out. As it stepped out of my body it started getting larger. It was a half-orc, armed with a large club. Before I lost consciousness I saw it strike my partner Invar down. And then leave."

☛ What happened to your uniform?

"As the life flowed from my body I felt myself being lifted slightly off the ground and my clothing removed. After that I was slammed back to the ground and everything faded to black. I think that there must have been at least 2 of them."

☛ So they didn't try to help you at all?

"Do I look like they helped me? Sorry didn't mean to take it out on you."

☛ Did they say anything?

"Yes, that this would help their cause and give them greater freedom."

☛ Do you wish to be brought back to life?

"Yes."

☞ **Do you know where Sergeant Jablonski is?**

**“No, he had assigned us to investigate the home of Talia, the chef from the Granite Chalice.”**

☞ **Did you find anything?**

**“We found that the residence was deserted. One of her neighbors reported that she was taken away by 2 red-haired humans a man and a woman so we set out to find them.”**

☞ **Did you eat a dessert from one of the restaurants?**

**“Yes, I had a piece of double chocolate cake from the Granite Chalice.”**

☞ **Why would you do something like that, especially while you’re looking into the death of a patron from the Granite Chalice?**

**“There were a couple of reasons for that:**

- 1. I was hungry. We were working a double shift and because of that I hadn’t yet had the opportunity to grab my morning meal**
- 2. I wanted to find answers about what happened to the people that died so that we knew where to head next.**

**I’m thinking now, that perhaps that wasn’t the smartest thing to do.”**

That’s all the information that he knows

## Encounter 5

**As you start heading to your next destination, you hear the sounds of a battle coming from up ahead.**

If the PCs go to investigate they will find 2 groups of Legionnaires involved in a fierce battle amongst themselves. One of the groups is 4 humans while the other is 3 half-orcs. The humans are using long swords while the half-orcs are using great clubs and sickles. The bodies of 4 Legionnaires lay on the ground. Allow the PCs the opportunity to make a Perception (

Allow the PCs a **Perception (Vision) check** with the DC determining the results

**DC 5** There are 4 bodies on the ground. Each of the bodies on the ground (1 half-elf and 3 dwarves) is missing their clothing. The bodies appear to have had

their insides burst open a if something escaped..

**DC 10** There’s something odd about these legionnaires.

For starters, their uniforms are too small

**DC 15** One of the uniforms has blood on it

**DC 20** The names on the uniforms indicates that they are Shadowmask and Stonefurl

**DC25** Stonefurl’s uniform doesn’t have any holes in it.

### ATL 1

⚔ **Half-orc barbarian 3 (2)**

NE Medium humanoid (human, orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**AC** 15, touch 11, flat-footed 12 (+4 armor, +3 Dex, -2 untyped penalty)

**hp** 51 (3d12+18)

**Fort** +8, **Ref** +4, **Will** +3

**Defensive Abilities** orc ferocity, trap sense +1, uncanny dodge; **Immune** energy resistance: (acid 1, electricity 1, fire 1); **DR** Nil; **SR** Nil

**Speed** 40 ft.

**Melee/Full Atk** mwk greatclub +8 (1d10+6)

**Ranged/Full Atk** nil

**Special Attacks** rage (11 rounds/day), rage powers (energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG])

**Str** 18, **Dex** 16, **Con** 20, **Int** 8, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Extra Rage Power[APG], Extra Rage Power[APG]

**Skills** Acrobatics +6, Intimidate +6, Perception +4, Survival +6, Swim +5; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** fast movement, orc blood, trap sense +1

**Gear** mithral shirt, mwk greatclub, 150 gp

**Special Abilities** Orc Ferocity (1/day), Uncanny Dodge

⚔ **Half-orc inquisitor 3**

NE Medium humanoid (human, orc)

**Init** +6; **Senses** darkvision 60 ft.; Perception +10

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

**hp** 31 (3d8+9)

**Fort** +5, **Ref** +3, **Will** +7

**Defensive Abilities** orc ferocity, **Immune** Nil; **DR** Nil; **SR** Nil

**Speed** 30 ft. (20 ft. in armor)

**Melee/Full Atk** mwk sickle +3 (1d6)

**Ranged/Full Atk** mwk sling +5 (1d4)

**Special Attacks** judgment 1/day

**Domain Spell-Like Abilities** (CL 3rd; concentration +7, Domain: Death): **7/day**—bleeding touch (1 round)

**Inquisitor Spell-Like Abilities** (CL 3rd; concentration +7):

**At will**—detect alignment

**Inquisitor Spells Known** (CL 3rd; concentration +7)

**0 (at will)**—*acid splash, bleed (DC 14), create water, daze (DC 14), guidance, stabilize*; **1st (4/day)**—*cure light wounds, divine favor, inflict light wounds (DC 15), protection from good*

**Str 10, Dex 14, Con 14, Int 10, Wis 18, Cha 10**

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

**Feats** Combat Casting, Precise Strike, Skill Focus (Spellcraft)

**Skills** Acrobatics -1 (-5 to jump), Heal +10, Intimidate +3, Knowledge (planes) +6, Knowledge (religion) +6, Perception +10, Sense Motive +11, Spellcraft +9; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** monster lore +4, orc blood, solo tactics, stern gaze +1, track +1

**Gear** mwk chain shirt, mwk buckler, mwk sickle, mwk sling, 20 sling bullets, 150 gp

**Special Abilities Bleeding Touch** (D) (1 round, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage, **Judgment** (1/day) (Su) Variable bonuses increase as the combat continues, **Monster Lore** +4 (Ex) +4 to Knowledge checks when identifying the weaknesses of creatures, **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones.

### ATL 3

**½ Half-orc barbarian 5 (2)**

NE Medium humanoid (human, orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

**AC** 15, touch 11, flat-footed 12 (+4 armor, +3 Dex, -2 untyped penalty)

**hp** 81 (3512+30)

**Fort** +9, **Ref** +4, **Will** +3

**Defensive Abilities** orc ferocity, trap sense +1, improved uncanny dodge; **Immune** energy resistance: (acid 2, electricity 2, fire 2, sonic 2); **DR** Nil; **SR** Nil

**Speed** 40 ft.

**Melee/Full Atk** mwk greatclub +10 (1d10+6)

**Ranged/Full Atk** nil

**Special Attacks** rage (15 rounds/day), rage powers (energy resistance: acid, energy resistance: electricity, energy resistance: fire, energy resistance: sonic)

**Str 19, Dex 16, Con 20, Int 8, Wis 10, Cha 10**

**Base Atk** +5; **CMB** +9; **CMD** 20

**Feats** Extra Rage Power Extra Rage Power, Power Attack (+2/+4)

**Skills** Acrobatics +11 (+15 to jump), Climb +8, Intimidate +6, Perception +4, Survival +7, Swim +10; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** fast movement, orc blood, trap sense +1

**Gear** mithral shirt, mwk greatclub, 150 gp

**Special Abilities** Orc Ferocity (1/day), Uncanny Dodge, Improved Uncanny Dodge

**½ Half-orc inquisitor 5**

NE Medium humanoid (human, orc)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12

**AC** 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

**hp** 49 (5d8+15)

**Fort** +6, **Ref** +3, **Will** +8

**Defensive Abilities** orc ferocity, **Immune** Nil; **DR** Nil; **SR** Nil

**Speed** 30 ft. (20 ft. in armor)

**Melee/Full Atk** mwk sickle +4 (1d6)

**Ranged/Full Atk** mwk sling +6 (1d4)

**Special Attacks** bane (5 rounds/day), judgment 2/day

**Domain Spell-Like Abilities** (CL 5th; concentration +9, Domain: Death): **7/day**—bleeding touch (2 rounds)

**Inquisitor Spell-Like Abilities** (CL 5th concentration +9):

**At will**—detect alignment, discern lies (5 rounds/day)

**Inquisitor Spells Known** (CL 5th concentration +9)

**0 level** (at will)—*acid splash, bleed (DC 14), create water, daze (DC 14), guidance, stabilize*, **1st level** (5/day)—*cure light wounds, divine favor, inflict light wounds (DC 15), protection from good*, **2nd level** (3/day)—*cure moderate wounds, desecrate, spiritual weapon (sickle)*

**Str 10, Dex 14, Con 14, Int 10, Wis 19, Cha 10**

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

**Feats** Allied Spellcaster, Combat Casting, Precise Strike, Skill Focus (Spellcraft)

**Skills** Acrobatics -1 (-5 to jump), Heal +12, Intimidate +4, Knowledge (planes) +8, Knowledge (religion) +8, Perception +12, Sense Motive +14, Spellcraft +11; **Racial Modifiers** +2 Intimidate

**Languages** Common, Orc

**SQ** monster lore +4, orc blood, solo tactics, stern gaze +2, track +2

**Gear** mwk chain shirt, mwk buckler, mwk sickle, mwk sling, 20 sling bullets, 150 gp

**Special Abilities Bane** (+2 / 2d6, 7 rounds/day) (Su) Make the weapon you are holding a bane weapon., **Bleeding Touch** (D) (1 round, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage, **Judgment** (2/day) (Su) Variable bonuses increase as the combat continues, **Monster Lore** +4 (Ex) +4 to Knowledge checks when identifying the weaknesses of creatures, **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones.

