



Against All Odds

LSJ204

By David Samuels and Lynn Miller

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

Several Prominent heroes within the city have been taken into custody, accused of crimes against the city. The heroes all claim to be innocent, as the guilty always do. Have they all turned against the city, or is there more to this than meets the eye. A 1 round Legends of the Shining Jewel scenario for heroes of levels 1-6 ATLS 1-9

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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

Favoritism, real or perceived, has consequences. The most common consequences are: jealousy, resentment, outright hatred towards both the favored and the person responsible for the favoritism, and even depression over their unworthiness of being favored. In addition to those possible consequences, the slighted person tends to experience cloudy judgment making decisions or taking actions they might normally engage in.

A slighted animal companion named Mouse, an actual secondary companion and cohort of the druid named Calla is feeling frustrated. He doesn’t get to travel on as many adventurers with his druid, Calla, that her other companion named Tiny does. Tiny excitedly shared details of his adventures with Calla, with Mouse only made the situation worse. One day while Calla was adventuring with Tiny, Mouse happened to vent his frustrations with Calla and Tiny to other animals in the Druids’ Grove. One of those animals, a Hyena, was actually a greater doppelganger who had been hired by a general from D’Gar, a nation with an animosity towards Amthydor, to inflict vengeance on Amthydor for a transgression that occurred last summer. During that time, a fallen paladin managed to reclaim his stolen holy sword which had been in D’Gar in the general’s home.

After listening to Mouse’s ranting about Calla and Tiny and his depression about not being able to spend as much time with Calla and some of her more frequent companions: Grimey, Gurge, Lord Bob, Neandra,

Smith, Tarl, and Winford the disguised hyena came up with a plan to cause havoc in Amthydor by framing Calla's friends in an attempt to cause the city to lose faith in its adventuring community. The doppelganger knew that he would need more information from Mouse about those adventurers so he probed Mouse to get him to think about those adventurers so that he could copy Mouse's memories and know about the abilities of those adventurers. Unfortunately for the doppelganger, what he learned of those adventurers and their abilities was based on Mouse's understanding of them. For instance, while he knew that Lord Bob, Calla's most frequent companion is sometimes referred to as a "monk", and that he could hit people with his open palm and make them stop moving he has no idea what "monk" ability Lord Bob actually used to do so. The doppelganger posed as each of Calla's adventuring companions and committed a crime which was witnessed by others. Mouse also doesn't know the races of all of her friends. He knows for instance that Calla's friends Grimey, Gurge and Smith are short he doesn't actually know whether they're actually gnomes or halflings.

Introductions: PCs summoned to druid's grove to meet with a halfling named Nolan who is both a druid of the grove and a captain in the Diamond Legion,

Encounter 1: Interview Mouse

Encounter 2: Speaking with the victims/witnesses of the crimes

Encounter 2A: Speaking to the attack on Bobbi by "Lord Bob"

Encounter 2B: Speaking to the workers at the halfling bakery about the damage caused by Grimey

Encounter 2C: Speaking to witnesses of Gurge killing children to steal their candy

Encounter 2D: Speaking to witnesses who complained to the proctors about Neandra bribing witnesses to get them to change their testimony at trial so her clients could go free.

Encounter 2E: Speaking to the guards at the castle about the vandalism by Smith

Encounter 2F: Speaking to LoTs members about Tarl's attempt to sabotage the ritual to stop the blood beasts

Encounter 2G: Speaking to Nolan about Tiny's crime

Encounter 2H: Speaking to priests at the temple about Winford attacking priests at the temple of Hyperion because they were too stuffy

Encounter 3: PCs can talk with the legionnaires that took the statements from the witnesses/victims implicating Calla's friends.

Encounter 4: Obligatory thug encounter

Encounter 5: PCs return to the Druid's Grove to brief Nolan about what they've learned. They will find thugs waiting in the grove to attack them

Conclusion: PCs are debriefed by, and get their rewards from. Nolan

Epilogue: PCs witness the doppelganger boasting

INTRODUCTION

As you're going about your normal business a young brown-haired brown-eyed human boy, approximately 8 years old, dressed in the livery of the Amthydoran messenger service, walks towards you. "I'm looking for an adventurer; do you know where I can find one?"

If they don't mention being adventurers continue otherwise, skip to PCs admit that they're adventurers.

"Sorry to bother you. Hopefully someone else knows where I might be able to find an adventurer." You watch the young lad head down the street and speak to several people, both men and women, who while talking to him turn and point in your direction. The boy thanks each of them and then heads back to you. "I asked if you were adventurers, you could have saved me some time if you'd just admitted that you're an adventurer. I never knew an adventurer that was afraid to admit it, I guess that there's a first time for everything. Here, this is for you" he says, as he hands you a rolled up piece of piece of parchment and then starts to walk away.

GOTO PCs open the parchment

PCS admit that they're adventurers

"Whew. Do you know how hard it is to find an adventurer in this city? I've been trying to find a group of adventurers, preferably 3-7 of them but haven't had any luck. I have a message for you" he says as he hands you a rolled up piece of parchment

PCS open the parchment

If the PCs decide to check the parchment for magic, or traps, they will not discover any. When they open the parchment this is what they will find.

Brave Adventurer.

I have need of someone with your skill set to aid in a matter of the utmost importance. Please report to the Druids' Grove ASAP.

Nolan

Any PC that wants to can make a **Knowledge (Local) check DC 5** to know that there is a high level druid named Nolan who is also a Captain in the Diamond Legion.

When the PCs head to the Druid's Grove please continue with the following text:

You make your way through the gates of the city and proceed to the Druids' Grove. Upon entering the Grove you are met by a black-haired green-eyed halfling standing next to a riding dog. The halfling is wearing what appears to be armor made out of paper and is carrying a metallic looking scythe.

"Greetings, welcome to the Druid's Grove. For those of you that don't know me, my name is Nolan, and this riding dog here is my good friend Chuckles. We need your help with a matter of grave importance, a matter that requires use of skills that your group possesses."

He pauses for a moment and Chuckles howls. "Okay! Okay! No need to get nasty Chuckles. As I was saying, your help is needed. Before I begin explaining why I sent for you, I need you to promise that you'll allow me to finish speaking prior to asking questions." He seems to be waiting for an answer, while the riding dog he called Chuckles seems to be glaring at you.

Note: Nolan is the character of devoted LSJ Player Richard Lightheiser

If the PCs don't agree, they will be asked to leave the grove and the adventure is over for them unless they can figure out how to get back into the module.

If the PCs agree, continue with the text below

"Calla, one of the city's more prominent druids is in a somewhat sticky situation, guilty by association so to speak, and we need to find out who's behind her plight so that we can work on fixing it. Before you ask, let me clarify that statement. Calla's main animal companion and several of her frequent

adventuring companions have been placed into "protective custody" for their sakes as well as the city's – especially since the recent reported actions of some of them could be described as criminal, possibly treasonous. Calla has 2 animal companions: one, a flying winged crocodile named "Tiny" and the other an awakened wolf named "Mouse". Tiny gets to adventure with Calla all the time while Mouse only gets to travel with Calla, and Tiny, on those occasions when Calla is forced to travel with less than 5 of her friends. Unfortunately in Mouse's eyes Calla was favoring Tiny over him, as he often got left behind in the grove when they travelled with her friends. Mouse feeling both frustrated, and rejected by Calla, did what people usually do when looking for understanding he vented to some of the other animals in the grove. We're not sure exactly how this connects to the problems that Tiny and Calla's friends are dealing with right now, which is what we need your help with."

What does this pay?

"I can offer you (50 x ATL) pieces of gold. It's possible that depending on risk the payment could be more."

It's possible that the PCs might try to haggle with him. Being that he is a former adventurer, he will respect their attempt as it shows that they're confident in their abilities. He will modify the offer based on the results of a diplomacy check

DC 10+ATL 75gp x ATL, DC 15+ATL 100gp x ATL

Which adventurers were accused of these things?

"Calla, and her friends Lord Bob, Grimey, Gurge, Neandra, Smith Tarl, and Winford were located and taken into custody for their alleged crimes."

Aren't they presumed innocent until proven guilty?

"Ideally yes, but because they're some of the more prominent and more powerful of Amthydor's adventurers extra precautions were taken to safeguard the city."

What do you want us to do?

"We need you to look into their alleged crimes and if there's evidence of their innocence to locate it, the same holds true if you discover evidence of their

guilt. If the Legion investigates and discovers innocence clearing them the Lord Monarch might be perceived as fabricating the evidence to protect the city by staying on the good side of those adventurers. People need to understand that the Lord Monarch cares for the safety and security of every citizen and because of that no one is above the law.”

☛ What are they accused of doing?

“Where to start:

Lord Bob, one of the city’s nobles, attacked one of his trainees who just happened to be the president of his fan club. Lord Bob knocked Bobbi out with his stunning fist and gloated about it as she lay there. A witness of the attack described Lord Bob as cold calculating and a menace to the safety of those within the city.

Grimey has been sabotaging the equipment at the city’s bakeries in the city to ensure that he’s the only one with donuts. After attracting attention, he walked into an alley and disappeared into the shadows.

Gurge, married to a noble in the city who’s recently given birth, has been accused of beating children and then stealing their candy.

Neandra, one of the city’s top lawyers has been accused of bribing witnesses to gain favorable testimony to help get her clients off. A witness to one such transaction reported this to the Legion,

Smith is accused of vandalizing the walls of the capital by scribbling graffiti on them. The castles guards showed up as he melded into the sky.

Tarl, a powerful sorcerer and member of the League of Thaumaturgical Studies, LoTs, has been accused of trying to sabotage the ritual that the city’s working on to get rid of the blood beasts once and for all.

Tiny, Calla’s main animal companion is accused of attacking people within the city just for fun. He allegedly tried to take a bite out of a young girl and luckily for the young girl he was driven off by her parents. He then skulked his way into the nearest sewer entrance and disappeared.

Winford, a powerful priest of Sorena, has been accused of attacking some of the priests of the temple of Hyperion in the city. Winford resorted to fisticuff to catch them off guard and lay them out.”

☛ What did Calla do?

“On her own, nothing, or at least nothing that’s been reported. She was put into custody because besides being responsible for the actions of her animal companion, she is the common link between them.”

☛ So you’re saying that she’s guilty by association?

