



Grimm Evidence

by Dan Cooper and the Universe Construction Company

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

The offices of the Fraternity of Venturers offer a little comfort to adventurers who are awaiting meetings while keeping a professional appearance. Here you sit awaiting a meeting with Melton Daderhoff and some potential clients. But what would a law firm want with some adventurers and why do you hear a lion growling from behind the door? A one-round LSJ adventure for heroes of levels 1-6.

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

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

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

LSJ GMEmpowerment Clause

The coordinators of the campaign empower GMs to make changes to the module as necessary to accommodate any unforeseen actions taken by the PCs. If the players find another way to deal with the module, they should be successful and appropriately rewarded. The GM may also invent new NPCs as needed to populate the city of Amthydor, which is not completely detailed due to practical limitations.

If the party is having trouble dealing with say, undead encounters, the GM can always have a patrol of priests or the like come along to finish the combat and save the PCs. Full XP awards should not be given for the encounter if this is necessary.

Do NOT save the PCs if their failure is a result of their own ill-advised actions or lack of forethought. Softening the blow from a bad set of rolls or simple bad luck is one thing, but stupid actions deserve what they get.

A Note About Tiers and the Power of PCs

Not all parties are created equal. Some level 1 parties can handle anything the GM can throw at them, and some level 3 parties are relatively weak for their levels. If the GM finds that the party at the table is really not up to the challenge of the tier, he should adjust the encounters DOWN for that

party. This is particularly important if the party has a broad mix of experience levels, is lacking clerics and paladins who can heal, or is a “role-playing” rather than “battle-ready” party. The encounters should be a worthy challenge, not an impossible task or a slaughter fest. Regardless of what the instructions say, the GM should let common sense rule the day (and the module).

Adventure Background

Recently, the merchants and temples of Amthydor have been troubled by a group of bandits called the Broken Triad. Eventually the leadership of this ring was encountered when they successfully kidnapped the eldest son of Lord Harvinder Rasquell Grimm and Lady Lanora Grimm. During their escape it was revealed that Lady Lanora is the mother of the ringleaders, and that Lady Lanora had been supplying information to the group. Based on this, a divination about the broken lineage of the Grimm house, and other circumstantial evidence, Lady Lanora was arrested for treason and espionage against Amthydor. (*Sleeping with the Enemy trilogy, LSJ 1-3*).

Introduction – The PCs are asked to come to the Fraternity of Venturers to hear an offer for a job. There they meet Lord Harvinder Rasquell Grimm and his attorney, who wishes to hire them to investigate the charges against his wife. He will give two locations where they can get evidence.

Encounter 1 – The PCs are followed until they stop and greet the follower. They find out that she is Lady Gillian Grimm, who offers to take them to Lady Sophia Grimm. If the PCs accept, they are taken to a tavern that is frequented by members of the Diamond Legion to meet Lady Sophia Grimm. She will ask them also to investigate the charges against Lanora, but it is obvious she wants evidence that will convict her. She will give four locations where the PCs can get evidence.

Encounter 2 – Boutique of the Jewel where PCs can first get information about a man that Lady Lanora was seen with.

Encounter 3 – Amdakter Gardens, where more can be found about Lady Lanora’s secret friend, not to mention a note that might cause them problems.

Encounter 4 - The Boiling Pot, another place to possibly meet the mysterious friend and perhaps to get more information on him.

Encounter 5 – The Weary Prince, where one of the lackeys of our villain is found, along with the memory poison that he used against Lanora and others.

Encounter 6 – The Diamond Prison where the PCs can go and talk to Lady Lanora.

Encounter 7 – Kwella’s One Stop House of Herbs, where the PCs can find out about the poison they probably have encountered some information on some of the citizens of Amthydor.

Encounter 8 – This is where the PCs can confront the villain and find out that the Broken Triad, while not being a triad or broken, has returned and will be messing around in the city in the near future.

Epilogue – The PCs can report to either Lord Harvinder or Lady Sophia and receive their reward. They can try to get rewarded by both and they will collect from both, however, there will also be a penalty for their greed.

GM Note 1: Before the game, have each PC make 3 of each of the following d20 rolls, write them down on index cards or paper, and hand them to you. You will be using some of them later on, the rest are just to make the players paranoid. Reflex save, Fortitude save, Will save, Listen Check, Sense Motive Check and Spot Check.

GM Note 2: Faldun, the wizard of the Broken Triad, has been to several of the locations the PCs are investigating. At each site he changed his appearance with a *change self* spell. Thus, at each location the PCs will get a different description of the man who came there, though certain features (like his sharp teeth) will remain constant.

Introduction – Stating the Case

The offices of the Fraternity of Venturers offer a little comfort to adventurers who are awaiting meetings while keeping a professional appearance. This is appreciated by many of the tired and hard working adventurers, perhaps including you. With some non-alcoholic drinks available, you sit awaiting a meeting with Melton Daderhoff and some potential clients. But what would a law firm want with adventurers?

Allow the PCs time to introduce and/or acquaint themselves and to describe themselves. After they are done, continue with the box text.

One of the doors to the waiting room opens and Melton Daderhoff looks towards you. “Please come in”, he says, waving you in with his hand. You enter the conference room and see a long oval table in the center of the room. On the right side of the table sits a woman with some papers in front of her. She is very conservatively dressed, and, while beautiful, she presents an air around her that tells you she is here strictly for business. Next to her is a fairly recognizable figure in Amthydor, Lord Harvinder Rasquell Grimm. He is an attractive man with black hair and the steel gray eyes and firm jaw that runs through the Grimm family. The black sheep of the family would be recognized, if not for his red and silver vestment, then by the lioness sitting by his side. As you enter, Lord Grimm points towards the chairs at the other side of the table. “Please sit and listen to my offer.”

After you sit or state your preference to stand, he continues. “I am Lord Harvinder Rasquell Grimm, and my consul here is Greth Vastrim. As you no doubt have heard, my wife, Lady Lanora, has been accused of treason, espionage and consorting with devils. I personally found some of the evidence being used against her in her coin pouch. However, looking back on it, and as confirmed by my legal consultant, that evidence could have easily been planted on her or she could have simply accepted the coins as change from any vendor. Let’s face it, how often do you inspect or even look at your copper

change? The other major piece of evidence against her is statements made by some people to the Diamond Legion. However, these people were part of the kidnapping of my son and the statements were taken during interrogation. This leads me to wonder if my wife is guilty or innocent. I would like you to investigate this.” He lays out a piece of paper and sits back down and looks at you in anticipation of questions. Unconsciously, his right hand reaches down and pets the lioness.

If the PCs want to, they can make either a *Knowledge (Nobility and Royalty)* skill check, a *Bardic Knowledge* check, or a *Knowledge (Local or History)* check to recall information about Lord Harvinder Rasquell Grimm. The following information is available:

DC 10 Nobility/Royalty, DC 10 Bardic, DC 15 Local/History: Harvinder is the youngest son of the Grimm family and considered somewhat of a black sheep, due to the fact he does not concentrate his efforts to be a warrior (he is an entertainer/bard) and that he has not joined the Diamond Legion. He is married to Lady Lanora Grimm, His youngest child (the infant Zander) was recently kidnapped from the Grimm estate.

DC 15 Nobility/Royalty, DC 15 Bardic, DC 20 Local/History: His father, the Lord Consul, started calling him “Rascal” when Harvinder showed more interest in musical instruments than in weapons, and the nickname stuck because he is so good at finding trouble. Perhaps that is why he visits Jadenapur so often, about once a month or more.

DC 10 Local/Geography: Jadenapur is a chaotic place. It is a city elsewhere in the Freelands that is ruled by adventurers, who even elect the leader of the city; there are rumors that he is kidnapped every other week.

Lay out **Player Handout #1** to present the contract. This is the time for questions. I tried to cover all the questions any PC would ask, but since that is impossible (as any author/GM will tell you);

I will cover what I consider to be the most important questions.

If the players ask about the court system in Amthydor, this is the quick version. Each side has a lawyer that presents evidence in front of the tribunal, all of whom are nobles of Amthydor. The members of the tribunal are one high judge and two judges. The judges act as a jury. Each judge has one vote and the high judge’s vote counts as one and a half votes. The judges are active participants in the trial with the right to ask questions of witnesses. Tied votes result in mistrials.

If the PCs do a *sense motive* check on anything said during this encounter, they will show the statements are true. All spells cast and powers manifested in this room will automatically fail due to a null magic zone.

How much will we be paid?

“The contract is for one hundred gold coins.”

Do you have any idea of where to look for evidence?

“Lanora was always concerned with her appearance so she was frequently going to the Boutique of the Jewel, a beauty salon in the service district. It has become popular with the upper class and arcane casters after the end of the civil war. She also donates time at the Boiling Pot soup kitchen in the Services District.”

If the PCs ask about what district they are in, you can tell them that they are in the Adventurer’s District.

Are you looking to prove her innocence or her guilt?

“I am just looking for the truth.”

Do you believe she is innocent or guilty?

“I do not know what to believe anymore.”

Why not go to the Diamond Legion to do this?

“The prosecution uses the Diamond Legion to gather evidence. Because the rest of my family is not only ingrained in the Diamond

Legion, they do not like Lady Lanora. I do not trust them to be impartial.”

Can we get permission (or a pass) to go into the (Noble’s or Castle) district or to talk to Lady Lanora?

“I have a pass that will allow you to speak with Lady Lanora Grimm. If you want to speak with her outside the presence of the Diamond Legion, I will have to escort you and be at the meeting. Otherwise show this pass to the guards outside the prison entrance and they will escort you to meet her.” (If the PCs have not signed the contract, she will say **“I will give you the pass after the contract is signed.”** Otherwise she will give them the pass when they ask for it.)

GM Note: Greth Vastrim will not sign anything that will allow the PCs attorney privileges or grant private access to her client. The only way the PCs will be able to talk to Lady Lanora outside the presence of the Diamond Legion will be if she is with them.

What is the lioness’s name?

“Her name is Constance.”

Can we (pet, talk to, feed, etc. etc.) her?

“Only if she lets you.” Make a *wild empathy* or *handle animal* roll at DC 10 or a charisma roll if the PC has neither of those at the same DC.

If the PCs refuse the contract, Harvinder will thank them for coming and invite them to come back if they change their minds, or send a message to him at the Fraternity of Venturers. Go on to **Encounter One.**

If the PCs accept the contract and the PCs have asked all their questions, continue on.

Melton Daderhoff stands from his position at the head of the table. “Well, if there is nothing else, it is time for work. Please see yourselves out as I have another meeting.” With that, Lord Grimm and his consul stand as the lioness stretches then stands and walks out of the room.

There is no more information that can be gained from anyone else here. Go to Encounter One.

Encounter One – The Counter-Offer

After walking a few blocks away from the Fraternity of Venturer’s Headquarters, you start to get a strange feeling, like you are being followed. It is so strong and obvious, as if the person following you is not even trying to hide the fact.

If the PCs try to look behind them without making it obvious, have them make a *Bluff* skill check against DC 15. If the Bluff check succeeds:

Behind you, you see a woman in fancy clothes who seems to be showing great interest in you. She is not wearing any armor and has no obvious weapon other than a dagger.

If the PCs fail the bluff check or do not try to hide the fact that they are looking behind them, read the following:

Behind you, you see a woman in fancy clothes who seems to be showing great interest in you. She is not wearing any armor and has no obvious weapon other than a dagger. When you turn and look at her, she waves to you.

If the PCs want to check for hidden weapons, have them make a *Spot* check. No matter what they roll, tell them she has no hidden weapons. If the PCs cast a *detect magic* spell, they will find out she has not spells cast on her and is carrying no magic items.

If the PCs want to, they can make either a *Knowledge (Nobility and Royalty)* skill check, a *Bardic Knowledge* check at DC 10, or a *Knowledge (Local or History)* check at DC 15 to recognize the woman as Lady Gillian Grimm. Those who succeed know that she is the youngest daughter of Lord Augustus Grimm and that she is known as the ‘Show Me’ Sergeant because, even though she is no longer a sergeant, she always required hard

evidence before she would believe anything, even as a member of the Star Guard.

Lady Grimm will follow the PCs wherever they go, even into a dark alley. She will not make any hostile, threatening or aggressive moves. If the PCs try to lose her by going through a district gate or finding a Diamond Legion patrol, this will fail. Since all members of the Grimm family are well known to members of the Diamond Legion, the DL will delay the PCs until they talk to Lady Grimm. If the PCs try to rationalize any hostile activities to Lady Grimm by saying she has a dagger or try to point out to the Diamond Legion she is a threat because she is carrying a dagger, point out the fact that almost everyone starts carrying a dagger or a knife as an everyday item when they are ten years old.

When and if the PCs allow Lady Grimm to talk to them:

The woman who seems to be following you approaches. "Greetings, I am Lady Gillian Grimm. My sister would like to invite you to a discussion about your recent chat with Lord Harvinder Rasquell Grimm. May I escort you to her?"

If the PCs ask her about how she or her sister knows about the contract:

"The Diamond Legion has informants everywhere, including the Fraternity of Venturers."

If the PCs ask her what she or her sister knows about the contract:

"We know that you went in to see my brother and his lawyer. Therefore, it must be dealing with Lady Lanora."