### ATL 5

**½ Half-orc barbarian 7 (2)**

NE Medium humanoid (human, orc)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

AC 18, touch 11, flat-footed 15 (+5 armor, +3 Dex, +2 natural, -2 untyped penalty)  
**hp** 111 (7d12+42)  
**Fort** +10, **Ref** +5, **Will** +4  
**Defensive Abilities** orc ferocity, trap sense +1, improved uncanny dodge; **Immune** energy resistance: (acid 3, electricity 3, fire 3); **DR** 1—; **SR** Nil  
**Speed** 40 ft.  
**Melee** +1 greatclub +13/+8 (1d10+7) or gore +6 (1d8+7)  
**Full Atk** mwk greatclub +13/+8 (1d10+7) or gore +6 (1d8+7)  
**Ranged/Full Atk** nil  
**Special Attacks** rage (19 rounds/day), rage powers (energy resistance: acid, energy resistance: electricity, energy resistance: fire, energy resistance: sonic)  
**Str** 19, **Dex** 16, **Con** 20, **Int** 8, **Wis** 10, **Cha** 10  
**Base Atk** +7; **CMB** +11; **CMD** 22  
**Feats** Extra Rage Power Extra Rage Power, Power Attack (+2/+4), Weapon Focus (greatclub)  
**Skills** Acrobatics +12 (+16 to jump), Climb +11, Intimidate +6, Perception +4, Survival +9, Swim +10; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Orc  
**SQ** fast movement, orc blood, trap sense +2, fiend totem lesser  
**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2~~, mithral shirt, +1 greatclub, 150 gp  
**Special Abilities** Orc Ferocity (1/day), Uncanny Dodge, Improved Uncanny Dodge, **Fiend Totem, Lesser** (Su) Gain d8 gore attack while raging

#### ⚔ Half-orc inquisitor 7

NE Medium humanoid (human, orc)  
**Init** +8; **Senses** darkvision 60 ft.; Perception +14  
AC 22, touch 14, flat-footed 18 (+5 armor, +4 Dex, +2 natural, +1 shield)  
**hp** 81 (7d8+35)  
**Fort** +9, **Ref** +6, **Will** +9  
**Defensive Abilities** orc ferocity, **Immune** Nil; **DR** Nil; **SR** Nil  
**Speed** 30 ft.  
**Melee/Full Atk** mwk sickle +8 (1d6+3)  
**Ranged/Full Atk** mwk sling +10 (1d4+2)  
**Special Attacks** bane (7 rounds/day), judgment 3/day  
**Domain Spell-Like Abilities** (CL 7th; concentration +11, Domain: Death): **7/day**—bleeding touch (3 rounds)  
**Inquisitor Spell-Like Abilities** (CL 7th concentration +11):  
**At will**—detect alignment, discern lies (7 rounds/day)  
**Inquisitor Spells Known** (CL 7th; concentration +11)  
**0 level** (at will)—*acid splash, bleed (DC 14), create water, daze (DC 14), guidance, stabilize*; **1<sup>st</sup> level** (5/day)—*cure light wounds, divine favor, inflict light wounds (DC 15), protection from good, wrath*; **2<sup>nd</sup> level** (4/day)—*cure moderate wounds, desecrate, spiritual weapon, weapon of*

*awe (DC 16); 3<sup>rd</sup> level* (2/day)—*cure serious wounds, inflict serious wounds (DC 17)*  
**Str** 14, **Dex** 18, **Con** 18, **Int** 10, **Wis** 19, **Cha** 10  
**Base Atk** +5; **CMB** +7; **CMD** 21  
**Feats** Allied Spellcaster, Combat Casting, Coordinated Defense, Outflank, Precise Strike, Skill Focus (Spellcraft)  
**Skills** Heal +14, Intimidate +5, Knowledge (planes) +10, Knowledge (religion) +10, Perception +14, Sense Motive +17, Spellcraft +13; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Orc  
**SQ** monster lore +4, orc blood, solo tactics, stern gaze +3, track +3  
**Gear** oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace; **Other Gear** +1 chain shirt, mwk buckler, +1 sickle, mwk sling, 150 gp  
**Special Abilities** **Bane** (+2 / 2d6, 7 rounds/day) (Su) Make the weapon you are holding a bane weapon. **Bleeding Touch** (3 rounds, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage. **Judgment** (3/day) (Su) Variable bonuses increase as the combat continues. **Monster Lore** +4 (Ex) +4 to Knowledge checks when identifying the weakness of creatures. **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones.

#### ATL 7

##### ⚔ Half-orc barbarian 9 (2)

NE Medium humanoid (human, orc)  
**Init** +3; **Senses** darkvision 60 ft.; Perception +4  
AC 18, touch 11, flat-footed 15 (+5 armor, +3 Dex, +2 natural, -2 untyped penalty)  
**hp** 141 (9d12+54)  
**Fort** +11, **Ref** +6, **Will** +5  
**Defensive Abilities** improved uncanny dodge, orc ferocity, trap sense +3; **DR** 1/—; **Resist** acid 4, electricity 4, fire 4, sonic 4  
**Speed** 40 ft.  
**Melee** +1 greatclub +16/+11 (1d10+8) or gore +9 (1d8+2)  
**Special Attacks** rage (23 rounds/day), rage powers (energy resistance, greater: fire[APG], energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG])  
**Str** 20, **Dex** 16, **Con** 20, **Int** 8, **Wis** 10, **Cha** 10  
**Base Atk** +9; **CMB** +14; **CMD** 25  
**Feats** Extra Rage Power[APG], Extra Rage Power[APG], Lunge, Power Attack, Weapon Focus (greatclub)  
**Skills** Acrobatics +14 (+18 to jump), Climb +13, Handle Animal +5, Intimidate +6, Perception +4, Survival +10, Swim +11; **Racial Modifiers** +2 Intimidate  
**Languages** Common, Orc



SQ fast movement, orc blood

Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2; Other Gear mithral shirt, +1 greatclub, 150 gp

Special Abilities

**Fiend Totem, Lesser** (Su) Gain d8 gore attack while raging  
**Improved Uncanny Dodge** (Lv >=13) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 13+.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.  
Orc Blood Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Power Attack -3/+6 You can subtract from your attack roll to add to your damage.

Rage (23 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Trap Sense +3 (Ex) +3 bonus on reflex saves and AC against traps.

### ⚔ Half-orc inquisitor 9

NE Medium humanoid (human, orc)

**Init** +8; **Senses** darkvision 60 ft.; Perception +16

**AC** 22, touch 14, flat-footed 18 (+5 armor, +4 Dex, +2 natural, +1 shield)

**hp** 103 (9d8+45)

**Fort** +10, **Ref** +7, **Will** +11

**Defensive Abilities** death's endurance, orc ferocity, **Immune** Nil; **DR** Nil; **SR** Nil

**Speed** 30 ft.

**Melee** mwk sickle +9 (1d6+3)

**Full Atk** mwk sickle +9/+4 (1d6+3)

**Ranged/Full Atk** mwk sling +11 (1d4+2)

**Special Attacks** bane (9 rounds/day), judgment 3/day (2 simultaneous)

**Domain Spell-Like Abilities** (CL 9th; concentration +13, Domain: Death): **7/day**—bleeding touch (4 rounds)

**Inquisitor Spell-Like Abilities** (CL 9th concentration +13):

**At will**—detect alignment, discern lies (7 rounds/day)

**Inquisitor Spells Known** (CL 9th; concentration +13) **0 level** (at will)—acid splash, bleed (DC 14), create water, daze (DC 14), guidance, stabilize, **1<sup>st</sup> level** (6/day)—cure light wounds, divine favor, inflict light wounds (DC 15), protection from good, wrath, **2<sup>nd</sup> level** (5/day)—cure moderate wounds, desecrate, spiritual weapon, weapon of awe (DC 16), **3<sup>rd</sup> level** (4/day)—cure serious wounds, inflict serious wounds (DC 17), magic circle against good, prayer  
**Str** 14, **Dex** 18, **Con** 18, **Int** 10, **Wis** 20, **Cha** 10

**Base Atk** +6; **CMB** +8; **CMD** 22

**Feats** Allied Spellcaster, Combat Casting, Coordinated Defense, Outflank, Precise Strike, Shield Wall, Skill Focus (Spellcraft), Spell Penetration

**Skills** Heal +16, Intimidate +6, Knowledge (planes) +12, Knowledge (religion) +12, Perception +16, Sense Motive +20, Spellcraft +15; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** monster lore +4, orc blood, solo tactics, stern gaze +4, track +4

**Gear** oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace; Other Gear +1 chain shirt, mwk buckler, +1 sickle, mwk sling, 150 gp

**Special Abilities Bane** (+2 / 2d6, 9 rounds/day) (Su) Make the weapon you are holding a bane weapon. **Bleeding Touch** (4 rounds, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage. **Judgment** (3/day) (Su) Variable bonuses increase as the combat continues. **Monster Lore** +4 (Ex) +4 to Knowledge checks when identifying the weaknesses of creatures. **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones.