“Yes, but since at least one of her friends is accused of what could be described as treasonous activity its better safe than sorry as far as the Lord Monarch can’t afford to take any chances.”

☛ Can we speak to Calla and her friends?

“Unfortunately not, they are powerful adventurers and if you met with them and then discovered that they were innocent people might think that they used their abilities to influence your results, causing people to doubt the impartiality of your investigation.”

☛ Did you speak to Calla and her friends?

“We’ve spoke to them at length and they all denied the actions that they’re accused of. They were questioned under *zone of truth* and *discern lie* spells and passed. Unfortunately, because they are powerful adventurers and it is possible to beat those spells, we need to do a thorough investigation before we can drop the charges against them and set them free. We can’t have anyone think that they were freed because they’re powerful adventurers who have defended the city on many occasions.”

☛ Is it possible that Calla and her friends were chosen because of who “they” are?

“Yes, that’s entirely possible.”

☛ Is it possible that someone is posing as Calla and her friends to frame them?

“Yes, that’s entirely possible, but without any proof one way of the other its nothing more than speculation. It would take more than 1 person to frame them as they all have different skill sets”

☛ Do the witnesses or victims know Calla and her friends?

“They are pretty well known throughout the city. I know for example that Bobbi knows Lord Bob, and that the employees of the halfling bakery know Grimey. Most of those involved with the courts know Neandra, and clergy from just about every temple in the city know Winford. LoTS knows Tarl and the Legion knows all of them.”

☛ Is there anything you can think of that might help us?

“According to my buddy “Chuckles” here, he says indicating the riding dog, one of Calla’s animal companions, a wolf named Mouse, did some venting while in the grove recently.”

☛ So Neandra was arrested on suspicion of bribery related to just one case?

“While it’s true that she was taken into custody because of this incident, she’s so good that allegations have been around that they’re might be reasons other than her skills for her success rate. This was the first time that a “witness” surfaced and was willing to go on record about these alleged bribes. The only way to properly vindicate her, and the other adventurers is if evidence is found proving their innocence. It’s part of the reason that High Warrior Vestra is so anxious to have this resolved.”

☛ Vestra was promoted to High Warrior? / Isn’t that a big leap from Commander to High Warrior?

“The promotion took effect this morning. Ardent Vestra has selflessly served this city for many years refusing promotion after promotion because she wanted to be able to have a more hands on relationship with the city, it’s inhabitants and the adventuring community. In fact, just like with the last promotion that she was forced to accept her legion brethren thought that she was well deserving of the promotion and many ranking officers had threatened to quit if she did not accept the promotion. Promotions are supposed to be based on merit and a number of legionnaires spoken to said that since she was the most qualified for the position, she’d be forcing the Lord Monarch to give it to a less

deserving legionnaire, one who may not have the same level of respect from legionnaires..”

☛ Venting? / What was he venting about?

“According to Chuckles, Mouse was complaining about frequently being left behind while Calla and her friends went off adventuring together. To compound things, Calla was aided on those adventures by Tiny, her crocodile companion. After they’d return from an adventure, Tiny would excitedly share the details of the adventure with his “brother” Mouse, which only fueled Mouse’s depression. Chuckles remembered seeing a new animal within the grove, a hyena based on the description he gave me. The hyena questioned Mouse to gain details about Calla and her friends. It’s not the first time that animals within the grove have shared gripes about their masters with other animals within the grove.”

☛ Does Chuckles know exactly what Mouse told him/her?

“No, while he knows what they were talking about, he didn’t listen to the details. He thought that was between Mouse and the Hyena.”

☛ Can we talk with Chuckles?

“Yes, although I don’t know what he can tell you? Are any of you capable of speaking with him on your own? If not I can provide potions that will enable you to do so. You can also use them to talk with Mouse.”

☛ Can we talk with Mouse? / Where can we find Mouse?

“Yes, he’s waiting for you. Are any of you capable of speaking with him on your own? If not I can provide potions that will enable you to do so. If they haven’t spoken with Chuckles, add the following You can also use them to talk with Mouse.”

☛ Were there witness, and if so are they credible?

“There were witnesses to the “alleged incidents”, but we have not verified their credibility.”

☛ Why haven’t you verified their credibility?

“No matter what the result actually is, people need to feel that this investigation was completely on the

up and up and not influenced by who they are. If the Legion were to get involved in the actual investigation, people might say that our findings were biased because a noble and 2 legionnaires are involved.”

🗣️ Who are the Legionnaires and the noble?

“Lord Bob is the noble, and Grimey and Gurge are the Legionnaires in addition to being personal friends of mine.”

🗣️ Do you know where we can find the victims, or the witnesses?

“Lord Bob is the noble, and Grimey and Gurge are the Legionnaires in addition to being personal friends of mine.”

🗣️ What can you tell us about those individuals?

“I’ve prepared a list of the perpetrators, the victims and/or witnesses, the alleged crimes and some details about them so that you might be able to spot any inconsistencies in the testimonies given. I’ve also listed the names of the officers that took the statements in case you need to speak with them.”

Please Pass the PCs Player Handouts 1

🗣️ So we can speak to those Legionnaires?

“Yes, I thought that you might want to do just that so I took the liberty of having someone fetch them from the field. However, because they were in the field on patrol it might take a little time before they are able to get back to the local watch office to speak with you.”

Speaking with Chuckles

Note: When the PCs are ready to speak with Chuckles Nolan will offer them each a potion that will allow them to speak with animals as per the spell.

🗣️ Do you remember if there were any other animals here besides yourself, Mouse and the hyena?

“Not sure. Me only know that Mouse be here and one that not here before.”

🗣️ Do remember anything about the hyena?

“Hyena not smell like Hyena.”

🗣️ What does that mean?

“Maybe it eat or drink something smelly.”

🗣️ Is it possible that it might have been someone disguised as a Hyena?

“Like Nolan say, anything possible”

🗣️ Did it perhaps smell like a person?

“Not sure, all people smell different”

🗣️ Have you smelled something like that before?

“Not that me recall”

🗣️ Can you think of anything else?

“You ask lot of questions”

When the PCs are either done asking questions, or 10 minutes real time has passed,

Nolan clears his throat, “t think that if you’re going to get any answers, you’ll probably need to leave the Grove. May Brianna guide your journey”

If the PCs should ask, a **Knowledge (Religion) check DC 5, Knowledge (Local) DC 10** Brianna is the goddess of Fauna (Animals). PCs can also get this information by just asking Nolan.

- If the PCs want to speak to Mouse **GO TO Encounter 1 GO TO (Page 7)**
- If the PCs want to investigate the incident involving Lord Bob **GO TO Encounter 2A (Page 8)**
- If the PCs want to investigate the incident involving Grimey **GO TO Encounter 2B (Page 10)**
- If the PCs want to investigate the incident involving Gurge **GO TO Encounter 2C (Page 11)**
- If the PCs want to investigate the incident involving Neandra **GO TO Encounter 2D (Page 12)**
- If the PCs want to investigate the incident involving Smith **GO TO Encounter 2E (Page 13)**
- If the PCs want to investigate the incident involving Tarl **GO TO Encounter 2F (Page 14)**
- If the PCs want to investigate the incident involving Tiny **GO TO Encounter 2G (Page 15)**
- If the PCs want to investigate the incident involving Winford **GO TO Encounter 2H (Page 16)**
- If the PCs go to the Diamond Legion **GO TO Encounter 3 (Page 19)**
- If the PCs have been to 2 locations other than the Druid’s Grove **GO TO Encounter 4 (Page 20)**

- If the PCs head back to Druid's Grove after Encounter 4 **GO TO Encounter 5 (Page 21)**

ENCOUNTER I

Nolan leads you through the grove to a section of the grove that has a running brook, plush green trees and open space. Within that area you see a wolf. "This is Mouse, Calla's OTHER animal companion. Mouse, these people need to talk to you" Nolan says. He also passes each of you a vial, before saying "This will allow you to speak with and understand Mouse."

- ☛ Is it normal for a druid to have more than one animal companion?

"No, a druid most druid's only have 1 animal companion at a time, and there's a reason for that. Just like with pets, animal companions need to know that they are loved and having more than one means that there's a chance that they won't be treated in the same manner. Think of an animal companion as a druid's child, as they have a relationship similar to that of a parent and child. If the druid, or a parent, has more than one animal (or child) there's always the perception that one of them might feel that more attention is being paid to their sibling."

- ☛ Why did you complain about Calla and her friends?

"I just can't stand it! They're always going on adventures and fighting extremely dangerous foes! They only bring me if they think it's 'safe enough', as if I can't defend myself! And Calla spends the first of her adventuring gold on Tiny, always that overgrown reptile! Her friends are just as bad, always scratching his ears and buying him meat! I'm an afterthought, and that's poppycock!"

- ☛ What did you tell them?

"I just went on and on about their silly little mannerisms and the ludicrous things they seem to do and complain about. And the awful style and fashion sense. And the weapons, which are clearly compensating for something. Have you seen the chicken feathers on the monk's head?! Ridiculous! And the things they say about the other important people in Amthydor! It's a wonder they still lift a

finger for the Nobility or the Diamond Watch/Legion at all!"

- ☛ What sort of things do they say about the important people in the city?

"Listen, that's not important right now. I'm in a time out. All I know is that I'm being penalized again because of Tiny. It's always because of Tiny."

- ☛ Have you ever seen the Hyena before?

"The Hyena? Oh yeah he was a nice bloke. Like me, all intelligible. Bought me a drink. Smelled kinda funny, but he probably ate something weird. You know how hyenas are. Not discriminatory carnivores."

- ☛ What can you tell us about the Hyena? / Did the Hyena say where we can find him/her?

"Um, he smelled like death. Probably because he ran across some roadkill or something and had a bite. A bit disgusting, but he was a nice enough fellow. Lots of spots. Tawny fur. Green eyes. I'm not sure where he went. We had a few pints and then he left, said something about having work to do."

- ☛ Did anything strange happen when the hyena was asking you questions about Calla and her friends?

"Strange? Well, I felt a mighty bit better for having gotten all the angst and tension off my chest. The Hyena was a good listener, which come to think of it, is odd for that species. Normally those guys just won't ever shut up about their own drama."

- ☛ Did you ever think to tell Calla how you felt before this?