If the PCs ask if they are required to go:

"This is an invitation to a discussion. You are free to refuse with no fear of any legal retribution."

If asked about any other form of retribution or what is meant by the previous statement:

"Well, you would be snubbing a powerful member of one of the most important families in the city. Do you really think you can do that with impunity?"

If the PCs do not go with Gillian, go to their next encounter and prepare the "A Snub Returned" certs for each of the PCs. Otherwise continue with this encounter.

A quick trip takes you to the "Stand My Post" tavern. When you enter you see that it is a two story tavern that is about half filled with thirty patrons. A few of the patrons are in Diamond Legion uniforms. Gillian leads you upstairs and knocks. A strong feminine voice rings out, "Come in." Gillian opens the door and indicates for you to enter.

As soon as the PCs indicate they enter, continue.

As you enter the room, you see a rather statuesque woman sitting at a table, a mug sitting before her. Her black hair is cut short, barely reaching the top of her shoulder and her steel gray eyes and firm jaw line clearly mark her as a member of the Grimm family. "Thank you for accepting my invitation. I am Lady Sophia Grimm. I have heard that you have at least considered accepting a contract from my brother Harvinder. If you have accepted, perhaps I have some information that can help you, and if not perhaps you would be willing to help the city and my family get rid of a traitor."

A Bardic Knowledge or Knowledge (local or Nobility and Royalty) check of DC 15 will give the following information: Lady Sophia Grimm is the middle daughter in the Grimm Family. A very intelligent and passionate woman, she has a quick and cunning military mind especially in strategic thinking. She had some trouble with the rest of the family when she refused to join the Guardians of the Star Sapphire, and refused to go against her father's command not to join the Diamond Legion. During this time, though, she made friends with many of the Diamond Legion members and helped

keep them together while the Diamond Legion was temporarily disbanded.

If the PCs try a *Sense Motive* check at any time during the encounter, have them make a check at DC 20. If they succeed, they will figure out that she is telling the truth as she knows it (as will any detection magic will tell), but that she is taking the events very personally.

Lady Sophia will never refer to Lady Lanora by name. She will always refer to her as “the traitor”. If anyone tells her that Lanora has a name or reminds her of the name, she will just glare at that person, and then continue on.

If asked why she thinks Lanora is guilty:

“We found evidence of her complicity on her in the form of the coins of the Broken Triad, a group of thieves who were raiding the merchant caravans and the temples of the city. We also have the testimony of several of the members of the group sent to kidnap her own son stating that she has passed information to them to be used against the city. Some of the testimony was even taken in an area of divination magic that was set up to prevent any falsehoods from being spoken. There is other evidence, but I do not feel it is proper to discuss it.”

If asked why she is taking things personally or what problems she has with Lanora or why she does not use Lanora’s name, she will answer:

“She made a fool out of the city, my family and of me. We trusted her and she betrayed us. That cannot be forgiven!”

If the PCs ask how she knows about the contract or anything about the contract or deny the contract, Lady Sophia will comment:

“Harvinder has always worn his heart on his sleeve and his actions are easy to deduce. He was seen with a lawyer, the same lawyer that is defending the traitor. Knowing that and knowing Harvinder, it stands to reason that he is looking for evidence. He is probably thinking she is innocent. He can be so naïve at times.

When/if the PCs ask what they can do for her and/or what the price of her help is:

“We are still looking for additional hard evidence to help convict the traitor. Any evidence brought to me would gain the gratitude of House Grimm and perhaps the city. It would be strongly suggested that the evidence is brought to our attention alone.”

Why not get the Diamond Legion to gather all the evidence?

“The Diamond Legion has long been associated with the Grimm family and vice-versa and many people have been seduced by the beauty of the traitor. They would probably be more willing to give information to someone not associated to the Diamond Legion or my family.”

What payment can we expect if we do this for you?

“Well, you would have the gratitude of my family and the friends of my family in the Diamond Legion. That is no small thing. If it is gold you desire, I can give you fifty gold coins each.”

What help can you give us?

“Quite a bit, actually. We know many of the traitor’s routines. I can give you four good leads to start.

The first place I would recommend is the Boutique of the Jewel. That place is a hot bed of gossip which the traitor went to weekly. If Fortana gives you any trouble or refuses to cooperate, remind her that the Diamond Legion remembers that she was Melidare’s apprentice. I doubt her clientele would approve of having their hair done by someone who grew up a pauper.

The traitor also tried to keep up good appearances, so she spent a couple of mornings a week working at The Slate Hall kitchen and when that was closed down, she went to the Boiling Pot, so you should be able to find something there.

On nights that Harvinder went to the Society of Entertainers and Providers for Court Bard business, the traitor would go out to dinner and a show at the Amdakter Gardens and then for dessert at the Weary Prince. She would

frequently have company on these outings. Some of the people who accompanied her were some of the leading citizens of the city, but on occasion she went to the show with people we did not know. Everything that happened on these excursions happened in public areas, so we are reasonably sure she was not cheating on Harvinder, luckily for her. Those are some good places to start.”

If Lady Sophia is asked if she ever socialized with Lanora:

“Yes, I was fooled by her as well. I went to several shows with the traitor, and I regret being in her foul presence.”

If she is asked how she knows this information on Lanora’s routines:

“I occasionally had her followed, fortunately for the city. Harvinder always let his heart overrule his head, so sometimes someone had to look out for him. Our loyalty to our family is second only to our loyalty to the city. As our family motto goes,” For our Family, our honor; For our City, our lives.”

If asked about giving the PCs any passes:

“If you need to enter the Nobles or Castle district, come back here and you can get a pass. I will not sign off on a pass to let you see the traitor. I see no reason to let you in so you could be beguiled by her beauty.”

This is all the information available from Lady Sophia Grimm. After this interview is over, the PCs get to choose where they want to go next. If they want to know the closest locations, the locations, and their districts, from nearest to farthest are listed as such:

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to Weary Prince (Port District), go to **Encounter Five**.
- If they go to The Diamond Prison. (Prison District), go to **Encounter Six**.

Encounter Two – Boutique of the Jewel

The clientele at this salon are sporting the latest hairstyles. The waiting area is filled to capacity. The receptionist at the front desk smiles at you. “May I make an appointment for you?”

The next available appointment in two weeks. If asked why they are so busy, the receptionist will say it’s from the word of mouth, especially the Harquith family.

If the PCs ask to see Fortana:

“I can get her for you, but as you can see we are very busy.” The receptionist walks back into the working area and a few minutes later, comes back with a woman in trousers and a smock. The woman with the receptionist looks at you. “I am Fortana. We are booked for the day, so could you make an appointment?”

The PCs have two choices on how to handle this situation, the diplomatic way or the blunt way.

“Blunt” would be hinting that the PCs know who she used to be apprenticed to, a blackmail threat. If the PCs use this method, use the following questions and answers. Fortana will be surly and uncooperative if the PCs use this method and slow in answering.

Do you know Lanora/when Lanora would come in?

“Who could miss her? Lanora would not stop talking. She was good for gossip, but hard to work on.”

Who would do Lanora’s hair?

“She would always insist that I do her hair. She paid and tipped well, so I had no problems doing it.”

Did she talk with anyone (other than you or the receptionist)?

“She would talk to some people in the waiting area, but I am not sure who.”

On which days would Lanora come in to get her hair done?

“She would come in once a week around midweek.”

What did she talk about?

“Gossip, gossip, gossip. She would talk about the Grimm family, the other nobles, her children, her husband and other people’s husbands. A lot of gossip about the nobles. She would also spend a lot of time talking about herself.”

Is there anything you can remember Lanora saying/repeating often?

“Well, she would always tell me about the show she would go see. She would go to the Amdakter Gardens at least once a month, and always talk about the play even if I had heard it before. Sometimes she would talk about who is accompanying her. After the play she would go to the Weary Prince and have some type of dessert.”

This is all the information the PCs will gain from her if they use the intimidation method. If the PCs try to intimidate her for further information:

Fortana looks at you with a very stern stare. “You have pushed me far enough. I do have some powerful friends as well. You can leave now.” She then turns and walks away from you.

She will not respond to the PCs any further. If the PCs tell the patrons in the shop her secret, half the shop will empty. However, if the PCs do this, they will get and have earned the “Disfavor from High Above” cert.

For the PCs who try to go the diplomatic route, let them make their case then have them make a *Diplomacy* check at DC 15. If the check is successful:

“Well, I have a hair dye patron next, a ten gold piece job although she is not a good tipper.”

If the check fails:

“I have a hair structure patron next, a fifty gold job and she tips well.”

Fortana will cancel the appointment if the PCs give her approximately 250% of the price she mentions (25 gp or 125 gp). Another *Diplomacy* or *charisma* check at DC 15 will cut this price in half. Judges can adjust the price slightly, but never below the prices mentioned in the box text plus two gold (12 and 52 gold, respectively).

If the PCs refuse to pay or do not pay enough, they will get the same answers as if they tried to intimidate Fortana, however, she will not be surly and the answers will be given more politely.

If the PCs make the appropriate payment, Fortana will be very polite and give the following answers.

Do you know Lanora/when Lanora would come in?

“Who could miss her? Lanora would not stop talking. She was good for gossip, but hard to work on.”

Who would do Lanora’s hair?

“She would always insist that I do her hair. She paid and tipped well, so I had no problems doing it.

Did she talk with anyone (other than you or the receptionist)?

“She would talk to some people in the waiting area, but I am not sure who. Although there was one man she would occasionally talk to. His name is Garikon Sealer. The main reason I remember him is because most of the time when she would talk to people, she would be laughing and smiling, but when she talked to him, she was always serious and straight faced. Occasionally I heard her say she would see him later. She would talk to him once or twice a month.”

What does Garikon Sealer look like?

“He is tall, almost six feet in height. He has blond hair and deep blue eyes. He always dresses fine, almost presumptuously. Like he’s some kind of noble, although I have no idea of any

noble by that name. Strange teeth, though. Seem a little pointy, but since I did see him come in from outside during days that the sun was out, I thought nothing of it.”

When was the last time you saw Garikon?

“Just a few days before Lady Lanora’s arrest. He has not been in since then.”

What did she talk about?

“Gossip, gossip, gossip. She would talk about the Grimm family, the other nobles, her children, her husband and other people’s husbands. A lot of gossip about the nobles. She would also spend a lot of time talking about herself.”

Is there anything you can remember Lanora saying/repeating often?

“Well, she would always tell me about the shows she would go see. She would go to the Amdakter Gardens at least once a month, and always talked about the play even if I had heard it before. Sometimes she would talk about who is accompanying her. After the play she would go to the Weary Prince and have some type of dessert.”

That is all the relevant information available from Fortana. After she gives that information, find a diplomatic way of getting her out of the scene and continue to the next location of the PCs choosing.

- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to Weary Prince (Port District), go to **Encounter Five**.
- If they go to The Diamond Prison. (Prison District), go to **Encounter Six**.
- If they go to Kwella’s Herb Shop, (Adventurer’s District), go to **Encounter Seven**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Three ~ Amdakter Gardens

One of the brightest and best decorated buildings of the Services district, the Amdakter gardens catches the attention of passerby. The posters in the display windows advertise a new play starring the up and coming actress Leiren Nightsong. The box office is open, ready to take reservations for the next run. Walking up to the box office window, you see a dour man sitting in the small room. “May I take your reservation?” he says without much enthusiasm.

The man in the box office is Edgar, one of the managers of the Amdakter Gardens. He is a cheerless person who never smiles. If the PCs ask to talk to him he will say he is much too busy and if they need to talk to anyone they will need to talk to Sissy, who is inside the theater. He will let the PCs in if they ask him. If the PCs ask about tickets, he will tell them they are 25 gp each, and include dinner, a drink and the show.

You enter through a rich and tastefully decorated lobby into the house. Round dinner tables lay bare, their normal trappings removed to be cleaned. A couple of workers are on stage building a set. A woman has a small mock up on one of the tables. She coughs every other minute as she looks from the stage to the mock up and back.

The coughing woman is Sissy. She is well known as one of the owners of the Amdakter Gardens. On a Bardic Knowledge check or a Knowledge (local) check at DC 15 will know that she is subject to frequent bouts of an illness that no one has been able to diagnose or cure. The bouts can be so severe as to incapacitate Sissy and leave her brother in charge of the theater. During the times Edgar is in charge of the theater, the plays tend to be gloomy and the Amdakter Gardens does significantly less business.

If at any time any of the PCs ask to make a Spot check, or if you as the GM want to use one of the PCs pre-rolled spot checks against DC 20, they find a small secret compartment on the underside

of a dinner table about the size of a rolled up scroll. If more than one PC makes the roll, point out the same compartment on a separate table to each PC. If the PCs take the time to check, they will find out that every table has one of these compartments. If the PCs check out a compartment, they will find a note in one of them. This event will only happen once (a.k.a. they will only find one note, no matter how many tables they check.) The note is **Player Handout 2**. Give the player who found **Player Handout 2** the note and check his pre-rolled Fortitude save. Whenever one of the players touches the note, check his pre-rolled Fortitude saves or, if they have run out of pre-rolled saves, have them roll a save. Once a PC fails a save, he no longer needs to make another one.