**Death's Embrace** (Ex) Heal damage from channeled negative energy.

### ATL 9

#### ⚔ Half-orc barbarian 11 (2)

NE Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception +4

**AC** 22, touch 13, flat-footed 17 (+6 armor, +5 Dex, +3 natural, -2 untyped penalty)

**hp** 204 (11d12+99)

**Fort** +15, **Ref** +8, **Will** +6

**Defensive Abilities** improved uncanny dodge, orc ferocity, trap sense +3; **DR** 2/—; **Resist** acid 5, electricity 5, fire 5, sonic 5

**Speed** 40 ft.

**Melee** +2 greatclub +22/+17/+12 (1d10+14) or gore +14 (1d8+4)

**Special Attacks** greater rage (29 rounds/day), rage powers (energy resistance, greater: electricity[APG], energy resistance, greater: fire[APG], energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG], powerful blow +3)

**Str** 26, **Dex** 20, **Con** 26, **Int** 8, **Wis** 10, **Cha** 10

**Base Atk** +11; **CMB** +19; **CMD** 32

**Feats** Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Lunge, Power Attack, Weapon Focus (greatclub)

**Skills** Acrobatics +17 (+21 to jump), Climb +18, Handle Animal +7, Intimidate +6, Perception +4, Survival +11, Swim +14; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** fast movement, orc blood

Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2; Other Gear mithral shirt, +2 greatclub, 150 gp

### Special Abilities

**Damage Reduction (2/-)** You have Damage Reduction against all attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Energy Resistance, Acid (5)** You have the specified Energy Resistance against Acid attacks.

**Energy Resistance, Electricity (5)** You have the specified Energy Resistance against Electricity attacks.

**Energy Resistance, Fire (5)** You have the specified Energy Resistance against Fire attacks.

**Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage,** halve an electricity attack's damage before applying resistance.

**Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage,** halve a fire attack's damage before applying resistance.

**Energy Resistance, Sonic (5)** You have the specified Energy Resistance against Sonic attacks.

**Energy Resistance: Acid (Ex)** Acid Resistance while raging

**Energy Resistance: Electricity (Ex)** Electricity Resistance while raging

**Energy Resistance: Fire (Ex)** Fire Resistance while raging

**Energy Resistance: Sonic (Ex)** Acid Resistance while raging

**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.

**Fiend Totem, Lesser (Su)** Gain d8 gore attack while raging

**Improved Uncanny Dodge (Lv >=15) (Ex)** Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 15+.

**Lunge** Can increase reach by 5 ft, but take -2 to AC for 1 rd.

**Orc Blood** Half-orcs count as both humans and orcs for any effect related to race.

**Orc Ferocity (1/day)** If brought below 0 Hp, can act as though disabled for 1 rd.

**Power Attack -3/+6** You can subtract from your attack roll to add to your damage.

**Powerful Blow +3 (1/rage) (Ex)** One attack per rage deals extra damage.

**Rage (29 rounds/day) (Ex)** +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

**Trap Sense +3 (Ex)** +3 bonus on reflex saves and AC against traps.

### ⚔ Half-orc inquisitor 11

NE Medium humanoid (human, orc)

**Init** +8; **Senses** darkvision 60 ft.; Perception +18

**AC** 23, touch 15, flat-footed 18 (+5 armor, +4 Dex, +1 dodge, +2 natural, +1 shield)

**hp** 125 (11d8+55)

**Fort** +11, **Ref** +7, **Will** +12

**Defensive Abilities** death's endurance, orc ferocity, stalwart, **Immune** Nil; **DR** Nil; **SR** Nil

**Speed** 30 ft.

**Melee** mwk sickle +11 (1d6+4)

**Full Atk** mwk sickle +11/+6 (1d6+4)

**Ranged/Full Atk** mwk sling +13 (1d4+2)

**Special Attacks** bane (11 rounds/day), judgment 4/day (3 simultaneous)

**Domain Spell-Like Abilities** (CL 11th; concentration +15, Domain: Death): **7/day**—bleeding touch (5 rounds)

**Inquisitor Spell-Like Abilities** (CL 11th concentration +15): **At will**—detect alignment, discern lies (11 rounds/day)

**Inquisitor Spells Known** (CL 11th; concentration +15) **0 level** (at will)—*acid splash, bleed (DC 14), create water, daze (DC 14), guidance, stabilize, 1<sup>st</sup> level* (6/day)—*cure light wounds, divine favor, gorum's armor[ISWG], inflict light wounds (DC 15), protection from good, wrath, 2<sup>nd</sup> level* (5/day)—*cure moderate wounds, desecrate, inflict moderate wounds (DC 16), spiritual weapon, weapon of awe (DC 16), 3<sup>rd</sup> level* (5/day)—*cure serious wounds, inflict serious wounds (DC 17), magic circle against good, prayer, 4<sup>th</sup> level* (3/day) - *efile armor (DC 18), inflict critical wounds (DC 18), unholy blight (DC 18)*

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

**Base Atk** +8; **CMB** +10; **CMD** 25

**Feats** Allied Spellcaster, Combat Casting, Coordinated Defense, Dodge, Outflank, Precise Strike, Shield Wall, Skill Focus (Spellcraft), Spell Penetration

**Skills** Heal +18, Intimidate +7, Knowledge (planes) +14, Knowledge (religion) +14, Perception +18, Sense Motive +23, Spellcraft +20; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** monster lore +4, orc blood, solo tactics, stern gaze +5, track +5

**Gear** oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace; +1 chain shirt, mwk buckler, +1 sickle, mwk sling, 150 gp

**Special Abilities** **Bane** (+2 / 2d6, 11 rounds/day) (Su) Make the weapon you are holding a bane weapon., **Bleeding Touch** (5 rounds, 7/day) (Sp) Melee touch attack deals 1d6 bleeding damage. **Death's Embrace** (Ex) Heal damage from

channeled negative energy. **Monster Lore** +4 (Ex) +4 to Knowledge checks when identifying the weakness of creatures. **Second Judgment** (4/day) (Su) Variable bonuses increase as the combat continues. **Shield Wall** +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields. **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones. **Stalwart** (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead.

ATL 11

### ⚔ Half-orc barbarian 13 (2)

NE Medium humanoid (human, orc)  
Init +5; Senses darkvision 60 ft.; Perception +4  
AC 25, touch 14, flat-footed 19 (+7 armor, +5 Dex, +1 dodge, +4 natural, -2 untyped penalty)  
hp 240 (13d12+117)  
Fort +16, Ref +10, Will +7; +4 morale vs. poison and fear  
Defensive Abilities improved uncanny dodge, orc ferocity, trap sense +4; DR 3/—; Resist acid 6, electricity 6, fire 6, sonic 6  
Speed 70 ft.  
Melee +3 greatclub +27/+27/+22/+17 (1d10+15) or gore +18 (1d8+4)  
Special Attacks greater rage (33 rounds/day), rage powers (energy resistance, greater: electricity[APG], energy resistance, greater: fire[APG], energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG], mighty swing, powerful blow +4)  
Str 27, Dex 20, Con 26, Int 8, Wis 10, Cha 10  
Base Atk +13; CMB +23; CMD 35  
Feats Extra Rage, Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Lunge, Power Attack, Weapon Focus (greatclub)  
Skills Acrobatics +18 (+34 to jump), Climb +20, Handle Animal +8, Intimidate +6, Perception +4, Survival +13, Swim +14; Racial Modifiers +2 Intimidate  
Languages Common, Orc  
SQ fast movement, orc blood  
Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2; Other Gear mithral shirt, +3 greatclub, 150 gp  
Special Abilities  
Damage Reduction (3/-) You have Damage Reduction against all attacks.  
Darkvision (60 feet) You can see in the dark (black and white vision only).  
Energy Resistance, Acid (6) You have the specified Energy Resistance against Acid attacks.  
Energy Resistance, Electricity (6) You have the specified Energy Resistance against Electricity attacks.  
Energy Resistance, Fire (6) You have the specified Energy Resistance against Fire attacks.  
Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.  
Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.  
Energy Resistance, Sonic (6) You have the specified Energy Resistance against Sonic attacks.  
Energy Resistance: Acid (Ex) Acid Resistance while raging  
Energy Resistance: Electricity (Ex) Electricity Resistance while raging  
Energy Resistance: Fire (Ex) Fire Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging  
Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fiend Totem, Lesser (Su) Gain d8 gore attack while raging  
Improved Uncanny Dodge (Lv >=17) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 17+.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.  
Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Orc Blood Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Power Attack -4/+8 You can subtract from your attack roll to add to your damage.