"Now what are you a shrink!?! Of course it crossed my mind to tell her. But she's always going on about some quest, and some drama, and some person that needs saving. It's easy to get caught up in the fury and the storm around that one, and then you've forgotten your mad! Too much heroism going around"

- ☛ If you're that unhappy with how Calla treats you why don't you find a new druid to be your master?

"There are several reasons for that:

1. First of all I know what I have with Calla. A different druid would be an unknown situation and might actually be worse. And there is an adjustment period because the druid would need to be properly trained. I just remember how long it took me to “train” Calla to get her to this level.
2. I know that Calla loves me in her own misguided way. I just wish that she would be fairer when she shows her affections.
3. I know that she has a special relationship with Tiny, one that I can’t begin to understand after all he was her first companion.
4. I don’t want to see anything bad happen to her and I know that Tiny will always have her back, just like I would if I got to travel with her on a more regular basis.

Look I love Calla, its just that there are times I feel that she doesn’t know that I’m around and it’s hurtful”

- **Did you think to ask Tiny to stop telling you details about his adventures with Calla?**

“I have! That pompous, scaled ninny NEVER SHUTS UP. It’s a wonder Calla gets anything done. Always running his mouth about how good racist humans and evil demons taste.”

- **Why are you jealous of Tiny?**

“He got turned into a dragon by Illudra!! And then KEPT THE WINGS. What do I get? Oh yes, Calla {Awakened} me. Thanks. Now I understand the reptile favoritism. But, I can order my own food at the bar. And that troll can’t. So I guess its something. He still has better armor and weapons!! All good adventurers count their fortune in Armor and Weapons.”

- **When you were venting about Calla and her friends, who else was in the grove?**

“Chuckles and several of the “regulars” were here, and like every other time we gather, we discussed our sufferings and offered support to one another. This time there was an extra animal in the grove a hyena. He claimed to be the companion of a visitor to this city.”

- **Did he say where he was from? / Did he have an accent that you recognized?**

“He didn’t say where he was from, or if he did I missed it. He might’ve had an accent I’m not sure.”

If the

- **Did the Hyena ask about any of Calla’s other friends?**

“Oh the Hyena was asking about a lot of people. Some of the ladies and gentlemen I’d only met once or twice. Could barely remember them, let alone describe any funny or embarrassing stories. Neandra, Winford, Tarl, Bob, Smith, Gurge, Grimey, ,and Andoen are the ones I knew best, but the Hyena didn’t seem much interested in the smelly barbarian Andoen. Just the other semi-respectable types.”.

- **Can you think of anything else?**

“Are you always this nosey? I’m guessing you’d want me to solve this and then let you take all the credit, like I’ve heard that other adventurers do. If I need to stay on display in this area for the enjoyment of anyone that wants to see me, then you need to solve this on your own.”

- If the PCs want to investigate the incident involving Lord Bob **GO TO Encounter 2A (Page 8)**
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ENCOUNTER 2A: THE ATTACK ON BOBBI

You've heard people across the city tell of the impressive monk on monk battle royale that broke out in the middle of the city's largest market area. Finding your way there isn't hard, its the talk of town, and certainly all the junior Legionnaires are gossiping in the Diamond Watch HQ about it. As you approach the market, the carnage appears evident. Overturned carts, produce and trade goods spill across the cobblestone path. Angry merchants curse each other as they attempt to sort out what salvageable goods remain, and who they belong to. Two Diamond Watch members, a female half orc and a human male, are directing the chaos.

people that came to check out the scene once word got out about the attack.”

☛ Did Lord Bob say anything during the attack on Bobbi?

“No”

☛ Were you able to heal her injuries?

“The scene was to chaotic to attempt the healing here. We sent her to the temple of Galvandt, where they’d be able to concentrate on helping her without interruption. If you want to check up on her, that’s where you should go.”

The PCs have several options available to them

Talk to the Watchmen:

"Oye, you there! Get out of the way! Why are you here?"

{PC's respond}

"If you want our help, we need to get this place in order."

PC task: It will take an easy **Strength check (DC 7+ATL)** to carry the overturned boxes the guards are pointing to. After they move the boxes (5 successful checks), the guards will answer the following questions:

☛ What did you see?

The half-orc speaks up, "I was here earlier today during the attack. It was brutal. Out of nowhere, that female human monk comes slamming through the carts over there, breaks two of them. Lord Bob jumped over the rubble and gave her a heck of a kick or two. Then he picks her up by the throat and slams his fist in her face. She just stood there, paralyzed the way they do with a good monk punch. Then he kicks her right in the face, breaks her jaw." The other watch member pipes up, "I can't believe Lord Bob would do that! I mean I watched him take down countless thugs over the years, they're never beaten that brutally. You should see Bobbi for yourself, she's at the Temple of Galvandt."

☛ The attack happened hours ago so why is the cleanup not done?

The half-orc speaks up, "This is a lot better than it was earlier today. In addition to organizing the cleanup here we also had to contend with all of the

Talk to the merchants:

There are four merchants, three males in their mid 30s, one human, one halfling, and one half-orc, and an elderly female human. The half-orc is busy hauling carts back over. The halfling screams at you angrily as you trample some vegetables. "You lot, adventurer's here to gawk eh? The rest of us don't have the easy lot to just roll around, kill monsters and take their stuff! That crazy monk, first he helps the Lord Monarch overthrow the council of Nobles, then he beats his own apprentice to death! A scraggly old woman bites back, "Do they call 'em apprentices for monks? Is this just some kind of right of passage? Are you supposed to beat the youngins?" The other younger merchants reply, "Shut it you crazy loon. No man or woman in their right mind administers a beating that hard and calls it teaching or mercy." The half orc grunts, "Get back to work you social mutt." The halfling turns bright red, and begins returning the verbal barrage against his fellows, ignoring you completely.

The Temple of Galvandt:

You approach the stunning Temple of Galvandt, imposing columns and glinting reliefs of the God of Justice and all his symbology line the outer walls. A young acolyte greets you warmly, but in a gruff matter at the door, "Can I help you adventurers?" If the PCs request to see Bobbi, "Aye, she's here, but in no condition to see visitors. Why are you asking after her?"

If the PCs say something about investigating for the Legion- "Oh, well then you must talk to the priest attending her, Watcher Lorvan. He will be able to give you the Temple's legal assessment and

testimony." The acolyte leads you into the main hall, a sparse but imposing space, and then off a side hallway to the right. You hear the moans of the injured, signifying that an infirmary is near. The acolyte knocks at a door at the end of the hall. It swings open, displaying an elderly Dwarven man, dressed in the elegant, yet functional robes of his office. He nods, "Thank you Daniel, I thought the Legion might be sending someone to ask after Bobbi, odd that they did not send one of their own men, but I suppose you gangly lot are doing the Legion's good work today?" He will cock a bushy eyebrow waiting for a sufficient response. He will then welcome the PCs into his office. "Ask away younglings. I have testified in many courts over my long life."

Bob would NEVER stoop to using poison, and definitely not on his own student! Our Lord Bob is being framed by a most nefarious evil! We will continue to pray to Galvandt and keep our eyes open for the truth in these dark days."

☞ Can you trace the poison?

"We have been trying. It is not commonly used in Amthydor, but it is a favorite of assassins and murders. At the moment, we don't know who sold it to the killer. "

☞ Is there anything else you can tell us?

"One additional item of note, Bobbi has most acute senses, and she said there was a foul odor about the Lord Bob she fought, as if he had been in a great battle without bathing. Another detail that doesn't line up with the truth, our Lord is very hygienic."

The priest will nod his thanks to the PCs and guide them out of the temple. If they insist to see Bobbi themselves, he will summon burly guards (many of them) and instruct the PCs that when Bobbi is fit for visitors, he will find them.

- If the PCs want to speak to Mouse **GO TO Encounter 1 GO TO (Page 7)**
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ENCOUNTER 2B: HALFLING BAKERY

☞ Is Bobbi doing ok?

"Aye lads and lassies, she's healing well, but slowly. She insisted that we heal her magically only to the point where her body could recover naturally. She was adamant that pain is part of the lesson of losing a fight, even an unfair one. She's still a bit shocked I think."

☞ How injured was Bobbi?

"Oh my, she was close to death when we found her. Her whole face had swollen up, so many broken bones in her face and throughout the rest of her. She could barely breath. We're all so astonished, that Lord Bob could do such a thing, we knew there must be something evil afoot!"

☞ Is she able to talk?

"Barely she's currently sleeping right now and after the beating that she took she needs the rest to help with the healing."

☞ Did Bobbi have any unusual injuries?

"Aye, she had a pin point break in the skin near her neck where he choked her. That's so strange, and definitely not consistent with any of our Lord Bob's weapons. I immediately knew we had to inspect further. "

☞ What spells were cast on Bobbi?

"Oh the gamut, Detect Poison, Detect Curse, Detect Magic. We easily detected a paralytic toxin. That's how we knew there was something wrong. Our Lord

You head to the location of the halfling bakery, and have no problem making your way there as the smell of fresh baked breads and pastries permeates the air. The closer that you get to the bakery the stronger the smell gets. The smell is so enticing that it can even cause desire in someone that's just eaten. When you reach the bakery you see that the line extends out the door, and that several people inside the bakery are running around obviously trying to get things ready to open as they're carrying trays of breads and pastries and placing them in the display bins.

You can't help but hear several people complaining that they've had to wait on this line instead of being allowed inside because someone tried to sabotage the bakery's equipment, and that if they catch that evil person they should put him in the oven and bake him for a couple minutes. That would be a fitting punishment for what they've done.

If the PCs mention that they've been sent to speak with the bakery employees so that they can make sure that the right person is brought to justice for this, the crowd will reluctantly allow them to cut the line.

Making your way through the line and up to the door, you arrive there at the same time as a young halfling woman wearing an apron that says "Halfling Bakery" on it

Allow the PCs to make a **Perception check DC 5** to notice that the woman is trembling, and that there are spots of blood on her apron. A **Sense Motive check DC 5** will reveal that she's afraid of something. Roleplaying note: Wendal the employee that the PCs will be speaking to will be sobbing and sniffing while she speaks with them.

🗨️ **What's your name?**

"My name is Wendal."

🗨️ **Are you okay? / What's the matter?**

"I'm okay. I have to be. I can't afford to lose this job, especially since I just started today."