No one has ever heard of Lord Faldun Grimm; no knowledge check will turn up anything on him!

The note was dipped in a **special contact poison**. It is **slow acting**, and the **primary damage** will not start affecting the PC until the **end of the encounter** in which they fail the save; the **secondary damage** will not affect the PC until **the end of the next encounter after** they failed their save. The poison is very subtle and can only be detected by magic (a *detect poison* spell). If the poison is somehow detected, a Craft (Alchemy or Poison Making) or Profession (Herbalism) skill check at DC 30 will give the information on the poison noted below. If the PCs smell the paper, it will have a faint sweet scent that will remind them of strawberries. If the PCs detect the poison, but are unable to figure out what the poison is, a Knowledge (Amthydor) skill check of DC 10 will let them know the best place to find out about herb based liquids is Kwella's One Stop House of Herbs.

GM Note: The poison on the note will only work on the first three people who touch it, save or fail. After that the poison is rendered inert and will not affect any further PCs.

Sweet Memories: Type: Ingested/contact; DC: 18; Primary Damage: 1d4 Int & Wis; Secondary Damage: 1d4 Int & Wis. Special Damage: Those who fail their save and lose any stat points will

lose their memory in the amount of 1 hour per each point of stat loss. Also, spellcasters whose spells are either Int or Wis based will lose one level of spells memorized per point of stat loss. The memory loss is only reversible by a *heal*, *mass heal*, *miracle*, *wish*, or *greater restoration* spell, or with the proper antidote. The stat loss and spells lost are regained normally over time.

If the PCs get around to talking to Sissy, the GM has full permission to play up the coughing. It will be important in a later adventure.

Do you know Lady Lanora Grimm?

"Yes, she was a frequent patron. I do not believe her guilty of the crimes she is accused."

Why do you believe she is not guilty?

"Lady Lanora is too kind and gentle of a person and too devoted to her husband and the city to have done these crimes."

Sissy will not say anything more on this.

Did Lady Lanora Grimm come here often/how often did Lady Lanora Grimm attend?

"At least once a month. Depending on the show, it sometimes was more often. If I was staging a romantic show, she would be here weekly."

Did Lanora come alone or with friends?

"She would almost always bring some company, sometimes a single person, sometimes a party. To every romance she would bring her sisters-in-law, and between acts she would tell them how wonderful love is and how they should be hunting for husbands."

Do you remember anyone (else) she would regularly attend with?

"Well, of course, she would attend many times with her husband, Lord Harvinder. A charming man, but one I could not stay around long without starting to sneeze and cough. Then there were several of the other nobles she would attend with, especially from the Kailin family. There was also one other gentleman I would see her with often. He was rather tall, almost six foot tall, with red hair and blue eyes. When he smiled,

you could almost see points on all of his teeth. I could not stay around him long either. My coughing and sneezing would start, but it would be much worse than around Lord Harvinder.”

Do you know his name?

“No. Whenever Lady Lanora would bring people with her, it would be to try to impress them. The reservations would always be made under the name Lady Lanora Grimm and guests.”

Do you know about the secret compartments in the tables?

“Yes, I know about them. I thought about getting new tables, however, I find that they give the theater even more of a romantic atmosphere. I never look at the notes, though. That would be rude.”

GM Note: A *Sense Motive* check of DC 20 will show she is a little nervous with this statement, as if it was only partially true. However, she will not say anything more about the tables. (That will come in a later adventure.)

Who is the major patron/owner of this theater?

“My brother and I own and run this theater. We run it on the proceedings of the shows we run.”

A *Sense Motive* check at DC 20 will show this to be false. However, Sissy will not change her answer. If Sissy is asked this question, she will be highly offended and will be less cooperative for the rest of the encounter.

That is all the relevant information available here. After the PCs gain the information or stop trying to look, find a diplomatic way of getting her out of the scene and continue to the next location of the PCs choosing.

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to Weary Prince (Port District), go to **Encounter Five**.
- If they go to The Diamond Prison. (Prison

District), go to **Encounter Six**.

- If they go to Kwella’s Herb Shop, (Adventurer’s District), go to **Encounter Seven**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Four – The Boiling Pot

Located in the Services District, the Boiling Pot is a temporary kitchen, serving the refugees from the District of the Poor. The Boiling Pot is always a beehive of activity, if not serving a meal, then cleaning up from a previous meal or preparing for an upcoming meal. You arrive at the end of one of the meal serving cycles, yet the dining tables are still filled with people eating and a few still being served.

If the PCs look around have them roll a Spot check at DC 20. If you want, you can take one of their pre-rolled Spot checks for this. If they succeed, they will notice one person in a hooded cloak will be taking particular notice of them. If they try to approach the person, he will leave. The PCs will not be able to catch up with him unless they use extraordinary means (probably magic). If someone manages this feat, go to **Encounter Eight**. If they try to track him after he has fled, have the PCs make a Survival check at DC 25 (or Gather Information DC 20 if a PC has the Urban Tracking feat). If they succeed, they will track him to a four-way intersection and lose the trail. If they fail, they will not find any tracks at all. Either way, they lose the trail.

If the PCs ask any of the servers for help, they will be politely directed to the shift manager of the Boiling Pot, Matoine Vernep, who is in the kitchen.

Approaching the kitchen, you see the workers starting to clean up the cooking utensils from the meal. A tall, lean man with red hair and green eyes gives out instructions while he is hanging up various spatulas and knives. As you approach him, you see prominently displayed a holy symbol of Pietos. When you approach him, he looks up to you and smiles “The blessings of Pietos be with

you, friends, and may you share them with others. How may I help you?"

Matoine will continue working as he talks to the PCs but he will always be friendly towards them. He will only become unfriendly if the PCs threaten anyone in his presence. Any *Sense Motive* checks will show him as an honest and open person with no dishonest intentions unless mentioned otherwise.

If the PCs mention Lady Lanora and her situation, he will speak.

Matoine smiles, "Ah yes, Lady Lanora Grimm. A bit of a sticky situation she is in. Still, Destine will insure the truth will come out. It is still hard to believe that someone as kind and giving as Lady Lanora could be guilty of such serious crimes."

Where did Lady Lanora work in the place?

"She would always work in the kitchen. She was a fairly good cook. Sometimes, though, she would bring in some fancy ingredients to make a gourmet meal. I just wish she would have used the gold for staples, they could have helped the kitchen more."

Was that all she did for you?

"No, Lady Lanora was quite an advocate not just for this kitchen but for many of the soup kitchens. She, her husband, and his family gave some of the strongest support into letting the temporary soup kitchens be established in the service district. Them, the Harquiths, the Reillys, the Mours and the Jirins. Without their support, the shop owners and the Merchant's Guild would have had us put someplace like the Stinky District."

Natives of Amthydor will know that the "Stinky District" refers to the Manufacturing District.

Did Lanora work in a specific place?

"Lady Lanora would work at this stove. She would always work here." Matoine takes you to a stove near the serving door. Looking out the

window in the serving door you can see about forty percent of the dining area."

Can we talk to any of the other workers/Where there any workers who worked regularly with Lanora?

"Well Riane over there usually worked with her. There were others who worked at the same time, but we keep so busy that basically teams are formed. I guess you could say that Riane and Lady Lanora were a team. You can talk to her if you feel the need to, but please do not take long; we have another meal coming up."

Matoine will not be able to give any more useful information. The only volunteer at the soup kitchen that can give any useful information will be Riane. Riane is a young human girl, about 12 years old, who at the moment looks tired and dirty. She is still relatively happy, though and will answer the questions given to her, but rather quickly as she would like to get back to work. She will continue working while answering questions, with dishes coming in to her.

Did you work with Lanora? /Did you like working with Lady Lanora?

"Aye, I did. Never knew a nicer lady. Was going to teach me the violin."

Did Lanora like working here?

"Yes, she did. Was always happy when she was here, always humming to herself."

Did you notice Lanora do anything strange or different while she was here?

"Well, I occasionally saw her take a note off the bottom of a dirty bowl after it came in but before it was washed. But I minded my own business about it. If she got notes here, well what beautiful woman wouldn't? The other strange thing is that after she would work her shift, she would leave some coins in the collection jar. I took a look at some after one afternoon shift and saw it looked strange. On the back it had three broken eggs. But I just figured she got the coins while she was traveling before she got married."

Did she ever leave the stove to meet someone?
/Did Lanora ever take a break?

“Well, occasionally, she would go out and meet with her husband. I just wish he would not bring those otters around. Fun to watch, but they would cause great havoc in the dining area and occasionally the kitchen.” She stops and smiles, then continues. “There was also another man she would occasionally go out and talk to in the dining area. I do not actually know if it was a man or a woman as it was always in a hooded robe. Happened a lot after she would get a note, though.”

After answering two questions, check the PCs’ pre-rolled Spot checks, asking for a new one if you have already used all of a PCs pre-rolls. If any of the PCs make a Spot check (DC 20), read the following:

Looking around as you listen to Riane, you notice a flap of paper on the bottom of a bowl. Getting the bowl and taking the note off, you notice that it is addressed to “The Strangers”.

If none of the PCs succeed in the Spot skill check, read the following:

As she talks to you, Riane continues to do dishes. All of the sudden, as her hand is on the bottom of a bowl; she stops and turns it over. There is a note on it, addressed to “The Strangers”. She looks at the group asking her questions. “I guess it is for you.” Taking the note from the bowl, she hands it to you.

Give the PCs Player Handout 3. Under no circumstance will Riane open or read the note.

No one has ever heard of Lord Faldun Grimm; no knowledge check will turn up anything on him!

That is all the information that available here.

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Weary Prince (Port District),

go to **Encounter Five**.

- If they go to The Diamond Prison. (Prison District), go to **Encounter Six**.
- If they go to Kwella’s Herb Shop, (Adventurer’s District), go to **Encounter Seven**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Five – Weary Prince

Leaving the Services District, you go to Port District. The wild area of the city, this is where most visitors stay. The Weary Prince is one of the fanciest buildings of the district and one of the best inns to be found in the city. Walking down the red carpet to the front door, you are greeted by a large doorman who looks like he must have either some ogre or giant blood in him.

Now is one of those times where how the PCs look is very important. Hopefully you took notes during descriptions. To PCs that are decently dressed (If they took medium lifestyle or better):

“Good day, Lord and Ladies and enjoy your stay. Do you need your belongings picked up?” The doorman opens the door for you as he greets you.

If the PCs have chosen any lifestyle less than **medium**, or describe themselves as looking poorly dressed or groomed, read the following.

The large doorman steps between you and the door. “I am sorry, but it seems your road was hard. Perhaps you should go bathe and get into some of your better clothes. There is a bathhouse just down the street.”

The doorman will not move out of the way of anyone who has chosen a lifestyle lower than medium. If a PC who has chosen one of those lifestyle tries to bribe the doorman, he will look at the PC and make a comment that if they can afford to bribe him, they can afford some decent clothes. The only piece of paper that will impress the doorman would be an official writ of the Diamond

Legion, and since the PCs do not have one of those, they will not be able to change the doorman's mind. Lady Sophia Grimm will not issue one for any reason. Once all the PCs that are going in get in, continue with the box text.

The interior of the lobby matches the exquisite décor of the outside of the building. Plush velvet chairs are intermingled against the wall with various plants and flower arrangements and the front desk is made from the finest oak. Four porters, a half-orc and a dwarf of each sex - who look healthy and strong enough to be front line fighters in the Diamond Legion, yet are not unattractive -- stand near the front desk awaiting orders. At the registration desk are a forest elf male and a human female; human male waits at the concierge. They all smile and bow to you. "Good day, lords and ladies" they say to you in unison.

The staff of the Weary Prince is extremely polite, always acting as if the at least decently dressed patron is of noble birth. In fact, the politeness is so extreme it may be annoying to some. However, many like this treatment as it may be the only time they are treated this well. All of the staff know Lady Lanora and can tell the PCs the following:

- Lady Lanora came in regularly, dressed very fancily, and would go into the restaurant.
- The only time she would get a room was when she was with Lord Harvinder.
- She tipped well.
- She would come with other people so often they lost track of whom she came in with. They will recognize the description of Lord Harvinder, his sisters, and a red-haired, blue-eyed, tall man.
- She would talk to all the staff regularly, freely dispensing compliments. The pastry chef would talk with her frequently, coming out of the kitchen to present his dessert personally. This was a common occurrence and some on the staff think he has a crush on her.

If the PCs want to talk to the pastry chef, they will be allowed in the back to talk to him. He is the only staff member who they can get any additional information from.

The pastry chef for the Weary Prince is a large man in all dimensions. He is easily six foot three inches tall, with a barrel chest and a beer belly. His red hair is falling out, with most of the top of his head bare, but his beard and moustache more than make up for it. His area in the kitchen of the Weary Prince is larger and better equipped than most of tavern kitchen areas. "I hear you are asking many questions about the Grand Lady Lanora. What you be wanting from me?"

The chef's name is Amril. A Sense Motive check at DC (ATL + 13) will show that the man is upset at even talking to the PCs, suspicious and, to say the least, evasive about the truth. His outright lies will be noted. A Spot check at DC 20 will find a bottle partially hidden in his spices and dye bottles that is an unusual bottle of blue. A *Profession (Cook or Herbalism)* or *Craft (Alchemy)* skill check at DC 15 will recognize that the blue is too unusual of color to belong in a kitchen.