Powerful Blow +4 (1/rage) (Ex) One attack per rage deals extra damage.

Rage (33 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Trap Sense +4 (Ex) +4 bonus on reflex saves and AC against traps.

### ⚔ Half-orc inquisitor 13

NE Medium humanoid (human, orc)  
Init +9; Senses darkvision 60 ft.; Perception +21  
AC 27, touch 16, flat-footed 21 (+7 armor, +4 Dex, +2 dodge, +3 natural, +1 shield)  
hp 147 (13d8+65)  
Fort +12, Ref +9, Will +14  
Defensive Abilities death's endurance, orc ferocity, stalwart,  
Immune Nil; DR Nil; SR Nil  
Speed 60 ft.  
Melee mwk sickle +15 (1d6+5)  
Full Atk mwk sickle +15/+15/+10 (1d6+5)  
Ranged mwk sling +15 (1d4+2)  
Full Atk mwk sling +15/+15 (1d4+2)  
Special Attacks greater bane (13 rounds/day), judgment 5/day (2 simultaneous)  
Domain Spell-Like Abilities (CL 13th; concentration +18, Domain Death), 8/day—bleeding touch (6 rounds)  
Inquisitor Spell-Like Abilities (CL 13th; concentration +18), At will—detect alignment, discern lies (13 rounds/day)  
Inquisitor Spells Known (CL 13th; concentration +18)  
0 level (at will)—acid splash, bleed (DC 15), create water, daze (DC 15), guidance, stabilize, 1<sup>st</sup> level (7/day)—cure light wounds, divine favor, gorum's armor[ISWG], inflict light wounds (DC 16), protection from good, wrath, 2<sup>nd</sup> level (6/day)—cure moderate wounds, desecrate, inflict moderate wounds (DC 17), spiritual weapon, weapon of awe (DC 17), 3<sup>rd</sup> level (5/day)—cure serious wounds, inflict serious wounds (DC 18), magic circle against good, prayer, protection from energy, 4<sup>th</sup> level (4/day)—defile armor (DC 19), inflict critical wounds (DC 19), stonewall, unholy blight

(DC 19), **5<sup>th</sup> level** (2/day)—mass cure light wounds, flame strike (DC 20)

**Str 14, Dex 18, Con 18, Int 10, Wis 21, Cha 10**

**Base Atk +9; CMB +12; CMD 27**

**Feats** Allied Spellcaster, Combat Casting, Coordinated Defense, Dodge, Greater Spell Penetration, Outflank, Paired Opportunists, Precise Strike, Shield Wall, Skill Focus (Spellcraft), Spell Penetration

**Skills** Acrobatics +3 (+15 to jump), Heal +21, Intimidate +8, Knowledge (planes) +16, Knowledge (religion) +16, Perception +21, Sense Motive +27, Spellcraft +22; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** monster lore +5, orc blood, solo tactics, stern gaze +6, track +6

**Gear** ~~oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of haste;~~ mwkchain shirt, mwk buckler, mwk sickle, mwk sling, 150 gp

**Special Abilities** **Bleeding Touch** (6 rounds, 8/day) (Sp)

Melee touch attack deals 1d6 bleeding damage. **Death's**

**Embrace** (Ex) Heal damage from channeled negative energy,

**Greater Bane** (+2 / 4d6, 13 rounds/day) (Su) Make the

weapon you are holding a bane weapon. **Monster Lore** +4

(Ex) +4 to Knowledge checks when identifying the

weaknesses of creatures. **Second Judgment** (5/day) (Su)

Variable bonuses increase as the combat continues. **Shield**

**Wall** +2 to shield bonus if adj ally with same feat has a

tower/heavy shield or +1 for smaller shields. **Solo Tactics**

(Ex) Count Teamwork feats as if your allies had the same

ones. **Stalwart** (Ex) If you succeed at a Fort or Will save for

reduced effect, you take none instead.

### ATL 13

#### ⚔ **Half-orc barbarian 15 (2)**

NE Medium humanoid (human, orc)

Init +5; Senses darkvision 60 ft.; Perception +4

AC 27, touch 14, flat-footed 21 (+8 armor, +5 Dex, +1

dodge, +5 natural, -2 untyped penalty)

hp 276 (15d12+135)

Fort +17, Ref +11, Will +8 (+4 vs. enchantments); +4 morale

vs. poison and fear

Defensive Abilities improved uncanny dodge, indomitable

will, orc ferocity, trap sense +5; DR 3/—; Resist acid 7,

electricity 7, fire 7, sonic 7

Speed 70 ft.

Melee +4 greatclub +30/+30/+25/+20 (1d10+16) or

gore +20 (1d8+4)

Special Attacks greater rage (37 rounds/day), rage powers

(energy absorption: fire[APG], energy resistance, greater:

electricity[APG], energy resistance, greater: fire[APG],

energy resistance: acid[APG], energy resistance:

electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG], mighty swing, powerful blow +4)

Str 27, Dex 20, Con 26, Int 8, Wis 10, Cha 10

Base Atk +15; CMB +25; CMD 37

Feats Critical Focus, Extra Rage, Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Lunge, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +19 (+35 to jump), Climb +21, Handle

Animal +9, Intimidate +6, Perception +4, Survival +14,

Swim +16; Racial Modifiers +2 Intimidate

Languages Common, Orc

SQ fast movement, orc blood

Combat Gear oil of magic vestment +1, oil of magic weapon,

greater +1, potion of barkskin +2; Other Gear mithral shirt,

+4 greatclub, 150 gp

Special Abilities

Critical Focus +4 to confirm critical hits.

Damage Reduction (3/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

Energy Resistance, Acid (7) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Electricity (7) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (7) You have the specified Energy Resistance against Fire attacks.

Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.

Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance, Sonic (7) You have the specified Energy Resistance against Sonic attacks.

Energy Resistance: Acid (Ex) Acid Resistance while raging

Energy Resistance: Electricity (Ex) Electricity Resistance

while raging

Energy Resistance: Fire (Ex) Fire Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily

loaded.

Fiend Totem, Lesser (Su) Gain d8 gore attack while raging

Improved Uncanny Dodge (Lv >=19) (Ex) Retain DEX

bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 19+.

Indomitable Will (Ex) +4 bonus to Will saves vs.

enchantment spells.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Orc Blood Half-orcs count as both humans and orcs for any effect related to race.  
Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.  
Power Attack -4/+8 You can subtract from your attack roll to add to your damage.  
Powerful Blow +4 (1/rage) (Ex) One attack per rage deals extra damage.  
Rage (37 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.  
Trap Sense +5 (Ex) +5 bonus on reflex saves and AC against traps.

### ⚔ **Half-orc inquisitor 15**

NE Medium humanoid (human, orc)  
**Init** +13; **Senses** darkvision 60 ft.; Perception +27  
**AC** 29, touch 16, flat-footed 23 (+8 armor, +4 Dex, +2 dodge, +4 natural, +1 shield)  
**hp** 169 (15d8+75)  
**Fort** +17, **Ref** +14, **Will** +18  
**Defensive Abilities** death's endurance, orc ferocity, stalwart,  
**Immune** fear; **DR** Nil; **SR** Nil  
**Speed** 60 ft.  
**Melee** mwk sickle +22 (1d6+6)  
**Full Atk** mwksickle +22/+22/+17/+12 (1d6+6)  
**Ranged** mwk sling +21 (1d4+2)  
**Full Atk** mwk sling +21/+21 (1d4+2)  
Special Attacks exploit weakness, greater bane (15 rounds/day), judgment 5/day (2 simultaneous)  
Domain Spell-Like Abilities (CL 15th; concentration +20)  
8/day—bleeding touch (7 rounds)  
Inquisitor Spell-Like Abilities (CL 15th; concentration +20)  
At will—detect alignment, discern lies (15 rounds/day)  
Inquisitor Spells Known (CL 15th; concentration +20)  
5th (4/day)—mass cure light wounds, flame strike (DC 20), mass inflict light wounds (DC 20), resounding blow (DC 20)  
4th (5/day)—defile armor (DC 19), inflict critical wounds (DC 19), stonewall, unholy blight (DC 19)  
3rd (6/day)—cure serious wounds, inflict serious wounds (DC 18), magic circle against good, prayer, protection from energy  
2nd (6/day)—cure moderate wounds, desecrate, flames of the faithful (DC 17), inflict moderate wounds (DC 17), spiritual weapon, weapon of awe (DC 17)  
1st (7/day)—cure light wounds, divine favor, gorum's armor[ISWG], inflict light wounds (DC 16), protection from good, wrath  
0 (at will)—acid splash, bleed (DC 15), create water, daze (DC 15), guidance, stabilize  
Domain Death  
**Str** 14, **Dex** 18, **Con** 18, **Int** 10, **Wis** 21, **Cha** 10  
Base Atk +11; CMB +18; CMD 29  
Feats Allied Spellcaster, Combat Casting, Coordinated Defense, Dodge, Duck And Cover, Greater Spell Penetration,