🗨️ **That doesn't answer the question, of what's wrong? / What are you afraid of?**

"I'll be okay. I just didn't expect my first day to start out like this. To be a witness to a crime."

🗨️ **You witnessed a crime?**

"Yes. This man appeared in the backroom of the bakery and pulled out a sword. He then went over and started swinging at the legs of the oven. I tried to stop him and he attacked me. I tried calling for help but I couldn't, I couldn't even move. When one of my co-workers came back here afterwards, they saw me bleeding and the damage done to the oven's legs. They sent me to the temple of Lucor to be treated and then sent for one of their customers from the League of Thaumaturgical Studies to fix the oven"

🗨️ **Did you recognize the man?**

"He was a halfling dressed in really nice clothing. In fact, he was the cleanest looking halfling I'd ever seen I'd never seen him before."

🗨️ **Would you recognize him again?**

"Yes, I could never forget that face. Besides, he told me his name was Grimey."

🗨️ **Did he say why he was doing this?**

"He said that the bakery was his direct competition and that he needed to put us out of business so that everyone would come to him for donuts. He even offered me a donut, but I told him no. With my luck it was probably poisoned."

🗨️ **What happened to Grimey?**

"He walked to a corner of the room, snapped his fingers and then vanished."

🗨️ **Are you sure that he was a halfling?**

"Yes, and that's what I told the nice legionnaire that came to talk to me."

🗨️ **Is there anything else that you can tell us?**

"I wish that there was. Look I need to go. We're about to open now so I really need to go inside to help out before I get fired."

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- If the PCs want to investigate the incident involving Neandra **GO TO Encounter 2D (Page 12)**
- If the PCs want to investigate the incident involving Smith **GO TO Encounter 2E (Page 13)**
- If the PCs want to investigate the incident involving Tarl **GO TO Encounter 2F (Page 14)**
- If the PCs want to investigate the incident involving Tiny **GO TO Encounter 2G (Page 15)**
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ENCOUNTER 2C

You follow the directions to the area in the Commoners District where the witness to incident in question Gurge is alleged to have beaten a young girl and stolen her candy. As you travel through the District people tend to shy away from you. As you reach the address you find a frail looking elderly woman waiting. "I understood that someone would be coming to speak with me. I'm guessing that's you, so why don't we get down to business? Before you think I'm rude, my name is Dyonne. To whom do I have the pleasure of speaking with?"

After the PCs have introduced themselves, she will anxiously wait for them to start asking questions so that she can get this over with. If during the questioning the PCs want to make a **Sense Motive check DC 5** they will notice that she seems impatient as if this is imposing on her time. If the PCS make a **Diplomacy check DC 10+ATL** she will reveal that she feels that this is a waste of time because she KNOWS no one will take her seriously because of her age.

☛ **What's your name?**

"As I mentioned previously, my name is Dyonne."

☛ **What can you tell us about the attack on the young girl?**

"A male halfling attacked a young girl for no reason. As if that weren't bad enough, a grown man beating up a child, after knocking her unconscious he stole

her candy and then departed leaving her for dead. I've never seen a halfling act so aggressive before, they're usually well behaved like children with manners."

☛ **Why did you tell the Legion that the halflings name was Gurge?**

"He said that his name was Gurge, and who in their right mind would lie about being saddled with a name like Gurge. It's enough to make someone want to throw up."

☛ **There is a well-known adventurer in the city named Gurge but he's a gnome not a halfling. Are you sure that you're remembering things correctly?**

"Yes. I know what I saw and heard."

☛ **Did you recognize the man?**

"No, I'd never met him before the incident but I'll never forget him. He was a well-dressed halfling, impeccably cleaned. The savageness of the attack is something I'll never forget."

☛ **Do you remember if the attack started before or after you were there to witness it?**

"Now that I think about it Gurge appeared to be looking for something, or someone, before attacking the young girl."

☛ **So it's possible that someone might have planned this?**

"Anything is possible."

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ENCOUNTER 2D

"Deciding to investigate the charges against Neandra next, the only logical place to go is the Courts of Amthydor. The building has a stately elegance about it, made of cold unforgiving stone with flying buttresses and dramatic gothic arches supporting a balcony above, from which a crier is posted. The crier calls out 'Hear ye, Hear ye, the honorable Lord {insert noble house here} is about to hear the case of Redford vs House Krimpach! All witnesses report to the stand at once!' He then turns and enters the balcony doorway."

A throng of people milling about in the foyer rush in, sweeping you along. You find yourselves in a waiting room, with the throng of individuals filing back into the court room. There are two individuals sitting in the waiting room talking to each other about a case involving a broken cart, a shop front, a Krimpach joke and "that darn sea elf lawyer." The younger individual is a halfling female, not more than 20. She is emphatically arguing that the justice system in Amthydor is broken, and corrupt individuals control everything. The older is a male forest elf, somewhere around 300 if you had to guess, countering her vigor with an assertion that rules exist to be followed, but Amthydor needs to enforce those rules more equally among the 'haves' and the 'have nots'.

PCs can ask them the following questions:

☛ Why are you so upset?

The halfling screams dramatically "I was wronged! And that filthy stuck up sea elf got him off!" The forest elf grabs her hand and pats it, "come now Sally, we'll get your shopfront window paid for. Sit down. These nice people are adventurers if I've ever seen one. They get off on helping those less

fortunate." The halfling perks up at this and unscrunches her face, "Well then, tell me fancy adventurers, how would you deal with having a drunk cart driver whose friends with some shift noble plow his ox-cart right into your family's jewelry store front?! Then, said noble friend hires some hoity toity lawyer to swindle the judge and get him off! In spite of his clear and obvious guilt! He still owes my family, the Glittereye Clan, the money for the repairs!" The forest elf coughs, "She was quite unscrupulous, that Neandra, I saw her bribe a witness with my own keen eyes and ears. Honest people! Taking money from that swindler for a lie, it's so shameful."

☛ Why did you lose the court case?

The forest elf claps a hand over Sally's mouth. "As I said before friends, we suspect several key witnesses were bribed most unethically. They were right outside the storefront, had a clear view of that fool ramming the store, yet they testified that they saw nothing. We spoke to them as we called the guards! Yet when we bring the suspicions to the magistrates, they do nothing! It's as if they're afraid to say anything against this lawyer!"

☛ Who is this sea elf?

The halfling sneers, "Oh the wise and clever Neandra, supposedly the best lawyer in Amthydor, neigh maybe all the realm. She's got this big reputation, so honest, so wonderful. Yeah right! She's as corrupt as all the rest." The forest elf raises his hand, "We haven't considered the possibility that perhaps she was influenced in some way?" The halfling laughs at this, "As if Eagle eyes!"

☛ Did you notice anything else about her?

The elf looks pensive, "She was sweating quite a bit, even though her people usually like warmer weather and the current humidity."

☛ Have you seen her since the day of the trial?

The halfling grumbles, "No, the trial concluded yesterday and we haven't seen her come to answer our accusation. Lawyers should have more self-respect. Maybe she's trying to see if we'll just give up and go away. That's not going to happen. That hoity toity sea elf needs to get what's coming to her."

☛ She was arrested earlier today because of these allegations

The halfling grumbles, "I'd like to believe that she'll pay for her actions but I'm a realist. Adventurers tend to get free passes from the Lord Monarch regardless of what they do. So she'll probably manage to beat this as well unless the Legion can get those witnesses she bribed to tell the truth."

The two plaintiffs are summoned by a clerk of the court who wants to collect another statement from them, and they hastily turn away from you.

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ENCOUNTER 2E

You head to the gates to the Castle District and after confirming with the Legionnaires at the gate your reason for being there, one of them informs you that he was a witness to the incident involving Smith."

☛ What can you tell us about the incident that happened here involving Smith?

"Smith was here and vandalized the castle. He wrote on it "Smith was here" I'm sorry that little gnome has been here several times and for him not

to know that scribbling graffiti on the castle walls is a criminal offense is just plain stupid."

☛ Why didn't you stop him?

"I had just come on duty, and as I was heading to the gate to take my position I came upon Smith finishing his "work". For a little one he moves pretty quickly."

☛ What happened to Smith? / Did you catch Smith?

"The little gnome calmly walked away from the castle and seemed to meld into the air. Other castle guards checked and there was no magical residue in the area, so he didn't disappear through the use of magic."

☛ Did you just refer to Smith as a gnome?

"Yes, the little gnome signed his name otherwise I wouldn't have known that it was him. I'd never met him before that incident." The other guard looks at his partner and says "I've never met him there either."

☛ Smith is a halfling not a gnome?

"Look, I know what I saw, and it was a gnome."

☛ What did you tell the Legion when you reported this incident?

"Exactly what I just told you."

☛ So you mentioned Smith the gnome to the Legionnaire?

"Yes, did I do something wrong?"

☛ Do you happen to know the name of the Legionnaire that took your statement?

"Unfortunately not. I probably didn't pay as much information to that as I should. I wanted to get back to my post."

If the PCs make a **Sense Motive check DC 5**, they can tell that the tone of the guard's voice as well as their mannerisms indicate that they are telling the truth, or at least what they've been led to believe is the truth.

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ENCOUNTER 2F

"Having finished with the most recent drama, you ponder your next move. There is still the report of suspicious high level adventurer activity at the League of Thaumaturgical studies, according to this Diamond Watch scroll, a man named Elgrin Kline wants to speak with you. Finding LOTS is simple, even for those new to the city. The campus takes up several city blocks, with multiple buildings, open areas and support staff for the arcane users within. You report to the main administrative structure and check in with a busy halfling assistant. "Elgrin Kline eh? I hope he doesn't want you for any of that blood beast nonsense! You don't look like strong enough stuff for that." She squints at you, then rings a bell. A glowing orb appears. "Follow the glowing blue ball to Elgrin's laboratory block. Don't get lost!" With that, you are promptly ignored as she turns to help another customer behind you. The glowing ball bobs cheerfully in the air and then slowly meanders down some hallways. Following it, you are led deep into the main LOTS building, through some corridors and then finally come to a dead end with three doors. The door directly to your left is thrown open. "Adventurers yes?" says an old half-orc with wire framed glasses and a massive tome in his hand. "Follow me, yes? I will show you the laboratory I

wish for you to inspect, yes." He motions for you to enter the door to your right. As you file inside, you notice two things: there is a desk in the corner that looks positively trashed, with papers and notes thrown about, books spilled onto the floor. The second, is the glowing arcane script on the wall that says 'Welcome to Melissa's Lab! Have a nice day!'"