What type of desserts did you make for Lady Lanora?

"She liked strawberries. Strawberries in everything. Strawberry pies, strawberry shortcakes, strawberries and ginger ale. She could not get enough strawberries."

Did she ever have anything alcoholic?

"No, she never drank alcohol."

Did you ever put anything alcoholic in her drink?

"No! I would never put anything like that in her food!"

Why did you go out so often to talk to her?

"She was a beautiful woman who was always kind to me. What other reason do I need?" (Lie.)

What was your relationship to her?

“She was a friend and that’s all I saw her as.” (Lie)

What is in that blue bottle?

“None of your business!”

(Definitely a lie!)

If the PCs try for the bottle or even head towards the chef’s ingredient shelf, he will try to stop them. The PCs should have no problems restraining him, however, if they attack to kill, remind them that he has not provided enough of a threat to warrant deadly force and they have no official legal enforcement standing. If there are any Diamond Legion members who think they do have official legal standing, mention that the fat pastry chef would not be considered enough of a threat to warrant deadly force. Amril will only use the dagger if one of the PCs uses a weapon or casts a spell against him. The PCs can try to talk him into letting them look at his pantry shelf, however, that will only work if they flatter him. If they do not do any flattering, do not bother with a *Diplomacy* or *Bluff* skill check, they fail. If they roll a *Diplomacy* or *Bluff* skill check that beats a *Sense Motive* check, then he will let them look at the pantry, otherwise he will not.

ATL 1 & 3

☛ **Amril**, Male Human Exp3: Medium Humanoid ; HD 3d6+3 ; hp 16; Init -1; Spd 20; AC:9 (Flatfooted:9 Touch:9); BAB/Grp: +3/+3 Atk +3 melee (1d4+1, Dagger) or +3 (1d3+1, Fist); AL NE; SV Fort +2, Ref +0, Will +6; Str 12, Dex 8, Con 13, Int 14, Wis 16, Cha 8.

Skills: Appraise +8, Bluff +5, Craft (Alchemy) +3, Diplomacy +9, Disguise +1, Forgery +4, Gather Information +7, Knowledge (Local) +8, Knowledge (Nobility and Royalty) +8, Profession (brewer) +12, Profession (cook) +12, Sense Motive +6.

Feats: Armor Proficiency: light, Deceitful, Simple Weapon Proficiency, Skill Focus: Profession (Brewer), Skill Focus: Profession (Cook).

Possessions: Dagger (2 gp), leather (10 gp), artisan’s tools (5 gp), scholar’s outfit (5 gp), 6 hunks of cheese (6 sp); loaf of bread (2 cp), bottle of fine wine (red) (10 gp), barrel (2 gp), 10 sheets

of paper (40 sp), cinnamon (6) (6 gp), cloves (6) (90 gp), ginger (6) (12 gp), saffron (6) (90 gp).

ATL 5 & 7

☛ **Amril**, Male Human Exp5: Medium Humanoid; HD 5d6+5; hp 40; Init -2; Spd 30; AC:10 (Flatfooted:10 Touch:8); BAB/Grp: +4/+4 Atk +4 melee (1d4+1, Dagger) or +4 (1d3+1, Fist); AL NE; SV Fort +2, Ref -1, Will +7; Str 10, Dex 7, Con 13, Int 15, Wis 17, Cha 11.

Skills: Appraise +10, Bluff +5, Craft (Alchemy) +8, Diplomacy +11, Disguise +2, Escape Artist -1, Forgery +5, Gather Information +7, Knowledge (Local) +10, Knowledge (Nobility and Royalty) +10, Profession (Brewer) +14, Profession (Cook) +14, Sense Motive +8.

Feats: Armor Proficiency: Light, Deceitful, Simple Weapon Proficiency, Skill Focus: Profession (brewer), Skill Focus: Profession (cook).

Possessions: Listed above.

After the PCs have somehow convinced the Chef to let them look at the bottle or stopped him from preventing them from looking at the bottle, they can check it out. If they open it and smell it, it has a sweet smell that is reminiscence of strawberries. A *Craft (Alchemy or Poison Making)* or *Profession (Herbalism)* skill check at DC 25 will give the information on the poison. If the PCs are unable to figure out what the poison is, a *Knowledge (Local)* skill check of DC 10 will let them know the best place to find out about herb based liquids is Kwella’s One Stop House of Herbs.

Sweet Memories: Type: Ingested/contact; DC: 18; Primary Damage: 1d4 Int & Wis; Secondary Damage: 1d4 Int & Wis. Special Damage: Those who fail their save and lose any stat points will lose their memory in the amount of 1 hour per each point of stat loss. Also, spellcasters whose spells are either Int or Wis based will lose one level of spells memorized per point of stat loss. The memory loss is only reversible by a *heal*, *mass heal*, *miracle*, *wish*, or *greater restoration* spell, or with the proper antidote. The stat loss and spells lost are regained normally over time.

Amril will be slightly more cooperative after the poison is found. He will only answer the following questions.

Did you make the poison?

"No, I did not."

Where did you get the poison/ who gave you the poison?

"I would get it from a man named Mizermak. He would give me enough to do the jobs he would want me to do and occasionally sell me some extra. He said he got them from Kwella."

What did Mizermak look like?

"Black hair, blue eyes, almost as tall as me. His teeth looked like they could tear through a filet while it was still on a cow."

What does this poison do?

"Just makes people forget."

Do you have any antidote?

"Nope, don't have any. I am not so foolish as to drink the stuff myself."

Did you know it was a contact poison?

"No, I did not. Mizermak told me it needed to be swallowed some way." (Surprisingly enough, this is a true statement.)

What would you do with the extra?

"You would be surprised how many people want other people to forget something. But don't ask for names. I did not ask and they did not tell. No descriptions either. There have been so many that they run together."

If the PCs threaten or hint at using the poison on Amril:

"Go ahead. Forgetting my life would be a blessing compared to what anyone else would do to me if I talked."

If the PCs threaten to turn him into the Diamond Legion:

"You think that is a threat? At least they could protect me, not something you could do. I have not killed anyone, so I really doubt they will

execute me." (A *Sense Motive* skill check at DC 15 will show he is nervous about this statement, as if he does not quite fully believe it.)

About five minutes after the fight or the poison is found, the Diamond Legion will come (assume another one of the employees ran off and got them). Basically, they arrive just as the PCs finish questioning Amril. They will take Amril into custody. If the PCs do not turn Amril over, he will request to be taken in himself. (He is too worried about his "employer" finding out he talked.) *The Diamond Legion will confiscate the Sweet Memories poison before the end of the module. Under no circumstance will the PCs be allowed to keep it.*

This is all the information the PCs can get here.

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to The Diamond Prison. (Prison District), go to **Encounter Six**.
- If they go to Kwella's Herb Shop, (Adventurer's District), go to **Encounter Seven**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Six – The Diamond Prison

The path towards the Diamond Prison is nearly empty of traffic. Most people do not travel up this road, nor do they want to. At the gate to the prison stand eight members of the Diamond Legion. As you approach, then come to attention, their halberds at the ready. One of the members of the group, who has a silver armband instead of copper, steps out. "Good day, citizens. And what is your business in the prison?"

If Greth Vastrim, the attorney, is with the PCs, read this paragraph.

The Captain of the Guards looks at Greth, “I suppose you come to talk to Lady Lanora?” Greth nods, “Yes, and these are some assistants. The case has grown larger than I expected.” The guard sighs. “Very well. We will bring her to the consultation room. Trooper Luxon, take them to the consulting room. Trooper Dervzal, go get the prisoner. First, though, you will have to leave all weapons and spell component pouches at the guard house. No exceptions.” Greth takes her dagger out of its scabbard and hands it to one of the guards.

If the PCs have Greth with them, skip the next paragraph.

If the PCs do not have Greth with them, let the PCs tell the Captain of the Guard their business (and hopefully they remember to show the note from Greth) then read this paragraph.

After you explain what you want, the guard nods at you. “After you surrender all of your weapons and spell pouches we will take you there. Trooper Luxon, take them to the talking room. Trooper Dervzal, go get the prisoner.”

The PCs will not be allowed to take any weapons or spell pouches into the prison, no matter what excuse they try to use. This includes anyone trying to claim a quarterstaff is a walking stick or a *shillelagh* is a walking cane or anything of the ilk. If the PCs try to sneak in any weapons, have them make a *Sleight of Hand* skill check at DC 45. If they fail (and it should be practically impossible to succeed), one of the troopers will step up and point out every “hidden” weapon they are carrying.

A receipt will be given to every character listing every weapon, spell pouch or whatever is relieved from them. Once this is done, continue

As Trooper Dervzal heads out, Trooper Luxon beckons you. “Please come this way.” You walk through the heavy front door of the main prison building and are lead down a long corridor.

If any PCs played *Nobles*, Lanora will remember them and be coolly polite. Adjust the BT below accordingly.

If the PCs are going to the consultation room, read this paragraph.

You and the attorney are lead to a small room. There is a desk and four chairs in the room, but nothing else. Apparently, this room is not set up for large groups. Waiting in the room for you is Trooper Dervzal and Lady Lanora. Once you are in the room, Troopers Dervzal and Luxon turn and leave the room. You can clearly hear several locks click into position after the troopers close the door. Lady Lanora nods to the attorney. “Good day, Greth. Who are your friends?”

If the PCs are going to the talking room, read this paragraph.

You and the attorney are lead to a small room. The two guards at the door open it for you. Inside, there is a desk and four chairs in the room, but nothing else. Apparently, this room is not set up for large groups. Waiting in the room for you are Trooper Dervzal and Lady Lanora. Once you are in the room, the door closes and you hear a series of locks click into position. Lady Lanora looks at you and nods. “Good day. I do hope you come as friends. And who may you be?”

If the PCs show Lanora the note or mention they are either from Lord Harvinder or Greth, Lanora will be friendly and cooperate freely. She will also cooperate freely if the PCs are escorted by Greth. If the PCs ask either of the Troopers to allow them to talk to Lanora privately, the Troopers will tell them no, and there will be no deviation from that. They cannot be bribed and will arrest anyone who attempts to bribe them.

If any PC attempts to bribe them, allow a Knowledge (local) roll, DC 5 if the PC is an Amthydor native or a rogue, DC 10 otherwise. Success means that they know that the Diamond Legion has a reputation for being unbribable, and

that the penalties for making the attempt are expensive and harsh. If the player wishes to retract the offer based on this roll, let them. If they press forward, let the cards fall where they may. Other PCs may not assist in this decision. The offending PC is arrested on the spot and removed from the adventure. He or she gets **Conclusion D**.

Assuming no one is that foolish, the rest of the encounter will be the same for either room. Both the consulting room and the talking room are null magic and null psionics zones. Neither magic of any kind or psionics of any kind will work. The only difference is that the guards will hear everything and will affect the rewards.

The Sense Motive DC for Lanora is 20.

How are they treating you here?

"I am being treated well. I have a better room than most, which is appropriate because of my station. I even have a window to the outside, though it is of such material that I could never think of breaking it. I do miss having a holy symbol of my god around, though, as it makes it harder to do my daily devotions."

Are you guilty of the crimes you are accused of?

"I know you would probably hear this from at least eighty percent of the occupants of this prison, but in my case this is true. I am innocent of all charges." (A sense motive skill check at DC 20 will show that Lanora, while not outright lying, is uncertain about this statement.)

Why are you uncertain about your guilt?

"Well...there are certain times I have no memory about. It is very strange. I remember going to the Amdakter Garden, but I do not remember the play or anything else until I am in the Weary Prince, eating dessert." (A Sense Motive skill check at DC 20 will show that Lanora is not being totally honest about this. However, she will not talk about the times she does remember.)

Do you have any loyalty to D'Gar or your father?

"My loyalty is to Harvinder and to Amthydor."

Did you pass any information on to your father or anyone who might represent your father?

"I did talk to some people like that, but I did not pass any information that could be considered vital or of security interest." (This statement is true because in her opinion it is true.)

What information did you tell them?

"Just the gossip of the nobles and how my family is doing." (A Sense Motive skill check at DC 20 will show that Lanora is not being totally honest about this. However, she will not talk about anything else she told them.)

Who were these representatives?

"They said they were my children, but I do not believe them." (A Sense Motive skill check at DC 20 will show that Lanora, while not outright lying, is uncertain about this statement.)

Is there anything you would like us to do for you?

"Just tell Lord Harvinder and my family that I love them and I will be back for them."

This is all the information that can be gained here. When the PCs leave the prison, they will get all of their gear back.

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to Weary Prince (Port District), go to **Encounter Five**.
- If they go to Kwella's Herb Shop, (Adventurer's District), go to **Encounter Seven**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Seven – Kwella’s One Stop House of Herbs

GM NOTE: It is possible that the PCs have encountered an apothecary named Elmo in another LSJ scenario. If that is the case, then allow them to use this prior knowledge to seek out his advice instead of Kwella’s. Note that Elmo is a gnome with a sense of humor who enjoys joking with his customers, and adjust the boxed text answers he gives accordingly. He can supply anything that Kwella does as noted in the text below (except for tasteful jokes).