Improved Initiative, Outflank, Paired Opportunists, Precise Strike, Shield Wall, Skill Focus (Spellcraft), Spell Penetration Skills Acrobatics +7 (+19 to jump), Appraise +4, Bluff +4, Climb +5, Diplomacy +4, Disguise +4, Escape Artist +7, Fly +7, Heal +27, Intimidate +9, Knowledge (planes) +22, Knowledge (religion) +22, Perception +27, Ride +7, Sense Motive +30, Spellcraft +28, Stealth +7, Survival +9, Swim +5; Racial Modifiers +2 Intimidate  
Languages Common, Orc  
SQ monster lore +5, orc blood, solo tactics, stern gaze +7, track +7  
Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of haste;  
Other Gear +4 chain shirt, mwk buckler, +4 sickle, mwk sling, 150 gp  
**Special Abilities**  
Bleeding Touch (7 rounds, 8/day) (Sp) Melee touch attack deals 1d6 bleeding damage.  
Death's Embrace (Ex) Heal damage from channeled negative energy.  
Duck and Cover Take adj ally's roll for Ref (but drop prone). +2 cover vs. ranged att if they have a shield.  
Exploit Weakness (Ex) With a crit, ignore DR, suppress Regen, and take advantage of vulnerability.  
Greater Bane (+2 / 4d6, 15 rounds/day) (Su) Make the weapon you are holding a bane weapon.  
Monster Lore +5 (Ex) +5 to Knowledge checks when identifying the weakness of creatures.  
Orc Blood Half-orcs count as both humans and orcs for any effect related to race.  
Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.  
Outflank Increase flank bonus by +2 if flanking ally has same feat. If you crit, ally gets an AoO.  
Paired Opportunists +4 to hit for AoOs if you and adj ally with this feat both threaten the target.  
Precise Strike +1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.  
Second Judgment (5/day) (Su) Variable bonuses increase as the combat continues.  
Shield Wall +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields.  
Solo Tactics (Ex) Count Teamwork feats as if your allies had the same ones.  
Stalwart (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead.  
Track +7 Add the listed bonus to survival checks made to track

### **ATL 15**

#### ⚔ **Half-orc barbarian 17 (2)**

NE Medium humanoid (human, orc)

Init +7; Senses darkvision 60 ft.; Perception +6  
 AC 28, touch 14, flat-footed 22 (+9 armor, +5 Dex, +1  
 dodge, +5 natural, -2 untyped penalty)  
 hp 312 (17d12+153)  
 Fort +20, Ref +13, Will +8 (+4 vs. enchantments); +4 morale  
 vs. poison and fear  
 Defensive Abilities improved uncanny dodge, indomitable  
 will, orc ferocity, trap sense +5; DR 4/—; Resist acid 8,  
 electricity 8, fire 8, sonic 8  
 Speed 70 ft.  
 Melee +5 greatclub +35/+35/+30/+25/+20 (1d10+20) or  
 gore +24 (1d8+6)  
 Special Attacks greater rage (41 rounds/day), rage powers  
 (energy absorption: electricity[APG], energy absorption:  
 fire[APG], energy resistance, greater: electricity[APG],  
 energy resistance, greater: fire[APG], energy resistance:  
 acid[APG], energy resistance: electricity[APG], energy  
 resistance: fire[APG], energy resistance: sonic[APG], fiend  
 totem, lesser[APG], mighty swing, powerful blow +5)  
 Str 28, Dex 20, Con 26, Int 8, Wis 10, Cha 10  
 Base Atk +17; CMB +29; CMD 40  
 Feats Bleeding Critical, Critical Focus, Extra Rage, Extra  
 Rage Power[APG], Extra Rage Power[APG], Extra Rage  
 Power[APG], Lunge, Power Attack, Weapon Focus  
 (greatclub)  
 Skills Acrobatics +24 (+40 to jump), Appraise +1, Bluff +2,  
 Climb +27, Diplomacy +2, Disguise +2, Escape Artist +7,  
 Fly +7, Handle Animal +11, Heal +2, Intimidate +8,  
 Perception +6, Ride +7, Sense Motive +2, Stealth +7,  
 Survival +16, Swim +19; Racial Modifiers +2 Intimidate  
 Languages Common, Orc  
 SQ fast movement, orc blood, tireless rage  
 Combat Gear oil of magic vestment +1, oil of magic weapon,  
 greater +1, potion of barkskin +2; Other Gear mithral shirt,  
 +5 greatclub, 150 gp  
 Special Abilities  
 Bleeding Critical Critical Hits deal 2d6 bleed damage.  
 Critical Focus +4 to confirm critical hits.  
 Damage Reduction (4/-) You have Damage Reduction  
 against all attacks.  
 Darkvision (60 feet) You can see in the dark (black and white  
 vision only).  
 Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert  
 an electricity attack into temporary healing.  
 Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire  
 attack into temporary healing.  
 Energy Resistance, Acid (8) You have the specified Energy  
 Resistance against Acid attacks.  
 Energy Resistance, Electricity (8) You have the specified  
 Energy Resistance against Electricity attacks.  
 Energy Resistance, Fire (8) You have the specified Energy  
 Resistance against Fire attacks.

Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage,  
 halve an electricity attack's damage before applying  
 resistance.  
 Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a  
 fire attack's damage before applying resistance.  
 Energy Resistance, Sonic (8) You have the specified Energy  
 Resistance against Sonic attacks.  
 Energy Resistance: Acid (Ex) Acid Resistance while raging  
 Energy Resistance: Electricity (Ex) Electricity Resistance  
 while raging  
 Energy Resistance: Fire (Ex) Fire Resistance while raging  
 Energy Resistance: Sonic (Ex) Acid Resistance while raging  
 Fast Movement +10 (Ex) +10 feet to speed, unless heavily  
 loaded.  
 Fiend Totem, Lesser (Su) Gain d8 gore attack while raging  
 Improved Uncanny Dodge (Lv >=21) (Ex) Retain DEX  
 bonus to AC when flat-footed. You cannot be flanked unless  
 the attacker is Level 21+.  
 Indomitable Will (Ex) +4 bonus to Will saves vs.  
 enchantment spells.  
 Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.  
 Mighty Swing (1/rage) (Ex) Automatically confirm a critical  
 while raging.  
 Orc Blood Half-orcs count as both humans and orcs for any  
 effect related to race.  
 Orc Ferocity (1/day) If brought below 0 Hp, can act as though  
 disabled for 1 rd.  
 Power Attack -5/+10 You can subtract from your attack roll  
 to add to your damage.  
 Powerful Blow +5 (1/rage) (Ex) One attack per rage deals  
 extra damage.  
 Rage (41 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -  
 2 to AC when enraged.  
 Tireless Rage (Ex) Ending Rage no longer results in fatigue.  
 Trap Sense +5 (Ex) +5 bonus on reflex saves and AC against  
 traps.

### ⚔ **Half-orc inquisitor 17**

NE Medium humanoid (human, orc)  
 Init +14; Senses darkvision 60 ft.; Perception +28  
 AC 31, touch 16, flat-footed 25 (+9 armor, +4 Dex, +2  
 dodge, +5 natural, +1 shield)  
 hp 208 (17d8+102)  
 Fort +18, Ref +14, Will +20  
 Defensive Abilities death's embrace, orc ferocity, stalwart;  
 Immune fear  
 Speed 60 ft.  
 Melee +5 sickle +24/+24/+19/+14 (1d6+7)  
 Ranged mwk sling +22/+22 (1d4+2)  
 Special Attacks exploit weakness, greater bane (17  
 rounds/day), judgment 6/day (3 simultaneous), slayer  
 Domain Spell-Like Abilities (CL 17th; concentration +23)  
 9/day—bleeding touch (8 rounds)  
 Inquisitor Spell-Like Abilities (CL 17th; concentration +23)