Elgrin motions to the carnage before you, "My assistant Melissa, had her personal space rudely invaded by one of our own, an adventurer known as Tarl, a battle sorcerer of the highest calibre. She answered the door for him, as she would for any member of our society, and he promptly knocked her unconscious! Luckily for dear Melissa, I keep tabs on her well being, what with all the dangerous creatures we investigate, and my warning spell was triggered when the violence occurred, yes. I was in the middle of a critical spell and was not able to immediately teleport to her side, but it only took me about 10 minutes max to get back here. I found her unconscious but healthy in the center of the room, and I saw Tarl running down the hallway, yes? I chased him, but he teleported away, yes? We apprehended him later in the day at the Fiend's Adventuring House, and the brigand pretended to know nothing about what happened, yes? Strange, yes? I have detected tampering with my ritual stones that were in Melissa's possession, and I am currently repairing them. I need you to search the remainder of the room and give us an impartial third view of the situation yes? I will leave you now, please knock on my door, the one directly across the hall, with what you find, yes?"

Items in the room:

1. An alchemy bench with potion bottles overturned. An **Alchemy check DC 10+ATL** to know that a slow potion was spilled over something on the bench top, and then heated. A residue remains and a natural 1 on the check will trigger the residue to stun the PC for 1d4 rounds.
2. Melissa's spellbook on the desk: **Perception DC 10+ATL** or **Spellcraft DC 10+ATL** will identify that there are pages missing. **Knowledge (Arcana) DC 7+ATL** will identify the damaged areas as descriptive instructions for a teleportation ritual.
3. Graffiti spray painted on the far wall of the room. Says "LOTS are childish fools!!" **Heal check DC**

7+ATL will identify the red pigment as blood. An appropriate divination spell or identify spell will tell the PCs that the blood is from a cow.

4. Melissa's mirror: The mirror in the far corner of the room has a somewhat detailed painting of two figures on it, a man and a tiefling woman. The horns gave it away. **Knowledge (Local) DC 13+ATL** or **Knowledge (Religion) DC 10+ATL**, will identify the woman as Lily, Tarl's current love interest and prominent priestess of Meneon- any follower of Meneon will be able to recognize her on sight. An **Intelligence check DC 7+ATL** will remind the individual that the hair and eye color are totally wrong for Lily in the painting.

"Gathering your notes, you knock on Elgrin's door. He greets you warmly, and looks through your findings, making arcane copies as he goes. 'Ah, I knew multiple things seemed off about the damage to the room, yes. The real Tarl would never do such a thing unless compelled! Thank you for your assistance, yes? Good day, yes!' With that, he turns and shuts the door in your face, returning to whatever important work you distracted him from.

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ENCOUNTER 2G

Nolan leads you to an area of the grove that has 2 people in it. The first is a young pigtailed human girl who appears to be about 8 or 9 years old. Standing behind the girl, keeping a watchful eye on her, is a dark haired elderly human woman in her early to mid 50's propped up by a cane. The girl is playing with an assortment of bunnies that seem to be trying to cheer her up.

Nolan pauses for a moment and says "This is Christy Jorgenson and her grandmother Elsbet. They have come here to answer any questions you may have to help with your investigation."

☞ **Please tell us what happened.**

"I was playing with my friends when this crocodile started coming towards me. My friends got away, but I wasn't that lucky." She takes a deep breath trembling as she tries to go on as several bunnies try to snuggle with her. "The crocodile attacked me. He put my leg in his mouth and tried to bite down when my grammy hit it in the eye with her cane. It opened its mouth so I pulled my leg out while it turned towards grammy. Grammy stuck her cane inside its mouth and we hobbled away as fast as we could while it was busy."

☞ **How are you feeling?**

"I've been better. You may not know this but crocodiles are scary, and they have big eyes."

☞ **Did you see where it went?**

"It went into the sewer."

☞ **Did either you or your grammy tell the Legion that the crocodile was Tiny?**

"Yes."

☞ **You didn't mention Tiny having wings?**

"You're being silly. Everyone knows that crocodiles don't have wings."

Regardless of how many times the PCs try to convince her, Christy won't be swayed in her thinking. She knows that crocodiles don't have wings because she's never heard of a winged crocodile.

☞ **Had you ever met Tiny before?**

“No, but how many crocodiles do we have roaming the streets in Amthydor?”

☛ Why did you tell the Legion it was Tiny?

“How many crocodiles do we have roaming the streets in Amthydor?”

If the PCs desire, a **Sense Motive check DC 5** will reveal that Christy is being truthful and that she’s still somewhat traumatized by the incident. Anyone that makes a **Perception check DC 5+ATL** will notice that her grandmother is softly mouthing the words you can do this sweetie. The words are not being said to influence Christy, but to give her the strength to continue.

☛ Is there anything else that you can tell us?

“Unfortunately not. I’m just hoping that forcing Christy to relive this is helpful to you?” Grandma Elsbet says. “It’s okay Grammy, I’m tough like you” Christy says. Her grandmother smiles at that comment.

- If the PCs want to speak to Mouse **GO TO Encounter 1 GO TO (Page 7)**
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- If the PCs want to investigate the incident involving Winford **GO TO Encounter 2H (Page 16)**
- If the PCs go to the Diamond Legion **GO TO Encounter 3 (Page 19)**
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ENCOUNTER 2H

“You head to the next hero to investigate and that is none other than Winford, the half orc cleric of

Sorena. Rumors from the Watch told you that he was involved in some kind of altercation at the Temple of Hyperion. Traveling to the Temple's District, you hear the buzz of gossip. Everyone is wondering, very loudly, what in all of Raia do the city's most powerful think they are doing? Have they all gone mad? What should the Lord Monarch do about it? Will he do anything at all, given his own status as a retired adventurer of some fame? The temple of Hyperion is easily identified by its glamorous exterior and its position of prominence near the center of the district. You approach and are greeted by a beautiful, raven haired human woman wearing the colors of House Grimm. 'Hello, my name is Acolyte Bethany, servant of Hyperion. We were awaiting the private investigators the Watch promised to send. Please provide proof of your identities.'"

PCs provide Writ from the Diamond Watch.

"Great! Follow me, I'll introduce you to the victims." She leads you through the antechamber into the inner sanctum, going off to a door on the left hand side. It opens into a meeting chamber with a round table in the middle that seats 15 with some smaller benches along the walls. A cohort of battered faces and bruised egos await you in the form of four priests in Hyperion's vestments, and one young man wearing robes similar to Bethany's. A single human male is standing alone by the only window on the far side of the room. His fiery red hair and beard catch your attention, but his expression is anything from friendly. A female half orc is lecturing the acolyte, a young male half elf on the merits of tighter control over the city's adventurers. She is so intent on changing the young man's mind that she doesn't notice you come in. Two male humans, identical twins in appearance from their physical features and clerical dress, are sitting on the benches, nursing magically enchanted cold packs to their bruised injuries, the one has a nasty jaw, the other a broken arm from the looks of it. Bethany turns to you, motioning in order, "Lord Malcom Seabury is over there by the window, Priestess Shalia Bravefoot and Acolyte Darnall are, well, you will have to get their attention, and that's Priest Roderick and Torian Brandywine in the corner." She eagerly leaves the room and shuts the door firmly, the slam finally

catching Priestess Shalia's attention. "Who in Hyperion's name are you lot?" She growls.

Instructions: The PCs can talk to anyone in the room. See options below for questions.

Lord Seabury: Upon approach he will greet the PCs with nothing but disdain. His injuries are limited to a nasty black eye, but the fact he was injured at all in his own temple seems to be enough to put him in the foulest of the moods. **Something to note regarding Lord Seabury, while he is related to Lady Consul Seabury and her husband, he's not from Amthydor. He's heard of Winford and seen Winford going about his business for the temple of Sorena, but has never actually met Winford.**

☛ **What happened to you? "What happened?**

Clearly someone punched me the face you riff raff. It was that filthy half orc Priest of Sorena, Winford, and I can't wait until the Lord Monarch is forced to throw him in the stock for this atrocity. I'll pay every beggar in Amthydor a whole gold to throw the most rotten fruit I can find at him! That coward ran right at me, without a noble challenge or courtly declaration of intent to duel! I was just standing at the entrance to the temple, and I have no idea how he came at me so fast, wearing all that armor. "

☛ **What happened next? "I called the Watch you fools!**

That knave Winford just kept running his foul hide into the temple, screaming and laughing some nonsense about showing up the stuffy nobles of Hyperion. He was clearly on some kind of stimulant, or drug, and I wasn't about to risk my life by challenging the fiend to real combat."

☛ **Did you notice anything odd about Winford?**

"Are you stupid? A priest of Sorena charged up to a priest of Hyperion and committed a crime, assault! That doesn't seem odd to you? You are all clearly mentally inadequate. I am done with you tool bags." With that he leaves.

Priestess Shalia and Acolyte Darnell: As you approach, you can tell that Shalia also has a black eye like Lord Seabury, and Darnell's entire left face is a bruise, with a recently repaired broken nose.

☛ **What happened to you two?**

Shalia bursts out righteously, "My Acolyte and I were conducting our typical morning service. Darnell was passing the offering plate when Winford barged in. The great brute slammed right into Darnell, and smacked him right in the face with the offering plate! I immediately cast *Hold Person*, but the brute continued charging me, screaming obscenities and calling me the stuffiest, most boring priest in existence! He got in one punch before I summoned my holy weapon. He then ran off, the coward, and began heading toward the inner sanctum. I immediately gave chase as Winford continued to slander our Lord Hyperion himself with accusations of excessive hubris and greed. Paladin Tarion took up a shield wall near the inner sanctum, driving Winford back towards me. Just as I was about to swing, he leaps over my head! We chased him back towards the door, where he ran into poor Roderick and Torian in the antechamber. Shalia points to each twin as she talks, so you know who is who.