The Adventurers’ District exhibits a life of its own, one that is not felt in the rest of the city. It is a place for people who live life on the edge, and whose next breath may be their last. These are people who take their lives into their hands every day and most of them would have it no other way. Weapon shops, armorsmiths and other purveyors of equipment line the streets and there seem to be more taverns and inns in this district than any other. Kwella’s One Stop House of Herbs is easy to find, a two story building made out of a reddish wood. Entering, you find a many wooden canisters and boxes holding a variety of dried and fresh herbs and other things that are not quite herbs. A woman stands in the back of the shop studying each customer who enters.

The woman watching the customers is Kwella Harquith. A *Knowledge (Nobles or Local)* skill check or a *Bardic Knowledge* check of DC 15 will identify her as a being related to the Harquith Noble House, but that her father had been disowned by the Harquith family. The PCs who find this out will also know that if they do not want to be kicked out of the shop, they will not say a good word about House Harquith and probably should not mention them at all. Other than that, Kwella will answer any question that the PCs have. If the PCs want to make sense motive skill checks, let them roll. However, Kwella will answer all questions truthfully. If the PCs offend her (especially by making any positive statements about House Harquith), she will stop answering

questions from them and nothing any PC says or does will get her to answer.

If the PCs make a *Spellcraft* skill check at DC 10, they will find that there are many spell components on sale here. This is not necessarily of importance here, but might come into play in a later adventure.

NOTE: Kwella does not have any certified components in stock. Maybe an interactive or another tournament will have some in the near future!

Do you sell poisons?

“No, I do not deal in any form of poison.”

Do you know how to make poisons/ the ingredients for poisons?

“Yes, I do. To make any form of non-magical antidote for a poison, you need to know what went into making that poison.”

Do you have any of the ingredients to make a poison?

“Yes, I do carry them. Most of the antidotes for poisons require at least one ingredient from the original poison to be effective.”

Do you carry antidotes?

“Yes, I carry many antidotes. They can earn a pretty copper...well actually gold, that most herbs do not, even though they do not sell as often.”

Do you know what poison this is?

(To get an answer, the PCs will have to show either the vial or the note (**Player Handout 2**.)

Kwella takes the (item), looks at it and then takes a sniff. “This is Sweet Memory. A non-fatal poison that is used to help people forget things they should not know in the first place. It is fairly rare because of the costs of its ingredients.” If the PCs gave her the note, read the following. *“One moment please.” She goes to the back quickly, and then about two minutes later comes out with about six bottles. “Okay, we can continue.”* If the PCs ask if those are antidotes or if they ask what the bottles are, Kwella will admit they are antidote. If the PCs want the

antidote, she will charge them 2 gp for each dose. The PCs can buy all of them, and they will be allowed to keep any left over after the adventure (they are certified). She will give them to the PCs if they can show they are on official city business (which, of course, they can not.)

What are the ingredients for this poison?

“Peppermint, chamomile, wild strawberries, fresh water from a babbling brook and ichor from a mind stealer.”

Do you remember anyone who would buy these ingredients regularly?

“A few people. I never ask names though. However, I remember a white haired green eyed half elf whose eyes and skin are tinged a little blue, a rather large skinny man with black hair and blue eyes and a mouth that looked like it was filled with canine teeth, and a woman with blonde hair and blue eyes.”

If the PCs ask for the names, she will not give them unless they give her 200 gp. This can be cut in half by a *Diplomacy* skill check at DC 15. If the PCs give her the gold, she will give the names Wynton, Lethor Makepeace and High Lady Kiandra Gallastan-Gaines. If PCs want to make a *Knowledge (Local)* skill check, a *Bardic Knowledge* skill check or in the case of High Lady Kiandra Gallastan-Gaines a *Knowledge (Nobility and Royalty)* check, let them. For Lethor Makepeace, there is no information available, no matter what the roll.

Wynton (DC 15): One of the Leaders of the Society of Entertainers and Providers, he is the only leader remaining from before the Civil War. (The other leaders were Alissa Wyndsong (now High Lady Alissa Wyndsong-Grimm-Torestyn) and Lord Alaric Grimm.)

DC 25: Very few people have seen Wynton, as he is mostly a loner. His history in Amthydor is spotty, and his history before Amthydor is totally unknown. He has a few import businesses he owns.

High Lady Kiandra Gallastan-Gaines: (On any of the skill checks)

DC 10: Last member of the Noble Gallastan family, her father was killed after being revealed as a traitor. After her father was killed, the house was disbanded and she spent the last ten years trying to regain her noble status, eventually marrying into the Noble Gaines Family.

DC 15: Kiandra has become a great patron of the arts recently; however, the works that have been produced under her patronage have had a subtle anti-government theme or bias to them.

DC 25: The last High Lady Gallastan survived the fall of the house, but could not adjust to living as a non-noble, became depressed and eight months after the house fell, committed suicide. Her body was found by Kiandra.

That is all that can be found out here.

- If they go to the Boutique of the Jewel. (Service District), go to **Encounter Two**.
- If they go to the Amdakter Gardens (Service District), go to **Encounter Three**.
- If they go to Boiling Pot (Service District), go to **Encounter Four**.
- If they go to Weary Prince (Port District), go to **Encounter Five**.
- If they go to The Diamond Prison. (Prison District), go to **Encounter Six**.
- If they go to the warehouse, (Port District), go to **Encounter Eight**.

Encounter Eight – Getting to the Facts

You arrive just in time to see a figure disappear into a warehouse. When you enter, you see a man in robes pull down his hood. He stands in the middle of a very large room, at least eighty by sixty feet whose floor is littered with boxes and crates, almost making a maze. You really have no indication of the size of the room as the far area is covered in darkness that not even those with darkvision can see into. He has blonde hair and a pair of the deepest blue eyes you have ever seen. He might even seem angelic except for his pointed teeth and the red tint to his skin. “Well, I am indeed intrigued as to why you would be following me. However, I cannot let you interfere with our plans for what will be our new kingdom.”

My mother's trial will split the city, the songs of the loyal opposition will demoralize and turn the people against the nobles, and the guild will bring us information to bring down the rich. I would tell you more, but you are probably silly enough to believe everything I say anyhow. So instead of me talking, I will let my friends talk." With this, a group of humanoid figures come out of the far end of the room. "If you live, I will see you later. My friends, you do not have to be neat killing them. The warehouse will be burnt down soon."

The room is actually 80' by 80'. The NPCs will come out of the darkness spread out across the width of the room. Go into initiative. Faldun will go first and teleport away. The rest of his "friends" will attack.

ATL 1:

☛ **Cenkör**, Male Medium Human Wiz2: Medium Humanoid ; HD 2d4+6; hp 13; Init +1; Spd 30; AC:11 (Flatfooted:10 Touch:11); BAB/Grp: +1/+0; Atk +0 melee (1d6-1, Quarterstaff), +2 ranged; +2 (1d8, Crossbow, light; 1d4-1, Bolts, crossbow (10)); AL N; SV Fort +5, Ref +1, Will +4; Str 8, Dex 12, Con 16, Int 16, Wis 12, Cha 12. **Skills:** Bluff +2, Concentration +8, Craft (Calligraphy) +6, Decipher Script +8, Diplomacy +2, Gather Information +2, Knowledge (Arcana) +7, Spellcraft +8. **Feats:** Combat Casting, Scribe Scroll, Still Spell.

Spells Prepared (Wiz 4/3 DC 13 + Spell Level):

0 Level - Acid Splash, Daze, Detect Magic, Ray of Frost;

1st Level - Burning Hands, Color Spray, Hold Portal.

Possessions: Crossbow bolts (10) (1 gp), Light Crossbow (35 gp), Quarterstaff (0 gp), Merchant's Scale (2 gp), Painter's tools, Masterwork (55 gp), Courtier's outfit (30 gp), Spellbook, 120 gp.

☛ **Trisian** (Rat Familiar) Tiny Animal; HD 2d8; hp 6; Init + 2; Spd 15, Climb 15; AC 15; BAB/Grp: +1/+0; Atk melee +3 (1d3-4, Bite); SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort + 2, Ref + 4, Will + 4; Str 2, Dex 15, Con 10, Int 6, Wis 12, Cha 2.

Skills: Balance +10, Bluff +2, Climb +12, Concentration +8, Diplomacy +2, Gather Information +2, Hide +14, Move Silently +10, Swim +10.

Feats: Weapon Finesse.

☛ **Goramd**, Male Half-Orc Bbn1: Medium Humanoid (Half-Orc); HD 1d12+3; hp 15; Init +1; Spd 40; AC:14 (Flatfooted:14 Touch:11); BAB/Grp: +1/+5 Atk +2 melee, (1d8+5[x3], Axe, orc double, Masterwork); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CE; SV Fort +6, Ref +1, Will +0; Str 18, Dex 12, Con 16, Int 8, Wis 10, Cha 6.

Skills: Craft (Weaponsmithing) +2, Jump +7, Survival +5, Swim +7.

Feats: Armor Proficiency: light, Armor Proficiency: medium, Power Attack, Shield Proficiency, Simple Weapon Proficiency.

Possessions: Axe, orc double, Masterwork (360 gp), Studded leather armor (25 gp), 2 gallons ale (4 sp), Hunk of Green Veined Cheese (1 gp), Backpack (2 gp), Sledge Hammer (1 gp), 60 gp.

☛ **Nitkit**, Male Gnome, Rog1: Small Humanoid; HD 1d6+2; hp 8; Init +3; Spd 20; AC:14 (Flatfooted:11 Touch:14); BAB/Grp: +0/+0 Atk +0 melee (1d6, Rapier[18-20,x2]), +3 ranged (1d4[19-20, x2], Crossbow, hand); SQ: Low-light Vision (Ex), +4 Dodge Bonus to AC vs. Giants, Weapon Familiarity (Ex), +1 Attack vs. Kobolds and Goblinoids; RF: +2 bonus for saves against illusions; AL NE; SV Fort +2, Ref +5, Will +0; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills: Appraise +5, Craft (Alchemy) +1, Disable Device +3, Hide +13, Listen +6, Move Silently +9, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7.

Feats: Armor Proficiency: light, Simple Weapon Proficiency, Stealthy.

Possessions: Rapier (20 gp), Crossbow, hand (100 gp), Leather armor (10 gp).

☛ **Yernah**, Male High Elf Sor2: Medium Humanoid (Elf); HD 2d4+2 ; hp 8; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:16); BAB/Grp: +1/+0 Atk melee +0 (1d8-1, Longsword), +3 (1d8-1, Longbow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment

Spells and Effects; AL CE; SV Fort +1, Ref +4, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills: Concentration +6, Knowledge (Arcana) +3, Knowledge (The Planes) +3, Listen +3, Search +3, Spellcraft +5, Spot +3.

Feats: Eschew Materials, Simple Weapon Proficiency.

Spells Known (Sor 6/5 DC 13 + Spell Level):

0 Level-- Acid Splash, Arcane Mark, Daze, Mage Hand, Read Magic;

1st Level -- Expeditious Retreat, ~~Mage Armor~~.

Possessions: Longsword (15 gp), Longbow (75 gp), bookbinder's tools (5 gp), 12 gp.

☛ **Weasel Familiar**, Tiny Animal; HD 2d8; hp 4; Init + 2; Spd 20, Climb 20; AC 15; BAB/Grp: +1/-3, Atk + 3 base melee (1d3-4, Bite);SA: Attach (Ex) ; SQ: Scent (Ex), Low-light Vision (Ex), ; AL N; SV Fort + 2, Ref + 4, Will + 4; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 10.

Skills: Balance +10, Climb +10, Concentration +6, Hide +11, Listen +3, Move Silently +8, Search +3, Spot +3.

Feats: Weapon Finesse.

ATL 3

☛ **Cenkor**, Male Human Wiz5: Medium Humanoid ; HD 5d4+15; hp 30; Init +1; Spd 30; AC:11 (Flatfooted:10 Touch:11); BAB/Grp: +2/+1; Atk +1 melee (1d6-1, Quarterstaff), +2 ranged; +3 (1d8, Crossbow, light; 1d4-1, Bolts, crossbow (10)); AL N; SV Fort +6, Ref +2, Will +5; Str 8, Dex 12, Con 16, Int 17, Wis 12, Cha 12.

Skills: Bluff +3, Concentration +11, Craft (Calligraphy) +6, Craft (Painting) +4, Decipher Script +9, Diplomacy +3, Gather Information +2, Knowledge (Arcana) +11, Spellcraft +13. **Feats:** Brew Potion, Combat Casting, Scribe Scroll, Silent Spell, Still Spell.

Spells Prepared (Wiz 4/4/3/2 DC 13 + Spell Level):

0 Level - Acid Splash, Daze, Detect Magic, Ray of Frost;

1st Level - Burning Hands, charm Person, Color Spray, Expeditious Retreat, Hold Portal;

2nd Level - Acid Arrow, Hideous Laughter;

3rd Level - Hold Person, Vampiric Touch.

Possessions: Crossbow bolts (10) (1 gp), Light Crossbow (35 gp), Quarterstaff (0 gp), Merchant's Scale (2 gp), Painter's tools, Masterwork (55 gp), Courtier's outfit (30 gp), Spellbook, 120 gp.