At will—detect alignment, discern lies (17 rounds/day)  
**Inquisitor Spells Known** (CL 17th; concentration +23)  
 6th (3/day)—blade barrier (DC 22), blasphemy (DC 22), circle of death (DC 22)  
 5th (5/day)—mass cure light wounds, flame strike (DC 21), mass inflict light wounds (DC 21), resounding blow (DC 21)  
 4th (5/day)—defile armor (DC 20), inflict critical wounds (DC 20), shared wrath (DC 20), stonewall, unholy blight (DC 20)  
 3rd (6/day)—cure serious wounds, inflict serious wounds (DC 19), magic circle against good, prayer, protection from energy, searing light  
 2nd (7/day)—cure moderate wounds, desecrate, flames of the faithful (DC 18), inflict moderate wounds (DC 18), spiritual weapon, weapon of awe (DC 18)  
 1st (7/day)—cure light wounds, divine favor, gorum's armor[ISWG], inflict light wounds (DC 17), protection from good, wrath  
 0 (at will)—acid splash, bleed (DC 16), create water, daze (DC 16), guidance, stabilize  
**Domain Death**  
 Str 14, Dex 18, Con 18, Int 10, Wis 22, Cha 10  
 Base Atk +12; CMB +19; CMD 30  
 Feats Allied Spellcaster, Combat Casting, Coordinated Defense, Dodge, Duck And Cover, Greater Spell Penetration, Improved Initiative, Outflank, Paired Opportunists, Precise Strike, Shield Wall, Skill Focus (Spellcraft), Spell Penetration, Toughness  
 Skills Acrobatics +19 (+31 to jump), Appraise +4, Bluff +4, Climb +5, Diplomacy +4, Disguise +4, Escape Artist +7, Fly +7, Heal +28, Intimidate +10, Knowledge (planes) +22, Knowledge (religion) +22, Perception +28, Ride +7, Sense Motive +32, Spellcraft +28, Stealth +7, Survival +10, Swim +5; Racial Modifiers +2 Intimidate  
 Languages Common, Orc  
 SQ monster lore +6, orc blood, solo tactics, stern gaze +8, track +8  
 Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of haste; Other Gear +5 chain shirt, mwk buckler, +5 sickle, mwk sling, 150 gp  
**Special Abilities**  
**Bleeding Touch** (8 rounds, 9/day) (Sp) Melee touch attack deals 1d6 bleeding damage. **Death's Embrace** (Ex) Heal damage from channeled negative energy. **Duck and Cover** Take adj ally's roll for Ref (but drop prone). +2 cover vs. ranged att if they have a shield. **Exploit Weakness** (Ex) With a crit, ignore DR, suppress Regen, and take advantage of vulnerability. **Greater Bane** (+2 / 4d6, 17 rounds/day) (Su) Make the weapon you are holding a bane weapon. **Monster Lore** +6 (Ex) +6 to Knowledge checks when identifying the weakness of creatures.

**Shield Wall** +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields.  
**Slayer** (Ex) Selected Judgment is at +5 effective levels  
**Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones.  
**Stalwart** (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead.  
**Third Judgment** (6/day) (Su) Variable bonuses increase as the combat continues.

#### ATL 17

##### ⚔ **Half-orc barbarian 19 (2)**

NE Medium humanoid (human, orc)  
 Init +7; Senses darkvision 60 ft.; Perception +6  
 AC 28, touch 14, flat-footed 22 (+9 armor, +5 Dex, +1 dodge, +5 natural, -2 untyped penalty)  
 hp 348 (19d12+171)  
 Fort +21, Ref +14, Will +9 (+4 vs. enchantments); +4 morale vs. poison and fear  
 Defensive Abilities improved uncanny dodge, indomitable will, orc ferocity, trap sense +6; DR 5/—; Resist acid 9, electricity 9, fire 9, sonic 9  
 Speed 70 ft.  
 Melee +5 greatclub +37/+37/+32/+27/+22 (1d10+20) or gore +26 (1d8+6)  
 Special Attacks greater rage (45 rounds/day), rage powers (energy absorption: electricity[APG], energy absorption: fire[APG], energy eruption: electricity[APG], energy eruption: fire[APG], energy resistance, greater: electricity[APG], energy resistance, greater: fire[APG], energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG], mighty swing, powerful blow +5)  
 Str 28, Dex 20, Con 26, Int 8, Wis 10, Cha 10  
 Base Atk +19; CMB +31; CMD 42  
 Feats Bleeding Critical, Critical Focus, Extra Rage, Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Lunge, Power Attack, Weapon Focus (greatclub)  
 Skills Acrobatics +25 (+41 to jump), Appraise +1, Bluff +2, Climb +29, Diplomacy +2, Disguise +2, Escape Artist +7, Fly +7, Handle Animal +12, Heal +2, Intimidate +8, Perception +6, Ride +7, Sense Motive +2, Stealth +7, Survival +18, Swim +19; Racial Modifiers +2 Intimidate  
 Languages Common, Orc  
 SQ fast movement, orc blood, tireless rage  
 Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2; Other Gear mithral shirt, +5 greatclub, 150 gp  
**Special Abilities**  
 Bleeding Critical Critical Hits deal 2d6 bleed damage.  
 Critical Focus +4 to confirm critical hits.

Damage Reduction (5/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing.

Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

Energy Eruption: Electricity (1/rage, DC 27) (Su) 1/rage, store an electricity attack and repeat it as a breath weapon.

Energy Eruption: Fire (1/rage, DC 27) (Su) 1/rage, store a fire attack and repeat it as a breath weapon.

Energy Resistance, Acid (9) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Electricity (9) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (9) You have the specified Energy Resistance against Fire attacks.

Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.

Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance, Sonic (9) You have the specified Energy Resistance against Sonic attacks.

Energy Resistance: Acid (Ex) Acid Resistance while raging

Energy Resistance: Electricity (Ex) Electricity Resistance while raging

Energy Resistance: Fire (Ex) Fire Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fiend Totem, Lesser (Su) Gain d8 gore attack while raging

Improved Uncanny Dodge (Lv >=23) (Ex) Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 23+.

Indomitable Will (Ex) +4 bonus to Will saves vs. enchantment spells.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.

Mighty Swing (1/rage) (Ex) Automatically confirm a critical while raging.

Orc Blood Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though disabled for 1 rd.

Power Attack -5/+10 You can subtract from your attack roll to add to your damage.

Powerful Blow +5 (1/rage) (Ex) One attack per rage deals extra damage.

Rage (45 rounds/day) (Ex) +6 Str, +6 Con, +3 to Will saves, -2 to AC when enraged.

Tireless Rage (Ex) Ending Rage no longer results in fatigue.

Trap Sense +6 (Ex) +6 bonus on reflex saves and AC against traps.

### ⚔ Half-orc inquisitor 19

NE Medium humanoid (human, orc)  
 Init +14; Senses darkvision 60 ft.; Perception +30  
 AC 31, touch 16, flat-footed 25 (+9 armor, +4 Dex, +2 dodge, +5 natural, +1 shield)  
 hp 232 (19d8+114)  
 Fort +19, Ref +15, Will +21  
 Defensive Abilities death's embrace, orc ferocity, stalwart;  
 Immune fear  
 Speed 60 ft.  
 Melee +5 sickle +26/+26/+21/+16 (1d6+7)  
 Ranged mwk sling +24/+24 (1d4+2)  
 Special Attacks exploit weakness, greater bane (19 rounds/day), judgment 7/day (3 simultaneous), slayer  
 Domain Spell-Like Abilities (CL 19th; concentration +25) 9/day—bleeding touch (9 rounds)  
 Inquisitor Spell-Like Abilities (CL 19th; concentration +25) At will—detect alignment, discern lies (19 rounds/day)  
 Inquisitor Spells Known (CL 19th; concentration +25) 6th (5/day)—blade barrier (DC 22), blasphemy (DC 22), circle of death (DC 22), harm (DC 22)  
 5th (6/day)—mass cure light wounds, dispel good, flame strike (DC 21), mass inflict light wounds (DC 21), resounding blow (DC 21)  
 4th (6/day)—defile armor (DC 20), inflict critical wounds (DC 20), shared wrath (DC 20), stonewall, unholy blight (DC 20)  
 3rd (6/day)—cure serious wounds, inflict serious wounds (DC 19), magic circle against good, prayer, protection from energy, searing light  
 2nd (7/day)—cure moderate wounds, desecrate, flames of the faithful (DC 18), inflict moderate wounds (DC 18), spiritual weapon, weapon of awe (DC 18)  
 1st (7/day)—cure light wounds, divine favor, gorum's armor[ISWG], inflict light wounds (DC 17), protection from good, wrath  
 0 (at will)—acid splash, bleed (DC 16), create water, daze (DC 16), guidance, stabilize  
 Domain Death  
 Str 14, Dex 18, Con 18, Int 10, Wis 22, Cha 10  
 Base Atk +14; CMB +21; CMD 32  
 Feats Allied Spellcaster, Combat Casting, Coordinated Defense, Dodge, Duck And Cover, Focused Spell, Greater Spell Penetration, Improved Initiative, Outflank, Paired Opportunists, Precise Strike, Shield Wall, Shielded Caster, Skill Focus (Spellcraft), Spell Penetration, Toughness  
 Skills Acrobatics +19 (+31 to jump), Appraise +4, Bluff +4, Climb +5, Diplomacy +4, Disguise +4, Escape Artist +7, Fly +7, Heal +30, Intimidate +11, Knowledge (planes) +24, Knowledge (religion) +24, Perception +30, Ride +7, Sense Motive +35, Spellcraft +30, Stealth +7, Survival +10, Swim +5; Racial Modifiers +2 Intimidate  
 Languages Common, Orc