☛ **What happened next?**

The twins pipe in, "He kicked me in the jaw and broke it!" mumbles the twin that Shalia called Torian. The one she identified as Roderick continues, "We were loading a card for Opportunity Knocks. After Winford kicked Torian over, he bashed me with his dragon shield! I went flying into the cart, breaking my arm and my leg!" At that point, Shalia resumes the narrative, "And at that point, I finally caught up to the brigand! I got one good cut into his arm between his armor plates, and the coward ran away and just disappeared into the crowd! He must have used some foul magic to get away."

☛ **Did you notice anything odd about Winford?**

Darnell interrupts, "Well the strange speed and the jumping and the disappearing could all be explained by the kind of high powered magical artifacts that adventurers like, like that eagle helmet he had. The oddest thing is Winford's violation of the Temple Treaties. If his or Sorena's quarrel with us was so great, and honorable or honest in nature, or if he had any evidence of greedy conduct, he should have gone through the proper channels to challenge us,

not physically assault our people. Something is really wrong in the city, Winford has always been one of the good guys!" At that, Shalia sneers, "Silence Darnell. Finally the Lord Monarch will have to muzzle and leash his adventurer pets. The Fraternity is a slothouse and Deaderhof is a weak willed pansy unfit to command them. Clearly they all need a good smack and a dose of the rules!" Priest Torian pipes up once more, "It's a favor that he didn't turn on that dragon shield, he could have lit the cart aflame and ignited the lamp oil that we were carrying. Small blessings."

Skill checks PCs can make:

Knowledge (Religion): DC 7+ATL. Temples with grudges or complaints against each other have several designated procedures to file complaints and settle grievances. Physical assault or violence or theft is a grave crime.

Knowledge (Local): DC 13+ATL. Winford's emblem on his shield has always been a lion. There's even a statue of him with it somewhere that you've seen before.

Knowledge (Nobility): DC 7+ATL. Winford is not a noble, nor a member of the Eagle riders or the King's guard, so he should not be wearing an item with an eagle's likeness on it.

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- If the PCs want to investigate the incident involving Tarl **GO TO Encounter 2F (Page 14)**
- If the PCs want to investigate the incident involving Tiny **GO TO Encounter 2G (Page 15)**
- If the PCs go to the **Diamond Legion GO TO Encounter 3 (Page 19)**
- If the PCs have been to 2 locations other than the Druid's Grove **GO TO Encounter 4 (Page 20)**

- If the PCs head back to Druid's Grove after Encounter 4 **GO TO Encounter 5 (Page 21)**

ENCOUNTER 3

You head to the local Diamond Legion office to speak with some of the officers that took the statements from the witnesses of the incidents in question. You see several officers going both into and out of the building. After passing those officers and heading into the building you stop at the desk. The sergeant manning the desk, a female earth element named Cassie Morgan, greets you "How can the Legion help you this fine day?"

Allow the PCs to chance state why they are here.

If the PCs haven't been to any of the other locations to speak with the witnesses or victims,

Sgt. Morgan quickly glances at some of the pieces of parchment on her desk before speaking. "Unfortunately those legionnaires haven't returned back here yet. I don't know exactly where in the city they might be at this particular moment. While they do have assigned "beats" to patrol, they can be anywhere on their beat, or responding to another officers request for assistance. I can try to have someone go out in the field to try to find them and ask them to return here, but it might take some time. Perhaps you can return here in about 30 minutes?"

If the PCs have been to at least one of the other locations to speak with the witnesses or victims,

Sgt. Morgan quickly glances at some of the pieces of parchment on her desk before speaking. "You're in luck. Some of those legionnaires returned here claiming that Captain Nolan summoned them here. There are waiting in the larger of our interrogation rooms. Sgt Morgan instructs you to wait a moment as she calls out for a legionnaire to bring you to the interrogation room. A half-ogre wearing the insignia of a private responds to the Sergeant's call and leads you down the hallway to a room that says Interrogations on the door. Here you go, the private says as he opens the door allowing you entry. There is a large table and seated around it are 2 legionnaires, both privates. One of them looks up and says "I'm Smith this is Jones. I'm guessing that you must be the reason that we were summoned

here? Please let us know what this is about so that we can get back to keeping the city safe.”

- ☛ We understand that you investigated some of the incidents involving the city’s prominent adventurers that seem to have found themselves on the wrong side of the law?

“That’s correct.”

- ☛ Did you record their statements word for word?

“Yes.”

Allow the PCs to make a **Sense Motive check DC 10+ATL** to figure out that the legionnaires are hiding something.

If the PCs succeed at the Sense Motive check, they can make a **Diplomacy check DC 15+ATL** or an **Intimidate check DC 10+ATL** to get the legionnaires to admit to the information below.

- ☛ You mean that you didn’t change any details: not the race of the accused or even that Tiny the crocodile has wings?

“That’s correct.”

Allow the PCs to make a **Sense Motive check DC 5+ATL** to figure out that the legionnaires are hiding something.

If the PCs succeed at the Sense Motive check, they can make a **Diplomacy check DC 10+ATL** or an **Intimidate check DC 5+ATL** to get the legionnaires to admit to the information below.

Caught in the act

“We didn’t do anything wrong. Sometimes the shock of either witnessing, or being a victim of, a crime can cause someone to misremember an important detail about the crime. The witnesses, and victims of the crimes remembered everything about the crime but then got the perps race wrong. Before you say anything, they knew the perps name because the perp told them.”

- ☛ So it never occurred to you that perhaps the reason that they got the information wrong is that someone is trying to frame those adventurers?

“That’s crazy. Why would anyone want to frame an adventurer?”

If the PCs make a **Sense Motive check DC 5** they can tell that the Legionnaires are actually starting to worry that they might have done something wrong

“Are you going to tell Captain Nolan about this? He’s probably going to fire us”

- ☛ That should be the least of your concern. You abused your position, helped someone frame the city’s adventurers and might have allowed the real criminal the chance to escape. The best thing that can happen to you would be for you to only lose your job.

“We weren’t trying to do anything wrong. We thought we were actually helping the victims.”

The PCs will not be able to gain any additional information from them as the full magnitude of what they’ve is starting to sink in.

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ENCOUNTER 4

You head on your way to your next destination when a human man in his early thirties walks up to you. He is wearing leathers and juggling 3 balls as he approaches you. He starts speaking all while continuing to juggle the 3 balls and adding 2 others. “Listen, I know what youse has

been up to, and Ise begging youse to stop so youse don't get hurt. Youse seem like nice peoples, so youse don't need to be harmed if youse will listen to me."

Note at this point he will drop begin speaking normally as there is a potential for money involved:

If the PCs decide to speak with him, he will tell them the following information.

- The one in charge knows what you've been doing, and he wants you stopped. While it doesn't matter to him how we go about this, it doesn't have to end badly for you
- He's willing to give them information for a price (10gp x ATL)

Info that he's willing to share

- His boss knows that you're trying to help those adventurers which will mess up his bosses plans
- The city needs to lose faith in its adventurers.
- They need to lose faith in the Lord Monarch and those he's chosen to put his trust in.
- Only then can his boss claim success.
- He knows that his boss is not working alone, he has been hired by someone from another land to do these things. He doesn't know who hired his boss, or where those individuals are from.

Note: If at any point he feel threatened by the PCs he will hurl the 5 balls to the ground creating a flash of light and puff of smoke so that he can disappear. He's not stupid and knows he's outnumbered.. If the PCs should pay him for his information he will take the money and leave after imparting what he knows.

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ENCOUNTER 5

After dealing with the the juggler you head back to the Druid's Grove and your meeting with Nolan. Hopefully the information that you've obtained will help to set things right with the city. Entering the grove, you see a number of robed individuals watching your approach. The bodies of several bloodied people and animals are visible on the ground. "So, the prodigal adventurers return to the scene of the crime. Once we take care of you, the plan can continue no worse for wear."

Now would be a good time to describe to the PCS the enemies they face based on ATL and roll initiative

ATL 1

Human rogue 3

LE Medium humanoid (human)

Init +4; **Senses** Perception +4

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 31 (3d8+9)

Fort +3, **Ref** +7, **Will** +1

Defensive Abilities evasion, trap sense +1; **DR** Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee/Full Atk rapier +6 (1d6+2/18-20) or sap +6 (1d6+2 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +2d6

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

Base Atk +2; **CMB** +4; **CMD** 18

Feats Martial Weapon Proficiency (rapier), Precise Strike[APG], Weapon Finesse

Skills Acrobatics +10, Bluff +4, Disable Device +9, Disguise +6, Escape Artist +10, Linguistics +4, Perception +4, Sense Motive +6, Sleight of Hand +10, Stealth +10, Use Magic Device +6

Languages Common

SQ rogue talent (surprise attacks), trap sense +1

Gear leather armor, rapier, sap

Special Abilities trapfinding

\ Human monk 3

LE Medium humanoid (human)

Init +6; **Senses** Perception +9

AC 17, touch 17, flat-footed 14 (+2 Dex, +1 dodge, +4 Wis)

hp 31 (3d8+9)

Fort +5, **Ref** +5, **Will** +7; +2 vs. enchantments

Defensive Abilities evasion; **DR** Nil; **Immune** Nil; **SR** Nil

Speed 40 ft.

Melee/Full Atk nunchaku +2 (1d6) or nunchaku flurry of blows +1/+1 (1d6) or unarmed strike +2 (1d6) or unarmed strike flurry of blows +1/+1 (1d6)

Ranged/Full Atk shuriken +4 (1d2) or shuriken flurry of blows +3/+3 (1d2)

Special Attacks flurry of blows, stunning fist (3/day, DC 15)

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

Base Atk +2; **CMB** +3; **CMD** 19

Feats Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike Mobility, Scorpion Style, Stunning Fist

Skills Acrobatics +8 (+12 to jump), Climb +5, Escape Artist +8, Perception +9, Stealth +8, Survival +6

Languages Common

SQ fast movement, maneuver training

Gear nunchaku, shuriken (5)

Special Abilities nil

ATL 3

\ Human rogue 5

LE Medium humanoid (human)

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

AC 16, touch 14, flat-footed 12 (+2 armor, +4 Dex)

hp 49 (5d8+15)

Fort +3, **Ref** +8, **Will** +1

Defensive Abilities evasion, trap sense +2, uncanny dodge;

DR Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee/Full Atk rapier +7 (1d6+2/18-20) or sap +7 (1d6+2 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +3d6

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

Base Atk +3; **CMB** +5; **CMD** 19

Feats Improved Initiative, Martial Weapon Proficiency (rapier), Precise Strike[APG], Weapon Finesse

Skills Acrobatics +12, Bluff +4, Disable Device +12, Disguise +7, Escape Artist +11, Linguistics +4, Perception +8, Sense Motive +8, Sleight of Hand +12, Stealth +12, Use Magic Device +8

Languages Common

SQ rogue talents (positioning attack, surprise attacks), trap sense+1

Gear leather armor, rapier, sap

Special Abilities trapfinding

\ Human monk 5

LE Medium humanoid (human)

Init +6; **Senses** Perception +11

AC 18, touch 18, flat-footed 15 (+2 Dex, +1 dodge, +5 Wis)

hp 49 (5d8+15)

Fort +6, **Ref** +6, **Will** +8; +2 vs. enchantments

Defensive Abilities evasion; **DR** Nil; **Immune** disease; **SR** Nil

Speed 40 ft.