☛ **Trisian** (Rat Familiar) Tiny Animal ; HD 5d8; hp 15; Init + 2; Spd 15, Climb 15; AC 17; BAB/Grp: +2/+1; Atk melee +4 (1d3-4, Bite); SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort + 2, Ref + 4, Will + 5; Str 2, Dex 15, Con 10, Int 8, Wis 12, Cha 2.

Skills: Balance +10, Bluff +3, Climb +12, Concentration +11, Diplomacy +3, Gather Information +2, Hide +14, Move Silently +10, Swim +10.

Feats: Weapon Finesse.

☛ **Goramd**, Male Half-Orc Bbn2/Ftr2: Medium Humanoid (Orc); HD 2d12+2d10+12; hp 39; Init +1; Spd 40; AC:14 (Flatfooted:14 Touch:11); BAB/Grp: +4/+8 Atk +9 melee, (1d8+5[x3], Axe, orc double, Masterwork); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CE; SV Fort +9, Ref +1, Will +0; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills: Craft (Weaponsmithing) +2, Jump +7, Survival +5, Swim +7.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Exotic Weapon Proficiency: Axe, orc double, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency (all), Tower Shield Proficiency.

Possessions: Axe, orc double, Masterwork (360 gp), Studded leather armor (25 gp), 2 gallons ale (4 sp), Hunk of Green Veined Cheese (1 gp), Backpack (2 gp), Sledge Hammer (1 gp), 60 gp.

☛ **Maniracle**, Female Halfling, Clr of Kohr 2: Small Humanoid (Halfling); HD 2d8+2; hp 17; Init +2; Spd 15; AC:19 (Flatfooted:17 Touch:13); BAB/Grp:+1/+1 Atk +1 (1d8, Mace, heavy), +4 base ranged (1d4, sling); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL NE; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills: Climb -4, Concentration +6, Diplomacy +5, Heal +7, Jump -10, Knowledge (Religion) +7, Listen +4, Move Silently -2, Spellcraft +3. **Feats:**

Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 4/3 DC 12 + Spell Level):

0 Level - Detect Magic, Detect Poison, Resistance, Virtue;

1st Level - Bane, Cause Fear, Cure Light Wounds, Enlarge Person (d).

Possessions: Heavy mace (12 gp), Scale mail armor (50 gp), Heavy steel shield (20 gp), Holy symbol of Kohr, silver (25 gp), 60 gp.

☛ **Nitkit**, Male Gnome, Rog1: Small Humanoid (Gnome); HD 1d6+2; hp 8; Init +3; Spd 20; AC:16 (+2 armor, +3 Dex, +1 size) (Flatfooted:13 Touch:14); BAB/Grp: +0/+0 Atk +0 melee (1d6, Rapier[18-20,x2]), +3 ranged (1d4[19-20, x2], Crossbow, hand); SQ: Low-light Vision (Ex), +4 Dodge Bonus to AC vs. Giants, Weapon Familiarity (Ex), +1 Attack vs. Kobolds and Goblinoids; RF: +2 bonus for saves against illusions, Spell Like Ability: 1/day Speak with Animals (Burrowing mammal only, 1 minute); AL NE; SV Fort +2, Ref +5, Will +0; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills: Appraise +5, Craft (Alchemy) +1, Disable Device +3, Hide +13, Listen +6, Move Silently +9, Sense Motive +4, Sleight of Hand +7, Spot +4, Tumble +7. **Feats:** Armor Proficiency: light, Simple Weapon Proficiency, Stealthy.

Possessions: Rapier (20 gp), Crossbow, hand (100 gp), Leather armor (10 gp).

☛ **Sizzle and Drizzle**, (GM Note: Not their real names, but they will not reveal what their real names are...maybe another adventure.) Female Human(2) War1/Ftr1: Medium Humanoid ; HD 1d8+2(Warrior) , 1d10+2(Fighter) ; hp 21; Init +5; Spd 20; AC:16 (Flatfooted:15 Touch:11); BAB/Grp: +2/+4 Atk +4 melee (2d4+2, chain, spiked); AL LE; SV Fort +6, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills: Climb +3, Ride +5, Speak Language +1, Swim -2.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Exotic Weapon Proficiency (Spiked chain), Improved Initiative, Quick Draw, Shield

Proficiency, Simple Weapon Proficiency, Martial Weapon Proficiency (all), Tower Shield Proficiency.

Possessions: Spiked chain (25 gp), Breastplate (200 gp), sculptor's tools (5 gp), 60 gp.

☛ **Yernah**, Male high elf Sor3: Medium Humanoid (Elf); HD 3d4+3; hp 12; Init +2; Spd 30; AC:16 (Flatfooted:14 Touch:16); BAB/Grp: +1/+0 Atk melee +0 (1d8-1, Longsword), +3 (1d8-1, Longbow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CE; SV Fort +2, Ref +5, Will +4; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 16.

Skills: Concentration +7, Knowledge (Arcana) +4, Knowledge (The Planes) +3.5, Listen +3, Search +3, Spellcraft +5, Spot +3. **Feats:** Eschew Materials, Improved Familiar, Simple Weapon Proficiency.

Spells Known (Sor 6/6 DC 13 + Spell Level):

0 Level-- Acid Splash, Arcane Mark, Mage Hand, Read Magic, Touch of Fatigue;

1st Level -- Cause Fear, Expeditious Retreat, ~~Mage Armor~~.

Possessions: Longsword (15 gp), Longbow (75 gp), Bookbinder's tools (5 gp), 12 gp.

☛ **Improved Familiar**, Fiendish Weasel, Tiny Magical Beast ; HD 3d8 ; hp 16; Init + 2; Spd 20, Climb 20; AC 15; BAB/Grp: +1/-3, Atk + 3 base melee (1d3-4, Bite); SA: Attach (Ex) , Smite Good (Su) ; SQ: Scent (Ex), Low-light Vision (Ex), , Spell Resistance (Ex): 0 + 5, Darkvision (Ex): 60 ft.; AL N; SV Fort + 2, Ref + 4, Will + 4; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 10.

Skills: Balance +10, Climb +4, Concentration +7, Hide +11, Listen +3, Move Silently +8, Search +3, Spot +3.

Feats: Weapon Finesse.

ATL 5:

☛ **Cenkör**, Male Human Wiz8: Medium Humanoid ; HD 8d4+24; hp 46; Init +1; Spd 30; AC:11 (Flatfooted:10 Touch:11); BAB/Grp: +4/+3; Atk +3 melee (1d6-1, Quarterstaff), +2 ranged; +5 (1d8, Crossbow, light; 1d4-1, Bolts, crossbow (10)); AL N; SV Fort +7, Ref +3, Will +7; Str 8, Dex 12, Con 16, Int 18, Wis 12, Cha 12. Skills: Bluff +4, Concentration +14, Craft (Calligraphy) +7, Craft (Painting) +5, Decipher Script +10, Diplomacy +4, Gather Information +4, Knowledge (Arcana) +15, Spellcraft +17, Spot +2. **Feats:** Brew Potion, Combat Casting, Leadership, Scribe Scroll, Silent Spell, Still Spell.

Spells Prepared (Wiz 4/5/4/4/3 DC 14 + Spell Level):

0 Level - Acid Splash, Daze, Detect Magic, Ray of Frost;

1st Level - Burning Hands x2, charm Person, Color Spray, Expeditious Retreat, Hold Portal;

2nd Level- Acid Arrow, Hideous Laughter, Stilled Charm Person, Web;

3rd Level - Arcane Sight, Hold Person, Ray of Exhaustion, Vampiric Touch;

4th Level - Bestow Curse, Fear, Stoneskin.

Possessions: Crossbow bolts (10) (1 gp), Light Crossbow (35 gp), Quarterstaff (0 gp), Merchant's Scale (2 gp), Painter's tools, Masterwork (55 gp), Courtier's outfit (30 gp), Spellbook, 120 gp.

☛ **Trisian (Rat Familiar)** Tiny Animal ; HD 8d8; hp 23; Init + 2; Spd 15, Climb 15; AC 18; BAB/Grp: +4/+3; Atk melee +6 (1d3-4, Bite); SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort + 2, Ref + 4, Will + 7; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills: Balance +10, Bluff +4, Climb +12, Concentration +14, Diplomacy +4, Gather Information +4, Hide +14, Move Silently +10, Spot +2, Swim +10.

Feats: Weapon Finesse.

☛ **Goramd**, Male Half-Orc Bbn2/Ftr4: Medium Humanoid (Orc); HD 2d12+4d10+18; hp 53; Init +1; Spd 40; AC: 14 (Flatfooted: 14 Touch: 11); BAB/Grp: +6/+10 Atk +12/+7 melee, (1d8+6[x3], Axe, orc double, Masterwork); SQ: Darkvision (Ex): 60 ft., Orc Blood; AL CE; SV

Fort +10, Ref +2, Will +1; Str 18, Dex 13, Con 16, Int 8, Wis 10, Cha 6.

Skills: Craft (Weaponsmithing) +3, Jump +7, Ride +3, Survival +5, Swim +8.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Exotic Weapon Proficiency: Axe, orc double, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: Axe, orc double, Weapon Specialization: Axe, orc double.

Possessions: Axe, orc double, Masterwork (360 gp), Studded leather armor (25 gp), 2 gallons ale (4 sp), Hunk of Green Veined Cheese (1 gp), Backpack (2 gp), Sledge Hammer (1 gp), 60 gp.

☛ **Maniracle**, Female Halfling Clr3 of Kohr: Small Humanoid (Halfling); HD 3d8+3; hp 21; Init +2; Spd 15; AC:19 (Flatfooted:17 Touch:13); BAB/Grp:+2/+2 Atk +2 (1d8, Mace, heavy), +5 base ranged (1d4, sling); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL NE; SV Fort +5, Ref +4, Will +6; Str 10, Dex 14, Con 12, Int 14, Wis 14, Cha 12.

Skills: Climb -4, Concentration +7, Diplomacy +5, Heal +8, Jump -10, Knowledge (Religion) +7, Listen +4, Move Silently -2, Spellcraft +7. **Feats:** Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Magical Aptitude, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 4/3/2 DC 12 + Spell Level):

0 Level - Detect Magic, Detect Poison, Resistance, Virtue;

1st Level - Bane, Cause Fear, Cure Light Wounds, Enlarge Person (d);

2nd Level - Bull's strength (d), Cure Moderate Wounds, Spiritual Weapon.

Possessions: Heavy mace (12 gp), Scale mail armor (50 gp), Heavy steel shield (20 gp), Holy symbol of Kohr, silver (25 gp), 60 gp.

☛ **Nitkit**, Male Gnome, Rock Rog3: Small Humanoid (Gnome); HD 3d6+6; hp 23; Init +3; Spd 20; AC:14 (Flatfooted:11 Touch:14); BAB/Grp: +2/+2 Atk +5 melee (1d6, Rapier[18-20,x2]), +5 ranged (1d4[19-20, x2], Crossbow, hand); SQ: Low-light Vision (Ex), +4 Dodge

Bonus to AC vs. Giants, Weapon Familiarity (Ex), +1 Attack vs. Kobolds and Goblinoids; RF: +2 bonus for saves against illusions, Spell Like Ability: 1/day Speak with Animals (Burrowing mammal only, 1 minute), +2d6 sneak attack damage; AL NE; SV Fort +3, Ref +6, Will +1; Str 11, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills: Appraise +7, Balance +9, Craft (Alchemy) +1, Disable Device +5, Hide +15, Listen +6, Move Silently +11, Sense Motive +4, Sleight of Hand +9, Spot +6, Tumble +7. **Feats:** Armor Proficiency: light, Simple Weapon Proficiency, Stealthy, Weapon Finesse, Evasion.

Possessions: Rapier (20 gp), hand crossbow (100 gp), leather armor (10 gp).

☛ **Sizzle and Drizzle**, Female Human (2) War1/Ftr2: Medium Humanoid ; HD 1d8+2d10+6; hp 29; Init +5; Spd 20; AC:16 (Flatfooted:15 Touch:11) (Note: +1 AC to one opponent due to dodge); BAB/Grp: +3/+5 Atk +6 melee (2d4+2, chain, spiked); AL LE; SV Fort +7, Ref +1, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 10, Cha 12.

Skills: Climb +4, Ride +6, Speak Language +1, Swim -1.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Exotic Weapon Proficiency (Spiked chain), Improved Initiative, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: chain, spiked.

Possessions: Spiked chain (25 gp), breastplate (200 gp), sculptor's tools (5 gp), 60 gp.

☛ **Yernah**, Male high elf, Sor4: Medium Humanoid (Elf); HD 4d4+4; hp 16; Init +2; Spd 30; AC:16(Flatfooted:14, Touch:16); BAB/Grp: +2/+1 Atk melee +1 (1d8-1, Longsword), +4 (1d8-1, Longbow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment Spells and Effects; AL CE; SV Fort +2, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills: Concentration +8, Knowledge (Arcana) +4, Knowledge (The Planes) +4, Listen +3, Search +3, Spellcraft +6, Spot +3. **Feats:** Eschew Materials, Improved Familiar, Simple Weapon Proficiency.