SQ monster lore +6, orc blood, solo tactics, stern gaze +9, track +9

Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of haste; Other Gear +5 chain shirt, mwk buckler, +5 sickle, mwk sling, 150 gp

### Special Abilities

**Bleeding Touch** (9 rounds, 9/day) (Sp) Melee touch attack deals 1d6 bleeding damage. **Death's Embrace** (Ex) Heal damage from channeled negative energy. **Duck and Cover** Take adj ally's roll for Ref (but drop prone). +2 cover vs. ranged att if they have a shield. **Exploit Weakness** (Ex) With a crit, ignore DR, suppress Regen, and take advantage of vulnerability. **Greater Bane** (+2 / 4d6, 19 rounds/day) (Su) Make the weapon you are holding a bane weapon. **Monster Lore** +6 (Ex) +6 to Knowledge checks when identifying the weakness of creatures. **Shield Wall** +2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields. **Shielded Caster** +4 to concentration if adj ally has same feat, more if they have a shield. Halve Conc DC increases. **Slayer** (Judgment of Resistance) (Ex) Selected Judgment is at +5 effective levels **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones. **Stalwart** (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead. **Third Judgment** (7/day) (Su) Variable bonuses increase as the combat continues.

### ATL 19+

#### ⚔ Half-orc barbarian 20/fighter 1 (2)

NE Medium humanoid (human, orc)  
Init +7; Senses darkvision 60 ft.; Perception +6  
AC 28, touch 14, flat-footed 22 (+9 armor, +5 Dex, +1 dodge, +5 natural, -2 untyped penalty)  
hp 402 (21 HD; 1d10+20d12+209)  
Fort +25, Ref +14, Will +10 (+4 vs. enchantments); +4 morale vs. poison and fear  
Defensive Abilities improved uncanny dodge, indomitable will, orc ferocity, trap sense +6; DR 6/—; Resist acid 10, electricity 10, fire 10, sonic 10  
Speed 70 ft.  
Melee +5 greatclub +40/+40/+35/+30/+25 (1d10+22/19-20) or gore +29 (1d8+7)  
Special Attacks mighty rage (47 rounds/day), rage powers (energy absorption: electricity[APG], energy absorption: fire[APG], energy eruption: electricity[APG], energy eruption: fire[APG], energy resistance, greater: electricity[APG], energy resistance, greater: fire[APG], energy resistance: acid[APG], energy resistance: electricity[APG], energy resistance: fire[APG], energy resistance: sonic[APG], fiend totem, lesser[APG], increase damage reduction +1, mighty swing, powerful blow +6)

Str 31, Dex 20, Con 28, Int 8, Wis 10, Cha 10

Base Atk +21; CMB +34; CMD 45

Feats Bleeding Critical, Cleave, Critical Focus, Extra Rage, Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Extra Rage Power[APG], Improved Critical (greatclub), Lunge, Power Attack, Weapon Focus (greatclub)

Skills Acrobatics +26 (+42 to jump), Appraise +1, Bluff +2, Climb +31, Diplomacy +2, Disguise +2, Escape Artist +7, Fly +7, Handle Animal +12, Heal +2, Intimidate +8, Perception +6, Ride +7, Sense Motive +2, Stealth +7, Survival +19, Swim +21; Racial Modifiers +2 Intimidate Languages Common, Orc

SQ fast movement, orc blood, tireless rage

Combat Gear oil of magic vestment +1, oil of magic weapon, greater +1, potion of barkskin +2; Other Gear mithral shirt, +5 greatclub, 150 gp

Special Abilities

Bleeding Critical Critical Hits deal 2d6 bleed damage.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Critical Focus +4 to confirm critical hits.

Damage Reduction (6/-) You have Damage Reduction against all attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Energy Absorption: Electricity (1/rage) (Su) 1/rage, convert an electricity attack into temporary healing.

Energy Absorption: Fire (1/rage) (Su) 1/rage, convert a fire attack into temporary healing.

Energy Eruption: Electricity (1/rage, DC 29) (Su) 1/rage, store an electricity attack and repeat it as a breath weapon.

Energy Eruption: Fire (1/rage, DC 29) (Su) 1/rage, store a fire attack and repeat it as a breath weapon.

Energy Resistance, Acid (10) You have the specified Energy Resistance against Acid attacks.

Energy Resistance, Electricity (10) You have the specified Energy Resistance against Electricity attacks.

Energy Resistance, Fire (10) You have the specified Energy Resistance against Fire attacks.

Energy Resistance, Greater: Electricity (1/rage) (Ex) 1/rage, halve an electricity attack's damage before applying resistance.

Energy Resistance, Greater: Fire (1/rage) (Ex) 1/rage, halve a fire attack's damage before applying resistance.

Energy Resistance, Sonic (10) You have the specified Energy Resistance against Sonic attacks.

Energy Resistance: Acid (Ex) Acid Resistance while raging  
Energy Resistance: Electricity (Ex) Electricity Resistance while raging

Energy Resistance: Fire (Ex) Fire Resistance while raging

Energy Resistance: Sonic (Ex) Acid Resistance while raging

Fast Movement +10 (Ex) +10 feet to speed, unless heavily loaded.

Fiend Totem, Lesser (Su) Gain d8 gore attack while raging  
Improved Uncanny Dodge (Lv >=24) (Ex) Retain DEX  
bonus to AC when flat-footed. You cannot be flanked unless  
the attacker is Level 24+.

Increase Damage Reduction +1 (Ex) While raging, your DR  
increases by 1.

Indomitable Will (Ex) +4 bonus to Will saves vs.  
enchantment spells.

Lunge Can increase reach by 5 ft, but take -2 to AC for 1 rd.  
Mighty Swing (1/rage) (Ex) Automatically confirm a critical  
while raging.

Orc Blood Half-orcs count as both humans and orcs for any  
effect related to race.

Orc Ferocity (1/day) If brought below 0 Hp, can act as though  
disabled for 1 rd.

Power Attack -6/+12 You can subtract from your attack roll  
to add to your damage.

Powerful Blow +6 (1/rage) (Ex) One attack per rage deals  
extra damage.

Rage (47 rounds/day) (Ex) +8 Str, +8 Con, +4 to Will saves, -  
2 to AC when enraged.

Tireless Rage (Ex) Ending Rage no longer results in fatigue.

Trap Sense +6 (Ex) +6 bonus on reflex saves and AC against  
traps.

### ⚔ Half-orc inquisitor 20/sorcerer 1

NE Medium humanoid (human, orc)

**Init** +14; **Senses** darkvision 60 ft.; Perception +30

**AC** 31, touch 16, flat-footed 25 (+9 armor, +4 Dex, +2  
dodge, +5 natural, +1 shield)

**hp** 253 (21 HD; 1d6+20d8+125)

**Fort** +20, **Ref** +15, **Will** +24

**Defensive Abilities** death's endurance, orc ferocity, stalwart,

**Immune** fear; **DR** Nil; **SR** Nil

**Speed** 60 ft.

Melee mwk sickle +27 (1d6+7/19-20)

**Full Atk** mwk sickle +27/+27/+22/+17 (1d6+7/19-20)

**Ranged** mwk sling +25 (1d4+2)

**Full Atk** mwk sling +25/+25 (1d4+2)

**Special Attacks** exploit weakness, greater bane (20  
rounds/day), judgment 7/day (3 simultaneous), slayer, true  
judgment (DC 26)

Bloodline Spell-Like Abilities (CL 1st; concentration +1)  
3/day—corrupting touch (1 round)

Domain Spell-Like Abilities (CL 20th; concentration +26)  
9/day—bleeding touch (10 rounds)

Inquisitor Spell-Like Abilities (CL 20th; concentration +26)  
At will—detect alignment, discern lies (20 rounds/day)

Inquisitor Spells Known (CL 20th; concentration +26)  
0 (at will)—acid splash, bleed (DC 16), create water, daze  
(DC 16), guidance, stabilize

Domain Death

**1<sup>st</sup> level** (7/day)—cure light wounds, divine favor, gorum's  
armor[ISWG], inflict light wounds (DC 17), protection from  
good, wrath

**2<sup>nd</sup> level** (7/day)—cure moderate wounds, desecrate, flames  
of the faithful (DC 18), inflict moderate wounds (DC 18),  
spiritual weapon, weapon of awe (DC 18)

**3<sup>rd</sup> level** (6/day)—cure serious wounds, inflict serious  
wounds (DC 19), magic circle against good, prayer,  
protection from energy, searing light