Melee/Full Atk nunchaku +3 (1d6) or nunchaku flurry of blows +3/+3 (1d6) or unarmed strike +3 (1d8) or unarmed strike flurry of blows +3/+3 (1d8)

Ranged/Full Atk shuriken +5 (1d2) or shuriken flurry of blows +5/+5 (1d2) or

Special Attacks flurry of blows, stunning fist (5/day, DC 16)

Str 10, **Dex** 15, **Con** 14, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 21

Feats Deflect Arrows, Dodge, , Extra KiImproved Initiative, Improved Unarmed Strike Mobility, Scorpion Style, Stunning Fist

Skills Acrobatics +10 (+19 to jump), Climb +7, Escape Artist +9, Perception +11, Stealth +9, Survival +8

Languages Common

SQ fast movement, high jump, ki pool (8 points magic), maneuver training, slow fall 20 ft.

Gear nunchaku, shuriken (5)

Special Abilities Nil

ATL 5

\ Human rogue 7

LE Medium humanoid (human)

Init +10; **Senses** Perception +8

AC 18, touch 16, flat-footed 12 (+2 armor, +6 Dex)

hp 81 (7d8+35)

Fort +6, **Ref** +11, **Will** +2

Defensive Abilities evasion, trap sense +2, uncanny dodge;

DR Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee/Full Atk rapier +11 (1d6+4/18-20) or sap +11 (1d6+4 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +4d6

Str 14/18, **Dex** 19/23, **Con** 14/18, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 25

Feats Improved Initiative, Martial Weapon Proficiency (rapier), Outflank[APG], Precise Strike[APG], Weapon Finesse

Skills Acrobatics +16, Bluff +4, Disable Device +17, Disguise +10, Escape Artist +16, Linguistics +4, Perception +8, Sense Motive +10, Sleight of Hand +16, Stealth +16, Use Magic Device +10

Languages Common

SQ rogue talents (positioning attack, resiliency, surprise attacks), trap sense +2
Gear ~~*potion of bear's endurance, potion of bull's strength, potion of cat's grace*~~; leather armor, rapier, sap
Special Abilities trapfinding

⚡ **Human monk 7**

LE Medium humanoid (human)

Init +4; **Senses** Perception +13

AC 20, touch 20, flat-footed 15 (+4 Dex, +1 dodge, +5 Wis)

hp 81 (7d8+35)

Fort +9, **Ref** +9, **Will** +9; +2 vs. enchantments

Defensive Abilities evasion; **DR** Nil; **Immune** disease; **SR** Nil

Speed 50 ft.

Melee/Full Atk nunchaku +7 (1d6+2) or nunchaku flurry of blows +7/+7/+2 (1d6+2) or unarmed strike +7 (1d8+2) or unarmed strike flurry of blows +7/+7/+2 (1d8+2)

Ranged/Full Atk shuriken +9 (1d2+2) or shuriken flurry of blows +9/+9/+4 (1d2+2)

Special Attacks flurry of blows, stunning fist (7/day, DC 17)

Str 14, **Dex** 19, **Con** 18, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +5; **CMB** +9; **CMD** 27

Feats Deflect Arrows, Dodge, , Extra Ki, Gorgon's Fist, Improved Initiative, Improved Unarmed Strike Mobility, Scorpion Style, Snatch Arrows, Stunning Fist

Skills Acrobatics +14 (+29 to jump), Climb +9, Escape Artist +14, Perception +13, Stealth +14, Survival +8

Languages Common

SQ fast movement, high jump, ki pool (9 points cold iron, magic, silver), maneuver training, slow fall 30 ft., wholeness of body (2 ki restores 7 hit points)

Gear ~~*potion of bear's endurance (2), potion of bull's strength, potion of cat's grace*~~; Other Gear nunchaku, shuriken (5)

Special Abilities nil

ATL 7

⚡ **Human rogue 9**

LE Medium humanoid (human)

Init +11; **Senses** Perception +9

AC 20, touch 17, flat-footed 13 (+3 armor, +6 Dex, +1 dodge)

hp 103 (9d8+45)

Fort +7, **Ref** +13, **Will** +3

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **DR** Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee rapier +14 (1d6+5/18-20) or sap +13 (1d6+4 nonlethal)

Full Atk rapier +14/+9 (1d6+5/18-20) or sap +13/+8 (1d6+4 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +5d6

Str 18, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 28

Feats Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Outflank[APG], Precise Strike[APG], Weapon Finesse

Skills Acrobatics +19, Bluff +5, Disable Device +21, Disguise +12, Escape Artist +19, Linguistics +4, Perception +9, Sense Motive +12, Sleight of Hand +19, Stealth +19, Use Magic Device +12

Languages Common

SQ rogue talents (positioning attack, powerful sneak, resiliency, surprise attacks), trap sense+3

Gear ~~*oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wound*~~, leather armor, rapier, sap

Special Abilities trapfinding

⚡ **Human monk 9**

LE Medium humanoid (human)

Init +5; **Senses** Perception +15

AC 22, touch 22, flat-footed 16 (+5 Dex, +1 dodge, +6 Wis)

hp 103 (9d8+45)

Fort +10, **Ref** +11, **Will** +10; +2 vs. enchantments

Defensive Abilities improved evasion; **DR** Nil, **Immune** disease, **SR** Nil

Speed 60 ft.

Melee nunchaku +9 (1d6+3) or unarmed strike +8 (1d10+2)

Full Atk nunchaku +9/+4 (1d6+3) or nunchaku flurry of blows +10/+10/+5/+5 (1d6+3) or unarmed strike +8/+3 (1d10+2) or unarmed strike flurry of blows +9/+9/+4/+4 (1d10+2)

Ranged shuriken +11 (1d2+2)

Full Atk shuriken +11/+6 (1d2+2) or shuriken flurry of blows +12/+12/+7/+7 (1d2+2) or

Special Attacks flurry of blows, stunning fist (9/day, DC 18)

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

Base Atk +6; **CMB** +11; **CMD** 30

Feats Deflect Arrows, Dodge, , Extra Ki, Gorgon's Fist, Improved Initiative, Improved Unarmed Strike Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist

Skills Acrobatics +17 (+38 to jump), Climb +11, Escape Artist +17, Perception +15, Stealth +17, Survival +8

Languages Common

SQ fast movement, high jump, ki pool (10 points cold iron, magic, silver), maneuver training, slow fall 40 ft., wholeness of body (9 hit points)

Gear ~~*oil of magic weapon, greater +1 (2), potion of bear's endurance (2), potion of bull's strength, potion of cat's grace*~~, nunchaku, shuriken (5)

Special Abilities Nil

ATL 9

⚡ **Human rogue 11 (2)**

LE Medium humanoid (human)

Init +11; **Senses** Perception +10

AC 23, touch 17, flat-footed 16 (+4 armor, +6 Dex, +1 dodge, +2 natural)

hp 125 (11d8+55)

Fort +7, **Ref** +14, **Will** +3

Defensive Abilities evasion, improved uncanny dodge, trap sense +3; **DR** Nil; **Immune** Nil; **SR** nil

Speed 30 ft.

Melee rapier +17 (1d6+6/18-20) or sap +15 (1d6+4 nonlethal)

Full Atk rapier +17/+12 (1d6+6/18-20) or sap +15/+10 (1d6+4 nonlethal)

Ranged/Full Atk Nil

Special Attacks sneak attack +6d6 +2 Str damage

Str 18, **Dex** 24, **Con** 18, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 30

Feats Dodge, Improved Initiative, Martial Weapon Proficiency (rapier), Mobility, Outflank[APG], Precise Strike[APG], Weapon Finesse

Skills Acrobatics +21, Bluff +6, Disable Device +24, Disguise +14, Escape Artist +21, Linguistics +4, Perception +10, Sense Motive +14, Sleight of Hand +21, Stealth +21, Use Magic Device +14

Languages Common

SQ rogue talents (crippling strike, positioning attack, powerful sneak, resiliency, surprise attacks), trap sense +3

Gear *oil of magic vestment +1, oil of magic weapon, greater +1, potion of bear's endurance, potion of bull's strength, potion of cat's grace, potion of cure light wounds*; leather armor, rapier, sap

Special Abilities trapfinding

Human monk 11 (2)

LE Medium humanoid (human)

Init +5; **Senses** Perception +20

AC 24, touch 24, flat-footed 18 (+5 Dex, +1 dodge, +8 Wis)

hp 136 (11d8+66)

Fort +11, **Ref** +12, **Will** +13; +2 vs. enchantments

Defensive Abilities improved evasion; **DR** Nil, **Immune** disease, poison, **SR** Nil

Speed 60 ft.