Spells Known (Sor 6/7/4 DC 13 + Spell Level):

0 Level -- Acid Splash, Arcane Mark, Mage Hand, Read Magic, Resistance, Touch of Fatigue;

1st Level -- Cause Fear, Expeditious Retreat, ~~Mage Armor~~; **2nd** -- Blindness/Deafness.

Possessions: Longsword (15 gp), longbow (75 gp), bookbinder's tools (5 gp), 12 gp.

☛ **Improved Familiar**, Fiendish Weasel, Tiny Magical Beast ; HD 4d8; hp 8; Init + 2; Spd 20, Climb 20; AC 15; BAB/Grp: +2/-2, Atk + 4 base melee (1d3-4, Bite); SA: Attach (Ex) , Smite Good (Su) ; SQ: Scent (Ex), Low-light Vision (Ex), , Spell Resistance (Ex): 0 + 5, Darkvision (Ex): 60 ft.; AL N; SV Fort + 2, Ref + 4, Will + 5; Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 10.

Skills: Balance +10, Climb +4, Concentration +8, Hide +11, Listen +3, Move Silently +8, Search +3, Spot +3.

Feats: Weapon Finesse.

ATL 7:

☛ **Cenkör**, Male Human Wiz8/Dragon Disciple3: CR 11; Medium Humanoid; HD 8d4+3d12+33; hp 79; Init +1; Spd 30; AC:13 (Flatfooted:12 Touch:11); BAB/Grp: +6/+6; Atk +6/+1 melee (1d6-1, Quarterstaff) or +6 (1d6, Bite) and +1 (1d4, Clawsx2), ranged; +7 (1d8, Crossbow, light; 1d4-1, Bolts, crossbow (10)); SA: Dragon Breath; AL N; SV Fort +10, Ref +4, Will +10; Str 10, Dex 12, Con 16, Int 18, Wis 12, Cha 12.

Skills: Bluff +4, Concentration +17, Craft (Calligraphy) +7, Craft (Painting) +5, Decipher Script +10, Diplomacy +4, Gather Information +4, Knowledge (Arcana) +15, Listen +6, Search +9, Spellcraft +20, Spot +7.

Feats: Brew Potion, Combat Casting, Leadership, Maximize Spell, Scribe Scroll, Silent Spell, Still Spell.

Special Ability: Breath Weapon – Once per day, Cenkör can breath a cone of fire 30' long. It does 2d8 damage, DC 16 reflex save for half.

Spells Prepared (Wiz 4/5/4/4/3 DC 13 + Spell Level):

0 Level - Acid Splash, Daze, Detect Magic, Ray of Frost;

1st Level - Burning Hands x2, Charm Person, Color Spray, Expeditious Retreat, Hold Portal;

2nd Level- Acid Arrow, Hideous Laughter, Stilled charm Person, Web;

3rd Level - Arcane Sight, Hold Person, Ray of Exhaustion, Vampiric Touch;

4th Level - Bestow Curse, Fear, Stoneskin.

Possessions: Crossbow bolts (10) (1 gp), light crossbow (35 gp), quarterstaff (0 gp), merchant's Scale (2 gp), MW painter's tools (55 gp), courtier's outfit (30 gp), spellbook, 120 gp.

☛ **Trisian (Rat Familiar):** Tiny Animal ; HD 8d8; hp 23; Init + 2; Spd 15, Climb 15; AC 18; BAB/Grp: +4/+3; Atk melee +6 (1d3-4, Bite); SQ: Scent (Ex), Low-light Vision (Ex); AL N; SV Fort + 5, Ref + 5, Will + 10; Str 2, Dex 15, Con 10, Int 9, Wis 12, Cha 2.

Skills: Balance +10, Bluff +4, Climb +12, Concentration +17, Diplomacy +4, Gather Information +4, Hide +14, Listen +6, Move

Silently +10, Search +9, Spot +7, Swim +10.
Feats: Weapon Finesse.

☛ **Goramd**, Male Half-Orc Bbn4/Ftr4: Medium Humanoid (Orc); HD 4d12+4d10+24; hp 70; Init +2; Spd 40; AC:15 (Flatfooted:15 Touch:12); BAB/Grp: +8/+12 Atk +13/+8 melee, (1d8+6, Axe, orc double, Masterwork); SQ: Darkvision (Ex): 60 ft.; RF: Orc Blood; AL CE; SV Fort +11, Ref +4, Will +2; Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 6.

Skills: Craft (Weaponsmithing) +3, Jump +7, Ride +4, Survival +11, Swim +8. **Feats:** Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Blind-Fight, Cleave, Exotic Weapon Proficiency: Axe, orc double, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: orc double axe, Weapon Specialization: orc double axe.

Possessions: MW orc double-axe (360 gp), studded leather armor (25 gp), 2 gallons ale (4 sp), hunk of green-veined cheese (1 gp), backpack (2 gp), sledgehammer (1 gp), 60 gp.

☛ **Maniracle**, Female Halfling, Lightfoot Clr4 of Kohr: Small Humanoid (Halfling); HD 4d8+4; hp 27; Init +2; Spd 15; AC:19 (Flatfooted:17 Touch:13); BAB/Grp:+3/+3 Atk +3 (1d8, Mace, heavy), +6 base ranged (1d4, sling); RF: +2 Bonus on Saves vs. Fear, +1 attack bonus with thrown weapons; AL NE; SV Fort +6, Ref +4, Will +7; Str 10, Dex 14, Con 12, Int 14, Wis 15, Cha 12.

Skills: Climb -4, Concentration +8, Diplomacy +5, Heal +9, Jump -10, Knowledge (Religion) +8, Listen +4, Move Silently -2, Spellcraft +8. **Feats:** Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Casting, Magical Aptitude, Shield Proficiency, Simple Weapon Proficiency.

Spells Prepared (Clr 5/4/3 DC 12 + Spell Level):

0 level- Detect Magic, Detect Poison, Resistance x2, Virtue;

1st Level - Bane, Cause Fear, Cure Light Wounds, Enlarge Person (d), Summon Monster I;

2nd Level - Align Weapon, Bull's strength (d), Cure Moderate Wounds, Spiritual Weapon.

Possessions: Heavy mace (12 gp), Scale mail armor (50 gp), Heavy steel shield (20 gp), Holy symbol of Kohr, silver (25 gp), 60 gp.

☛ **Nitkit**, Male Gnome, Rog4: Small Humanoid (Gnome); HD 4d6+8; hp 31; Init +3; Spd 20; AC:14 (Flatfooted:14 Touch:14); BAB/Grp: +3/+4 Atk +6 melee (1d6+1, Rapier[18-20,x2]), +6 ranged (1d4[19-20, x2], Crossbow, hand); SA: Spell-like Abilities Speak with Animals; SQ: Low-light Vision (Ex), +4 Dodge Bonus to AC vs. Giants, Weapon Familiarity (Ex), +1 Attack vs. Kobolds and Goblinoids; RF: +2 bonus for saves against illusions, Spell Like Ability: 1/day Speak with Animals (Burrowing mammal only, 1 minute); AL NE; SV Fort +3, Ref +7, Will +1; Str 12, Dex 16, Con 14, Int 12, Wis 10, Cha 8.

Skills: Appraise +7, Balance +11, Craft (Alchemy) +1, Disable Device +5, Hide +16, Listen +8, Move Silently +12, Sense Motive +4, Sleight of Hand +10, Spot +7, Tumble +10.

Feats: Armor Proficiency: light, Simple Weapon Proficiency, Stealthy, Weapon Finesse.

☛ **Sizzle and Drizzle**, Female Human War1/Ftr3: Medium Humanoid ; HD 1d8+3d10+8; hp 37; Init +6; Spd 20; AC:17 (Flatfooted:15 Touch:12); BAB/Grp: +4/+6 Atk +7 melee (2d4+2, chain, spiked); AL LE; SV Fort +7, Ref +3, Will +1; Str 14, Dex 14, Con 14, Int 10, Wis 10, Cha 12.

Skills: Climb +4, Craft (Sculpting) -1, Ride +8, Speak Language +1, Swim +0.

Feats: Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Dodge, Exotic Weapon Proficiency: chain, spiked, Improved Initiative, Quick Draw, Shield Proficiency, Simple Weapon Proficiency, Tower Shield Proficiency, Weapon Focus: chain, spiked.

Possessions: Spiked chain (25 gp), Breastplate (200 gp), Sculpter's tools (5 gp), 60 gp.

☛ **Yernah**, Male high elf Sor5: Medium Humanoid (Elf); HD 5d4+5; hp 18; Init +2; Spd 30; AC:12 (Flatfooted:10 Touch:12); BAB/Grp: +2/+1 Atk melee +1 (1d8-1, Longsword), +4 (1d8-1, Longbow); SQ: Immunity: Sleep Effects (Ex), Low-light Vision (Ex), +2 Saves vs. Enchantment

Spells and Effects; AL CE; SV Fort +2, Ref +5, Will +5; Str 8, Dex 14, Con 12, Int 12, Wis 12, Cha 17.

Skills: Concentration +9, Knowledge (Arcana) +5, Knowledge (The Planes) +4, Listen +3, Search +3, Spellcraft +7, Spot +3. **Feats:** Eschew Materials, Improved Familiar, Simple Weapon Proficiency.

Spells Known (Sor 6/7/5 DC 13 + Spell Level):

0 Level-- Acid Splash, Arcane Mark, Mage Hand, Read Magic, Resistance, Touch of Fatigue;

1st Level -- Cause Fear, Chill Touch, Expeditious Retreat, ~~Mage Armor~~;

2nd Level -- Blindness/Deafness, Spectral Hand.

Possessions: Longsword (15 gp), Longbow (75 gp), Bookbinder's tools (5 gp), 12 gp.

☛ **Improved Familiar**, Fiendish Weasel: Tiny Magical Beast ; HD 5d8; hp 9; Init + 2; Spd 20, Climb 20; AC 16; BAB/Grp: +2/-2, Atk + 4 base melee (1d3-4, Bite); SA: Attach (Ex) , Smite Good (Su) ; SQ: Scent (Ex), Low-light Vision (Ex), , Spell Resistance (Ex): 0 + 5, Darkvision (Ex): 60 ft.; AL N; SV Fort + 2, Ref + 4, Will + 5; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 10.

Skills: Balance +10, Climb +4, Concentration +9, Hide +11, Listen +3, Move Silently +8, Search +3, Spot +3.

Feats: Weapon Finesse.

After the combat, the PCs can search the warehouse. On a *Search* skill check of DC 15 will find a chest underneath some loose stones. The chest is locked and trapped.

Lock covered with Sweet Memory poison: mechanical: no reset: poison.

Sweet Memories: Type: Ingested/contact; DC: 18; Primary Damage: 1d4 Int & Wis; Secondary Damage: 1d4 Int & Wis. Special Damage: Those who fail their save and lose any stat points will lose their memory in the amount of 1 hour per each point of stat loss. Also, spellcasters whose spells are either Int or Wis based will lose one level of spells memorized per point of stat loss. The memory loss is only reversible by a *heal*, *mass heal*, *miracle*, *wish*, or *greater restoration* spell, or with the proper antidote. The stat loss and spells lost are regained normally over time.

The chest can be unlocked on a DC 18 *Open Lock* skill check. In the chest are the following treasures. The treasure is noted in the Treasure Summary at the end of this module.

If any of the NPCs are captured and interrogated, they will admit that they know nothing about the politics (Truth). They are only doing this for the money. (True except for Yernah. If he is confronted, he will state that, **“Faldun told me he would share the secrets that would allow my people throw off the burden of protecting the world from the lesser races like humans, orcs, dwarves and goblins.”**) They will all say that Faldun came to them, not the other way around. (True)

About fifteen minutes before the slot is over, tell the players it is time for their PCs to report. Ask them to whom they will report.

Epilogue A: Reporting to Lord Harvinder

You return to the Fraternity of Venturers and are able to get word to Lord Harvinder and his lawyer. Within an hour you are in the meeting room with the young lord, his attorney and the lioness. “Well, good folks, what have you to report?”

Let the PCs talk. Lord Harvinder might occasionally ask a question, but will try not to interrupt. Greth Vastrim will sit and take notes, but will not speak. Constance will occasionally yawn. Once they PCs are done, Harvinder will respond depending on how they present what they found out.

If the PCs present the evidence as if Lanora was guilty:

Lord Grimm looks a bit depressed. “I see. Well, this information will not help my wife’s case, but if she is guilty then it is her own doing. However, to me it is still circumstantial. I thank you for your diligence and your honesty. You can collect your payment from the Fraternity.”

If the PCs present the evidence as if Lanora was innocent:

Lord Grimm smiles. “This is possibly good news. I do not wish to believe my wife is guilty, and perhaps this will help prove she is not. It is circumstantial in my opinion, however, but it is a good start. I thank you for your work. You can collect your payment from the Fraternity.”

If the PCs present the evidence in as neutral way as possible:

Lord Grimm ponders for a moment then consults his lawyer. After a moment of talking he looks back to you. “This is most interesting information but Greth here feels we need to get more evidence. I thank you for your work and I hope perhaps I may be able to hire you out later. You can collect your payment from the Fraternity.”