**4<sup>th</sup> level** (6/day)—defile armor (DC 20), divine power,  
inflict critical wounds (DC 20), shared wrath (DC 20),  
stoneskin, unholy blight (DC 20)

**5<sup>th</sup> level** (6/day)—mass cure light wounds, dispel good,  
flame strike (DC 21), mass inflict light wounds (DC 21),  
resounding blow (DC 21)

**6<sup>th</sup> level** (6/day)—blade barrier (DC 22), blasphemy (DC  
22), circle of death (DC 22), dictum, harm (DC 22)  
Sorcerer Spells Known (CL 1st; concentration +1)

0 (at will)—jolt[UM], ray of frost, scoop[UM], touch of  
fatigue (DC 10)

Bloodline Infernal

**Str** 14, **Dex** 18, **Con** 18, **Int** 10, **Wis** 23, **Cha** 10

**Base Atk** +15; **CMB** +22; **CMD** 33

**Feats** Allied Spellcaster, Combat Casting, Coordinated  
Defense, Dodge, Duck And Cover, Eschew Materials,  
Focused Spell, Greater Spell Penetration, Improved Critical  
(sickle), Improved Initiative, Outflank, Paired Opportunists,  
Precise Strike, Shield Wall, Shielded Caster, Skill Focus  
(Spellcraft), Spell Penetration, Toughness

**Skills** Acrobatics +19 (+31 to jump), Appraise +4, Bluff +4,  
Climb +5, Diplomacy +4, Disguise +4, Escape Artist +7, Fly  
+7, Heal +30, Intimidate +12, Knowledge (planes) +24,  
Knowledge (religion) +24, Perception +30, Ride +7, Sense  
Motive +36, Spellcraft +30, Stealth +7, Survival +21, Swim  
+5; Racial Modifiers +2 Intimidate

**Languages** Common, Orc

**SQ** bloodline arcana (+2 DC for charm spells), monster lore  
+6, orc blood, solo tactics, stern gaze +10, track +10

**Gear** oil of magic vestment +1, oil of magic weapon, greater  
+1, potion of barkskin +2, potion of bear's endurance, potion  
of bull's strength, potion of cat's grace, potion of haste; +5  
chain shirt, mwk buckler, mwk sickle, ,mwk sling, 150 gp

**Special Abilities Bleeding Touch** (10 rounds, 9/day) (Sp)  
Melee touch attack deals 1d6 bleeding damage. **Corrupting**

**Touch** (1 round, 3/day) (Sp) As a standard action, touch  
shakes foe and they radiate evil for 1 round. **Death's**  
**Embrace** (Ex) Heal damage from channeled negative  
energy. **Duck and Cover** Take adj ally's roll for Ref (but drop  
prone). +2 cover vs. ranged att if they have a shield. **Exploit**

**Weakness** (Ex) With a crit, ignore DR, suppress Regen, and  
take advantage of vulnerability. **Greater Bane** (+2 / 4d6, 20  
rounds/day) (Su) Make the weapon you are holding a bane  
weapon. **Monster Lore** +6 (Ex) +6 to Knowledge checks  
when identifying the weakness of creatures. **Shield Wall**

+2 to shield bonus if adj ally with same feat has a tower/heavy shield or +1 for smaller shields. **Shielded Caster** +4 to concentration if adj ally has same feat, more if they have a shield. Halve Conc DC increases. **Slayer (Judgment of Resistance)** (Ex) Selected Judgment is at +5 effective levels **Solo Tactics** (Ex) Count Teamwork feats as if your allies had the same ones. **Stalwart** (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead. **True Judgment** (DC 26) (Su) At 20th level, an inquisitor can call true judgment down upon a foe during combat.

If the PCs defeat the villains they can learn the following information:

- They were hired by 2 red-haired humans to help cause chaos within Amthydor. Those 2 humans found a way to reduce a person's size down to about an inch or 2 while placing them into suspended animation for a certain length of time. When the spell wore off we would then start to grow until we regain our original size while at the same time causing the victim's body that we were in to burst open.
- Our boss is in a competition with another group to see whose plan can cause more chaos and earn her favor.. Both of the plans, ours in particular, will cause panic in the citizens which would be awesome.
- It's true the fact that their boss launched his attacks at the same time as the other group meant that both groups were helping the other. The difference is that our goals are more attainable than theirs..
- Our group will be the one that the succubus It was an interesting competition while it lasted, but the others don't stand a chance against this plan.
- They have a hideout in the Services District.
- They're not worried about being captured because their boss has a lawyer on retainer she's so good she makes that adventuring lawyer Neandra seem like a fish out of water.

## **ENCOUNTER 6: CHEMISTRY 101**

**You travel through the Services District, and arrive at the address that the villains gave you. The building is on the other side of an alley, next to a**

**building that says "Donut Wagon". The doors to the building are closed, and the windows are boarded up.**

A **Perception (Vision) DC 20** will reveal that the door and windows are trapped.

A successful **Disable Device DC 20+ATL** will disable the device otherwise they will take 1d6 points of force damage per ATL/2 (i.e. **(Reflex DC 15)**)

A **Disable Device check DC 15+ATL** will unlock the door and allow the PCS entry

**You open the door and make your way into the building. The walls and floors of the room are filled with wall to ceiling shelves that contain notes, beakers and chemicals. You find papers on the table describing the new spell and the ritual involved in its casting. You also notice 3 workers busily going about their business of creating potions of this new spell.**

The workers will surrender if threatened they will not fight with the PCs regardless of what the PCs might do. If the PCs didn't get the info from talking to the villains in the previous encounter they can get that information here.

## **CONCLUSION**

**You return to the temple of Lucor and are quickly ushered in to see Arbill Crythien. "So, what have you learned?" he asks expectantly. He then waits for the PCs to answer his question. "How disturbing. We'll have to get right on preventing their plans from coming to fruition. The knowledge you provided is interesting. Thank you for your help to deal with this threat. I'm hoping that your compatriots hired by the Society of Entertainers and Providers were successful dealing with the other part of this onslaught, if not I can see another opportunity for your services.**

**THUS ENDS "FATAL INDULGENCE"**

**TIME UNIT COST: 1 TU**

## EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9	ATL 11	ATL 13	ATL 15	ATL 17	ATL 19	ATLG4 21
<b>Module Experience</b>	<b>600</b>	<b>850</b>	<b>1200</b>	<b>1800</b>	<b>2900</b>	<b>4500</b>	<b>7000</b>	<b>10500</b>	<b>17000</b>	<b>28000</b>	<b>28000</b>
Getting into the warehouse without setting off the traps	50	50	100	100	100	200	200	500	500	500	500
Raising, or arranging to have the victims or legionnaires raised.	50	50	100	100	100	200	200	500	500	500	500
Roleplaying XP Bonus	50	50	100	100	100	200	200	500	500	500	500
<b>Maximum Possible XP</b>	<b>750</b>	<b>1000</b>	<b>1500</b>	<b>2100</b>	<b>3200</b>	<b>5100</b>	<b>7600</b>	<b>12000</b>	<b>18500</b>	<b>29500</b>	<b>29500</b>

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

## TREASURE SUMMARY

Treasure earned (other than gold) is based on the PCs Average Table Level that experience was earned at, not the Average Table Level (ATL) at which the PC played. See example under experience for further explanation.

### **Encounter 1**

➤ Potion of Cure Light Wounds, 1 per PC  
(Value: 50 gp, Size: Tiny, Tradable: Yes,

Rarity: Common, 1<sup>st</sup> level caster, Legality: Legal)

➤ Encounter 2

Etc.

Miscellaneous

This should be submitted as a separate document for approval purposes at the time the module is sent in for editing.

## PLAYER'S HANDOUT #1

<b>Victim</b>	<b>Age</b>	<b>Race</b>	<b>Gender</b>	<b>Business Patronized</b>	<b>Dessert eaten</b>
<b>Anjelique McTavich</b>	<b>Late 20's</b>	<b>Human</b>	<b>Female</b>	<b>Jade Palace</b>	<b>Pistachio Ice Cream</b>
<b>Briyanne Strongfellow</b>	<b>125</b>	<b>Elf</b>	<b>Female</b>	<b>Verlaine's</b>	<b>Donuts</b>
<b>Meredith Touissant</b>	<b>Late teens</b>	<b>Half-elf</b>	<b>Female</b>	<b>Granite Chalice</b>	<b>Double chocolate cake</b>
<b>Connor Reinhold</b>	<b>30</b>	<b>Gnome</b>	<b>Male</b>	<b>Dauntless Dolphin</b>	<b>Chocolate pudding</b>
<b>Darwin Newburgh</b>	<b>Early 20's</b>	<b>Human</b>	<b>Male</b>	<b>Rusty Nail</b>	<b>Custard</b>

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



Convention:

Judge:

Date:

## ROSTER OF HEROES: FATAL INDULGENCE

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

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

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

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

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

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

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