Melee nunchaku +11 (1d6+3) or unarmed strike +10 (1d10+2)

Full Atk nunchaku +11/+6 (1d6+3) or nunchaku flurry of blows +12/+12/+7/+7/+2 (1d6+3) or unarmed strike +10/+5 (1d10+2) or unarmed strike flurry of blows +11/+11/+6/+6/+1 (1d10+2)

Ranged shuriken +13 (1d2+2)

Full Atk shuriken +13/+8 (1d2+2) or shuriken flurry of blows +14/+14/+9/+9/+4 (1d2+2)

Special Attacks flurry of blows, stunning fist (11/day, DC 21)

Str 14, **Dex** 20, **Con** 18, **Int** 10, **Wis** 22, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 34

Feats Deflect Arrows, Dodge, , Extra Ki, Gorgon's Fist, Improved Initiative, Improved Unarmed Strike Ki Throw[APG], Mobility, Scorpion Style, Snatch Arrows, Spring Attack, Stunning Fist, Toughness

Skills Acrobatics +19 (+42 to jump), Climb +12, Escape Artist +19, Perception +20, Stealth +19, Survival +10

Languages Common

SQ fast movement, high jump, ki pool (13 points cold iron, lawful, magic, silver), maneuver training, slow fall 50 ft., wholeness of body (11 hit points)

Gear *oil of magic weapon, greater +1 (2), potion of bear's endurance (2), potion of bull's strength, potion of cat's grace, potion of owl's wisdom*; nunchaku, shuriken (5)

Special Abilities Nil

After defeating the villains, the PCs can get the following information from them:

- They're just the first wave of operatives their boss has dispatched to achieve his goals
- The boss appeared differently to each of them, sometimes as a man, sometimes as a woman but each appearance was of a different race.
- The boss needs the city to lose faith in it's adventurers
- The boss needs the city needs to lose faith in the Lord Monarch and those he's chosen to put his trust in. Perhaps he might be able to entice some of the noble families that the Lord Monarch slighted pretty recently to rise up and overthrow him
- Their boss is not working alone, he, or she, has been hired by someone from another land to do these things. They don't know who hired their boss, or where those individuals are from.

CONCLUSION A (PCS DEFEAT VILLAINS)

As you finish dealing with the villains, Nolan steps out from a tree. My word what happened here? This will not do. Please let me know what you've discovered as I start taking care of those that call the Grove home".

It's up to the PCs to determine how much they tell him, and whether they mention the Legionnaires role in this

If they don't mention the Legionnaires, please modify the text below:

"You handled yourselves very well. It seems that I did indeed choose wisely. In addition to helping to clear the adventurers in custody, you exposed some

traits in the Legion that need to be addressed. I'm pretty sure that High Warrior Vestra will want to handle deal with their ineptitude its impact on the Legion herself, based on how hard she's worked to improve the Legions image through the years.

I have just returned from speaking with the Lord Monarch and finalizing your payment, and it is definitely worthy of your accomplishments."

CONCLUSION B (PCS DEFEATED)

As the last of your group is about to close their eyes, perhaps for the last time, you hear the sounds of a whistle blowing and heavy footsteps echoing throughout the Grove before everything fades to black.

As your eyes open you notice that you are on the ground in the Grove being licked by a rabbit. "Thank the gods you're okay. It seemed I returned from my meeting with the Lord Monarch's people, finalizing your reward, just in time. Please let me know what you've discovered."

It's up to the PCs to determine how much they tell him, and whether they mention the Legionnaires role in this

If they don't mention the Legionnaires, please modify the text below:

"Don't be discouraged that the villains managed to get the best of you. It happens to the best of us. Chalk it up as a learning experience and move on. I still feel that I chose wisely in hiring you, and would do so again. Also, the fact that the villains were too tough for you won't affect the reward I've secured for you. Hopefully with it you'll be able to prevent something like this from occurring again."

If they mentioned the Legionnaires role in this, please add the following:

In addition to your efforts trying to clear the adventurers in custody, you exposed some traits in the Legion that need to be addressed. I'm pretty sure that High Warrior Vestra will want to handle deal with their ineptitude its impact on the Legion herself, based on how hard she's worked to improve the Legions image through the years."

EPILOGUE

You see the image of a regal man step out onto a stage and begin addressing a crowd of people. "A plot was uncovered that was designed to make you lose faith in the city's adventurers and in my decision making. All of the adventurers in question were innocent, and an independent investigation proved that.

While I'm pretty sure that this won't be the last time someone tries something like this I want you to know 2 things:

- 1) The adventurers of this city have proved over and over that they have the city's best interests in their hearts and have and will continue to defend the city from threats to the best of their ability.
- 2) Never doubt that I have the best interest of the city at heart regardless of whether you agree with the decisions that I make.

In addition, it is with great pleasure that I publicly announce the promotion of Ardent Vestra to High Warrior. High Warrior Vestra in her first action in her new position is overhauling the training that all legionnaires must go through, while ordering all current Legionnaires to report for updated training.

The scene fades to black.

EPILOGUE 2

You see the image of a man, or perhaps a woman, its hard to tell as the image keeps changing from one form to another, from one race to another` .

"Those fools may have thwarted my plan this time, but what matters most is who is victorious in the end. I know that he's not going to be happy at this result, especially since some of Amthydor's heroes visited his homeland and stole a sword from him a little less than a year ago."

TIME UNIT COST: 2 TU

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

	ATL 1	ATL 3	ATL 5	ATL 7	ATL 9
Module Experience	600	850	1200	1800	2900
Figuring out that the legionnaires were inadvertently helping the villains	50	50	100	100	100
Getting the legionnaires to admit what they did and reporting them.	50	50	100	100	100
Roleplaying XP Bonus	50	50	100	100	100
Maximum Possible XP	750	1000	1500	2100	3200

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.

200gp * ATL

Heroes of Amthydor Collectible trading cards

In appreciation for your efforts in helping to clear several prominent members of Amthydor's adventuring population, the Lord Monarch has arranged for you to receive a silver tin with 8 cards in it. Each of the cards has an image of one of the adventurers you help to clear and has been an enchanted to provide the following benefit when drawn.

Bob. An image appears of Bob the monk hitting an opponent 7 times in 1 attack causing it to stop moving. This card grants you 1 additional attack at your highest BAB

Calla An image appears of Calla spending time with Mouse. This card can be used to summon 1 wolf as per the *Summon Nature's ally II* spell

Grimey. An image appears of Grimey the gnome travelling through the city on his flying carpet passing out free donuts to any and all takers. This card grants

you a +2 competence bonus to Fortitude saves to resist poison

(Value: 10,000gp, CL: 11, Rarity: Common, Tradable: Yes, Legality: Legal, Real Value: \$0\$)

Gurge. An image appears of Gurge the gnome charging into battle against an opponent 3 times his size. This card grants you a +2 competence bonus to Will saves to shrug off fear effects

Neandra. An image appears of a courtroom where Neandra is using her skills as one of Amthydor's premier barristers to clear her clients. This card grants you a +2 competence bonus to Diplomacy skill checks, +4 if haggling for payment

Smith. An image appears of the halfling Smith stalking his prey only to have a tree "dodge" in front of his arrows when he shoots. This card grants you a +2 competence bonus to all survival checks to track your quarry.

Tarl. An image appears of Tarl instructing initiates at LoTs how to position their hands to properly cast spells, This grants you a +2 insight modifier to the DC of your spells.

Winford An image appears of Windford instructing initiates at the temple of Sorena pointers on how to recognize different spells, This grants you a +2 insight modifier to spellcraft and knowledge (Arcana) to identify a spell.

(Value: 6,000gp, CL: 15, Rarity: Common, Tradable: No, Legality: Legal, Real Value: \$0\$)

Figurine of Druidic Summoning (1 per PC)

The Druid's Grove has arranged a special gift for you. This crystal figurine of an animal with sparkling emerald eyes (chosen below and indicated on the cert) can turn into an actual animal of that type for 1 hour per day. When the figurine is held and the proper command word spoken, the figurine turns into an animal of that type. The animal functions as if it were a summoned animal obeying the commands of its owner and uses the stats of that type of animal companion from the PFCRB If the crystal figurine is destroyed

Check the box of desired animal type. Void if either more than type is chosen, or no box is selected

- Ape Badger Bear
 Constrictor Snake Crocodile
 Dog Horse Pony
 Viper Snake Wolf

PLAYERS HANDOUT #1

Heroes, charges, investigating officers				
Hero	Race	Charge	Officer	When
Bob	Human	attacked Bobbi	Fiorenze Pertwee	2 hours ago
Grimey	Gnome	sabotaged the oven at the halfling	Mortimer Smith	1 Hour ago
Gurge	Gnome	attacked children and stole candy	Penelope Jones	4 hours ago
Neandra	sea elf	bribed witnesses to help cases	Bruno Smythe	Yesterday
Smith	Halfling	scrawled graffiti on the castle	Mortimer Smith	Last Night
Tarl	Human	sabotaged rituals to stop blood beasts	Bruno Smythe	Noon yesterday
Tiny	Crocodile	Tried to eat young girl	Penelope Jones	3.5 hours ago
Winford	half-orc	attacked Hyperion's	Fiorenze Pertwee	Dawn today
Hero	Where Occurred	Witnesses	Victims	
Bob	Marketplace	Legionnaires, and Merchants	Bobbi	
Grimey	Halfling Bakery	Wendal	Oven	
Gurge	Commoner District	Dyonne	Young girl	
Neandra	Outside store	Forest elf friend of Sally	Sally, lost case	
Smith	Castle	Castle guard	CAale Wall	
Tarl	LoTS	Elgrin		
Tiny	Commoners Dist.	Elsbet Jorgenson	Christy	
Winford	Hyperion's temple	Lord Seabury and others	Several	
Hero	Info about Hero			
Bob	Hygienic, chicken feathers for hair			
Grimey	Gnome, always on flying carpet, prefers bows, layer of dirt but really nice clothes			
Gurge	Gnome, new father, considerate of others, protects those that can't protect themselves			
Neandra	Sky Elf,			
Smith	Halfling, stealthy can hide in plain sight,			
Tarl	Human battle sorcerer, dating Lily priestess of Meneon,			
Tiny	Winged armored crocodile			
Winford	Half-orc priest of Sorena, always has his shield with head of a lion on it			

CRITICAL EVENT SUMMARY: AGAINST ALL ODDS

Convention: _____

Date: _____

Do Not Return After 8/1/17

Author's Email Address: _____

1. Did the PCS discover adventurers were being framed? Yes No
2. Did the PCs turn the Legionnaires in? Yes No
3. Did the PCs make a deal with the juggler? Yes No
4. Which framed adventurers did the PCs investigate?
 - a. Bob b. Grimey c. Gurge d. Neandra
 - e. Smith f. Tarl g. Tiny h. Winford

Use this form if you plan or want to know any further information. Make sure you fill in the date that the information is no longer pertinent to you.

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Convention:

Judge:

Date:

ROSTER OF HEROES: AGAINST ALL ODDS

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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