No matter which way the PCs give the information, Lord Harvinder will leave them with the following:

“Your information can be of great help. However, I do hope you follow the terms of the contract and not talk about it to any of the Diamond Legion. If they are told of this information, it will probably get back to my sisters, and I know Lady Sophia bears a mighty grudge against my wife. This information would set her off on a witch hunt for even more information to get my wife convicted with no caring about her possible innocence. Once again, thank you for your help.”

If the PCs are trying to play off of both sides, go to Epilogue C, otherwise this is the end of the adventure.

Epilogue B: Reporting to Lady Sophia

When you return to the “Stand My Guard,” your entrance is almost immediately noticed by Lady Sophia Grimm. She stands and motions for you to follow her. She goes up the stairs back to

the room in which you first met her. After you enter, she closes the door. “So, tell me, what have you found out?”

Lady Sophia will listen to the PCs and occasionally scowl or smile depending on how the information is presented. After the PCs are done, she will address them.

If the PCs present the evidence as if Lanora was guilty:

Lady Sophia smiles a wicked grin. “Well, well, this information is very welcome. I knew she was up to no good and this will help the city get rid of a traitor. It is circumstantial, but it is a good start towards her conviction. I thank you for your diligence and your honesty.”

If the PCs present the evidence as if Lanora was innocent:

Lady Sophia grimaces. “This is not what I was looking for. However, the evidence does seem weak. It is circumstantial in my opinion, and if I find more solid evidence, the city can still get rid of the traitor. I thank you for your work.”

If the PCs present the evidence in as neutral way as possible:

Lady Sophia stands for a moment, thinking, but the moment is over quickly. “Well, I think a decent lawyer can present the information in a way that is best for the city. Still, we will need more evidence. I thank you for your work and I hope perhaps I may be able to hire you out later.”

No matter which way the PCs give the information, Lady Sophia will leave them with the following:

“Your information can be of great help. However, I hope you do not share this information to anyone not of the Diamond Legion. If word of this evidence got to Harvinder, then he would probably intensify his attempts to find out if the traitor is innocent. I do not want his naivety to hurt him. Most of the

time it is an enduring quality, I would not want him to lose it quite yet.” She takes out a bag of gems and tosses them on the table. “There is your payment in full. Once again, thank you for your help.”

If the PCs are trying to play off of both sides, go to Epilogue C, otherwise this is the end of the adventure.

Epilogue C: Playing Both Sides

Go ahead and do both of the other Epilogues, giving the PCs a chance to only report to one after they report to the first one. If they still go ahead and report to both sides, they get a special cert though it may not be one they want.

Epilogue D: Did I Say That Out Loud?

For the foolish PC who tried to bribe the Diamond Legion, life gets tough. They will either have to pay a fine equal to the greater of 2000 gp or double the amount of bribe they offered, or spend 6 months (180 TU) in jail. The sentence should be noted on the PC’s Adventure Record by the GM. In addition, the offending PC gets a special certificate, *Known Criminal*.

THUS ENDS “GRIMM EVIDENCE”

EXPERIENCE POINT SUMMARY

Total the XP earned from the following:

Encounter 1

Not snubbing Lady Sophia Grimm 25 XP

Encounter 3

Treating Fortana Diplomatically 25 XP

Encounter 5

Defeating Amril without attacking him 100 XP
Defeating Amril without killing him 75 XP
Killing Amril 50 XP

Encounter 6

Talking to Lady Lanora 25 XP

Encounter 7

Talking to Kwella Harquith without mentioning the Harquith family 25 XP

Encounter 8

Surviving the battle 200 XP

Reporting to either Grimm 50 XP

Optional Roleplaying Award Up to 100 XP

Total Possible Experience: 600 XP

TREASURE SUMMARY

If it's not on this list, the PCs cannot keep it.

Encounter 1

- **A Snub Returned:** You know, it's not wise to snub an invitation from one of the most powerful families in the city. They do have friends. For the next three adventures you go on, you will receive a -1 unnamed penalty to all charisma checks and all charisma related skill checks involving the Diamond Legion and all the noble houses except for Bailey. (Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

Encounter 3:

- **Disfavor from High Above:** Boy have you made someone mad, and you do not even know who! You now get a -2 unnamed penalty to all Charisma checks and all Charisma related skill checks involving magic using folks in Amthydor. The one exception is you now get a +2 unnamed bonus to those same checks while dealing with House Terziine.

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal).

Encounter 5:

- Dagger (2 gp), Leather (10 gp), artisan's tools (5 gp), scholar's outfit (5 gp), 6 hunks of cheese (6 sp); loaf of bread (2 cp), bottle of fine red wine (10 gp), barrel (2 gp), 10 sheets of paper (40 sp), cinnamon (6) (6 gp), cloves (6) (90 gp), ginger (6) (12 gp), saffron (6) (90 gp).
Total Sale Value: 116 gp, 5 sp, 1 cp

Encounter 7:

- Up to six potions of Sweet Memories antidote. This antidote will cure and remove all symptoms of Sweet Memories poisoning. It will not work for any other poisons. (Value: 2 gp, Size: Tiny, Tradable: Yes, Rarity: Common, Legality: Legal)

Encounter 8:

ALL ATLS:

- Cenkor: Crossbow bolts (10) (1 gp), light crossbow (35 gp), quarterstaff (0 gp), merchant's scale (2 gp), painter's tools, masterwork (55 gp), courtier's outfit (30 gp), 120 gp. **Total Sale Value:** 121 gp 5 sp
- Goramd: Axe, orc double, Masterwork (360 gp), Studded leather armor (25 gp), 2 gallons ale (4 sp), hunk of green-veined cheese (1 gp), backpack (2 gp), sledgehammer (1 gp), 60 gp. **Total Sale Value:** 194 gp 7 sp
- Nitkit: Rapier (20 gp), Crossbow, hand (100 gp), leather armor (10 gp). **Total Sale Value:** 65 gp.
- Yernah: Longsword (15 gp), longbow (75 gp), bookbinder's tools (5 gp), 12 gp. **Total Sale Value:** 53 gp 5 sp.
- A metal ribbed fan whose silk fan body has the painting of a ki-rin with hooves of gold flying amongst the clouds. (Value: 500 gp, Size: Small, Tradable: Yes, Rarity: Common, Legality: Legal)

- A scroll with the alchemical recipe for a potion that acts as a *Bear's Strength* potion (CL 3) and is non-magical. The ingredients required include a black bear's gall bladder and the undamaged claw of a lion. Both of these ingredients must be certified to be used to make the potion and are not available at any store in Amthydor. This recipe also requires a *Craft (Alchemy)* skill check at DC 20 to successfully create the potion. (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- A scroll that contains the alchemical recipe for a potion that acts as a *Darkvision* potion (CL 5) and is non-magical. The ingredients required include the undamaged eyeballs from a manticores and some swamp nightshade gathered at midnight. Both of these ingredients must be certified to be used to make the potion and are not available at any store in Amthydor. This recipe also requires a *Craft (Alchemy)* skill check at DC 20 to successfully create the potion. (Value: 100 gp, Size: Small, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- A portable anvil and hammer of masterwork quality. (Value: 500 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal)
- The parts to a still. If a PC makes a *Profession (Brewer)* check at DC 15 to set up the still, it acts as a masterwork still. At the moment it smells of strawberries, so it should be washed before used. (Value: 250 gp, Size: Large, Tradable: Yes, Rarity: Common, Legality: Legal)
- A hammered dulcimer. This instrument is of masterwork quality and the bottom of the sounding board has the initials LHRG and the stamp of a tower on it. A *Knowledge (Local or Nobles and Royalty)* or *Bardic Knowledge* skill check at DC 10 will recognize the stamp and initials as those of Lord Harvinder Rasquell Grimm. (Value: 100 gp, Size: Medium, Tradable: Yes, Rarity: Uncommon, Legality: Legal)

- Sixty gold coins. On the back of the coins is an engraving of four eggs and the inscription "Together at last."

ATL 1:

- Spellbook containing the following spells:
0 Level -- Arcane Mark, Dancing Lights, Detect Magic, Light, Mage Hand, Message, Open/Close, Read Magic, Touch of Fatigue;
1st -- Alarm, Disguise Self, Expeditious Retreat, Hold Portal, Sleep.

ATL 3:

All of the things listed in All ATLS plus:

- Maniracle: Heavy mace (12 gp), Scale mail armor (50 gp), Heavy steel shield (20 gp), Holy symbol of Kohr, silver (25 gp), 60 gp. **Total Sale Value:** 83 gp 5 sp.
- Sizzle and Drizzle: Spiked chain (25 gp), Breastplate (200 gp), sculptor's tools (5 gp), 60 gp. **Total Sale Value:** 290 gp.
- Spellbook: All spells as listed in ATL1 plus:
2nd Level -- Acid Arrow, Shatter, Hideous Laughter, Web;
3rd Level -- Hold Person, Vampiric Touch.

ATL 5:

All things listed in All ATLS and ATL 3 plus:

- Spellbook: All the spells listed under ATL 1 & 3 plus:
3rd Level -- Arcane Sight, Ray of Exhaustion;
4th Level -- Bestow Curse, Fear, Globe of Invulnerability, Lesser, Stoneskin.

Epilogue A:

- One hundred gold per PC.

Epilogue B:

- Fifty gold per PC
- **Favor of House Grimm and the Diamond Legion:** For bringing evidence that House Grimm may use to get rid of

Lady Lanora Grimm, you gain their favor. You get a +1 favor bonus to all Charisma and Charisma based skill checks. As House Grimm is very well placed in the Diamond Legion, this bonus also applies to the Diamond Legion. This bonus does not work with Lord Harvinder Rasquell Grimm. Also, if Lady Lanora is not convicted of the crimes, this favor may suddenly turn sour.

Epilogue C:

- One hundred fifty gold per PC.
- **Reputation of a Two-Timer:** In a town such as Amthydor, a person's word is as good as his bond. When people hear about someone two-timing someone else, it lowers their opinion of this person. When you do it to a bard, everyone finds out about it. PCs who earn this cert get a -1 unnamed penalty to all charisma related skill checks and charisma checks in Amthydor. There may be ways to reverse this reputation, but they will come later. (Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

Epilogue D:

- **Known Criminal:** The character named above is a known criminal in the city of Amthydor. While he or she has paid for the crime committed, Amthydorans rarely forget such a deed. The PC gains a +4 circumstance bonus to all Recognition checks with Amthydor natives, but success indicates that they KNOW what the PC did, incurring a -4 penalty to all Charisma-related skill checks with that NPC. All effects of this cert are void after one year real time (note dates below):

Start Date: _____
End Date: _____

(Value: N/A, Size: N/A, Tradable: No, Rarity: Common, Legality: Legal)

Player Handout 1: Contract for Services

This contract represents a contract for services between Lord Harvinder Rasquell Grimm (hereafter referred to as the First Party) and a group of adventurers hired through the Fraternity of Venturers (hereafter referred to as the Second Party).

In return for the compensation of one hundred gold lions per member of the Second Party and the relinquishing of any items gained during the commission of the contract, the First party hereby hires the Second party to investigate and gather evidence in the case of Amthydor versus Lady Lanora Antuwon Grimm.

The Second Party shall be required to hand over all physical evidence found to the First Party or the representative of the First Party.

The Second Party shall report all discussions that may have bearing on the case to the First Party and or any representative of the First Party.

The Second Party shall not discuss any information gained from the investigation with any other member of the Grimm family nor any representative of the Grimm Family.

Lord Harvinder Rasquell Grimm

PLAYER HANDOUT 2

IT HAS BEEN FORETOLD THAT SOME MEDDLERS WOULD TRY TO INTERFERE IN THE PLANS OF THEIR SUPERIORS. THIS IS SO DISAPPOINTING AND I DO HOPE TO HAVE THE CHANCE TO CONVINCЕ YOU TO CHANGE YOUR MIND. MEET ME AT THE FORMER ARAWL WAREHOUSE #14 AT FIVE HOURS AFTER HIGH NOON. DON'T BE LATE, AS THAT IS SO RUDE.

LORD FALDUN GRIMM

Player Handout 3:

I know who you are and what you want. I also know you are asking too many questions. If there are answers you want, you will meet me at the Arawl Warehouse # 14 at five bells after high noon. If you are too much of a coward to know what you are facing, then do not come. It's not like you will find the truth out anyways.

Lord Faldun Grimm

Critical Event Summary: Grimm Evidence

Gamemaster, please answer the following questions after running this event.

1. Did the PCs refuse to meet with Lady Sophia Grimm?

Yes No

2. How did the heroes approach Fortana? (Circle whichever applies)

Arrogant Hostile Neutral Friendly

3. Did the heroes find out about the poison? Yes No

4. Were the heroes poisoned? Yes No

If yes, list the PCs who were poisoned and how long their memory loss is on the back of this sheet.

6. Did the heroes kill or subdue Amril? Kill Subdue

7. Did the heroes visit Lanora in prison? Yes No

8. Did the heroes defeat Fadden's Gang? Yes No

If the answer is "No" is it because the table ran out of time to finish the module? Yes No

9. List on the back of this sheet the real names and PC names of anyone who earned either A Snub Returned, Disfavor from High Above or Reputation as a Two-Timer.

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

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

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



Roster of Heroes: Grimm Evidence

Judge Name: _____

Convention: _____ **Date:** _____

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

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

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

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

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

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

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